

WORLD OF DARKNESS
BLEACH

World of Darkness: Bleach – Preview 2

Thank you for your interest in WoD:B. What you are looking at is a free role-playing game addition to the World of Darkness from White-Wolf (visit them at www.white-wolf.com) and requires the World of Darkness Rulebook. The game is based on the manga from Tite Kubo. I am in no way affiliated with either White-Wolf nor Tite Kubo.

This is a work in Progress! Much material is still missing and many clarifications must be made before this can be called ready. If you wish to join in on the development, contact the original author emarve@gmail.com and please visit the site for WoD:B http://koti.mbnet.fi/~eza/en/rpg_bleach.php for character sheets and updates!

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World of Darkness: Bleach

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1 Lay of the Land of Dreams

The bureaucracies of Heaven once held sway over all men. Their agents kept the world in balance, by making sure that no evil – mortal or beyond – would rise to challenge this equilibrium. The Agents of Heaven advised rulers and observed and battled the dark creatures of the world when they rose from their slumber. Their most important task however, was to guide and guard the souls of mankind. Through their power, the spirits of the dead trapped in the mortal realm were guided to their destination and those who died unsatisfied were subdued and sent to Soul Society to heal. These earthbound agents of heaven were called Shinigami, Deus Mortuus, Death Gods, and with their power, the world prospered.

Then it all came tumbling down.

The change was gradual. The Shinigami - gifted with many powers beyond mortal comprehension - were thought incorruptible and no system was set to watch them. Slowly, one agent after another noticed, that climbing the ladders of earthbound power was far more profitable than just unselfishly aiding Heavens cause.

But Creation soldiered on.

2 The Who

Some souls are born marked by Heaven. In the past, these souls were collected little after birth, leaving the mother with a stillborn or sudden infant death slightly later. The collected infant soul was separated from the body as only a Shinigami soul can be, taken to the Heaven where she was raised and tutored to join the oldest order in the world. This practice stayed untouched for eons, and even after most of the Shinigami grew corrupt with mortal power, the soul collectors toiled. This changed during the last century. The soul collectors claimed that improvements in modern medicine now hampered their tasks so, that fewer souls could be collected. Most Shinigami scoffed at this notion and claimed that the soul collectors had just grown lazy and lost interest in their duties. No investigations were made. Things just continued to slide.

The Shinigami-souls left uncollected grew in their mortal families, surrounded with mortal influences and physical things. The power in them slept, until something awoke it. When faced with danger, stress or supernatural power, the sleeping divine essence of the soul might violently awake. Most such earthborn were sooner or later found by heavenly agents. At first, all such creatures were immediately executed and their souls returned to the circle of incarnation. Talks were made of completely destroying such souls since they apparently didn't incarnate properly and slipped through the fingers of the soul collectors. This extreme thought still lives, but back then, the Shinigami Leading Counsel decided to ignore it.

That is the situation today. The Heavenborn sit and do what they've always done and let their agents run amok. The few loyal agents try to reach the earthborn in order to teach them the proper ways before they too succumb to the lure of temporal power. And some whisper that others even hunt the earthborn and rip their souls to shreds.

B. Lexicon

Caste: The Soul Collectors toil still, but more and more Shinigami souls pass through their fingers. The ones raised on earth are now called earthborn and the purer heaven-raised one Heavenborn.

Chakras: Magical practices of the Shinigami to channel the power of their divine souls.

Daichi: A Shinigami whose soul naturally channels the power of Earth-element.

Deus Mortuus: Another name for the Shinigami. This term is widely used in European Shinigami-circles.

Earthborn: A Shinigami, born and raised on earth.

Elements: The four elements of Air, Earth, Fire and Water are the four principles of all Creation and also the four principal schools of Shinigami magic.

Elemental: A word used of Shinigami when their elemental connections are emphasized.

Elemental Sorcery: The Magic of the Shinigami.

Fuzei: A Shinigami whose soul naturally channels the power of Air-element.

Heavenborn: A Shinigami born on earth but captured by the soul collectors as a baby and then raised in heaven.

Hollow: A human soul that has eaten its own heart and become a monster of great power.

