

Back To School In  
**BLACK TOKYO**

**OGL**  
3.5 SYSTEM COMPATIBLE



**CHRIS A. FIELD**

# Back To School In Black Tokyo!

Written by Chris A. Field

Cover Illustration by: Amanda Webb

Interior Illustrations by: Black Hand Source, John Picot, Sade, Rian Trost, Amanda Webb  
All images are copyright their respective creators, and are used with permission.

Copyright 2016, Otherverse Games.

[www.otherversegames.blogspot.com](http://www.otherversegames.blogspot.com)

Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast.

This short collection of magic items are all based around school uniforms and some related weapons and accessories.

The entire concept of “School Uniform as armor” was developed to allow players to dress their *Black Tokyo* adventurers according to anime tropes- save the world, dodge the tentacles, and look super cute doing it! School Uniforms provide a meager AC bonus, but they’re easy to wear, don’t impede spellcasting, and provide a nice framework for additional enchantments. As you’re about to see....

School Uniforms are described, with a host of other Impromptu armor, in *Technology Unleashed* (Otherverse Games, 2016) and the armor stat block is reprinted here. School Uniforms are considered Impromptu armor, which does not require armor proficiency to benefit from, nor does it impose an arcane spell failure chance.

## School Uniform / Uniform

In Japan, it is fairly common for students to wear school uniforms into their university years. The traditional school uniform includes a crested jacket with a mandarin collar and high collar. Men usually wear slacks, while the female uniform includes a skirt. The official school uniform is often modified for fashion by its wearers.

The School Uniform can also be a statistical stand-in for other light, comfortable armored jumpsuits, such as a police uniform, mechanic’s overalls, armored utility suit and the like.

Impromptu Armor								
Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
School Uniform	+1	No cap	-	-0	-	No change	Neg	60 gp

# Consumable Magic Items

(Cn) indicates a consumable item

## Life Saving Gashapon (Cn)

**Aura** faint abjuration **CL** 1<sup>st</sup> lesser 4<sup>th</sup> greater  
**Slot** none **Price** 50 gp (DC 7) lesser; 200 gp (DC 12) greater **Weight** negligible  
Life Saving Gashapon are small PVC figurines of popular cartoon heroes sold in plastic bubbles from vending machines. *Naruto*, *Doramon* and *Convoy* are the most popular and common breeds, though potentially any toy can be enchanted in this manner- though the toy must always represent a true hero.

When a Life Saving Gashapon is removed from its bubble, it begins to orbit around the wielder's head like an *ioun stone*. If the wielder is struck by a melee attack, the Life Saving Gashapon absorbs some or all of the damage inflicted and then breaks apart. How much damage the toy can absorb is determined by its type; a Lesser Gashapon can absorb 6 points of damage; a greater gashapon can absorb up to 12.

The gashapon can potentially absorb damage from multiple melee attacks that do not exceed this limit. The gashapon will also break apart after its duration expires; 1 hour for lesser and 4 hours for greater gashapon if not destroyed prior to this.

Greater Life Saving Gashapon have gold, silver, pewter or translucent plastic finishes, marking them as collectible chase figurines.

## **Construction**

**Requirements** Craft Wondrous Items, *shield other*  
**Cost** 25 gp (DC 4) lesser; 100 gp (DC 9) greater

## Rose of Fashion (Cn)

**Aura** faint transmutation **CL** 4<sup>th</sup>  
**Slot** none **Price** 450 gp (DC 15) **Weight** negligible  
When this faintly luminous, blue-violet rose is tossed down, it erupts in a gentle storm of azure light. All willing creatures within 30 ft of the square where it lands have their clothing transform into highly fashionable, daring new outfits for the following 40 minutes. These outfits are treated either as a noble's outfit or an entertainer's outfit, at the user's option.

## **Construction**

**Requirements** Craft Wondrous Items, *masterwork transformation*  
**Cost** 225 gp (DC 12)

## Rose of Oyari (Cn)

**Aura** faint enchantment **CL** 1<sup>st</sup>  
**Slot** none **Price** 150 gp (DC 11) **Weight** negligible  
When this white rose is tossed down into a stage floor, it vanishes in a cloud of silver sparkles. All Perform (sing) checks made within 30 ft of the square where it lands receive a +3 competence bonus for the following 30 minutes.

## **Construction**

**Requirements** Craft Wondrous Items, *lullaby*  
**Cost** 75 gp (DC 8)

## Sock-Tachi (Cn)

**Aura** faint transmutation **CL** 4<sup>th</sup>  
**Slot** feet **Price** 350 gp (DC 13) **Weight** negligible  
Sock-Tachi (*socks glue*) is commonly used by Japanese women to hold up socks and stockings, particularly the big, loose socks favored by fashionable schoolgirls. Such glues come in a variety of formulas and scents, and are usually sold in a roll on applicator tube.

Each tube of sock-tachi comes with enough liquid for 1d4+1 applications. Applying sock-tachi is a full round action.

*For Agility* formulation comes in a blue tube marked with a white human foot print. It provides the user with the benefit of *Feather Step* for 40 minutes after application.

*For Fame* formulation comes in a black tube marked by a white clef note. It provides the user with a +2 competence bonus on Perform (sing) and Perform (dance) checks for one hour after application.

*For Hygiene* formulation comes in a white tube marked with a green leaf. It provides the user with the benefit of *Negate Aroma* for one hour after application.

*For Vitality* formulation comes in an orange tube marked with a yellow sunburst. It removes the fatigued condition, and renders the user immune to fatigue for 20 minutes after application.

**Special:** Sock-Tachi may be used in conjunction with magical stockings, socks or similar enchanted footwear, even though both items occupy the foot slot.

**Construction**

**Requirements** Brew Potion, *feather step* (for agility), *vocal alteration* (for fame), *negate aroma* (for hygiene), *invigorate* (for vitality)

**Cost** 175 gp (DC 14)

## Wondrous Items

### Athletic Champion Headband

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** head **Price** 1,800gp (DC 20) **Weight** negligible

This white cotton headband has the red circle of the Japanese flag at its center, and heavy black kanji announcing the wearer is the winner of a sports day event at a local secondary school.

While wearing the Athletic Champion Headband, the character is proficient with the katana, the wakizashi and the long bow, as well as one other exotic or martial weapon of Asian design of the wearer's choice and light armor.

**Construction**

**Requirements** Craft Magic Arms and Armor, bull's strength, creator must have STR 13+

**Cost** 900 gp (DC 17)

### Benten's Knee Socks

**Aura** faint transmutation CL 8<sup>th</sup>

**Slot** feet **Price** 19,200 gp (DC 28) **Weight** negligible

These tight fitting knee-socks are striped with alternating sea foam blue, white and teal bands, and look dangerously adorable when paired with a short skirt.

While wearing a set of Benten's Knee Socks, a female wearer receives a +4 enhancement bonus to DEX. Treat this as temporary ability bonus for the first 24 hours the Knee Socks are worn. While wearing the Knee Socks, the character receives a +4 competence bonus on Knowledge (pop culture) and Perform (comedy) checks, but speaks in slang, random memes and pop culture references, almost incomprehensible to those less Reddit-obsessed.



**Special:** This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar in *Enchantments of Black Tokyo*.

Only female creatures can benefit from Benten's Knee Socks.

**Construction**

**Requirements** Craft Wondrous Items, *cat's grace*, *share langauge*

**Cost** 9,600 gp (DC 25)

### Encyclopedia of the Black Else (multiple volumes)

**Aura** faint divination CL 5<sup>th</sup>

**Slot** none **Price** 20,000 gp (DC 28) **Weight** 2-3 lbs (per volume)

The Encyclopedia of the Black Else is a comprehensive, exactingly researched reference library detailing the creatures, magic, horrors and wonders of the three realms: the Earth Realm, the Tatakama, and the Black Else. These heavy, hardback tomes are bound in vermillion leather the same shade as that found on a torii gate.

There are multiple copies of each volume, and varying editions of each in circulation. Some date to the early 1800s, others were printed as recently as last week, with the slick, modern graphic design of circa-2016 textbooks.

Each volume of the Encyclopedia of the Black Else provides the possessor with a +10 competence bonus on any individual Knowledge skill, provided the Encyclopedia is referenced.

Once per day, the Encyclopedia's possessor can cast *identify*.

#### **Multi-Volume Effects**

If multiple volumes of the Encyclopedia are possessed, the divinatory effects of the Encyclopedia increase.

- Owning 2-10 volumes increase the caster level by +1 per additional volume possessed to a maximum CL 13<sup>th</sup>.
- If the owner holds 10+ volumes, she can cast *legend lore* 1x/day in addition to *identify*.

#### **Construction**

**Requirements** Craft Wondrous Items, creator must possess 10 ranks in the associated skill, *identify*

**Cost** 10,000 gp (DC 26)

#### **Goggles, Honest Student's**

**Aura** faint transmutation CL 4<sup>th</sup>

**Slot** eyes **Price** 1,800 gp (DC 20) **Weight** negligible  
Honest Student's Glasses have thick plastic frames that are a little too bulky to be truly fashionable and squared lenses. The frames are either a striking black or a cartoonishly bright color of plastic.

While wearing Honest Student's glasses, the character gains a +1 competence bonus on any trained Knowledge check. If the wearer succumbs to any enchantment or illusion effect while wearing the glasses, she can choose to sacrifice the glasses. Doing so is an immediate action that destroys the glasses, but prevents the wearer from being affected by the effect.

