Kamen Rider Hibiki

You've arrived in a world where people follow the steady rhythm of modern life; unaware of the dangers that lurk beyond their cities. Evils in the shape of monstrous animals that stalk the countryside; reaping the lives of innocents to grow in strength and size. However, the songs of the Oni ring out where mortals fear to tread; a symphony of salvation striking back at the horrors that lurk, and preserving the peaceful days so many take for granted.

Welcome to the world of Hibiki.
Where monster hunters wield the power of aura and Ongekidou (or Pure Sound) to hunt the Makamou (or Countryside Demons) that feast upon humanity. Backed by the great Takeshi Organization since ancient times. This land full of Monsters and Music is ripe with ancient mysteries to seek and terrible creatures to hunt; yet it's also one defined by growth, and all the little things that make life worth fighting for.

You will begin your time here on the fateful day that a teen with more curiosity than sense named Asumu crosses paths with the eclectic Oni known as Hibiki.

Now take these **1000CP**, find your own Beat to add to this world's song.

Location

It’s a great big world out there, so you’re free to begin your time anywhere within Japan you’d like. Though, should you wish to join in the opening verses of this world’s tale; I’d suggest paying the Kanto Region a visit. Particularly a humble little sweet shop in Tokyo called Tachibana’s Sweet Shop that serves as the Headquarters of the Kanto Branch of Takeshi, and the favorite watering hole of the eleven Oni that safeguard the region..

Origins

Your age and sex are yours to choose as you see fit; though it would be quite unusual for there to be an active **Takeshi Agent** over 40, or one younger than 15.

Countryside Wanderer: Truly, the countryside is the perfect retreat. A place where you can just leave everything behind, and dwell on the mysteries of the world; or simply pop into reality without any bothersome witnesses. Whether a lover of the natural world or an exotic traveler with no past; I’m sure you must be a quirky fellow. Though… oftentimes being strange can grant one a useful perspective.

Wayward Soul: Once ignorantly living the best years of your life; now struggling to find your way after having your view of the world shattered. Perhaps you encountered some dreadful monster only to be saved by a mysterious figure, unearthed an ancient relic from a time of myth, or had a very awkward conversation with your cousin after you found them passed out and naked in the woods as they recovered from some gruesome injury at an unnatural pace. Whatever the case, your life now straddles two worlds; the choice to turn back or venture deeper is yours and yours alone.

Takeshi Support: One of the countless souls that support the Oni in their duties to hunt the Makamou and purify the land. You may not be out in the field killing them yourself; but you’re no less important. After all, it's people like you that allow the Oni to focus on their duties and devise new tools to enhance their efforts; but more importantly, it’s caring people like you that make their efforts feel worthwhile.

Takeshi Agent (300 CP): A proud monster hunter, training relentlessly to fight foes beyond humanity. The unseen shield and sword protecting the light of civilization. Remember that while your duty may never end; pursuing does not require the sacrifice of what makes you human. Of note, by selecting this origin you will likely have a name ending with “-ki;” as all take on a new name upon joining the ranks of the Oni. To do otherwise would be quite odd, and earn some grumbling from the more traditional members of your kind.

Perks

Perks are discounted to those with their corresponding background; reducing their cost by 50%, and making 100 CP perks free.

Feel the Beat (Free): The world is alive with the sound of music. All it takes is a moment to lend your ear and be embraced by the symphony that surrounds you; choruses of morning commuters, the bass tones of laborers plying their trade, arias of rousing animals, and the melodic tapping of pencils. These melodies seem to embody the present moment; be it a lazy morning, the foreboding presence of a lurking evil, or the desperation of students facing their finals. As a consequence of their nature, you'll find that such tunes never distract you or make you less aware of your surroundings. You may share the gift of this music with those close to you.

Ohayo! (Free, 50 CP): Amid the song of the world there are moments that hold a certain tension; a build up of pathos that creates a vast pressure waiting to be released. Fortunately, you can put such things to good use; allowing the feelings and beat of your heart to ring out, and let loose what many may consider a "musical number." The whole world leaping into action to follow the beat, as perfect strangers dance with flawless choreography and lyrics flow seamlessly into a growing song. It also has the convenient benefit of allowing time to move swiftly; long drives, and routine busy work passing by in a chorus or two. A strange event to be sure, but thankfully not one anyone will find odd unless you wish otherwise. Though be warned, while anyone involved will match a professional dancer and singer in skill; it doesn't make them any better outside of these special performances.

Though for **50 CP** you can ensure you're an exception to this; giving yourself a great singing voice and making you a fairly talented dancer. Moreover, you may choose to produce music notes in concert with your actions. Tapping feet echoing like the patter of drums, blows that ring out like tolling bells, air guitars that roar with passion, or even a playful chime when you wink.

Fortune Cookie Deflections (100 CP): Only fools rely on blatant lies when questioned. The wise know how to answer without saying anything of worth. You can effortlessly speak in vague and obtuse ways that make you sound mysterious and wise, but are practically useless without additional context or a certain perspective. As such, giving someone an answer that only makes sense "at the right time," or if they already know some secret is a simple gimmick for you. Though the greater trick is that so long as your response is not an outright lie, someone questioning you will accept your answer. This won't in any way conceal the fact you're being very careful about how you're

responding, but it will get them to stop badgering you about the topic. Great for when your new apprentice asks an overly personal question with an embarrassing answer, or if you want them to ruminate on a hard to teach lesson they'd otherwise brush off.

The Old Ways (200): Robots and firearms are fine and dandy; but you should never let the march of progress bury the wonders of the past. Though their practice is no longer as common, with technology having offered more convenient alternative; you are one of the few that have inherited some ancient tradition. Whether you practice the Onmyōji, the alchemical practices, reached enlightenment, or study some some stranger discipline; you are able to wield physical, mental, and spiritual energies to perform supernatural acts many might call magic or psionics.

In truth, these are arts that anyone can learn given sufficient time and effort; their skill and power growing with both training and experimentation rather than locked by inborn talent. The road to master such arts is a long one, and some secrets may take generations to unravel; let alone refine into something usable by lesser practitioners. As such, it's no surprise that many have left these arts by the wayside with the rise of technology … though for a true devotee even Death may be conquered.

By taking this perk you begin your time here proficient in a small number of rites and supernatural abilities; such as healing arts as reliable as any modern treatment yet healing in a fraction of the time, the conjuration of familiar objects, viewing distant locations, or enchanting objects to only reveal their true power when wielded by a chosen user even after centuries of disuse. However, you possess two techniques which you've refined to an extraordinary degree; perhaps telekinesis capable of emulating dozens of arms and able to fling a grown man with ease, and gleaning secrets of the present and future by "listening to the voice of Buddha."

Should you possess **Ongeki Warrior** or **Beast Lord** you'll find that your training has resulted in the ability to extend your life and preserve your youth indefinitely, and greatly increased your reserves of power.

Countryside Wanderer

Familiar Devil's Bargain(100): If there's something both scientists and explorers can agree on, it's that sometimes you need to accept a bitter truth to achieve your goal. This is something you're quite good at helping others accept, especially if it's to your benefit; whether that's to accept medical advice they oppose on principle, or convincing a foe you need to team up because"things really are *that* bad." Knowing just how to present ideas your subject might normally refuse outright, as something worth considering; thus allowing you to say your peace without getting your head blown off on reflex, or due to "Standard Protocols." This benefit seems to extend to those you approach as well; just the thing to keep your new contact from being labeled a traitor for "consorting with the enemy," or getting kicked out of a meeting for "daring" to speak on your behalf.

Ignorance of the Lambs (100): Fear is such a funny thing; meant to warn, yet so often crippling the subject. Is it any surprise that when faced with something strange or dangerous many try to act as if nothing's wrong? You now benefit from this quirk of the mind far more than you should; allowing your presence to fade into the background, such that even thin branches might be enough to "conceal" you from others. So long as you don't deliberately draw attention to yourself at least. Though you can just as easily take refuge in the audacity; able to walk down a busy street while dressed like an fetishistic anime villain, yet remain unperturbed by the masses. Those around you content to act as if you're not there, or justifying what they see into something that conforms to their day to day life… to an extent at least. Were someone to actively search for you or be wary of your presence this talent would be less effective on them. Moreover, while some might be able to brush off a devilish warrior as a particularly chuuni cosplayer, transforming into some terrible beast or acting with murderous intent is bound to earn a reaction.

Precious Fur Babies (100): Okay, so maybe they're bigger, meaner and fuzzier than you thought; but that doesn't mean critters don't deserve some love too. You've got quite the gift when it comes to handling the inhuman; easily earning their affection, and intuitively figuring how to make sure they grow up big and strong. From house training to hunting; few creatures will give you trouble, even if they're not exactly domestic pets. Better yet, they'll remember their loving caretaker once they've grown up, ensuring that your little pup will still be loyal and affectionate even after growing up into a building-sized three headed hell hound.

Hidden in the Leaves (200): From emerald forests to ivory mountains, from shimmering shores to arid deserts. It is in these lands beyond the touch of humanity that you reign supreme; an expert survivalist that can traverse through the thickest of jungles

like a favorite playpen. With such ninja-like skill you could easily stalk a target across miles despite mere meters away from them. Moreover, the wilderness seems to make your stay surprisingly convenient, such as there always being a sturdy branch in the shade to rest or to spy on your prey from. Why, someone would need nigh supernatural senses to detect you when you're hidden; something that could take quite a while seeing how you can comfortably live in the wild for as long as you want. Though one thing is for certain; those who wander your territory best move with caution, as they'll never know whether the thing causing their hair to stand on end is just the wind or your whispered breath. Not until it's too late at least.

Hunter's Prowl (200): When you know what you want, it wouldn't do to accept lackluster substitutes; thus with a keen mind and instincts, you can easily tell when the prize you've sought out is within your grasp. Look into a messy room, and you'll find your favorite pen with a glance. Pick all the ingredients you need for your recipe as you stroll through another's garden, and you'd have to be a fool to miss how that schoolgirl is the *perfect* subject for your next experiment. That said, this awareness only applies to what you're actively looking for; and if you don't know what that something is exactly, it won't do you much good. Try to look for the "missing ingredient" in a recipe, and you'll be no better off than before; look for "the blood of a heartbroken child descended from dragons," and you'll know it when you find it.

Spring Cleaning (200): It's natural to build on what's come before, yet to cling to what has been and reject change leads only to stagnation. Whether that means throwing junk out to make room in a home, or a great fire to bring life to a land; sometimes you must wipe the board to make room for something greater. In the spirit of this you've got quite the knack for undoing work; especially if you're responsible for it. Your genius is such that you can devise ways to revert modifications you've performed to yourself and others without lasting harm, unlearn deeply ingrained habits and techniques, or even create the means to quickly and efficiently kill off small armies of servitors that have outgrown their usefulness. In this way, you'll never need to fear being so invested in a path that it's impractical or impossible to change course, or ruin your magnum opus due to a poorly thought out addition.

Beastlord (400): My oh, my! It seems I'm not speaking just any enthusiast of the countryside, but a proper noble at that! Whether you're The Man and Woman's latest project, or perhaps one of the last remaining heirs of some ancient bloodline; there's little doubt that you're far more greater than the common man. In terms of physical abilities you're well beyond the level of even the most athletic human; capable of feats more at home in a wuxia movie than real life: Traversing forests by moving through the

branches in its canopy so swiftly many might think you're gliding, the strength to idly tear a man's throat out with your fingers, tough enough to survive having your head slapped around 180 degrees, and both the sensory acuity and reflexes to sense a fired arrow at a distance and return it to sender.

Moreover, pick a mundane animal such as a crow, spider, or serpent; or two such animals if you prefer, gaining two or three unique abilities vaguely based upon them such as the ability to walk on walls and launch seemingly endless of webbing capable of binding small vehicles and Oni, flight and the ability to turn your limbs into prehensile telescoping tendrils capable of piercing solid stone, or even the ability to mimic any sound and turn flesh to amber with a touch. Finally, should you wish, you may transform into an armored or monstrous humanoid form themed after the animal or chimera you chose. In this form you can threaten an Oni in direct combat; though be careful not to grow complacent, lest you be struck down by the purifying beat of Ongeki or bested by a better trained and armed foe.

Creature of Legend (400): Bigfoot, the lochness monster, the mothman and so much more; beyond the light of civilization myths and legends are still born within the tender embrace of nature's mystery. Those who hunt them often find themselves foiled in countless ways; from blurry photographs and contaminated samples, to the simple misfortune of only catching a glimpse of them from the corner of their eye. It's almost as if the world itself sought to keep these legends hidden; and your blessing seems to lend credence to this belief. Any attempt to gather information on you without your permission is cursed. Not only would any concrete details be hard to find; but many will be skeptical of so-called "evidence" unless they've personally encountered you.

Moreover, even should you encounter one of these so-called truthseekers, this veil of mystery will offer some protection; surrounding you in an air of myth that makes it difficult for them to recall specific details about you, and foils attempts to record you. Cameras taking blurry photographs, and recordings becoming corrupted; assuming the person even remembered to use them before you left. This protection even applies to more esoteric means of gathering information on you. Scrying becomes all but useless to track your movement, let alone your exact location; while broader methods return answers as vague as they are poetic, little more than nonsense to anyone who doesn't already know the answer to their question. With such a defense, it wouldn't be difficult for you to become little more than a rumor or campfire tale even in the modern era; though be warned that this does nothing to conceal what you've already given away, or cause others to forget what happened during their encounter.

