

RIDER

3RD
EDITION

THE TRANSFORMATION



BROUGHT TO YOU BY

- Adrian Burns – who took the first idle steps down this Path of Nerd
- Conor Dedek – who took interest in what was just a half-thought-out idea and encouraged it to awaken
- Joe Hiles – who offered an outsider’s perspective and helps steer it rightly to this day

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INTRODUCTION

"Even if there is no God or Buddha, there is Kamen Rider."

Our world is not and has never been perfect, and probably never will be. But that hasn't stopped us as a species from trying as hard as we can to make this world livable, has it? But even so, sometimes we see a problem and we walk away. We tell ourselves that it's not our deal, it's not affecting us. We go back to our homes, our dorms, our apartments. Back to our offices, our classrooms, our cozy little lives, where we tell ourselves that those sorts of problems only happen to others, never to us. We try not to care, because that's the only defense we have.

Because inside, we're afraid to do anything about it. We could get hurt, we could make a mistake, we could strand ourselves outside of our precious comfort zones where everything's safe and warm. Maybe once or twice we push ourselves so we can feel good about it later, but do we ever do it consistently, always striving to make something of ourselves? For many of us, the answer is a resounding no.

But what if we had power that just isn't available to the average college sophomore or office worker? What if we didn't have to be so afraid of making a difference? What if we could really, *really* do something to change the world?

What if we had to?

Could we? Could we really? Can we awaken the heroes within our souls? Can we fight to survive, break the chains that bind us, and ride with the devil?

It's time to find out.

A GAME OF COURAGE AND SACRIFICE

Rider: The Transformation is a game about stepping up and becoming a hero, based on the *Kamen Rider* franchise. No matter what his or her Beginning is, no matter the Path he or she walks, a Rider is a person who knows now just how much the world needs heroes—and has the power to fill that role. There is a world in dire need of hope, and there is the responsibility to be that hope.

YOUR FEARS CANNOT HOLD YOU BACK

People are so trapped in their fears of what might go wrong that it's nearly impossible to step outside their comfort zones and strike at the hearts of the problems that plague the world. You, as a Rider, can fight against that fear and make a difference. Doesn't it sound so wonderful?

BUT YOU'LL ALWAYS HAVE REASON TO FEAR

But don't you dare think you're invincible. People are blind to so many of their problems, and the fact that you aren't means you know just how much there is out there that can crush a person to dust. More than anybody else, you will see just how much there is out there to fear.

BECAUSE YOU'RE NOT INVINCIBLE

A mugger's knife glances off your armor like a stick off a brick wall. You can punch that thug through a wall before he can draw his gun. But what about when a Kaijin's steel-shredding claws sink into your leg? What about when a Taoreta Rider takes her blaster and pumps five rounds into your chest? Compared to street mooks, you're big time. But you're not the only one with power.

BUT YOU CAN'T GIVE UP

But the bad guys aren't the only ones with numbers, see? There are Riders everywhere, because there is evil everywhere. The veterans have an eye out for the new ones, and they'll get you together with others. You'll have friends, and they'll have your back through thick and thin, because everyone knows you can't do this by yourselves. As long as you have hope, Rider, you will never walk alone.

THEME: COURAGE AND SACRIFICE

Rider is a game about being a hero. A Rider can destroy the evils that lurk in the shadows, the ones ordinary people only feel the effects of and don't truly see outside of their dreams or their dying gasps. But doing so is not going to be easy; there are fears to face, and very few normal people will ever know just how much you do for them. Most people are blind to all but the barest hints of Rider activity, and those that get a good look can't tell the difference between the monsters and the heroes. You can be a hero, but don't hope for any acknowledgement from anyone but your fellows.

MOOD: HEROISM

The mood in *Rider* depends on what you're going for. Do you want the characters to feel a lot of self-doubt, wondering what the hell they are and if they're even human anymore? Do you want it to be lighter and softer, or do you want a dark, harsh world? Whatever you choose, however, the constant theme throughout all of *Rider* is heroism.

INSPIRATION

SHOWS

- **Fourze:** Fourze's protagonist is the direct inspiration for basically everything about the Path of Stars—the philosophy, the nicknames, the name itself, even the powerset being air to sorta fit Fourze's space theme. The secondary Rider, Meteor, is also one of the inspirations for the Path of Thorns. Both Riders are great examples of Tech Riders.
- **Kabuto:** The protagonist largely inspires the Path of Heaven, and by extension, the whole convention of calling the chosen splats "Paths". The Path of Heaven's solar/fire theme extrapolates from the recurring shot of the sun behind Kabuto when he makes his pose, and the somewhat haughty, grandiose philosophy draws from his personality.
- **OOO:** OOO was the inspiration of the Path of Desire, and the show's theme of desire lent the Path its name.
- **Gaim:** Gaim himself could be said to dabble in several Paths, but his behavior late in the series is one of the best examples of a Rider on the Path of Iron. Baron could be said to provide examples of Glory (regarding his spiel about power/strength/etc) and Fury (his ultimate motivation), and early-mid Ryugen most directly inspired the Path of Thorns.
- **Double:** Double themselves didn't inspire a Path (though they are a great example of a Tech Rider), but the secondary Rider, Accel, is the reason there's a Path of Fury in the first place—he even lent his red color scheme to it, as well as some of his electrical attacks inspiring their Powerset. The movie villain, Eternal, could be said to exemplify a Taoreta Rider.
- **Ryuki:** Kamen Rider Tiger was the biggest inspiration for the Path of Glory, with his weird and sort of backwards philosophy about heroism. Knight would fit right into Thorns, Ryuki himself makes a good Desire or Iron Rider, and Ouja is Taoreta from the moment he's onscreen.
- **Faiz:** The ATP Foundation is very much an homage to the Smart Brain megacorp from this series; Kaixa is the second-biggest inspiration for the Path of Thorns.

GAMES

- **Exalted 2e/2.5e:** This ended up inspiring most of Rider's mechanics.
- **Princess: The Hopeful:** The very first inspiration we had, back when *Rider* was just a .txt on Adrian's computer. There are heavy parallels between the Courts of *Princess* and *Rider*'s Paths, especially the Twilight Courts/Heretic Paths.

MUSIC

- Basically any *Kamen Rider* soundtrack, as well as *Kamen Rider Girls' Exploded*, are obviously here. There's a great range in there, from the upbeat to the outright silly to the triumphant to the somber, for any DM to play when the scene calls for it.
 - Specifically, if any song would be called the main theme of this game, it'd be the *Kamen Rider Black RX* theme's 21st Century Remix.
- **BABYMETAL:** Crazy-hard metal plus tiny idol ladies equals fun.

- **JJBA Soundtrack:** The JJBA anime's got a fantastic soundtrack. Turn up 'Avalon' during a climactic battle scene, you know you'll love it.
- Robert Benfer's music, and his entire being, serve as an off-kilter inspiration for some of the sillier aspects of Taoreta Riders. Or the more terrifying. It's hard to tell.



WHAT YOU NEED TO PLAY

RIDER: THE TRANSFORMATION is designed and developed to be pretty easy to play, even for first-time tabletop RPG players. It is generally best played using the virtual tabletop system Roll20; even if playing in person, Roll20 provides a great map environment and virtual dice roller.

- **TEN-SIDED DICE:** Nearly all the dice rolls are done using a group of ten-sided dice, commonly referred to here as d10s. Note that you may see calls for things like “d5”, “d4”, “d3”, etc (mostly for Status Effect rolls); d5 can be approximated with a d10, d3 can be approximated with a d6, and d4s are a thing that exist. You can also use an online dice roller for them. The point is sort of moot if you’re using something like Roll20, since all dice can be rolled there.
- **THIS DOCUMENT:** Every player should have read this document, and should have it open on their computer.
- **CHARACTER SHEETS:** Every player should have a character sheet filled out, obviously; it’s a good idea to have every player send a copy of it to their DM.
- **A MAP SPACE:** Roll20 really comes in handy here, but you can use a physical map as well as long as you have tokens to mark characters and so on. This game is based on a grid system with each square being 5 feet.
- **IMAGINATION:** Absolutely necessary—without your imagination painting the picture, all you're doing is throwing numbers back and forth. If it helps set the mood, the DM might play music as relevant to the action at hand.

ROLE-PLAYING GAMES

When we made this game, we knew we wanted it to be accessible. While it could be great if everybody who might want to play was already knowledgeable both about Kamen Rider and RPGs, we knew that we would most likely get a lot of people who were familiar with one but not the other—or even familiar with neither and interested nonetheless. Getting acquainted with Kamen Rider can be as easy as watching a few videos to get the general idea, but this book will try to offer an introduction to RPGs.

Firstly, let us talk about storytelling, a thing people have done forever and will do forever—we hope. From stories told around a campfire to summer blockbusters, people create narratives with characters and plots and action, imaginary worlds that fascinate us. Not everyone just wants to consume the stories made by others, though—many people want to make stories of their own, and that’s a big part of what this game (and all RPGs) is about. This document exists to help you and your friends to build a story together—a tale of heroes, villains, fierce battles, sharp minds, masterful guile.

And now, role-playing games. Maybe you remember being a child on the playground, making up adventures for yourself and your friends. You determined that the play-castle was a real castle, the jungle-gym a wizard’s tower, and you were heroes. Or villains. You probably had a blast. Role-playing games are a little like that—people stepping into the shoes of a character, playing out a story together, having fun. Probably the biggest difference between this game and those playground adventures is that role-playing games have rules and numbers, parameters that give a game structure and help guide it in an orderly way. Combat doesn’t devolve into a back and forth of “I hit you!” “Did not!” “Did too!”; instead, you look at your characters’ traits, roll dice accordingly, and thus determine the presence or absence of hitting.

We’ve already told you the material things you need to play, but what do you need most of all? Imagination and people.

THE DM

Dungeonmaster, Gamemaster, Storyteller—different games call this person different things, but the idea is the same. To play this game, somebody’s got to make the calls, set out the story, help paint the pictures in the players’ minds. You create (with some guidance from this book) the world in which the characters live and breathe, set challenges in front of them.

Keep in mind that being a DM is not quite like sitting down and writing a story—you’re not controlling everything, directing every character, writing every line of dialogue. You have to make the skeleton of the story, and the skeleton had better be a stable one, but it’s the players who put the flesh on it. If your story is too rigid, players will feel hampered and stifled, perhaps complaining that you are “railroading” them (that is, only giving them one path to take, just as a train is constrained wholly to the tracks). If you give them too little direction, they may feel lost, unsure what is expected of them to move the story forward, or even where “forward” is.

Another responsibility is description—you have to give your players something that really paints a vivid picture in their heads. When you describe the scene, do more than just lay it out like a 5th-grade

book report. *"You walk into a room. There are a lot of books on the bookshelves. There is a dead man laying on the floor."* Sure, your players get the idea, but isn't it a little boring? What about... *"As you open the door, you notice the ground-in smell of old paper and stale coffee, and under it the scent of blood. Flicking the light on, you see the many bookshelves overflowing with musty old volumes, the excess books littering the desk in stacks. Laying facedown in a pool of blood is a man who looks like he fit in with all the academic clutter—before someone killed him."* Now we're getting somewhere! Be careful, though, not to waffle on or ramble—too much description can leave players lost and annoyed. If you think writing out your descriptions beforehand is a good idea, go for it—it may help you get it right.

Besides the amount of description, you also need to carefully regulate how much info you give players in another way. You need to tell them enough that they have something to go on, but you don't want to give everything away too soon. When they squint into the darkness and roll for Perception, don't say *"there's nothing there."* That tells them that hey, nothing to worry about, it's fine. Tell them *"you don't see anything there"*. The difference is crucial—the former objectively states that there is nothing in the darkness, while the latter just tells them that they do not see anything. Maybe there's nothing there to see... or (and this works especially well when their roll was just *kinda* good) they have simply failed to see whatever might be there. This helps players get immersed. If you're describing a type of enemy they've never met, don't just say they see *"four ATP Soldats"*. Describe what the characters are looking at. *"You see four tall, shaven-headed people, three men and a woman, in black suits that look a little more rugged than something off the rack at Sears. Two of them hold telescoping batons and one holds a heavy-looking revolver. You notice a slightly yellowish tinge to their skin, their lips, the corners of their eyes."* You can offer an opportunity for the players to rack their brains (i.e. make an INT + Lore roll) to see if they remember hearing about this in training, and perhaps someone succeeds and realizes that these people are ATP Soldats. The next time they encounter them, you don't need to describe them as much, since they already know what these enemies are.

There's a lot more to be said, but not enough space to say it in. Just know that your first run as a DM will never be perfect, and you'll just have to learn. Try, keep what works, fix what doesn't, improve.

PLAYERS

Obviously there's got to be somebody to *play* this, though! That's where players come in; the DM sets the stage and the scenery, and the players get on that stage and make the action. Playing takes effort and preparation, but the work is well worth it.

Here, you play a Kamen Rider, a person who has risen up to be something more—a hero. You decide what they say and what they do, what they look like and how they act, their past and what they want for the future. You translate this idea of a character into dots and points and numbers on a character sheet, and sometimes your character will attempt an action for which the DM asks you to make a dice roll.

Remember that the character sheet is not all there is to your character—it's a tool that helps you manage your character's interactions with the mechanics of the game. Think about them as a person first, then figure out how the character sheet represents who they are.

It's a good idea for players to be in communication while they make their characters. Players can help figure out how to get a good and varied group of characters that fit the kind of game the DM has in

store for them, preventing the awkward situation of having five characters with the same Beginning, Path, general build, etc. This may mean having to compromise, but don't be daunted—if you talk it out with your fellow players and your DM, the changes will be a lot smoother than you might think. Figuring out characters together also gives players the chance to (as long as it's fine with the DM and makes sense) have their characters connected before the game even starts. Perhaps they were close as children and haven't seen each other for a long time, or perhaps they became friends in training—or perhaps they even have an established rivalry.

CHAPTER 1: ***ONE WORLD***

*"I am justice."
- Kamen Rider Kabuto*

A World Beset By Worlds / The Heroes' Legacy

As far as we can tell, this mess all began in early 1971. Our Earth has always been awash in a sea of Earths, worlds differing from ours in some way. There were always some holes between these worlds, and some of them did connect to our world. But there had never been so many at one time, not like this.

Those who know of the sea of universes tend to name each world after whatever threat came out—the World of Demons, the World of ATP, and so on. We call ours the World of Riders, but some say that the other worlds have another name for us: the World of Ignorance. The vast majority of people never really noticed when things came crawling through the cracks; the effects on the mundane world were always felt, but almost nobody could really see the root causes.

But while evil wrapped itself around the weaknesses in people and nations alike, something was born as well: Kamen Riders. Many theories exist as to why, but nobody is entirely sure; some say Riders were born from the influx of unreality released when the Invaders came, but there are many other ideas.

Riders started to find each other and learn that they weren't the only ones; they started to work together, keeping in touch and watching each other's backs against the myriad tendrils of darkness. They formed a Council to lead and guide them, stood shoulder-to-shoulder, and braced against evil's hammer.

Stand Together / Stand Apart

It didn't take long for Riders to start converging around a few strong, charismatic people with relatable philosophies; after all, it's natural to look up to someone who you think you can trust. Soon, the Rider community was almost universally in one of seven distinct but cooperating groups called Paths: Stars, Heaven, Desire, Iron, Fury, Thorns, and Glory. They didn't all agree on everything, but they fought and bled and struggled side-by-side and back-to-back, and that made them brothers, sisters, family.

But not every family stays together forever. The veterans representing Stars, Heaven, Desire, and Iron on the Council looked at the other three Paths and what they saw worried them. At first it was just that those three seemed to have heavier fatalities than the others, but then they really looked at what beliefs they held onto. Fury's pursuit of vengeance; Thorns' obsessive protection (some might say control) of their loved ones; Glory's bizarre, esoteric idealism. All of these, thought the other leaders, were dangerous to those who followed them. In 1986, wielding their majority in the Council, they made their ultimatum to Fury, Thorns, and Glory: change or leave. And, preferring anything up to and

including death over letting go of their principles, these three Paths were cast out from what became to know the Righteous. The remaining Council hoped these factions would wither and die as their members came back to the light and begged for reconciliation. They wanted to accept with open arms these men and women, the friendships that had been forged in battle and pain and tears.

Unfortunately, it wasn't so rosy. What they lacked in numbers at the time, the three Heretic Paths more than compensated for with sheer fanatical devotion to their ideals, and they managed to survive and expand to form a power bloc of their own, the former Councilors becoming the first Triumvirate. The Councilors of the Righteous Paths watched in consternation, but figured that was better than, say, all the outcasts dying. The Riders had survived this schism, but there were more trials ahead...

Falling From Grace / This Is Why You Should Run

There had always been a few Riders that went bad or "Fell" as the years went by, but the majority of them didn't survive very long—these evil, fallen Taoreta Riders tended to make enemies of everyone else, Rider and Invader alike and were like rabid dogs in their insanity—dangerous, but unlikely to survive long. However, in 1992, the Invader threats launched a host of campaigns to turn up the heat; whether they were cooperating or all trying to outdo each other or both is still not certain. Whatever the case may be, the results were the stuff of nightmares. The loose groups Riders kept were torn apart, isolating those who weren't killed outright. The number of Taoreta Riders *skyrocketed*.

The Righteous Council and the veterans realized something they had overlooked for too long: the importance of togetherness, of bonds. They had taken these connections for granted, those who lived through the early decades and the Schism; however, shortly after '86 there had been a remarkable lull in Invader activity (later realized to be the result of the factions' planning and building up resources). There were fewer battles to forge lifelong friendships, and as such, newer Riders weren't as connected with each other. And that made them so much easier to break.

The Invaders probably weren't planning to create an epidemic of Taoreta Riders, but they certainly benefited from it; with so many at once, these corrupted, insane shells of former heroes managed to stay alive long enough to be taken under the insidious wings of the Demon Armies, the Theta-Wave Empire, The ATP Foundation, and others. One particular Taoreta Rider gathered her fellows around herself and went under the radar for a time, assumed by most to have torn each other apart in the dark places of the world—but they would be back soon enough.

The Righteous Council started a desperate focus on grouping new Riders under veterans, determined to help these novices form the ties that would hold them steady against the crushing brutality of the Invaders' schemes. The Heretics took a similar path, but the number of theirs who had turned in the Fall Of '92 had been relatively smaller—some said because of their zealotry, though less-charitable whispers implied that potential Taoreta had been culled with ruthless immediacy by the Heretic Triumvirate.

A New Millennium, A New Legend

And here we are. The Righteous Paths stand strong, as do the Heretics, and the Invaders are finding things won't be as easy as their little victory in the 90s. The explosion of the Internet was one of

the biggest boons to the Rider cause, as it made the global community much more connected. It's easier than ever to find other Riders in your area to form a Band with, and the increasing interconnection of society just strengthens the bonds shared. It's not all roses, though—after all, there's still many worlds' worth of evil trying to twist our Earth to their wills. Even so, the universal Rider Creed rings stronger than ever: *As long as you have hope, you will never walk alone.*

BEING A RIDER

Awakening

Most Awakenings occur at a turning point in one's life. The earliest point at which this occurs has been in the mid-teens, with the youngest documented Rider starting at the age of 15. Thankfully, though, this is pretty rare; one so young is rarely equipped for the stress of Rider life.

Usually, a Rider's Awakening will occur between late teenage years and late twenties, and most often accompanies a major shift in one's life. It could be as relatively innocuous as leaving home for college or a breakup, or something more major, like losing a job. Or a loved one. Either way, Riders who are living away from their families have a degree of freedom that helps with the whole "beating the crap out of monsters every night" thing. However, they also have classes and jobs, most often; in fact, it's so common for Riders to have trouble keeping steady employment that the community has programs focusing on helping them find their next source of income.

There are some cases in which someone in their thirties, forties, or even beyond has an Awakening; these are troublesome for the people who endure them, because they are often more set in their jobs, their relationships, their marriages. They have more to lose, and it's hard for them.

Transformation

Once he or she Awakens, a Rider has the ability to Transform. It is a simple mental effort to summon one's Rider Belt and do whatever actions accompany the process; a Rider innately knows how to perform his or her Transformation sequence from the moment of Awakening. Whether biological, magical, or technological, the Armor forms over the Rider's body in a moment.

The appearance of a Rider's Armor is an expression of his or her true self through the medium of a specific Beginning (biological, magical, or superscientific). Everything about him or her is enhanced; their strength and ability gives greater confidence, and a Rider even thinks more quickly.

Culture

Riders are all about togetherness, and it shows. With the internet's influence in the world today, getting and staying connected with one's fellows is easier than ever. There are official sites, but also so many more unofficial ones, where Riders compare notes, share war stories, ask for help, or just talk about normal stuff with someone else who knows how hard normality is to come by. And, being that this is the internet and all, it wouldn't be complete without arguments, most of which revolve around Path politics because *ugh of course*.

Of course, beyond giving assholes somewhere to make troll accounts and get banned in two minutes, Rider networks serve an important function in that they make it very easy to know what's

going on where—not only because of what people post, but when people *stop* posting. After all, if someone goes quiet for uncommonly long without explanation, they may be in need of help.

Probably the most practical part of Rider networking is its influence offline; they help a new Rider find out where his or her fellows are, where to meet them, and who else is looking for someone to group up with. "Tech looking for Band in Cleveland" and so forth are common postings on Rider sites, and generally, that Tech is going to find herself a few other Riders to work with.

Internal Authority

Rider Leadership is discussed later, but each Path has a head. At lower levels, it differs somewhat by bloc.

In the Righteous Paths, most authority is loose and based on seniority and experience. Because of the existence of the Senate within the Heretic Paths, there is a more official system of authority with Senators and former Senators, but even then, not all Heretic higher-ups have been in the Senate.

More seriously is the Rider internal-security organization called the **753**, whose overall job is preventing Falls. The **753** contains the Office of Stability and the Office of Integrity. The Office of Stability is more or less a psychiatric authority, ruling Riders unfit for active duty if their mental stability is in question and assigning them to psychological aid. The Office of Integrity is essentially Internal Affairs, sometimes muttered about as a "secret police", and comes down hard on any trace of corruption.

Band

"Band" is one of many words for a group, from a gaggle of swishy-haired kids playing garage rock to the proverbial "band of brothers". In Rider parlance, a Band is basically that—a group, just one that consists of Riders, and first and foremost it is a group of friends. And yes, Bands can mix Heretics and Righteous—Riders are still Riders, after all.

While of course Bands often go on patrol or head into battle together (or, if one is in trouble, the rest will join the fight), they also just plain hang out. The top brass and the veterans all stress the importance of this: the times spent together that allow a Rider to de-stress, the support that reinvigorates his spirit, and the occasional demand that he get himself some decent sleep while the others cover for his duties. When a Rider thinks he sees trouble, the first people he calls are always his Band.

DICE ROLLS: HOW DO THEY WORK?

Dice rolls basically work like this. When making an action, you first determine what **Stat** and **Ability** (or, sometimes, something else) you are using. Let's say you want to search around, looking for something specific in your line of sight. You would be using your **WIT** Stat and the **Perception** ability. You have three dots in WIT and two dots in Perception, so this means you have a dicepool of five ten-sided-dice, or 5d10, to roll for this action. You roll your dice, considering each result separately—your default "**target numeral**", the lowest result on a die that counts as a **Success**, is **7** (though this can possibly be higher or even lower depending on certain factors). Let's say your five dice come up as a **5**, an **8**, a **9**, a **4**, and another **9**. Assuming the target numeral is still 7, you just rolled three Successes! In addition, there is the **Rule of 10**, which states that any die that comes up 10 counts as **two** Successes instead of one.

Any action that requires a dice roll has a Difficulty Rating, which indicates how many Successes are required to complete the action correctly. Let's say your DM determines that this particular task of searching has only a Difficulty Rating of 2—your three Successes mean that you have not just succeeded, but succeeded a bit extra! This would probably get you a bit more info than you would have gotten from just rolling two successes. Generally, the more you exceed the Difficulty Rating, the more spectacular your performance and the better the results of your action.

Of course, failure is an option. If your number of Successes is not at least equal to the action's Difficulty Rating, you fail to complete the action. The consequences depend on the nature of the task; if you failed your first attempt at looking around and finding something, you can probably try again. If, however, you failed to grab a handhold while being washed away down a flooded canal, you may be in trouble. However, a regular failure usually still gives you another chance; your DM might tell you that you get washed fifty feet down the canal and then get to roll again to grab something.

However, there are times when your character *really* screws up, and these are Botches. A Botch occurs when you fail to roll even a single Success *and* at least one of your dice is a 1. While a failure often just means "I did not get to do the thing I wanted", a Botch means "I tried to do the thing and got an actively negative result". If you botch your action of searching around, you might find something irrelevant that ends up leading you into an ambush later. If you botch your attempt to grab a handhold while being washed down the canal, you don't just fail to grab onto that pipe, but you hurt yourself doing so.

There are also Penalties and Bonuses, which respectively detriment and benefit your attempts. Penalties might be things like slippery ground messing up your footwork, an injury making it harder to fight, bad visual conditions making it hard to see, etc. Bonuses that do not come from other players' actions (like Powers with buffing effects) are a lot rarer than Penalties.

A special type of Bonus is called the **Stunt**, in which the player describes their character's actions in an exciting manner before they roll and can rewarded bonus dice at DM discretion.

- A **one-die Stunt** would generally just be a nice, illustrative description of an action: *"Standing behind the trooper, Kamen Rider Goliath brings his arm around and extends his wrist-blade,*

stabbing up into the unprotected space between helmet and neckguard with a spray of yellow ichor."

- A **two-die Stunt** generally also requires the character to interact with the environment the DM presents, taking advantage of what's described to be there. You can't contradict what's been established, but you may insert details—note that the DM can veto any "editing" like this if they feel it strains belief or is inappropriate in some way (like contradicting a major detail that they haven't yet revealed): *"Seeing two ATP Troopers charging from either side, trying to pin him against the steel wall, Kamen Rider Goliath crouches and springs to the wall feet-first just in time. The second he stands horizontal against the wall, he flicks his arms out, wrist-spurs extended, the force of the troopers' momentum allowing the blades to pierce their helmets."*
- A **three-die Stunt** is more or less a player's Crowning Moment of Awesome, the spoken equivalent of epic poetry and five simultaneous guitar solos. They generally follow the same rules as two-die stunts: *"As the ATP Magna Trooper barrels toward him, Goliath stands ready. Nimble sidestepping the juggernaut's charge, he grabs its combat harness with one hand, the foe's momentum helping him leap, swing his legs up, and kick it right in the side of the head. Its helmet dislodged, the hulk stumbles sideways as Goliath's swing brings him around to its front—where he rams his free arm's spur right into its eye."*

Please note, however, that a Stunt means more than just shoving adjectives into the spaces between subject, verb, and object. The point of a Stunt is to be interesting, exciting, and entertaining—length doesn't make it cool, being cool makes it cool. Skillfully working in a pun may very well count toward your description being Stunt-worthy. Always remember, the DM has the final say here. Upon the successful completion of a Stunt, the player can regain a number of Spirit Points up to double that Stunt's rating. The DM can offer the option to instead restore a point of Justice or Sanity for two- and three-die stunts if they feel it fitting.

There are also Resisted Rolls, in which two characters must make appropriate rolls against each other. Sometimes, instead of having to compete with another roll, you have to compete with a static value, like Armor.

Another aspect of dice rolls is the Extended Roll. Let's say a Rider is trying to scale a very tall wall. The DM might just have them roll one DEX + Athletics, determine a Difficulty Rating, and be done with it—or they could make it an Extended Roll. The DM determines a number of successes the player needs to succeed (the Cumulative Difficulty) and the time that passes in-game between each roll (the Roll Interval). Climbing the wall might have a Cumulative Difficulty of 15 and a Roll Interval of one minute. The player rolls DEX + Athletics once for every minute their Rider spends climbing, and the Rider makes it to the top when they accumulate 15 or more successes. A failure on a roll generally means only that the character has made no progress—however, botching usually subtracts some amount of accumulated successes. In addition, the DM may decide there is an Interval Difficulty—that is, a number of successes that must be achieved each roll. Perhaps the DM in our example rates this wall at an Interval Difficulty of 2, meaning the player only counts successes exceeding 2.

But what if you want to try an action and your dicepool is reduced to zero? You can still roll—you're rolling what's called a **Desperation Die**. Rolling a single die, you can only get a success if it's a 10. Anything else counts as a botch.

Dice rolls, by standard, have the **10-doubles** quality as stated before—a 10 counts for two successes rather than one. Certain things can give a roll the **9-doubles** quality as well, which makes 9s also count twice. Multiple instances of 9-doubles stack to 8-doubles. However, the 10-doubles quality can be lost, and the **1-subtracts** quality can be gained, wherein a 1 on the dice roll subtracts from the successes. **1-subtracts** cancels out **9-doubles**. There is shorthand notation for these modifiers, using 5 as the example dicepool:

- **5***: 9doubles
- **5****: 8doubles
- **5^**: loses 10doubles
- **5^^**: loses 10doubles, gains 1subtracts

CHAPTER 2:

THE WARRIOR'S AWAKENING

"I don't want to see people crying anymore. I want everyone to smile! So have a good look at my transformation!"

- Kamen Rider Kuuga

STEP 0: UNIVERSAL BASICS AND CONCEPT

Some things are sort of universal and don't quite fit into Step 1, so they're Step 0. Firstly, flick your eyes over the other steps and start thinking about what kind of Kamen Rider you want to make. Try to put together a concept in a few words. "Tricky gunslinger" is a good one, or "heartbroken healer out for revenge". Consider what you want them to be good at and what they might focus on.

- **HP:** Standard starting HP is 20. (Taking the **Path of Iron** increases this to 22)
- **SANITY:** Standard starting SA is 10.
- **JUSTICE:** Standard starting JS is 10.
- **TAMASHI:** Standard starting Tamashi is •. You may increase it to •• later by spending 4 of your Merit Points.
- **SPIRIT:** Standard starting SP is 15. (Taking the **Path of Fury** increases this to 20). This is before modifiers from Powerset dots.

STEP 1: BEGINNING AND CORE STATS

The first step in creating a Rider is to choose his or her Beginning. A Beginning is both the method by which they transform and an indicator of what their combat focus is. Essentially, this is the Rider's class in average RPG terms, broadly defining the kind of role they will play.

- **Bios:** Become Riders through an innate physical transformation, though it can be supernatural, psychic, or purely biological (Shin, Gills, Kiva). These riders have an **offensive** focus, but their **support and social abilities** are sub-par and they get slightly fewer **Skill Points**. Start with STR•••, WIT•, 15 KP.
 - Their weapons count **one weight category less** for the purposes of determining **Initiative**. Their Unarmed attacks also get an **automatic +1 damage bonus**. They start with a free point in **Melee** or **Labor**.
- **Mystics:** Become Riders through magical artifacts (Kuuga, Agito), even though it sometimes has a techy aesthetic (Ryuki). These Riders have a **defensive** and **healing** focus, but low **offensive** abilities. Start with END•••, STR•, 20 KP.
 - Mystics have a pair of special counterattacking abilities that allow them to use their **END** instead of their **STR** stat, called **Diving Save** and **Human Shield**. They also are the only ones to use the **Heal** action. They start with a free point in **Defend** or **Lore**.

NOTE:

Don't pick a Beginning for its aesthetic—pick it for its gameplay. The aesthetic lines are a bit blurry between Beginnings, so don't worry if your desired look doesn't seem to fit.

- **Techs:** Become Riders through superscientific tech (Faiz, Blade, Fourze, W). These riders have a **wit** and **support** focus, but poor **defense**. Start with WIT•••, END•, 25 KP.
 - Tech Riders get the most starting **Skill Points**, and also may select one WIT, INT, or CHA-based Ability called their **Augment Ability**. For that Ability, 9s count as doubles, just like 10s. They start with a free point in **Support** or **Reason**.

You have six Core Stats which can be rated 0-5 (technically 0-10, but we'll get into that later). Each Core Stat starts at 1. Each Beginning will determine the values of two of your Stats—as a Bio Rider, you *will* start with STR••• and WIT•, no exceptions. The four unaffected Core Stats all start at 1, and you have 4 points to distribute among them as you wish, with the restriction that no Stat can be rated above ••• at character creation. At creation, your total number of Core Stat Points should be 12.

STEP 2: ABILITIES & DERIVED STATS

You have eighteen Ability scores, three per Core Stat. These range from 0-5 and start at 0; at character creation, no Ability can be ranked above 3. You have 24 points to distribute among all of them. You do not necessarily have to put one point in every single Ability; if you do not think you will ever use Ranged weapons, then don't put points there. However, you would be wise to have at least a single point in most Abilities otherwise (for example, your Unarmed rating is involved in breaking out of Grapples, so even a weapon-based fighter would do well to have a point or two there).

Then come your Derived Stats.

- **SPEED**, your standard move speed (measured in 5-foot squares), is measured as (STR + DEX + [½ Athletics rounded down]).
- **INITIATIVE** is involved in determining turn order and is measured as WIT + DEX.
- **ARMOR** is the protective capacity of your armor. Your natural Armor is calculated as half your END rounded down, but there is a Skill that adds to your Armor.
- **RIDE** is the measure of your skill in vehicles, measured as (WIT + DEX + Deft).

STEP 3: PATH

The four **Righteous Paths** and three **Heretic Paths** are the core of the Rider community, providing both a philosophy to look to as well as a bonus and a Favored Powerset. A Rider's Path helps determine his or her role in terms of group dynamics; the Favored Powerset is also important because Riders can buy dots in them more easily. The Path's Creed also is important; acts that clearly follow that Creed may cause a Rider to regenerate a few points of Spirit, or (in extreme circumstances) a point of Justice or Sanity.

- **Stars:** **The Path of Stars** believes in the supreme importance of **bonds**, favors the airy **Kaze** powerset, and gives a +1 **Socialize** boost.
- **Heaven:** **The Path of Heaven** believes in the duty to live up to one's destiny, favors the fiery **Nenshou** powerset, and gives a +1 **Resolve** boost.
- **Desire:** **The Path of Desire** believes in the need to protect others' **dreams**, favors the water/ice **Umi** powerset, and gives a +1 boost to **Survival**.

- **Iron:** The Path of Iron believes that redemption through justice is their **obligation**, favors the earthy **Jiban** powerset, and gives a +2 boost to **HP**.
- **Fury:** The Path of Fury believes in having **vengeance** regardless of if they hurt others, favors the electric **Raimei** powerset (which erodes **Justice** points), and **grants +5 to your max Spirit pool**.
- **Thorns:** The Path of Thorns believes in the **resolve** to protect what's yours at any cost to anyone, favors the shadowy **Kurayami** powerset (which causes **self-damage**), and **grants +1 Persuade**.
- **Glory:** The Path of Glory believes that a Rider's actions (so long as he or she follows certain rules) are made Just by **ideals**, favors the radiant **Kagayaki** powerset (which erodes **Sanity**), and **grants +1 Intimidate**.

STEP 4: FOCUSED & FORSAKEN POWERSETS

A Rider may pick any Powerset to be their **Focused Powerset** and mark it on their sheet. The Focused Powerset, like a Path's Favored Powerset, is easier to buy dots in. If a Rider should select their Path's Favored Powerset as their Focus, they will be able to access a special and fearsome subset of that Powerset later.

However, a Rider must also select one Powerset as their **Forsaken Powerset**; this is the one to which they can never have access, as indicated on their character sheet.

Your Focused Powerset starts with one dot; all the others start at zero. After the automatic points for your Focused Powerset, you have free 4 points to distribute (for a total of 5 at the end), and cannot increase your rating in any Powerset beyond 3 in character creation.

STEP 5: POWERS

You can now choose any Powers that your Rider meets the requirements for. You do not have to write down every Power your Rider qualifies for, nor are you unable to use a Power just for not writing it down. Note that choosing a Power does not cost anything—Powers are not bought, just qualified for.

STEP 6: SKILLS & MERITS

If you're a Bio Rider, you get 15 KP. Mystics get 20, and Tech Riders get 25. You can buy Skills now if you want, but you don't have to spend them all right now if you decide otherwise—you can buy a Skill at any time outside of combat or riding scenes as long as you have enough KP.

You begin with one free Specialty.

You have 7 Merit Points available at creation; distribute them as you see fit. Remember that you can spend 4 of them to buy a second dot in Tamashi.

STEP 7: WEAPONS AND FINISHING MOVE

If you haven't already done so, pick your Rider's weapon or weapons (unless you plan to go bare-knuckled, which is entirely legitimate). Also, determine your Base Form's Finishing Move, deciding

what (if any) elemental component it has and the type of Finisher it is. Also be sure to be clear as to what kind of attack (Unarmed, Melee, Ranged, Thrown) it is.

STEP 8: FINAL TOUCHES

You're almost done! Write down something in the Description—human appearance, Rider appearance, personality, history, etc. Let your DM have a look at the sheet, maybe come up with a henshin pose, and you're good to go!