#### **Construction**

**Requirements** Craft Wondrous Items, *fox's cunning*

**Cost** 900 gp (DC 17)



#### **Goggles, School Evenings**

**Aura** moderate transmutation CL 8<sup>th</sup>

**Slot** eyes **Price** +2 bonus - 4,000 gp (DC 23) +4 bonus - 16,000 gp (DC 27) +6 bonus - 36,000 gp (DC 30) **Weight** negligible

These slim-line oval spectacles have thin golden frames and magnify the eyes beneath fetchingly. They are beloved by love sick students at Black Japan's many magical academies.

While wearing School Evening Glasses, the wearer receives an enchantment bonus to their INT score; they may use their INT modifier rather than their CHA modifier for sexually oriented Diplomacy checks. The bonus provided is treated as a temporary ability bonus for the first 24 hours the School Evenings Glasses are worn.

#### **Construction**

**Requirements** Craft Wondrous Items, *fox's cunning*

**Cost** +2 bonus - 2,000 gp (DC 20) +4 bonus - 8,000 gp (DC 25) +6 bonus - 18,000 gp (DC 28)

**Kitten Writer**

**Aura** faint divination **CL** 3<sup>rd</sup>  
**Slot** none **Price** 2,300 gp (DC 20) **Weight** negligible  
This cheap-looking pink and white mechanical pencil is topped with a chibi kitty cat and looks like any of a million other pens you can buy from any Sanrio store. However, all text produced by the pen is in the juvenile, idiosyncratic and hard to read text commonly referred to as *koneko ji* (literally: kitten writing) popular among Japanese kids.

Any creature with the the Gyaru cultural caste, or any Nekomusume can read text produced by a kitten writer, regardless of the language used, or even if they themselves are literate. Either type of user can produce Japanese text, written in the *koneko ji* style, regardless of their familiarity with the language.

**Construction**

**Requirements** Craft Wondrous Items, *comprehend languages*  
**Cost** 1,150 gp (DC 18)

**Laptop, Goryohime's**

**Aura** strong divination **CL** 9<sup>th</sup>  
**Slot** none **Price** 19,000 gp (DC 28) **Weight** 1 lb  
This slim, black laptop has a glassine sheen, and the outer case is emblazoned with an intricate tree logo, which glows white as the moon when the laptop is powered up. The Goryohime's Laptop is an impressive work computer with a touch screen and just about every feature that a modern computer user could ever want. It is powered by the cutting edge (and utterly non-standard) *TreeBranch 1.08 OS*, coded by Goryohime programming students.

It is considered a +5 upgraded laptop for mundane Computer Use checks.

In addition, once per week the Goryohime's Laptop can be used to cast *contact other plane*. When used in this manner, the user can only choose from the following options:

- Contact Negative Energy Plane
- Contact Astral Plane
- Contact Outer Plane, greater deity (The Great Tree her/itself)

All these planes have special connection to the Goryohime race. Increase the odds of getting a truthful answer by +10% of all questions asked concerning Goryohime.

**Construction**

**Requirements** Craft Wondrous Item, *contact other plane*, creator must possess 5 ranks in Computer Use  
**Cost** 9,500 gp (DC 25)

**Laptop, MHTU**

**Aura** moderate transmutation **CL** 9<sup>th</sup>  
**Slot** none **Price** 90,000 gp (DC 33) **Weight** 2 lbs  
This top-flight, high speed silver laptop features a large, HD touchscreen display and as much memory as the average server-farm. Virtually every scientific, design and autoCAD program imaginable is loaded into the laptop. The casing displays the Maebashi High Tech University's gear, heart and upthrust spear crest, which glows, flashes and chirps to indicate the MHTU laptop's system status.

If used during the design process, the MHTU Laptop provides a +5 competence bonus on Craft (mechanical, electronics, firearms), Computer Use and Disable Device check. The user is treated as having the Master Craftsman feat for the listed craft skills; the user can accomplish Craft checks with the listed skills in one third the usual time.

**Construction**

**Requirements** Craft Wondrous Items, *fabricate*  
**Cost** 45,000 gp (DC 31)

**Romanesque Magic Items**  
*The Oyari Musical Academy produces a variety of 'Romanesque' magical items- minor items of clothing or accessories that assist its young students in various subtle ways. Such items are often presented as prizes to students for top musical performance or excellent grades, or are gifts from Oyari himself to his favorites.*

**Romanesque Headband**

**Aura** faint transmutation **CL** 3<sup>rd</sup>  
**Slot** head **Price** 500 gp (DC 15) **Weight** negligible  
This silk-lined, adjustable headband is fairly simple, printed with a falling leaf pattern and manufactured in the brown and burgundy colors of the Oyari Musical Academy.

While wearing the Romanesque Headband, the character receives a +1 competence bonus on

Knowledge (arcana) and Perform (sexual) checks, and these checks are always considered class skills for the wearer.

#### **Construction**

**Requirements** Craft Wondrous Items, *fox's cunning*  
**Cost** 250 gp (DC 13)

#### **Romanesque Knee Socks**

**Aura** faint transmutation **CL** 3<sup>rd</sup>

**Slot** feet **Price** 400 gp (DC 14) **Weight** negligible  
These dark brown wool knee socks are accessorized with cute white bows and are acceptable for wear with an *Oyari Musical Academy uniform*.

While wearing Romanesque Knee Socks, the character receives a +1 competence bonus on Perform (dance) checks. Once per day, the wearer may substitute her ranks in any other Perform skill for a single Perform (dance) check.

#### **Construction**

**Requirements** Craft Wondrous Items, *cat's grace*  
**Cost** 200 gp (DC 12)

#### **Romanesque Reference**

**Aura** faint divination **CL** 5<sup>th</sup>

**Slot** none **Price** 2,000 gp (DC 20) **Weight** 8 lbs  
This heavy encyclopedia is bound in pebbled ebony manta ray leather. The book's dimensions are an impressive 18 x 12 inches, making it a weighty and cumbersome (but quite useful) reference. Inside, the tome is lavishly illustrated and covers an exhaustive array of subjects. There's always another entry to discover that you've never seen before.

Once per day, the reader can consult the Romanesque Reference, doing so allows her to reroll a Knowledge check she failed within the previous 24 hours. She gains a cumulative +1 competence bonus on the check (maximum +10) for every five minutes she spends reading the Reference.

#### **Construction**

**Requirements** Craft Wondrous Items, *timely inspiration*  
**Cost** 1,000 gp (DC 18)

#### **Romanesque Swim Goggles**

**Aura** faint transmutation **CL** 3<sup>rd</sup>

**Slot** eyes **Price** 400 gp (DC 14) **Weight** negligible

Romanesque Swim Goggles look like off the shelf swim goggles, except for the silver musical note logo emblazoned on the adjustable strap.

While wearing Romanesque Swim Goggles, the character may use their STR or DEX modifier, whichever is higher as their key ability on Swim checks.

#### **Construction**

**Requirements** Craft Wondrous Items, *cat's grace*  
**Cost** 200 gp (DC 12)

#### **Romanesque Toy**

**Aura** faint abjuration **CL** 1<sup>st</sup>

**Slot** off-hand **Price** 1,000 gp (DC 17) **Weight** 2 lbs  
This cute stuffed animal (often a rabbit, bear or dog) is made from cast off scraps of the distinctive burgundy and brown Oyari Academy school uniforms. While the Romanesque Toy is held in the off-hand, the owner gains a +1 morale bonus to all saving throws.

#### **Construction**

**Requirements** Craft Wondrous Items, *resistance*  
**Cost** 500 gp (DC 15)

#### **Romanesque Writing Pen**

**Aura** faint transmutation **CL** 3<sup>rd</sup>

**Slot** none **Price** 500 gp (DC 15) **Weight** negligible  
This high quality, golden pen writes smoothly and cleanly, and never runs out of stark black ink. The pen's cap is impressed with the Oyari Musical Academy crest.

While carrying or using a Romanesque Writing Pen, the character receives a +1 competence bonus on Linguistics and Use Magic Device checks, and these checks are always considered class skills.

#### **Construction**

**Requirements** Craft Wondrous Items, *fox's cunning*  
**Cost** 250 gp (DC 13)

#### **Rusu Sokusu**

**Aura** moderate transmutation **CL** 8<sup>th</sup>

**Slot** feet **Price** +2 4,000 gp (DC 23) +4 16,000 gp (DC 27) +6 36,000 gp (DC 30)

**Weight** negligible

The world-famous loose socks favored by fashionable Japanese schoolgirls can be enchanted to

make the wearer even more confident and alluring. These thick, floppy topped white cotton and wool socks have tiny rings of precious metal sewn into the soles: silver, gold or platinum depending on the item's potency.

Rusu Sokusu function identically to *headbands of alluring charisma*, and provide an example of how traditional magic items can be re-skinned for use in the *Black Tokyo Campaign Setting*.

### **Similar Items**

More athletic Gyaru might enchant special rusu sokusu to enhance other ability scores, such as Strength or Constitution using the spells *bull's strength* or *bear's endurance*.

Characters with the Ninja cultural template might enchant special tabi to increase their Dexterity, only usable by fellow Ninja. Goryohime often enchant scarves, necklaces, neckties and even ceremonial nooses (all of which occupy the neck item slot) with similar spells and effects.

**Special** Only female characters with the *Gyaru* cultural template may benefit from this magic item.

### **Construction**

**Requirements** Craft Wondrous Item, *eagle's splendor*, creator must be a female with the *Gyaru* cultural template

**Cost** +2 2,000 gp (DC 20) +4 8,000gp (DC 23) +6 18,000 gp (DC 28)

### **Suekeban's Gloves**

**Aura** moderate transmutation **CL** 5<sup>th</sup>

**Slot** hands and wrists **Price** 1,900 gp (DC 20)

**Weight** negligible

These elbow-length, glossy rubber fighting gloves have red stitching and red and orange leather cut outs on the palms; the wrists are protected beneath heavy plastic bands in alternating black and red bands.