Nature of Man (400): Bee hives are such beautiful and complex things, and many would agree that honey is one of nature's sweetest delights; yet aren't such things made

by the bees themselves, altering the land to suit their needs? If such is true then are not the cities of mankind, one of the most dangerous animals of all, also a part of nature? This is a truth you've come to internalize; blurring the line between civilization and nature by perceiving the hidden truths that connect them. As far as your talents and abilities are concerned, there's little difference between a concrete jungle and a verdant one. Though remember, while slight that difference still matters; such as a critter that can "only" be raised in underground rivers developing unique traits if raised in a sewer. Moreover, while you may need to change how you hunt to do so effectively in a city; you'll be no less of a threat than you were in the wilds.

Hunt the Hunters (600): Nature adapts. This truth governs all life, and while the beasts of the wild may not build monuments to their insights; it doesn't mean they don't learn from the past. After all, even the greatest of hunters knows to be wary of a scarred beast; for it has survived many a hunter and if they're not careful, they too may find themselves becoming prey. In much the same way, those who oppose you would do well to strike you down; as letting you survive will surely be their greatest mistake. Every encounter you have with a foe serves you much the same as an in depth study of your foe; their displayed tricks and tactics laid bare as they use them, flaws they exploit identified, and their own weaknesses dissected. Afterwards, finding ways to put such information to good use incomes easily; whether that's adapting the way you fight to take advantage of a foes old wound, luring them into acting in just the right way to create a devastating opening, modifying your loadout to rid yourself of identified exploits, or develop in ways you may never had pursued without your foe's efforts.

The efficiency of such adaptations is refined bit by bit over subsequent encounters; such that should an enemy be foolish enough to send their chaff after you it won't be long before they find themselves facing their *artificial* predator. Though beware that this alone will not do away with your weakness whole sale; a demon might devise a way to veil themselves in curses so vile that holy blades are desecrated before they touch, or discover ways to turn holy wards against would be crusaders, but should holy light bypass his countermeasures and precautions it will burn him just as easily.

Titan Forging Epoch (600): The passing of ages is an old friend of yours; merely marking how long you've walked this land rather than wearing you down like the mountains and kingdoms around you. Polishing your technique a thousand times will not cripple you, nor shall you fear aging into a decrepit elder or that a lifetime's worth of merriment will rot with time or rust the steel of your warrior's instinct and body. Unlike many you may walk this earth as long as you wish, and recall your past keenly enough to remember sites buried so long ago even their legend has faded or idly remark on how you preferred the way an arrangement of mountains looked long ago. Though you may

yet fall to misfortune or be slain by a foe, it would be hardly a boast to call you an immortal; and while some may call you timeless, that is hardly true. After all, while time may never lessen you; each passing day leaves you a little better than the one before. Given time, even someone talentless might become someone worthy of legend.

Life-Shaping Alchemy (600 CP): While before you may have been someone intune or gifted by wilds; you are now something greater. For you possess the secret to not only create life; but to improve it according to your vision...given time. Alchemy is as complex as it is ripe with potential for those willing and able to explore its depths. While it has many uses, you are most well versed in the Science of Life, a methodology that excels in the creation and modification of organisms.

In its simplest form this art allows you to create homunculi; artificial life forms derived from the organic material of a donor, such as clones capable of acting as servants. Far more interesting is how you can engineer new lifeforms; combining material from multiple donors, or even modifying it directly to create truly monstrous creatures like the giant makamou. Though should you be displeased with the base results of your experimentation, you can always modify; can design solutions to modify living creatures with great precision. Something made easier by your knowledge of special pills which can preserve volatile elixirs for years on end without losing effectiveness.

However, greater than this is that your skills go beyond the flesh; as you can also shape the minds of your creations, instilling skills and knowledge so long as you have an available “donor.” Why, you can even bring them into this world with instinctive loyalty and devotion to you; though whether they remain that way depends on your own actions. In time, you’ll be able to push this field towards truly fantastical physiology. Creating creatures with inherent supernatural abilities like the Princes and Princesses that care for the Makamou, creating yokai-like creations like the Summer Makamou of the Lady in White, or finding ways to imbue creatures with supernatural abilities and modify existing ones. A keen enough mind might even devise ways to counter or replicate magitech devices through special organs and creatures!

However, there is a catch; namely that this field is far more of a science than it is an art, and one you have few peers to confer with. While simple homunculi, creatures with exaggerated physical traits, and chimeras can be made with ease; more exotic and complex creations will require similarly exotic materials, and conditions to bring life to your vision. Similarly, those seeking to modify or make use of unique samples will struggle to refine their work without a way to renew those supplies. Still, one with the means and disposition to explore this field will find it worth the effort.

Wayward Soul

Big Brother Magnet (100): Some might say you're just that you're approachable or inoffensive, but the simple truth is that you're a pretty likable person. Possessing a humble charm that allows you to approach normally aloof and guarded individuals; forming simple but earnest connections with them in a short amount of time, when others would struggle just to get a word out of them. Moreover, deepening those bonds over time comes just as naturally; such that you shouldn't be surprised if former strangers metaphorically adopt you as a sibling, or an ice queen might find herself smiling when she thinks of you. A simple thing perhaps, but one that can change lives.

I, Jumper (100): Older than you look, and a dimensional traveler; prone to live in interesting times, and meeting countless people. Must be tough remembering and sorting through all that; but with this you can have a little help. At any time you can invoke a brief mental montage narrated by yourself; presenting you with any details or facts that might be relevant to your current plans or circumstances, or just offering you a refresher on some subject you haven't thought about in years. Quite useful since regardless of its perceived length, it only takes a few seconds to go through it. Though the best part is how you can share these helpful reels to others. Admittedly, to someone completely uninformed this is little more than a primer and not as good as a thorough conversation on the topic; but in a pinch it's more than enough to get them up to speed, and save yourself from having to explain the basics for the hundredth time.

Flaw Highlighting Majesty (100): If it's not paranoia when someone is actually out to get you; then it's not arrogance if you're actually that good. Sure, most people would get a bit ornery if someone acted as insufferably smug or callously rude; but when you're actually better than them, you've got nothing to worry about. As such, rather than hold a grudge or fall to despair; people will focus their energies on the *real* reason they feel like crap, namely their personal shortcomings and problems. Crush a swordsman and he'll finally face the complacency that had seeped into his style. Instantly reject someone's heartfelt confession, and they'll finally face those inner demons they've been ignoring. Embarrass a teacher in front of his class by blowing them out of the water in their favorite subject, and you'll reignite their passion for the subject. Oh sure, you might hurt a few feelings along the way; but isn't that just a sign that you're right?

Growing Pains (200): Wisdom comes from experience, but it's such a shame that experience comes from age and mistakes. Though you're sure to gain a lot of wisdom now. Not because you'll suddenly become smarter or anything; so much as fart better at facing risks, and surviving your own foolishness. If man-eating kaiju were running around fighting a demonic warrior you'd have the strength of will and determination to follow their fight instead of freezing up or panicking. Oh sure, doing that might leave you

in snacking distance or attract the attention of their mysterious handler; but where others would surely perish from such recklessness, you seem to grow luckier and hardier. Friends arrive just in time to free you after you decide to track a villain to their lair, and walking away with a few bruises where others might have broken something. Oh sure, you might need some first aid after trying to distract a Makamou to save your Oni friend; but at the end of the day spontaneous appendicitis would be a greater risk to your life than the unintended consequences of your own actions.

Painless Absence (200): No matter how close people might be; it's normal to want some space, or grow apart a bit. That doesn't mean they stop caring about each other. You seem blessed to have very understanding people in your life; who seem fine with you walking out of family reunions, being absent from class for weeks at a time, or suddenly deciding to spend every free moment with some strange man you met on an island. Of course, your knack for knowing when someone's imagination might be getting the better of them is also pretty useful; nipping misunderstandings in the bud, or lucking into explanations that'll keep them from asking unwanted questions. After all, at the end of the day, you'll still be their friend; even if you've done little to act like it for a while. That said, don't assume they'll put their lives on hold just because you're not around to see it unfold. Spend too long delving into a secret world, and you might find that your friends have become very different people.

Red Tangle of Fate (200): No man is an island; a simple truth but one with far reaching import, as even monster hunters have those they depend on. You can take advantage of this; seemingly blessed with auspicious encounters with those close to groups or individuals you're interested in. Often encountering them in ways that offer opportunities to connect with them, and allow you to get closer to your actual target. This is simple at first, perhaps making friends with the owner of your target's favorite sweet shop by chance; allowing you to find out that your target just so happens to live nearby.However, time this can grow into a ludicrous confluence of coincidences: bonding with one of their most cynical friends after an unexpected trip to the hospital, or discovering that a close friend of yours happens to be related to their closest coworker.

Before long these small connections can weave themselves into an intricate net; such that even the most elusive individual will find themselves organically encountering you time and time again. Admittedly, some may question how lucky these encounters are; especially if your target and new connections happen to be part of some covert organization. However, once you've become entrenched in their friend group; most will decide to bring you into the fold and share their secrets rather than worry about little

things like operational security. If only because it'll be less annoying than coming up with constant excuses, or making sure everyone shares the same cover story.

Read the Scene (400): There's more to the world than what you can see. The cheer of a girl gossiping with her friends may be a mask concealing the despair drowning her, the line between quirky basement and murder shed can be surprisingly thin, while aggression and awkwardness can be the sign of a blossoming romance. However, to you such things are as clear as the blue of the sky; possessing a synesthetic empathic sense that provides vital contextual clues for whatever situation you find yourself in. Muted colors that make a girl seem dreary and out of place against her cheerful surroundings, a particular malice creaking of the floor boards that send a riot of goose bumps up your spine, or a steamy air surrounding oblivious lovers. While perhaps strange at first, these anomalies will never prove distracting or interfere with the usefulness of your senses, allowing them to be trusted to draw your attention to what matters most.

Should you have **Feel the Beat** or similar gifts providing "ambient" music, you'll find their melodies to become almost precognitive in nature; as if orchestrated by someone that knows more about the situation than you do. Ominous tunes in time with that sexy figure's approach, faint and forlorn melodies drawing your attention to a lonely soul at a party, or an out of place pause in place of a victory jingle warning you that a fallen foe has one last card to play.

Stalker-kun (400 CP): Few are so fortunate as to have the world lay down some great Destiny on their lap, or lead them to greatness by the nose. So when you get your hands dirty people are far more understanding than normal; even if they don't like you personally, you'd be amazed by what they'll let you get away with as you chase your desires. Simultaneously allowing you to avoid severe backlash, and allowing you to make far more headway towards your goals than you might have while 'playing by the rules'. Stalk an underaged member of a secret organization, and trick her into confiding classified information? *It's fine*, you were planning on supporting their organization anyway. You just needed the info to get your foot in the door, and her shadowy cabal might even be impressed by your tenacity! In the end, as long as your ends are noble enough; you can justify some truly dubious means and come out better for it. Admittedly, this won't prevent the direct consequences of your actions; such as that girl being more than a little miffed at you for your trickery. But hey, that's a small price to pay for taking control of your own destiny.

Two Worlds, Two Lives (400): Venturing beyond what you know can be scary; but this can make sure you have somewhere to go back to. You can create a ‘boundary’ between two or more aspects of your life; perhaps your personal life and your new career as a rockstar? In doing so you’ll become quite good at keeping these aspects isolated from one another; being able to easily conceal skills that might lead to awkward questions without looking like your faking or holding back, keeping a mental switch to prevent problematic reactions like judo flipping your schoolmate through a door when they sneak up on you, easily keeping intricate narratives straight, and more.

More importantly, those in your lives will find themselves nudged by a guiding hand to maintain their ignorance. Siblings feeling like they should go to a different restaurant instead of the one you’re fighting a super villain in, foes deciding it's not “worth it” to use your civilian life against you, or paparazzis being unable to track you back to the family farm. Even when your two lives do intersect, coincidences line up to preserve this veil from casual discovery. Whether through a comedy of errors such as your doting mother having a bonding moment with your nemesis at a grocery store, but neither realizing they’re both talking about you or the giant monster you’re fighting being distracted by a food truck before it can reach your neighborhood. Though be warned, this aegis only lasts for so long as this separation is maintained; should you share the truth with another, or allow it to be discovered through dedicated efforts, this protection will fade.

Blinding Star (600): You are truly amazing; no doubt a kami’s gift to mankind. Your beauty is that of a fairy tale prince or princess; iconic in a manner uniquely your own, such that even those who loathe will reluctantly admit to your appeal. But of course, even a pretty face wouldn’t explain the adoration you inspire; so it’s no surprise you’re a bit of a prodigy as well. Choose one option from the following broad skill categories: Athletics, Artistic, Intellectual, or Social. To say you’re a prodigy, is an understatement; defeating regional chess champions with plays they’ll spend days analyzing, painting masterpieces in minutes, forcing professors to sit down and take lessons from *you* in their specialty, or being so charming you can effortlessly gather devoted admirers who would defend your honor and reputation without any prompting.