OPTION: PATHLESS RIDERS

It is possible to make a Rider who has not chosen to walk a Path. These come in two varieties—Riders who intend to pick a Path but have not yet discerned which one is calling them, and Riders who are apart from the main Rider community (whether by choice or by isolation). The latter are sometimes referred to as Ronin. Riders about to pick a Path have normal character generation except they skip the Path step, but Ronin have somewhat changed character generation as they lack the support and training of the main Rider community:

- Ronin start with **20** Ability points (plus their Beginning bonus for a total of 21).
- Ronin only select a Focused Powerset; they do not also have a Path Powerset. This means that Ronin are incapable of using Disciplines.
- With no Path, Ronin do not get any Path bonus.
- Ronin start with **5** Merit Points and cannot have the *Reputation (Path)* Merit. The *Alliance (Path)* Merit can be earned during play.

A Ronin who later chooses to walk a Path gets the Path Powerset (which means they may be able to learn a Discipline), but does not receive the Path bonus.

EXAMPLE

Step 0: Concept and Basics

Mark starts looking over his blank character sheet and wondering what kind of character he wants to make. He thinks he likes the sound of a Rider who's a bit full of himself, but is charismatic and wily. His DM agrees, seeing the potential for interesting RP. Mark's sheet already has the base HP, Justice, Sanity, Tamashi, and Spirit on it, so he goes forward and decides his Rider's real name will be Will Stasch, and his Rider name will be Kamen Rider Bravado.

Step 1: Beginning and Core Stats

Mark figures that though Bravado likes to think of himself as a front-line badass, he's much more of a tricky type. He decides Bravado is a Tech Rider, and goes ahead marking down his WIT at ●● and keeping his END at ●. He sets STR, DEX, INT, and WIT to ●● at first, but is considering changing something therein.

He thinks he wants to move a dot into CHA, reflecting the charm and bluffing ability that Bravado uses to get by. He decides not to reduce STR (mostly because he wants to keep his Speed up) or

DEX (because less than 2 dots in DEX is just never a good idea) and decides to reduce INT—Bravado’s high WIT represents his wiliness and quick thinking, but his low INT reflects his lack of common sense. He moves the dot from INT to CHA, showing that his character is charming despite being a little birdbrained.

He also marks down that he has 25 Skill Points to distribute later, and reminds himself that he needs to pick an Augment Ability, since his Rider is a Tech—and as a Tech, he gets a free point in Support or Reason. He decides to put the free point in Reason, figuring he won’t put anything else in there just yet.

Step 2: Abilities and Derived Stats

Mark looks over the Abilities and, at his DM’s suggestion, sees to it that he has a dot in everything to start with. He decides Bravado is probably a gunslinger type, so he takes a dot out of Melee and moves it to Ranged. He gives Bravado 3 dots in Ranged and Perception (reflecting his skill with guns), 2 in Persuade and Socialize (reflecting his charm), 2 in Dodge (he’s got to be good at avoiding getting hurt), 2 in Stealth (for more trickiness) and 2 in Athletics (to help him be quick on his feet). Everything else, so far, is at one dot, except for Melee and Intimidate, which are at 0. He keeps a dot in Unarmed to be safe. He decides his Augment Ability will be Persuade and marks it on his sheet.

Now he moves on to his Derived Stats: Speed (5), Initiative (5), Armor (0), and Ride (6).

Step 3: Path

Mark looks over the Paths, and his DM reminds him to keep in mind the Path’s philosophy, the Powerset, and the Discipline (which he will only be able to access if he puts his Focus in his Path’s Powerset). After thinking it over, Mark decides that while on the surface Bravado might seem to fit the Path of Heaven, ultimately the Path of Stars is a better fit. He likes its Powerset and its Discipline. Marking down the Path of Stars on his sheet, he notes that it gives him a free point in Socialize and marks down that as well.

Step 4: Powersets

Mark decides he wants to eventually get the *Uchuu* Discipline, so he decides his Focused Powerset will be the Powerset favored by his path: *Kaze*. He marks it down on his sheet and puts in the automatic dot. He also decides that the highly aggressive nature of the *Raimei* Powerset doesn’t gel with Bravado, so that is his Forsaken Powerset.

Mark now has four Powerset dots to place wherever he wants—as long as no Powerset is rated more than 3 dots. Two go into *Kaze* to bring it up to 3 dots, and he decides to put one dot each in *Kurayami* and *Kagayaki*—they both have some Powers that he thinks will be good for tricky tactics, and *Kagayaki* has some nice Ranged Powers.

Step 5: Powers

Mark takes a look through the Powers. From *Kaze*, he picks *Feather Fall*, *Gotta Go Fast*, *Backbiter*, *Bluster Blast*, *Fogblower*, *Run Forrest Run*, *Light On My Feet*, *Fair-Weather Friend*, and *Full of*

Hot Air. From **Kurayami**, he picks *Blackfire (Ranged)*, *Darkvision*, *Shadowfield*, *Unctuous Charm*, and *Static Image*. From **Kagayaki**, he gets *Dawn Treader*, *Laser Sight*, and *High Beams*.

Step 6: Skills & Merits

Bravado starts with 25 Skill Points to spend and 7 Merit Points. For his Skills, he picks up Grapple Gun for 15 and Flurry Fiend for 10.

On Merits, Mark picks up 1 point in Reputation (Stars) and 1 point in Alliance (Glory), each costing 1 Merit Point. He picks Barfly for 2 Merit Points, reflecting Bravado's charm. He decides to spend 3 on Contacts. He remembers that he has a free Specialty, and puts it in Athletics (Running Away) because he's a little bit of a coward.

Step 7: Weapon & Finisher

Bravado, Mark decides, will wield a Magnum. Calculating the relevant values, he determines that his Accuracy with the gun is 7 and his Damage with the gun is 6, with an Armor Pierce value of 1. He writes this on his sheet, also noting that its weight is Light and its Steady Aim Speed is 4 (currently, at least—if his base Speed increases, so will the Steady Aim speed) and its ammo capacity is 6.

He then decides his Finisher will be a Precision type with Wind as the element. A Precision Finisher adds 5 to the Accuracy value, so its Acc is 12. For Damage, it adds half (rounded up) of the user's Tamashi and then the value rolled on a d5. Half his 1 Tamashi rounded up is still 1, so he writes the Damage down as $7 + (1d5)$. The Wind element gives it a 1d5 chance to **Windburn**, which he also writes down. Armor Pierce is still 1.

CHAPTER 3:

WHAT MAKES A RIDER

Core Stats

Every Rider has six Core Stats, rated in dots from • to •x10 (though, at first, your cap is •x5). These are:

- **STR:** Physical might, concerning things like running, jumping or making an attack.
- **END:** Physical resilience, concerning things like taking a hit, enduring harsh conditions, or lifting a heavy object
- **DEX:** Physical finesse, concerning things like dodging, driving, and aiming.
- **WIT:** Fast thinking, concerning things like stealth, awareness, and teamwork.
- **INT:** Mental prowess, from problem-solving to mental resistance to knowing important lore.
- **CHA:** Social grace, concerning things like persuading, befriending, and intimidating people.

Abilities

Abilities are more specific than Stats, and in rolls you may often have to pair an Ability and a Stat.

STRENGTH

Melee: Attacks in combat using a melee weapon.

Unarmed: Attacks in combat using no weapon, including grappling.

Athletics: Jumping, swinging, rolling, etc.

WITS

Perception: Noticing and understanding things with your senses, generally sight and sound.

Stealth: Avoiding detection.

Support: Actions that help friends.

ENDURANCE

Defend: Blocking attacks.

Survival: Enduring harmful environmental factors.

Labor: Strenuous physical activity like lifting a car.

INTELLIGENCE

Reason: Thinking logically and solving problems.

Resolve: Mental defense.

Lore: Understanding and remembering info.

DEXTERITY

Dodge: Avoiding harmful things, often attacks.

Deft: Skilled hands for lockpicking, throwing weapons, and more.

Ranged: Attacks in combat using a ranged weapon.

CHARISMA

Socialize: Cordially interacting with people.

Persuade: Getting people to do things by convincing them.

Intimidate: Threatening and scaring people.

Paths

Every Rider must choose a Path; this indicates the philosophy that character found most appealing, grants them a small stat bonus (all but two give a free dot in one Ability) and allows them to more easily buy dots in that Path's associated Powerset. It also gives you a **Creed**; DMs may reward significant upholding of your Creed with giving back a point of Justice or Sanity, or some other small reward.

Every Path has some form of leadership at its head, and these leaders together make up the Rider Council. They direct, lead, and organize Riders and the non-Riders who work with them; the hierarchy is rather loose, though, and beyond the top leaders is mostly based on merit and experience. Veteran Riders often help novices to form Bands, which became a prime concern of the Council since the problems of the 90s.

There are four Righteous Paths and three Heretic Paths.

Justice

A Rider is a warrior for justice by his or her very nature, and Justice is a very concrete thing for Riders, a shining ideal that may not be perfect, but is damn close. A Rider can feel how well their heart is aligned toward Justice, and this feeling serves as a barometer of their moral integrity.

Simply put, acting unjustly turns a Rider away from Justice, which is an integral part of his or her very being. However, there exists a problem for Riders—Justice is always calling, and the farther one turns away, the more it eats at one's mind. At low levels of Justice, INT+Resolve rolls to maintain Sanity may become more difficult, and a Rider may periodically have to make spontaneous INT+Res rolls. A Rider who reaches 0 Justice becomes a Fallen Rider.

Sanity

A Rider's life is never easy, and on a daily basis he or she often faces things impossible in this world. Such phenomena, especially the eldritch or horrific, can eat away at one's psyche. However, there are things that ease one's mind as well—friends, family, and simply witnessing (or performing) acts that reaffirm one's belief in human goodness.

The less Sanity a Rider has, the more likely they are to mistakenly commit unjust acts—the DM may spring a surprise Sanity roll on a Rider, with failure resulting in doing something that risks loss of Justice. Likewise, low Justice can result in Sanity loss. Thus, the two go hand in hand, and it works the other way 'round as well—regaining Justice (or, sometimes, seeing someone else regain Justice) helps restore Sanity. As with Justice, reaching 0 Sanity causes a Rider to become a Fallen Rider.

Tamashi and Spirit

Tamashi is the measure of a Rider's inner drive; Tamashi produces Spirit, the energy used to fuel Powers. A Rider starts at Tamashi • with a Spirit Pool of 15; at creation, they may choose to spend 4 of

Justice Rolls

When a good character is trying, for some reason, to perform an outright evil act (as opposed to just mean-spirited or rude), they must roll using their current Justice score as the dicepool. A *mid-to-high number of successes* means the character cannot go through with this action without also making an INT+Resolve roll against Sanity loss; they have to mentally strain to force themselves. They lose at least one point of Justice whether they lose Sanity or not. A *low or null number of successes* means the character does not need to roll INT+Res. They just lose Justice. A *botch* adds +1 to the number of Justice points lost. The lower a Rider's Justice score is, the lower the standards are for Justice rolls; something that would incur a roll at JS10 may not incur it at JS1.

their Merit Points to increase their starting Tamashi to ••. Note that your Spirit Pool can be increased in ways other than simply increasing your Tamashi Rating—taking the Path of Fury means you have +3 to your Max Pool, and the 3rd, 4th, and 5th dots in your Focused Powerset give you +3, +4, and +5.

Your Tamashi Rating does more than just determine how many points you have to burn on Powers. Many Powers incorporate it into their dicepools, for example. From Tamashi • to •••••, your Core Stats, Abilities, and Powersets are capped at 5. Once you hit Tamashi •x6, your Tamashi Rating determines the caps. A Rider with Tamashi •x6 and up is a Legendary Rider; this is an amazing feat and very few have achieved it.

Tamashi is normally increased with XP. However, when a Rider does something truly great, the fires of heroism may flare up within them, spontaneously increasing their power. In crunch terms, the DM may decide to give the whole group a free +1 Tamashi upon completing significant events (generally a boss battle). This is done on a full-party basis, not an individual basis.

- At Tamashi •••, you get an automatic +5 Max HP and are eligible to learn a Discipline (if you Favored your Path's Powerset).
- At Tamashi ••••, you get to access an **Adamant Ascendancy**, a special bonus that builds on your Beginning. Ascendancies are detailed in the Beginning sections.

Tamashi	Spirit Pool
•	15
••	20
•••	25
••••	30
•••••	35
• x 6	45
• x 7	60
• x 8	80
• x 9	105
• x 10	130

Skills and Merits

Skills are enhancements a Rider can purchase with Skill Points, including such things as enhanced hand-to-hand skill, Specialties, and gadgets. A Rider starts with an allotment of Skill Points, and can buy more at a rate of 1XP=5 Skill Points. Some Skills can only be used by Alpha or Omega Forms.

Merits, on the other hand, are more like internal qualities of a Rider—like their standing in their Path, what other Paths think of them, etc. Riders do not buy Merits with XP; they are earned through play.

Powersets and Powers

There are seven Powersets available to Kamen Riders, each one developed by a Path. A Rider selects from the seven Powersets to determine his or her Focused Powerset, which is easier to buy dots in. The Powerset favored by the Rider's Path is also easier to buy dots in. Selecting one's Path Powerset as one's Focused Powerset means there's only one cheaper-to-increase Powerset instead of two, but allows access to a special, advanced set of Powers called a Discipline.

Disciplines are smaller than their parent Powersets, but are very powerful. Learning a Discipline requires Tamashi ••• or more, and at least three dots in the parent Powerset.

Powers are used by spending Spirit; many have an activation roll. In most cases, the activation roll only requires a single success for the Power to work, and getting many successes usually reaps extra benefits. Zero successes usually means the Rider simply fails to use the Power and does not spend the Spirit points; botching, however, often has a negative effect.

Upgrade Forms

A Rider can use XP to unlock an Upgrade Form. A Rider always has his or her Base Form, which is the regular one. They can gain up to two new forms, an Alpha Form and an Omega Form—in terms of Kamen Rider shows, Alpha Form is the mid-season upgrade and Omega Form is the final form. A Rider can enter their Alpha Form only when their Base Form's Finishing Gauge is full. This is done instead of using a Finisher. In the same way, at the end of the Alpha Form's timer, they can move up to Omega Form.

Every time you spend 3 or more XP, you get XP “banked” towards your next Upgrade Form. This means that players do not need to hoard their XP to get their Alpha Form; they can earn it through regularly improving their character.

Just as every Rider's Base Form has a Beginning, so too does an Alpha or Omega Form. The Beginning of an Upgrade Form determines what it enhances, and gives that Beginning's Special Attribute if the Rider did not already have it.

Purchasing an Upgrade Form lets the player pick one free Upgrade Form Skill for it.

*Example: Mark's character, Kamen Rider Bravado, is a Tech. He purchases his Alpha Form and decides it will be a Bio Form. When Bravado is in Alpha Form, he gets +2 to STR, +0 to WIT, and +1 to all his other Core Stats. He also gets +1 to Tamashi, and receives the Bio Special Attribute 'Intrinsic Weapon', still retaining his Tech Special Attribute 'Augment Ability'. He decides to take the **Fly** Upgrade Form Skill.*

Finishing Moves

Every Rider knows one Finishing Move per Form. A Finishing Move is a powerful attack with a Spirit cost, and cannot be used until the Finishing Gauge is full. Certain things cause the Finishing Gauge to fill more quickly, like taking damage. **A Rider can only use one Finisher per battle.** A Finisher can have one elemental attribute if wished; Alpha and Omega Finishers get two.

If you choose to change into your next Form instead of using your Finisher, you will have the option of using a Finisher for that form no later than the last turn of its duration. This creates a choice—do you want to use a finisher, or do you want to move up to your next form and possibly use its finisher instead? Perhaps your Alpha Form's Finisher seems a better course of action than waiting til you can use your Omega Finisher? It all depends.

Weapons

There are two main kinds of weapons: Melee and Ranged. A special subset of Melee is Thrown Weapons. Every weapon affects the Accuracy and Damage dicepools for attacks made with it, and some affect other things like the dicepools for Parrying with them, etc.

Melee weapons use DEX + Melee for Accuracy and STR + Melee for Damage. They come in Light and Heavy weights, with weight affecting the penalty the weapon imposes on your Initiative. If you are carrying multiple weapons with different Initiative penalties, go with the highest. If you are dual-wielding weapons, increase the penalty by 1 (except for weapons dual-wielded by default, like Claws).

Four special Melee weapons are also known as Unarmed Weapons: Light and Heavy Claws, Knuckles, and Powerfists. These weapons can be wielded using DEX + Unarmed and STR + Unarmed.

Since they still count as Melee weapons, Melee Powers can be used with them as long as the user has the required Melee rating.

Thrown weapons use Deft + Perception for Accuracy and DEX + Deft for Damage, with STR + DEX determining their range—trying to hit targets beyond the Range imposes penalties on Acc and Dmg. Thrown weapons have a Capacity value determining how many you may carry of each type.

Ranged weapons use Ranged + Perception for Accuracy and DEX + Ranged for Damage. Ranged weapons' weight class affects their Steady Aim rating, which determines how many spaces you may move in a turn without taking Accuracy penalties—the bigger the gun, the less you can run with it without jeopardizing your aim.

Rider Leadership

The Righteous Paths are headed by the Fourfold Council, made up of one Rider from each Path. There are few written requirements, but there are obvious unspoken expectations---they must be respected, trustworthy, and experienced in the extreme.

- **Kamen Rider Tycho** represents the Path of Stars on the Council. A wiry man with salt-and-pepper hair and an everpresent smile, he exudes the image of a favorite uncle, the one who always has a good story and would pull quarters from your ears when you were little. He almost always appears laid-back, though that doesn't mean he's not taking things seriously. (Tech)
- **Kamen Rider Kaskara** represents the Path of Heaven on the Council. Tall and lean, the Kenyan woman is an imposing figure—though her warm, calming presence makes her more approachable than one might think. (Bio)
- **Kamen Rider Tazo** represents the Path of Desire on the Council. The youngest and most recent member of the Council, the dark-eyed Tazo is perhaps the most idealistic and the greatest proponent of motions to undo the Great Schism. He is greatly concerned with staying connected to the lowest rungs of the loose Rider hierarchy, and until a few years ago would often go incognito among them, only stopping when everyone got too good at seeing through his disguises. (Mystic)
- **Kamen Rider Domov** represents the Path of Iron on the Council. Her stern demeanor and strict self-image evoke notions of an old-fashioned schoolteacher. She is the most opposed to the idea of reconnecting with the Heretic Paths and the most concerned with maintaining the veil of ignorance between Riders and normal people. (Bio)

The Heretic Paths, on the other hand, have a bit more structure---they are led by the Triumvirate, under whom there are twelve Praetors. The Praetors choose the Triumvirs, usually from their own ranks, and the Triumvirate nominates potential new Praetors when spots need filling.

- **Kamen Rider Fer-de-Lance** represents the Path of Fury on the Triumvirate. Fairly young and from a wealthy background, she could pass for a demure heiress if the observer didn't notice the simmering furor just beneath the surface. She and Kamen Rider Domov have a well-known rivalry, which is expressed in brutal, icy politeness whenever they meet. (Mystic)
- **Kamen Rider Merrimack** represents the Path of Thorns on the Triumvirate. The oldest Triumvir, he presents the image of a conman that seems too obvious to really be true. He has a friendly

rivalry with Kamen Rider Tycho and is the most supportive of greater Righteous-Heretic cooperation. (Tech)

- **Kamen Rider Lenoni** represents the Path of Glory on the Triumvirate. She's pretty young and could be mistaken for a quirky college professor... one who's just a little bit too keen. There's a tension in her smile and in her eyes. She is the most opposed to the idea of the Righteous and Heretic blocs merging again. (Bio)



BIO RIDERS

Nicknames: “Gills” (esp. Desire Bios), “Beasts”

THE RIDERS

All Riders feel their Awakening from within, but it is even truer for Bio Riders. Riderhood is literally within their blood and bones—or in some sort of implants within them. Their Justice is something raw and proud like a lion, teeth bared and ready to crush the throat of evil in its grip. This often leads Bio Riders toward the Path of Heaven or Path of Fury, especially as they favor Powersets with an aggressive focus.

SPECIAL ATTRIBUTE

Bio Riders’ special attribute is *Intrinsic Weapon*. Since their melee Weapons are literally part of them—either actual biological constructs or psychic manifestations—they wield them more deftly and naturally. A Bio Rider’s Melee Weapons count as one Weight Category less than standard, and thus their Initiative Penalty is one less than standard. Some things, however, are not permitted still—i.e. dual Greatswords still count as Double-Heavy. Since their bodies are themselves weapons, Bio Riders’ Unarmed damage dicepool also gets +1.

Because their bodies are tuned to physical action, they get a free dot in **Melee** or **Athletics** at character creation.

ADAMANT BIO ASCENDANCY

At Tamashi 4, Bio Riders can access one of their Ascendancies.

- **Warrior’s Rage:** At half HP or below, the Bio adds half their Tamashi (rounded down) to Speed and to Damage dicepools.
- **Undying Tenacity:** Once per session, when an attack reduces the Bio to 0HP, they can instead be reduced to 1HP.

MYSTIC RIDERS

Nicknames: “Mages”, “Healers”, “_mancers”
(i.e. Pyromancer for a Heaven Mystic, Aqua/Cryomancer for a Desire Mystic, etc)

THE RIDERS

A Mystic Rider feels their Awakening as if they have opened their eyes to a magic that has been all around them for ages, waiting to be found. Their Justice is something ancient and arcane, yet living and new, a runic tome of law and truth that calls them to defend the world. Many Mystic Riders are thus attracted to the Path of Desire or Thorns, though by that same logic they might also like Heaven or Glory.

SPECIAL ATTRIBUTE

Mystic Riders’ special attribute manifests in two ways: Healing and their unique defensive actions. Healing (and Advanced Healing) calls upon the magical power of the Rider to repair the bodies of themselves and others. Diving Save (and Human Shield) use magic to augment the Rider’s heroic desire to protect his or her allies, taking a blow for them and counterattacking the enemy responsible.

Because of the protecting and magical nature of their Awakening, Mystic Riders get a free dot in **Defend** or **Lore** at creation.

ADAMANT MYSTIC ASCENDANCY

At Tamashi 4, Mystic Riders can access one of their Ascendancies.

- **Healing Burst:** The Mystic can choose to split their Healing between a number of targets equal to Tamashi+1.
- **Sacrifice’s Reward:** When making a Diving Save or Human Shield action, the Mystic may reflexively roll for a Spirit regen.

TECH RIDERS

Nicknames: “Cybers”, “Engineers”, “Machinists”

THE RIDERS

A Tech Rider’s Awakening is like seeing two worlds—or, rather, seeing the world overlaid with the blueprint for a better one. Their Justice is a burning light of inspiration, eager to build that better world, which starts with sweeping evil out and making room. This often leads Techs to favor Paths like Stars and Glory, or Heaven.

SPECIAL ATTRIBUTE

Tech Riders’ special attribute is called their *Augment Ability*—they pick one of their WIT, INT, or CHA-based Abilities and mark it on their sheet. From then on, any roll with said Ability has the 9-doubles quality, wherein 9s count as two successes like 10s always do (note that different sources of 9-doubles stack to make 8-doubles).

Because of their inherent ingenuity, Tech Riders get a free point in **Support** or **Reason** at creation.

ADAMANT TECH ASCENDANCY

At Tamashi 4, Tech Riders can access one of their Ascendancies.

- **Branching Out:** The Tech receives a second Augment Ability. They cannot stack it with their first one.
- **Augment Mastery:** Once per scene, a Tech may buy dice for a dicepool that involves their Augment Ability, 1sp per die, to a limit of dice equal to their Tamashi.

PATH OF STARS

Nicknames: "Astronauts" (esp. Stars Techs), "Gales", "Blowhards" (derogatory)

"Our bonds of friendship will take on the universe!"

CREED

The Path of Stars teaches that the duty of a Rider is to protect the ties between people, both in their own friendships and the bonds among others.

THE RIDERS

Many Riders who choose the Path of Stars have had a history of good friendships, making it easy for them to accept that friendship is the most important thing in the world. Others, conversely, may have not had many friends—they join because the idea of a group of people so concerned with bonds is a tantalizing thought, and they're rarely disappointed if they're hoping to make friends with their Pathmates.

BONUS

The Path's philosophy of friendship helps it students get along with people better; they get a free dot in **Socialize** at creation.

FAVORED POWERSSET: KAZE

The Path of Stars developed a Powerset based around the element of Air; its tricky nature is often appealing to Tech Riders.

Within Kaze lies the Discipline of *Uchuu*; it goes beyond Air to invoke Space.

STEREOTYPES

Heaven: It's great that they want to lead their friends, but they can get pretty bossy about it. Lighten up, Hotheads!

Desire: You want to support everyone's dreams and hopes? That's great! But shouldn't you get to know those dreams first, by getting to know the people who hold them?

Iron: Bleeders can be such downers, and they seem a little scared to make friends... but they really grow on you, and they stick by you forever.

Fury: I'd be mad too if someone hurt the people I care about, but that should motivate you to avoid collateral damage—you might end up hurting people important to somebody.

Thorns: You guys are trying to be good friends, I get it—but you aren't helping them by controlling them. You need to learn to let go.

Glory: Yes, it's really great to be a hero. But your crazy rules are just pushing everyone away, and you'll be left alone at the end.

Taoreta: I wish I could have known you before—maybe it wouldn't have come to this. I'm sorry.

PATH OF HEAVEN

Nicknames: "Destined", "Angels", "Hotheads" (derisive)

"Walking the Path of Heaven, the one who will rule over everything."

CREED

The Path of Heaven teaches that a Rider has the potential to be the apex of humanity and, because they are able to be the best, they must help everyone become as great as them. They focus greatly on a Rider's destiny.

THE RIDERS

Many who come to the Path of Heaven have always yearned for a way to make a difference in the world. Some of them already have leadership experience, while others find unknown talents therein and rise to the occasion.

BONUS

The Path of Heaven teaches its students to trust in and live up to their destinies; this grants them a free dot in **Resolve** at creation.

FAVORED POWERSET: NENSHOU

The Path of Heaven developed a Powerset based around the element of Fire; its offensive nature fits Bio Riders quite well.

Within Nenshou lies the Discipline of **Taiyou**; it invokes the greatest of all fires, the Sun.

STEREOTYPES

Stars: They can draw a crowd, but can they direct an army? Lead a nation? That'd be us.

Desire: We shouldn't be focusing on everyone's dreams, we should be focusing on helping them grow! Let them reach out and grasp their own dreams!

Iron: We absolutely agree that we have to save this world—but I don't think we'll ever have to risk not having a place in it.

Fury: You should be using your power to protect people and raise them up, not being so blasé about whether your vendettas get innocent people hurt.

Thorns: You're right to fight for the people you care about, but you need to extend that care to everyone in need.

Glory: You need to stop using "I'm a hero" as an excuse to take the easy way out, and start using it as the reason to do what's right.

Taoreta: This isn't what you were supposed to become—you should have been an inspiration, not a tragedy.

PATH OF DESIRE

Nicknames: "Dreamers", "Sacrifices", "Glaciers"

"If there's a hand reaching for help, and I didn't reach out my hand when I could, the regret would make me wish I were dead... I reach out my hand, because I don't want that."

CREED

The Path of Desire teaches that a Rider is meant to sacrifice of themselves for the sake of other peoples' hopes and dreams—dreams, they say, make it possible for someone to *live* and not just *exist*.

THE RIDERS

Riders who choose this Path often already have selfless spirits. Sometimes, though, people whose Awakening opened their eyes to their selfishness come to this Path.

BONUS

The Path of Desire's teachings on sacrifice spur pupils on to find inner resilience; they get a free dot in **Survive** at creation.

FAVORED POWERSET:

U M I

The Path of Desire developed a Powerset around the element of Water and Ice; it has defensive and healing capabilities that would benefit a Mystic well.

Within Umi lies the Discipline of **Oto**; from mastery of the waves of water comes mastery of the waves of sound.

STEREOTYPES

Stars: It's great that you want to be friends, but you need to reach beyond your friends and fight for everyone, even people you don't get along with.

Heaven: We're not that special that we need to lift people up to our level. We just need to let them achieve what they dream for.

Iron: I don't agree that we're "monsters", but your resolve is something we need more of around here.

Fury: You need to stop focusing on your fantasies of revenge and thinking about the hopes you should be protecting.

Thorns: You're never going to foster the dreams of your friends like that—you'll only stifle them.

Glory: Your "real hero" act isn't selfless, it's selfish and self-destructive and it's stopping you from helping people as much as you could.

Taoreta: I have to protect people's dreams—and I'm afraid you're the nightmare, brother.

PATH OF IRON

Nicknames: "Stonewalls", "Bleeders", "Martyrs" (latter two with slight derisive connotations)

*"Some people think we're monsters, and maybe they're right. But that doesn't mean we can't be heroes—in fact, it means we **must** be."*

CREED

The Path of Iron teaches that the Rider's duty is to protect the world and accept that it may not be a world they have a place in. They have an obligation to heroism.

THE RIDERS

The Path of Iron attracts some of those Riders who are unsure about their condition, especially those who are unsettled by the way many Riders are connected by their Awakening to the Invaders. Not to say all of them are dour sticks-in-the-mud, but there's a general tendency toward greater introspection.

BONUS

The Path of Iron gives its students greater introspection into their own natures; they get **+2 max HP** at creation.

FAVORED POWERSSET: JIBAN

The Path of Iron developed a Powerset around the element of Earth; it has a balanced nature that can benefit anyone.

Within Jiban lies the Discipline of **Tetsu**, which refines Earth into Metal.

STEREOTYPES

Stars: You guys could be a little more serious at times... or a lot more serious. But in the end, your bonds may be the only thing we have left.

Heaven: You think far too highly of us, but at least we agree on the goal.

Desire: You have the right idea, more or less, but you need to realize that we may need to stand aside for others' dreams to be realized.

Fury: Yes, the people you lost should be avenged—but that doesn't take priority over everything else!

Thorns: Sooner or later, the time will come to let your friends go and step back into the shadows like the rest of us. The more you cling and try to control them, the harder it'll be to let go.

Glory: We can't be the big shiny heroes forever, and your posturing doesn't get you anywhere.

Taoreta: Meeting you reminds me of everything I must never become, and I thank you for that. Now let me make this quick.

PATH OF FURY

Nicknames: "Punishers", "Zealots" (derogatory when used by others), Thunderheads" (derogatory)
"Don't question me!"

CREED

The Path of Fury teaches that the world is full of great and terrible injustice; this corruption, this evil must be hunted down and rooted out. Mercy is the luxury of a blessed age; a Rider must have an iron will of justice.

RIDERS

Many Riders come to this path from lives of frustration and loss. Some have experienced personal tragedies (often at the hands of Invaders), while others are simply enraged with the problems they see in the world around them.

BONUS

The Path of Fury encourages a special sort of vigor in its students, stoking the fires of their Spirit—they get **+3 to their max Spirit pool** at Creation.

IGNORED POWERSSET: RAIMEI

The Path of Fury developed a Powerset around the element of Electricity; its fierce nature befits an aggressive Bio. However, it walks a knife-edge between justice and cruelty, and thus invokes Justice checks.

Within Raimei lies the Discipline of *Jinsoku*, where electricity gives understanding of kinetic energy itself.

STEREOTYPES

Stars: Making friends with everyone just means more people to lose in this hellhole.

Heaven: Leading people is great, but your high-handed obsession with destiny is holding you back from the justice the world deserves.

Desire: People's dreams won't last a second until we snuff out evil. Until then, focus less on watering the flowers and more on pulling out the weeds.

Iron: Don't even *consider* the possibility that we're monsters—we have this power because we are to be avengers.

Thorns: It's right to protect the people you care about, because this world is dangerous. But you can't let that get in the way of eradicating evil, or you'll achieve nothing.

Glory: You guys care too much about your rules and your image, and not enough about what really matters.

Taoreta: If you remember anything about being a Rider, you'll understand why I want you dead.

PATH OF THORNS

Nicknames: "Barriers", "Roses", "Concealers" (derogatory)

"I will lie, I will betray anything, if it spares them just a little hurt."

CREED

The Path of Thorns teaches that a Rider's duty is to the people and things he or she loves. Protect your friends, protect your loved ones, protect your community, because you know best.

THE RIDERS

Many who come to this Path have lost someone very close to them, or have seen others lose people. The fear of losing the people they care about often causes people to take up this Path.

BONUS

The Path of Thorns teaches that sometimes, you have to manipulate your friends for their own good; these Riders get a free dot in **Persuasion** at creation.

FAVORED POWERSET: KURAYAMI

The Path of Thorns developed a Powerset around the element of Shadow; it befits stealth and trickery, but also can pile on the hurt—beware, though, for the darkness of Kurayami scathes the body of its own user.

Within Kurayami lies the Discipline of **Dokuso**, wherein the Thorns are imbued with Venom.

STEREOTYPES

Stars: If you really loved your friends, you would keep them close and safe and under a careful eye. Go around befriending everyone you meet and you'll never protect them all.

Heaven: Don't try to "lead people into the light"—if you fly too high, you'll crash and burn like Icarus. Be content with protecting your friends, and put every fiber of your being into it.

Desire: What even are you protecting? Hopes and dreams? Since when do those make a person safe and happy? People can pursue those when you've taken care of everything else for them.

Iron: Don't tell yourselves you'll have to step away from the world—if you do that, you're ensuring you'll be left with nothing. You need to hold on to the people you care about and never even think of letting go.

Fury: We're never going to be able to wipe out all the evil in the world. I'm sorry for what you lost, but all we can be is bastions of shade in the inferno of our world.

Glory: It's not heroism that makes things right, it's the fact that you know what's best for the people you love. Let your rules be defined by keeping them safe.

Taoreta: People like to think you and I are somehow similar. I don't really care—all I care about is protecting my friends from you.

PATH OF GLORY

Nicknames: "Golden Boys/Girls" (derisive), "Seraphim", "Bizarros" (derogatory)

"If heroes are willing to sacrifice the few for the many, will I be a hero if I sacrifice you?"

BELIEFS

The Path of Glory teaches that a Rider's first duty is to be a Hero, and a Hero has Ideals. Ideals differ greatly, but by following them, you are a Hero, and therefore, you will be doing Good.

THE RIDERS

Riders who choose this Path are usually seeking sureness in their strange and frightening new lives. The strictness of Glory's ideals gives them stability and comfort. Others might be yearning to be Heroes—capital-H, big damn Heroes.

BONUS

The seemingly-backwards teachings of Glory, as well as the furor it encourages, can give Riders an unnerving edge. They get a free dot in **Intimidate** at creation.

FAVORED POWERSET: KAGAYAKI

The Path of Glory developed a Powerset around the element of Radiance; its abilities are varied, but it has some of the best intimidation tactics available. Beware, though, for the blazing light of Kagayaki imperils the sanity of its wielder.

Within Kagayaki lies the Discipline of **Hoshasen**, bringing into play the terrible light of radiation.

STEREOTYPES

Stars: You shouldn't have to run around making friends all the time—a Hero is the friend of all humanity. Or they have no time for friends because their principles must come first. It's complex.

Heaven: We don't need to put any time into lifting up the people we lead. Stick to your ideals and you will be a shining example for people to reach, if they're worthy.

Desire: If people's hopes and dreams aren't focused on you, then they're not dreaming right. You shouldn't have to go out of your way to make others' dreams come true!

Iron: True Heroes will never have to step away when they've saved the world. If there is no place for them, then the world wasn't worth saving, was it?

Fury: You have the drive, but you lack principles. And without principles, you're a loose cannon.

Thorns: A Hero is willing to sacrifice his closest friends for the greater good. Don't let them hold you back, just as I will never let you hold me back.

Taoreta: I'm not like you, I'm *not*. You're crazy and evil. I might be eccentric, but I am a *Hero*.

CHAPTER 4:

FIGHT TO SURVIVE

Combat is a necessary part of any Rider game; you're going to be fighting evil, and though not everything is hack-and-slash all the time, there's going to be a good deal of battling going on.

STEPS OF COMBAT

Step 0: Determine Initiative

At the beginning of combat, the DM calls for everyone to roll for Initiative—a dicepool of DEX + WIT, with penalties from weapons. All combatants roll their Initiative dicepools, and turn order is established in order of most successes to fewest successes. In case of a tie, those tied make tiebreaker rolls (though, if in person, rock-paper-scissors might suffice).

During a battle, something may occur that requires a re-establishment of the turn order.

Step 1: Declarations

Once everyone knows the turn order, combat can begin. On their turn, a player may declare an action, stating their target (if applicable), what they will do to the target, and what Powers going to be used, if any.

If there is a target, that character's player then declares what, if anything, that character will try to do about it.