While wearing the Suekeban's Gloves, any manufactured melee weapon wielded by the character gains the *reach* and *deadly* weapon properties. Weapons with existing reach have their reach extended by +10 ft; the wielder can still threaten adjacent squares with their weapon.

### **Construction**

**Requirements** Craft Wondrous Items, *improbable weapon*

**Cost** 850 gp (DC 17)

### **Torii Club Cap**

**Aura** faint divination **CL** 3<sup>rd</sup>

**Slot** head **Price** 4,500 gp (DC 23) **Weight** negligible

This crisp white baseball cap is marked with a burgundy symbol resembling a torii gate, and is usually a size or two too big for the wearer, making it hang haphazardly.

While wearing the Torii Club Cap, the character may make a Perception check to detect a concealed dimensional *torii gate* when she merely comes within 100 ft of one, even if not actively searching. The character gains a +5 insight bonus on Knowledge (religion or the planes) checks made to figure out how to open a *torii gate*.

### **Construction**

**Requirements** Craft Wondrous Items, *detect chaos*

**Cost** 2,250 gp (DC 21)

## *Magical Clothing and Armor*

### **Academia Gown**

**Aura** strong universal **CL** 13<sup>th</sup>

**Slot** body **Price** 163,800 gp (DC 36)

**Weight** negligible

This frilly white silk and lace sleeping gown is comfortable and almost unconsciously sexy. Young witches and occultists love these lacy robes; they are required sleeping attire for live-in female (and transfemale) students at **Tanso Middle School** and a few other magical academies. (The cost of the gown is often subsumed into yearly tuition, and scholarships help... **a lot.**) Most female occultists hold on to these sleeping gowns well into their adult years, however.

If a female spellcaster wears the Academia for 8 hours while sleeping or resting prior to preparing spells, she gains the ability to prepare more spells (or gains temporary spell slots until she next sleeps or rests). The character gains the ability to prepare 1d4 additional cantrips or orisons (zero level spells) and one additional first level spell.

If she can cast spells beyond first, if she succeeds at an ability check made using her casting ability score (either INT, WIS or CHA) with a DC equal to 10 + the highest level spell she is able to cast, she gains an additional spell slot of the highest level spell she can cast. If the wearer has an erotic dream of any kind while wearing the Academia Gown, she receives a +1d6 luck bonus on this ability check.

**Special:** Only female characters can benefit from this magic item.

**Construction**

**Requirements** Craft Wondrous Items, *limited wish*

**Cost** 81,900 gp (DC 33)

**AD-Type School Uniform**

**Aura** faint divination CL 5<sup>th</sup>

**Slot** armor **Price** 9,900 gp (DC 25)

**Weight** 2 lbs

This synthetic leather, plastic and polymer uniform resembles a traditional Japanese school *fuku* but is cut in an ultra-modern style. The fully synthetic materials hug the body, and are equipped with wearable computing systems and advanced, integrated gadgets. Pulsing display lights and energy channels carry techno-magical power to the wearer's personal equipment.

The AD-Type School Uniform is a **+2 school uniform**.

While wearing the AD-Type School Uniform, the character receives a +2 competence bonus on Computer Use and Craft (electronic) checks as well as a +1 competence bonus on ranged attack rolls with any one handed energy weapon.

**Construction**

**Requirements** Craft Magic Arms and Armor, *engineer's touch*

**Cost** 4,950 gp (DC 23)

**Armlet, Afterschool Music Club**

**Aura** moderate transmutation CL 4<sup>th</sup>

**Slot** shoulders **Price** 1,800 gp (DC 19)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This pink cloth



band displays white kanji in a girlish font, which reads 'afterschool music'.

When this armlet is worn with any *school uniform*, the wearer gains a +1 competence bonus on ranged attacks made by any weapon with the Musical or Superior Musical properties.

**Construction** Craft Magic Arms and Armor, *producer's advice*

**Requirements**

**Cost** 900 gp (DC 17)

**Armlet, Class Exorcist's**

**Aura** faint abjuration CL 3<sup>rd</sup>

**Slot** shoulders **Price** 4,000 gp (DC 23)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This black cloth band displays the white kanji for 'educational demon hunter.'

When this armlet is worn with any *school uniform*, the wearer's school uniform gains the **defiant**

10  
property, but only against incorporeal undead. The wearer also gains a +5 competence bonus on Knowledge (religion) checks made concerning undead beings.

**Construction** Craft Magic Arms and Armor, *summon monster I*

**Requirements**

Cost 2,000 gp (DC 20)

**Armlet, Class Leader's**

**Aura** moderate transmutation CL 5<sup>th</sup>

**Slot** shoulders **Price** 5,000 gp (DC 23)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This yellow cloth band displays the black kanji for 'classroom tactical leader'.

When this armlet is worn with any *school uniform*, the wearer gains Improved Initiative as a bonus feat, as well as gaining a +5 competence bonus on Knowledge (history) and Knowledge (tactics) checks.

**Construction** Craft Magic Arms and Armor, *haste*

**Requirements**

Cost 2,500 gp (DC 21)

**Armlet, Class Protector's**

**Aura** moderate abjuration CL 3<sup>rd</sup>

**Slot** shoulders **Price** 6,000 gp (DC 24)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This orange cloth band displays the black kanji for 'protector of the student body'.

When this armlet is worn with any *school uniform*, the wearer can designate one ally per round, who must also be wearing a school uniform, as the beneficiary of a *shield other* spell.

**Construction** Craft Magic Arms and Armor, *shield other*

**Requirements**

Cost 3,000 gp (DC 22)

**Armlet, Class Ruffian's**

**Aura** faint abjuration CL 5<sup>th</sup>

**Slot** shoulders **Price** 1,750 gp (DC 20)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This red cloth band displays the white kanji for 'defender of the school's honor.'

When this armlet is worn with any *school uniform*, the armor gains a +1 enhancement bonus to AC. This is cumulative with existing enhancement bonuses to Armor Class, to a maximum of +5.

**Construction** Craft Magic Arms and Armor, *mage armor* or *shield of faith*

**Requirements**

Cost 875 gp (DC 17)

**Armlet, Class Scholar's**

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** shoulders **Price** 1,300 gp (DC 18)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This blue cloth band displays the black kanji for 'top academic performance.'

When this armlet is worn with any *school uniform*, the armor gains a +2 enhancement bonus to her INT score, which functions identically to *fox' cunning*.

***Similar Items***

Quite a few armlets exist that enhance other attributes. The *Class Idol's Armlet* is a pink and black armlet with the words 'most personable classmate', and is built around *eagle's splendor* to enhance CHA. These are just two examples; phrasing and color might vary wildly at different occult schools.

**Construction** Craft Magic Arms and Armor, *fox' cunning*

**Requirements**

Cost 650 gp (DC 16)

### Armlet, Class Swordsperson's

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** shoulders **Price** 2,000 gp (DC 20)

**Weight** negligible

In Japan, class officials elected by the student body wear cloth armbands pinned to the sleeve of their uniform to designate their authority. This red cloth band displays the golden kanji for 'school iajitsu champion'.

When this armlet is worn with any *school uniform*, the wearer gains a +1 competence bonus on attack and damage rolls with any sword.

**Construction** Craft Magic Arms and Armor, *keen edge*

**Requirements**

**Cost** 1,000 gp (DC 18)

## Design Philosophy: Bras & Panties

Enchanted underwear fits the fan-service heavy nature of *Black Tokyo* perfectly and allows players to use the magic item slot system in some neat new ways. By taking advantage of the fact that *chest*, *body* and *armor* slots are all different body slots, you can kit your Black Tokyo heroine in an enchanted bra, magical blouse and enchanted set of body armor to maximize her effectiveness. Enchanted bras and panties open up some interesting design space for the campaign.

While there are a few exceptions, enchanted panties are mostly cheap, relatively low level items that provide minor defensive or mobility-related abilities. Enchanted bras are a little bit pricier and provide either defensive abilities or a host of several small, but useful and thematically linked skill bonuses.

A few items are designed to synergize: you get a special bonus if you wear both a bra and panty from the same 'item set'. Finally, note that only a very small handful of magical bras and panties are female restricted, so male characters can enjoy lingerie too, either because the player wants to build an *otokonoko* or true transgender character, or just to min-max their combat effectiveness by wearing panties under their powered armor.

### Bra, Spellcharging

**Aura** moderate evocation CL 5<sup>th</sup>

**Slot** chest **Price** 6,500 gp (DC 24) **Weight** negligible

This high-quality cotton and nylon bra is starkly black and white, with futuristic lines and a modern cup. The cups and underwire are black, the rest pristine white. Tiny blue printed circuits on the left strap glow a pale cerulean when charged with power.

While wearing the Spellcharging Bra, a Modern Spellcaster gains bonus Spell Points equal to her CHA modifier. These bonus Spell Points are lost first, and cannot be regained until the Modern Spellcaster next recovers Spell Points.

**Construction**

**Requirements** Craft Wondrous Items, creator must be a *modern spellcaster*

**Cost** 3,250 gp (DC 24)

### Bra, Scholastic

**Aura** faint enchantment CL 3<sup>rd</sup>

**Slot** body **Price** 900 gp (DC 17) **Weight** negligible

This slate grey push-up bra was made from cloth recycled from ancient book jackets. Its scent is the dust of an old library, mixed with a woman's flavor.

While wearing the Scholastic Bra, the character adds her *busty* bonus to armor class as a competence bonus on concentration checks.