Truly, your majesty is unrivaled by any but those considered legends in their field; though such individuals will find you to be an ideal student, should you deign them worthy of teaching you that is. A hard task given your awe inspiring proficiency in so many fields... *except* for the one you chose; where if lacking any other boon or skill of your own, you are no more gifted in than the common man. After all, you might be a once in a generation prodigy; but even you aren’t perfect.

Shonen Yo! (600 CP): No one chooses where they start in life; but so long as you make a choice and follow through anything is possible. This truth now rests in your heart like a shining gem that banishes the shadows that would cloud your mind; plainly separating what you want from what you need, piercing the lies we often tell ourselves or accept from others, and discovering how to live a life that truly resonates with your personal values. Whether it's the pressure of your loved one's expectations, toxic hate born from guilt and shame, or the supernatural charms of a silver tongued lover; when the time comes, none of it will keep you from being true to yourself. Thus where others may be plagued by doubt, or an empty life without meaning; you'll find the strength to meet the rain with your head held high on even the darkest days, knowing your shining tomorrow waits beyond the storm.

This is more than a poetic expression of your self-awareness and resolve; as when you choose to act in ways true to yourself, the world seems to cheer you on. Moving in unseen ways to make your desire possible, and granting you the means to overcome obstacles that might forever block another's path. Being born into poverty in the boonies won't stop you from becoming a brilliant inventor. Crippling health problems will merely make your journey to become an exceptional monster hunter harder than most. While deep seated trauma or addictions will never keep you from becoming the person you wish you could be, and there will always be a third option to reach for. Of course, such paths may be fraught with trials you may never have faced had you accepted the hand you were dealt; yet by confidently believing in the beat of your heart, you'll always be able to live life your own way.

Your Beat (600 CP): Magic, super science, and ancient martial arts are the stuff dreams are made of; but there's more to being a hero than the gadgets on your belt, or how much you can lift. Someone who chooses to treat the wounded is no lesser than one who puts down the monster that harmed them; because in the great symphony of life every note has worth. In much the same way, you've come to realize that even discrete or personal actions can ripple through the world. Often this manifests as simple coincidences that may play to your favor; choosing to attend a child's puppet show creating a chance to repair a broken relationship, or perhaps an upperclassman you consoled went on to win a match he might've otherwise lost and saved your school in the process.

Much like any proper performance; each such note builds upon the ones that came before it. A resonating cascade of karma guided indirectly by your actions; like a conductor upon the grand stage of life. Given time you could find yourself as a linchpin within fate's grand design; finding policies within organizations shifting in accordance to

your vision, or having an arrogant prodigy humbled and turned into a hero. Why with such a gift, the salvation of the world could be decided by the actions of a timid boy struggling to find his way rather than the wizards and warriors around him; making a happy ending out of a near tragedy. Alas, this gift works best when you can touch the lives of those with a great role to play in the events you wish to influence; so while your name may not be the one glorified by the masses, at the end of the day those who matter will know they couldn’t have done it without you

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Takeshi Support

Casual Confidentiality(100): The modern world is such a pain in the rear when it comes to keeping secrets; everyone has a camera these days, and humanity is packed together like sardines. What's a secret conspiracy to do if they want to discussing life shattering secrets, or ongoing investigations regarding while eating out? Thankfully, you've learned a rather useful trick, namely by acting without any discretion at all! After all, no one would talk about *that sort of thing* in the open right? Or so the ignorant convince themselves with nary a thought given to what they might've heard you and your fellows discuss; brushing it aside as part of some show or game, assuming they even bothered to keep track of what was said. Admittedly, this obfuscating nonchalantness won't do much good if someone is already in the know about what you're talking about; but everyone else will be none the wiser.

Professional Adult (100): There might be monsters, magic, and mayhem in the hidden corners of the world; but that's no excuse to be irresponsible. Whether it's cleaning, cooking, patching clothes, balancing a checkbook, reading the room, using a computer, learning to drive or more; you have expert level skill in all the things expected of a functional member of society in both this and future worlds. Why, you're even proficient in one mundane occupation of your choice; excelling well enough to earn a decent living in that field, and still have enough free time left for more… exotic interests or just spending time with your loved ones. However, your true gift is teaching others to be "proper" adults; whether they're a technologically illiterate child, or practically a borderline feral wild man, a few weeks with you will get them up to speed.

Still Human (100): Though they may shatter stone with their strikes, and wrestle giants; heroes are still human. This is the founding principle of Takeshi Organization; that for all their power, and fierce seeming, Oni are still people deserving of love and companionship. You now exemplify this belief; being able to see past the things that would divide you from another, and reach the person hidden beneath all that power or reputation. Be they regal clan heads, mad inventors, or monstrous warriors; you find it easy to understand and interact with them as equals, safely navigate all the little quirks that might make them hard to deal with, and seem to sidestep the social barriers that isolate them emotionally. A talent that's particularly effective for getting even the most cynical to hear you out.

Whether that's finding a way of convincing a mad inventor that maybe shrinking downtown isn't the best idea without setting off their mania at your weekly brunch, helping abused outcasts rekindle their hope for a better life and find a place they

belong, or just putting the fear of YOU into some sociopathic demigod by treating them like the arrogant teenager they truly are.

Demon Sating Chef (200): Legends often regale their audiences with tales of an oni's rampant appetite, and love of revelry. While it's true that much lore regarding humanity's protectors was twisted in myth; this one is far closer to fact than fiction. This creates something of a logistical issue for any organization that hopes to employ them in large numbers. Unsurprisingly, people with your particular skill set are quite sought out by Takeshi. You're able to whip up delicious and nutritious meals hearty enough to fill up a warrior's belly by the dozen with the time and effort lesser chefs would spend making a single meal for the average joe.

When you're in the groove, the mastery you display as the unquestioned master of your culinary domain is mesmerizing; allowing you to handle running a popular restaurant on your own easily, and still have time to leisurely chat between orders. However, should you actually put in effort, the food you create would bring Shuten Doji to tears. More importantly, such food seems to be digested in record time, as if the body were converting to energy and nutrients in minutes without waste. Such meals are good for your guests to a supernatural extent; promoting a person's swift recovery. While a good meal won't be regrowing limbs, in this way you could help wounded champions get back on their feet in hours or days rather than weeks or months, and find their footing again after tragic ordeals. Never forget, that while your knife may not be meant to cleave monsters; it doesn't mean it won't save lives all the same.

Do you even train? (200): True greatness, true *art*, is like a fine gem; lovingly carved and polished over countless hours to achieve a dazzling shine! As such, after witnessing true glory, how could you be expected to confuse greatness for laziness? Your keen appraisal is such that some may claim you have a sixth sense for incompetency; being able to tell how skilled someone is at just about any skill and profession, and how much of their effort they put in, with a single display. More importantly, you can tell how passionate or serious they are about it; being able to tell the difference between a young swordsmen with great potential struggling to progress due to a lack of instruction regarding their footwork and external insistence he adhere to an illfitting style, someone that has grown complacent due to their coasting by on their natural advantages, and a hidden master deliberately holding back to deceive others..

This same talent can be turned towards more useful ends, especially the more knowledgeable you are about what you're appraising; such as telling with a casual glance which is the best produce for a dish, or knowing someone isn't worth considering as a candidate for your experimental weapon as it'd probably kill them within the first 10 seconds of use.

Service for a Smile (200): Customer service is not for the faint of heart. It requires many talents such as patience and mental fortitude; but above all the ability to read others, such that you can tell what someone wants or needs even when they don't know. This talent has made you renown for making the best recommendations; whether that's suggesting a dish a finicky foreigner is sure to love, knowing just what kind of tea and sweets to bring to ease mental exhaustion, or being able to tell when someone needs a good slap in the face to snap them out of a downward spiral.This doesn't make you omniscient, but you can read between and beneath the lines with the best of them; helping you to put your best foot forward, and avoid making things worse by accident. Though I suppose this same talent could grant you a rather cutting witt, able to find a chink in all but the most impenetrable of egos. Of course, you've also achieved the perfect service smile; allowing you to be the very image of welcoming warmth, even if you feel like tearing your hair out.

Abrasive Genius (400): You are a brilliant and talented inventor; with doctorates in more fields of science and engineering than the average person can name.While your skills could earn you a profitable career, your true passion lies in pushing technology to its limits. Why waste your time with mass produced garbage, when you can create works of art that revolutionize what people believe is possible! Super computers in the palm of your hand, vehicles that can race from one end of country to the other in a few hours, or weapons good enough to make Oni think twice about pissing you off! Admittedly, some might complain about how… user unfriendly your creations can be; as while you can improve most any device to reach greater heights, the strain they cause or difficulty to make full use of them often increases in turn. A firearm capable of blowing chunks out of a makamou would surely break the arm of the poor bastard firing it, and what's the point of a top speed no one can use without crashing? To such naysayers you have one simple response: Skill Issue.

Your creations are meant for worthy hands. So why compromise a glorious future for the mediocrity of the present? If people believe no one can tame your creations, you will prove them wrong. Despite the requirements your creations may demand, you can tell on-sight if someone is ready to use them or have the potential to do so. Upon finding such a person you can reliably devise all sorts of regimens and procedures to help them close the gap and truly master your creations. Though depending on their shortcomings such things may be demanding ordeals in more ways than one; causing the weakwilled to prove their unworthiness as they flee your attention. However, for those that meet or surpass your lofty expectations? They will be forged into heroes worthy of your wonders.

Arcane Archeologist (400): While civilization marches ever forward, to ignore the wisdom of the past is the height of foolishness. When it comes to history and legends few individuals can match your expertise; being able to recall the practices of extinct cultures the moment such trivia becomes relevant, and being fluent in more dead languages than most modern linguists. This has resulted in exceptional skill when it comes to handling ancient scripture or the meandering ramblings of monks from a bygone era; piecing together the nuggets of truth and wisdom buried under prose, solving cyphers lost to the ages, and adjusting for things such as linguistic or cultural drift. More importantly, you can easily collate and compare the knowledge that you've accrued from vastly different sources; discovering all sorts of ways it can be applied, or reviewing accepted truths to discover the truth behind ancient mysteries. Given enough information you could identify hidden forces by ecological data, establish optimal hunting strategies for supernatural creatures, predict the rise of ancient evils, reliably differentiate dangerous outliers from harmless trends, and much more.

I have a Message (400): A message delivered at the right time can change fate. To that end, you've been blessed with two boons. Firstly, when you have a message to give or one sent to you the most important parts will reach you. Storms may plague your call with static, but your call will not cut off before, or censor, key content. A letter might be shredded in a monster attack, but the page holding your warning will be caught on a branch for your friend to find. Secondly, the messages you give and receive cannot be misconstrued or misinterpreted. Interference may butcher your call, but never so badly your ally misunderstands what you meant to say. An ally's addiction to flowery prose may make messages needlessly long, but won't distort the secret knowledge he meant to share due to an awkward metaphor or poor translation.

These boons work to a lesser degree in person, allowing conversations to easily flow in noisy environments and preventing common forms of miscommunication. Why, even the densest, and most self-critical of idiots would be able to tell the difference between a "friendly compliment" and flirtation with this boon. While naivety and distraction will not hinder one's ability to understand the subtext in another's tone.

Paging Doctor Oni (600): Oni are extraordinary. People who have pushed themselves to superhuman heights to fight nightmares. They are mighty, bold, and prone to having the absolute shit beat out of them. While their fortitude and arts allow them to survive harm that would leave others walking corpses, it's no surprise that their mortality rate dived once those like you stepped up. You are easily one of the finest health providers in the world; reliably saving lives modern medicine would give up on. However, your true specialization is providing holistic care and treatment for exotic individuals and treating

exposure to esoteric maladies. Not only adjusting procedures and regimens to account for their unique qualities and needs, but finding ways to exploit them to promote their health. Whether that's rehabilitating super soldiers whose skeleton was best compared to a crate of broken porcelain, devising medicines their healing factors will synergize with rather than purge, or identifying and treating complications caused by their own powers.

More importantly, your talents are not limited to their physical health; finding ways to nurture their mental health, and address more intangible scars and illnesses. You're particularly gifted when it comes to handling obstinate and arrogant individuals deadset on just "toughing it out" or presenting themselves as "above" such concerns; getting them to open up rather than see you as another threat to guard against, and finding ways to address issues they might think are "beyond" the comprehension of "normal" people. Curiously, those who heed your advice or follow through on "silly" suggestions like finding time to sing by a lake shore, meditating under the morning light, indulging a childish desire, or spending time with friends find they have tangible results. In time, popping bottlenecks and curing power incontinence where arduous training and dubious pills did little.

Past Treasures Made New (600): While many scoff at mysticism, you my friend are a true scientist; someone thrilled by uncharted horizons and the unknown. As such, you've made a name for yourself by pioneering the development of systems and procedures to properly research what many consider supernatural phenomena. You can comprehend and decipher ancient lore and tradition; not only determining why something was important at the time, but whether it's still relevant and the consequences of altering or bypassing them. You can identify the mechanics of mystical feats; not only knowing what an "oni particle" is, but actually understanding how it interacts with an Oni's aura to enact tangible phenomena.