Step 2: Accuracy Roll and Defender's Roll

The attacker makes an **Accuracy Roll** according to the type of attack (Unarmed, Melee, Thrown, Ranged, etc), potentially activating Powers, etc. (DEX + Unarmed, DEX + Melee, Perception + Deft, Perception + Ranged). Any attack with a numerical Range (Thrown and certain Powers) will suffer accuracy penalties for attacking past that range (explained in detail later).

The target makes their **Defender's Roll** in turn, which is generally a Parry (END + Defend) or Dodge (DEX + Dodge) roll, potentially activating Powers of their own, etc.

If the **Accuracy Roll** beat the **Defender's Roll**, the attack moves on to the damage step. If the defender's successes equaled or exceeded those of the attacker, the attack has failed. Note this as a general rule: in the case of a tie, the defender wins unless stated otherwise.

Step 3: Damage

Having succeeded on Accuracy, the attacker rolls the **Damage Roll** of their attack (STR + Unarmed, STR + Melee, DEX + Deft, DEX + Ranged), with Powers potentially applying here (for example, *Burning Strike* would cause 9s to count double like 10s for the Damage roll). The successes equal the raw damage value of this attack. If *zero* successes are rolled on Damage, the raw damage value is 1, but can

be reduced to 0 by Armor. If the Damage is botched, the damage is 0 and the attacker has failed to really hit their target.

Under normal circumstances, the target's Armor value is subtracted from the Damage successes, though it cannot reduce the damage below 1. Some weapons have an Armor Pierce (AP) value representing how much Armor they ignore, and some Powers may affect the AP of an attack as well. Some things may also affect whether an attack's damage can be reduced below 1 by Armor.

MAJOR AND MINOR ACTIONS

A regular turn for a character is made up of a **Major** action and a **Minor** action, usually in whichever order the player desires. Generally speaking, Major actions are things like attacking; a Minor action is something like movement. Powers will say if their use constitutes a Major or Minor action, or if it is an enhancement layered on top of another action (i.e. a Power that enhances an attack). A player may use a Major action to do something they could do in a Minor action, but not vice-versa.

A Rider also has a free weapon-switching action at the beginning of their turn.

MOVEMENT AND OBSTRUCTIONS

Standard movement is pretty simple. Basic movement Speed is calculated as $STR + DEX + (\frac{1}{2} \text{Athletics rounded down})$ in five-foot squares. Powers may increase or decrease this, and some additional Armor may also decrease this. A standard movement is a Minor Action. Since Major Actions can be used for Minor Actions as well, a player could choose to use both actions on moving, thus moving double their Speed in that turn.

Characters are able to freely move through and into spaces occupied by their allies. A character is not allowed to end their turn on the same space as an enemy, and if they wish to move directly through a space an enemy holds they must make a DEX + Athletics roll to vault over them, roll under them, etc. Similarly, minor obstructions like tables and low walls require the same roll, though generally it's taken more leniently. Failing the roll may just mean the Rider uses up an extra space or two worth of movement in getting past the obstruction.

DIFFICULT OR UNUSUAL TERRAIN

Riders aren't always running around on nice even surfaces like roads, floors, etc; they may have to wade through water, clamber over rugged rocks, or balance precariously on uneven rubble. All these things have an impact on movement.

Water of waist height halves the movement speed of characters wading through it—it's just not feasible to run in water that deep. Dodges in waist-deep water lose 10 doubles as well. A generally faster

RECOVERING SPIRIT

Normally, a Rider recovers 1 SP at the end of every scene, or at the end of every hour if the scene takes longer than an hour; if they are not doing any fighting, labor, or investigation, they can regain 2. However, when a Rider is very low on Spirit, or even totally out, they can make a special action called the **Focus** action to recover a bit of Spirit. This is a process in which the Rider fixates their mind on their determination and will to stoke the waning fires of Spirit within themselves.

The dicepool is $(\frac{1}{2} \text{Justice [round up]} + \text{Resolve} + \frac{1}{2} \text{Tamashi [round up]})$; roll, each success regaining 1 SP with automatic successes equaling $\frac{1}{2} \text{Tamashi rounded up}$. This requires the Rider to do nothing for a turn. Thus, it is best that a Rider find some place to take cover, and/or their friends should protect them while they Focus.

way to navigate water this deep is to swim. Swimming speed is calculated as (STR + Athletics). However, while swimming, Riders' attack, damage, dodge, and parry dicepools are all halved—it's generally pretty damn hard to fight underwater.

Uneven surfaces like narrow beams, tightropes, or rubble with little horizontal surface area require balance and coordination for a character to avoid falling off. Each round they spend on such a surface, a character must make a DEX roll at a difficulty determined by the DM to stay on. They may be required to make the roll again before attacking, and will always be required to make it again if they take damage.

ATTACKS OF OPPORTUNITY

When a character moves on their turn through a space adjacent to a foe, they invite an Attack of Opportunity. This is a melee or unarmed attack; melee attacks do not add the weapon's damage bonus, and unarmed attacks take -2 to their damage dicepool. Each character may make one attack of opportunity per round. A character is not required to make such an attack when the chance arises. Certain Powers and Skills may interact with this mechanic.

JUMPING

Jumping is divided into three categories: vertical, standing horizontal, and running. All are rolled as STR + Athletics, but the difference is the result calculation. Vertical jumps get one foot per success. Horizontal jumps get two. Running jumps get five feet (one square) per success, plus a base five feet.

When trying to make a precise landing, the player must also roll DEX + Athletics.

CHARGE ATTACK

A Rider can make a Charge Attack as a Major Action. A Charge Attack is basically a standard movement action with a Melee or Unarmed attack at the end, with +2 Damage but -1 Acc. Also, if the attack misses, the enemy may reflexively counterattack, for which the charging character takes a -2 penalty to their Dodge or Parry attempt.

GREAT ATTACK

If a Rider has both hands available to their Melee weapon (whether it is Light or Heavy), they can make a Great Attack. This gets +2 to the Damage roll if it hits, but if it doesn't hit, the target automatically gets a counterattack chance just like for a Charge. A Great Attack cannot be part of a Flurry.

DUAL-WIELDING

A Rider who is holding two light weapons may make a second attack that does not apply the weapon's damage bonus. This second attack uses part of the Rider's Minor Action for the round, so they may only use half (rounded up) their movement speed. Thus, if a Rider has exceeded that amount of movement in their turn, they may not choose to use the second attack on that turn. A Rider with no weapons may make a second Unarmed attack as well if they have the Skill *Blackbelt*, taking -2 to the damage roll therein.

Normally, only light weapons may be dual-wielded. At STR and DEX 5, a Rider may pair a Heavy and Light weapon together. At STR and DEX 7, they may wield a pair of Heavy weapons. Spears, Staves, Lances, Tetsubo, Sniper Rifles, Shotguns, and HMGs may not be dual-wielded.

AIM

The Rider makes a Major Action, carefully taking aim with their Ranged or Thrown Weapon; this must come after their Minor Action or they forfeit the Minor Action altogether. Until their next turn, they cannot Parry or Counterattack, but they can Dodge. On their next turn, they get +3 to their Accuracy Roll, provided they do not move before firing. Aiming cannot be made part of a Flurry.

COLLABORATIVE ACTIONS

Riders can collaborate on actions. Each round, every character is considered to have one “support opportunity”. To make a collaborative action, the player should explain the intended action to the DM and the player of the character with whom they intend to collaborate. If the DM approves, they may proceed.

To begin, both players roll WIT + Support at a difficulty determined by the DM. What follows is a bit open-ended and really depends on the action, but expect at least one player to roll for the action. In some circumstances, both will roll; in other circumstances, one might roll and receive a bonus derived from their ally's stats.

STEALTH AND SURPRISE

A Stealth Attack can only be made if the target does not know the attacker is there. The attacker rolls (WIT + Stealth) or (or (DEX + Stealth) and the defender rolls (WIT + Perception), with penalties and bonuses as necessary. If the attacker wins, the target gets no Defender's Roll—Accuracy is rolled with a Difficulty of 1, though factors may change this. Making a stealth attack, whether it succeeds or not, ends the state of surprise (unless the stealth attack was able to silently kill or incapacitate its target out of everyone's notice).

Reestablishing surprise can be quite hard. The character must be able to actually hide somewhere or they cannot even attempt it. The character attempting to reestablish surprise must roll WIT + Stealth or DEX + Stealth, while everyone else rolls WIT + Perception + 2. Anyone whose perception roll fails to beat the stealth roll is no longer aware of where the hiding character is. They may, as a minor action, roll INT + Perception against the stealth successes in an attempt to find the hiding character.

If they go unfound, the hiding character may again launch stealth attacks against those who do not know where they are.

CONCEALMENT

Anything that reduces visual Perception is Concealment, from darkness or mist all the way to hiding behind a car. These incur penalties on an attacker's Accuracy roll as well as Perception rolls against the hider's stealth rolls.

- Minor Concealment: -1. Crouching behind a regular chair or behind thick smoke.
- Moderate Concealment: -2. Hiding behind something, but with upper body exposed.
- Major Concealment: -3. Fully crouching behind a large desk or a car.

- **Total Concealment:** Perception rolls visually fail (though auditory evidence can still give the hider away). Shots automatically hit the Cover (see below).

However, Concealment also imposes penalties on the Accuracy of the person hiding—generally one less than the penalty for shooting at the person hiding. If both are Concealed, the penalties stack.

Example: Bill crouches behind a car, penalizing his enemy's Accuracy rolls against him by 3. He tries to shoot the enemy, but his Accuracy is penalized by 2. The enemy then crouches behind a car of his own, and his Accuracy against Bill is penalized by 5.

Combinations of Concealment can stack at DM discretion, or not.

COVER

Surprisingly, Riders aren't the only thing that gets hurt when shot. When a Ranged attack hits an item of Cover, that item is being damaged and will eventually be damaged too much to be useful as cover. This is pretty much at DM discretion, with things taking more damage depending on how durable they are—a wooden door won't last as long as a car.

AUTOMATIC FIRE

Some weapons are capable of Automatic Fire. These weapons can be fired in Short, Medium, or Long Bursts. While the advantage lies in increasing your ability to deal damage, the downside is that you will burn through your ammunition a lot more quickly.

- **Short Burst:** 3 shots directed at a single target with +1 to the Damage dicepool.
- **Medium Burst:** 10 shots directed at one to three targets; +2 to Damage if one target, +1 if two or three. Firing at multiple targets means rolling a separate Accuracy roll for each one, penalized by the number of targets.
- **Long Burst:** 20 or so shots directed at one to five targets; +3 to Damage if one target, +1 if more. Same multi-target penalties apply.

GRAPPLING

When unarmed, a Rider can grapple with a foe, wrestling with and immobilizing him. To begin a grapple, roll (STR+Unarmed) minus the foe's DEX. On a success, the characters are grappling (and on an exceptional success, the attacker may immediately pick a Grapple Maneuver). On each grappling-combatant's turn, they roll STR + Unarmed against each other, with the winner picking a Grapple Maneuver to perform (or two on an exceptional success).

- **Break Free:** The user throws off their opponent, ending the grapple. The user may then take a Minor Action even if it's not their turn.
- **Control Weapon:** The user draws a weapon they have holstered or takes control of a weapon held by the enemy. They must wait til their next Grapple Maneuver to do anything with it, though.
- **Damage:** The user deals damage to the foe equal to the number of successes they had over the foe's. If the user is currently Controlling a Weapon, add 1 to the damage.
- **Disarm:** If the user has established Control Weapon on a foe's weapon, they can remove it from their grip.

- **Hold:** The user immobilizes their foe, who cannot make rolls against oncoming attacks. The user can, but may only roll Dodge or Defend (rather than the full rolls) and doing so immediately ends the grapple.
- **Restrain:** If the user has succeeded in putting a Hold on their foe, they may Restrain them, rendering them immobilized—if the user is doing it just with their body, the foe may still make the usual STR + Unarmed roll, but the only Maneuver they can use is **Break Free**. If the user Restrained their foe with equipment, the foe must instead roll STR + Athletics to try to break free, with penalties depending on how securely they are tied.
- **Slam:** If the user has a Hold on their foe, they may violently drive them to the ground, a wall, or something else. This ends the Grapple, deals damage equal to the user's successes over the foe's, and dazes them such that they take a -2 to their next roll.

UNTRAINED WEAPONS

Rider organizations maintain armories, and a Rider can generally pick up any weapon he or she wants. Whether they're any good at using it, though, is the real question. A Rider takes a -2 penalty to using any Weapon for which he or she has no points in the relevant Ability (Melee, Thrown, Ranged, or Unarmed in the case of Claws and Knuckles).

CALLED SHOTS

Normally, where an attack hits its target is unspecified and doesn't particularly matter. However, a player may decide they want to aim their attack at some specific part of their target for a specific purpose. This is a Called Shot. The player and DM can work out together what they want the special effect of the called shot to be, though a list of suggestions will be provided below. A Called Shot always imposes at least a -1 to Accuracy, representing the difficulty of hitting something like a hand or head as opposed to general body mass.

- **Hand/Arm:** Targeting the foe's hand or arm could cause them to drop their weapon, or briefly penalize their Accuracy rolls.
- **Leg/Foot:** Targeting the foe's leg or foot could temporarily impact their Speed, or make them roll to resist falling over.
- **Head:** Targeting the foe's head could cause them to be dazed, impose penalties on their Perception, or deal some extra damage if the foe's head is unarmored.

THROWING WEAPONS

Some Melee weapons can do more than just hit up close—they can be thrown with deadly force. **Daggers**, **War Axes**, and **Spears** are efficient at being thrown, and the **Chakram** is made more for throwing than for melee. All other Light Weapons take -2 to Acc and Dmg, have -1 range, and lose 10doubles to all rolls when thrown (except for Light Claws and Knuckles, which cannot be thrown at all). Heavy Weapons take -3, have -3 range, and lose 10doubles *and* gain 1subtracts to being thrown (except for Heavy Claws, Powerfists, and Tetsubo, which cannot be thrown at all).

Thrown Weapons use an Accuracy roll of (Perception + Deft) and a Damage roll of (DEX + Deft); their max range is calculated as (STR + DEX + Range Bonus). When making a Thrown attack on a target

farther than a weapon's max range, every square of distance past the max range is -1 to Accuracy, and every two squares is -1 to Damage. Each Thrown Weapon also has a Capacity; a Rider can only carry a certain number of them at once. Once they are depleted, the Rider must make a Recall Weapons action by rolling DEX + Deft, target #5.

RANGED WEAPONS: AMMO & RELOADING

Ranged weapons have limited ammunition, clip size being determined by template. When the clip is empty, the Rider cannot fire the weapon again until making a Reload action (DEX + Ranged, target #5), which can be made while running and dodging, but cannot be done while attacking, parrying, Healing, etc.

FLURRY

Making multiple attacks in one Action is called a **Flurry**. When Flurrying, the first Acc roll takes a penalty equal to the number of actions in the Flurry (which, obviously, must be determined at the beginning of the Flurry), and each subsequent action increases the penalty by -1. The Damage rolls are unaffected.

The *Flurry Fiend* Merit reduces each penalty by 1 for a number of attacks equal to the user's DEX. So...

- Flurry of 4 attacks, DEX 3, normal Acc 10, no *Flurry Fiend* Merit: 6 > 5 > 4 > 3
- Flurry of 4 attacks, DEX 3, normal Acc 10, has *Flurry Fiend* Merit: **7 > 6 > 5 > 3**

PARRYING

Parrying is the blocking of a foe's attack by rolling END + Def against their Accuracy roll. Upon success, roll Defend again. Depending on the user's success, they may shove back or even attempt to counterattack the foe! Botches and failures just do nothing.

Shoving is earned by good successes; the user rolls STR + Def against a flat value of the foe's END. Success means pushing the foe back a space and possibly dealing a point or two of damage.

Counterattacking is earned by amazing successes; the user rolls a full attack. Like with Stealth Attacks, the target gets no Defender's Roll. Parrying has its limitations, however:

- Unarmed parrying of Melee attacks loses 10doubles. *This penalty is removed by taking the Blackbelt Merit.*
- Unarmed parrying of Thrown attacks loses 10doubles and takes -2. *This is lessened by taking the Grandmaster Merit.*
- Unarmed parrying of Ranged attacks loses 10doubles and takes -3. *This is lessened by taking the Grandmaster Merit.*
- Melee parrying of Thrown attacks takes -1.
- Melee parrying of Ranged attacks takes -2.

DODGING

Dodging is the avoidance of an attack by rolling DEX + Dodge against the attacker's Accuracy roll. Dodging can also apply to things other than attacks, in which case the DM decides difficulty. Dodging

does not allow the user the chance for shoving or counterattacking like Parrying does, but Dodging does not have inherent penalties against Ranged and Thrown attacks. Exceptional Dodge rolling may allow the user to freely move a space or two.

GUNS IN MELEE

Guns are not designed for beating people with. As such, Melee attacks with a Ranged weapon take a -2 penalty to their Acc roll and a -2 penalty to their Damage roll. The skill *Pistol Whip* reduces this to a -1 and -1. Parrying takes -2 as well; the user can shove but not counterattack.

STATUS EFFECTS

Elemental attacks can inflict Status Effects. Anything able to inflict a Status Effect will say so; the most common variety says “1dx *Status Effect*.” This means that the player rolls one die of whatever type (usually d5) specified; if the roll lands on the die’s highest number, the effect is inflicted.

- **Windburn:** A Windburned target is staggered and confused. For three rounds, they lose the 10-doubles quality on all rolls, and 1s subtract from successes.
- **Burning:** If set on fire, a character will be burning for a number of rounds equal to 2 plus the **Nenshou** rating of the fire's source (mundane fires have **Nenshou** •, maybe •• if they're very serious). A burning character takes 1 Dmg (bypassing Armor) per round unless they are extinguished, including by an END + Surv roll.
- **Freeze:** Some water or ice attacks can induce Freezing in the target. Freezing penalizes the target's Speed and all physical rolls by 2 and remains for 5 rounds unless broken by an END + Labor roll. The *Radiator* Power reduces the length of Freeze by 1 round per dot of **Nenshou**, and a hit by a fire attack ends Freeze immediately.
- **Abrade:** Some earth attacks can cause Abrasion. This effect lasts three rounds. Each time an Abraded character is damaged, add 1 to the damage dealt. Parry rolls lose the 10-doubles quality, gain the 1s-subtract quality, and are penalized by 1.
- **Paralyze:** Some electric attacks have a chance to induce Paralysis. Paralysis requires the target to make a STR + Athl roll each round for 5 rounds. Failure means failing to move and gives -1 to all physical actions. A normal success means moving, with a -1 to any physical rolls and halved Speed. Three successes in a row, or one extraordinary success, ends Paralysis early. A successful Heal action by another Rider immediately ends Paralysis.
- **Terrify:** Losing at least one point of Sanity can induce Terror; some attacks, including dark-aligned attacks, can also do this. When in Terror, a character will always try to flee and hide; if cornered, they have a 50/50 chance (1d10; odds for breakdown, evens for frenzy) to either break down or attack in a frenzy (+1 to damage roll). A character in Terror remains this way for 5 rounds, and after the first round of Terror they can make a INT + Res roll to try to shake off their panic. Another character can make a WIT + Support or CHA + Persuade roll to try to calm their friend down.
- **Blind:** Certain attacks and effects, like light-aligned attacks, can cause Blindness. A Blinded character takes -2 to visual Perception, all attacks, Defend, and Dodge for one round. The next round, they take a -1 to all these. For both rounds, they lose 10doubles and gain 1subtracts.
- **Pressure:** Space-based attacks can increase the gravitational pull of the Earth on a foe for 4 rounds. Each round, the target must make a STR + Labor roll. If they fail, their speed and all physical rolls are penalized by 2 for the round, and any attack with a raw damage exceeding their END automatically knocks them over. If they succeed, they are only penalized 1 and do not get instant knockdown. Two exceptional successes in a row end Pressure early.
- **Sear:** Solar attacks do not light the target on fire—instead, they flash-burn them, leaving them scathed and tender. The effect lasts 4 rounds. Whenever the victim makes an attack (unless with a Ranged

weapon), uses two Movement actions, Parries, or makes an Athletics action, they must roll END + Surv. If they fail, they will take 1 damage (and if they botch, 2 damage); if they succeed, no damage. If they get two exceptional successes in a row, Sear ends early. The damage from Sear cannot take away a character's last HP.

- **Deafen:** Sonic attacks can temporarily cloud a foe's ears with ringing and muffled silence. The first round, the target cannot hear anything and thus be Stealth Attacked from behind even if the attacker wasn't hiding. The second round, they take -3 to all auditory Perception. The third round, -2. Afterward, it ends.
- **Magnetize:** For 3 rounds, whenever a Ranged or Thrown attack is made on the target, all dice below 3 on the Accuracy roll are rerolled.
- **Impact:** For 3 rounds, whenever the target is struck by a Melee or Unarmed attack, they are pushed back a number of squares equal to the attacker's STR; if doing so makes them impact an object, add 1 to the Damage dicepool of the attack. If they Parry, they are only pushed back half (round down) the attacker's STR. Thrown attacks push back half (round down) the attacker's STR on a hit and none on a Parry.
- **Poison:** A character who is Poisoned must make an END + Surv roll each round for 5 rounds. Failure means taking 1 damage (disregarding Armor); success means taking no damage; extraordinary success recovers 1HP of poison damage if any poison damage has been taken, and ends the Poison early if no damage from it has been taken. A *Heal* action will not heal at first, but will end Poison immediately. An *Advanced Heal* both ends Poison and heals damage.
- **Irradiate:** Irradiation does not do anything at first. However, 5 turns after it was inflicted, it activates. The victim takes 3 damage and for that round, they are sickened and penalized -2 on all rolls.
- **Flicker:** Attacks calling upon the power of the void have a frightening effect lasting 2 rounds. At the start of their turn, the affected character must roll a d10. If they get a success, they continue as normal. If they do not, the energies of the void cause them to flicker in and out of reality; they can only make a single Move action and cannot make a Major action. If they botch, they also take 1 damage.

HEAL

The Heal action can only be used by Mystic Riders and is a Major Action. The Rider selects a target within 3 spaces (which can be themselves), then rolls (END + Defend + [½ Tamashi rounded down]) with 1 autosuccess if the patient is not the user. The patient is healed for 1HP per success, and the healer pays Spirit equal to half the HP healed, rounded up.

ADVANCED HEAL

The Advanced Heal is similar to the standard Heal Action. Before rolling, the healer decides if it will take 1, 2, or 3 rounds; they will be able to reroll dice equal to (#rounds taken – 1). The Rider then rolls (END + Defend + Lore [½ Tamashi rounded up]), adding automatic successes equal to the rounds taken. When taking multiple rounds, the user divides the healing successes equally (or as equally as possible) among them. A multiple-round AdvHeal takes up the user's Major Action, but not the Minor Action; they and their patient can both move, though they must stay within 3 spaces of each other. The user can Dodge, but not Parry; the patient can perform all actions normally.

DIVING SAVE

This action can only be used by Mystics. When an enemy's Accuracy roll succeeds against one of the Rider's allies, they can tackle their ally out of the way, simultaneously attacking the enemy in question. Divide the enemy's attack damage in half, applying half to the Mystic and half to the enemy in question; in the case of an odd number, the larger portion is dealt by the Mystic. Also, count the Mystic's Armor as one higher than its usual rating. Certain environmental factors may inhibit this

(though they can cover pretty severe distances with the dive). It may only be used (END-2) times per scene.

HUMAN SHIELD

This action works similarly. However, the Mystic steps in front of the attack and takes the full damage, adding the highest of the defendant's stats to their END for the purpose of calculating Armor. They then make an attack that cannot miss (barring anomalies), rolling (END + Defend + [½ Tamashi rounded up]) as their damage roll (*before* the addition of weapon damage bonuses). If this would be lower than a normal damage roll, they add Armor to that instead. Usable (END-2) per scene.

THE FINISHING GAUGE

The Finishing Gauge represents a Rider's valorous energy as it builds up throughout a battle. The Finishing Gauge is 7 by standard for every Rider (though some things may cause it to be lower). At the conclusion of every round, the Finishing Gauge reduces by 1—though some things may cause it to deplete more quickly. When the Rider's Gauge hits 0, they have a Finishing Charge that can be used either to use a Finishing Move or to use a Form Change (if available).

Finishing Moves

Each Form has its own Finishing Move; a Rider can, at maximum, have three different Finishers available to them. A Finishing Move uses a Finishing Charge as well as half the user's max Spirit—though if the user does not have enough, it simply uses all their remaining Spirit. Finishers come in four types.

- **Barrage:** Your Finisher allows you to make three attacks in one Major Action without any of the usual penalties. +2 Acc, +(1/2 Tamashi rounded up) Damage. Alpha Finishers get four attacks, Omega Finishers get five.
- **Overpower:** Your attack is so powerful that it cannot be fully evaded or parried. +1 Acc, +(1d10 + 2 + [1/2 Tamashi rounded up]) Damage if it hits normally. If the enemy dodges or parries successfully, roll half (rounded up) of a normal attack's dicepool, dealing that instead.
- **Precision:** Your attack is deadly accurate. +5 Acc, +(1d5 + [1/2 Tamashi rounded up]) Damage, +2 Range (for Thrown), all Accuracy penalties do not apply.
- **Mega Impact:** Your attack is monstrously powerful. +2 Acc, +(2d10 + 2 + [1/2 Tamashi rounded up]) Damage.

A Base Form Finisher can have one elemental component corresponding to a Rider's Focused Powerset, though if desired it can have no elemental component. Alpha Finishers can have two, with one being from the Rider's Focus; Omega Finishers can have two from any. Base Finishers' elements get 1d5 to inflict their status effects, Alpha Finishers 1d4, Omega 1d3.

ROLLING A FINISHING ATTACK

To roll a Finishing Attack, the player declares the finisher and the target(s). They then make their Accuracy roll. The defender's roll, on the other hand, is penalized by having its Target Number moved up from 7 to 8! Upon completion of the attack, the Finishing Charge is used up and the Spirit cost is

deducted. A botched Finisher cannot be retried and uses up the Charge but no Spirit. Once a Finisher is used, no Finisher or Form Change can be used by that Rider for the rest of the scene.

Thrown and Ranged Finishers can be performed even when the user's Ammo count is 0. In addition, upon completing the Finisher, their Ammo is automatically refilled.

Form Changes

If the Rider decides to make a Form Change instead, he makes the Form Change action. The Rider can move but not attack during this action, and cannot be attacked. Forms have a time limit; an Alpha Form lasts 5 rounds while an Omega Form lasts 4. Certain actions may cause the Form Timer to deplete more quickly. On the last turn before the Form expires, a Rider automatically gets a Finishing Charge, with which they can use that Form's Finishing Attack or move up from Alpha Form to Omega Form. Every Form Change fully restores the Rider's Spirit Pool (which, because Tamashi is increased in each Upgrade Form, is a bigger pool than that of the preceding form).

Each Form has a Beginning that determines how it boosts a Rider's stats.

- **BIO:** A Bio Form boosts the previous Form's Stats in this way: +2 STR (max 7 for Alpha, max 8 for Omega), +1 DEX/CHA/INT/END (max 5 for Alpha, max 6 for Omega), +0 WIT
- **MYSTIC:** A Mystic Form boosts the previous Form's Stats in this way: +2 END (max 7 for Alpha, max 8 for Omega), +1 DEX/INT/WIT/CHA (max 5 for Alpha, max 6 for Omega), +0 STR
- **TECH:** A Tech Form boosts the previous Form's Stats in this way: +2 WIT (max 7 for Alpha, max 8 for Omega), +1 DEX/INT/CHA/STR (max 5 for Alpha, max 6 for Omega), +0 END

In addition, every Form adds • to the Rider's Tamashi Rating, with all appropriate effects—for example, a Tamashi • Rider's Alpha Form has Tamashi ••, with a base Spirit Pool of 20. Forms stack, so if your Alpha Form boosts your STR to 6 but your Omega Form has no STR boost, you'll still have that 6 STR in your Omega Form.

WEAPONS

LIGHT MELEE WEAPONS

TEMP	DESCRIPTION	ACC	INI	DMG	PRY	AP
Dagger	A light dagger; though its damage is lower than that of a sword, it is no less accurate and is lighter.	+2	0	+1	0	0
Sword	A light, one-handed sword, single- or double-edged, curved or straight.	+2	-1	+2	0	0
Rv. Sword	A one-handed light sword designed to be wielded in reverse grip, i.e. "upside down". It is thus harder to hit with, but no less damaging and better at parrying.	+1	-1	+2	1	0
Lt. Claws	Claws or khatars are a little less accurate than a sword, but no less damaging. The Rider's hands are left free even while wielding these and they are dual-wielded by default. Parrying while wielding them still counts as Unarmed.	+1	-1	+2	0	0
War Axe	A light, one-handed axe. It does less damage than a sword, but ignores one point of target Armor.	+2	-1	+1	0	1
Staff (2H)	A staff wielded in two hands; it isn't as damaging as a sword but grants +1 Parry .	+2	-1	+1	1	0
Spear (2H)	A spear wielded in two hands, it can be used to make very accurate strikes but doesn't do as much damage as a sword.	+3	-1	+1	0	0
Shield	A light shield that, while obviously not made for hitting things, can still kind of hit things. +2 to Parry rolls, Dmg lacks 10doubles.	0	-1	+1^	2	0
Whip	The whip can be used to attack enemies 2 spaces away instead of just one space, but is not very accurate and hopeless at parrying.	0	-1	+1	-1^	0
Knuckles	Brass knuckles, dual-wielded by default. Like claws, they are dual-wielded by default, can use Unarmed instead of Melee, and parrying while wielding them still counts as Unarmed. They are less damaging but have Armor Pierce.	+1	-1	+1	0	1
Chakram	The Chakram, a sharp-edged metal ring, is made primarily for throwing. It can, however, be used as a somewhat clumsy melee weapon. It does not get 10doubles on Accuracy rolls.	-1^	0	+1	-1	0

HEAVY MELEE WEAPONS

TEMP	DESCRIPTION	ACC	INI	DMG	PRY	AP
Greatsword (2H)	A heavy, powerful two-handed sword.	+2	-2	+3	0	0
Battleaxe (2H)	A heavy, powerful two-handed axe. Less damaging than a greatsword, but it ignores one point of target Armor.	+2	-2	+2	0	1
Hv. Claws (2H)	The Rider's hands are left semi-free—they can use their hands to do stuff, but take a -1 penalty to any action that requires the use of their hands, like holding things or grappling. Dual-wielded by default.	+1	-2	+3	0	0
Lance (2H)	A heavy lance wielded in 2 hands; while not as damaging as a greatsword, it is more precise.	+3	-2	+2	0	0
Powerfist	A heavy gauntlet-like weapon. Less damaging or accurate than a greatsword, but ignores 1 point of the enemy's Armor rating. Can use your Unarmed rating instead of your Melee rating. -1 to use of hands such as in grapples.	+1	-2	+2	0	1
Tetsubo (2H)	A monstrous two-handed greatclub. While even stronger than a greatsword, it is less accurate and way heavier, requiring at least STR 3 to wield. It also reduces your Speed by 1 while carrying it.	+1	-3	+4	0	0

THROWN WEAPONS

TEMP	DESCRIPTION	ACC	INI	DMG	RNG	PRY	CAP	AP
Dagger	The dagger is the lightest thrown weapon and the very precise, but has the shortest range and least damage.	+2	0	+1	+1	0	6	0
War Axe	A light, one-handed axe. It has better range the dagger and has the benefit of being armor-piercing, but is less precise and fewer can be carried.	+1	-1	+1	+3	0	2	1
Spear	The Spear is the most powerful thrown weapon; indeed, it is stronger when thrown than it is when used in melee. It also has the greatest range.	+1	-1	+2	+5	0	1	0
Chakram	The Chakram is made for throwing first and foremost. It has a dagger's accuracy and an axe's range, with the former's damage and a capacity between the two. However, it is poor when used as a melee weapon, whereas the others are more versatile.	+2	0	+1	+3	-1	4	0

LIGHT RANGED WEAPONS

TEMP	DESCRIPTION	ACC	STDY	DMG	AP	CAP
Pistol	A simple one-handed semiautomatic pistol.	+1	B-1	+1	0	10
Auto-pistol	A one-handed pistol, less accurate than a standard semiauto, capable of automatic fire .	0	B-1	+1	0	18
Scoped Pistol	A one-handed pistol mounted with a scope; it is more accurate than a normal pistol, but has a smaller clip.	+2	B-1	+1	0	8
Magnum	A heavy pistol, it trades clip size for armor-penetrating shots.	+1	B-1	+1	1	6
Lt. Bowgun	The largest and strongest light ranged weapon, the Bowgun is normally 2-handed, but can be wielded 1-handed for -1 to Accuracy. It has a low clip size.	+1/ 0	B-2	+2	0	5

HEAVY RANGED WEAPONS

TEMP	DESCRIPTION	ACC	STDY	DMG	AP	CAP
Shotgun	A shotgun gets the 9doubles quality on Accuracy rolls within 5 spaces. Cannot Flurry.	+1* /1	B-2	+2	0	4
SMG	This automatic weapon is meant to be fired with two hands; firing it with one hand imposes -1 to Accuracy. Autofire capable, cannot fire single shots.	0/-1	B-2	+1	0	30
Scoped Rifle	A scoped, powerful rifle with a small clip but high Acc bonus; it also gets 9doubles on Accuracy. When looking through the scope, you get +1 to your <u>WIT + Perception</u> rolls to see things, but -1 to notice things out of your scope's view. Cannot Flurry.	+3*	B-3	+2	0	5
Hv. Bowgun	This gun has a very small clip and is very heavy, but its shots are the most damaging of any heavy weapon.	+1	B-3	+3	0	3
Heavy Machine Gun	This very heavy weapon has a huge clip and heavy armor-slugging bullets, but is not very accurate and greatly reduces the user's mobility. Autofire capable, cannot fire single shots, user's total move speed reduced by 2 when wielding .	0	B-4	+1	1	50

CHAPTER 5:

YOUR POWER IS AT ITS PEAK

Powers are the ways that the world bends its rules for those with fire in their hearts. Every Power has requirements, a cost, a duration, and a type. Some, but not all, have dicepools.

- **Requirements:** The ratings in a certain Powerset, a certain Ability, and Tamashi that are required to know the Power. Powers do not have to be bought or learned—simply by meeting the requirements, a Rider is eligible to use the Power. Some Powers require the Rider be Focused in the relevant Powerset or have it as their Path Powerset, and denote this with a “+Foc/Path” after the Powerset dots.
- **Cost:** The number of Spirit points (or other) paid to use the Power. **Kurayami** Powers that cost HP will list the HP cost in **bright red**.
- **Duration:** How long a Power is in effect. Some are instant, some go on for a number of rounds, some last a scene, etc.
- **Dicepool:** Not every Power, but many, requires an activation roll. In most cases, only a single success is needed on the roll to activate the Power. Some Powers may instead be rolled against flat values (the target’s Tamashi, for example) or even opposing rolls.
- **Type:** What type of Action the Power counts as—Major, Minor, Reflexive, Free, etc. Some Powers are Enhancements, which mean they are applied on top of an existing Action.
- **Results:** Powers with Dicepools will have a list of results based on whether the roll was a botch, failure, success, or automatic success.

A Power that represents the climax of a series of several Powers (such as *Laser Sight* → *Chaser Pulse* → *Argon Lance*) is usually called a Kata, but this is just a naming convention.

Enemy characters may be able to use Rider Powers. Each Invader Faction also has its own Powers, detailed in the **Advanced Power Book**. Fallen Riders have their own Powerset detailed in the **Taoreta** book.

NO POWERSSET

Unlike normal Powers, these ones are not specific to a Powerset. Rather, they can be used with any Powerset for which the user has sufficient dots.

Elemental Wave

(**Powerset** ••••+Foc/Path, Melee ••••, Tamashi ••) **Cost:** 8sp. **Duration:** Instant. **Dicepool:** Normal Acc dicepool, Damage normal + **Powerset** autosuccesses. **Type:** Major

The Rider fires a blast of elemental energy from their weapon; the Accuracy is normal for that weapon, while Damage gets automatic successes equal to points in that Powerset. Range is (STR + Melee). 1d3 to induce the relevant effect. This attack is counted as a Ranged attack for the purposes of Parry penalties, etc.

Elemental Bolt I

(**Powerset** ••, Lore ••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** (Lore + Perception) Acc, (Lore + **Powerset**) Dmg. **Type:** Major

The Rider fires a bolt of whichever Powerset element they choose (and have the required rating in); in terms of flavor, it can be described more or less however the player wishes. The bolt has a Range limit of INT+Lore. The **Kurayami** version rolls 1d5 for 1 self-damage. 1d5 to inflict the associated elemental effect. This attack is counted as a Ranged attack for the purposes of Parry penalties, etc.