**Special:** Only female characters with the Busty Extreme trait may benefit from this magic item.

**Construction**

**Requirements** Craft Magic Arms and Armor, creator must possess the Busty Extreme trait

**Cost** 450 gp (DC 15)

### Bra, Sporty Pettanko

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** body **Price** 1,900 gp (DC 20) **Weight** negligible

This canary yellow swim top is more nylon string than cloth, and makes small, taut and tight exceptionally pretty. While wearing the Sporty Pettanko Bra, the character gains Super Kawaii a bonus feat.

**Special:** Only female characters with the Small Breasts Forever! trait can wear this magic item.

**Construction**

**Requirements** Craft Wondrous Items, *eagle's slendor*

**Cost** 950 gp (DC 17)

## Casting Assist Dress

**Aura** strong evocation **CL** 12<sup>th</sup>

**Slot** armor **Price** 114,000 gp (DC 34) **Weight** 2 lbs

A common sight on the MHTU campus, this elaborate, futuristic uniform is a crisp, almost metallic white. The men's uniform consists of pleated slacks, the women's a simple skirt that hangs to just beneath the knee. The top is a zippered blazer with double breasted color- the white of the Casting Assist Dress is broken by large blocks of black, which resembles circuit diagrams. These panels glow a pale blue when charged with arcane power.

The Casting Assist Dress is a **+3 school uniform**.

The Casting Assist Dress is designed specifically to augment the spellcasting abilities of a Modern Spellcaster. Only a Modern Spellcaster can gain the following additional benefits from this magic item.

While wearing the Casting Assist Dress, the character gains a +4 equipment bonus on concentration checks.

By activating the Casting Assist Dress by expending 5 Spell Points, the wearer can allow the Casting Assist Dress to maintain concentration on an ongoing spell for one round; after this period, the caster may resume concentration himself (if duration remains) or allow the spell to lapse. Additionally, by expending 10 Spell Points to activate the dress, the wearer can improve the dress' equipment bonus on concentration checks to +10 for one round.

Finally, the wearer may place up to 20 Spell Points into the Casting Assistance Dress and store them indefinitely, or until retrieved as part of the action of casting a spell, as per the *arcane capacitor* spell.

### **Construction**

**Requirements** Craft Magic Arms and Armor, creator must be a modern spellcaster, *arcane capacitor*  
**Cost** 57,000 gp (DC 32)

## Catholic Schoolgirl Uniform

**Aura** faint abjuration **CL** 5<sup>th</sup>

**Slot** none **Price** 7,500 gp (DC 24) **Weight** negligible  
The archetypical Catholic school uniform is a white blouse, checked tartan skirt in school colors (usually some mix of green, purple, blue or crimson) and

matched knee socks- cutely, chastely and undeniably sexy when worn by any post-pubescent school girl.

The Catholic Schoolgirl Uniform is a **+1 School Uniform**. While garbed in this uniform, the wearer receives a +3 enchantment bonus on saving throws against mind-affecting abilities which would force a sexual response, and spells and abilities whose effects would be considered rape for the purpose of Eyrines abilities.

**Special:** The Catholic Schoolgirl's Uniform may be worn only by female (or at least non-male or *futanari*) characters.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *protection from evil*  
**Cost** 3,750 gp (DC 22)

## Celebrant's Uniform

**Aura** faint abjuration **CL** 5<sup>th</sup>

**Slot** armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs

This is an especially cheerful, fashionable girl's school uniform. (Male uniforms trade a kilt for the skirt, oddly enough.) The skirt is a short length of bright tartan, usually rose red checked with yellow and blue. Big blue, pink or white bows and ribbons accent the skirt and are worn as a neckerchief. The daring skirt is held up with rose red suspenders and the whole outfit makes you feel good to wear it.

The Celebrant's Uniform is a **+1 champion School Uniform**. While wearing the uniform, the character gains a +1 morale bonus on all saving throws, and a +4 morale bonus on saving throws specifically against fear.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *protection from evil*, *resistance*, creator must have Paladin levels  
**Cost** 2,250 gp (DC 21)

## Clovers Academy Beret

**Aura** faint enchantment **CL** 3<sup>rd</sup>

**Slot** head **Price** 7,200 gp (DC 25) **Weight** negligible

This attractive amber beret is trimmed with black, and depicts a golden shield crest bearing the Clovers Academy's motto. The Academy often bestows such golden berets upon particularly heroic students as a reward for valor above and beyond the call of duty.



Three times per day, when acting in defense of innocents or opposing evil, the wearer may choose to benefit from *Gallant Inspiration*. If the bonus provided is +8, the beret flies off and lands in an adjacent square.

**Construction**

**Requirements** Craft Wondrous Items, *gallant inspiration*

**Cost** 3,600 gp (DC 22)

**Clovers Academy PE Uniform**

**Aura** moderate transmutation **CL** 5<sup>th</sup>

**Slot** armor **Price** 16,400 gp (DC 28) **Weight** 2 lbs

An enchanted version of the physical education uniform worn by Clovers Academy students, this school uniform consists of a pair of loose fitting black shorts and white t-shirt with the Clovers Academy crest on the pocket.

The Clovers Academy PE Uniform strengthens the wearer's muscles and makes her faster and a little more flexible. While wearing the Clovers Academy

PE Uniform the wearer receives a +4 competence bonus on Acrobatics, Climb and Perform (dance) checks. In addition, the wearer can command the uniform to become a black one piece swimsuit or set of swim trunks (for male wearers), providing a +4 competence bonus on Swim checks in this form.

While wearing the Clovers Academy PE Uniform, the wearer treats permanent STR or DEX drain as temporary ability score damage instead.

**Construction**

**Requirements** Craft Magic Arms and Armor, *bull's strength, cat's grace*

**Cost** 8,200 gp (DC 25)

**Clovers Academy Uniform**

**Aura** faint conjuration **CL** 3<sup>rd</sup>

**Slot** armor **Price** 3,000 gp (DC 22) **Weight** 2 lbs

The Clovers Academy uniform is a somber black school uniform trimmed with gold, and decorated by a black and gold checker pattern crest on the blazer's

14  
breast. Girls wear canary yellow ties and black skirts, while males wear black slacks.

The Clovers Academy Uniform is a **+1 School Uniform**. While wearing the uniform, the character automatically stabilizes.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *stabilize*

**Cost** 1,500 gp (DC 19)

#### **Concert Outfit**

**Aura** moderate evocation and enchantment **CL** 6<sup>th</sup>  
**Slot** armor **Price** 28,000 gp (DC 29) **Weight** 2 lbs  
This eye-catching performer's outfit is dyed in a neon hue, and frilled with lace at every opportunity. It shifts between a frilly performance dress and an equally colorful and lacy suit depending on the wearer's gender. The color itself changes every few days, seemingly at random, but is always a bold and strong hue.

The Concert Outfit is a **+3 Radiant School Uniform**. When worn by a character with the Bardic Performance class feature, it increases the effective range of that ability to 90 ft. The range increments of any Musical or Superior Musical weapons wielded by the wearer are doubled; this does not stack with the effects of the Far Shot feat, or with the effects of a Techno-Amp.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *daylight*, creator must have the *bardic performance* class feature

**Cost** 14,000 gp (DC 27)

#### **Daring Uniform**

**Aura** moderate abjuration **CL** 7<sup>th</sup> (underclass) 9<sup>th</sup> (senior) or 12<sup>th</sup> (graduate)

**Slot** armor **Price** 3,400 gp (DC 22) underclass, 16,400 gp (DC 28) senior, 24,800 gp (DC 29) graduate **Weight** 1 lb

This navy blue school uniform has bold red and gold accents and is cut to reveal a lot more skin than most school dress codes would find acceptable. The Daring Uniform is such a strong navy it seems almost black, in the right light.

The Daring Uniform (underclass) is a **+1 deathless school uniform**, which provides the wearer with a +4 morale bonus on saves against fear while the armor is worn.

The Daring Uniform (senior) is a **+2 deathless school uniform**, which provides the wearer with a +8 morale bonus on saves against fear while the armor is worn.

The Daring Uniform (graduate) is a **+3 deathless school uniform** that provides immunity to fear while the armor is worn.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *death ward*, *good hope*

**Cost** 1,700 gp (DC 20) underclass, 8,200 gp (DC 25) senior, 12,400 gp (DC 26) graduate

#### **Freshness Uniform**

**Aura** faint enchantment **CL** 5<sup>th</sup>

**Slot** armor **Price** 6,300 gp (DC 24) **Weight** 2 lbs

Many of Black Japan's youngest heroines wear Freshness styled uniforms with pride. Each uniform is an elaborate, frilled and colorful. Occult tailors match the color of the Freshness Uniform to the wearer's personality and drives, and all the intricately stitched components share the same bright shade. Freshness Uniforms are worn with a big, flouncy, checked bow-tied neckerchief, and are often accessorized with a matching beret or overly large witch's hat.

The Freshness Uniform is a **+1 school uniform**. Each Freshness Uniform is made with a specific wearer in mind, and during that wearer's birth month, the Freshness Uniform acts as a **+3 school uniform** instead. The particular month is noted on a golden tag worn at the nape of the neck. While wearing the Freshness Uniform, the character is treated as if possessing the *Iron Heart* feat.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *heroism*

**Cost** 3,150 gp (DC 22)

### **Genki Uniform**

**Aura** faint enchantment **CL** 5<sup>th</sup>  
**Slot** armor **Price** 9,275 gp (DC 25)  
**Weight** 2 lbs

This bold, well-made school uniform celebrates an irrepressible spirit. The blazer is a rich golden hue, and is worn with a paler golden shirt or blouse and ruby red necktie. Men wear maroon slacks, women a maroon and gold checked skirt. The cufflinks are wide, brass hearts and upward pointing arrows.