Of course, you also know how to apply this understanding. At its simplest level, by knowing what works and why you can help practitioners identify how to refine their practices; making rites and rituals easier, faster, and safer to use whether by identifying more convenient substitutes for materials and practices, or finding modern solutions for their flaws and restrictions. Why, it's thanks to people like you that modern Oni apprenticeships last a mere two years rather than a decade. More importantly, through the power of innovation and human ingenuity you're capable of modernizing many techniques or creating devices that synergize with supernatural powers. Creating implements that can more easily channel their abilities or allow for new applications, removing barriers to their use, or even allowing for the mass production of magic items

that once required an artisan’s touch! In time, ushering forth a new era for practitioners through arcane engineering despite how poor your personal abilities may be.

Strength of the Meek (600): A normal person can only do so much, but together they can change the world. You are one of the precious few responsible for bringing this wisdom to life; having a great wealth of experience on the administrative of Takeshi. Which is to say, you know what it takes to establish and run a benevolent multinational shadow organization in charge of managing and training super human assets in an eternal war against monsters. Few can match your skills in the areas of human resources, logistics and politics; knowing how to grease the wheels when needed, keep paper work dealing with clarktech and ancient mystical secrets tidy, network with other secret organizations, recruit promising new members from all walks of life, cover masquerade breaks, and make sure everyone and everything is paid for without tax collectors coming for your bones.

All while making sure your organization stays funded, and policies that weed out corruption and ensure your group stays true to their vision are upheld. More importantly, you’re exceptionally skilled at finding ways to adapt your organization and its operations to new cultures and societal developments; allowing your people to continue their work under conditions your founders could have never imagined. Such as identifying ways to keep your organization’s secrets protected even as technology advances. This isn’t flashy work, and chances are few will ever celebrate your name; but any hero will know they can rest easy and focus on fighting the good fight with you behind them.

Takeshi Agent

Ongeki Warrior (400, Free for Takeshi Agent): Through enduring training that would break lesser folk, you have broken past your limits, and reforged yourself as a warrior of myth. As you are now you can effortlessly perform mildly superhuman feats; outpacing horses while dragging grown men, flinging teens like wet laundry, and leaping past several flights of stairs burdened with stone slabs. You can track stealthy prey in the wilds on moonless nights, and have the endurance to consider a 3km swim upriver a decent start to your warm up. Heck, you're tough enough to catch and break an executioner's axe with your teeth or merely bruise from a hatchet to your gut. While your fortitude and vitality allow you to shrug off poisons and diseases that would kill beasts several times your size, survive from gruesome injuries that would cripple and mutilate with ease, and recover in a fraction of the time. You've also grown proficient in the use of aura; a combination of physical, mental and spiritual energies that can be called upon to perform mystical feats. As part of your training you've discovered an affinity for a classical element infused with your energy; fire, wind and lightning being the most common among Takeshi's agents. Resulting in violet flames, sapphires gusts, and other unnatural manifestations you can use as projectiles, simple defenses, or to enhance your strikes.

More importantly, you've mastered the special transformation technique that earned the Oni their name; calling forth a maelstrom of elemental power that is shaped into mystical armor. Though it does have the drawback of destroying any mundane clothing you may have been wearing. The exact appearance of this armored shell varies from one warrior to the next; they are all vibrantly colored and bare "horns" upon their helm. Though possess some elements evocative of the class of musical instrument you have the most affinity with. Beyond concealing your identity; this technique greatly enhances your physical and supernatural abilities while active. Pulverizing boulders the size of trucks in a single blow, pinning down kaiju the size of small buildings, and moving through dense forest as if one were flying through it. Even your vitality is greatly enhanced, with minor wounds healing in seconds, and being able to recover from non-crippling or mortal injuries with a few hours of meditation.

Lastly, you've been trained in Ongekidou, capable of exorcising curses and malicious influences, and purifying all touched by its melody. The latter of which makes this power devastating against monsters and other unnatural forces; tearing them apart from the inside out until they burst into harmless dust. An unstoppable force capable of overcoming any defense and destroying even living mountains… if given enough time. For Ongekidou is not an attack, but a sacred performance; invoked through the Oni's ki

and blessed instruments. As such while even brief exposure can cause a target great agony, to destroy a force often requires that they be restrained or pinned down until the rite is completed. Though even brief exposure could send waves of agony through mutant kaiju. Unsurprisingly, the nature of this power grants you an affinity for one of three categories of musical instruments: Percussion, String, or Wind.

While anyone can achieve this power in theory; the regimen required is an ordeal only the strong willed can see through. Moreover, they must maintain a certain level of physical and mental conditioning lest their grasp on this power weaken. However, by taking this you'll always maintain the minimum level of fitness required to maintain access to this power. Though you should wish to be greater than a "common" Oni, you will have to put in the effort.

An Oni's Duty (100): … is to help people. Perhaps that's why others can always tell when you'd be willing to help them. On a busy street, lost children gravitate to you in hopes of finding their parents. Stressed elders feel at ease when you reach for their heavy bags, knowing you won't run off with their goods. Share a bench with an angsty teen, and their troubles will pour out; sensing you're the kind of person that would actually *care* about what they have to say. While this won't prevent knee jerk reactions, even revealing panicked civilians realize you're "one of the good ones" despite looking like a monster; so long as you played the part at least. It may not seem like much on its own, but such trust makes it far simpler to make connections wherever you go. Though most importantly, it means that when you yell for people to run for it; they'll trust your word.

Wandering Oni (100): Where some might be ground down by loneliness or the stress of hiking through the wilds in search of horrors, those like you find peace and tranquility. Time spent away from civilization or other people bringing a certain serenity, yet you do have some luck at finding company in unexpected places. Stalking a forest due to signs a Makamou MIGHT show up in the coming days could have you make friends with a local ranger. While saving a child from falling off a boat on the way to a small island could earn the gratitude of a local innkeeper's family; earning yourself warm food and warmer company to enjoy between expeditions. Almost as if your good karma were rewarding you with hospitality and the kindness of strangers; though these arrangements are ultimately temporary unless you take steps to change that.

Well Trained (100 CP): You are an excellent specimen of humanity. You've received top-class training in all sorts of things; wilderness survival, carpentry, martial arts, mechanical repair, animal handling, how to drive and pilot all sorts of vehicles, first aid

and more. Athletically you'd earn a seat in any sports team, and possess quite a bit of skill when it comes to dance and music; being able to groove to any beat and composing new songs on the spot. Though there's one specific instrument where your expertise would leave any fellow artist in awe. Overall, you're quite the jack of all trades; rarely finding any situation you don't have some manner of skill you can help with. Well aside from anything dealing with computers, that seems to have been something of blind spot in your training.

If you're an **Ongeki Warrior**, you've also completed the training required to be recognized as an independent agent by Takeshi. You've learned how to fight most common makamou, and can track them through harsh wilderness. You understand the "language" spoken by disc animals, and how to access their "memories" for review. You're proficient in crafting traditional oni weaponry, and know how to use your powers to crystallize "oni stones" which help to focus and amplify your abilities when integrated into weapons and tools. Moreover, you've mastered the use of one type of Oni weaponry; whether one of the three traditionally used by Takeshi's oni (Duel Short Clubs related to taiko drums, Axe-Guitars, or semi-automatic gun-trumpets), or something less common. Lastly, you'll find that your skills as a performer synergizes with your martial skills to a shocking degree. Not only does this mean your sick dancing skills result in better footwork in a fight, but it also means you can refine your Oni skills through training with "mundane" versions of your favored instruments.

Demon Prince (200 CP): When one thinks of an "oni," one imagines a muscle bound brute or some barely civilized celebrant. You don't break that mold, so much as shatter it to pieces. Calling you "good-looking" is an understatement; as your admirers whisper you must have been lovingly carved by the gods as a gift. A smile from you warms the heart, and would have married couples swooning together as they bask in your attention; unable to fault the other for their reaction. To stand face to face with you is to expose themselves to your charm in full, as even a furious drill instructor would grow flustered and tongue tied if they stared you down. While achieving such appeal must have surely been the fruit of endless trials and good fortune,it hardly needs to be maintained; as even months spent hunting monsters in the wilderness would at worst lend a wild charm to your appeal. A secret Oni art perhaps?

Melodies of Life (200 CP): Life is a symphony of experiences; some light and uplifting, others tense and dreadful, but you're quite adept at handling what life throws your way. Your psychological resilience and flexibility are truly awe inspiring; as weeks spent surrounded by monsters and years of near death experiences would neither fray your nerves or haunt your dreams. A life of battle won't cause you problems back home,

easily shifting from “monster hunter” to quirky friend or devoted partner as needed. Maintaining a healthy balance between your duties, and your wants and needs as a person, is something you’re well practiced at; ensuring bad habits or unhealthy coping mechanisms never go unnoticed. Even should tragedy strike, you will steadily progress through your grief or uncertainties in a healthy manner; rather than diving into self-destructive acts,, or allowing these scars to cripple you. Lastly, you find it easy to slip into the role of a makeshift guru; allowing you to share this gift with others. Even a passing meeting allows someone to find new focus and discipline, reassess what they want in life, or face what felt like monumental problems with a relaxed confidence.

Unbound (200 CP): Here today, gone tomorrow. Such is the nature of an Oni, and those you meet easily come to accept they can’t hold on to you forever. Oh they may fondly remember your time together, and hope to do so once more; but your absence won’t ruin them. Even if you became a central figure like the lord of a new kingdom, so long as you don’t abandon them while they face some crisis, you could drop everything the moment your lust for adventure stirred. Oh sure, your advisors are likely to do what they can to stop you from leaving; but they wouldn’t begrudge you for doing so. Travel the land resting easily with the knowledge that the fields will be tilled, bellies will be filled, and what you’ve built will not fall apart the moment you turn your back. Heck, if you didn’t take too long to come back, you’d be welcomed back with open arms.

However, sometimes more… a permanent cutting of ties is required; whether for your sake or theirs. Should you wish to do so, you may give up your name; replacing it with another, and freeing yourself from the karma of your past. The good and the bad will struggle to reach you in your new life, and attempts to connect you to that past are fraught with misfortune. Whatever hole you left will, in time, be filled, and life will go on without you. One may still face their past by true happenstance or heroic determination… but unless you abandon your new name and life to take up your old one it’ll be like trying to put on an old shirt; nostalgic perhaps, but ill fitting.

Demon Forging Determination (400): Your capacity to endure hardship is monstrous. Whether you’re pushing your body until it has nothing left to give, or meditating until time has lost all meaning, so long as you are capable of performing the task you will be able to give it your all. Oh, you might run out of juice before you finish, lack the skills to succeed, or get pulled away; but you will never waver *just* because the task set before you is “too hard,” “too scary,” or “sucks too much.” Moreover, you can achieve some impressive feats when this strength is driven by an intense desire; allowing you to push yourself beyond your limits if it would help you keep a promise you’ve made, or make astounding progress in your training despite your lack of talent. Of course, your

inhuman pain tolerance frequently catches foes off guard; as few expect to get suplexed after impaling their target, and even broken bones won't keep you from finishing a fight. That said, do try not to worry others too often with your antics.

Should you be **Well Trained** and an **Ongeki Warrior** then you've put this determination to good use. You've gone beyond the standards expected of the "average" Oni, and now stand among the elites. Your martial skills and physical abilities have been polished to the point that you could defeat a common Oni without transforming. You can manipulate your shell to form simple natural weapons, or to adapt to your terrain. Your elemental affinities have been fully integrated into your combat style; resulting in a number of advanced elemental techniques such as simple elemental constructs, or leveraging your element for unprecedented agility. Lastly, you've learned how to channel Pure Sound, allowing all your attacks to resound like musical notes to harm foes more than they should.

Oni Trigger(400): Channeling your emotions into your actions empowers them. Your blows are stronger, techniques you'd struggle to perform flow like water, and you move like a furious gale amid your foes. More than that, is how the fires of your heart can lighten the burden of supernatural arts or even allow you to use powerful techniques when your reserves should have emptied long ago. Why if faced by a foe you held at fault for an unforgivable sin, the power of that hatred could make you into a true juggernaut capable of piercing once "invincible" defenses. Though be warned, that when empowered in this way your emotions will hold greater sway over you. To be fueled by righteous fury would let even a normal man fight like a demon, but to let it consume you may make you a demon in truth.

Pack Leader (400): You're a natural leader; able to find the right rhythm to bring those around you into a harmonious arrangement. What that looks like may differ from one group to another, but there's no denying that arguments grow rare and tasks get done faster and more efficiently when you're in the picture. Even in a fight, you and your allies act with surprising coordination despite a lack of communication; weaving between each other, positioning foes to create exploitable opportunities, and never misreading a cue even during a hectic brawl. You're even gifted when it comes to harmonizing your abilities; not only easily tuning your own energies to support others, but even serving as a steady beat that even novices can harmonize with. Hell, you could jump into an ongoing ritual, and improve it's execution rather than causing a disastrous interruption. In this way, feats well beyond what you and your fellows could do to be achieved, and with far less strain at that.