Elemental Bolt II

(**Powerset** •••, Lore ••••, Tamashi •••) **Cost:** 7sp. **Duration:** Instant. **Dicepool:** (Lore + Perception) Acc, (Lore + **Powerset** + ½Tamashi) Dmg. **Type:** Major

A more powerful elemental bolt. The **Kurayami** version rolls 1d4 for 2 self-damage. 1d4 to inflict the associated elemental effect. This attack is counted as a Ranged attack for the purposes of Parry penalties, etc.

Elemental Trance

(**Powerset** ••••+Foc/Path, Lore ••••, Tamashi •••) **Cost:** 5sp. **Duration:** 1 Scene. **Dicepool:** Powerset + Lore + Tamashi **Type:** Extended

A Rider may enter a trance in which they focus wholly on a single element; they may be surrounded by an aura appropriate to it.

Botch: The Rider fails; they lose 2 dice from the dicepools of all Powers of the attempted Powerset for 2 rounds.

Failure: The Power does not activate.

Success: The Rider enters the trance. All the Rider's Unarmed and Melee attacks have 1d8 to inflict the relevant Status Effect. They gain (½Tamashi rounded up) in bonus dice to any rolls for Powers of the element and may reroll any status effect chances; they are immune to the status effect of that element. However, they may not use Powers of any other element. The Rider may choose to end this state early; otherwise, it lasts for the scene.

Exceptional Success: Striking the Rider with a Melee or Unarmed attack has the 1d8 element chance; the Rider's own attacks have 1d6 instead. In addition, Powers of the selected Element cost 1 less, to a minimum of 0.

K A Z E

Galestrike

(Kaze •, Melee ••, Tamashi •) **Cost:** 2sp. **Duration:** 1rnd. **Dicepool:** Kaze + Melee + Tamashi. **Type:** Enhancement

A Rider may use the wind to hamper a foe or aid a friend. This Power enhances a Melee attack.

Botch: The Rider gets -1 to DEX til their next turn.

Fail: The Power does not activate.

Success: The Rider envelops their attack in a swirling wind; if they hit, they may choose one foe within (Kaze+2)sq to give a -1 DEX penalty, or one ally to grant +1 Speed and 9doubles on DEX, until the user's next turn.

Exceptional Success: Increase the range by 2.

Striclone

(Kaze ••, Melee •••, Tamashi •) **Cost:** 4sp. **Duration:** 1rnd. **Dicepool:** Kaze + Melee + Tamashi. **Type:** Enhancement

An upgrade to *Galestrike*, this Power allows the user to buff or debuff two subjects at once.

Botch: The Rider gets -2 to DEX til their next turn.

Fail: The Power does not activate.

Success: The Rider envelops their attack in a swirling wind; if they hit, they may choose two foes within (Kaze+2)sq to give a -1 DEX penalty, or two allies to grant +1 Speed and 9doubles on DEX, until the user's next turn. They may not buff an ally *and* debuff a foe. In addition, the original attack has 1d5 **Windburn**.

Exceptional Success: Increase the range by 2; the Rider may choose to buff one ally and debuff one foe.

Hurricane Kata

(Kaze •••+Foc/Path, Melee ••••, Tamashi ••) **Cost:** 6sp. **Duration:** 2rnd. **Dicepool:** Kaze + Melee + Tamashi. **Type:** Enhancement

An upgrade to *Striclone*, this Power allows the user to buff or debuff two subjects at once.

Botch: The Rider gets -2 to DEX til their next turn.

Fail: The Power does not activate.

Success: The Rider envelops their attack in a swirling wind; if they hit, they may choose two foes within (Kaze+2)sq to give a -2 DEX penalty without 10doubles, or two allies to grant +2 Speed and 9doubles and no botches on DEX, for two rounds. They may buff an ally and debuff a foe. In addition, the original attack has 1d4 **Windburn**.

Exceptional Success: Increase the duration by 1 round.

Sleight of Hand-To-Hand

(Kaze ••, Unarmed •••, Tamashi •) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Kaze + Unarmed + Tamashi. **Type:** Major

With quick reflexes, a Rider can grab for weapons (theirs or their foe's) even in the middle of a grapple. This Power requires the Rider to be grappling an enemy.

Botch: The Rider's clumsy attempt backfires, letting their foe escape their grapple unscathed.

Fail: The Rider maintains the grapple, but cannot activate the Power.

Success: If the Rider has an undrawn weapon, they may immediately pull it out and attack their grapple-victim with it; the target takes -2 to their Defender's Roll. They may also grab a foe's weapon and either use it, stow it away, or toss it out of the foe's reach. This ends the grapple.

Exceptional Success: Same as above, but afterward, the Rider may immediately make an attempt to reestablish the Grapple.

Typhoon Strike

(Kaze ●●, Unarmed ●●●, Tamashi ●●) **Cost:** 4sp+1/add. **Duration:** Instant. **Dicepool:** Kaze + Unarmed + Tamashi
Type: Major

A Rider who knows the winds may emulate them, moving like a cyclone in a swirling pattern where any movement can be smoothly turned into a deadly strike.

Botch: The Rider screws up; they make a normal attack with -3 Acc.

Failure: The Rider does not get to use the maneuver, but can attack normally.

Success: The Rider makes a swirling chaos of movements, each one with the potential to become a deadly blow, and strikes. Make 3 Acc rolls for this attack and pick the highest. If at least one is a successful hit, make 2 Damage rolls and pick the highest. Each time the Rider uses it in a scene, the cost increases by one.

Exceptional Success: Get 1 automatic success on Acc or Dmg, and the cost is not more the next time it is used.

Feather Fall

(Kaze ●, Athletics ●●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Kaze + Athletics + Tamashi **Type:** Enhancement

A Rider may adjust the air around them, ensuring a nimble landing as they fall. This Power is used before making an Athletics roll to land safely.

Botch: The Rider flubs their attempt; their Athletics roll loses 10 doubles and gains 1-subtracts.

Failure: The Rider cannot activate the power, but makes their Athletics roll as normal.

Success: The Rider gets automatic successes equal to Tamashi.

Exceptional Success: The Rider also gets 9 doubles on their Athletics roll.

GOTTAGOFAST

(Kaze ●●, Athletics ●●, Tamashi ●) **Cost:** 4sp/rnd. **Duration:** By Round. **Type:** Enhancement

A Rider may use this Power to add (Kaze + ½Tamashi) to their Speed, but taking (Kaze – 1) penalties to Dodge, Accuracy, and Parry on that round and the round immediately afterward. Attacks of Opportunity have their Acc rolls penalized by half the Speed the Rider is moving at.

Bubblejet

(Kaze ●●, Athletics ●●, Tamashi ●●) **Cost:** 1sp/rnd. **Duration:** By Round **Type:** Enhancement

When in water of at least chest height, a Rider may pay 1sp/rnd to get +1 to movement by using a jet of air to propel themselves.

Walkin' On Air Kata

(Kaze ●●●, Athletics ●●●, Tamashi ●●) **Cost:** 3sp + 2sp/d. **Duration:** Instant **Type:** Reflexive/Reroll

(Kaze-2) times per scene, a Rider may can re-roll a failed Athletics check, adding up to 2 bonus dice to the roll by expending more Spirit.

Blowhard

(Kaze ●●●●, Defend ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Tamashi **Type:** Reflexive

When making a successful Parry, whether they shove, disarm, or counterattack, a Rider may also send the enemy reeling back with a blast of wind a distance equal to 1+ the activation successes.

Deep Breaths

(**Kaze** ●, Survival ●●, Tamashi ●) **Cost:** 1sp/rnd. **Duration:** By Round. **Dicepool:** Kaze + Surv + Tamashi **Type:** Major
A Rider can create a dome of air that keeps away harmful gases.

Botch: The Rider fails to use the Power and cannot use the power for the scene.

Fail: The Rider fails to create the dome of air.

Success: The Rider creates a dome of air with a diameter in squares equal to their **Kaze**, centered on themselves.
Up to 2 other Riders can huddle into the same square here. Each round costs 1sp.

Exceptional Success: The dome has a diameter of (**Kaze** + 1).

Bond Boost

(**Kaze** ●●●●, Labor ●●, Tamashi ●●) **Cost:** 2sp+1/d. **Duration:** Instant. **Dicepool:** Kaze + Labor + Tamashi **Type:** Enhancement

Drawing on bonds, a Rider may be invigorated by the presence of their allies, gaining bonus dice on a Labor roll.

Botch: The Rider's Labor roll loses 10doubles and gains 1-subtracts.

Fail: The Rider fails to use the power.

Success: The Rider gains bonus dice equal to their present allies.

Exceptional Success: The bonus dice are automatic successes.

Backbiter

(**Kaze** ●, Dodge ●●, Tamashi ●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Kaze + Dodge + Tamashi **Type:** Major

A Rider's skill in dodging is good for more than just avoiding hits—their nimble feet can help them move into position to strike a foe. This Power is *not* a Dodge enhancer—it is a full attack.

Botch: The Rider severely fumbles their attempt to be nimble and wastes their Major Action; they get -1 to their next Dodge roll.

Fail: The Power does not activate, but the Rider may decide to make a normal Major Action instead.

Success: The Rider moves into position to strike a foe behind or from the side, then makes an attack with the successes on the activation roll +2. The foe may only roll Defend or Dodge, not the full rolls, and does not count 10s as doubles. However, when applying the damage, divide the final damage by half (minimum total of 1). The foe's next roll will take a penalty equal to the Rider's **Kaze**.

The initial movement does not invite Attacks of Opportunity.

Exceptional Success: As above, but the foe's Defender's Roll takes an additional penalty of gaining 1subtracts.

I'm Outie

(**Kaze** ●●●, Dodge ●●●, Tamashi ●●) **Cost:** 9sp. **Duration:** Instant. **Dicepool:** DEX + Dodge vs (Unrm, Melee, Deft, Ranged) **Type:** Reflexive

Paying a high Spirit cost, a Rider may flawlessly dodge a vicious blow. This may be rolled even after a failed normal dodge. The Rider rolls their Dodge against the attacking Ability as a flat value—so if the foe has 3 dots in Melee and is making a Melee attack, the Rider's dodge roll must beat that 3.

If the Rider fails, they only pay 4sp.

Dodge/Duck/Dip/Dive Kata

(**Kaze** ●●●●+Foc/Path, Dodge ●●●, Tamashi ●●) **Cost:** 4sp+1/rnd. **Duration:** rnd x (activation roll sux). **Dicepool:**

Kaze + Dodge + Tamashi **Type:** Enhancement

On a successful Dodge, a Rider may roll this Power. For a number of rounds equal to the successes, they get half

(round up) their **Kaze** in automatic Dodge successes. They may not get more rounds of this than they can pay for, and they can choose to get as few rounds as they like.

Backsies

(**Kaze** ••, Deft ••, Tamashi •) **Cost:** 1sp+. **Duration:** Instant. **Dicepool:** **Kaze** + Tamashi **Type:** Enhancement

A Rider can tug at their own Thrown weapons with a gust of air, hoping to pull them back to their hands. The first use in a scene only needs 1 activation success; after each successful use, the success requirement increases by 1. If the weapon is farther away than a flat value of (**Kaze** + Deft + Tamashi), the power costs an extra 1sp to use. If using this Power on a Flurry, the activation need only be made once, but each weapon retrieval is its own separate cost.

Botch: The Rider's next Thrown attack loses 10doubles and gains 1subtracts on Accuracy.

Fail: The power does not activate.

Success: The Rider's thrown weapon returns to them after making its strike; they do not subtract from their Ammo count.

Exceptional Success: The Rider may choose either to reduce the cost of the Power by 1 (minimum 0) or to prevent the normal "next use requires 1 more success" condition.

Minor Adjustment

(**Kaze** •••, Deft ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Type:** Reflexive/Reroll

A Rider may spend 3sp to reroll (**Kaze**-1) dice of their thrown Acc roll. They cannot use it twice on the same attack, and they can only use it (**Kaze**) times a scene.

Windscreen

(**Kaze** ••••+Foc/Path, Deft •••, Tamashi ••) **Cost:** 4sp(5sp for other). **Duration:** Instant. **Dicepool:** **Kaze** (+1) **Type:** Reflexive

With a buffeting blast of air, a Rider can play havoc with a foe's thrown projectiles. The Rider rolls (**Kaze**) and adds one to it, subtracting that many Acc successes from a foe's thrown attack—thus, even if they fail the roll, they get 1 subtraction.

If the Rider is within (Tamashi, max 4) sq of the path of the weapon, they may use this Power for a greater cost to deflect Thrown attacks directed at others.

Like Chasing Mist

(**Kaze** ••, Deft ••, Tamashi •) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** **Kaze** + Ride. **Type:** Reflexive (Ride)

Foes' attacks are just another chance for a Rider to get ahead. This Power is used in a Chase scene when under attack. It must be activated and paid for against each attack separately, should the Rider be attacked multiple times in the same Interval.

Botch: The Rider's Dodge loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: If the Rider successfully dodges the attack, the successes their roll had over the Accuracy roll are added to their Ride check on the next Interval as bonus dice.

Exceptional Success: The Dodge gains 9doubles and the Rider may convert bonus dice into automatic successes at a rate of 2 dice per success.

Up We Go!

(**Kaze** •••, Deft •••, Tamashi ••) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Kaze** + Ride. **Type:** Reflexive (Ride)

Nothing stands in the way of a Rider at the wheel, not even a lack of ground to drive on. It can be used both in and out of Chases.

Botch: The Rider's Ride check loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: Out of a Chase, the Rider may use this Power to reflexively make a jump action with their Vehicle. The distance of the jump is calculated as their Ride rating times the stunt rating of the action (with not-a-stunt being $x\frac{1}{2}$ instead of $x0$).

In a Chase, a Rider may use this Power on a Ride action, granting automatic successes equal to the stunt rating of their jump. If they are in a Leg with environmental Hazard, the Interval imposes 1 less Hazard on them than normal (minimum 0).

Exceptional Success: Out of a Chase, add the activation successes to the jump distance. In a Chase, add half the activation successes to the Ride check dicepool as bonus dice.

Bluster Blast

(**Kaze** •, **Ranged** ••, **Tamashi** •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Kaze + Ranged + Tamashi **Type:** Enhancement

A Rider may envelop their ranged shot in a swirl of wind, sacrificing raw power for the tricky energies of the air.

Botch: The shot does half damage.

Fail: The Power does not activate.

Success: The shot causes a blast of air on impact or a near miss; it does half damage (divide dicepool before rolling; half of 1 is still 1 but can be negated by Armor), but the target must roll Tamashi against the Rider's **Kaze**+2 or be **Windburnt**.

Exceptional Success: The foe's Tamashi roll loses 10doubles.

Airburst

(**Kaze** •••, **Ranged** •••, **Tamashi** ••) **Cost:** 1sp/atk. **Duration:** 1 scene. **Dicepool:** Kaze + Ranged + Tamashi **Type:** Enhancement

Who even needs bullets? Arguably not Riders, given the frightening things air can do to the body.

Botch: The Rider jams their gun.

Fail: The Power does not activate.

Success: For the rest of the scene, the Rider may pay 1sp to make a shot without using any ammunition. Instead, they fire near-silent blasts of air, which work almost exactly like regular attacks. However, they lack 10doubles on Damage, but they have 1d6 Windburn.

A Rider may use their empty hand just as well as a gun. They point it and bullet holes appear in people. Doing this uses the "imaginary gun" which has +0 to Acc and Dmg.

Exceptional Success: The airbullets cost no Spirit unless they're done with an empty hand.

Fogblower

(**Kaze** ••, **Perception** ••, **Tamashi** •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Kaze + Perception + Tamashi **Type:** Minor

When vision is obscured by fog/smoke/etc, a Rider may blow it away.

Botch: The Power cannot be used for the scene.

Fail: The Power does not activate.

Success: The fog or smoke is blown away from an area centered on the Rider with a radius of **Kaze** + 1. Depending on the nature of the fog, it may come back in time (such as if it is being continuously produced).

Exceptional Success: Add 1 to range.

Run Forrest Run

(Kaze •, Support •, Tamashi •) **Cost:** 2sp. **Duration:** (Kaze + 1)rnd. **Dicepool:** Kaze + Support + Tamashi **Type:** Minor
Imparting an ally with wind, a Rider may give them a temporary speed boost.

Botch: The Rider severely messes up; at DM discretion, they either boost a foe's speed or penalize their own by ½ their Tamashi (rounded up, minimum 1).

Fail: The Rider fails to impart a boost to an ally.

Success: The Rider selects one ally, giving them a boost to their Speed equal to ½ the user's Tamashi (rounded up, minimum 1).

Exceptional Success: The Rider may choose to add 1 to the Speed Boost or the duration.

Crop Duster

(Kaze •••, Support •••, Tamashi ••) **Cost:** 3sp. **Duration:** Up to (Kaze + Support)rnds. **Dicepool:** Kaze + Tamashi
Type: Major

A Rider may use a blast of air to stir up dust and debris to hamper foes' vision.

Botch: The Rider instead hampers their own vision, taking -1 to all Perception rolls for rounds equal to their (Kaze).

Fail: The Rider's blast of air sends dust and chaff spiraling across the ground uselessly.

Success: The Rider fills the air with tiny debris in an area of radius (Kaze + 3) that lasts (Kaze) rounds. Enemies take -1 to visual Perception when in it, or when trying to perceive objects in it.

Exceptional Success: Add 1 to the radius or duration.

Skill Stealing Kata

(Kaze ••••+Foc/Path, Support •••, Tamashi ••) **Cost:** 5sp+1sp/rnd. **Duration:** (Kaze-1)rnds. **Dicepool:** CHA + Kaze
vs INT + Res **Type:** Major

A Rider can briefly steal skill itself from a foe, passing it to an ally. After hitting a foe, roll CHA+ Kaze against their INT + Res.

Botch: Perform the same results as with success—but the foe is boosted and the user is drained.

Fail: The Power does not activate.

Success: Select one of the foe's Stats. For up to (Kaze-1) rounds, this Stat is lowered by 1 (note that you cannot lower a Stat that is already just one dot). Select an ally; for the duration of the power, they may count any one of their Stats as being one dot higher, so long as this does not violate their Stat cap.

Exceptional Success: Add 1 to the duration.

Light On My Feet

(Kaze ••, Stealth •, Tamashi •) **Cost:** 2sp/rnd. **Duration:** By Round. **Dicepool:** Kaze + Stealth + Tamashi **Type:** Free
A Rider can manipulate air to muffle their footsteps, creeping as silently as a feather on a breeze. The activation roll need only be made at the beginning of use. The Power is activated before making a normal Stealth roll. Note that this Power only affects the Rider's sound and not their appearance—foes can see them just fine, they just have trouble hearing them.

Botch: The Rider fails to activate the Power, but thinks they succeeded.

Fail: The Rider fails to activate the power.

Success: The Rider's footfalls are muffled; anyone rolling against the Rider's WIT + Stealth roll to hear them subtracts (Kaze-1) from the successes. In addition, if the Rider botches their Stealth roll, this Power bumps it up to a normal Failure.

Exceptional Success: As above, but the Rider receives automatic successes on their Stealth roll equal to Tamashi, and thus cannot botch.

Actual Airbending

(**Kaze** ●●, **Stealth** ●●, **Tamashi** ●●) **Cost:** 3sp/rnd. **Duration:** By Round. **Dicepool:** Kaze + Stealth + Tamashi **Type:** Free

Having mastered the ability to manipulate the air to silence their passage, a Rider can learn the art of using air currents to obscure themselves visually as well.

Botch: The Rider fails to activate the Power, but thinks they succeeded.

Fail: The Rider fails to activate the Power.

Success: The Rider cloaks themselves in air currents that muffle their footfalls and warp their very appearance to a hazy blur. Anyone rolling against the Rider's **Stealth** roll to hear or see them subtracts (**Kaze**) from their own successes. Even if they see the Rider, they do not immediately know what they are seeing (unless they are familiar with the Power). Botches on the **Stealth** roll become failures.

Exceptional Success: As above, but the Rider receives automatic successes on their **Stealth** roll equal to **Tamashi**, and thus cannot botch.

The More You Know

(**Kaze** ●, **Lore** ●, **Tamashi** ●) **Cost:** 1sp/d. **Duration:** Instant. **Type:** Enhancement

Your friends teach you something new once in a while. When making a **Lore** roll, a Rider can get a bonus die for each ally present, depending on them and the roll's content. Any Rider gives a bonus to Rider History, but they also give more specific bonuses based on Path, Beginning, backstory, etc.

Pressure Front

(**Kaze** ●●●+**Foc/Path**, **Lore** ●●, **Tamashi** ●●) **Cost:** 6sp. **Duration:** Effects last 2 rnd. **Dicepool:** Kaze + Lore + Tamashi **Type:** Major

With great mastery of the air, a Rider can create a blast of air pressure that disorients foes.

Botch: The user charges for a moment... and is knocked on their ass by their mismanaged wind.

Fail: The Power does not activate.

Success: The Rider begins to draw in air to themselves; they are unable to attack, but can move, dodge, parry, etc. On their next turn, they release the air in a massive pressure wave with a radius equal to **Kaze** + **Tamashi**. Foes with a lower **END** than the activation successes are knocked to the ground; they must make DEX + END checks for the next 2 rounds, or stagger in dizzied confusion. All foes must roll END + Surv against the user's **Tamashi** or be **Windburned**.

Exceptional Success: Increase the radius by 1, and count the user's **Tamashi** as one dot higher for the purposes of foes rolling against it.

Fair-Weather Friend

(**Kaze** ●, **Socialize** ●, **Tamashi** ●) **Cost:** (#rerolls – 1)sp. **Duration:** Instant. **Type:** Reflexive/Reroll

Once a scene, a Rider may reroll up to **Kaze** dice on a CHA + Socialize roll. The Spirit cost is one less than the number of dice rerolled; rerolling only one die is free. They can't use some of these rerollable dice on one roll and some on another, but they can spend rerolls on the same die multiple times (i.e. if they have 5 available rerolls and only use 4, they can re-reroll one of the dice).

Talk Like The Wind

(**Kaze** ●●, **Socialize** ●●, **Tamashi** ●●) **Cost:** 2sp. **Duration:** 1 Scene. **Dicepool:** Kaze + Tamashi. **Type:** Enhancement

A Rider may ignore penalties to social rolls with quick wit and a modulation of the air.

Botch: The Rider loses 10doubles and gains 1subtracts on all **Socialize** rolls for the scene.

Fail: The Power does not activate.

Success: The Rider ignores social penalties equal to the successes on the activation roll for one scene. This does not grant bonuses, just cancels out penalties.

Exceptional Success: As above, but the next social roll the Rider makes has the 9-doubles quality.

Full of Hot Air

(Kaze ••, Persuade ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Kaze + Persuade + Tamashi. **Type:** Enhancement/Reflexive

A Rider can subtly modulate the way the air carries their words or the words of another. To activate it on another character's turn and impart the benefits to them, the Rider must get two successes on the activation roll, not just one.

Botch: The Rider's next social roll has a -1 penalty and does not receive doubles for 10s. The Rider also does not know they failed to activate the Power.

Fail: The power does not activate.

Success: The Rider or their selected ally get automatic successes equal to $\frac{1}{2}$ the user's Tamashi (rounded up, minimum 1) on their social roll, making it impossible to botch.

Exceptional Success: As above, but the Rider or selected ally also get the 9-doubles quality on the social roll.

A Little Help From My Friends

(Kaze ••••, Intimidate •••, Tamashi ••) **Cost:** 2sp+1/add. **Duration:** 1 scene. **Dicepool:** Kaze + Intimidate + Tamashi. **Type:** Enhancement

The Path of Stars teaches the importance of friends; as such, a Rider can call on the presence of their friends to increase their appearance of formidability.

Botch: The Rider does not activate the power, does not get 10-doubles on Intimidate rolls for the scene, and is unaware of their failure.

Fail: The power does not activate, but the Rider may be able to try again.

Success: For one scene, whenever they make an Intimidation roll, the Rider may pay 1sp to add dice to the roll equal to their present allies (limit 5).

Exceptional Success: As above, but botches are bumped up to failures.

In My Element [Upgrade Form Only]

(Kaze ••••, Fly •••, Tamashi ••) **Cost:** 4sp/rnd. **Duration:** By Round. **Dicepool:** Kaze + Fly + Tamashi. **Type:** Enhancement

A Rider whose Upgrade Forms can fly may be able to navigate the air, but a true master of the sky can do so much more, wrapping themselves in a cloak of wind. This is only usable in an Upgrade Form with **Fly** enabled, and while Flying.

Botch: The Rider is forced to stop flying immediately.

Fail: The power does not activate, but the Rider may be able to try again.

Success: The Rider forms the air around them into a shell of swirling wind. Their flight speed is increased by 2, all attacks against them lose 10-doubles and gain 1-subtracts on the Acc roll, and contact deals a Damage dicepool of **Kaze** with 1d5 to Windburn.

Exceptional Success: Add 1 to the Speed boost; the first two rounds only cost 3sp.

(35)

NENSHOU

Burning Strike

(**Nenshou** ••, Melee/Unarmed ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Type:** Enhancement

The Rider's weapon (or foot or fist) bursts into flame upon striking, making 9s count as double-successes like 10s do for the Damage roll. This must be activated before rolling the Accuracy roll.

Flare Dash

(**Nenshou** •••, Melee •••, Tamashi •) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Melee + Tamashi. **Type:** Major

A Rider may blaze forward in a swift strike that can hit multiple foes.

Botch: The Rider trips and falls on their face.

Fail: The Power does not activate.

Success: The Rider makes a dash in a straight line, the length being equal to (6 – the Initiative penalty applied to the Rider by their weapons) spaces. Any enemy touched by this straight line must roll their Tamashi against the Rider's **Nenshou**; if they fail, they take damage equal to the Rider's **Nenshou** rating. 1d5 to **Burn**.

Exceptional Success: Add 1 to the distance or damage.

Vulcan Hammer Strike

(**Nenshou** •••, Melee ••••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Melee + Tamashi.

Type: Enhancement

A Rider making a Great Attack may strengthen their mighty blow with fiery force.

Botch: The Rider takes 1 damage as they burn themselves, losing 1 Accuracy on any attack they make this turn.

Fail: The Power does not activate.

Success: On the Damage roll of their Great Attack, the Rider rerolls all non-success dice once. 1d5 to **Burn**.

Exceptional Success: **Burn** is automatic.

Combustion Strike Kata

(**Nenshou** •••••+Foc/Path, Melee ••••, Tamashi •••) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Melee + Tamashi. **Type:** Enhancement

Charging their weapon with thermal energy, a Rider may release it all in a single explosive blow.

Botch: The Rider's strike hits, but the explosion misfires; the damage dicepool is halved and they are knocked back 3 spaces.

Fail: The Power does not activate.

Success: The Rider strikes with explosive force, adding **Nenshou** to their damage dicepool and taking 9doubles on it. The explosion knocks the target back 3 spaces; they must roll END + Res against the user's Tamashi or be stunned for one round (without 10doubles and with 1subtracts on all rolls). All foes on adjacent spaces to the target must roll END + Surv or be knocked back one space. If the Acc roll fails (not botch, just fail), the secondary knockback effect still occurs.

Exceptional Success: The foe's roll against stunning loses 10doubles.

Too Hot To Handle

(**Nenshou** •, Unarmed ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Unarmed + Tamashi.

Type: Reflexive

A Rider can make their armor briefly blaze with heat.

Botch: The Rider's armor blazes with heat... but only internally. The Rider takes 1 damage.

Failure: The Rider's armor fails to heat up significantly, though it may become tangibly warmer.

Success: The Rider's armor flashes with heat. If they are making an Unarmed attack, they get 1 automatic success on their Damage roll. If the foe parries this attack bare-handed, they still take 1 point of contact damage. Anyone in a Grapple with the Rider when this is activated takes 1 point of contact damage.

Exceptional Success: The contact damage is increased to 2; in addition, any enemy who has the Rider in a Hold or Restraint Grapple Maneuver loses their control, ending the Maneuver.

Body of Agni Kata

(**Nenshou** ●●●+Foc/Path, Unarmed ●●●, Tamashi ●●) **Cost:** 2sp+1sp/rnd. **Duration:** (**Nenshou**)rnd. **Dicepool:** $\frac{1}{2}$

Unarmed +Tamashi + **Nenshou** **Type:** Minor

A Rider can wreath themselves in flames, turning their entire bodies into fiery weapons.

Botch: The Rider fails to activate the power and cannot use it again for the scene.

Fail: The Rider calls up a few flickers of flame and a wash of hot air, but nothing effective.

Success: The Rider is wreathed in flames for up to (**Nenshou**) rounds; any grappling inflicts 2 damage per turn to the foe. Unarmed attacks that strike or are Unarmed-parried by the user result in the attacker taking 1 contact damage. All Unarmed attacks by the user have (**Nenshou**) added to the damage pool and have 1d5 chance to **Burn**. Water/Ice attacks have 1d10 chance to put out the fire, but have -1 to the final damage (which means the damage can be reduced to 0) and do not get a chance to **Freeze**.

Exceptional Success: Increase the duration by 1; Unarmed attacks by the user also have the 9-doubles quality.

Fire Walk

(**Nenshou** ●●●, Athletics ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** 1 rnd. **Dicepool:** **Nenshou** + Athletics + Tamashi.

Type: Enhancement

Enhancing themselves with sureness of purpose, a Rider may cover running distances with an unhurried stride.

Botch: The Rider thinks they have activated the Power and casually ambles rather than running; they take -2 to Speed.

Fail: The Power does not activate.

Success: The Rider adds the higher of Athletics or Resolve to their Speed for the round; they move at a confident and measured pace, but somehow cover distances as if sprinting. They also may add +1 to a number of Dodge and Parry rolls equal to their Tamashi for the round. Attacks of Opportunity against them have halved Accuracy.

Exceptional Success: The Rider adds 1 to the number of bonus dice to Dodges and Parries.

Blazing Ire

(**Nenshou** ●●●, Defend ●●●, Tamashi ●●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** **Nenshou** **Type:** Reflexive

Upon failing to parry an attack, a Rider may strike back like a leaping flame so long as the foe is within range to be hit (i.e. a Rider cannot use this Power if they are wielding a sword and the enemy shot at them from several squares away). This may be attempted (Tamashi-2) times a scene.

Botch/Fail: The Rider's attack does not connect.

Success: Each success is dealt to the foe as damage.

Exceptional Success: As above, with the damage successes having 9doubles.

Radiator

(**Nenshou** ●●, Survive ●●, Tamashi ●) **Cost:** 1sp/rnd. **Duration:** By Round. **Dicepool:** **Nenshou** + Survive + Tamashi

Type: Minor

A Rider can call up an aura of hot air to rebuff even the most baleful chill.

Botch: The Rider fails to use the Power, and cannot use it for the rest of the scene.

Fail: The Rider fails to summon up enough heat and can try again next turn.

Success: The Rider summons up a (Nenshou)sq-radius area of hot air. The effects of extreme cold do not penetrate into this area; any attack that would have a chance to Freeze loses that quality and takes -1 to damage. All ice in the area is sped up in its melting by one round per dot of Nenshou.

Exceptional Success: Add 1 to the radius, penalty to ice attacks is -2.

Heat Sink

(Nenshou ●●, Survive ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Varies. **Dicepool:** Nenshou + Survive + Tamashi **Type:** Minor

A Rider with a mastery of flame can render fire harmless, drawing it into their hand and scattering it as waves of harmless heat. Penalties may apply to the activation roll based on fire magnitude, though they can be mitigated by taking more time.

This Power can be used in place of dodging or parrying an attack composed wholly of fire (so a flaming sword doesn't count, but a fireball does).

Botch: The Rider doesn't absorb the heat of the fire—they increase it further, causing it to grow in intensity and size.

Fail: The Rider fails to gain control over the flames.

Success: The Rider sucks the heat of the flames into their hand and scatters it harmlessly, causing the flames to die down to nothing. A Rider may decide to take more time to do this, adding +1 to the dicepool.

Exceptional Success: The Rider converts the thermal energy to Spirit within themselves; successes on the activation roll are Spirit points regained (including the cost of using the Power in the first place). Alternatively, they may decide to expel the flames as a Fire-based *Elemental Bolt I* for no additional cost.

Smith's Touch

(Nenshou ●●, Labor ●●, Tamashi ●●) **Cost:** 1sp. **Duration:** Instant. **Type:** Enhancement

A Rider may add their Nenshou rating to any Labor roll that involves bending or breaking metal; they heat the metal to make it more pliable.

Heat Haze

(Nenshou ●●, Dodge ●●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Nenshou + Dodge + Tamashi **Type:** Reflexive

A Rider can call up a wash of hot air, the brief thermal haze confusing an attacking foe.

Botch: The Rider fails to activate the power and cannot use it for the scene. Also, they feel a little chilly.

Fail: The Rider fails to create enough heat to make a difference.

Success: The Rider creates a swirl of hot air between themselves and the attacker, subtracting 1 from the Accuracy roll. Distant foes get -2.

Exceptional Success: As above, but the Rider's Dodge roll gets 9doubles.

Comet Strike

(Nenshou ●●, Deft ●●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Type:** Enhancement

A Rider can infuse their thrown weapons with flames; upon striking any object, the weapon spreads burning embers to adjacent squares, dealing damage with a dicepool of Nenshou and a flat Accuracy of 2. The ember effect automatically hits a foe who was struck by the weapon.

Ember Exhaust

(Nenshou ●●, Deft ●●, Tamashi ●) **Cost:** 3sp. **Duration:** 1 Interval. **Dicepool:** Nenshou + Ride **Type:** Ride

A Rider may surround their Vehicle with a nimbus of fire for a short while, imperiling those too close.

Botch: The Rider's Ride check takes -1.

Fail: The Power does not activate.

Success: The Rider surrounds their vehicle with a cloud of flames. At the end of the Interval, all foes whose successes are not more than 3 different from the Rider's (in either direction) take an extra point of Hazard.

Exceptional Success: The effect-spread changes from 3 to 4.

Tracer Round

(**Nenshou** ••, Ranged ••, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Nenshou + Ranged + Tamashi **Type:** Enhancement

A Rider can imbue their gun's shots with fire.

Botch: The Rider's shot is warped by the heat, subtracting 1 from the Acc successes.

Fail: The Rider's shot may be somewhat hotter than normal, but not enough to matter.

Success: The shot is imbued with fire, getting 9doubles to the Damage roll.

Exceptional Success: As above, with 1d10 to **Burn**.

Heat Seeker

(**Nenshou** •••, Ranged •••, Tamashi ••) **Cost:** 1sp/d. **Duration:** Instant. **Dicepool:** Nenshou + Ranged + Tamashi **Type:** Enhancement

A Rider may use heat in the air to correct their projectile's path.

Botch: The Rider's shot is warped by the heat, subtracting 1 from the Acc successes.

Fail: The Rider fails to activate the Power but can shoot as normal.

Success: The Rider may reroll up to **Nenshou** dice of their Accuracy roll, 1sp per reroll.

Exceptional Success: As above, with 1d10 to **Burn** and 9doubles on Accuracy.

Molten Demolition Bullet

(**Nenshou** ••••, Ranged •••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Nenshou + Ranged + Tamashi **Type:** Enhancement

Superheating their shots, a gunslinging Rider barely has to worry about cover.

Botch: The Rider's shot loses 2 dice on Acc and Dmg.

Fail: The Rider fails to activate the Power but can shoot as normal.

Success: The Rider's shot ignores up to (Tamashi) worth of Acc penalties from cover. If the cover is flammable, it is set on fire.

At Tamashi 3+, the Rider may pay an extra 1sp to make their bullets punch through solid walls. This has the same cover-ignoring effect, but if the Rider cannot see the target because of the wall, they take -1 and lose 10doubles on Acc. They may, however, activate Perception-enhancing Powers like *Thermal Vision* to allow them to tell where the enemy is.

Exceptional Success: The Rider may immediately activate *Thermal Vision* with no roll, just paying for it, before making the attack.

Firelight

(**Nenshou** •, Perception •, Tamashi •) **Cost:** 1sp. **Duration:** (**Nenshou** +4) rnd. **Dicepool:** Nenshou + Perception + Tamashi **Type:** Minor

A Rider may conjure a small orb of flame to provide light in darkness; the orb can either be made to follow the Rider or remain in one spot. A Rider may send the orb to any square within (**Nenshou** + 2) squares of their location.

Botch: The Rider creates the orb... which blows up in their face. 1d5 **Blind**.

Fail: The Rider fails to conjure the orb of flame.

Success: An orb of flame forms above the Rider, who then chooses if it will follow them or remain in one spot. When that is decided, the orb either stays put or moves to the spot designated and begins to cast light reaching (**Nenshou**) squares away from its location. It lasts **Nenshou** + 4 rounds, but can be extinguished early.
Exceptional Success: Add 1 to the light radius or the duration.

Thermal Vision

(**Nenshou** ●●, Perception ●●, Tamashi ●●) **Cost:** 2sp/rnd. **Duration:** By Round. **Dicepool:** **Nenshou** + Perception + Tamashi **Type:** Minor

A Rider may overlay a sort of thermal perception over their normal vision, seeing objects by their heat signature.