The Genki Uniform is a **+1 bolstering, rallying school uniform**.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *heroism*, *remove fear*  
**Cost** 4,638 gp (DC 23)

### **Hanging Academy Cloak**

**Aura** moderate evocation **CL** 5<sup>th</sup>  
**Slot** shoulders **Price** 16,000 gp (DC 28) **Weight** 1 lb

This long, velvet-lined silk cloak is as black as the night sky itself has a golden braided lanyard and clasp. Such cloaks are worn by upperclassmen at the Hanging Academy during formal events.

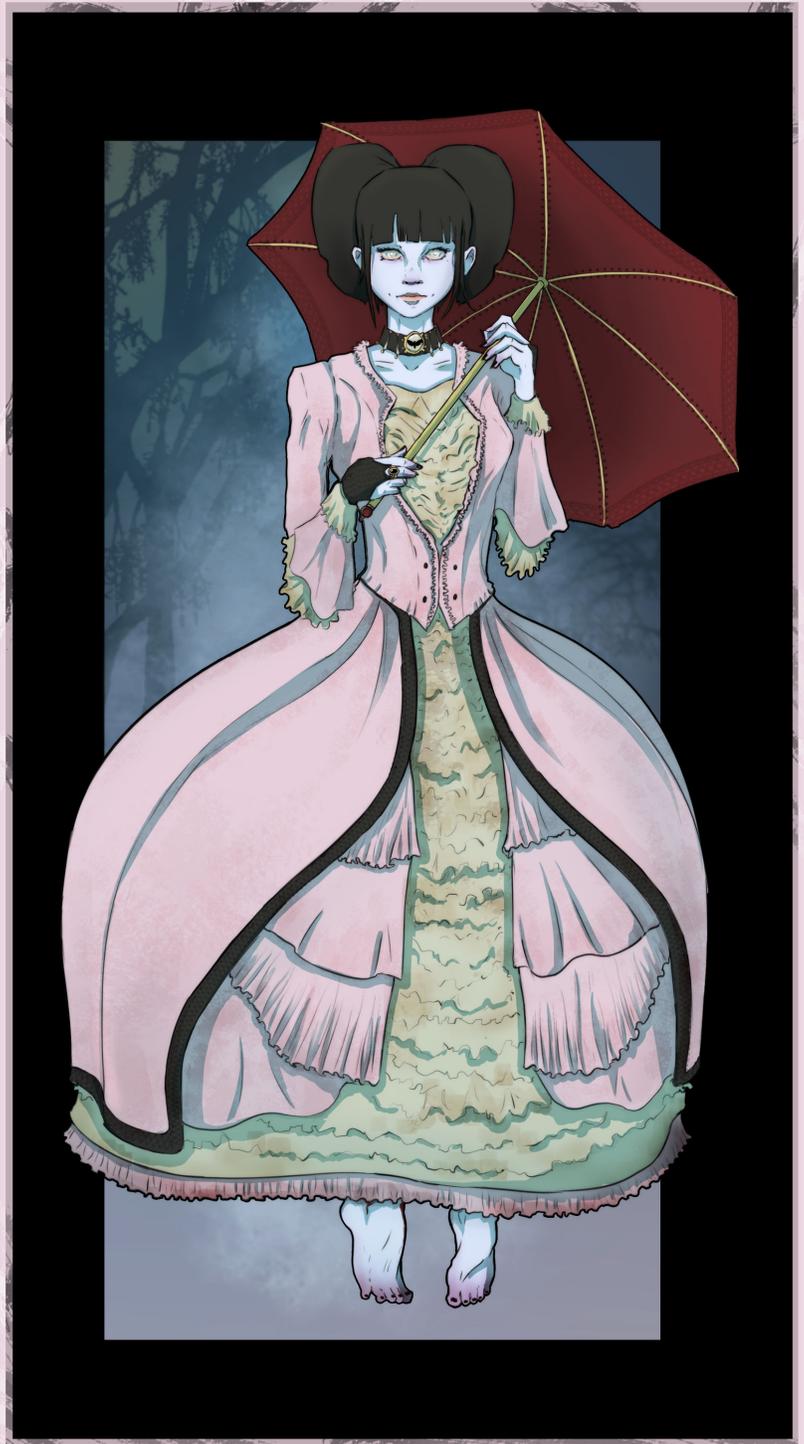
When the Hanging Academy Cloak is worn, all undead within 30 ft, including the wearer if she herself is undead, receive a +1 morale bonus on all saving throws.

**Special:** If the *Hanging Academy Cloak* is worn with the *Hanging Academy Uniform*, all undead within 30 ft gain a +2 morale bonus on all saving throws instead as well as a +1 morale bonus on melee attack rolls and Perform checks.

The wearer of the *Hanging Academy Uniform* receives an additional +2 Channel Resistance while the *Hanging Academy Cloak* is worn.

### **Construction**

**Requirements** Craft Wondrous Items, *desecrate*  
**Cost** 8,000 gp (DC 25)



### **Hanging Academy Uniform**

**Aura** faint necromancy **CL** 3<sup>rd</sup>  
**Slot** armor **Price** 3,200 gp (DC 22) **Weight** 2 lbs  
The Hanging Academy dresses its students in a highly fashionable black blazer and checked ebony and purple skirt, accessorized with a white silk scarf or noose (to hide the ropemarks).

The Hanging Academy Uniform is a **+1 school uniform**. While wearing the Hanging Academy

16  
Uniform, an undead gains Channel Resistance equal to her CHA modifier (thus a Goryohime with 17 CHA (a +3 modifier) would receive Channel Resistance +3). The Hanging Academy Uniform always provides the wearer with Channel Resistance +1, even if her CHA score would not normally provide any bonus.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *false life*

**Cost** 1,600 gp (DC 19)

#### **Hypoxian Tutu**

**Aura** moderate necromancy **CL** 5<sup>th</sup>

**Slot** body **Price** 30,000 gp (DC 30) **Weight** negligible

This ebony and purple tutu is the performance costume for young Goryohime dancers performing with the Hanging Academy's elite Hypoxian Ballet Company. Its edges are ragged and artistically torn, like a burial shroud, and it is light as a shadow.

A Goryohime or other undead who wears the Hypoxian Tutu receives a +5 enchantment bonus on Acrobatics, Stealth and Perform (dance) checks, and the tutu is treated as a normal wondrous item.

If a living humanoid wears the Hypoxian Tutu, it is treated as a cursed item. The Hypoxian Tutu gains the item's benefits normally for 2d6 hours and 1d20 rounds, but cannot remove the Tutu. At the end of this time, she begins to suffocate. Mortal students at the Hanging Academy sometimes use these dark dance outfits to begin the suicide-ritual that will transform them into undead Goryohime.

#### **Construction**

**Requirements** Craft Wondrous Items, *bestow curse*

**Cost** 15,000 gp (DC 27)

#### **Little Monster's Uniform**

**Aura** strong conjuration **CL** 9<sup>th</sup>

**Slot** armor **Price** 16,700 gp (DC 28) **Weight** 1 lb

A heavily enchanted version of the official school uniform of the Monster's Juku is highly sought after by every monstrous student who can beg, borrow or pull one off the still twitching corpse of a less cautious former owner. The slate grey uniform has a high mandarin collar and the school's bloody heart and inverted cross crest.

The Little Monster's Uniform is a +2 **hostelling school uniform**. Unlike ordinary hostelling armors, it may affect any form of familiar, bonded companion or animal companion, regardless of type (reflecting the greater diversity of options available to Black Tokyo PCs). The Little Monster's uniform allows the wearer to use *Summon Swarm* once per day; however if he or she activates this power while their bonded animal is held within the armor, the hostelling effect immediately ends.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *secret chest, summon swarm*

**Cost** 8,350 gp (DC 25)

#### **Maiden's Blush**

**Aura** faint enchantment **CL** 3<sup>rd</sup>

**Slot** armor **Price** 4,350 gp (DC 23) **Weight** 2 lbs

This modest school uniform includes a blue blazer, dark navy skirt and matching shoes. The undershirt and stockings are a rich rose color. Somehow, despite the uniform's conservative cut, the skirt rides up, the blouse untucks, and the buttons slip open revealing a lot...a whole lot.

The Maiden's Blush is a +1 **school uniform**. While wearing the Maiden's Blush, the character gains access to the Panchira! trait; if she already possesses this trait, the associated Save DC is increased by +2.

At any time while wearing the Maiden's Blush, the character may dismiss it as an immediate action. Doing so undons the armor, and it appears neatly folded at the character's feet or the nearest convenient spot. Doing so leaves the wearer nude or nearly so, and provides her with a +1d6 luck bonus on all saving throws for one round. She is allowed a new saving throw against any harmful enchantment or transmutation effect currently afflicting her, receiving this bonus on the check. If this extra saving throw succeeds, the harmful effect ends. (Undonning the Maiden's Blush also undons any accessories attached to it, such as an Armllet.)

**Special:** Only females in the Young Adult age category or younger, or whom have any trait or feat with Loli in the name, can benefit from this magic armor.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *gallant inspiration*

**Cost** 2,175 gp (DC 20)

### **Masochistic Swimsuit**

**Aura** moderate necromancy CL 5<sup>th</sup>

**Slot** body **Price** 30,000 gp (DC 30) **Weight** neg.

This navy one piece swimsuit resembles the standard athletic wear for schoolgirl's throughout Black Japan. The only difference: crusts of pinkish brown dried blood staining the white mesh inner lining.