However, where you truly shine is at the head of a large group of familiars. Where some might struggle to handle and manage four or five, you can easily have dozens working alongside you. Some may even say such critters love you despite being “mindless” constructs, often acting on their own initiative in helpful ways, or following your desires before is spoken. Under your command, even the fragile disk animals wreck havoc upon Princes and Princesses, or deal crippling blows to those who view them as “harmless” pests.

Should you be well versed in **The Old Ways**, then it would be safe to call you a savant in the arts of familiar creation; being well versed in both styles of traditional Oni shikigami. Puppet animals are the most prominent of the two, having served as the precursors of modern day disc animals. They involved the binding and uplifting of animal spirits into a prepared vessel; each capable of one or two spell-like feats, and growing in power and intelligence with age. With some even capable of battling giant makamou on their own! Though they fell out of use as they required artisans like yourself to create and repair them by hand. Additionally, you’re quite well versed in the use of spellborn elemental familiars. While they lack the intelligence or inherent capacity for improvement of a puppet animal; their nature means that their number and quality were limited solely by the user’s only spiritual power and skill. Often serving as scouts, simple combat drones, or sacrificing themselves to produce potent one-time effects; such as a firebird sacrificing itself to unleash a great explosion. Admittedly, their use has always been rare as few had the aptitude for the more spiritual side of Oni arts to use them as well as you seem to.

Crimson Summer (600): There’s nothing wrong with being proud of how far you’ve come, but a true warrior knows not to rest on their laurels. So long as you’re willing to put in the effort, you will never be stopped by reaching your “peak.” Though of course, the further you go down this path the more demanding or specialized your training will need to become to see results. Luckily, your keen intuition allows you to design efficient training regimens to reliably achieve your desired improvements; be it developing your elemental control, refining your martial skills, pushing a spell to a new level, or improving your conditioning. Even abilities sought to be “set in stone” such as an Oni’s transformation technique may reveal new modes, undiscovered applications after completing the right regimen, or higher “stages” with the right regimen.

Additionally, if you are an **Ongeki Warrior** you are one of the few Oni to have consistently completed the “Summer Training Course,” an arduous regimen that pushes an Oni beyond their limits; allowing you access to a special state marked by a vibrant color change to your Oni shell. In this special state your physical and supernatural

capabilities are twice as great when compared to your normal Oni form. Moreover, while in this state you've bypassed the need for any form of preparation to invoke the full power of Ongekidou, allowing you to strike down most makamou in a single blow without having to deploy a full performance per target. A mighty power essential for dealing with summer makamou, that would turn you into an army slayer; though the stress it places on the body and aura reserves make prolonged unwise. While most would need to regularly undergo intensive week long training regimens to maintain access to this form, you'll be able access it as long as you keep up your regular training regimen.

Revolutionary Groove (600 CP): Where most rigidly adhere to their teachings, you make them your own. Not merely committing something to memory, but intuitively grasping the meaning and purpose behind what you've learned. While this may not help you to work through material faster, it vastly enhances the depths of your understanding. Learning a stance is more than just a matter of muscle memory; but also the hows and whys that make it worth learning and using. Such insights allow you to put theory into practice far easier and better than those with the same level of training or experience. Particularly, as you also understand the flaws of what you've learned; allowing you to differentiate the parts that "matter" from those that don't, and easily identify ways it could be modified to better suit your needs. Thus while others struggle with rote application and repetition, you find it easy to experiment with techniques and methods; intuitively adapting what you've learned and perhaps even improving upon it. Whether you're streamlining rituals by separating arcane rites from cultural pageantry, finding potential in under-explored cantrips, combining principles from differing schools into something new, or drawing inspiration from modern music to revolutionize an overly rigid supernatural art; such innovations come to you naturally.

Additionally, unless there is some genuine issue with it; others are accepting of you diverging from expected norms or breaking minor rules. Teachers will genuinely consider the merit of your innovation instead of fixating on the fact you performed their technique "the wrong way." Brothers in arms will not pester you or your apprentice due to their gender or preferences if they otherwise prove themselves worthy. While staunch traditionalists will at least tolerate "improper" habits and hobbies so long as they don't interfere with your responsibilities.

To Pass The Torch (600 CP): What's the point of greatness if it dies with you? As such, you've become something that can alter the course of destiny itself, and decide the fate of nations! A great teacher. No matter how poor their foundation, or talentless they may be; you can raise them up into someone worthy of being called your peer. The only question is, which road are they willing to walk to get there as you're able to fine tune regimens and curriculums to fit their needs. A slower path may gently nurture their talent, causing it to take longer for their efforts to show fruit; yet ensuring they do so with fewer risks and strain. However, others may favor a trial by fire that will threaten to break them; demanding greater investment and devotion, yet promising to reforge them into something great in a fraction of the time. Though they'd need to have a truly impressive drive to endure such training. Should you have **Crimson Summer** you will find its base benefits can be extended to any who train with you or under you; such that even a crippled child could overcome the weakness of their body, and become an Oni… assuming they have the will to endure.

Should you have **Unbound** then another path is available. Through sacrificing their name, and choosing a new one to represent their devotion to the path they have chosen to walk, they'll find themselves blessed; as if cannibalizing their former destiny into raw talent and potential fitting to their needs. Moreover, should they be worthy in spirit, if not in skill or ability; they may choose to take on the name of someone who has fallen, and inherit their legacy. Such a choice is transformative, not merely focusing their new found potential towards filling out the mantle they've inherited; but even causing traits or abilities that should be unique to an individual to match their predecessors instead of developing their own.

Together, these boons could allow a talentless boy who had yet to even achieve his Oni form to instantaneously become a worthy replacement for their fallen mentor; not merely developing an identical transformation, but even matching his master's elemental affinity and martial skills. A worthy heir would even be able to take their predecessor's place metaphysically. So much so, that even "The World" would recognize them as the same "pillar" stabilizing its existence, destiny would ensure this newfound heir would fill the "gaps" left by their fallen mentor, and even rituals once dependent on a specific existence may be performed by them.

Items

Items are discounted to those with their corresponding background; reducing their cost by 50%, and making 100 CP perks free.

Instrument (Free): Now it would be rude to deny you the chance to embrace your inner artist in this world. As such, you are the proud owner of one mastercraft instrument of your choice. A pleasure for any musician who has a chance to play with it; though even a novice will find it easier to develop their musical talents with this gift.

Countryside Wanderer

Period Piece (100 CP): A set of hardy garments perfectly tailored to you. Filth seems all but incapable of clinging to it, and it's remarkably sturdy; being unharmed by your own powers while remaining in pristine condition even after a fight with an Oni or two. Better yet, should you have a transformation of some sort, or even just an Alt-Form, it's able to survive your change unharmed; either resizing and altering itself to fit your new state, or turning itself into a discrete accessory for your new form until you change back. Such traits would make this outfit ideal for any transforming warrior were it not for how… eye catching it is; guaranteeing you'll stand out as more than a little odd. While you have some freedom in selecting the specifics of your new outfit; at best it's the finest example of old fashioned attire, as if plucked from the wealthy of an earlier time. At worst, it's passable as fetish wear or the kind of cosplay no normal person would wear day to day. But hey, at least you won't be naked if you suddenly need to turn into a giant, right?

Puppet's Staff (200 CP): An oddly shaped staff bearing various dials and gauges. While sturdy enough to be used for protection, and the staff's tip can easily pierce the hides of the toughest makamou, its nature is that of a tool rather than a weapon. By inserting specialized vials into its slots, it's capable of mixing and administering the solution into a subject despite its natural defenses. Though those adept in **Life Shaping Alchemy** may find other uses for it; such as using it to "seed" fertile ground, allowing it to draw in nutrients and organic waste as biomass to birth your experience. On average being able to gather enough material to create two adult homunculi with a single application, and a juvenile makamou without harming the land; making it a wonderful tool for the flesh-crafter on the go.

Old Money (400 CP): The fruit of various investments and deals made long ago; this represents a truly staggering passive income that would allow a family to live in modest luxury while funding even the most exotic of hobbies. More importantly, this wealth comes with the ownership of a stately, if old fashioned, mansion and the land around it. The mansion's location may be deep in the countryside or within a major city, providing its residents with all the conveniences of a modern home despite its classical aesthetic. It also comes with hidden workshop where its residents can ply their trades in peace, no matter how… exotic their crafts may be. Lastly, this estate promises privacy and discretion to its inhabitants. Solicitors and burglars skip this home without a thought, and neighbors are content to ignore oddities surrounding it and its residents unless directly affected by them. Meanwhile the law won't wonder why the property has had the same "owner" for the last few centuries, and any investigations will overlook this place unless guided by undeniable evidence.

Loyal Dolls (600 CP): Good help is so hard to find, is it any surprise you made your own? What you have here are a pair of high class homunculi that are utterly devoted to you and whatever cause you call your own. By default, you may design their appearance as you wish; though by default they are indistinguishable in appearance from yourself and someone important to you. Physically, one could say they possess “ideal bodies,” never aging or losing fitness, and only requiring a fraction of sleep or sustenance compared to a regular human. However, their true worth comes from their minds as their intelligence, craftsmanship, artistry, and scientific skills (be it mundane or mystical in nature) are a match for your own. This allows the duo to serve as ideal assistants in your works, or as trustworthy individuals you can delegate important projects or research to. Lastly, should either one suffer critical injury or be destroyed; they will arise from the earth fully recovered by the seventh day.

Wayward Soul

Not Just a Job (100 CP): Congratulations, on your new employment! While you may pick what it is, it won't be anything too fancy; the kind of job a high school or college student might apply for. The pay won't have you living the high life, but even working part time will be enough to cover a humble lifestyle without worrying about bills.Though the real benefit is how great your employer is; practically treating you as a part of their family! Not only are they willing to be surprisingly flexible about your schedule, but if you had to run out mid-shift; they'd be more concerned for you, than angry about how it'll affect the business. Honestly, between that and how easily any absences are forgiven; one might say you were kept around for your company, rather than any true need the business had. Should you suddenly be in need of employment once more, you'll find that the opportunity for a job with a similar employer will fall into your lap in short order; though you won't have a say in what it is mid-jump.

Token of Guidance (200 CP): This seemingly broken compass is a reminder of better days. Of little use for traditional navigation, if you're metaphorically lost… it has a way of leading you to where you need to go. If not where you would want to be. Whether you're stuck at a crossroads of life, or simply unsure of whether to confess to your crush, the needle will come to life. Following its guidance won't answer the dilemma for you, but it'll guide you towards people and situations that will help you think things through or learn what you need. Allowing you to overcome doubts, delusions and imposed expectations to find the path its user truly wants to follow.

Sealed Envelope (400 CP): What lies within this plain envelope is a secret. However, you do know four things about it. Firstly, there is no way of peering into its contents until it is opened; as not even divination may spoil its contents. Secondly, it can only be opened by you, and only should you make the intentional decision to do so. All others instinctively know its content is not meant for them, and will be unable to bring themselves to open it even as your foe. Thirdly, if ever lost it will find its way to you; be it by being hand delivered by someone you know, or simply being found among your things when your thoughts turn to it. Lastly, you know that there is a weight to its content; such that it should only be opened "when the time is right." While its contents will be different each Jump, it will hold The Answer to your greatest struggle at the time when opened.

It may be a father's final words, giving you closure and illuminating a mystery dogging your every step. Perhaps a master's final lesson may give you the tools to remove the need for a suicide mission, or provide the insight needed to overcome an impenetrable

defense. Whatever the case, should you open the envelope, another will find its way to you in your next jump, or after 10 years have passed.

Hyperbattle Mascot (600 CP): Would you like to be a ~~magical girl~~ kamen rider? If so, this priceless treasure will make your dreams come true! This truly ancient puppet animal has been in the service of many generations of Oni; having preserved knowledge lost to time, and even developed the ability to speak to non-Oni! Such is its wisdom that it can provide key insights even to unrelated spiritual practices, or develop minor magical items on its own. However, its greatest secret is an “improved” version of the Oni transformation technique; having identified “eight factors” which if mastered can make anyone an oni, and with no need for years of hellish training! Some seem fairly reasonable like “Never miss daily training,” others poetic in nature such as “fan the flame of the heart” but a few are more… questionable in nature; such as its insistence you must “ride something cool.”

Should one take its bizarre curriculum seriously, even a normal boy could transform into an Oni peer to Takeshi’s elite agents! Better yet, this transformation would bring out one’s inherent potential; allowing them to conjure oni weapons and tools suitable to their personal style, rather than requiring the user to craft their implements manually. Admittedly, it does have the downside that one’s spiritual conditioning outpaces their physical development; leaving them a normal, if athletic, civilian outside of their transformation. Though that’s nothing more traditional training won’t solve in due time. It may be a demanding teacher, but in the end it truly wishes to bring out the hero in you.

Takeshi Supporter

Lucky Spark (100 CP): A simple set of flint and steel that never seems to wear out. By throwing a few sparks at someone as they leave to go on a trip, they'll find themselves a little luckier until they return. Rain won't flood their path, vermin won't spoil their food, and bureaucrats they deal with won't be in foul moods. This won't guarantee the success of their endeavor, but a little bit of luck can make the difference between catastrophe and being able to drag themselves home bruised but alive.