Botch: The Rider messes up their vision; for 2 rounds, all visual Perception rolls lose 10-doubles and gain 1-subtracts.

Fail: The Rider fails to activate the Power.

Success: The Rider's vision is overlaid with thermal vision effective to a distance of $(4 + [2 \times \text{Nenshou}])\text{sq}$. This allows them to see through darkness, fog, dust, smoke, and some solid materials. Identifying a body-shaped heat source (i.e. by Invader faction, etc) will require an INT + Lore roll—otherwise, all the Rider knows is that there is a body there.

Exceptional Success: The Rider gets 2 automatic successes on a roll to identify a heat source.

Drop It!

(**Nenshou** ●●, Support ●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Support + Tamashi **Type:** Reflexive

In the moment a foe strikes at a Rider's ally, they may cause a brief flare of heat in the enemy's weapon, throwing them off balance. This Power must be used before the foe rolls Damage, and only on a foe the Rider knows about and who is within 8sq. It cannot be used multiple times in a round, and can only be used **Nenshou** times a scene.

Botch: The Rider fails and cannot use the Power for the scene. They heat their own weapon and drop it.

Fail: The Rider fails to activate the Power.

Success: The Rider causes a flare of heat in the foe's weapon's handle or on their body, forcing them to reroll their Acc roll without 10-doubles and with 1-subtracts. They take the lower result.

Exceptional Success: As above, but the foe also gets a -1 penalty.

Ignis Rune

(**Nenshou** ●●●, Stealth ●●, Tamashi ●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** Stealth + Tamashi **Type:** Major

A Rider may create a hidden rune and imbue it with fiery Spirit, waiting for an enemy to disturb it and incur its wrath. It lasts for a day if untouched, but can be deactivated by the Rider. If the Rider takes a full round, they get +1 to the roll.

Botch: The Rider's rune blows up in their face loudly and deals 1 damage to them.

Fail: The Rider has not gotten the rune imbued yet, but can try again.

Success: The Rider marks one space, or one object, with a fire-imbued rune. The Rune can be noticed by a sufficient Perception check. An enemy who touches it must get at least 4 successes on a DEX + Deft roll or activate it. Upon activation, it bursts into flame, dealing (**Nenshou**) fire damage, 1d5 to **Burn**.

Exceptional Success: Add 1 to the successes needed to avoid activating it, the difficulty of noticing it, or the damage.

Burning Legend

(**Nenshou** ●●, Lore ●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Type:** Reroll

Once per scene, a Rider may spend 2 Spirit to reroll all 1s on an INT + Lore roll.

Dragon of the West

(**Nenshou** ●●●+Foc/Pathus, Lore ●●, Tamashi ●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** **Nenshou** + Lore + Tamashi **Type:** Major

With mastery of fire, a Rider may emulate the dragons of legend, spewing a gout of flame. Some use their hands or weapons as the focal point, but a torrent of flames issuing from the mouth-area of one's helmet is considered the classic approach.

Botch: The Rider's efforts blow up in their face, dealing them 1 damage. They cannot use the Power again for the scene.

Fail: The Rider fails to work up the fire within; flames may flicker and they may even call up a wash of hot air, but no dragon-fire is present.

Success: The Rider spews forth a jet of white-hot fire with a range of **Nenshou**, Acc **Tamashi+Lore** w/ 2 autosuccesses, and Damage **Nenshou** + Lore with 3 autosuccesses. Any enemy standing in the space directly in front of the Rider is knocked back 3 spaces and automatically **Burned**. For others hit, 1d3 **Burn**.

Exceptional Success: Add 1 to the range, and to either the Acc or Dmg autosuccesses.

Be Not Afraid

(**Nenshou** ●●●, Socialize ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** 1 scene. **Dicepool:** **Nenshou** + Socialize + Tamashi **Type:** Minor

The fires of a Rider's power scorch and terrify the foe, but their warmth alleviates the shivers of fear within friend and innocent alike.

Botch: The Rider not only fails to activate the Power, they become afraid themselves, taking -1 to all Resolve rolls that scene.

Fail: The Rider fails to activate the Power.

Success: Within the Rider's presence, allies and innocents feel more confident. On all rolls to resist intimidation and fear, they get 9doubles. Successful **Terrify** effect rolls targeting allies or innocents must be rerolled, and rolls to shake off **Terror** get 9doubles.

Exceptional Success: All present regain 1 point of Sanity.

Affirm Authority

(**Nenshou** ●●, Persuade ●●, Tamashi ●●) **Cost:** 1sp/d. **Duration:** Instant. **Dicepool:** **Nenshou** + Persuade + Tamashi **Type:** Reflexive/Reroll

The Path of Heaven grooms its students for leadership, and a good leader can regain face even after a setback—in this case, rerolling dice on a Persuade roll. May be used (**Nenshou** – 1) per scene.

Botch: The Rider's attempt has the opposite effect; the Persuade roll becomes a Botch. (If it was already a Botch, it doesn't get any worse),

Fail: The Rider fails to activate the Power and must accept the results of their Persuade roll as they stand.

Success: The Rider may reroll up to (Tamashi + 1) dice on the Persuade roll, each rerolled die costing 1sp.

Exceptional Success: The Rider gets one free reroll as well.

Commanding Presence

(**Nenshou** ●●●, Persuade ●●●, Tamashi ●●) **Cost:** 2sp/d. **Duration:** Instant. **Dicepool:** **Nenshou** + Persuade + Tamashi **Type:** Reflexive

By showing their support for an ally, a Rider may augment that ally's persuasive ability, adding up to (**Nenshou** – 1) bonus dice to their roll.

Botch: The Rider not only fails, but for the rest of the scene they cannot use the Power; all their Persuade rolls lose 10-doubles and gain 1-subtracts.

Fail: The Rider fails to activate the Power and contributes no bonus dice to their ally's roll.

Success: The Rider may grant bonus dice to their ally's roll, each costing 2sp.

Exceptional Success: The cost is 1sp/d instead.

Show of Force

(**Nenshou** ●●, Intimidate ●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** CHA + Intimidate + (**Nenshou** – 1)
vs INT + Res **Type:** Minor

A Rider may make a display of valor that turns the craven hearts of their foes to unsureness.

Botch: The Rider not only fails, but for the rest of the scene they cannot use the Power; all their Intimidate rolls lose 10-doubles and gain 1-subtracts.

Fail: The Rider fails to activate the Power.

Success: Enemies who fail their Resolve rolls take a -1 penalty to their next roll.

Exceptional Success: Make it a -2 penalty.

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U M I

Backsplash

(**Umi** ••, Melee/Ranged ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Umi + Melee/Ranged + Tamashi

Type: Enhancement

A Rider may imbue their own strike or shot with water that absorbs the life-energy released when a foe is injured; this water then can pass that energy to someone of the Rider's choice.

Botch: Reduce the damage of the Rider's attack by 1. The Power fails.

Fail: The Rider can attack just fine, but the Power does not imbue the strike.

Success: The Rider counts up the raw damage (pre-Armor) of their attack and rolls that as a dicepool with 1 automatic success, each success being 1HP healed to an ally of the Rider's choice. All the healing must be done to one ally per use of the Power.

Exceptional Success: Make that 2 automatic successes.

Greater Backsplash

(**Umi** •••, Melee/Ranged •••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Umi + Melee/Ranged + Tamashi

Type: Enhancement

Backsplash can be refined and intensified, increasing its effectiveness.

Botch: Reduce the damage of the Rider's attack by 1. The Power fails.

Fail: The Rider can attack just fine, but the Power does not imbue the strike.

Success: The Rider counts up the raw damage (pre-Armor) of their attack, adds their Tamashi to it, and rolls that as a dicepool with 1 automatic success, each success being 1HP healed to an ally of the Rider's choice. Alternatively, they may roll half (rounded up) this dicepool to heal themselves. All the healing must be done to one person per use of the Power.

Exceptional Success: Make that 2 automatic successes, and 9doubles.

Monsoon Strike Kata

(**Umi** •••••+Foc/Path, Melee •••••, Tamashi •••) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** Umi + Melee + Tamashi

Type: Full Round

Charging their weapon with the essence of water, a Rider can strike a powerful blow that also pushes back surrounding enemies with frigid water.

Botch: Reduce the damage of the Rider's attack by 4. The Power fails.

Fail: The Rider can attack just fine, but the Power does not imbue the strike.

Success: The Rider adds Tamashi (max 5) autosuccesses to their raw damage and rerolls all 1s until no 1s remain. In addition, regardless of the original attack hitting, there is a blast of water as a secondary effect. In a 3-space radius centered on the Rider, enemies must make an END + Survive roll; if they succeed a bit they are only pushed back, if they succeed a lot they hold firm, but failure means being knocked to the ground for 1 damage. If the target of the attack was hit, they are knocked back a number of spaces equal to the pre-Armor damage by a torrent of water. All foes knocked back by the water face 1d4 **Freeze**.

Exceptional Success: Increase the water shockwave radius and (if applicable) the central backblast distance by 1.

Moving Like Water

(**Umi** ••, Unarmed ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Umi + Unarmed + Tamashi **Type:**

Reflexive

With flowing movements, a Rider can reestablish a Grapple immediately when a foe breaks free. Usable once per scene.

Botch: If the foe's success was a regular one, upgrade it to exceptional. The Rider very much fails to reestablish the Grapple.

Fail: The Rider cannot reestablish the Grapple.

Success: The Rider reestablishes the grapple if the foe broke out with a normal success. If the foe's success was exceptional, downgrade it to normal.

Exceptional Success: Even an exceptional breakout success can be beaten by this.

Winter's Grip

(**Umi** ●●●, Unarmed ●●●, Tamashi ●●) **Cost:** 3sp. **Duration:** 3rnd. **Dicepool:** Umi + Unarmed + Tamashi **Type:** Minor

A Rider may form icy protrusions on their armor, augmenting the force of their unarmed strikes.

Botch: The Rider fails and cannot use the power for the scene.

Fail: The Rider cannot form the ice spikes—they might create some ice, but not in a way that matters.

Success: The Rider forms icy spikes on their armor that last 3 rounds, adding 2 to their Damage dicepool for Unarmed attacks. On the first round, 1d5 **Freeze**. Striking an intensely hot object (such as a character using Too Hot To Handle) decreases the duration by one round.

Exceptional Success: The ice spikes get 4 rounds and cannot be melted early.

Flash Freeze Kata

(**Umi** ●●●●+Foc/Path, Unarmed ●●●●, Tamashi ●●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** Umi + Unarmed + Tamashi **Type:** Major

With great skill, a Rider may pull back the brute force of their strike in favor of freezing a foe. The Rider rolls their Unarmed Accuracy as normal and rolls this Power in place of a standard Damage Roll.

Botch: The Rider fails wholly, doing little more than prodding the foe with a cold hand.

Fail: The Rider fails to freeze anything, but may still roll 2 dice to deal damage, though without 10-doubles and with 1-subtracts.

Success: The Rider deals 2 damage and immediately induces **Freezing**.

Exceptional Success: The damage is 3.

Hydrodynamic

(**Umi** ●, Athletics ●, Tamashi ●) **Cost:** 1sp/rnd. **Duration:** By round. **Type:** Enhancement

In water between knee and chest height, the Rider may pay 1sp a round to move without any penalties and get 9doubles on Dodge rolls.

Waterslide

(**Umi** ●●, Athletics ●●, Tamashi ●) **Cost:** 2sp/rnd. **Duration:** By round. **Dicepool:** Umi + Athletics + Tamashi **Type:** Enhancement

A Rider may create a layer of water under their feet, which sacrifices some finesse for a boost of speed.

Botch: The Rider creates water, but slips and falls. It's embarrassing.

Fail: The Rider fails to activate the Power.

Success: The Rider creates water under their feet, boosting their speed by **Umi** but taking -1 penalties to Dodge, Acc, and Parry rolls.

Exceptional Success: The Rider may choose one of the penalized categories to not get penalties in.

Basilisk Walk

(**Umi** ●●●, Athletics ●●●, Tamashi ●●) **Cost:** 3sp. **Duration:** 1 Scene. **Dicepool:** Umi + Athletics + Tamashi **Type:**

Enhancement

A Rider with control over water can learn to manipulate surface tension; lakes and pools can be as solid as concrete to them. The Rider cannot use this underwater; if they have their head and arms above water, they can activate it, with the “solid water” leaving a hole around them so they may climb out (Minor Action). A Rider may dispel this Power at any time, but must pay the cost again to reactivate it.

At Tamashi 4 and up, the Rider may also pay 4sp to bestow this Power to other characters for a scene. They can also deactivate and reactivate it for themselves at no cost.

Botch: The Rider thinks they succeeded, but they have not. They are going to look very silly in a moment.

Fail: The Rider fails to activate the Power and knows it.

Success: The Rider is able to walk freely on the surface of water and most liquids for the duration of one scene. However, the motion of the water’s surface translates to motion on the “solid surface” the Rider stands on---a current will propel a Rider along like a moving sidewalk, a wave may knock them over, etc.

Exceptional Success: The cost is 2sp.

Body of Oceanus Kata

(Umi ●●●+Foc/Path, Athletics ●●, Tamashi ●●●) **Cost:** 3sp + 1/rnd. **Duration:** By round. **Dicepool:** Umi + Athletics + Tamashi **Type:** Minor

A Rider with mastery of water may become one with the sea itself, moving freely and with the power of the waves. This Power may only be used in water of at least waist-height.

Botch: The Rider thinks they succeeded, but they have not. They splash around and look very silly.

Fail: The Rider fails to activate the Power.

Success: The Rider becomes one with the water; they take no penalties to motion in water and get +(Tamashi – 2) to Speed and +2 on Dodge and Stealth rolls. All fire damage is reduced by 2 and has no chance to **Burn**, but electric damage is increased by 1. All melee or unarmed attacks have 1d5 **Freeze**.

Exceptional Success: The first round is free; the Rider’s attacks have 1d4 **Freeze**.

Cold Shower

(Umi ●, Defend ●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant +(Umi). **Dicepool:** Umi + Defend + Tamashi **Type:** Reflexive

When set alight, a Rider can quickly summon water to extinguish themselves and cancel the **Burning** effect.

Botch: The Rider fails and cannot use the Power for the scene.

Fail: The Rider fails to activate the Power.

Success: A burst of water falls over the Rider; the **Burning** effect is immediately canceled. Afterward, roll Umi; the number of successes is the length of the Soaked effect. A Soaked Rider cannot be **Burned** and takes -1 fire damage, but takes +1 damage from electricity and any chance for **Paralysis** is rolled twice. The same applies to fire or electric damage dealt by the Soaked character.

Exceptional Success: 1 autosuccess on the roll for Soaking.

Cryoplate

(Umi ●●●, Defend ●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Umi + 2rnd. **Dicepool:** Umi + Defend + Tamashi **Type:** Minor

A Rider may coat their armor in a layer of hard ice, increasing defense at the cost of mobility.

Botch: The Rider fails and cannot use the power for the scene. 1d5 **Freeze** on the user.

Fail: The Rider fails to activate the Power.

Success: Ice forms over the Rider’s body, granting +1 Armor, +2 to all Defend rolls, but a -2 Speed penalty. Any Unarmed attack in the first round of Cryoplate has 1d5 **Freeze**.

Exceptional Success: +2 Armor, and the **Freeze** is 1d4.

Frozen Fortress Kata

(**Umi** ●●●+Foc/Path, Defend ●●, Tamashi ●●) **Cost:** 10sp(8sp). **Duration:** **Umi** + 2rnd. **Dicepool:** **Umi** + Defend + Tamashi **Type:** Full-Round

A Rider may summon up a great deal of water and form it into a ring-shaped wall of ice to protect themselves and their friends. It costs a little less if there is sufficient water already present.

Botch: The Rider fails and cannot use the power for the scene. 1d5 **Freeze** on the user.

Fail: The Rider fails to activate the Power.

Success: A 3-square radius around the Rider is enclosed in a thick ring-shaped wall of ice. The Rider may choose to have one or two squares left open, or may choose to open one or two squares after the wall has formed. The wall has **Umi**+4 HP and 2 Armor.

Exceptional Success: Add 1 to the duration, HP, or Armor of the wall.

Morning Mist

(**Umi** ●, Survive ●●, Tamashi ●) **Cost:** 1sp/r. **Duration:** Til 1rnd after last payment. **Dicepool:** **Umi** + Survive + Tamashi **Type:** Minor

A Rider may spread a mist of water vapor around themselves to mitigate the dangers of heat and fire, and obscuring themselves within the fog.

Botch: The Rider fails and cannot use the power for the scene.

Fail: The Rider fails to activate the Power.

Success: A fog spreads out from the Rider, radiating (Tamashi) sq out from their position. Friends find it cool and calming, while enemies find it clammy and eerie. Fire damage does not get 10doubles in this fog, and **Burn** does not occur. Enemies, whether they stand in or out of the fog, take -1 to Perception on targets who are in the fog. Each round of the fog costs 1sp, and the fog remains one round after the Rider stops paying for it. After that, it dissipates.

Exceptional Success: The fog will remain for 2 rounds after payment ends, and water-based attacks get 9doubles.

Tidal Surge

(**Umi** ●●, Labor ●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Umi** + Labor + Tamashi **Type:** Enhancement

The Path of Desire teaches about protecting others' dreams; when performing a Labor action whose direct goal is to save or protect somebody (pulling debris off them, moving something to shield them, etc), a Rider may call on the powerful sea within and rise up like a great wave. This Power is rolled before the Labor roll.

Botch: The Rider fails, incurring a -1 to their Labor roll, and cannot use the power for the scene.

Fail: The Rider fails to activate the Power, but can go ahead with their Labor roll as normal.

Success: The Rider is invigorated and feels a surge of strength; they receive bonus dice equal to their **Umi** on the Labor roll.

Exceptional Success: As above, but those bonus dice are instead automatic successes.

Flowing Step

(**Umi** ●●, Dodge ●●, Tamashi ●●) **Cost:** 6sp +1 each time. **Duration:** Instant. **Dicepool:** **Umi** + Dodge vs Tamashi of attacker. **Type:** Reflexive/Reroll

With the graceful movement of water, a Rider may save a fumbled attempt to sidestep a blow. This Power is only used after a failed or botched Dodge roll, and is rolled against a static value of the Tamashi of the attacker.

Botch: If the original roll was a failure, it becomes a botch. If it was a botch, it's still a botch and the Rider's next Dodge roll gets -1.

Fail: The Rider is stuck with whatever the result of their original Dodge roll was.

Success: The Rider's failed attempt at dodging is smoothed into a successful one. The next time this Power is used in the same scene, it costs 1 more.

Exceptional Success: The dodge is an exceptional success, and the Power does not cost more the next time it is used.

Frostknife

(**Umi** ●●●, Deft ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** **Umi** + Deft + Tamashi – (½ blades, round up)

Type: Minor

A Rider skilled in knife-throwing and the mastery of ice is rarely without weapons—they can summon daggers of ice in an instant. The dicepool takes a penalty equal to half (rounded up) of the number of iceblades being created. A Rider may summon up to 6 iceblades (or, if their cap for daggers is higher, whatever that number is). They last for a scene. They have Acc+1, Rng+0, and Dmg+0, but ignore one attack's worth of Flurry penalties. That is, two can be thrown in the same turn without penalty, and Flurry penalties act as if the number thrown is one less than the actual count.

Botch: The Rider ends up with a painful burst of ice shards, taking 1 damage.

Fail: The Rider fails to **summon any iceblades**.

Success: The Rider summons the intended number of iceblades.

Exceptional Success: The Rider may add 1 to any one of these: Acc, Rng, Dmg, number of iceblades (unless that would put them over the limit), or giving the blades 1d6 to **Freeze**.

Hydroplane

(**Umi** ●●●+Foc/Path, Deft ●●●, Tamashi ●●) **Cost:** 4sp. **Duration:** 1 Scene. **Dicepool:** **Umi** + Tamashi **Type:**

Enhancement

This Power works identically to [Basilisk Walk](#), but for vehicles.

Slow Glacier Style

(**Umi** ●●●, Ranged ●●, Tamashi ●●) **Cost:** 4sp base, 1sp/attack. **Duration:** 1 Scene. **Dicepool:** **Umi** + Ranged + Tamashi **Type:** Enhancement

A cool-headed Rider lets foes rush on ahead while they themselves wait and respond with precisely-placed shots.

This Power is usually rolled alongside a Rider's Initiative roll.

Botch: The Rider loses 2 Accuracy on their next attack.

Fail: The Power does not activate.

Success: For the duration of the scene, when the Rider fires on a foe who acted before them in the turn order, they may pay 1sp to add 2 dice to their Ranged Accuracy roll.

Exceptional Success: The first four uses are free.

Scrying Dish

(**Umi** ●●●●+Foc/Path, Perception ●●●●, Tamashi ●●●) **Cost:** 5sp. **Duration:** 1 Scene. **Dicepool:** **Umi** + Perception + Tamashi, **Umi** + Stealth to go unnoticed. **Type:** Major

The power of scrying, using magic as a way of observing distant locations, is famous in legend. A Rider can make scrying-by-water a reality as long as they have a relatively still water surface at hand, looking out from the surface of water within a certain radius. When using this Power, a Rider must also make a roll to determine whether their reflection can be seen at the other end. Note that only the user sees anything; others who look at the scrying-water will not see what the user does.

Botch: The Rider cannot see out the other end, but must still roll to determine if their reflection is seen. They also cannot try this power again for the scene.

Fail: The Rider fails to scry, but can try again later.

Success: The Rider looks into the water, using it to look out from any other water surface within 30 squares. The DM must point out all such surfaces to the player. The motion of the water on the other end affects the “picture quality”, so to speak; sufficiently turbulent water gives too muddled a picture to be useful at all. The Rider must roll to determine if their reflection at the other end is noticed; if the water at the other end is moving, they may have an easier stealth roll since their reflection is muddled.

Exceptional Success: The Rider gets exceptional picture quality and even a bit of sound. They need not make a stealth roll either.

Douse

(**Umi** ••, Support ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant +(**Umi**). **Dicepool:** **Umi** + Support + Tamashi **Type:** Reflexive

This Power is like [Cold Shower](#), but applied to others rather than the user.

Verglas

(**Umi** •••, Support ••, Tamashi ••) **Cost:** 6sp. **Duration:** **Umi**. **Dicepool:** **Umi** + Support + Tamashi **Type:** Minor

A Rider with mastery over ice may summon up a frozen layer over the floor or ground in an area with (**Umi**) radius that lasts for (**Umi**) rounds.

Botch: The Rider fails and cannot use the Power for the scene. They form a tiny patch of ice right under their feet and fall on their ass.

Fail: The Rider fails to activate the Power.

Success: The ice forms over the ground, spreading rapidly out from the Rider. On it, the user and any other character with Verglas count their Speed as one higher (including if they go from ground to ice, ice to ground, or just pass over the ice). Meanwhile, foes (unless they have Verglas) must roll **DEX + Athletics** to avoid slipping unless they move at half their max Speed. Allies who do not have Verglas are wholly unaffected.

Exceptional Success: +1 to the duration and radius.

Spike Strip

(**Umi** •••, Stealth ••, Tamashi ••) **Cost:** 5sp+1sp/rune. **Duration:** 1 Scene. **Dicepool:** **Umi** + Stealth + Tamashi **Type:** Major

A Rider with mastery over ice may infuse the ground with latent frost runes which, when disturbed, burst into ice spikes. By taking a whole round, they may get bonus dice.

Botch: The Rider blows the runes and takes 1 damage.

Fail: The Rider fails to activate the Power.

Success: The Rider marks a strip of up to (**Umi**) squares with ice runes; the squares must be in a straight line. When an enemy steps on one, they must make a **DEX + Deft** roll or activate it, taking 1 damage with 1d4 **Freeze**. The runes can be noticed with sufficient Perception successes.

Exceptional Success: +1 to the number or damage.

Glacial Calm

(**Umi** ••, Reason ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Umi** + Reason + Tamashi **Type:** Reflexive/Reroll

By emulating the crystal tranquility of ice, a Rider may refine their analytical senses and reroll dice on a Reason roll.

Botch: The Rider fails, instead getting a -1 on said roll.

Fail: The Rider fails to activate the Power.

Success: The Rider may reroll a number of dice on their Reason roll equal to their **Umi**.

Exceptional Success: +1 to the number of rerollable dice.

Phase Change

(**Umi** ●, Lore ●, Tamashi ●) **Cost:** 1sp(±). **Duration:** Instant. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Minor

A Rider may, with ease, bid water change from liquid to solid at their beck and call. Water temperature and volume may grant bonuses or penalties, and the Spirit cost may increase based on difficulty (or even go down to 0 if the DM decides such is warranted)

Botch: The Rider gets the opposite effect—the water they wished to freeze gets warmer, or the ice they wished to thaw gets more set.

Fail: The Rider fails to activate the Power.

Success: The Rider causes the desired phase change in the water, freezing or thawing.

Exceptional Success: The change is exceptionally impressive or gains some side benefit.

Winter's Breath

(**Umi** ●●, Lore ●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Major

Knowing the ways of ice, a Rider may send out a freezing cloud of vapor that does no direct harm but freezes its targets on the spot. The cloud takes the form of a cone **Umi**+1 sq long and 3sp wide at its end.

Botch: The Rider's own attempt backfires; they must roll END + Surv against their own flat **Umi** + ½Lore to avoid **Freezing**.

Fail: The Rider fails to activate the Power.

Success: The Rider sends out the cloud; enemies must roll END + Surv against the user's flat **Umi** + ½Lore to avoid **Freezing**.

Exceptional Success: +1 to the range.

Polar Vortex Kata

(**Umi** ●●●+Foc/Path, Lore ●●●, Tamashi ●●●) **Cost:** 4sp+1/rnd. **Duration:** Rounds paid for + 2. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Major

With mastery over ice and water, a Rider may turn the moisture in the air into a swirling storm of razor-sharp ice, creating a safe haven for themselves and their allies as well as a barrier to foes. It lasts 2 rounds after the last time it is paid for.

Botch: The Rider fails to activate the power and cannot use it for the scene. 1d5 **Freeze** on user.

Fail: The Rider fails to activate the Power.

Success: The Rider creates an ice torm with radius (**Umi** – 1) centered on themselves. Enemies outside take -2 to see into/through the storm. Enemies caught in the storm take -3 to seeing, must roll END + Surv every round to stave off **Freezing**, and take 1 (armor-soakable) damage from ice shards per round. Friends are unharmed, but take -1 to seeing into/out of/through the storm. Any character wishing to use fire-based attacks in or into the storm must beat the storm's creator's Tamashi with their activation roll for the fire-based Power; this applies to friends and even the storm's creator.

Exceptional Success: +1 to the range and first round free.

Still the Waters

(**Umi** ●●, Socialize ●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Type:** Enhancement

A Rider can exude the calm stillness of a quiet pool, calming down an agitated person. When dealing with someone angry or agitated, the Rider may pay 1sp to make a CHA + Socialize roll with the option to reroll **Umi** of the dice; successes decrease the target's agitation.

Sea of Tranquility

(**Umi** ●●●, Socialize ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** CHA + Socialize + Tamashi vs INT +

Res + ½Tamashi **Type:** Major

A Rider can let out a calming wave of energy, calming down an angry crowd. This may only be used (**Umi** – 3) times a scene.

Botch: The Rider's attempt backfires, worsening the anger of the crowd.

Fail: The Rider does not activate the Power.

Success: Within a certain distance (variable, but "mid-sized room" is a good estimate), people are calmed. If they wish to resist, they roll INT + Res + ½Tamashi against the Power's activation successes.

Exceptional Success: The range is increased and the Power costs 2sp.

Tidal Push

(**Umi** ●●, Persuade ●●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Type:** Reflexive/Reroll

Spending 3sp, the Rider can reroll their Persuade roll without any penalties. Usable **Umi** per scene.

Sudden Storm

(**Umi** ●●●●, Intimidate ●●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Type:** Reflexive/Reroll

Just as the sea can quickly shift from calm to rough, a Rider can go from cajoling to threatening in the blink of an eye. Spending 4sp after failing a Persuade roll, the Rider immediately rolls for Intimidate. However, if this roll fails, it counts as a botch.

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JIBAN

Sharp Edges

(**Jiban** •, Melee ••, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Jiban + Melee + Tamashi **Type:** Enhancement
When struck and chipped, a stone may form razorlike facets; so too may a Rider become more dangerous when injured. This can only be used when the Rider's HP is at least 2 less than max, and is used to enhance a Melee attack.

Botch: The Rider's attack loses 10 doubles and gains 1 subtracts.

Fail: The Rider's attack will not be enhanced.

Success: The Rider's attack gains 2 Dmg autosuccesses. 1d5 **Abrade**.

Exceptional Success: The Rider's attack gains 9 doubles to Damage also.

Obsidian Shards

(**Jiban** ••, Melee •••, Tamashi ••) **Cost:** 1sp/d. **Duration:** Instant. **Dicepool:** Jiban + Melee + Tamashi **Type:** Enhancement

This Power is a more advanced cousin to *Sharp Edges*; the Rider must have lost at least 2HP still.

Botch: The Rider's attack fails.

Fail: The Rider's attack will not be enhanced.

Success: The Rider may buy bonus dice to the Dmg roll of their attack equal to half (round up) of the HP they are missing. Each bonus die costs 1sp. 1d5 **Abrade**.

Exceptional Success: They get one free die on top of the limit.

Razor Crystal Facets

(**Jiban** ••••, Melee •••, Tamashi ••) **Cost:** 1sp base, 1sp/reduction. **Duration:** Instant. **Dicepool:** Jiban + Melee + Tamashi **Type:** Enhancement

Some minerals are so incredibly sharp that they cut with barely a touch. This Power allows a Rider's attack to do more damage with less effort. This may only be used a number of times a scene equal to Tamashi.

Botch: The Rider's attack fails.

Fail: The Rider's attack will not be enhanced.

Success: For every 1sp paid, the Rider reduces the target numeral for the Damage roll of their attack. That is, instead of having to get 7 and up on a die for a success, they might only have to get 6 and up, or less. They can only reduce the target numeral down to 4 and cannot be stacked with other damage-enhancer Powers.

Exceptional Success: It can be stacked with other damage-enhancer Powers.

Like A Rock

(**Jiban** ••, Unarmed •, Tamashi •) **Cost:** 1sp/penalty. **Duration:** Instant. **Dicepool:** Jiban + Unarmed + Tamashi **Type:** Reflexive

When grappling, a Rider may become as immovable as a boulder. This Power allows the Rider to penalize a foe's roll when Grappling.

Botch: The Rider's foe gets +1 to their roll.

Fail: The Power does not activate.

Success: The Rider may pay Spirit to penalize their foe's grappling STR + Unarmed roll, 1sp/penalty, up to the Rider's **Jiban** (max 5). In addition, the Rider's grappling roll counts a botch as a simple failure.

Exceptional Success: The Rider's STR + Unarmed roll gets 1 automatic success.

Hammerblow

(Jiban ••, Unarmed ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Unarmed + Tamashi **Type:** Enhancement

A Rider may enhance the force of their strike like a boulder careening down a hillside, causing their foe to tumble back. This Power is activated after a Melee attack succeeds its Acc roll.

Botch: The Rider's damage loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: The target is knocked back a number of spaces equal to the pre-Armor Dmg successes or the Power activation roll successes, whichever is higher. 1d5 **Abrade**.

Exceptional Success: In addition, the Dmg roll gets 9doubles.

Avalanche Fist Kata

(Jiban ••••+Foc/Path, Unarmed ••••, Tamashi •••) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** Jiban + Unarmed + Tamashi **Type:** Enhancement

With a punishing downward strike, a Rider may smash their foe into the ground.

Botch: The Rider's Acc and Dmg for the attack are halved.

Fail: The Power does not activate.

Success: The Rider rerolls all 1s on the Dmg roll and adds 2 automatic successes. In addition, their target must roll END + Labor or be stunned (lose 10doubles and gain 1subtracts on any rolls) and immobile for 1 round.

Exceptional Success: In addition, the Dmg roll gets 9doubles. If the foe was flying at the time of being hit, they are immediately grounded.

Earth Aid

(Jiban •, Athletics ••, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Type:** Enhancement

The earth itself can come to a Rider's assistance when it comes time to leap—or to land. This only works when the Rider is on the ground or a sufficiently stonelike surface. Paying 1sp, the Rider gains 9doubles on their Athletics roll.

Springboard

(Jiban •••, Athletics ••, Tamashi ••) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Jiban + Athletics + Tamashi **Type:** Enhancement

The Rider can call upon the earth's aid even more potently, so long as their Athletics roll starts and/or ends with them on the ground.

Botch: The Rider's Athletics roll loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: The Rider's Athletics roll gets **Jiban** in bonus dice and botches become failures.

Exceptional Success: Add 1 automatic success.

Momentum Stomp Kata

(Jiban •••, Athletics •••, Tamashi •••) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** Jiban + Athletics + Tamashi **Type:** Full Round

Having run at least 4 squares, the Rider can leap and smash the ground with amazing force.

Botch: The Rider stumbles and falls.

Fail: The Power does not activate.

Success: Within a radius of 2 squares, all foes must roll END + Surv against a flat value of (**Jiban** + ½Athletics) or be knocked down and dealt damage equal to the activation successes of the Power. Running at least 10 squares increases the shockwave distance to 3sq.

Exceptional Success: Apply 9doubles to the activation roll for the purposes of shockwave damage.

Stone Wall

(**Jiban** ●●●, Defend ●●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Defend + Tamashi **Type:** Major
Calling upon the earth, a Rider may create a wall of stone.

Botch: The Rider fails and cannot use the power for the scene.

Fail: The Power does not activate.

Success: The Rider calls up a wall of stone **Jiban** sq wide and 1 sq thick. It has an Armor rating of 1 and durability equivalent to **Jiban** + 4 HP.

Exceptional Success: Add 1 to the wall's length, Armor, or HP.

Granite Titan Body

(**Jiban** ●●●●+Foc/Path, Defend ●●●●, Tamashi ●●●) **Cost:** 7sp. **Duration:** 1 Scene max. **Dicepool:** Jiban + Defend + Tamashi **Type:** Full Round

A Rider may clothe themselves in the armor of the earth.

Botch: The Rider fails and cannot use the power for the scene.

Fail: The Power does not activate.

Success: The Rider forms stone plates over their body. The stone has its own HP of Tamashi+2 (max 10) and 2 Armor, grants 9doubles on Defend rolls, but has a -4 Speed penalty and loses 10doubles on Dodge rolls. When hit with an attack with no Armor Pierce value, the stone takes the damage rather than the user. When it goes below half its HP, the stone's Armor value and Speed penalty are halved. When its HP is depleted, the stone armor suit is destroyed. It is destroyed automatically at the end of the scene unless the DM decides otherwise. Usable once per scene.

Exceptional Success: Add 2 to the plates' HP.

Impervious

(**Jiban** ●●●, Survive ●●●, Tamashi ●●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Survive **Type:** Reflexive
Winds may blow at a rock, fire may scorch its surface, ice may encase it. Electricity may spark and crackle at it, darkness may enfold it, light may blaze against it. The rock cares not. A Rider may use this Power when an enemy succeeds in applying a status effect via a "1dX" roll, unless the effect is **Abrade**, forcing a reroll.

Botch: The Rider takes 1 damage.

Fail: The Power does not activate.

Success: The die that inflicted the status effect must be rerolled, unless the effect is **Abrade**.

Exceptional Success: The Rider may pay 1sp to regain 1HP, even if the status effect reroll succeeds.

Stony Strength

(**Jiban** ●●, Labor ●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Jiban + Labor **Type:** Enhancement

A Rider may draw strength from the earth. When in contact with the ground, a Rider may gain bonus dice to a Labor roll.

Botch: The Rider's Labor roll loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: The Rider's Labor roll gains bonus dice equal to this Power's activation successes.

Exceptional Success: The Power costs nothing.

Rolling Stone

(Jiban ••, Dodge •••, Tamashi ••) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Jiban + Dodge + Tamashi **Type:** Enhancement

After a failed attack, a Rider may roll this Power to tack on a small movement onto the end of their Attack action.

Botch: The Rider fumbles; their next defender's roll loses 10doubles and gains 1subtract.

Fail: The Power does not activate.

Success: The Rider may move 2 spaces as part of the end of their Attack action.

Exceptional Success: 3 spaces.

Sinkhole

(Jiban •••, Dodge ••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Jiban + Dodge vs enemy Tamashi. **Type:** Reflexive

Dropping and rolling, the Rider may attempt a flawless dodge, rolling this Power's activation dicepool against the attacker's Tamashi or equivalent. Usable (Jiban – 1) per scene.

Botch: The enemy's attack gets +1 Damage.

Fail: The Power does not activate.

Success: The Rider dodges flawlessly. If there is a foe in an adjacent square (whether they are the attacker or not) the Rider may choose to roll at them, forcing them to make a Dodge roll or be knocked off their feet.