Kaji: A Shinigami whose soul naturally channels the power of Fire-element.

Mizu: A Shinigami whose soul naturally channels the power of Water-element.

Leading Council: The Leaders of the Shinigami, they receive instruction from higher powers.

Older Things: Dangerous creatures from the primordial past. Few of them serve a purpose, but most merely wish to overthrow humanity and replace the world with their own.

Shinigami: A god of Death, a mighty soul-creature with great magical power and even greater responsibility.

Spirit Power: A measure of a Shinigami's power. Some souls are naturally more powerful than others, some need time to grow and bloom.

Spirit Sorcery: Another name for Elemental Sorcery.

Soul Awakening: When an earthborn Shinigami-soul breaks free and realizes its own power, this moment of realization is called Soul Awakening (or just awakening for short).

Soul Collector: A specially trained and equipped Shinigami tasked with the work of collecting Shinigami-souls from earth. The collection must be done while the child is still an infant and always leaves behind a dead child.

Soulcutter Sword: One of the most powerful tools of the Shinigami, the Soulcutter Sword can harm and cripple even the most powerful creatures but it can also send human souls to a better afterlife.

Zanpaku-to: Another name for the Soulcutter Sword.

4. Realms Above and Beyond

Heaven & Soul Society

Heaven is a Spiritual realm, where spirit is tangible and acts as physical material acts on earth. Soul Society is a part of Heaven, where the wounded souls heal before returned to the circle of reincarnation.

5. Metaphysics of Spirit

Matters of soul

Almost all things on earth have a soul. Humans and animals possess living, vibrant souls that are hidden inside the bodies they inhabit. Physical items possess similar souls as living creatures do; their souls however aren't dynamic, or living. This soul-substance is called soulstuff.

Soul-material cannot co-exist any more than physical material can. Therefore, a Shinigami in her spirit shape cannot pass through things that possess a soul or soulstuff, so passing through a wall or walking through a dog will not succeed. Trying ends with the same results as it would if she had walked against the wall in her physical form. However, most soul-material is soft and cannot do much harm other soul-material with kinetic force alone. Due to this, soul-creatures have more freedom in their movement. They can jump higher (triple the normal jumping distance) or fall from even greater heights without any danger (multiply all heights by ten before they become dangerous).

The soul and the physical material it's attached are linked. With living creatures, harm done to the soul reflected on the physical body quickly. A soul is slightly sturdier than the physical body, but killing it quickly kills the body too.

Bashing damage is a small concern for a living soul and doesn't even bleed out to the physical body. As the damage starts to get converted into lethal damage, it really becomes a problem. Lethal and aggravated damage bleeds out to the body one level per round, until both have suffered the same amount. If the soul is healed before the damage has been transferred, any damage already healed doesn't transfer. If a character suffers both lethal and aggravated damage, aggravated damage transfers first.

When the soul has lost all its body levels, the same thing happens as would happen for any physical creature. Healing the unconscious soul before the damage is transferred, then the risk of dying has also been averted and the soul regains consciousness within a few hours. If the soul is completely destroyed (e.g. Lost all body levels to aggravated damage), then there is no stopping the process through and the body will soon follow.

6. The Mission

Many Shinigami have long lost their purpose to guard the world from unspeakable horrors and the vengeful spirits of the dead. The Old Things have long been hunted to near extinction and mortal men can usually take care of their own ghosts. The problems in this rationale are the words “near” and “usually”. Older Things still linger in earth, hidden until they awake or decide it is their time. And the restless dead might not be capable of much, but when their souls corrode long enough, they become the feared Hollows who wreck destruction and death until put down – or worse, found by other Hollows, the ones who learned to think.

Souls with Holes

The birth of a Hollow is always accompanied by a scream, a horrible scream. The soul eats itself from the middle, leaving it without a heart and with a yearning for the blood of its still living kin. A Hollow can be born from either a neglected ghost that never found a way to its next destination. When a soul wanders the earth long enough without being seen or felt, it feels a great sadness and the as time passes this sadness starts to corrode the remains of the chain of fate that once connected it to her body. As the last link in the chain breaks, she forgets how to feel sorrow and only knows emptiness in its now barren soul. Then she screams in agony and her own soul starts to feed on the remains of her heart in its hunger to feel anything. After this gruesome transformation is complete, a creature with a hole in its chest rises. A decorative white mask hides the still human face of the creature that now appears nothing like a man.