Wisdom of the Meek (200 CP): A truly staggering number of crates have found their way to you; each one filled to bursting with all manner of documents, discs, and I'm sure you can find some actual scrolls and wood etchings in there if you dig enough. Their contents represent centuries worth of journals, reports, manuals and articles penned by members of Takeshi and allied Oni. Whatever supernatural mystery or question you hold surely has a lead within these records; be it identifying the weakness of a never before seen monster, finding an explanation for some strange phenomenon suddenly affecting the world, or the resting place of some legendary relic. The hard part of course, is actually finding that information. Not only are the materials less than organized. Add in centuries of linguistic drift, a variety of ciphers, and how many documents require special handling due to their age… you'll certainly have some long nights ahead of you if you wish to put this trove to good use. In future jumps, you'll gain ownership of an equally dense collection of lore centered around the hidden histories and supernatural side of the world.

Slice of Spice (400 CP): You've become the proud owner of a humble restaurant; whether an eatery or something more specialized like a sweet's shop. A fairly decent one given how quickly it gathers a steady stream of regulars enamored with your store's flavors. While this can provide a fairly reliable profit for you, there's more to this multi-floor building that meets the eye. Its fairly innocuous design conceals more hidden corridors and traps than a ninja mansion; leading to a maze-like interior hiding the entry to an expansive underground complex. For you see, its true nature is that of a hidden base to serve the needs of all manner of clandestine operations… though mostly monster hunting if you're a member of Takeshi.

From a gym and dojo area where Oni can keep themselves sharp and spar with one another, and R&D workshops for the maintenance and creation of specialized equipment like the disc animals; to spaces dedicated for researching ancient texts, communication centers to help coordinate with other branches across the nation, and

more. It has everything you need to house over a dozen Oni and keep them well-fed, well-equipped, and well-informed for the job while keeping civilians none-the-wiser.

Demon's Mail (600 CP): In ancient times, skilled Oni were few, and those who lived long enough to retire rarer. Unsatisfied with being mere bystanders as their heroes and lovers fought and bled for them, a group of Takeshi artificers gathered together to create a solution. While they lacked the strength of body or spirit to become Oni themselves, they had the wisdom to make up for it. This set of ancient armor, samurai by default, empowers its wearer; amplifying their physical and spiritual abilities. Enough to allow a normal soldier to cleave makamou in twain with its armaments, and stand shoulder to shoulder with Elite oni. Unfortunately, the armor was flawed. Or rather, it was *too* powerful for the normal men and women who donned it, placing great strain on their bodies, and eventually taking their lives as they drew upon its full power to save another.

Since then the project was abandoned, as none remained who could match their skill and brilliance, and those few who could bear its strain were thought better off trained to become true Oni. This armor and its accompanying armaments have come to your possession. A powerful weapon in the hands of the desperate, but someone experienced in **Past Treasures Made New** may derive insights from its study or perhaps complete the true goal its creators dreamed of.

Takeshi Agent

Hunter’s Essentials (Free and exclusive to Takeshi Agent): As a Takeshi certified Oni, you receive several benefits to help you with your work. An offroad vehicle with plentiful trunk space, high quality camping goods, cases containing a large assortment of disc animals, both the weapons and transformation focus corresponding to your chosen Ongekidou school, and a special attachment which readies their weapon for Ongekidou rites. A tool box with everything you need to maintain these, is of course included, and you’ll find the consumable goods replacing themselves every two weeks. Lastly, you have your identification as a Takeshi Agent, allowing you to contact and access the organization's various services and benefits such as free medical care and an actual salary. In future settings, you may elect to begin your stay as a member in good standing of a local hunting or monster fighting organization; gaining similar benefits to those listed here at a minimum.

Worn Journal (200 CP): A handwritten leather bound journal. Within its pages you'll find insights regarding the nature of aura, ideas for new techniques for a variety of elements, regimens for transformations not unlike the Kurenai technique used against the summer Makamou, and much more. Though most of these have been forgotten in the modern era for one reason or another. Armor shattering blows considered not worth worth the effort to master once the Makamou they were meant to counter went extinct, transformations forgotten simply due to hard they were to master without the right affinity, or even spells to make oneself giant to fight makamou on even ground that never spread due to its spiritual power requirements. Nonetheless, these secrets may hold great value in the right hands;.

Temple of Gains (400 CP): A temple surrounded by lush wilderness; it's a gorgeous place for those who want to get in touch with nature, and earns enough donations over the year to take care of itself. It even hosts a few festivals and holiday events that help make it a valued part of the community thanks to the kind couple that manage it. However, its true value is that of a training site; one refined over the course of hundreds of years to be architecturally and spiritually ideal for training the mind, body and soul. Every corner of the place from its festival stage to the torii gates that line the long path to its summit can be utilized for some form of training. Why, even using the warding stones as weights can allow for physical exercise far more effective than any modern training gear. While relics left behind by previous generations provide the means for more esoteric exercises. Better yet, people who observe your training will pay your actions no importance; assuming them to be part of some obscure rite or performance.

Of course, rest is an equally important part of training. As such you'll find that the couple that manage this locale are ideal hosts; providing you with a luxurious place to rest, delicious meals a plenty, and even a private hotspring to ease soothe you. Such quality service does more than reward their guests for a hard day of training; allowing them to awaken the next day fully refreshed and ready for action, no matter how grueling their regimen. In this way, one could achieve weeks of progress over a weekend, and go straight back to monster hunting without issue.

Armed Gear (600 CP): What you hold here is one of a kind. A weapon that in the right hands could transform an Oni into a war god capable of slaying titans and culling legions in a single strike. As you are paying for this, you may select the type of weapon that it is, and will find no issues should you choose one not associated with your Ongeki school. As for the specifics of this tool…a tangled skein of fate presents two options for you. Though both versions will offer such enhancement, that you could treat your unenhanced self like an unruly child. Additionally, you may repurchase this option to select the other, though only your first purchase will benefit from discounts.

- **The Prototype:** Representing the culmination of scientific advancement, this weapon is a technological marvel designed to push an Oni beyond their limits. It does this by creating a resonance between the user and their familiars; causing disc animals to swarm the user and empower them. Coincidentally, allowing for the use of Ongekidou techniques without need of additional gear or extended rites. That said, the link between the user and their familiars creates fascinating opportunities for those with more exotic familiars to call upon. Truly, this is a tool that could revolutionize the fight against the Makamou… if anyone could use it. While the current iteration is powerful, the demands it places on a candidate are… extreme.

  One would need to be an elite class Oni to even activate it. Even then the strain it places on the user would give it an operational limit measured in seconds, and risk the user losing access to their supernatural powers for weeks afterwards due to the strain. A wiser person might use this as a basis for weaker models; sacrificing power for usability. While someone brave or crazed enough to master this tool would need to undergo specialized training that would push someone with **Demon Forging Determination** to their limits. Yet… should they succeed, such an individual would surely become one of, if not the, greatest warrior in this world.

- **A Promise Kept:** This weapon is a masterpiece. Seemingly unbreakable and of a higher quality than ones created using cutting edge methods. Yet, all investigations would reveal nothing more than an exceptional but mundane weapon despite it having been made centuries ago for you. Yes. You, for this weapon has been incomplete since its creation. Patiently waiting for its wielder, and only when it at long last found its way to your grasp did it become whole. Something you will know to be true in the depths of your soul; for no weapon could hope to feel as right in your hands, or respond so readily to your powers.

  To invoke its true power is to witness how its song resonates with your spirit, and makes you both something greater together; not merely unleashing the weapon's true form, but reforging you in a maelstrom of spiritual and elemental power. In this ascended state, you'll find your abilities and energies not merely more potent, but more responsive as well. For a mere Oni, this would allow them to call forth to wield raw Ongekidou and infuse its power into their their spiritual energy and elemental techniques to devastating results. Additionally, techniques that would require concentration, incantations, charge up times, or careful execution are simplified to single action and shouted maneuvers. Once the battle is done, the weapon will return to its "mundane" appearance until you call upon it once more. Lastly, should you two be separated it will surely find its way back to you when you need it the most.

Companions

Symphony of Bonds (50 CP, 200 CP): You may import or create a companion to join you in this world; granting them **600 CP** to spend and an Origin.As a special consideration, should you choose to be a **Takeshi Agent** your Companions may choose that origin for free. This will cost you **50 CP** per ally, or **200 CP** for 8.

By Popular Demand (Free, 50 CP): Though your time here may be short, that's no reason to give up on the bonds you've forged. Should you grow close to another during your stay you may offer them the chance to join you on your journey as a Companion. Though if you wish for a headstart, you may pay **50 CP** to select someone from this world's tale; entwining your pasts to ensure you begin your time here sharing a close bond. If you elected not to have a past in this world, this will instead guarantee a fortuitous first meeting and good first impression shortly after your arrival.

Flaws

Have you had your fill of choices? If not then what follows may help; providing you options that may alter the nature of your stay. Some, even providing you with additional points should you accept the hardships and quirks they offer.

Another Rider World (0 CP): Normally, you would arrive in the world that most resonates with the existence known as [Kamen Rider Hibiki]; one destined to be threatened by the Orochi phenomenon in a year's time. Yet, there are other worlds where Hibiki's melody resounds, and you may choose to arrive at one of these instead. A world where Oni are heroes known to the people; keeping secret identities as they fight Makamou that invade their cities. A world of magic and martial arts where the Makamou are twisted nature spirits purified by the three rival schools of Ongekidou that defend humanity. Even a world where Oni are not the only ancient warriors about, and ninja clans do battle against the forces of Satan may be found if one looks hard enough. As such, pick whichever one draws your eye, as adventure is sure to find you regardless of your choice.

Echoing Ages (0 CP): You will now arrive in Sengoku era Japan on the day a young boy will set out to recruit a band of Oni to save his village. Oni in this era are known but viewed as "unclean" individuals who have sacrificed their humanity for power. Nonetheless, this wouldn't stop a well-liked Oni from becoming a lord during these wartorn times. Moreover, should you bring any advanced technology with you, I'd suggest caution. The superstitious folks of this time treat Oni as monsters in human guise, and are unlikely to react any better if exposed to "iron witchcraft."

Hibiki The Musical (0 CP, +100 CP): For a world defined by instrument themed monster hunters, some might long for a more melodious touch to the world. If so, by selecting this option the gift of music will be available to all; granting everyone the benefits of **Ohayo!.** Expect even the hills to be alive with the sound of music, and musical numbers worthy of Broadway to occur regularly. For **+100 CP** you can expect to be involved in multiple musical numbers each day with little to no warning. You might be heading to the bathroom, only to be swept up in someone else's I Am song, and end up on the other end of the building by the climax. Or turn a simple confession into a full theatrical production that ends with all eyes on you and your potential date. Though in return for enduring this, you and your companions will have **Ohayo!** upgraded for free.

Legacy Piece (0 CP): Are you familiar with Shocker? Does the terms "Grongi," "Seed of Light," or "Orphenoch" mean something to you? Does bringing up "Undead" conjure

memories of playing cards? Any mirror related trauma? If this isn't your first visit to a Rider World, it would be simple enough to continue your tale there rather than visit an unrelated one. Though such a choice may result in unexpected changes as your past actions influence how the coming events unfold.

Serpentine Dirge (0 CP): Should you provide a major contribution to neutralizing the oncoming threat of Orochi; you may choose to leave this jump early. A threat great enough that The Man and Woman were willing to reveal themselves to Takeshi, and so as to coordinate against this threat. However, should you be in **Another Rider World** it's possible that "Orochi" may take another form; perhaps some grand demon causing spirits to go mad as it cracks the seals holding it? Whatever its nature, it will be quite obvious when this threat begins to stir and how disastrous it will be if ignored.

Dissonant Beat (+100 CP): It's always best to be your genuine self, especially when acting insincerely goes so poorly for you. Try to be nice to someone you despise, and your forced smile will be more disturbing than any glare. Try to play it cool when you meet your idol, and your parents will seemingly materialize from the nearest door to embarrass you.

Food like Firewood (+100 CP): They say growing kids should eat well, but that monstrous appetite of yours is something else. Easily capable of eating your way through a full three course meal and have room to spare. I truly pity whoever's covering your food bills, since no boon you've acquired will remove or reduce your need to eat. In fact, should you fail to satisfy your hunger regularly you'll find your physical and spiritual stamina worsening; leaving you easier to exhaust and slower to recover until you've truly sated your appetite. Thankfully, while these hunger pains may prove annoying, your appetite will never threaten your actual health. Though I wouldn't recommend fighting monsters on an empty stomach.

Romantic Tragedy (+100 CP): In the field of romance you are… rather hopeless. Your virtue shielded by a staggering degree of obliviousness to any flirtatious or romantic intentions directed your way. Did your hot coworker ask if you were interested in a special event on Friday? It sounds like such a great time, you'll invite the rest of the crew! Oh sure, they might stare whenever you're working out, but that's just because they're making sure you train safely. And *maybe* you've over heard them say they'd love to "grind something else on those abs," but that's just a silly way of them acknowledging all the work you put in… right?

It would take a truly blunt and impossible to misconstrued approach to finally pierce through your bubble of ignorance… something that will leave you feeling terribly awkward and easily embarrassed. Should you reciprocate their interest you will certainly overcome this eventually, though expect those first few dates to be something of a mess. Alternatively, you may choose for the above to describe everyone you grow attracted to; requiring persistent efforts, patience, and very creative thinking should you want to make any progress with a potential paramour.