Exceptional Success: The Rider may target enemies 2 squares away with their rolling.

Earthgrazer

(Jiban ••, Deft ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Type:** Enhancement

When a Rider's thrown weapon strikes the ground without hitting a foe, they may pay 3sp to make it bounce up off the ground 3sp in the same direction, rerolling the Acc and Dmg with -2 penalties.

Traction

(Jiban ••, Deft ••, Tamashi ••) **Cost:** 3sp. **Duration:** 1 Interval. **Dicepool:** Jiban + Ride **Type:** Reflexive (Ride)

A Rider may cause the earth beneath their vehicle's wheels to work for them.

Botch: The Rider's next Ride check takes -1.

Fail: The Power does not activate.

Success: The Rider's Ride checks get 9doubles for the interval, and botches become failures.

Exceptional Success: Make that 8doubles.

Stone Chariot Style

(Jiban ••, Deft ••, Tamashi ••) **Cost:** 3sp. **Duration:** 1 Interval. **Dicepool:** Jiban + Ride **Type:** Reflexive (Ride)

The strength of the earth can be briefly drawn up into a Rider's Vehicle, enhancing durability at the cost of handling. This can only be activated before the Rider makes their Ride check.

Botch: The Rider loses 1 Maneuverability for the Interval.

Fail: The Power does not activate.

Success: For the duration of the Interval, the Rider's Vehicle gets +2 Armor, but -1 Maneuverability.

Exceptional Success: Damage against the vehicle does not get 10doubles.

Quakeshot

(Jiban •, Ranged ••, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Jiban + Ranged + Tamashi **Type:** Enhancement

A Rider may give their shot the force of a micro-earthquake, letting it erupt on impact.

Botch: The damage takes -1.

Fail: The Power does not activate.

Success: On a hit, the target must roll END + Survive against a flat (Jiban + Ranged) or take knockback. If knockback happens, the difference between the target's Survive successes and the flat value is added to the Damage dicepool.

Exceptional Success: END roll loses 10doubles and gains 1subtracts.

Ruptolith

(Jiban •••, Ranged ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Ranged + Tamashi **Type:** Enhancement

A Rider may coat their shot in stone; on impact, it bursts into shrapnel. If it misses, it still explodes within 1sq of the target.

Botch: The damage takes -1.

Fail: The Power does not activate.

Success: Any enemy within 1sq of the explosion point takes Jiban damage from shrapnel. 1d5 **Abrade**.

Exceptional Success: +1 to shrapnel range.

Flint Hailstorm Kōta

(Jiban ••••+Foc/Path, Ranged ••••, Tamashi •••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Jiban + Ranged + Tamashi **Type:** Enhancement

A Rider may fire a sort of stone canister shell into the air, raining down shards like flint arrowheads in a radius.

Botch: The stone shell shatters in the Rider's face, dealing 1 damage.

Fail: The Power does not activate.

Success: The Rider fires a stone canister shell, picking a space within (Jiban + Ranged) squares. In a radius of (Tamashi) spaces around that central space, the Rider rolls attacks with Acc (Ranged) and Dmg (Tamashi) on all foes present, to a minimum of (Tamashi+2) attacks—if there are fewer targets than that, the left-over attacks can be applied to targets who have been already attacked. 1d5 **Abrade**.

Exceptional Success: +1 to shrapnel radius.

Tremorsense

(Jiban ••, Perception ••, Tamashi ••) **Cost:** 3sp/rnd. **Duration:** By round. **Dicepool:** Jiban + Perception + Tamashi **Type:** Enhancement

Feeling the vibrations through the ground, a Rider's perception is not limited to their vision. The position of anything in contact with the ground within the Power's radius is known to the Rider.

Botch: The Rider cannot use the power for the scene.

Fail: The Power does not activate.

Success: Anything within (Jiban + 2)sq that is touching the ground is perceived by the Rider.

Exceptional Success: +1 to range.

Statue Stance

(Jiban •••, Stealth •••, Tamashi •••) **Cost:** 2sp/rnd. **Duration:** By round. **Type:** Major

A Rider may press themselves to a wall or floor, maintaining a flat Stealth factor of (Stealth + Tamashi) as long as they remain still and pay the Spirit costs. This also works if they can reasonably take the place of an actual statue.

Sturdy Mind

(Jiban ••, Resolve ••, Tamashi ••) **Cost:** 2sp. **Duration:** Instant. **Type:** Enhancement

A Rider may add Jiban as bonus dice to their INT + Res roll. Usable (Jiban – 1) per scene.

Sword is the Stone

(Jiban ••••, Lore •••, Tamashi •••) **Cost:** 6sp. **Duration:** 3 hits. **Dicepool:** Jiban + Lore + Tamashi **Type:** Minor

A Rider may pull a stony melee weapon of their choice from the ground to strike down their foes.

Botch: The Rider takes 1 damage.

Fail: The Rider does not activate the Power.

Success: The Rider pulls a stone melee weapon of their choice from the ground, and can substitute their Lore rating for Melee to wield it. It lasts for 3 hits before shattering. It deals damage as normal for its weapon type, but with an additional +1 Armor Pierce and 1d3 **Abrade**. The final hit automatically **Abrades**.

Exceptional Success: +1 to Dmg, Armor Pierce, or duration.

Solid Stoicism

(Jiban •••, Socialize ••, Tamashi •••) **Cost:** 3sp. **Duration:** Instant. **Type:** Reflexive

A Rider understands the value of silence. Having botched a Socialize roll, the Rider may simply retroactively deny it happened in the first place.

Avalanche of Presence

(Jiban •••, Persuade ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Persuade + ½Tamashi **Type:** Enhancement

A Rider can come down on a person like a rockslide, even in social situations. It can be used twice a scene.

Botch: The Persuade roll fails.

Fail: The Power doesn't activate.

Success: The Rider gains 2 automatic successes to their Persuade roll.

Exceptional Success: Make that 3.

Grit and Growl

(Jiban •••, Intimidate •••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Jiban + Intimidate + ½Tamashi **Type:** Enhancement

A Rider can loom over their foe like an impending avalanche, making them question their resolve. This is rolled after a foe's Resolve roll succeeds. Usable twice per scene.

Botch: The Resolve roll is upgraded to exceptional success.

Fail: The Power doesn't activate.

Success: The foe must reroll their Resolve roll; if they had any bonuses the first time, they get none this time.

Exceptional Success: Their Resolve roll loses 10doubles and gains 1subtracts.

(28)

RAIMEI

Berserk Force

(**Raimei** •, Melee/Unarmed ••, Tamashi •) **Cost:** 2sp. **Duration:** Instant. **Type:** Enhancement

A Rider making a reckless charge may increase the force of their rush at the cost of finesse. This Power supplements a Charge Action, changing the modifiers to -2Acc, +3Dmg.

Plasma Strike

(**Raimei** •••, Melee •••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Raimei** + Melee + Tamashi **Type:** Enhancement

A Rider may charge their weapon with electricity as they strike, sending crackling arcs of energy out even if they fail to connect the blow.

Botch: The Rider's attack takes -1 to Dmg.

Fail: The Power does not activate.

Success: The weapon is charged with electricity. Foes within 1sq of the target roll their Tamashi against that of the Rider to avoid taking 1 point of electricity damage—even if the blow does not connect. If the target is hit, they automatically take the 1 damage, the attack's Dmg roll gets +1, and 1d5 **Paralyze**.

At Tamashi 4+, the electricity range is 2sq.

Exceptional Success: Count the user's Tamashi as one higher for the purposes of the electric spread effect.

Crack The Sky Kata

(**Raimei** •••••+Foc/Path, Melee •••••, Tamashi •••) **Cost:** 8sp. **Duration:** Instant. **Dicepool:** **Raimei** + Melee + Tamashi **Type:** Enhancement

A Rider may pour all their rage into a two-strike combo that emulates the way lightning travels first from the ground up, then surges back down. This Power enhances a Melee attack and may only be used once per scene.

Botch: The Rider's attack fails immediately.

Fail: The Power does not activate, but the Rider may still attack normally.

Success: The Rider's attack gets +3 to the Dmg roll, which also takes 9doubles. Provided their first attack hit, they may roll a second attack; the Acc roll loses 10doubles and gains 1subtracts, but is rolled against Difficulty 1 rather than allowing the target a Defender's roll. The second attack's damage roll is normal.

Exceptional Success: The second attack gets the same bonuses as the first attack.

Break the Circuit

(**Raimei** •, Unarmed •, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** **Raimei** + Unarmed + Tamashi vs target Tamashi **Type:** Reflexive

A foe who pulls free from a Rider's grapple isn't out of danger yet. This Power can be used when a foe successfully breaks out of a Grapple with the user.

Botch: The Rider shocks themselves and takes 1 damage.

Fail: The Power does not activate.

Success: The foe takes damage equal to half the user's **Raimei** rounded up.

Exceptional Success: Add 1 to the damage.

Thunderclap Smash Kata

(**Raimei** •••••+Foc/Path, Unarmed ••••, Tamashi •••) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Raimei** + Unarmed + Tamashi **Type:** Enhance

There's something to be said for sheer brutal power. Charging their blow with immense force, a Rider may hit so hard that even those not struck will feel the blow. This Power enhances an Unarmed attack.

Botch: The Rider's Power backfires; should their foe be struck, the damage dicepool is halved, and the Rider is knocked back by their poorly-controlled shockwave.

Fail: The Power does not activate, but the Rider may still make a normal attack.

Success: Upon striking the foe, there is an explosion of power. The damage dicepool is ([normal dicepool x 2] – target END) and the target is sent flying back a number of spaces equal to the Rider's STR. In an area of Tamashi radius, foes must roll END + Res, difficulty 2, or be knocked to the ground.

Exceptional Success: Add 1 to the shockwave radius or the difficulty of the shockwave-resist roll.

Dynamo

(**Raimei** •, Athletics ••, Tamashi •) **Cost:** 1sp/r. **Duration:** By Round. **Dicepool:** Raimei + Athletics + Tamashi **Type:** Enhancement

A Rider may charge themselves with energy, increasing their speed—and potentially harming those they rush by.

Botch: The Rider shocks themselves and takes 1 damage.

Fail: The Power does not activate.

Success: The Rider's Speed is increased by their **Raimei**. The first time they pass over a square adjacent to a foe, the foe must roll Tamashi against the user's **Raimei** or take 1 damage. The foe's Acc rolls for Attacks of Opportunity are penalized by losing 10doubles; if they take the Raimei damage, they gain 1subtracts as well. At Tamashi 3, this extends to two foes. At Tamashi 5, three foes, etc.

Exceptional Success: Add 1 to the damage or speed.

Lightning Charge

(**Raimei** ••, Athletics ••, Tamashi •) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Raimei + Athletics + Tamashi **Type:** Enhancement

A Rider hurling themselves into the fray may hone their charge.

Botch: The Rider's Charge Acc loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: The Rider's Charge Action gets +2 to distance and +1 to Acc, and Attacks of Opportunity have halved Acc rolls.

Exceptional Success: Damage takes 9doubles.

Explosive Leap

(**Raimei** •••, Athletics ••, Tamashi ••) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Raimei + Athletics + Tamashi (+STR Autosuccesses) **Type:** Major

Building up energy, a Rider leaps a great distance.

Botch: The Rider cannot use the power for the scene. 1d5 **Paralyze**.

Fail: The Power does not activate.

Success: The Rider leaps a great distance, and their landing is automatically a safe one. They may roll DEX + Tamashi to attempt to land on a person, causing STR + Athletic damage.

Exceptional Success: Jump-strike damage takes 9doubles.

Thunder Sprinter Kata

(**Raimei** ••••, Athletics •••, Tamashi •••) **Cost:** 6sp. **Duration:** **Raimei** rnd. **Dicepool:** Raimei + Athletics + Tamashi **Type:** Major

Invigorating themselves with electrical energy, a Rider may increase their athletic prowess for a time.

Botch: The Rider cannot use the power for the scene. 1d5 **Paralyze**.

Fail: The Power does not activate.

Success: The Rider crackles with internal lightning. They get 9doubles on all Athletics rolls and count botches therein as flat failures; they get +1 Speed; they pay 2 less Spirit to use *Berserk Force* and *Lightning Charge* and do not have to make an activation roll for the latter; they are immune to **Paralyze**. Attacks of Opportunity are penalized to Acc by half the Rider's Speed.

Exceptional Success: Add 1 to the duration.

Contact Arc

(**Raimei** ••, Defend ••, Tamashi ••) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Raimei** + Defend + Tamashi **Type:** Reflexive

Even if they do not parry a blow well enough to allow for a shove or counterattack, a Rider can still exact punishment on foes who presume to strike at them with crackling arcs of lightning. This Power can be rolled after making a successful Parry, regardless of any additional results.

Botch: The Rider takes 1 damage.

Fail: The Power does not activate.

Success: Successes on the activation roll (with a max of **Raimei**+**Tamashi**) are inflicted as damage on the foe. If damage exceeds the target's END, roll 1d5 **Paralyze**.

Exceptional Success: You may roll the **Paralyze** again if it failed the first time.

Live Wire

(**Raimei** ••, Survival ••, Tamashi ••) **Cost:** 1sp + 1sp/HP healed. **Duration:** 1 Round. **Dicepool:** **Raimei** + Survive + Tamashi **Type:** Full Round

A Rider who knows electricity well can use it to rejuvenate their body—if they can get enough. The Rider must have access to a high-capacity electrical source—a power outlet wouldn't work, but a main power line or a heavy generator would. This Power can only be used once a scene.

Botch: The Rider takes 1 damage and loses 4 Spirit.

Fail: The Power does not activate.

Success: Successes on the activation roll translate to HP healed. HP cannot be pushed past its upper limit.

Exceptional Success: HP *can* be pushed past its upper limit—if the Rider's successes give them HP exceeding their max, they can gain temporary extra HP equal to their Tamashi. These extra HP dissipate at the end of the scene.

Reinvigorate

(**Raimei** ••••, Survival •••, Tamashi •••) **Cost:** 4sp. **Duration:** 1 Round. **Dicepool:** **Raimei** + Survive + Tamashi vs Tamashi of source. **Type:** Full Round

The debilitating effects of electrical paralysis are a problem for any Rider. This Power allows a Rider to cancel the Paralysis effect early, whether for themselves or for another.

Botch: The target takes 1 damage and their Paralysis is extended by 1 round.

Fail: The Power does not activate.

Success: The Paralysis is ended immediately.

Exceptional Success: The target is not only free of Paralysis, but all further Paralysis rolls against them in the scene must be rerolled on success.

Hotwire

(**Raimei** ••••, Labor ••, Tamashi ••) **Cost:** 3sp. **Duration:** 1 Round. **Dicepool:** **Raimei** + Labor + Tamashi **Type:** Full Round

With proper use of electricity, one can jumpstart a machine (provided it uses electricity)—besides literally hotwiring a motor vehicle, they could activate a gate mechanism, etc. The nature of the target machine may impose greater success requirements.

Botch: The Rider overloads the system, potentially damaging it, and cannot try again.

Fail: The Power does not activate.

Success: The machine is activated and operates for a short time.

Exceptional Success: The machine can stay active for the whole scene.

Stormcloud Approach

(**Raimei** ●, Dodge ●●, Tamashi ●) **Cost:** 0sp. **Duration:** Instant. **Dicepool:** Raimei + Dodge + Tamashi **Type:** Enhancement

Cowardly foes who hang back and pick away at Riders with their guns and thrown projectiles aren't so safe. With this power, a Rider may freely insert a small movement into their Dodge action against a ranged or thrown attack so long as that movement brings them closer to the attacker. This must be activated before the Dodge is rolled.

Botch: The Rider loses 10doubles and gains 1subtracts on the Dodge.

Fail: The Power does not activate.

Success: If the dodge succeeded, the Rider may move (1 + [$\frac{1}{2}$ Tamashi rounded up]) squares toward the foe as a free addition to their dodge action.

Exceptional Success: The dodge roll also gets 9doubles.

Nerve Impulse

(**Raimei** ●●, Dodge ●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Raimei + Dodge + Tamashi **Type:** Enhancement

Nerve activity is just electricity—and a skilled Rider may augment theirs briefly, increasing their reflexes. This Power is rolled before a Dodge roll.

Botch: The Rider loses 10doubles and gains 1subtracts on the Dodge.

Fail: The Power does not activate.

Success: The Rider adds half their **Raimei** or Athletics, whichever's higher, to their Dodge dicepool.

Exceptional Success: The dodge roll also gets 9doubles.

Spark Step

(**Raimei** ●●, Dodge ●●●, Tamashi ●●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Raimei + Dodge + Tamashi **Type:** Enhancement

After a successful attack, a Rider may roll this Power to tack on a small movement onto the end of their Attack action.

Botch: The Rider fumbles; their next defender's roll loses 10doubles and gains 1subtracts.

Fail: The Power does not activate.

Success: The Rider may move 2 spaces as part of the end of their Attack action.

Exceptional Success: 3 spaces.

Thunder Javelin

(**Raimei** ●●●, Deft ●●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Raimei + Deft + Tamashi **Type:** Enhancement

A Rider may charge their Thrown weapon with great energy—though this also guarantees it will embed itself where it lands. This raises the next Recall Weapon roll's target numeral from 5 to 6.

Botch: The Rider loses 10doubles and gains 1subtracts on the attack's Acc and Dmg.

Fail: The Power does not activate.

Success: The Rider adds their **Raimei** to the attack's Dmg dicepool and adds 1 to the Range. However, the weapon automatically embeds in the space where it lands.

Exceptional Success: Add 2 to the Range.

Road Rage Technique

(**Raimei** ●●●, Deft ●●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Raimei** + Ride **Type:** Ride

When it's time to clear out the competition, a Rider need not be subtle.

Botch: The Rider takes 2 Hazard.

Fail: The Power does not activate.

Success: The Rider makes a single Ramming Attack against all opponents with successes within 3 of the Rider's own; one Acc and one Dmg roll are applied separately to each target. The Damage roll gets 9doubles.

Exceptional Success: The cost is 2sp.

Ion Trail

(**Raimei** ●●, Ranged ●●●, Tamashi ●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Raimei** + Ranged + Tamashi **Type:** Enhancement

A Rider may imbue their shot with electricity, causing it to trail energy in its wake that lets loose small arcs of force.

Botch: The Rider loses 10doubles and gains 1subtract on the attack's Dmg.

Fail: The Power does not activate.

Success: The Rider's shot trails energy in its wake; any foe adjacent to the path the shot took must roll Tamashi against the Rider's **Raimei** or take damage equal to the Rider's Tamashi. These arcs have 1d7 **Paralyze**; a direct hit from the shot itself has 1d4 **Paralyze**.

Exceptional Success: The shot's base damage gets 9doubles.

Lightning Trigger Finger

(**Raimei** ●●●, Ranged ●●●●, Tamashi ●●) **Cost:** 2sp base, 1sp/atk. **Duration:** Instant. **Dicepool:** **Raimei** + Ranged + Tamashi **Type:** Major

Squeezing off shots with the speed of a flickering spark, a Rider may unleash a hail of bullets. This is a special Flurry.

Botch: The Rider loses 10doubles and gains 1subtract on their next attack's Acc.

Fail: The Power does not activate.

Success: The Rider makes a special Ranged Flurry starting with their full Acc dicepool and moving down 1 for each subsequent attack. They may make up to (DEX + 1) attacks in this flurry, but each attack loses 10doubles to Acc.

Exceptional Success: Each shot has 1d5 **Paralyze**.

Shark Senses

(**Raimei** ●●●, Perception ●●●, Tamashi ●●) **Cost:** 2sp/r. **Duration:** By Round. **Dicepool:** **Raimei** + Perception + Tamashi **Type:** Enhancement

Sharks have a sense that tracks other animals' electrical impulses. A Rider who knows electricity well can emulate this.

Botch: The Rider's next Perception roll loses 10doubles and gains 1subtract.

Fail: The Power does not activate.

Success: In a radius of (**Raimei** + 1) spaces, the Rider can sense the electrical nerve pulses of living beings; stealth rolls against their perception get no bonuses for cover or concealment.

Exceptional Success: Increase the range by 1.

Fuse Rupture

(**Raimei** ●●●, Stealth ●●●, Tamashi ●●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Raimei** + Tamashi **Type:** Major
Precise control of electricity and access to an outlet or wire in an electrical system allows a Rider to attempt to interfere with the system. The Rider must have physical, direct access to an outlet, wire, fusebox, etc. Taking a full round instead of just one action can earn a bonus die or two.
Botch: The Rider takes 1 damage and is noisily blown back.
Fail: The Power does not activate.
Success: The electrical systems malfunction for a time depending on successes rolled and the size and complexity of the system. The Rider themselves isn't quite sure how long it'll last.
Exceptional Success: The Rider knows pretty well how long it'll last.

SHUT. UP.

(**Raimei** ●●, Resolve ●●●, Tamashi ●) **Cost:** --. **Duration:** Instant. **Type:** Reflexive
A Rider versed in the ways of Fury may snuff out the sly words of tempters and schemers with the clouds of anger. This Power is activated when the Rider fails against a social attack. The social attack is wholly negated. Instead, the Rider rolls INT + Resolve without 10doubles to resist their own anger—if they fail, they are consumed with rage for the rest of the scene, losing 10doubles on all Socialize, Persuade, Reason, and Lore rolls. The Power can only be used once per scene. At Tamashi 5, twice; at Tamashi 7, thrice.
The Power can also be used when the Rider botches against a social attack; the Rider must pay 1sp and bumps their botch up to a regular failure.

Current Events

(**Raimei** ●●, Lore ●●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** INT + Lore + 1 **Type:** Reflexive
When an ally botches their Lore roll, a Rider may reflexively roll their own Lore roll, plus one, to stop them spouting nonsense.
Botch: The user fully believes the nonsense their ally is spouting for at least one scene.
Fail: The Rider cannot veto the Lore botch.
Success: The Rider stops their ally from getting wrong information in their head.
Exceptional Success: The Rider interrupts with correct info.

Heat Lightning

(**Raimei** ●●●, Lore ●●●, Tamashi ●●) **Cost:** 3sp + 1sp/target. **Duration:** Instant. **Dicepool:** **Raimei** + Lore + Tamashi
Acc, **Raimei** Dmg, 1d5 **Paralyze** **Type:** Full Round
A Rider may build up electricity and release it skyward to strike down at unlucky foes. The Rider picks a square at most (**Raimei** + 1) squares away; this square is the center of a **Raimei** radius wherein all foes can be targeted at a cost of 1sp per target. This cannot be used on subsequent turns.

Supercell

(**Raimei** ●●●●+Foc/Path, Lore ●●●●, Tamashi ●●●) **Cost:** 5sp + 1sp/target. **Duration:** Extended. **Type:** Extended
A Rider may build up an even greater electrical charge and chain it through multiple people. They first spend a Major Action building up electricity. The next turn, they may make a DEX + Unarmed Accuracy roll, substituting Lore for Unarmed if it is higher. If it hits the enemy, the damage dicepool is (**Raimei** + ½Lore). The electrical discharge can jump to a second target within **Raimei** squares, then another, and so forth. On every jump, the damage dicepool is rolled again with a -1 penalty. On every second jump, the Acc successes (which are used as a flat value) are reduced by one. 1d3 **Paralyze**.

Electrifying Presence

(**Raimei** ●●●, Socialize ●●, Tamashi ●●) **Cost:** 3sp + 1sp/reroll. **Duration:** 1 scene. **Dicepool:** Raimei + Tamashi

Type: Minor

A Rider can enhance their presence with a spine-tingling aura of mild bioelectricity.

Botch: The Rider loses 10doubles and gains 1subtracts on all social rolls for the scene.

Fail: The Power does not activate.

Success: for the remainder of the scene, the Rider may reroll dice on Socialize rolls equal to half their **Raimei** or Intimidate, rounded up, whichever is higher. Each reroll costs 1sp.

Exceptional Success: The first reroll is free.

Shock and Terror

(**Raimei** ●●, Intimidate ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Raimei + Intimidate + Tamashi

Type: Minor

A Rider can cause small, harmless, but eerie arcs of electricity to crackle over their armor like a frightening Tesla coil.

Botch: The Rider takes 1 damage.

Fail: The Power does not activate.

Success: The Rider's armor crackles with electricity in a frightening nimbus. Within (2 + Raimei) squares of the Rider, foes must roll INT + Res, without 10doubles and with 1subtracts, against the Rider's Tamashi. Failures count as botches against an Intimidate roll.

Exceptional Success: Count Tamashi as 1 higher for the purpose of enemies' rolls.

St. Elmo's Fire

(**Raimei** ●●●●+Foc/Path, Intimidate ●●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Raimei + Intimidate + Tamashi **Type:** Minor

This Power functions in the same way as *Shock & Terror*, but with an additional benefit. Within (Raimei – 2) squares, the Power launches electrical arcs as an attack with **Raimei** Acc and Dmg. Anyone touching the Rider at the time is automatically hit.

(27)

KURAYAMI

BlackFire

(Kurayami •, Melee/Ranged ••, Tamashi •) **Cost:** (1sp + 1HP)/die. **Duration:** Instant. **Type:** Enhancement

A Rider may sacrifice their own health to call darkness to their aid. This Power enhances a Melee or Ranged attack; the Rider may buy extra dice to the Accuracy *or* Damage roll of the attack at a cost of 1sp and 1HP per die. They cannot buy dice for both at once—until Tamashi 4, at which point they *can*.

Spiteful Blade

(Kurayami ••, Melee •••, Tamashi •) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Kurayami + Melee + Tamashi. **Type:** Enhancement.

Those who strike at a Rider and draw blood shall know this small success is outweighed by the anguish to come. If a foe successfully damaged the Rider in the last (Kura) rounds, the Rider may apply this Power to an attack against them.

At Tamashi 3, they may use this for a foe who has damaged the Rider's ally.

Botch: The Rider does not take the damage, but their attack on the foe loses 10doubles.

Fail: The Power does not activate.

Success: The Rider may *either* reroll Kura dice on their Acc or add Kura dice to their Dmg. This must be chosen before the Acc roll is made.

Exceptional Success: Add 1 to the number of dice rerolled/added.

Shadowthorn

(Kurayami •, Unarmed ••, Tamashi •) **Cost:** (1sp + 1HP)/1AP. **Duration:** Instant. **Type:** Enhancement.

A heavily-armored foe versus a bare-knuckled Rider is not as safe as they think. Spending 1 Spirit and 1 HP, a Rider may augment their unarmed strike with a shard of piercing darkness that adds 1 Armor Pierce to the damage of the attack. The Rider may buy a number of Armor Pierce points to a single attack equal to their stat cap (so from Tamashi 1 to 5, it's 5; afterward, it's equal to Tamashi).

Armorbane

(Kurayami •••, Unarmed •••, Tamashi •) **Cost:** 3sp + 2HP. **Duration:** Instant. **Dicepool:** Kurayami + Unarmed + Tamashi. **Type:** Enhancement.

Not content with simply penetrating armor, a Rider may temporarily invalidate it.

Botch: The Rider does not take the damage, but their attack on the foe loses 10doubles and any Armor Pierce it normally had.

Fail: The Power does not activate.

Success: The attack is infused with a tendril of shadow. Immediately after the attack's damage is rolled, the foe's Armor is counted as 2 less than its true value. This goes on for Kura rounds.

Exceptional Success: The Rider's initial attack gets 9doubles to the Damage roll.

Reverse Iron Maiden Kata

(Kurayami ••••+Foc/Path, Unarmed •••, Tamashi ••) **Cost:** 4sp + 2HP. **Duration:** Max(Kura+Unr)turns. **Dicepool:** Kurayami + Unarmed + Tamashi. **Type:** Enhancement.

A skilled martial artist with darkness at their side can turn foes into walking time bombs. This Power enhances an unarmed strike to plant a time-delayed shadow effect.

Botch: The Rider does not take the damage, but their attack on the foe fails.

Fail: The Power does not activate.

Success: The Rider plants a seed of seeping darkness on the enemy. Within (**Kura** + Unarmed) *turns*, the Rider can reflexively activate the seed (which activates automatically at the end of this time). The implanted foe receives damage of (**Kura** + Unarmed) with Tamashi autosuccesses and infinite Armor Pierce. Foes within 2 squares are lashed at by tendrils of shadow with a flat Accuracy of Unarmed and a flat Damage of Tamashi, with 0 Armor Pierce.

If the Rider decides to make their initial strike a harmless touch attack, they may reduce the Spirit or HP cost by 1, or add 1 to the activation roll.

Exceptional Success: The Rider may add 1 to the seed's damage dicepool, the Acc or Dmg of the tendrils, or the duration.

Burn Life

(**Kurayami** ●●, Athletics ●●, Tamashi ●●) **Cost:** 2sp + **1HP**. **Duration:** Varies. **Type:** Enhancement.

A Rider may sacrifice bodily integrity to boost physical activity, spending 2 Spirit and 1 HP to either boost their speed by 2 for 2 rounds *or* add 2 automatic successes to an Athletics check.

Penumbra Step

(**Kurayami** ●●●●+Foc/Path, Athletics ●●●, Tamashi ●●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Kurayami** + **Tamashi**. **Type:** Enhancement.

With mastery over shadows, a Rider may travel through them.

Botch: The Rider tries to walk through a shadow and smacks into the wall.

Fail: The Rider does not activate the power.

Success: The Rider may travel from one shadow to another shadow within (5 + **Kura**) spaces via a move action.

Walking through the shadow counts as one space's worth of movement.

Exceptional Success: The Rider pays 1sp less.

Recoil

(**Kurayami** ●, Defend ●●, Tamashi ●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Kurayami** + Defend + Tamashi. **Type:** Reflexive.

When struck, a Rider may retaliate viciously. This Power is rolled *before* the damage roll of an attack that successfully hits the Rider, so long as the attacker is within 2sq. At Tamashi 3+, the Rider may use this Power even when the attacker is not within 2sq, as long as there is any enemy at all within 2sq for the Recoil damage to go to.

Botch: The Rider may not use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider forfeits any Armor they have for the purposes of resolving damage. If the attack does any damage, the attacker is dealt (**Kura**) damage, minimum 1. This cannot be used if the foe is not within 2sq.

Exceptional Success: The Rider pays 1sp less.

Grand Recoil

(**Kurayami** ●●, Defend ●●●, Tamashi ●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Kurayami** + Defend + Tamashi. **Type:** Reflexive.

A more advanced cousin to *Recoil*, this upgrade functions similarly. Damage is rolled as **Kura** + Defend with minimum 1 as the Rider retaliates, so long as the attacker is within 4 squares. If not, *all* foes within 2 squares take **Kura** damage, minimum 1, unless their Tamashi exceeds the Rider's (in which case they roll Tamashi against the Rider's **Kura** to avoid).

Leech Shield Kata

(**Kurayami** ●●●●+Foc/Path, Defend ●●●, Tamashi ●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** **Kurayami** + Defend +

Tamashi. **Type:** Reflexive.

Those prepared to sacrifice their bodies deserve concessions, don't you think? The Path of Thorns agrees, and thus comes this Power, which may be rolled on a successful Parry.

Botch: The Rider may not use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider absorbs HP from their attacker equal to their STR (or DEX for thrown or ranged attacks). This cannot drain a foe to HP lower than their Tamashi; the Rider still regains all the HP they are owed, though.

Exceptional Success: The Rider adds 2 to the HP absorbed.

Purge

(**Kurayami** ●●●, Survival ●●●, Tamashi ●●) **Cost:** 3sp + **1HP**. **Duration:** Instant. **Type:** Minor.

When under a Status Effect, a Rider may spend 3 Spirit and 1 HP to immediately cancel the effect. Usable once per scene.

Puppeteer's Grace

(**Kurayami** ●●●, Dodge ●●●, Tamashi ●●) **Cost:** 5sp + **2HP**. **Duration:** Instant. **Type:** Reflexive.

The Path of Thorns teaches that sometimes, one must manipulate one's friends for their own good—and what better application than assisting a friend who fails to avoid a deadly blow?

When an ally has failed their defender's roll, the Rider may activate this Power as long as they can see the ally and know they are under attack. Spending 5 Spirit and 2 HP, the user rolls their Dodge, disregarding any penalties their ally had been taking, and the result is applied to the ally.

Agony Antenna

(**Kurayami** ●●, Deft ●●, Tamashi ●) **Cost:** 3sp + 1sp/transfer or **1HP**/transfer. **Duration:** **Kura** rounds. **Dicepool:**

Kurayami + Deft + Tamashi. **Type:** Enhancement.

When a Rider's thrown weapon strikes a foe, that is not the end of their target's misery. This Power may be activated on a successful Thrown attack.

Botch: The Rider may not use the power for the scene.

Fail: The Rider does not activate the power.

Success: The weapon leaves its shadow embedded in the target after striking; for the next **Kura** rounds, every time the Rider takes damage, they may pay 1sp to transfer 1 point of Armor-ignoring damage to the marked foe. They may also voluntarily burn 1HP to deal this damage. A Rider may only have one enemy marked thus at a time, but one person can be marked by multiple Riders.

Exceptional Success: Add 1 to the duration.

Motorized Murder

(**Kurayami** ●●●, Deft ●●, Tamashi ●●) **Cost:** 1sp, +1haz/2 Acc dice. **Duration:** Instant. **Type:** Enhance (Ride)

Riders with the powers of shadow are willing to sacrifice their own health for their goals; they will just as willingly take on risks while on the road. This Power enhances an attack made in a Chase scene; the Rider takes on additional points of Hazard to add to the attack's Accuracy, one point of Hazard per 2 dice of Accuracy.

Safety in Suffering

(**Kurayami** ●●●, Deft ●●●, Tamashi ●●) **Cost:** 2sp+**2HP** per -1 haz. **Duration:** Instant. **Type:** Enhance (Ride)

Pain is purifying—and in this case, that applies to driving. In a Chase, a Rider may pay Spirit and HP to purge points of Hazard, 2 Spirit and 2 HP per point of Hazard lost. They may not lose more Hazard per Interval than their Tamashi. This Power cannot be used on the same Interval as *Motorized Murder*.

Steel and Shadow Wrath

(**Kurayami** ●●●, Ranged ●●, Tamashi ●) **Cost:** 2sp+1HP/atk. **Duration:** Instant. **Dicepool:** **Kurayami** + Ranged + Tamashi. **Type:** Enhancement.

The bullets of a darkness-wielding Rider become avenging bolts of victory, tearing through foes' defenses like they were wet tissue paper. This is rolled before the Acc roll of the attack.

Botch: The Rider may not use the power for the scene and halves their Accuracy.

Fail: The Rider does not activate the power.

Success: The target's Defender's Roll has its dicepool halved, round up.

Exceptional Success: The Rider may freely reload before firing, and the Defender's Roll is halved rounded down.

Darkvision

(**Kurayami** ●, Perception ●●, Tamashi ●) **Cost:** 2sp/round **Duration:** By Rounds. **Dicepool:** **Kurayami** + Perception + Tamashi. **Type:** Enhancement.

When in darkness, a Rider need not worry about having trouble seeing; they can use a radial sense that cuts through both mundane and supernatural darkness.

Botch: The Rider loses 10doubles and gains 1subtracts to all Perception for one round.

Fail: The Rider does not activate the power.

Success: The Rider takes no penalties to perception in a radius of (2 + **Kura**)sq; foes take a stealth penalty equal to the user's Tamashi. The effects of *Shadowfield* and *Shadowswim* are bypassed by this Power. When the activation roll is made, the user must also roll **END + Surv** or take 1 damage.

Exceptional Success: The Rider's Perception rolls get 9doubles.

Share the Pain

(**Kurayami** ●●, Support ●●, Tamashi ●●) **Cost:** 1sp per 1HP. **Duration:** Instant. **Type:** Reflexive.

When an ally within (4 + **Kura**)sq takes damage, a Rider may choose to take up to **Kura** points of that damage instead, paying 1sp per point of damage.

Shadowfield

(**Kurayami** ●, Stealth ●●, Tamashi ●) **Cost:** 2sp/round **Duration:** By Rounds. **Dicepool:** **Kurayami** + Stealth + Tamashi. **Type:** Enhancement.

A Rider may cloak themselves in obscuring shadows, reducing visual and auditory perception of themselves.

Botch: The Rider thinks they activated the power, but they didn't.

Fail: The Rider does not activate the power.

Success: The rider gains 9doubles to Stealth Rolls, and Perception rolls against their Stealth take -1. The first time they activate this, they must roll **END + Surv** or take 1 damage. They must make this roll every 5th round as well. In addition, the user takes +1 Light damage. Other people using *Shadowfield*, *Shadowswim*, *Shadowheart*, or *Night Vision* can see the users clearly.

Exceptional Success: The Rider gains 8doubles instead.

Shadowswim

(**Kurayami** ●●, Stealth ●●●, Tamashi ●) **Cost:** 3sp/round **Duration:** By Rounds. **Dicepool:** **Kurayami** + Stealth + Tamashi. **Type:** Enhancement.