When worn by a female in the Young Adult age category or younger, the Masochistic Swimsuit works to keep its wearer alive while simultaneously increasing her suffering. The Masochistic Swimsuit's wearer suffers a -2 penalty on FORT Saves, but the duration of harmful effects requiring a FORT Save are halved. In addition, on any round where the wearer suffers at least 5 HP worth of damage, there is a 25% chance that on Initiative count zero, the wearer recovers 1d6 HP.

**Special:** Only Young Adult or younger females can benefit from this magic item.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *bestow curse, cure moderate wounds*

**Cost** 15,000 gp (DC 27)

### **Necktie, Capacitating**

**Aura** moderate evocation CL 9<sup>th</sup>

**Slot** neck **Price** 3,600 gp (DC 22) **Weight** negligible

Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. A Capacitating Necktie is a modern, rather masculine silvery-blue dress tie. A gold, wired tie clip worn with the necktie contains three tiny blue LED lights that flare and flash with occasional power surges.

The Capacitating Necktie functions as an *arcane capacitor* that adds 3 points to the wearer's pool of spell points. This pool of spell points refreshes each dawn.

**Special** Only characters with Modern Spellcaster levels can benefit from this necktie.

### **Construction**

**Requirements** Craft Wondrous Items, *arcane capacitor*; creator must have Modern Spellcaster levels

**Cost** 1,800 gp (DC 20)

### **Necktie, Educational**

**Aura** faint enchantment CL 5<sup>th</sup>

**Slot** neck **Price** 850 gp (DC 17) **Weight** negligible  
Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated.

There are a seemingly endlessly variety of Educational Ties, the colors and patterns of which represent the skill enhanced by a particular tie: a purple and grey tie with a silkscreened electronics diagram for Craft (electronics), a Ferrari red tie with a tire tread pattern for Drive, a soft, water-color like pattern for Craft (visual arts), and so forth.

Each Educational Tie provides Skill Focus in a single skill, chosen by the crafter.

**Special** If the Educational Tie is worn with any *school uniform*, the tie gains an additional effect: if within 30 ft of any allied character who has Skill Focus in the same skill provided by the Educational Tie, the wearer gains an additional +5 competence bonus on checks with that skill.

### **Construction**

**Requirements** Craft Wondrous Items, *borrow skill*, creator must have 5+ ranks in the chosen skill

**Cost** 425 gp (DC 15)

### **Necktie, Goryohime's**

**Aura** faint transmutation CL 5<sup>th</sup>

**Slot** neck **Price** 9,000 gp (DC 25) **Weight** negligible  
Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. This wide, heavy neckerchief is bruise purple fabric accented with eye-catching diagonals of blood red. These ties are especially popular among the still-mortal first and second year students of the Hanging Academy.

While wearing the Goryohime's Necktie, the character gains the No Breath racial trait, but suffers a -2 penalty on saving throws against *negative energy* and *death* effects.

**Construction**

**Requirements** Craft Wondrous Items, *undead anatomy I*

**Cost** 4,500 gp (DC 23)

**Necktie, Shonen**

**Aura faint** CL 1<sup>st</sup>

**Slot** neck **Price** 500 gp (DC 15) **Weight** negligible  
Most school uniforms in Japan include a neck tie or neckerchief, which are often brightly colorful and sometimes intricately decorated. The Shonen Necktie is an off the rack, slim black school tie, seemingly identical to all the millions of similar ties found in every classroom throughout Japan.

The Shonen Necktie provides a +1 competence bonus on the following manly skills: Drive, Knowledge (local), Survival and sexually oriented Bluff and Diplomacy checks made against female characters.

**Special:** Only heterosexual or bi-sexual male characters may benefit from this magic item.

**Construction**

**Requirements** Craft Wondrous Items, *guidance*

**Cost** 250 gp (DC 13)

**Onee-Chan's Stockings**

**Aura faint** enchantment CL 5<sup>th</sup>

**Slot** belt and feet **Price** 4,750 gp (DC 23) **Weight** 1-2 lbs

*Onee-Chan* (big sister) is always a tough, confident woman who protects younger girls. These combat armored leggings are perfect for such an older, more confident female adventurer.

Onee-Chan's Stockings are +1 **bolstering armored leggings**. If they are worn with any enchanted school uniform, they add the enchanted school uniform's enhancement bonus to AC to the benefit provided to an ally via the bolstering property.

**Special:** Only female characters in the Adult age category or older, who do not have any trait or feat with Loli in the name can benefit from this magic armor.

**Construction**

**Requirements** Craft Magic Arms and Armor, *heroism*

**Cost** 2,375 gp (DC 21)

**Over Thrust Uniform**

**Aura** overwhelming conjuration CL 15<sup>th</sup>

**Slot** armor **Price** 258,000 gp (DC 37) **Weight** 2 lbs  
Normally, this sexy black and red school girl's uniform is cloth. Not much cloth, but cloth, a fetish-whore version of the typical school uniform that exposes the belly, with a bright red and gold neckerchief that hangs just above the wearer's almost-revealed nipples.

The Over Thrust Uniform is a +3 **school uniform of determination**. Upon the wearer's command, the Over Thrust Uniform can transform into a set of +3 **Grade II Powered Armor of determination**, with a flight speed of 500 ft (good). Even in its powered armor state, the Over Thrust Uniform is revealing, basically an armored rubber sleeve that reveals the wear's midriff and the topmost curls of their pubic thatch, a pair of armored thigh highs and helmet.

The Over Thrust Uniform has the near nudity armor property despite its full life support capabilities. While the Over Thrust Uniform in powered armor form, the wearer is treated as if she possessed the Super Kawaii feat as a bonus feat.

The Over Thrust Uniform can remain in its powered armor form for up to 33 minutes per day, which need not be consecutive, but must be taken in one minute increments. The wearer is always considered proficient with the Over Thrust Uniform in its powered armor form.

**Construction**

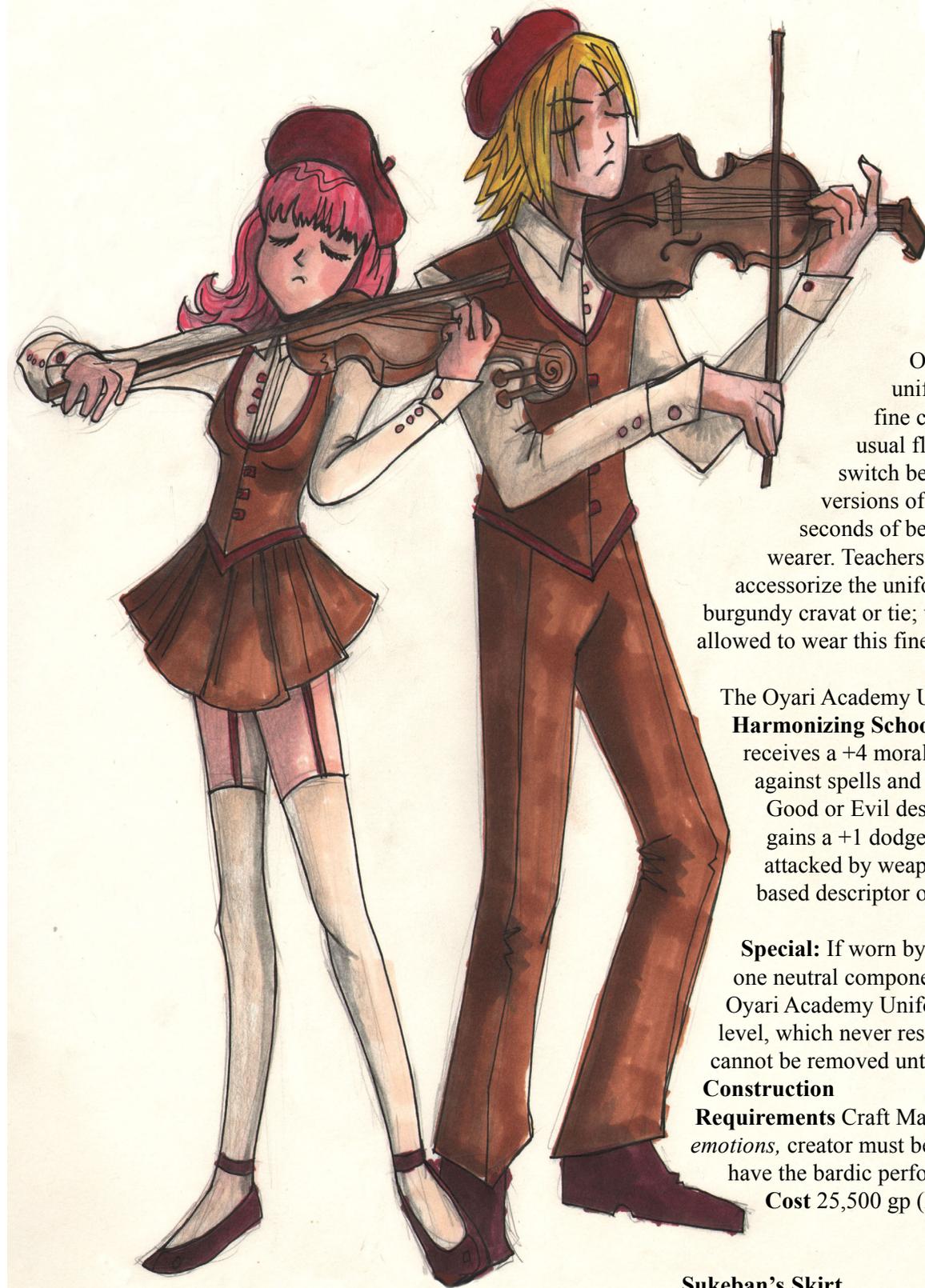
**Requirements** Craft Magic Arms and Armor, *breath of life, call powered armor (greater), military flight*  
**Cost** 129,000 gp (DC 35)

**Oyari Academy Blouse**

**Aura faint** enchantment CL 2<sup>nd</sup>

**Slot** body **Price** 2,500 gp (DC 21) **Weight** negligible  
Oyari Roman personally presents these impeccably starched, bone white blouses to especially promising young musicians at his occult Academy, often at year end graduation ceremonies. This blouse has gathered lace ruffles at each shoulder, and cufflinks resembling musical notes.