Well Tamed (+100 CP): Are you from some long line of nobility, or were your parents just sticklers for good manners? Whatever the case, you've had "propriety" etched into your very bones. In any social situation you find it challenging not to follow expected social norms, and actually being impolite is something deeply disconcerting to even consider. Oh sure, you might hate your father and his coworkers; but that's no reason to skip out an invitation or leave early. A gaggle of overly chatty grannies who *insist* on showing you their gratitude may trap you for a whole afternoon without some quick thinking. God forbid some annoying pest *properly* request your hospitality, leaving you to grind your teeth as you try to find a "proper" reason to dismiss them beyond "mere" distaste.

What's an email? (+100 CP): It's the early 2000s and society is advancing at a rapid pace; it's normal for some people to feel a little left behind. Though in your case, one has to wonder if you were ever in the right zipcode. Any device more complicated than a corded phone or radio might as well be witchcraft; which is terribly amusing considering you'd have an easier time learning how to conjure elementals than learning how to drive with a stick shift. Curiously, you do seem to have less trouble handling supernatural devices in comparison… but you'll definitely want some help if you ever have to handle a desktop computer.

You've got midterms, y'know? (+100 CP): Being an ageless alchemist or super human war god, is no excuse to slack off in your schooling. Whether you're a teenager in high school or an adult in college, you'll now have to balance your more exotic extracurriculars with an actual education. Mostly because failing grades seem to herald misfortune in your other endeavors; lovers having to cancel summer plans to undertake internships, experiments fouled by unseasonal weather, or simply catching a nasty flu after playing hooky too much. It's almost as if some cosmic force were using you as a token example on the importance of staying in school or something.

Community Pillar (+200 CP): Jumper, you're so wise, reliable, and emotionally stable. Which is quite a surprise given the company you keep. I wouldn't say that you friends,

minions, and allies are needy per say; but they sure do seem to be sensitive to emotional, philosophical, and existential crises. Thankfully, you're always around when they need you. A good thing too, since asking them to handle it on their own is an almost sisyphean endeavor that tends to impact their performance in other areas. Your favorite apprentice is going to have glacial progress so long as he's spinning his wheels about that letter from his absentee father, your favorite secretary will be a real space cadet while she blames herself for how poorly that date went, and you certainly don't want your coworker to handle any complex rituals on the anniversary of the friend they "let" die.

He's Out I'm Afraid (+200 CP): What foul luck. It seems like whenever you have an unplanned need to find someone, they become rather elusive. Suddenly realized you misunderstood an assignment? Your teacher is packing his things to leave for the day as we speak. Had an epiphany and realized the answer to some riddle your mentor gave you? He's out of town for the next few days on a mission, so you'll need to wait for the pay off. Finally worked up the courage to confess to your crush? You'll have "just missed them" again, and again, unless you start running. Hope you're patient and good at scheduling; otherwise you're going to be wasting a lot of time and effort to make up for it.

Season's Beatings (+ 200 CP): It seems that summer isn't the only season where the usual giant monsters are replaced with something new. This of course puts greater pressure on Takeshi as they are forced to adapt to threats and rotate their personnel more often; rather than only needing specialized assets and training in the summer. Needless to say, anyone who ventures outside of a city will have more signs of a potential threat to look out for. Especially since this will guarantee you will find yourself in a hostile Makamou's territory at least once a season, be it by choice or happenstance. Should you select this option twice, then the iconic giants of Makamou kind will become known as "Spring" makamou.

- **Autumn**: The harvest season is a time of mysteries. The Makamou who mature in this season share traits with their summer kin; being humanoid monsters of human size. Yet where the makamou of summer are feral things reliant on their ability to self-replicate into swarming armies of beasts; those of autumn are solitary hunters. While weaker than those of the other seasons, they possess an unusual cunning and intelligence; possessing abilities and traits well suited towards traps, stealth and misdirection to hunt their prey. Worse still is their capacity to coordinate with the Prince and Princess that raised them. Oni would be wise to work

in pairs during this season, and rely on those disc animals with the finest senses; lest the hunter become the hunted.
- **Winter:** A time for rest and introspection. The Makamou of this season are peculiar; sedentary things akin to monstrous trees and crystal structures. However, the threat they present is that of their territory; initially forming a “den” from which their influence spreads unto into the surrounding areas. It is the alterations they enforce upon the land that is their primary hunting style; made worse by a “puppet” they can utilize to battle more stubborn prey, which can be remade if destroyed. To defeat it, one must find the heart of its domain, and destroy the Makamou; only then will the land around it return to normal.

The One that Got Away (+200 CP): It’s usually good to have something you're passionate about, but you seem to have crossed that line a while ago. You have what some may call an unhealthy fixation with a particular goal. Monster that you would drop everything for if it granted the slimmest chance of killing it with your own hands. A device you wish to complete; stubbornly refusing to leave it unfinished or compromise your vision even as you burn through one volunteer after another. Perhaps a parent’s approval; seeking even a mote of their favor like a man dying of thirst. It’s not impossible to let go of this obsession, or to keep it from bloating out everything else in your life, but it won’t be easy; especially should you feel as if you’re making progress towards it. Imagined or not.

Broken Hero (+300 CP): You’ve suffered a terrible fate haven’t you? You bear a scar marking where a rare Makamou struck you; narrowly escaping death, yet too late to keep its hooks from digging in. On most days you can almost pretend all is well, only bothered by a rare almost pulsating ache. Yet, whenever you push yourself physically or supernaturally it worsens; at first a sharp icy pain that seeks to steal your breath, yet in time spreading through your body as a crippling agony. Oh, should you have the mettle for it you can push through even as your body and soul scream at you to stop. Ignore their warnings, and you will pay the price; left numbed and weakened by the experience. Worse yet, what counts as "strenuous" becomes ever broader, and the consequences for aggravating your condition may worsen until even the least cantrip might trigger an episode. Modern medicine may blunt the symptoms and keep you stable, and though resisted, supernatural healing may improve your condition. Though a true cure would be the result of years of strict treatment, and even then, only if you avoid aggravating your condition. Push too hard, too often, and the price for a moment of heroism may be an early grave.

Dim Star (+300 CP): Many proclaim that all men are created equal; yet experience proves that is not quite so. You are unfortunately proof of this, and not to your benefit. Pick one of the following: Athletic, Intellectual, or Social. Within all skills and feats associated with that field, you are well and truly talentless. To choose athletics would see you clumsy, weak, and easily exhausted. Intellectuals would make academic and scientific tasks herculean endeavors, and mathematics a cursed tongue you were not meant to speak. Social would find you awkward, easily embarrassed, and make any social pressure a struggle to endure. Any progress you make to improve in your chosen area will be the fruit of blood, sweat and tears; so much so that many may call you mad for pushing your limits with such determination. Nonetheless, even someone cursed with a weak body could one day become a powerful Oni; should they have the will to make such a dream a reality.

Springtime of Youth (+300 CP): This world's tale is one defined by sacrifice and growth. A noble sentiment to some, foolish to others. Yet should you wish to partake and earn what you've been offered here, you are welcome to do so. By selecting this option your age with which you will begin your tale in this world will be no older to 15. Moreover, the extraordinary skills, exotic traits, and overtly supernatural abilities you would have gained will be reduced. An **Abrasive Genius** will be a prodigy no doubt; but inexperienced and untested, having few if any inventions of note to their name. While an **Ongeki Warrior** would be a mere apprentice; having only recently reached the point where they can reliably transform, and would struggle to fight a Makamou on their own.

Thankfully, your potential and talent will remain untouched; allowing your gifts to blossom in full through training and experience. Should you allow for the gifts you bring from foreign worlds to be similarly reduced, and for both your warehouse and all items foreign to this world to be sealed away during your stay, this purity will confer even greater potential to you. In this way granting you **Wayward Soul** as an additional origin with its associated discounts.

Favored Puppet (+300 CP): Apologies, much of what we've discussed will have been based on a few false assumptions. Should you choose this, you are not a naturally born being; but rather a homunculi. An artificial human made through magic and alchemy, and it's likely that many of your boons play into the role your creator wished for you. While your mind is your own, and your creator values you, they value the purpose you were made for more. While you may or may not care for it yourself, you would be wise to play your part well as your existence is dependent on a special pill you must consume every so often. One only your maker knows how to safely create, and that you

will find exceptionally challenging to recreate without their willing aid. Without which you will surely weaken and die.

For an additional **+100 CP**, where before they may have held some sentimentality towards you; now you will be seen and treated as nothing more than a tool. One to be discarded or “fixed” as needed should it stray from its purpose or prove too troublesome. Worse still, with how knowledgeable of you they are you can be sure they’ve prepared suitable counter measures in case of betrayal, and a number of precautions against the more obvious applications of your abilities and skills. Should you wish to claim your freedom I would suggest creativity and discretion.

Mandate of ~~Toei~~ Hell (+400 CP): If you’re familiar with other Rider Worlds you would be quick to tell that this world strays from the pack in many ways. A slower tale in a lived in world, that places its weight upon the individual stories of those whose lives are touched by the titular rider. One might call it artistic in a way, others dull. So why not spice it up a little? Now rest assured, The True Man and Woman will be villainous masterminds whose “Great Work” will bring forth death and tyranny to the world. The makamou so far merely the test beds for a new experiment set to begin, and the Oni the successors to failed experiments that became valuable as a disposal system for old projects. Soon the old Makamou will be replaced by a superior breed of kaijin. A plan centuries in the making and fueled by the sacrifice of innocents draws to its long awaited climax. A grand ritual to allow for the creation of a “perfected” philosopher’s stone that will allow them to ascend as the new masters of the world.

For an additional **+200 CP**, they will pursue their goals supported by more than just their dolls; backed by a truly vile organization revived through their efforts. Not only increasing their ability to operate within cities, but granting them access to far more exotic samples for their experiments. Oh, the kaijin they’ll make are sure to bring glory to the name of SHOCKER!

Nostalgia bait is still in right?

Ending

And so with your time here at its end, it is time to make your choice

Canceled: With this your journey has reached its end. Return Home with all that you've gained.

Director's Cut: Have you been charmed by this land and its people? If so, you may end your Journey here; choosing to remain in this world.

Taisen: Though your tale here is at it end, other adventures and stranger worlds await. Proceed to your next Jump.

Notes

- To be clear. **The Old Ways** isn't making you into an archmage; but it is giving you a modest collection of spells and/or psi-like abilities. While you can certainly devote yourself to stuff that'll help in a fight, there's a vast realm of possibilities in terms of what you can go for or develop down the line. Though actually finding teachers or tomes with relevant info will be an ordeal. Additional examples of things you could know or achieve via **The Old Ways** include:
    - Creation of magical paper talismans capable of channeling and enhancing elemental energy, warding areas, and sealing/suppressing magic items.
    - Use of kanji to form complex runic arrays for both object enchantment and formal craft/ritual casting.
    - Spontaneous conjuration of simple objects of supernatural quality,
    - Being able to intuit the future or "receive" helpful information you shouldn't have access to by 'hearing the voice of buddah',
    - Healing wounds via both spells and medical alchemy
    - Creating "curses" that harm their "life force" like a poison, imprinting targets with curse marks that seal away their powers, controlling weak willed people like puppets, and other such things that would fit in a ghost story.
    - Enchanting objects capable of allowing "normal" people to make use of versatile and complex spell work. The most common one in setting being a bracelet that allows for the creation and control of a Fire Bird style shikigami with built in sense sharing, will based control over itself, and being able to fight weaker makamou like a bird sized fighter yet that can pop itself to fireball a target.
    - Chi-based flight/levitation
    - Binding spells capable of holding down supernatural fighters like Princes and Princesses.
    - Spells which replicate the effects of magic items your familiar with; such as replacing a Percussion Oni's need for a "drum"
    - Turning yourself or others into a giant capable of wrestling Makamou on your own.
    - Making yourself or another target gigantic
    - Craftsmanship that never rusts or dulls, prevents damage in supernatural combat, or even enchanting relics to "find their way" to destined users even across reincarnations
    - Spells and item enchantments that lay dormant and undetected until some condition is met or trigger is activated.
    - Knocking people out via mental attacks

    - Muddling senses, and censoring/blurring memories.
    - Telekinesis capable of lifting squads of grown men, and finely manipulate many small objects at combat-applicable speeds
    - Overt elemental manipulation; such as localized tremors, unleashing waves of “darkness” to knock foes around, walls of solid wind to block attacks.
    - Combat and long distance teleportation.
    - The creation of “cocoons” of arcane energy capable of fusing creatures together.
    - Transferring your soul into a new body, or copy-pasting your mind unto empty vessels like homunculi.
    - Preserving your youth and extending your lifespan.
    - Creating astral projections that can physically interact with the world
    - Creating binding oaths that empower a person or “Anchor” an effect to them such as creating a “Goal” so that if someone dies prematurely they can come back as a “physical” ghost and linger until it’s completed.
- **Beast Lord vs Ongeki Warrior:** At base, both place you in roughly the same ball park in terms of raw ability. Beast Lord allows you to pick some rather exotic powers as innate abilities, but is more or less “set” at purchase barring external means such as using **Life-Shaping Alchemy** to improve yourself. However, Ongeki Warrior gives you access to a potential skill tree/magic system, and has multiple perks and items that synergize with it. Which is better depends on whether you want something you can rely on out of the box, or something you can invest time and effort (or CP) into improving. Having **both** and not being a Drop In would like make you someone The Man and Woman experimented on, or the descendant of one such experiment.
- **Growing Pains** is in essence a boost to your self-control and mental fortitude; with a hearty helping of good luck. You can run into the middle of the fight so you can return a friend’s weapon without getting killed by a stray shot; but if you do something like smash open a volatile power core, the best you’re probably getting is a stay at a hospital instead of a funeral.
- **Shonen Yo** is about having the self-awareness, strength and determination to do right by yourself. It won’t stop you from being seduced by a succubus; but it will help you realize whether your feelings are true, acknowledge how those feelings are impacting you and your life, and will keep you from betraying your values when others would be little more than putty in her hands. You may love her, but if she’s not part of that shining future you long for; you can, and will, leave her before you do anything you’ll regret.