More advanced than *Shadowfield*, this Power causes the user to sink into a realm of shadows. This requires that there be sufficient darkness nearby.

Botch: The Rider thinks they activated the power, but they didn't.

Fail: The Rider does not activate the power.

Success: The Rider gains 9doubles to Stealth Rolls and one automatic success, and Perception rolls against their Stealth take -2 and loses 10doubles. The user must make an END + Surv roll at the beginning and every third round or take 1 damage. The user takes 1 extra damage from Light-oriented attacks. Other people using *Shadowfield*, *Shadowswim*, *Shadowheart*, or *Night Vision* can see the users clearly.

Exceptional Success: The Rider gains 8doubles instead.

Shadowheart Kata

(**Kurayami** ●●●●+Foc/Path, Stealth ●●●, Tamashi ●●●) **Cost:** 4sp/rnd, **1HP** to activate **Duration:** By Rounds.

Dicepool: **Kurayami** + Stealth + Tamashi. **Type:** Enhancement.

More advanced even than *Shadowswim*, this Power causes the user to become one with darkness itself. This requires that there be sufficient darkness nearby.

Botch: The Rider thinks they activated the power, but they didn't.

Fail: The Rider does not activate the power.

Success: The Rider becomes functionally invisible; they roll their Stealth roll against their opponents' Tamashi. The user must make an END + Surv roll at the beginning and every third round or take 1 damage. The user also takes 2 extra damage from Light-oriented attacks. Other people using *Shadowfield* or *Shadowswim* or *Darkvision* can see the users clearly.

Exceptional Success: The Rider gets the first round at half Spirit cost.

Abyss Stared Back

(**Kurayami** ●●, Lore ●●●, Tamashi ●●) **Cost:** --. **Duration:** Permanent. **Type:** Permanent.

The user gains a free Specialty of Lore: *Taoreta Riders*.

Unholy Recitation

(**Kurayami** ●●●●+Foc/Path, Lore ●●●●, Tamashi ●●●) **Cost:** 5sp+**4HP**. **Duration:** 1rnd. **Dicepool:** **Kurayami** + Lore + Tamashi. **Type:** Full Round.

Sacrificing Spirit and Health, a Rider can pull a simulacrum of the *Tome of Shadowed Jade* from seemingly nowhere—an eldritch book of secretive and arcane origin—and speaks a random passage to devastating effect. Usable once per scene. This Power can be blocked if a target also has this Power; they may reflexively roll it as their defense.

Botch: The Rider cannot use the power for the scene. They must roll Resolve with a difficulty of 1 or lose 1 Sanity.

Fail: The Rider does not activate the power.

Success: The Rider speaks a dread passage from the tome. All foes who hear it must make a Resolve roll and a Survive roll against the Rider's **Kura**, both rolls losing 10doubles and gaining 1subtracts. Failing the Resolve roll results in immediate infliction of **Terrify**; failing the Survive roll incurs Armor-bypassing damage equal to the Rider's Tamashi. If the foe has a lower Tamashi than the Rider, they will be taking 1 damage no matter what.

Exceptional Success: The Rider subtracts 1 from the Spirit or HP cost.

Unctuous Charm

(**Kurayami** ●, Socialize ●●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Type:** Enhancement

A Rider may bypass some of the misgivings a person may have about them. Paying 1sp, they ignore penalties equal to their **Kurayami** on their Socialize roll and upgrades a botch to a flat failure. They may use this Power a number of times per scene equal to the higher of their **Kura** or Socialize.

At Tamashi 3+, this also gives the Rider 9doubles if they pay an extra 1sp.

Befuddle

(**Kurayami** ●●, Persuade ●●●, Tamashi ●) **Cost:** 4sp. **Duration:** **Kura** rnd. **Dicepool:** **Kurayami** + Persuade + Tamashi.

Type: Enhancement.

Lacing their words with shrouding darkness, a Rider may cloud another's mind long enough to sway them. This Power enhances a Persuade roll.

Botch: The Rider takes -1 to their Persuade roll.

Fail: The Rider fails to activate the Power.

Success: The Rider makes their Persuade roll with 9doubles and botches become flat failures, while their foe's Resolve roll loses 10doubles and take 1subtracts unless their Tamashi exceeds the Rider's. However, the success of the Persuade roll only lasts rounds equal to the user's **Kura**.

Exceptional Success: Add 1 to the duration.

Static Image

(**Kurayami** ●, Persuade ●●, Tamashi ●●) **Cost:** 2sp/rnd. **Duration:** By Round. **Dicepool:** **Kurayami** + Persuade + Tamashi. **Type:** Major.

A Rider may create an illusory image of themselves, though it is wholly still and silent.

Botch: The Rider cannot use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider creates an illusory image of themselves up to 4 squares away in a place they have line-of-sight to. Foes can try to discern the reality of the image with a second Perception roll.

Exceptional Success: The first round costs half.

Moving Illusion

(**Kurayami** ●●●, Persuade ●●●, Tamashi ●●●) **Cost:** 3sp/rnd. **Duration:** By Round. **Dicepool:** **Kurayami** + Persuade + Tamashi. **Type:** Major.

A Rider may now create a moving illusion that is silent.

Botch: The Rider cannot use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider creates a mobile illusory image of themselves up to 4 squares away in a place they have line-of-sight to. Foes can try to discern the reality of the image with a second Perception roll.

Exceptional Success: The first round costs one less.

Paramount Deception Kata

(**Kurayami** ●●●●+Foc/Path, Persuade ●●●●, Tamashi ●●●) **Cost:** 4sp/rnd. **Duration:** By Round. **Dicepool:** **Kurayami** + Persuade + Tamashi. **Type:** Major.

A Rider may now create a smoothly-moving illusion that produces some sound.

Botch: The Rider cannot use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider creates a fantastic illusory simulacrum of themselves up to 4 squares away in a place they have line-of-sight to. Foes can try to discern the reality of the image with a second Perception roll.

Exceptional Success: The first round costs one less.

NOT MY FRIENDS.

(**Kurayami** ●●●, Intimidate ●●, Tamashi ●●) **Cost:** 2sp. **Duration:** By Round. **Dicepool:** **Kurayami** + Intimidate + Tamashi. **Type:** Enhancement.

To strike a Rider's ally is to stoke their ire and feed the black flames of the fear to come. This Power enhances an Intimidate roll against a foe who has attacked, threatened, or even made social attacks on any of the Rider's allies, present or not, that the Rider is aware of.

Botch: The Rider cannot use the power for the scene.

Fail: The Rider does not activate the power.

Success: The Rider gains **Kura** bonus dice to their Intimidate roll, botches are bumped up to failures.

Exceptional Success: The foe's Resolve roll loses 10 doubles.

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KAGAYAKI

Flashbang

(**Kagayaki** •, Melee ••, Tamashi •) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** Kagayaki + Melee + Tamashi. **Type:** Enhancement

A Hero's greatness is such that foes falter in rebuffing them. A Rider may flicker with dazzling light as they strike, hampering their target's ability to accurately block the coming blow.

Botch: The Rider's Acc loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider flashes brightly as they strike; the foe's Parry loses 10doubles and gains 1subtracts. If the foe Dodges, they only lose 10doubles.

Exceptional Success: 9doubles on Acc, 1d5 **Blind**.

Photon Sheath

(**Kagayaki** ••, Melee •••, Tamashi •) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Kagayaki + Melee + Tamashi. **Type:** Enhancement

A Hero's strength blesses their armaments. A Rider may coat their weapon in fragile light, honing its deadly power.

Botch: The Rider's Dmg loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider's weapon is coated in a sheath of violet-white radiance. On a successful hit, it adds 2 to the Dmg dicepool. On a hit or a Parry, the light shatters in glimmering motes, with 1d5 **Blind**.

Exceptional Success: The 2 bonus dice are instead autosuccesses.

Luminous Extension Kata

(**Kagayaki** ••••+Foc/Path, Melee ••••, Tamashi •••) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** Kagayaki + Tamashi. **Type:** Enhancement

Not only may a weapon be coated in light, but a Rider may build a construct of light on their weapon that increases its reach for a single strike.

Botch: The Rider's Dmg loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider's weapon is coated in a sheath of violet-white radiance that increases its length. All 1s on Dmg are rerolled until they are gone, and Dmg gets 2 extra dice. The Rider may strike a foe two spaces away instead of just one space away, and may make their attack target three consecutive spaces perpendicular to them as their huge radiance-weapon makes its wide swing. For this, Acc and Dmg are only rolled once and applied to each foe in the targeted spaces.

Exceptional Success: The 2 bonus dice are instead autosuccesses.

Radiant Stance

(**Kagayaki** •••, Unarmed ••, Tamashi ••) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Kagayaki + Unarmed + Tamashi. **Type:** Enhancement

A Hero's thoughts are crystal-clear, but their enemies are left in confusion. Just before attacking, a Rider may strike a pose that focuses their mind and baffles their foe.

Botch: The Rider's attack automatically fails.

Fail: The power does not activate.

Success: If the Rider's Tamashi exceeds that of their target, they gain bonuses to their Acc equal to their CHA. If their opponent has equal or greater Tamashi, the Rider must roll CHA and take bonus dice equal to successes.
Exceptional Success: The foe's defense roll loses 10doubles.

Paragon's Grace

(**Kagayaki** ●●, Athletics ●●, Tamashi ●●) **Cost:** 1sp/rnd. **Duration:** By Round. **Dicepool:** Kagayaki + Athletics + Tamashi. **Type:** Enhancement

A Hero is not bound to this earth. A Rider may cause themselves to hover off the ground by a few inches.

Botch: The Rider takes -1 to their next Dodge within 3 rounds.

Fail: The power does not activate.

Success: Hovering slightly off the ground, the Rider gets +1 to Speed and 9doubles on Dodge rolls—however, Parry rolls lose 10doubles. They also subtract 2 dice from the Acc of Attacks of Opportunity and increase their Steady Aim values by 1.

Exceptional Success: The first round is free.

Lightscreen

(**Kagayaki** ●, Defend ●, Tamashi ●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Kagayaki + Defend + Tamashi. **Type:** Enhancement

A Hero is rarely scored by the weapons of the foe. A Rider may briefly form a shield of light to augment their Parry roll.

Botch: The Rider's Parry loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider momentarily forms a shield of light at the moment of impact, adding their Tamashi in bonus dice to the Parry roll and gaining 9doubles.

Exceptional Success: A botch on the Parry roll becomes a flat failure.

Mirrorwall

(**Kagayaki** ●●, Defend ●●, Tamashi ●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** Kagayaki + Defend + Tamashi. **Type:** Enhancement

Even when the foe's schemes score a hit, a Hero does not let them go unscathed. A Rider may form a barrier of reflective light that bursts into shrapnel if broken.

Botch: The Rider's Parry loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider forms a shield of reflective light; they add Tamashi to their Parry dicepool and reroll all 1s. If they still fail, the shield bursts into shrapnel, dealing 1 damage to any foes directly or diagonally in front of them by 1sp.

Exceptional Success: A botch on the Parry roll becomes a flat failure and the Rider may voluntarily explode the shield even if they succeeded.

Spotless Shine

(**Kagayaki** ●●, Survival ●●, Tamashi ●●) **Cost:** 4sp +1/add. **Duration:** Instant. **Type:** Reflexive

A Hero doesn't worry about things like burns, paralysis, or whatever—that's for other people. When a Status Effect roll succeeds on the Rider (provided it is a side-effect of an attack, rather than the main purpose), they may force that die to be rerolled—with the target being another character within 5 squares. If the Rider's Tamashi exceeds that of the new target, or the target is a foe with equal Tamashi, there is no opposition. Friends of equal Tamashi incur the two rolling Tamashi against each other to determine success. Friends of higher Tamashi cannot be forced,

but can voluntarily allow the status effect roll to pass to them. Each time the Power is used in a scene, it costs 1 more.

I'm Above This

(**Kagayaki** ●●●, Labor ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Kagayaki + Labor + Tamashi. **Type:** Enhancement

A Hero can always call on their friends for aid. A Rider may attempt to use an ally's dicepool for a Labor roll.

Botch: The Rider fails to activate the power and their Labor roll loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider may use the dicepool of an ally of their choice instead of their own for a Labor roll.

Exceptional Success: The Labor roll gets 9doubles.

Dawn Treader

(**Kagayaki** ●, Dodge ●●, Tamashi ●) **Cost:** 1sp/penalty. **Duration:** Instant. **Dicepool:** Kagayaki + Dodge + Tamashi. **Type:** Enhancement

A Hero's greatness makes foes falter in their clumsy attempts to strike a blow. A Rider may flash brightly as they dodge, hampering their foe's Accuracy.

Botch: The Rider fails to activate the power and their Dodge roll loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: One success is subtracted from the foe's Accuracy and a botch on the Dodge roll is bumped up to a flat failure. May be stacked equal to user's DEX.

Exceptional Success: Stack limit increased by 1.

Flash Step

(**Kagayaki** ●●●, Dodge ●●●, Tamashi ●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** Kagayaki + Dodge + Tamashi. **Type:** Enhancement

A Hero is quick as the glimmer of light on water. A Rider may not only distract foes with a flash of light, but when the daze clears, they are not anywhere near where the foe was aiming.

Botch: The Rider fails to activate the power and their Dodge roll loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider gains +2 to the Dodge and subtracts 1 from the foe's successes. They may freely move a number of spaces up to their **Kagayaki**, and are immune to Attacks of Opportunity for this movement.

Exceptional Success: Dodge gains 9doubles.

Refractive Decoy

(**Kagayaki** ●, Deft ●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Kagayaki + Deft + Tamashi. **Type:** Enhancement

A Rider may refract the light around their thrown weapon as it flies, making it difficult to tell where it is.

Botch: The Rider fails to activate the power and their Acc roll loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The foe's defender's roll loses 10doubles and gains 1subtracts.

Exceptional Success: 1d5 **Blind**.

Mirror Shard

(**Kagayaki** ●●●, Deft ●●●, Tamashi ●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** Kagayaki + Deft + Tamashi. **Type:**

Enhancement

A Rider need not obey the laws of physics; they may use mirrors as vectors for their retribution. The Rider must be throwing the weapon at a mirror-like surface and the exit surface must be visible to them.

Botch: The Rider cannot use the power for the scene and throws their weapon uselessly at the mirrored surface.

Fail: The power does not activate.

Success: The Rider throws the weapon through the reflective surface; its Acc and Dmg are unaffected when it comes out the other side, but the weapon's Range when exiting the mirror can be no higher than **Kagayaki**. Circumstances may make this attack count as a Stealth Attack (i.e. coming out of a mirror behind the enemy).

Exceptional Success: Instead of throwing the weapon itself, the Rider throws its reflection, which dissipates as soon as it is finished damaging the enemy. The Rider thus does not subtract the attack from their Ammo.

Reflection Spider Kata

(**Kagayaki** ●●●+Foc/Path, Deft ●●●, Tamashi ●●) **Cost:** 4sp(7sp). **Duration:** Instant. **Dicepool:** **Kagayaki** + Deft + Tamashi. **Type:** Major

A Rider who knows how to throw weapons through mirrors can do more than just that—they may make the trip with their bodies.

Botch: The Rider cannot use the power for the scene and fruitlessly tries to penetrate the mirror.

Fail: The power does not activate.

Success: The Rider may move through the mirror. If they only put part of themselves through and come back, it is 4sp; if they transport their entire body, it is 7sp.

A Rider may make a Grapple through a mirror to pull a foe through it.

Exceptional Success: The Rider may walk through the mirror for only 4sp, or they may reach through to make an attack and pull back out for 7sp.

Rule The Road

(**Kagayaki** ●●, Deft ●, Tamashi ●) **Cost:** 3sp. **Duration:** 1 Interval. **Dicepool:** **Kagayaki** + Ride. **Type:** Reflexive (Ride)

A Hero's Vehicle is not hindered by poor conditions on the road.

Botch: The Ride check loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider ignores penalties and difficulty increases caused by road conditions or strong weather.

Hurricanes won't blow them off the pavement, and the slickest black ice is no harder to drive on than a pristine highway.

Exceptional Success: The cost is 1sp.

Laser Sight

(**Kagayaki** ●, Ranged ●, Tamashi ●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Ranged + Tamashi. **Type:** Enhancement

A Rider may enhance their accuracy by manipulating light.

Botch: The Rider's Acc roll loses 10doubles.

Fail: The power does not activate.

Success: The Rider rerolls all 1s on their Acc roll until none remain.

Exceptional Success: The Rider gets 1 automatic success.

Chaser Pulse

(**Kagayaki** ●, Ranged ●●, Tamashi ●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Ranged + Tamashi. **Type:**

Reflexive

Having struck a foe, a Rider may follow up the shot with a quick laser pulse.

Botch: The Rider cannot use the Power for the scene.

Fail: The power does not activate.

Success: The Rider counts up the unsuccessful dice of their Dmg roll, to a max of their **Kagayaki**, and rerolls them for damage. 1d5 **Blind**.

Exceptional Success: The pulse damage gets 9doubles.

Argon Lance Kata

(**Kagayaki** ●●●+Foc/Path, Ranged ●●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Ranged + Tamashi. **Type:** Reflexive

An improvement of *Chaser Pulse*, this Power follows the Rider's shot with a vicious blast of light.

Botch: The Rider cannot use the Power for the scene.

Fail: The power does not activate.

Success: The Rider rerolls their attack's Dmg. 1d3 **Blind**.

Exceptional Success: The beam damage gets 9doubles.

High Beams

(**Kagayaki** ●, Perception ●, Tamashi ●) **Cost:** 1sp. **Duration:** 1 Turn. **Type:** Free

A Rider may briefly project a bright beam of light from their helmet, cutting through darkness and fog in a straight line (4 + **Kagayaki**) squares long. Anyone within 1sq facing the beam directly must roll Tamashi or face 1d5 **Blind**.

Heroic Assistance

(**Kagayaki** ●●, Support ●●, Tamashi ●●) **Cost:** 3sp. **Duration:** Instant. **Type:** Enhancement

A Rider may add their CHA to their dicepool for a Support roll, but a failure becomes a botch.

Dancing Lights

(**Kagayaki** ●●, Stealth ●●, Tamashi ●●) **Cost:** 1sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Stealth + Tamashi. **Type:** Enhancement

A Rider may call forth a flickering ball of light to distract foes.

Botch: The light flickers directly around the Rider, drawing attention.

Fail: The Power does not activate.

Success: Within (**Kagayaki** + 5) spaces, the Rider creates a briefly flickering ball of light about the size of a tennis ball. Foes' attention will be drawn to it.

Exceptional Success: The Power costs nothing.

Crazy Daylight

(**Kagayaki** ●, Reason ●, Tamashi ●) **Cost:** 2sp. **Duration:** Instant. **Type:** Enhancement

A Rider may spend 2 Spirit to ignore the penalties of making a Reason roll in combat.

Fanatically Sane

(**Kagayaki** ●●, Resolve ●, Tamashi ●●) **Cost:** ---. **Duration:** Permanent. **Type:** Permanent

A Rider who knows the... destabilizing effects of Kagayaki is inoculated, so to speak. On external Sanity checks, unless the DM says otherwise, they get 9doubles on their Resolve roll.

Hard Light

(**Kagayaki** ●●●●+Foc/Path, Lore ●●●, Tamashi ●●●) **Cost:** 4sp/5sp + 1/r. **Duration:** Varies. **Dicepool:** Kagayaki + Lore + Tamashi. **Type:** Minor

A Rider can create a melee weapon of solid light; it costs 4sp for a light weapon or 5sp for a Heavy one.

Botch: The Rider's creation shatters and deals 1 damage to them.

Fail: The power does not activate.

Success: The Rider creates a melee weapon out of light; when wielding it, the Rider may substitute their Lore rating in place of their Melee rating if that would be higher. Every round of maintaining it past the first costs 1 Spirit. Every time it is used to strike a foe, it has an increasing chance of breaking—1/10 the first, 2/10 the second, etc. The weapon deals damage as normal for a weapon of that template, with 1d5 **Blind**.

Exceptional Success: The first strike rerolls all 1s for Damage.

I Actually Said

(**Kagayaki** ●●●, Socialize ●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Instant. **Type:** Reroll

A Rider may pay 5sp to reroll a botched Socialize roll once per scene.

Shine On

(**Kagayaki** ●●●, Persuade ●●, Tamashi ●) **Cost:** 3sp +1/r. **Duration:** Varies. **Dicepool:** Kagayaki + Persuade + Tamashi. **Type:** Enhancement

A Rider may roll this Power to, for a number of rounds up to the successes rolled, reroll dice on Persuade rolls equal to **Kagayaki**.

Enlighten

(**Kagayaki** ●●●●+Foc/Path, Persuade ●●●●, Tamashi ●●●) **Cost:** 6sp. **Duration:** **Kagayaki** + 1 rnd. **Dicepool:** Kagayaki + Persuade + Tamashi vs Tamashi + Res **Type:** Enhancement

With an overbearing aura of charisma, a Rider may twist a foe's mind.

Botch: The Power fails and the would-be target is impervious to all social attacks by the Rider for the scene.

Fail: The Power does not activate.

Success: The Rider twists the mind of the foe, who must roll INT + Res each round without 10doubles and with 1subtracts. On a failure, that foe will attack another foe or otherwise act out. An exceptional success cures them immediately.

Exceptional Success: The Rider may influence the foe with commands.

Terrible Beauty

(**Kagayaki** ●, Intimidate ●, Tamashi ●) **Cost:** 1sp. **Duration:** 1 Scene. **Dicepool:** Kagayaki + Intimidate + Tamashi **Type:** Enhancement

The artful way a Rider moves and speaks only makes them more terrifying.

Botch: The Power fails and the Rider's next Intimidate roll takes -1.

Fail: The Power does not activate.

Success: The Rider adds the higher of their Socialize or Persuade to their dicepool for Intimidation for the scene, with a max of (stat cap -3)—that is, from Tamashi 1 to 5, the max is 2. Tamashi 6, the max is 3, etc.

Exceptional Success: The Rider has a free reroll they may use that scene.

As The Dawn

(**Kagayaki** ●●●, Intimidate ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Intimidate + Tamashi **Type:** Reroll

Blazing with an inner light, the mere mistakes of humanity are smoothed over by a Rider's sheer aura of greatness.

Botch: The Power fails and the Rider's next Intimidate roll takes -1.

Fail: The Power does not activate.

Success: The Rider may reroll up to **Kagayaki** dice on an Intimidate roll and clear that entire roll of any external penalties.

Exceptional Success: The rerolled dice take 9doubles.

Love Me and Despair Kata

(**Kagayaki** ●●●●●+Foc/Path, Intimidate ●●●●, Tamashi ●●●) **Cost:** 7sp +1/d. **Duration:** Instant. **Dicepool:** **Kagayaki** + Intimidate + Tamashi **Type:** Enhance

A Rider is Glory, inheritor of true heroism, and all must bend to their righteous will. This Power is rolled before an Intimidate roll.

Botch: The Power cannot be used for the scene and the Intimidate roll fails.

Fail: The Power does not activate.

Success: The Rider ignores all penalties to their Intimidate roll and rerolls any 1s until no 1s are present. They may buy bonus dice for 1sp/d to a max equal to their CHA. Any foe that fails their Resolve roll and has equal or lesser Tamashi is overcome with awe and fear.

Exceptional Success: For rounds equal to **Kagayaki**, foes must make Resolve checks or lose 10doubles on Acc against the Rider.

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DISCIPLINES

Disciplines are special sets of Powers derived from a high level of mastery and contemplation of a Powerset. Learning a Discipline has the following requirements:

- Three or more dots in Tamashi
- Three or more dots in the parent Powerset
- Focused Powerset is Path Powerset

The Disciplines have more Powers than are listed here; the rest are listed in the Advanced Power Book.

UCHUU

Uchuu is the Discipline of space, derived from **Kaze**. It has fairly tricky Powers.

What's Mined is Yours

(**Kaze** ●●●+F/P, **Stealth** ●●, **Tamashi** ●●) **Cost:** 2sp/mine. **Duration:** 1 Scene. **Dicepool:** Stealth + Tamashi. **Type:** Major

Fire-wielders can plonk down a single flame trap, and water-users can put down a strip of runes waiting to burst into ice spikes, but the masters of space can create terrifying minefields.

Botch: The Rider cannot use the power for the scene.

Fail: The Rider fails to activate the power.

Success: The Rider creates up to **Kaze** bubbles of vacuum. The bubbles are approximately basketball-sized and hover soundlessly in the air. Only very good Perception successes can detect them. The Rider can place them anywhere in a 4-square radius of themselves. Touching one of the bubbles deals **Kaze** damage to a foe and 1d4 **Windburn**.

Exceptional Success: Add 1 to the number of mines.

To Boldly Go

(**Kaze** ●●●+F/P, **Athletics** ●●, **Tamashi** ●●) **Cost:** 2sp. **Duration:** 1 Round. **Type:** Enhancement

Whether space is the final frontier is... debatable, but it's a dangerous place to go. Masters of space understand and welcome the risks of going into dangerous territory. When going ahead of their allies into what the DM deems "unknown territory" (including but not limited to areas covered by fog-of-war on the roll20 map system), a Rider can pay Spirit to incur bonuses. For one round, they get +2 to Speed and receive 9doubles automatically on all Athletics and Dodge rolls; they are immune to Attacks of Opportunity.

One Giant Leap

(**Kaze** ●●●+F/P, **Athletics** ●●●, **Tamashi** ●●) **Cost:** 3sp. **Duration:** Instant. **Dicepool:** Kaze + Athletics + Tamashi

Type: Enhancement

Toying with gravity and mass, a Rider need not allow physical laws to dictate their jumps. When making a horizontal jump, they may increase their jump distance.

Botch: The Power fails and cannot be used for the scene.

Fail: The Power fails.

Success: The Rider doubles their jump distance.

Exceptional Success: And applies 9doubles.

TAIYOU

Taiyou is the Discipline of the sun, derived from **Nenshou**. Its Powers combine offense and intimidation as their users blaze with solar glory.

Pyroclastic Fervor

(**Nenshou** ●●●●+F/P, Melee ●●●●, Tamashi ●●●) **Cost:** 6sp. **Duration:** **Nenshou**. **Dicepool:** **Nenshou** + Tamashi

With mastery of the sun's fire, Rider can enter a state of solar battle-trance, striking true and fast.

Botch: The Rider fails to activate the Power and cannot use it for the scene.

Fail: The Rider fails to activate the Power.

Success: A pulse of fiery light goes out from the Rider in a 4sq radius. For every enemy within said radius, the Rider receives a bonus die to all Melee Accuracy rolls for (**Nenshou**) rounds. All attacks have 1d6 **Sear**.

Exceptional Success: The pulse of fiery light can deal damage; its Acc is Tamashi and its damage is a flat 2. In addition, add 1 to the Duration.

Incinerating Angel

(**Nenshou** ●●●+F/P, Intimidate ●●●, Tamashi ●●●) **Cost:** 5sp. **Duration:** Effects last **Nenshou** rounds. **Dicepool:** CHA + Intimidate + **Nenshou** vs INT + Res

Like the fierce light of the Sun, a Rider may burn at the cowardly hearts of their foes and put them to flight.

Botch: The Rider not only fails, but for the rest of the scene they cannot use the Power; all their Intimidate rolls lose 10-doubles and gain 1-subtracts.

Fail: The Rider fails to activate the Power.

Success: The Rider's roll gets 9-doubles; enemies who fail their Resolve rolls are made to flee for **Nenshou** rounds, though if they have 3 or more in Tamashi (or equivalent) they may make a Resolve roll each round. Enemies who succeed in resisting still take a -2 to their next action.

Exceptional Success: The duration of fleeing increases by 1; each subsequent roll to try to stop fleeing incurs a -1 penalty.

Jetforce [Upgrade Form Only]

(**Nenshou** ●●●●+F/P, Fly ●●●, Tamashi ●●●) **Cost:** 2sp/rnd. **Duration:** By Round. **Dicepool:** Tamashi + **Nenshou**

In flight, a sun-mastering Rider may propel themselves with jets of solar plasma—turning a flying kick into a strike like a comet. This may only be used by Upgrade Forms with **Fly** enabled and while flying.

Botch: The Rider fails and is forced to the ground.

Fail: The Rider fails to activate the Power.

Success: The Rider creates jets of solar plasma from their feet and/or hands (or whatever seems appropriate); their flight Speed increases by 3, and Unarmed attacks get 9-doubles on damage and 1d6 **Sear**.

Exceptional Success: The first two rounds only cost 1sp/rnd; the **Sear** is 1d4.

O T O

Oto is the Discipline of sound, derived from **Umi**.

Echolocate

(**Umi** ●●●+F/P, Perception ●●●, Tamashi ●●●) **Cost:** 1sp/r. **Duration:** By Round. **Dicepool:** **Umi** + Perception + Tamashi **Type:** Enhancement

Mastering sound, a Rider can emulate bats and eschew sight for a sound-based perception of the world.

Botch: The Rider gets a head full of feedback, losing 10doubles and gains 1subtracts on their next Perception roll.

Fail: The Power fails.

Success: The Rider releases a series of sonar pulses that allow them to ignore Perception penalties in front of them up to (**Umi** + Perception) spaces away.

Exceptional Success: Add 1 to the distance.

Harmonic Touch

(**Umi** ●●●+F/P, Lore ●●●, Tamashi ●●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Major

Finding an object's harmonic frequency, a Rider can use it to shatter that object.

Botch: The Rider gets a head full of feedback and takes 1 damage.

Fail: The Power fails.

Success: Touching an inanimate object, the Rider finds its harmonic frequency and causes the object to shatter. Penalties may be imposed on the activation roll based on target object size.

Exceptional Success: It only takes a Minor Action.

Discordant Shriek

(**Umi** ●●●●+F/P, Lore ●●●, Tamashi ●●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Major

With a terrible burst of noise, a Rider can disorient and deafen a foe.

Botch: The Rider gets a head full of feedback and takes 1 damage.

Fail: The Power fails.

Success: The Rider emits a focused sonic shriek in a line Tamashi (max 5) spaces long. Foes must roll END + Surv against the user's Tamashi (max 5) or be **Deafened**. Foes standing in the space directly in front of the rider take 1 damage.

Exceptional Success: Add 1 to the distance.

Angelic Choir Judgment Kata

(**Umi** ●●●●●+F/P, Lore ●●●●, Tamashi ●●●●) **Cost:** 7sp. **Duration:** Instant. **Dicepool:** **Umi** + Lore + Tamashi **Type:** Full Round

Charging up with a sound like glass harmonicas, a Rider can focus sonic energy into a devastating beam of force.

Botch: The Rider gets a head full of feedback and takes 1 damage.

Fail: The Power fails.

Success: The Rider sends forth a blazing beam of sonic energy with a range of **Umi**+2, Acc **Tamashi + Lore** w/ 2 autosuccesses, and Damage **Umi + Lore** with 4 autosuccesses. 1d3 **Deafen**. All these have 9doubles.

Exceptional Success: Add 1 to the range, and to either the Acc or Dmg autosuccesses.

T E T S U

Tetsu is the Discipline of metal, derived from **Jiban**. Its Powers are mainly defensive, making their user into an unshakeable wall.

Galvanized Surface

(**Jiban** ●●●+F/P, Survive ●●●, Tamashi ●●) **Cost:** 5sp. **Duration:** 1 Scene. **Dicepool:** Jiban + Survive

This Power is derived from *Impervious*; instead of a per-roll basis, it lasts for the scene.

Botch: The Rider takes 1 damage.

Fail: The Power does not activate.

Success: The effects of *Impervious* constantly apply to the user for the whole scene.

Exceptional Success: The Rider may pay 1sp to regain 1HP, even if the status effect reroll succeeds.

Scrapmetal Bulwark

(**Jiban** ●●●+F/P, Defend ●●●, Tamashi ●●) **Cost:** 5sp. **Duration:** 1 Scene. **Dicepool:** Jiban + Defend

Spare bits of metal are pulled to the Rider, forming a protective shell. At Tamashi 4+, the Rider may decide at any time (including when the metal armor breaks) to disperse their gathered metal in a cloud of razor shrapnel with 1sq radius, **Jiban** flat Acc, and Tamashi flat Damage.

Botch: The Rider takes 1 damage as the metal hits them and does nothing.

Fail: The Power does not activate.

Success: For the rest of the scene, the Rider has an extra point of Armor that can absorb up to (**Jiban** + Defend + ½Tamashi) points of damage.

Exceptional Success: The Rider may pay 1sp to regain 1HP, even if the status effect reroll succeeds.

Immovable Object

(**Jiban** ●●●+F/P, Unarmed ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant. **Dicepool:** Jiban + Unarmed

Grappling a master of Tetsu is like trying to wrestle with a tanker truck. When Grappling, a Rider may pay 2sp to roll this Power's dicepool as their grappling roll if their grappling roll fails.

Quicksilver Blade Kata

(**Jiban** ●●●+F/P, Unarmed ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Instant.

Forming blades of liquid metal, a Rider can make unarmed blows hit like sword strikes. The Rider applies this before they make their attack, gaining the +2 Acc and +2 Dmg bonuses granted by a Light Sword. It can also be applied to an unarmed Parry, which ignores the usual penalty for unarmed parrying.

At Tamashi 4+, the Rider may pay 4sp to make their metal blade emulate a Greatsword (+3 Dmg instead of +2).

JINSOKU

Jinsoku is the Discipline of kinetic energy, derived from **Raimei**. Its powers focus on thrown weaponry and speed.

Resourceful Assassin

(**Raimei** ●●●+F/P, Deft ●●, Tamashi ●●) **Cost:** 1sp/obj. **Duration:** Instant. **Type:** Enhancement

Small, everyday objects can become deadly in the hands of a Rider. Charging a reasonably-sized object with a point of Spirit, the Rider may use it as a Thrown weapon with Acc, Dmg, and Range bonuses of 0. It also does not receive 10doubles on its rolls. Examples of valid objects include coins, nails, silverware, cards, CDs, bottlecaps, small stones, rifle bullet casings, etc.

Equal and Opposite Reaction Kata

(**Raimei** ●●●+F/P, Deft ●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Raimei** + Deft + Tamashi as Defender's Roll **Type:** Reflexive

Thrown or ranged attacks against a master of kinetic energy? One may as well hand the Rider a briefcase full of knives and paint a target on one's own chest! A Rider can attempt to steal the kinetic energy of a projectile attack and channel it back in a reflexive Thrown counterattack. This is rolled in place of a Dodge or Parry and can be used a number of times in a scene equal to (Tamashi-1).

Botch: The Rider cannot use the power for the scene.

Fail: The Power does not activate.

Success: The Rider steals the energy of the projectile and retaliates by reflexively rolling a full Thrown attack. The Rider may, if the attack was Thrown, choose to graciously return the foe's weapon (right into their face) instead of using any of their own. Throwing back the enemy's weapon is the only way the Rider can counterattack if they do not have any other Thrown weapons at hand; for a Ranged attack, if the projectile is a physical one, the Rider may use *Resourceful Assassin* to throw it.

Exceptional Success: There is not even any need for an Accuracy roll for the counterattack.

Speed of Pain Kata

(**Raimei** ●●●+F/P, Athletics ●●, Tamashi ●●) **Cost:** 3sp/r. **Duration:** By Round. **Dicepool:** **Raimei** + Athletics + Tamashi **Type:** Enhancement

The *Dynamo* Power is child's play. Jinsoku refines it and makes it simply amazing—enhancing speed, agility, and power.

Botch: The Rider cannot use the power for the scene.

Fail: The Power does not activate.

Success: The Rider adds **Raimei** to their Speed. Whenever they make a Dodge roll, do not count their successes as less than their **Raimei**. All Charge attacks have +4 Dmg. The Rider is immune to Attacks of Opportunity; instead, once per round, when another character would normally be able to make an Attack of Opportunity on them, they instead make their own Attack of Opportunity.

Exceptional Success: Damage takes 9doubles as well and the first round is free.

DOKUSO

Dokuso is the Discipline of Venom, derived from **Kurayami**. Its powers contribute well to a strategy of wearing an enemy down with deadly poison.

Citrine Pox Mist

(**Kurayami** ●●+F/P, Lore ●●, Tamashi ●●) **Cost:** 4sp. **Duration:** Instant. **Dicepool:** **Kurayami** + Lore + Tamashi

Type: Major

Riders who know water and ice can breathe out freezing clouds—but a master of venom can exhale a lurid green mist of deadly poison. The cloud takes the form of a cone **Kura**+1 sq long and 3sp wide at its end.

Botch: The Rider's own attempt backfires; they must roll END + Surv against their own flat **Kura** +Lore to avoid **Poison**.

Fail: The Rider fails to activate the Power.

Success: The Rider sends out the cloud; enemies must roll END + Surv against the user's flat **Kura** +Lore to avoid **Poison**.