The Oyari Academy Blouse provides a +5 competence bonus on one musical Perform check of the creator's choice. The wearer must have at least 1



### Oyari Academy

#### Uniform

**Aura** moderate

**illusion CL** 7<sup>th</sup>

**Slot armor Price**

51,000 gp (DC 31)

**Weight** 2 lbs

This enchanted version of the white and brown Oyari Musical Academy uniform is distinguished by its fine cut and more ornate than usual flourishes. The uniform will switch between male and female versions of the uniform within seconds of being donned by a new wearer. Teachers at the academy often accessorize the uniform with a crimson or burgundy cravat or tie; very few students are allowed to wear this fine uniform.

The Oyari Academy Uniform is a +2

**Harmonizing School Uniform.** The wearer receives a +4 morale bonus on saving throws against spells and effects with either the Good or Evil descriptors. The wielder also gains a +1 dodge bonus to AC when attacked by weapons with any alignment based descriptor other than Greyflame.

**Special:** If worn by a character with at least one neutral component to their alignment, the Oyari Academy Uniform inflicts one negative level, which never results in actual level loss, but cannot be removed until the Uniform is discarded.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *calm emotions*, creator must be any neutral alignment and have the bardic performance class feature

**Cost** 25,500 gp (DC 29)

### Sukeban's Skirt

**Aura** faint enchantment and transmutation **CL** 5<sup>th</sup>

**Slot armor Price** 13,500 gp (DC 27) **Weight** 2 lbs

The Sukeban's Skirt is a complete, highly modified school uniform that marks the wearer as a tough, scrappy fighting girl. It consists of a white blouse, usually with sleeves rolled up, a lengthened black or blue skirt, and colorful, loose-fitting socks.

rank in the associated Perform skill to gain any benefit from this magical item.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, creator must have the *bardic performance* class feature

**Cost** 1,250 gp (DC 19)

The Sukeban's Skirt is a **+2 brawling, bolstering school uniform**. The wearer is treated as having the Improved Unarmed Strike feat while wearing the armor.

**Special:** The Sukeban's Skirt can only be worn by females. Any lawful creature wearing the Sukeban's Skirt gains a negative level, which does not result in permanent level loss, but cannot be restored while the skirt is worn.

#### **Construction**

**Requirements** Craft Magic Arms and Armor,  
**Cost** 6,750 gp (DC 24)

#### **Tanso Basic**

**Aura** faint abjuration CL 2<sup>nd</sup>

**Slot** armor **Price** 2,000 gp (DC 20) **Weight** 2 lbs

A nearby occult tailor, *Baien & Banri Uniform and Supplies*, provides uniforms to all Tanso Middle School students. All students at Tanso Middle School are provided one and are expected to return it to the uniform shop in good condition upon graduation. In this way, even poor students or those from strictly mundane families gain a measure of occult protection that marks them as Tanso Middle School students.

The basic adventuring uniform is simply a **+1 school uniform** enchanted for cleanliness and comfort.

#### **Construction**

**Requirements** Craft Magic Arms and Armor  
**Cost** 1,000 gp (DC 18)

#### **Tanso Middle School Blouse**

**Aura** faint transmutation CL 2<sup>nd</sup>

**Slot** body **Price** 2,800gp (DC 21) **Weight** negligible

This frilly, flouncy cotton blouse is extremely cute and modest, and is an acceptable uniform for young witches-to-be attending Hirose Tanso Middle School in Tokyo. Such blouses are light, cool and comfortable, and shift to any pastel hue of the wearer's choice at her whim.

The Tanso Middle School Blouse is a **+1 school uniform**. Once per day, the wearer can hug a willing ally and use their ranks in any skill of the wearer's choice in place of her own, provided she makes the skill check within one minute. A borrowed skill is always considered a class skill for you, while wearing this blouse.

#### **Construction**

**Requirements** Craft Magic Arms and Armor,  
*borrow skill*

**Cost** 1,400 gp (DC 19)

#### **Tanso Middle School Dress**

**Aura** strong abjuration CL 15<sup>th</sup>

**Slot** body and armor **Price** 32,700 gp (DC 30)

**Weight** negligible

This spectacularly frilly little girl's dress is all lace and ruffles, and shifts through every color of the rainbow over the course of a day. This dress is an acceptable uniform for young mages-in-training attending Hirose Tanso Middle School in Tokyo. Outside school grounds, the dress appears to be a drab, but still somewhat cute black and yellow school uniform.

The Tanso Middle School Dress is a **+1 school uniform** that provides the wearer with **Spell Resistance 15**, which should keep the school's students safe from weak oni and the other minor threats that make pre-teen girls their favorite prey. Upon command, the Middle School Dress can become any form of mundane clothing (including a one-piece school swimsuit, cold weather gear or any particular outfit), though its colors remain insanely vibrant. This does not change the dress' magical properties.

**Special:** Only females in the Young Adult age category or younger can benefit from this magic item.

#### **Construction**

**Requirements** Craft Magic Arms and Armor,  
*disguise self, spell resistance*

**Cost** 16,350 gp (DC 28)

# Magical Weapons

## Educational Naginata

**Aura** moderate evocation **CL** 7<sup>th</sup>

**Slot** weapon **Price** 15,600 gp (DC 27) **Weight** 9 lbs

In 1912, the Japanese school system made training with the naginata- traditionally a woman's weapon- for female students for the purposes of 'moral and physical' development. These impressive pole arms have a long white-oak shaft, with the name of a Japanese middle school of the period and the years 1912, 1913, or 1914, commemorating the weapon's date of construction burned midway up the shaft.

The Educational Naginata is a +1 **axiomatic naginata**.

As part of an attack action made with the weapon, the wielder may choose to benefit from either a *bull's strength* or *owl's wisdom* effect, which has a 7 minute duration. If the attack roll results in a confirmed critical hit, the wielder can choose to benefit from both spells for this duration, or one spell for 14 minutes. This ability can be used once per day.

**Special:** Only female creatures with a lawful alignment can wield this weapon; all other characters treat it merely as a masterwork naginata.

**Construction** Craft Magic Arms and Armor, *bull's strength*, *order's wrath*, *owl's wisdom*

**Requirements**

**Cost** 7,800 gp (DC 25)

## Expelling Scissors

**Aura** moderate abjuration **CL** 5<sup>th</sup>

**Slot** weapon (pair) **Price** 80,640 gp (DC 33) pair

**Weight** 3 lbs

Why wield a weapon that makes sense, when you can score some style points? Expelling Scissors are gigantic, razor edged scissor blades made from gleaming, glittering orange steel. The weapon can break apart (or unify) at the pivot, transforming into either a single heavy blade or a pair of single-edged scissors.

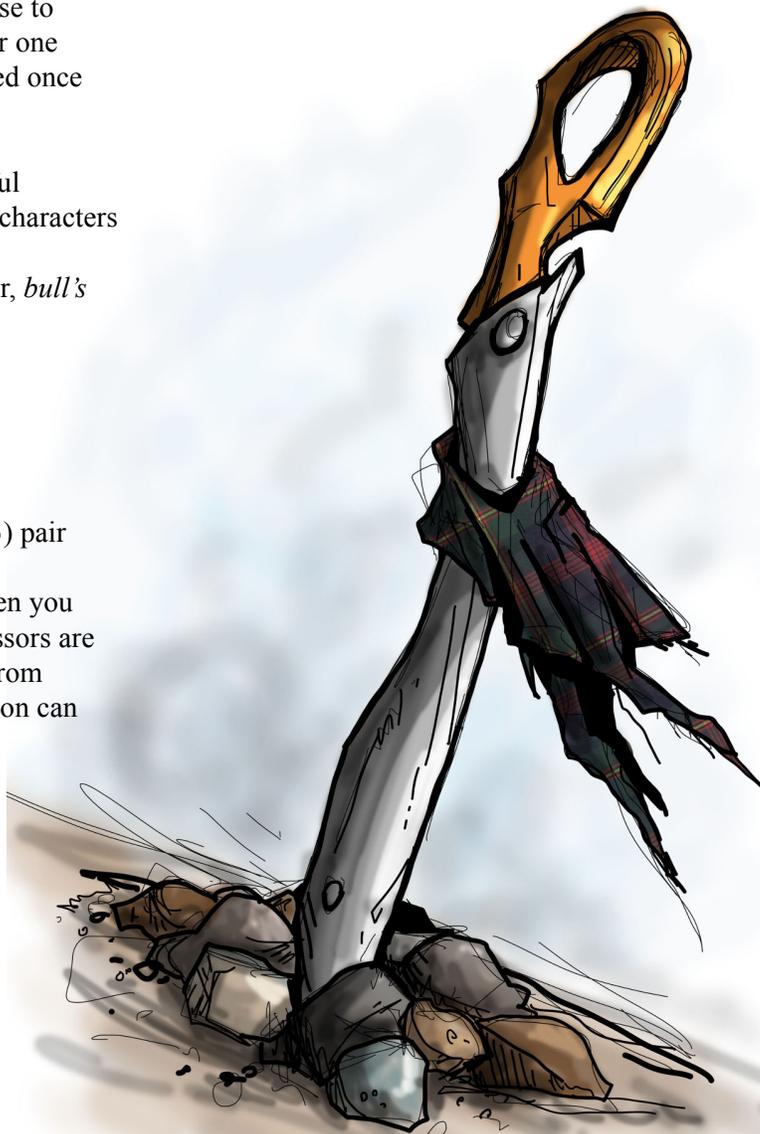
Expelling Scissors are treated as being a paired set of +2 **keen butterfly swords**. If they are wielded as a combined weapon, treat the resulting weapon as a single +3 **keen butterfly sword** instead.