- **Still Human** is great for doing stuff like calling out a King for his terrible decision making skills, or becoming That One Guy who can treat Neo Satan like an old friend. But it won't stop them from reacting to you as they normally would. Just because you can flirt with the Pope without being called a heretic; doesn't mean they as a person will be receptive to the attempt.
- **Painless Absence vs Unbound**: P.A. is about allowing you to skip out on responsibilities and expectations without getting penalized for it, and keep different sides of your life isolated from each other. Unbound makes it so you don't cause problems by going off to do your own for while, and helps people in your life deal with the consequences of you coming and going from their lives. With the option of making a clean break from your old life. Similar perks that can work together, but meant to serve different niches.
- **Past Treasures Made New:** The foremost example of what you can do being how the Disc Animals of today are far easier to create and repair, cheaper and easier to command in mass, have far greater varieties, and are compatible with modern computers! Allowing non-Oni to command them, access their "memories," or send information obtained through them online rather than needing to deliver the familiar directly. Better yet, with modern tools you don't need to be some enlightened monk to actually craft them, nor does an oni need to split their energy between their techniques and commanding one mid-fight. While this came at the cost of their individual combat power and the loss of inherent growth potential… It also meant that Oni, who would struggle to use even one Puppet Animal, could now benefit from the support of whole packs of Disc Animals specially designed for whatever they're hunting at the time.
- **Demon Forging Determination** doesn't make you suicidally stubborn or reckless, but it does give you the kind of willpower that would meet a saiyan's approval. If you push yourself until you can't physically move any more, it's gonna be because you believed this was worth the effort. Not because you were too stupid to recognize what you were doing to yourself.
- **Oni Trigger** only needs intense emotions to fuel its effects, and those need not be something like anger or hatred. Joy is perfectly reasonable, assuming you're the kind of person who gets a kick out of a good fight. While channeling your fear of failure works quite well for someone focused on defending others. Just be sure to "come down" from that state instead of trying to let your emotions fester for a persistent power up, and you'll be fine.
- As mentioned, the **Ongeki Warrior**'s "Transformation" technique amplifies your base line capabilities. The better your baseline, the more you get out of it. If you have both it and **Beastlord** your base stats while transformed would be a match

for Hibiki Kurenai much like makamou hybrids Kamen Rider Shokuki and KR Mujaki. Though you'd still get stomped by something peer to Hibiki's Armed form.

- For those curious, the 8 factors at the core of the **Hyperbattle Mascot**'s curriculum are as follows: "Make sounds your allies," "Never miss daily training," "Fan the flame of the heart," "Treat food like firewood," "Ride something cool", "Befriend disk animals," "Not giving up," and "The Pose."
- **Disc Animals** are an Oni's best friend, and are the modern form of shikigami. In their inactive state that appear to be silver discs but when exposed to an Oni's Aura/Chi transform into intelligent golems modeled after a variety of animals. Each one far smarter than any animal could hope to be, and can develop personalities and act according to what they've learned from you if you keep the around long enough. While they can "speak" in musical chimes, by placing them in a disc player or the Oni's henshin trinket, they produce a special melody that allows them to communicate large amounts of complex information. Though only Oni seem capable of understanding them without some kind of translation program.

  Additionally, they have specialized senses; allowing them to search for and track targets even through dense pitchblack wilderness without getting lost, and find their way back to their master even if separated. Notably, they can swap between their "animal" and disc forms at-will and are capable of self-propelled movement even in disc form. While not powerful enough to kill a Prince or a Makamou on their own; they're capable of damaging and harassing them. The fact they're tough enough to require genuine effort to damage makes them excellent distractions and harriers. They can also turn invisible, and run silently; though that limits their performance in order to maintain stealth. The most common types are as follow

  - Orange Lion/Blue Wolf: Excellent tracker and one of the modern designs intended to act as combat support for an Oni via their claws and gangs.
  - Emerald Frogs: Amphobius; good for grass lands and watery marshes, and maneuvering through changing terrain. Exceptionally resilient
  - Green Gorilla: Excellent climbers, good at traversing rough terrain, and are physically far stronger than they look; allowing them to pick and throw humans.
  - Gray Snakes: Experts swimmers, and underwater trackers. Also good in sandy terrain. Their special feature involved them latching unto a target and using "sonic resonance" to damage and agonize a foe. Commonly used to manipulate larger makamou into going where they want or screwing with their maneuvers due to sudden agony. Quite good at getting aquatic monsters to beach themselves.

    - Red Hawk: Flyer with keen eyesight, and can cut objects with its wings. Can perform hit and run tactics on monsters, but relies on its agility to avoid harm.
    - Yellow Crab: Excels at amphibious exploration, and it's claws can function as antennas to "boost" its signal. Allowing for easier coordination between disc animals or with the oni.
- What's the tl;dr on the two **Armed Gear**s? One is based on the Armed Saber as seen in the series, while the other is based on the version of it we see in the movie and Decade materials which had a more mystical origin/nature. Having been forged by the apprentice Hibiki had in his past life, only to make its way to him in the modern day when he faced off against the same type of Makamou that terrorized his apprentice's village.. Both are solid as Rider super modes, but they are designed with different mechanical and narrative benefits in mind.
    - **The Prototype** is a cutting edge weapon. While it's dangerous and impractical if you don't have the stats for it; it's usable by anyone in theory. Moreover, as technology studying its design can lead to derivative tech, and you can try to make improvements or modifications as you would with any other device. Or, you know, make more of them. In setting, it works by letting you resonate with disc animals, which themselves are magitech creations. So changing up what disc animals or other familiars bond with you to form the power up is a theoretical avenue of improvement to explore. Thus it's arguably the most open ended option for jumpers to innovate with.
    - **A Promise Kept** is effectively a soul bound weapon that creates a custom super mode to bring out your full potential, and maximize your strengths. Where **The Prototype** is "Standardized" in what it offers, what this one offers is personalized to what will make the wielder and its powers shine best. Moreover, while it doesn't provide new tech for you to rely on like the prototype; it allows you to use your inherent abilities a lot easier and more effectively, and allowing your other supernatural moves to benefit from Ongekidou. Plus the usual benefits from using a soulbound weapon perfect for you of course.
- **Season's Beatings**: The Autumn and Winter makamou are based on one shot experimental Makamou, and exotic ones spawned by the Orochi phenomenon during the series. Taking these drawbacks makes these foes regular threats to watch out for rather than one-time out of left field threats, only one or two Oni will ever deal with. Yes, this means people who took **Crimson Summer** may be able to pick up/develop forms advantageous against the other Makamou types if

desired; using Hibiki's Kurenai form as a baseline for how drastically they may power up and/or alter your base transformation technique when in use.

Useful Lore

- Makamou (Countryside demons) are created and protected by a Doji (Prince) and Hime (Princess) mate pairs. Homunculi made to ensure their "child" reaches maturity by feeding them people. At canon start Takeshi knows the Black Puppet is related to normal Makamou, and the White Puppet is responsible for the summer ones. They've yet to discover the existence of The Man and the Woman, nor that they're just homunculi managed by "The Real Man and Woman." No one knows how far this chain goes for sure OoCly, nor what the actual purpose of this multinational centuries long experiment is. All we do know is that Makamou CAN spawn independently of them, and they don't actually want humanity to go extinct; but rather view human deaths as an acceptable price of their experiments. So if you want to find the root of all this, fanwank responsibly.
- Makamou are said to be impervious to all forms of mundane harm; requiring Ongekidou or other supernatural threats to actually harm them. Given that tech focused Riders can damage them in crossover specials; this is lucky a Buffy-Rocket Launcher clause rather than fact.
- While some Oni's have attempted to confront the Black and White Puppets; they never say anything, and have powerful enough magic to nonlethally subdue all of the Oni that have tried. Making Takeshi believe the Puppet's may not be malicious, or at least, that they don't view the Oni as enemies despite the Oni hunting Makamou.
- Takeshi is an international organization, as Makamou are an issue all over the world. Japan itself deals with around 100 Makamou over the course of the year. Though at the time you arrive they've been popping up with abnormal frequency, something that has Takeshi concerned, and is the first sign of the Orochi phenomenon.
- The Orochi will destroy everyone if not dealt with in time. A phenomenon that causes Makamou to act strangely; spawning and maturing at increasing rates, and rampaging such they can't be controlled by The Man and Woman's magic. Additionally, even unseasonal Makamou are spontaneously spawned. Both Takeshi and The Man and Woman agree it represents an End of Civilization level threat, and the potential extinction of humanity. Especially since Makamou no longer trigger each other's territorial behaviors; allowing them to hunt together, or eat one another to turn themselves into stronger hybrids. The last sign that shit's about to get bad is thick violet miasma signaling the true start of the massacre. In canon, the only counter they discovered was performing an Ongekidou ritual at a

sacred site… a very long one that aggros every Makamou in the nation to that location. Needless to say, if Jumper has a better solution or is willing to lend some fire power the help would be welcome.

- Anyone can become an Oni. All the need is chi, and enduring the training period to become one. So while anyone can be come an Oni; few people actually have the time and dedication to become one. Onihood is a lifestyle, not a power up. Traditionally, next generation Oni complete their two year training period before or in early highschool; though students are only accepted with parental approval. The initial apprentice ship seems to be about two years before the individual can reliably transform into one, and use its powers. Followed by about 2-4 years working with your mentor before you're considered fully trained.
- For those interested, the henshin trinkets are musical-instrument like trinkets based on your Ongekidou school. If you're good enough you don't need them, but they do make the transformation easier and faster. Conversely, trying to use one when you haven't fully mastered the transformation technique will fuck your shit up. These are a foldable tuning fork (Percussion), a whistle used as an amulet (Wind), and a bracelet with a built-in mini-shamisen (String).
- The three schools most represented among Takeshi Oni are the Taiko Drum (Fire aligned oni wielding duel short clubs), the guitar (Lightning aligned Oni wielding an axe-like weapon that's also good at thrusting), and the Trumpet (Wind aligned oni using a semi-automatic fire arm using Oni-stone pellets). SUpposedly, these became dominant due having the most refined training regimens, and the fact that together they cover all the niches required to deal with modern makamou species. Taiko drum styles excel against heavily armored monsters. Guitar against amphibious threats. While Wind can handle flyers. This isn't to say the other's are useless, just that each one has advantages that make them the most suited to fight them.
    - Other subtypes include Gong (Ice aligned, wielding tetsubos), Tuning Fork (Wood/Plant aligned, who use magic to transform their henshin trinket into vibro-katanas), Cymbals (Water Aligned Chakram wielders), Flute (Wing aligned spear wielders, with the spear doubling as a blow dart launcher), Triangle (Metal aligned Three-sectioned staff user), Clarinet (Wind aligned swordsmen), Harp (Lightning aligned Bards. Hardest to use weapon as it relies on musical skill and spiritual strength, but allows you to fight using Ongekidou/Sound blasts and constructs), Microphone (Rarest one, has been seen as a sword and whips. Uses the wielder's voice to enhance their martial attacks with sound directly, or to broadcast their voice as a blasting weapon.)

- The Oni Transformation can be used partially (such as manifesting your gauntlets if you need arm strength and hand protection, but don't have the seconds needed to fully transform in one go). Moreover, it can be partially removed; such as unmanifesting your helmet if you want to reveal your face for some reason. Additionally, the technique is not a chi construct itself; but rather uses their aura to form Öni Particles" to form a unique material for it. Curiously, these particles also suffuse their elemental manifestations.
- Becoming an Oni effectively gives you access to an entire power system separate, though complimentary to, the conventional magic available via **The Old Ways.** Oni arts are divided into two broad categories Kitoujutsu (Demon Battle Techniques) and Kigenjutsu (Demon Phantasm Techniques). We're *told* that there's a whole system of Wuxia Arts, psionic abilities and spells, but we never get a full walkthrough since the PoV character gives up on becoming an Oni. Moreover, all three of the main oni focus on the more "martial" oni paths. One of them was apprenticed to the foremost Oni sorceress, and picked up some rituals, but noted he was "never as talented as [his master] wanted" so she kind of gave up on him. So we have a lot of individual feats, but we don't know what the hard limits and rules of their "system" actually is