Exceptional Success: +1 to the range.

Antivenin

(**Kurayami** ●●+F/P, Support ●●, Tamashi ●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Kurayami** + Support +

Tamashi **Type:** Minor

Knowing poisons means knowing how they work, and thus how to stop them. A Rider may use this Power to try to cancel any Status Effect on an ally, but not themselves. They get +2 to the roll if the Status Effect is Poison.

Botch: The Rider makes things worse; the ally takes 1 damage.

Fail: The Rider fails to activate the Power.

Success: The Rider cancels out the Status Effect afflicting their ally, though it does not heal any damage done.

Exceptional Success: The ally is immune to that Status Effect for 5 rounds thereafter.

Avenging Blood

(**Kurayami** ●●●+F/P, Defend ●●●, Tamashi ●●) **Cost:** 6sp. **Duration:** 1 Scene. **Type:** Major

With a Major Action, a Rider may imbue their very armor with poison. For the rest of the scene, every time an enemy does damage to the Rider at melee range, a 1d6 **Poison** chance is rolled. In addition, the same chance applies to all Unarmed attacks by the user.

Toxify the Blade

(**Kurayami** ●●+F/P, Melee ●●●, Tamashi ●●) **Cost:** 2sp. **Duration:** Varies. **Type:** Minor

Applying venom to one Melee weapon, a Rider causes all attacks with it to have 1d5 **Poison**. However, once the **Poison** is successfully inflicted, the weapon is no longer under the effect. A Rider may only have one of their weapons under this effect at a time.

HOSHASEN

Hoshasen is the Discipline of Radiation, derived from **Kagayaki**. Its Powers blend terror and destruction in one glorious, eerily glowing package.

Atomic Exhalation

(**Kagayaki** ●●●●+F/P, Lore ●●●●, Tamashi ●●●) **Cost:** 6sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Lore + Tamashi
Masters of flame may emulate the dragons with their fiery blasts—but those who learn Hoshasen can take that to the next level, spewing nuclear death like a radioactive monster from the deeps.

Botch: The Rider's efforts blow up in their face, dealing them 1 damage. They cannot use the Power again for the scene.

Fail: The Rider fails to work up their energy; Geiger counters may twitch, but nothing happens.

Success: The Rider spews forth a jet of blue atomic fire with a range of **Kagayaki**, Acc Tamashi+Lore w/ 3 autosuccesses, and Damage Kagayaki + Lore with 4 autosuccesses. 1d6 **Burn**, 1d5 **Irradiate**. All these have 9doubles.

Exceptional Success: Add 1 to the range, and to either the Acc or Dmg autosuccesses.

Victim Shadow Kata

(**Kagayaki** ●●●●+F/P, Dodge ●●●●, Tamashi ●●●) **Cost:** 5sp. **Duration:** Instant. **Dicepool:** **Kagayaki** + Dodge + Tamashi. **Type:** Enhancement

This Power is the Kata to Kagayaki's two Dodge powers. When the Rider releases their flash, it is not just light, but deadly radiation.

Botch: The Rider fails to activate the power and their Dodge roll loses 10doubles and gains 1subtracts.

Fail: The power does not activate.

Success: The Rider gains +2 to the Dodge and subtracts 2 from the foe's successes. If the foe is in melee range and fails the attack, 1d5 **Irradiate**.

Exceptional Success: Dodge gains 9doubles.

I Am Become Death

(**Kagayaki** ●●●●●+F/P, Intimidate ●●●●, Tamashi ●●●●) **Cost:** 9sp. **Duration:** 1 Scene. **Dicepool:** **Kagayaki** + Intimidate + Tamashi

A true master of radiation is glorious and terrifying and perfect, as beautiful as the eerie glow of Cherenkov luminescence. Activating this Power requires two Sanity rolls.

Botch: The Rider is **Irradiated**.

Fail: The Rider fails to activate the Power.

Success: The Rider glows faintly with radioactive light; they gain 9doubles on Intimidate and Persuade rolls (for which botches are bumped up to failures) and foes must make a Difficulty 2 INT + Resolve roll when trying to attack them, or they take -2 to their Acc and Dmg rolls. The same roll applies to Attacks of Opportunity, but failing instead makes the character incapable of doing it at all. The Rider is immune to **Irradiate** and **Blind**. Whenever a foe hits them with an attack at melee range, and whenever the Rider lands a successful Unarmed or Melee attack, 1d7 **Irradiate**. As a downside, the glow and uncanny presence levies a -2 penalty on all Stealth rolls by the Rider during this effect.

Exceptional Success: The cost of all **Kagayaki** powers used during this state is reduced by 1, to a minimum of 1sp.



SKILLS

Skills are not the same as Powers; Skills are more like small enhancements to a Rider's capabilities, and are bought with Skill Points (which, since Spirit also begins with an S, we will call KP). Some Skills have requirements.

- **Specialty** (5 KP): Select a specific facet of an Ability, like Melee (Great Attack) or Athletics (Acrobatics); this gives a one-die bonus to relevant dicepools. The DM has the final say on if a specialization is valid. This Skill may be taken multiple times for different situations and Abilities, and may stack up to 3 times. Remember that a Rider begins with one free Specialty.
- **Additional Armor** (5 KP): The Rider adds 1 point to their Armor rating, but subtracts 1 point from their Speed rating. This may be bought a maximum number of times equal to the user's END rating. Riders with this Skill can toggle it on and off at the beginning of a scene.
- **Blackbelt** (5 KP): *Requires Unarmed ••*. The Rider gets +1 to their Unarmed Damage and does not lose 10doubles on Unarmed parries of Melee attacks.
 - **Grandmaster** (5 KP): *Requires Unarmed ••• and Blackbelt*. The Rider gets an additional +1 to their Unarmed Damage, +1 to their Unarmed Accuracy, and reduces the penalty for Unarmed parries of Ranged and Thrown attacks by 1 each.
- **Pistol Whip** (5 KP): Reduce the penalty for performing Melee attacks with a Ranged weapon by one, from -2 to -1. This can only be bought once.
- **Gun Safe** (5 KP): Reduce the penalty for blocking with a Ranged weapon by one, from -2 to -1. This can only be bought once.
- **Flurry Fiend** (10 KP): *Requires DEX ••*. The Acc penalty for multiple attacks in a single round is reduced by 1 as long as you do not make more attacks than your DEX score. Certain restrictions apply as noted in Chapter 4.
- **Meditative Mind** (10 KP): *Requires Reason or Resolve ••*. Once per scene, when rolling your ($\lfloor \frac{1}{2} \text{Justice rounded up} \rfloor + \text{Resolve} + \lfloor \frac{1}{2} \text{Tamashi rounded up} \rfloor$) Focus dicepool to regain Spirit, you may reroll failed dice equal to your Resolve.
- **Barfly** (5KP): *Requires Socialize ••, CHA ••*. You're able to find yourself at home in any social setting and are uncannily good at getting open invitations. Most characters require rolls to avoid sticking out at social gatherings where they don't belong; you don't. Rolls to identify you as an outsider are penalized by your Socialize.
- **Kick Out** (10 KP): Twice per battle, if you are being grappled and your foe takes damage during it (from any source), you may immediately roll to escape with a +2 bonus.
- **Grapple Gun** (15 KP): A hook, wire, launcher, and reel that can allow a rider to swing into action, rappel from otherwise dangerous locations, or climb difficult vertical terrain like the sides of buildings. Adds a +2 to Athletics checks when climbing, swinging, or jumping in appropriate situations, but can only be used (DEX#) times per scene. (*Credit to OHC*).
- **Binding Bolas** (15 KP): *Requires Deft ••*. Armed with a set of bolas, you can throw them to tangle the arms or legs of a foe. It has the same Range and Accuracy calculations (with no bonuses) as a Thrown Weapon. On a successful hit it either binds the arms or legs of the enemy; binding their arms disables their weapons, while binding their legs reduces them to a Speed of 1. To break free requires a STR + Labor check. Usable (DEX) per scene.

- **Smokeout** (15 KP): *Requires WIT ••*. Once per scene, you can use a smoke bomb to obscure an area 5sq in diameter as a Major Action. At first, the smoke gives -4 penalties to Perception, then -2 next round, then none.
- **Might of the Valiant** (10 KP): *Requires STR ••*. When wielding a 2 Handed Melee Weapon, the user may increase their damage dicepool by (½Labor or Ath round up) . Moreover they may apply this bonus as a penalty to all attempts to Disarm them of the weapon. This can only be done a number of times per scene equal to Labor or Athletics, whichever of the two is lower.

UPGRADE FORM SKILLS

These Skills can only be possessed by Alpha or Omega Forms. When you buy your Alpha or Omega Form, you get one free.

- **Flight** (20 KP): You are able to fly! Your Athletics or Lore rating functions as your Fly rating; your max altitude is (Fly)sq, your top speed is (Fly+1), and you can fly for (Fly+3) rounds at a time. While in flight, certain things cannot affect you, you may be out of reach of melee attacks, and you get a +2 Dodge bonus against any attacks that are able to reach you. Light Weapons have no Altitude penalty, Heavy Weapons have a 1sq penalty, and Double-Heavy pairs have a 2sq penalty.
- **Hundred-Fist Tempest** (15 KP): *Requires Flurry Fiend*. Flurry Fiend's normal effect extends to DEX+2.
- **Super Speed** (15 KP): *Requires Athletics •••*. You can have this in effect for (Ath) rounds at a time. When in Super Speed, you get two Minor Actions and a Major action, +3 Speed, and add Athletics to your Dodge dicepool. You may use your two Minor Actions as one Major Action.
- **Gun Kata** (15 KP): *Requires Ranged •••*. You can make Melee attacks and block with your Ranged weapon(s) without penalties; Light guns have +1 Acc +0 Dmg, Heavy guns +1Acc +1Dmg. Both Pistol Whip and Gun Safe are prereq for this skill.
- **Bayonet** (5 KP): Your Ranged weapon now has a small blade on it, boosting its Melee damage by +1! Pistol Whip is a prerequisite for this skill. Cannot be bought multiple times, but covers all weapons owned.
- **Panacea** (15 KP): *Requires at least one of your forms to be Mystic*. Heal and Adv Heal actions get +END autosuccesses and the cost is reduced by 2.
- **Master Thrower** (15 KP): *Requires Deft •••*. You get +1 to the Range and Acc of your Thrown Weapons, as well as increased Capacity: 2 for Spears, 4 for Axes, 8 for chakram, 10 for Daggers. For Omega, it's 3 / 5 / 10 / 12.
- **Elemental Discorporation** (20 KP): At the cost of 5 Sp, you can reroll a failed dodge attempt. If you succeed, you dodge by briefly discorporating into the element of one of your Focused Powersets. If the foe touches your element-form, they take 1 damage and are inflicted with the associated status effect.
- **Archmage** (20 KP): *Requires Lore •••*. The rolls of Lore Powers automatically have 9doubles and the cost is reduced by 1.
- **Sharpshooter** (15 KP): *Requires Ranged •••*. Add a bonus of Resolve or Support to your guns' Acc rolls.
- **Cast Off/On** (5 KP): You may use a Minor Action to move points from Armor to Speed or vice versa. It takes another Minor Action to put them back. You may automatically include the initial action in your transformation to your Form.

MERITS

Merits are a special feature of a character. At character creation, you have (7) points to distribute among Merits. Some Merits have requirements before you can take them, some have restrictions on how much you can take at creation, and some can only be taken at creation.

Reputation (*Path*): 1-5. This is a measure of one's reputation within their chosen Path; while points can be bought with XP, points may also be awarded based on actions in-game (or, though much more rarely, points may be confiscated). No points in Reputation indicates the Rider is either a greenhorn or has somehow done little to prove themselves. For every point in this Merit, the Rider gets +1 to social rolls with Riders of the same Path (though only on regular social rolls, not those augmented by Powers).

Generally, while it is a good idea to start with one or two points in this, it doesn't make a lot of sense for a newbie Rider to have max points in Reputation---in fact, at standard character creation, you may not invest more than 3 points into this Merit (things are different if you are creating an experienced character, of course).

You only have Reputation for the Path in which you are a member—for your social standing in *other* Paths, look to the Alliance (*Path*) Merit.

Alliance (*Path*): 1-5. This is a measure of one's social standing with members of Paths other than their own; as with Reputation, this may be influenced by in-game events. No points in Alliance with a Path simply means the character hasn't done anything to attract the goodwill of that Path's members in general---they may well have good friends within that Path, but that is a matter of personal relationships.

For every two points (rounded up) in this Merit, the Rider gets +1 to social rolls with members of the specified Path (as in, 1-2pts=+1, 3-4pts=+2, 5pts=+3). However, as this is just a social construction, a Rider may choose to deny someone those bonus dice, saying that they are ignoring that character's general good rapport with the Path. However, this kind of snubbing is a pretty harsh insult; unless the offender can provide justification, their action will likely draw the disapproval of members of their Path (if it's bad enough, they might risk losing Reputation points) and will almost certainly earn the ire of the Path whose member they snubbed (thus risking any Alliance points they may have with that Path).

You can't have Alliance ratings in your own Path; that's what Reputation is for.

Anomalous Weapon: 3 each. The Rider owns a weapon with a special property. This is not a straight upgrade, but a situational one---for example, a sword whose Damage Bonus is +1 instead of the usual +2, except for Stealth Attacks, wherein it has the normal +2 Damage Bonus *and* has +3 Accuracy instead of the usual +2.

A Rider may take this Merit as many times as they wish, each purchase representing one weapon.

Familiar Foe (*Invader*): 1, 3, 5. *Only available at creation.* A certain Invader faction was centrally involved in the Rider's Awakening, and the Rider knows them like the scars they left on the back of their hand. The Rider gets a bonus (+1, +2, or +3 by the level of the Merit) to all knowledge-based rolls concerning the specified Invader faction. Additionally, at the 3-point level of this Merit, said knowledge rolls have the 9-doubles quality (that is, 9 counts as two successes, the same way 10 does). At the 5-point level of this Merit, they get the 8-doubles quality.

Note that this is different from a simple Lore Specialty—a Rider can take Lore Specialties in many factions, but only one can be a Familiar Foe. In addition, this Merit is more or less only available at creation—you generally can't suddenly decide that oh, hey, your character's past had ties to so-and-so faction all along! Buying or earning

more points in this Merit when you already have it is possible, but requires good in-universe justification—and your backstory should already justify the level of this Merit you start with.

Tactician's Eye: 3 *Requires Reason ••, Perception ••.* Once per scene, you may select an enemy and make an INT+Reason roll. Meeting enough successes, you gain an insight into that particular individual, and can choose +1 (or, with exceptional successes, perhaps more) to Accuracy, Dodge, Parry, or Damage rolls against that person. Lore Specialties concerning that person's faction would be taken into account, as would the bonus from the Familiar Foe Merit.

If the enemy is of a type the Rider has never seen before, their roll is penalized by -1. If they have never encountered anything from that enemy's entire faction, it is a -2.

Rumors (Invader Faction): 1-5. *Limited to 1 at Creation.* This is another “social standing” Merit, reflecting your reputation among a specified enemy faction—almost invariably, it's a reputation of fear and formidability. No dots means the faction doesn't really have any special concerns about you. One point and the local grunts in said faction mutter about how you're a problem; five points and the higher-ups are consistently hearing reports of you, and the grunts are telling ghost stories about you. Every two points, rounded up, in Rumors gives you a +1 to Intimidate rolls (and, depending on the situation, perhaps Persuade) with that faction's forces.

However, there is a drawback: the more your fearful reputation grows, the more that faction will see you as a serious threat to be eliminated.

Note that among starting characters, Rumors is the most restricted—a newbie Rider has little reason to have a reputation as a badass among the foe. Starting characters may only have one dot in Rumors, and only with the faction they have as their Familiar Foe. *Rumors* is a Merit meant to be built up through play.

Contacts: This Merit represents normal human contacts you maintain, people you can trust for info. Each point in Contacts represents a sphere of influence (Police, Vagrants, Journalists, etc) and should be noted in your Description. You should be able to reasonably justify having them, especially if they're in something like the military.

To gather info from your Contacts, roll CHA or WIT plus Socialize, Persuade, or Intimidate. Modifiers may come into play depending on how relevant the info is to the Contact you're using, etc. Depending on circumstances, your Contacts might also be used for some services—for example, Contacts within a university's faculty may be able to get you into areas off-limits to students and visitors.

Inspiring Leadership: 3. *Requires CHA ••, Resolve ••.* Once per session, when having to make INT + Res rolls, you may choose to roll CHA + Res instead with the 9double quality; your successes are treated as the minimum successes for your present allies. If you botch, however, every ally's successes are reduced by -1 (or more, if you botch *really badly*).

Familiar: 5. The Rider has a Familiar, which starts as having one of several Archetypes:

- **Digital:** The Familiar may help with information things.
- **Battle:** The Familiar may attack.
- **Guardian:** The Familiar may shield people.
- **Recon:** The Familiar may scout ahead.
- **Versatile:** The Familiar has no Archetype focus, but has extra points for Familiar Skills.
- **Utility:** The Familiar has utility abilities.



XP COSTS

ITEM	COST
1 • in regular Core Stat	5 XP
1 • in Beginning-favored Core Stat	4 XP
1 • in one Ability	3 XP
1 • in Foc/Path Powerset	3 XP
1 • in non-Foc/Path Powerset	4 XP
5 Skill Points (KP)	1 XP
α Form (with one free Upgrade Form Skill)	10 XP
Ω Form (with one free Upgrade Form Skill)	15 XP
1 point of Justice	1 XP
1 point of Sanity	1 XP
+5 Max HP	4 XP
1 • in Tamashi	*5 XP+

Tamashi is special in that its costs actually rise. After the 5th dot, each successive dot costs more.

TAMASHI	COST
6-7	6 XP
8-9	7 XP
10	8 XP

CHAPTER 6:

IN TERROR'S FOOTSTEPS

The Invaders are the villains of this piece—the many factions of evil spilling through the holes in reality from their own worlds into ours, all fighting us and each other for it.

The Invaders are grouped by world of origin, one faction per world. This all seems rather neat, but some hypothesize that each world may have had its own version of some factions, or the predecessors of them, but—for example—the ATP Foundation never got a chance to flourish in the World of Demons, whereas if the World of ATP has the Overworld and Underworld, that war has not spilled over to the material realm. In general, assume that each world has only one relevant faction.

These are not the only possible Invader factions—feel free to make up your own! Also, don't forget that there are standard human street thugs to be had as well, in three tiers (basic, Better, and Enforcer). They can work on their own, but are likely to work with major factions—whether for pay or because they risk getting splattered across the street if they say no. Invader factions collaborating with one another is... not especially common, but can happen. The Demon Armies might find the ATP Foundation could offer help in making potential possession candidates more effective, for example.

A Game of Blame and Favors

It sounds simple at first. Invaders are bad, let's find them all and punch them until they go away or die, right? Pretty cut-and-dry.

Except it's a bit more complex than that. See, not only are the Invader factions trying to defeat the Riders and take over the world, they're all in competition because taking over the world rarely involves sharing. Sometimes, the real threat seems to be one's fellow villains more than the Riders.

The net result of all this is a very... strange relationship network. Invader factions may work together for a bit, then try to betray one another, then gang up on another faction. It only gets more complicated when Riders are factored in; an Invader faction may feel that another faction's plans are going to hamper their own, and may decide to clue the Riders in on the rival faction's plans—partly because they want the other villains to get kicked about, and partly because they hope the Riders will be too focused on that other faction to deal with the first faction's schemes.

It even works within factions, rather than just between them. You're mad that your doomsday plan got rejected and Bob's is being implemented? You can't stand the idea of that smug jerk getting the promotion *you* deserve? Just leave a little note for the Riders and watch Bob eat three to five finishing moves directly to his stupid, stupid face. Your superiors will be implementing your brilliant scheme by next Wednesday.

This gets even more ridiculous when you factor in the Court of Locusts, because *of course it does*. The Locusts are all batshit insane, and they're all trying to look good in front of the Queen, replace the Queen, neither, both, all of the above... and then the Queen gets involved. With her annoying/worrying/terrifying habit of popping 'round to Rider hangouts to say hi, she's often happy to give Kamen Riders tip-offs about the machinations of her own followers. Some theorize she's trying to use Kamen Riders to weed out the weak links of the Court; some just think she's screwing around.

ATP FOUNDATION

The *Asenath Technology Production Foundation* is an Invader faction from the World of ATP, wherein this megacorp more or less rules the Earth. Having first ensnared their Earth with their façade of brilliant medical, information, and military hardware, they quickly subverted most governments and instituted a brutal regime.

They use a yellow ichor called *MK Fluid* and cyber-implants to enhance their thuggish, vicious Soldats and genius Engineers; higher up are the twitchy Blitz Troopers and hulking Magna Troopers. Highest are the Auditors, who manage as much behind the scenes as in front of them. They may kidnap people to use as test subjects, though they are just as likely to offer low-grade enhancements to street criminals as payment.

Riders connected to this faction will probably be **Techs** (with stolen tech) or **Bios** (the results of bioengineering and stuff).

THETA-WAVE EMPIRE

The Theta-Wave Empire discovered the power of dreams—that is, they discovered the Dreamlands, a realm composed wholly of the essence called Glamour that is shaped by dreams. Their magic allows them to draw Glamour into the mundane world and, though lucid dreaming, manipulate it. However, their forays into the Dreamlands have introduced them to the Glamour-formed denizens of that world, the Fae; in particular, they constantly struggle with the vile Fomorians and their True Fae masters.

The Theta-Wave Empire is a sophocracy led by insidious academics, the heavily-armored Nightmare Scholars. Under them are the Dreamer Marksmen and Monks, and below them are the Sleepwalker Guards and Mages. Even the lowest have undergone training to allow them to send part of themselves into a lucid-dreaming sleep, summoning up weapons or armor. The Nightmare Scholars' lucid-dreaming mastery rivals many Rider Powers, and their long-term ritual alchemy can be terrifyingly powerful.

Riders connected to this faction will probably be **Mystics**.

THE DEMON ARMIES

In the World of Demons, there exists an Underworld and Overworld on either side of the material Earth. The war between the outer planes has mostly overlooked the Earth, though, because 1) the angels and demons involved don't care about it that much and 2) manifesting in the mundane plane is energy-inefficient...

That is, until the Underworld decided the Earth might present a strategic advantage. To this end, they have trained soldiers for the task of possessing humans. The possession provides the human hosts with abilities and equipment that allow them to combat angels, while the angels would have to be either willing to kill the human hosts (which they aren't) or able to take the time to exorcise the demons (which is hard to come by in a pitched battle).

Demon soldiers are ranked in military terms and resemble Questers (a la Boukenger) with less of a tech bent. They have no more advanced technology than crossbows, but are deadly efficient, from the lowest Foot Archer to the greatest Defiler Major. The Demon Armies are highly likely to kidnap people to provide more bodies for possessing. They tend not to have much in the way of benign facades; they prefer to wrest control of organized crime from the usual owners, enforcing obedience through sheer terror.

Riders associated with this faction are more likely to be **Bios** or **Mystics**.

THE COURT OF LOCUSTS

The Court of Locusts is not a standard Invader faction, as it originates from the World of Riders. During the Great Fall in 1992, a group of Taoreta Riders began to form around an unusually young one of their number: **Taoreta Rider Acridida**. Remarkably charismatic, Acridida managed to quell the usual Taoreta infighting in her little group. Instead of lasting a year and killing each other, the Taoreta Riders established themselves as a solid, small, but terrifying group called the Court of Locusts, with Acridida as their Queen. These are some of the toughest, craziest Taoreta Riders out there, a worldwide network the Invaders have to treat with caution lest the capricious Locusts turn on them. They sometimes contract the Court's agents when in dire need.

These Taoreta Riders are the holders of a Powerset of their own—the terrifying, bizarre **Shoumetsu** Powerset built around annihilation. Even if learning it wouldn't require dealing with people trying to kill them, even the most power-hungry, unscrupulous Kamen Rider wouldn't even think of dabbling in this—probably because it requires the user to have, at most, 2 Sanity.

For more information on these frightening foes, check out the Taoreta book.

KAIJIN GENERATOR

There are preexisting enemy sheets, yes, but you might say that none of them really seem like a proper Kaijin. Fear not, because here comes the KAIJIN GENERATOR. This series of rolling tables presents how to whip up an enemy, whether by picking or by just rolling for random results.

GENERAL POWER LEVEL	
ROLL	RESULT
1-3	Low. 7-9 Stat Points, 15-20 Ability Points, 15-20 HP
4-6	Medium. 10-12 Stat Points, 21-25 Ability Points, 20-25 HP
7-9	Advanced. 13-15 Stat Points, 26-30 Ability Points, 25-30 HP
10	Serious. 16-18 Stat Points, 31-35 Ability Points, 30-35 HP

FACTION	
ROLL	RESULT
1	ATP
2	Demon
3	Theta
4	Locust
5	Other?

SPECIAL TRAITS I	
ROLL	RESULT
1	Elastic Arms: Can make physical attacks at a distance. For each square of added distance beyond (DEX-1), incur a -1 Acc penalty.
2	Burrower: Can make a <u>STR+Labor</u> roll to burrow underground, max speed not exceeding <u>STR+ Labor</u> . If moving at a speed not exceeding Stealth, counts as being hidden and thus can make a stealth attack by bursting from the ground.
3	Winged: Can fly, as with the Flight skill. Can substitute Athletics for Ride/Fly.
4	Fragile: Subtract from base health to add to other stuff. 1 Ability Point=2HP, 1 Stat Point=5HP
5	GIT HUEG: Can turn giant, spending Spirit to do so. -1 DEX, +1 STR, +1 END, -1 Speed.
6	Healer: Able to use the Heal ability.
7	Heavy Plate: +1 Armor, -1 Speed.
8	Cloth Armor: -1 Armor, +1 Speed.
9	Twitchy: Automatically wins any Initiative tiebreaker.
10	Stiff Joints: -1 Initiative, +1 Armor

SPECIAL TRAITS II	
ROLL	RESULT
1	Technopath: Can roll to take some control over technology, successes determining the scope of control.
2	Wall Crawler: Can walk on walls and ceilings with a speed equal to DEX.
3	Shapeshifter: Can take on the appearance of another by spending 1 Spirit and rolling WIT.
4	Armored Glass: -2HP, +1 Armor

5	Reinforced Armor: Armor can reduce attack damage to 0.
6	Faker: At apparent death, roll <u>WIT+Stealth</u> or <u>CHA+Persuade</u> to get away with 1HP.
7	Turn Red: At half HP or below, get 2 Stat Points and 5 Ability Points.
8	Brittle Shell: +2 Armor, but all damage absorbed by the Armor is applied to a pool of "Armor HP" calculated as no more than ½ the enemy's max HP, and no more than 10. When the Armor HP is gone, the enemy loses the +2 Armor.
9	Armor Piercer: Every attack, roll 1d10; on a 10, count the target's Armor as 1 less. If this would reduce the target's Armor below 0, there is no further benefit.
10	Cast On/Off: Spend 1 Spirit to swap up to 2 points between Armor and Speed.

GENERAL BUILDS

ROLL	RESULT
1	Dumb Muscle: Priority is STR and END, dump WIT and INT, focus Melee/Unarmed/Labor, dump Reason/Lore
2	Speed Freak: Priority is DEX and STR, dump END, focus Athl/Dodge, dump Defend/Survive
3	Creeper: Priority is WIT and DEX, dump END, focus Stealth/Perception
4	Olympian Build: Priority is STR END DEX, dump WIT INT CHA
5	Mind>Matter: Priority is WIT INT CHA, dump STR END DEX

CHAPTER 7:

UPON THE DRAGON ROAD

Kamen Riders, well... they ride. It's right there in the name. Specifically, every Kamen Rider, upon Awakening, has a Rider Vehicle. In most cases, it is a motorcycle of some kind; however, small and nimble cars are not uncommon. Some Kamen Riders already had their vehicle before their Awakening, while others didn't. In any case, all Riders have a stat called *Ride* that measures their skill with these heroic vehicles. It is calculated as $\frac{1}{2}(\text{DEX} + \text{WIT}) + \text{Deft}$, representing a combination of quick thinking, sharp reflexes, and manual control.

Driving from one location to another does not inherently require a Ride check. Ride doesn't represent the ability to operate a vehicle in a mundane fashion; it's all about daredevil maneuvers and amazing stunts. Most likely, Ride will be used in Chase scenes.

A Chase scene is composed of at least one *Leg* (often more). A Leg is a distinct environment through which the characters travel, with an entry point (or possibly more) and an exit point. They are represented as Extended Rolls (see the section on dice rolls in Chapter 1) with a Cumulative Difficulty based on how hard or easy it is to maneuver through said environment. The Roll Interval is usually 1 minute or less, and a Cumulative Difficulty of 20 is usually enough. What matters most is the Interval Difficulties. Chases with ID1 are pretty simple, while chases with ID3 are rather taxing. ID5 is a true test for even a heroic master of driving. At each interval, each Chase participant rolls their Ride dicepool, counting up successes that exceed the Interval Difficulty (called "threshold successes"). This roll may be influenced by actions taken during the interval.

Certain actions in a Chase scene cause the accumulation of **Hazard**. If the Chase scene happens in a really dangerous environment, the DM may even declare that everyone accumulates a little bit of Hazard per interval! Once a character accumulates 10 points of Hazard, they are out of the Chase. Maybe they crash, maybe they just have to pull over and give up—either way, they're no longer in the Chase. At the end of the Leg, Hazard is released—sort of. We'll explain that later.

If a Chase is just a single-Leg race to the finish, a character just needs to achieve successes equal to the Cumulative Difficulty and boom, they did it. Many Chases are more complex than this, though, and many have more than one Leg.

When a character completes a Leg, the DM doesn't immediately move them onto the next one—instead, the time used by the competitors to catch up can gain them an advantage. For every interval they wait for their competitors to catch up, they may "cash in" a point of Hazard for benefits. One point of Hazard can be converted into one bonus success toward the Cumulative Difficulty of the next Leg. This is a good option for someone trying to escape pursuers; if they cash in five points over five Intervals before any of their pursuers finish the Leg, they might be rewarded with finishing the Chase early, having gotten such a huge lead that their pursuers have no hope of catching them.

Alternatively, three points of Hazard cashed in over three intervals can be converted into an extra point of Hazard imposed on the next competitor to finish the leg. Since it's just as bad to finish a Leg with 10 Hazard as it is to accrue it normally in the middle of the Leg, this can be a good way to take out a single pursuer.

Ride Maneuvers are actions taken while in a Chase. Every Ride Maneuver has a Difficulty value and a Hazard value; the former represents the increase in the Difficulty Rating of the character's Ride check on the Interval they make that Maneuver, and the Hazard value is the amount of Hazard they accrue for doing so.

Activate Power

Difficulty: +1. **Hazard:** +0 if passenger, +1 if driver

Making this Maneuver allows the character to activate a Power that has the Ride, Minor, or Major Type; Enhancement Powers that enhance other actions (such as Attacks) are not subject to this Maneuver, and nor are Reflexive Powers. No Hazard is accrued if a passenger is the one using the Power; if it's the Driver, 1 Hazard is accrued.

Aggressive Driving

Difficulty: +1. **Hazard:** +1

Driving aggressively, the character tries to force their foe into danger. Whichever of the two characters achieves fewer threshold successes in the Interval accumulates 3 points of Hazard.

Attack

Difficulty: +1 if ranged, +2 if close. **Hazard:** +2 if passenger/vehicle, +3 if driver

This Maneuver allows the character to make an attack. A ramming attack with one's vehicle is made with DEX+Deft Acc and has a Damage dicepool determined by the vehicle (see the Rider Vehicle section below). Otherwise, a driver or passenger may attack normally, though their Acc dicepool cannot exceed the Ride of the driver. Attacking adds 2 Hazard if it is done by the passenger or uses the vehicle itself (a Ramming Attack or a Mounted Gun [see Vehicle Skills below]), or 3 Hazard if the driver attacks with a personal weapon.

In most Chases, participants may freely target one another with Ranged weapons. However, getting close enough to use Melee, Unarmed, or even Thrown takes some doing. In this case, the difference between the accumulated successes of the vehicles determines range. If the target has over 6 successes more than the attacker, Melee and Unarmed attacks cannot be made. If it exceeds 10, Thrown attacks cannot be made.

Careful Driving

Difficulty: +0. **Hazard:** -1

Some more cautious driving can help a character recover from danger. When they succeed on their Ride roll, the character may choose to spend any amount of their threshold successes to remove points of Hazard from themselves—these threshold successes are, therefore, not added to their accumulated successes for the Leg. Even if the Ride roll fails, they still remove 1 point of Hazard.

Crafty Driving

Difficulty: +1. **Hazard:** +1

With cunning maneuvers, a character attempts to gain a tactical advantage by exploiting their

surroundings—they might steer the Chase into streets they know well or find a smart way to get closer to their target. Doing so either gives them a +3 bonus on the next Interval or gives the opponent a -3, depending on which makes more sense given the driver's tactical advantage

Reckless Driving

Difficulty: +0. **Hazard:** +2

The driver makes a crazy, reckless maneuver and forces their opponent to match them if they want to keep up. A fleeing driver might ramp over a raised drawbridge *Blues Brothers*-style, while a pursuer might take a risky shortcut or just push their vehicle hard. Using the Reckless Driving maneuver gives the user +2 to the current Interval roll, unless their opponent takes on 2 Hazard alongside them.

Stealthy Driving

Difficulty: Special. **Hazard:** +1

Sometimes it pays to be hidden. A pursuer might try to stalk their target from a way back, while a fleeing driver might try doubling back or blending into traffic. In this case, instead of the usual Ride check, the driver rolls WIT + Stealth vs the opponent's WIT + Perception. If both try to be stealthy, they both make Stealth rolls against each other.

However, it's hard to keep hidden. Every use of this Maneuver imposes a cumulative -1 penalty on all further uses of it for the rest of the Chase.

Weave

Difficulty: +1. **Hazard:** +1

When under attack, a driver can take themselves into some sort of cover—innocent pedestrians, parked cars, trash cans, etc. Doing so gives them and any passengers a +2 cover bonus to their Defender's Roll.

Every Vehicle has three stats: Vehicle Armor, Vehicle Damage, and Maneuverability. There are Vehicle Skills that can affect them (and other things). A Rider may have one free Vehicle Skill that would normally cost 5KP at creation. Starting Skill Points may be used to buy Vehicle Skills.

Vehicle Stats

Vehicle Armor: Vehicle Armor is the number of successes subtracted from damage rolls directed at the Vehicle. When a damage roll exceeds this, the driver gains 1 Hazard. Standard Vehicle Armor is **4**, but it can be changed.

Vehicle Damage: Vehicle Damage is the Damage dicepool rolled when a driver makes a ramming attack with their Vehicle. Its standard value is **5**, but this can be changed.

Maneuverability: Maneuverability is a value that adds to or subtracts from the Base Ride rank to make *Full Ride*; half-rounded-down of it is also applied to vehicular Dodge rolls. Its standard value is +1, but this can be changed.

VEHICLE SKILLS

- **Sidecar** (5KP): The motorcycle has an added sidecar where a passenger can sit. Passengers are able to make Ride Maneuvers with less difficulty and/or Hazard buildup than drivers. However, the added bulk reduces the Vehicle's Maneuverability by 1.
- **Heavy Plating** (5KP): The motorcycle has reinforced protective material in its construction, making it tougher but less nimble. +1 to Vehicle Armor, -1 to Maneuverability.

- **Lightweight Build** (5KP): The motorcycle is made with special lightweight materials that make it more nimble but less sturdy. +1 to Maneuverability, -1 to Vehicle Armor. *Not compatible with Heavy Plating.*
- **Assault Gear** (5KP): The motorcycle has specialized structures on it to make its impacts more deadly, but the added weight makes it less nuble. +1 to Vehicle Damage, -1 to Maneuverability.
- **Sleek Lines** (5KP): The motorcycle is designed in a hyper-aerodynamic fashion that improves its handling but makes it less effective as a ramming weapon. +1 to Maneuverability, -1 to Vehicle Damage.
- **Mounted Gun** (10+ KP): The motorcycle has a weapon mounted on it. As always, the Acc of attacks with it is constrained by the Rider's *Full Ride* ranking. Reloading cannot be done manually and instead happens automatically at the end of the Leg.
 - **Autopistol** (10KP): The motorcycle has a light automatic gun mounted on it.
 - **SMG** (15KP): The motorcycle has a medium-weight automatic gun mounted on it. -1 *Maneuverability*
 - **Shotgun** (15KP): The motorcycle has a semiautomatic shotgun mounted on it. Instead of getting 9doubles on Accuracy rolls within 5 spaces, it gets 9doubles on Accuracy rolls against targets within 4 Accumulated Successes of the attacker. -1 *Maneuverability*
 - **HMG** (15KP): The motorcycle has a heavy automatic gun mounted on it. -2 *Maneuverability*