When the Expelling Scissors make a successful melee attack against a character wearing any School Uniform with magical properties, the Scissors make a targeted *dispel magic* check against the item's caster level (DC 11+ the item's caster level), using the Scissor's caster level. If the check is successful, the school uniform's magical properties are suppressed for one minute. A second successful attack and successful *dispel* check made during this time completely destroys the magical school uniform. If the Expelling Scissors are wielded as a combined weapon, they receive a +2 bonus on the *dispel* check.

## **Construction**

**Requirements** Craft Magic Arms and Armor, *dispel magic*, *keen edge*

**Cost** 40,320 gp (DC 31) pair



**Freshness Wand****Aura** moderate divination CL 6<sup>th</sup>**Slot** weapon **Price** 6,600 gp (DC 24) **Weight** 2 lbs

The Freshness Wand is smooth crystal hand shaped into a gentle curving wand with the graceful curvature of a swan's throat. Freshness Wands come in a myriad of solid, vibrant hues with little inclusions that sparkle in the light- these wands seem to glow with their own inner fire.

The Freshness Wand is a **+2 cute wand of distance**.

**Special:** If wielded by a character wearing a Freshness Uniform, the Freshness Wand acts as a **+4 cute wand of distance** during the birth month celebrated by the Freshness Uniform.

**Construction**

**Requirements** Craft Magic Arms and Armor, *clairvoyance/clairaudience*

**Cost** 3,300 gp (DC 22)

**Sensei's Ruler****Aura** moderate transmutation CL 6<sup>th</sup>**Slot** weapon **Price** 28,300 gp (DC 29) **Weight** 2 lbs

This looks like an ordinary wooden ruler with one end wrapped in leather to make a solid grip, but it cuts as adeptly as any blade. The wood is painted a scholarly yellow with dark black measurements.

The Sensei's Ruler can transform into a variety of configurations. It always acts as a **+2 cunning (outsider) weapon**, and its cunning property is activated by Knowledge (the planes). The wielder can choose the Ruler's configuration as a move equivalent action.

The Ruler changes length depending on what type of blade it is emulating: *dagger* (6 in), *short sword* (12 in), *long sword* (36 in), *bastard sword* (48 in).

Characters with at least 5 ranks in Knowledge (the planes) are always considered proficient with Sensei's Ruler, regardless of what weapon it is emulating.

**Construction**

**Requirements** Craft Magic Arms and Armor, *shrink item, true strike*

**Cost** 14,150 gp (DC 27)

**Striker, Fair Play****Aura** moderate evocation CL 7<sup>th</sup>**Slot** weapon **Price** 18,400 gp (DC 28) **Weight** 1 lb

This fine cherry-wood baseball bat has the logo of the beloved Hanshin Tigers team branded at the center of the shaft. Black tape wraps the grip.

The Fair Play Striker is a **+1 axiomatic club**.

Once per day, as an immediate action, when the wielder is engaged in melee combat with an opponent with a higher STR bonus than his own, he can call upon the bat's magic by screaming the words "FAIR PLAY!" Until the end of the wielder's next turn, his STR bonus is considered to be equal to this opponent's. This effect ends if the wielder attacks any target other than the initial opponent (including by making attacks of opportunity), or if that opponent is slain, incapacitated or otherwise leaves the battle.

**Construction**

**Requirements** Craft Magic Arms and Armor, *heroism, order's wrath*, creator must be lawful

**Cost** 9,200 gp (DC 25)

**Striker, Genki****Aura** moderate evocation CL 8<sup>th</sup>**Slot** weapon **Price** 16,400 gp (DC 28) **Weight** 1 lb

This aluminum baseball bat has an intense cherry-red paint job with yellow flames shooting up the length. Every hit's a home run! Play ball!

The Genki Striker is a **+2 furyborn, mighty cleaving club**. If used in mundane sports, the wielder gets a +8 competence bonus on Profession (athlete) checks.

**Construction**

**Requirements** Craft Magic Arms and Armor, *divine power, rage*

**Cost** 8,200 gp (DC 25)

**Striker, Sukeban's****Aura** moderate evocation CL 7<sup>th</sup>**Slot** weapon **Price** 4,600 gp (DC 23) **Weight** 1 lb

This matte black aluminum baseball bat is wrapped in bright pink ribbons and shreds of tattered yellow crime scene tape.



## Major and Minor Artifacts

This section details a few of the many artifact level items that could conceivably be discovered somewhere in Black Japan or the Tatakama. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifact's name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of Black Japan's unique artifact....

## Artifact Armors

The Sukeban's Striker is a **+1 club** by default. If wielded by a female character with either the Child Offender or the Yakuza cultural templates, it acts as a **+1 anarchic club** instead.

### Construction

**Requirements** Craft Magic Arms and Armor, *chaos hammer*; creator must be chaotic

**Cost** 2,300 gp (DC 21)

### Pretty Rainbow Sera Fuku

*Common Minor Artifact*

**Aura** overwhelming transmutation CL 20<sup>th</sup>

**Slot** armor **Weight** 2 lbs

This beautifully made sailor-style school uniform is made from only the finest silks, dyed in vibrant and strong colors. Each Pretty Rainbow Sera Fuku has a base color, usually cream, peach or ivory, and is accented with a large bow, neckerchief, skirt and boots in a bright hue that has alchemical correspondences to the intended wearer's birth sign.

The Pretty Rainbow Sera Fuku is a +2 **school uniform of Spell Resistance 22**. While wearing this armor, the wearer can spin or dance as a full round action to undergo a spectacular transformation. In a flare of intense light, the wearer receives a +4 enhancement bonus to her STR, DEX, CON and CHA scores, and gains the Ferocity racial trait. The wearer's hair elongates, changes color and takes on some fabulous style while transformed, and she generally becomes stronger, fitter, more attractive and confident. While transformed, the wearer's unarmed strikes are considered magical weapons for the purpose of overcoming Damage Reduction.

The wearer can maintain her super-human transformed state for up to 3 minutes per activation, and is *fatigued* for 10 minutes after the transformation ends. The wearer can transform up to 3 times per day, but must devour a day's worth of rations between each transformation, and cannot transform while *fatigued* or *exhausted*.

#### **Destruction**

The Pretty Rainbow Sera Fuku turns into ordinary, non-magical clothing forever if the wearer breaks an oath or commits an intentional act of cowardice while wearing the school uniform in her transformed, super-heroic state.

## *Artifact Wondrous Items*

### **Magical Girl's Amulet**

*Common Minor Artifact*

**Aura** strong transmutation and conjuration CL 22<sup>nd</sup>

**Slot** neck **Weight** negligible

The Magical Girl's Amulet is a small ivory cameo in the shape of a heart that opens to reveal a precious stone inside that corresponds to the owner's birth stone. It requires 24 hours to attune this artifact to a new owner and to access its power.

As a full round action while wearing the Magical Girl's Amulet, the wielder can undergo a dramatic transformation.

Her non-magical clothing or armor changes to any specialized outfit or non-magical light or medium armor of her choice; this armor is always frilly and colorful, matching the shades of the birthstone inside

the amulet. The magically created outfit or armor always has the Near Nudity property, though its life support capabilities (if any) are never compromised.

The transformation also provides the wearer with a +4 equipment bonus on a skill of choice, appropriate for the transformed outfit, as a result of the transformed outfit's implicit equipment. The Magical Girl's Amulet can conjure up to 10 lbs of non-magical, commonly available gear appropriate to the outfit conjured; this equipment vanishes when the Amulet transforms again or when it leaves the owner's possession.

**Special:** Only females can benefit from this magical item.

#### **Destruction**

The Magical Girl's Amulet can only be crushed under the foot of the wielder after she fails a skill check augmented by the artifact.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correc-tion, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, proce-dures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; arti-facts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associ-ated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contrib-uting original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright hold-er’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or adver-tise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

The Book of Arcane Magic. Copyright 2009, 4 Winds Fantasy Gaming. Authors: Connie J. Thomson and Robert W. Thomson

Obsidian Twilight Campaign Setting. Copyright 2010, LPJ Designs.

Authors: James Desborough and Louis Porter Jr.

1001 Spells. Copyright 2011-2012, Steven D. Russell. Author: Steven D. Russell.

Grimorie Mortalitas. Copyright 2012, Dreadfox Games.

Grimorie Viperian. Copyright 2012, Magic Skull Games. Author: Steven F. Johnson.

Black Tokyo v1-3, Black Tokyo’s Unlimited Edition, Busty Extreme, Catgirls of Black Japan, Centipedes of Lake Biwa, Enchantments of Black Tokyo, EO: Maids, EO: Sumotori, ER: Goryohime, ER: Kami, ER: Kitsune, Even Heavier Weapons, Filth of the Akaname, Gods and Spells of the Tatakama, Heavy Weapons, The Modern Grimorie, The Modern Spellcaster Basic Class, Technology Unleashed. All Copyright 2008-2016, Otherverse Games. Author: Chris A. Field

**Back To School in Black Tokyo.** Copyright 2016, Otherverse Games. Author: Chris A. Field