Forgotten Evils of the Forgotten World

The Old Ones are chthonic horrors better left unspoken by mortal men. Their goals can be too alien to comprehend, for some of them are older than Heaven itself. These creatures seldom act directly, preferring to work through mortal proxies or lesser creatures that serve them. (For inspiration on chthonic entities, refer to Call of Cthulhu.)

7. Character Creation

When fleshing out a character, the numbers should be secondary to the actual character. “Who is she” should be the center of attention. All characters should be made in with the entire troupe and the Storyteller, so that everyone will have a unique character that fit what the Storyteller has in mind.

Creating “World of Darkness: Bleach characters” roughly follows normal World of Darkness character generation rules, with a few exceptions. First of, the normal template for mortal characters is only used when creating earthborn Shinigami. Heavenborn differ from those who have lived their lives as normal humans. Their psychology is different but also their training differs greatly from any training earthborn or mortal may have received

Character Concept

First thing is naturally figuring out roughly who the character is. The concept can be a general idea like “occult shop keeper” or “celebrity exorcist” but it can also be a more specific, like “a brooding Kaji poet, with a grudge against all vampires for hurting her family and a tendency for burning anything even smelling of evil.” Once the concept has been laid, all the rest can be built on this foundation.

Example: Karen wants to play a modern knight-type, courteous, valiant and saving damsels. She thinks for a while, and then decides that her character is an ex-firefighter and dumps the courteous stuff. She wants a hardened veteran with strong opinions and a lot of rough edges. She decides already, that his name is Jonathan.

Select Caste

Was the Shinigami raised in the celestial halls of Heaven? If so, then she is called heavenborn. Gifted with much knowledge of the supernatural, these potent Shinigami lack much knowledge of what is actually happening on earth. Their pride is immeasurable but not completely false or unearned. If she was born or raised on earth, she is earthborn. Closeness to earth gives these Shinigami more reason to protect it from the dark things of the world, but their knowledge of their supernatural power is limited.

Example: Karen has already decided upon an ex-firefighter and those rarely come from Heaven. Jonathan is earthborn.

Selecting Attributes

Both earthborn and heavenborn gain the normal point distribution of 5/4/3. In addition, they gain additional points based on their Ruling Element and selected Chakras, this bonus should be noted now, since it cannot raise any attributes above five.

Example: A firefighter must have a good physique, so Karen assigns Physical is primary, Mental as secondary and Social as tertiary. She wants her character to be the big, stubborn, silent type. She distributes the dot like this: Intelligence 2, Wits 2, Resolve 3, Strength 3, Dexterity 2, Stamina 3, Presence 2, Manipulation 1, and Composure 3.

Selecting Skills and Skill Specialties

Earthborn use the normal 11/7/4 spread for their skills. Heavenborn have focused more on their supernatural acumen and thus have had less time (and opportunity) to learn non-magical skills. Heavenborn only have 9/6/3 to distribute. Also, most Heavenborn know how things in the modern world work, but their own skills are usually limited in these matters (thus most heavenborn would not have many dots in computer or science for example). Both heavenborn and earthborn also gain the normal three skill specialties.

Example: Physical skills are clearly primary for Jonathan. Karen decides that he's had some rough times before and gives him Brawl two and Weaponry one. Survival and Athletics are both very important for the concept, so she put three into both. Karen assigns the two remaining points into Drive. After long consideration, Karen assigns mental-skills as secondary and social as tertiary – the same spread as with attributes. She assigns two for craft medicine and investigations, and then assigns one point into computers – Jonathan had to write his reports with one. With social, Karen assigns two points to intimidation (the big guy is just naturally scary with his size and his brooding outlook), she then assigns the remaining two points to streetwise.

Add Shinigami Template

Either growing into power or suddenly experiencing it, all Shinigami have command over Heavenly forces. They are human in physical form, but their souls are demigods of great power.

Dominating Element

Shinigami are divided into four different types by their Ruling Element: the Fuzei, the Daichi, the Kaji and the Mizu. The element is a something the Shinigami is born into. She can learn magic from all the elements, but she will forever be shaped by the one elemental force coursing through her. She also gains powers and an attribute-bonus from her selected element.

Chakras

All Shinigami have three channels to manifest chakra: the Physical Channel, the Social Channel and the Mental Channel. Through each these channels, one type of chakra can flow. Every Shinigami has five different types of Chakra available, dictated by their Dominating Element. Shape and Spirit Chakras are available for everyone and everyone must choose either Shape or Spirit as one of the three Chakras (both can be selected if the player so wishes). Each Chakra gives the Shinigami access to its powers as her Spirit Power grows, but also, they improve her attributes while in spirit form. One type of available Chakra can be manifested through one channel and the choice is permanent.

Spirit Power

Spirit Power starts from one (unless boosted with a merit) so the Shinigami begin with one spirit shape enhancement. It also measures how much spirit energy the Shinigami can store in her system and generally how potent her divine spirit is, by making her spells more potent and her more resistant to the spells of others.

Elements

Every Shinigami have a natural affinity with one element, but that doesn't stop them from learning the ways of other elements. They cannot gain Chakras from these elements or their spirit form bonuses, but they can learn the spirit magic each element offers. At this point, earthborn can have one point to put in any element they wish and gain one point to their primary element. Heavenborn gain two dots and one dot to their primary element. Note that Spirit Power limits the maximum ratings any character can have in her elemental magics.

Example: Jonathan has fought fire all his adult life and so Karen finds it only fitting for him to be a Mizu, a water-aspect Shinigami. As so, she gains a permanent +1 to her Composure, raising it to 4. She takes a look at the Chakras available to Jonathan, and then decides to take Shape as her physical Chakra, Flow as her mental Chakra and Harmonious as her social Chakra. With Shape she can choose any of her physical attributes to be enhanced and she chooses Stamina. Flow enhances her finesse, so it's Wits from that, and Harmonious enhances Resistance, so it boosts her Composure. So, in spirit form, Jonathan gains +1 to stamina, wits and composure. Jonathan has Spirit Power 1 and gets one enhancement to his spirit shape. Karen chooses Detached Heart and marks it down.

Merits

All Shinigami have seven points to distribute among merits. These should be ones that portray the many sides of the character and the life she has put together (or managed to keep together). Heavenborn have a few merits to describe their status or property (except for Heavenly Status) and they usually focus on martial or mental backgrounds. Also, Heavenborn gain one point for Heavenly Status and Soulcutter Sword for free (and may buy more if they wish).

Example: Jonathan has little money, so Karen assigns him Resources 1. Jonathan hasn't awakened his zanpaku-to, so no points need to go there. Karen decides, that Jonathan's spirit is especially Strong, so she assigns him with 4 point version of Potent Spirit. Jonathan also has two points of connections (the fire department and police).

Determining Advantages

A more accurate description regarding advantages can be found in the World of Darkness Rulebook.

Willpower

The mind is the most important tool any Shinigami possesses. As usual, willpower can be used to add a +3 to any one roll, even with casting spirit magics. Also, permanent points of willpower lost can be restored by spending 8 experience points.

Stability

The mind of a Shinigami must be a powerful one, for it must endure much. This is not always the case and weaker earthborn especially can fall to madness easily. Becoming a fountain of Heavenly power can leave the mind vulnerable to madness or the Shinigami could fall to misuse her mighty powers for material gains. Stability is also important for through it, the magic of the Shinigami shapes, stays whole and doesn't mutate. A Shinigami with little stability cannot spend much spirit energy without harming herself and she cannot maintain spells without them mutating into dangerous forms.

Shinigami begin with stability 7. With the Storytellers permission, players can cannibalize stability for experience. Every point of stability sacrificed gives the player 5 experience points to spend for a maximum of ten points.

Spirit Energy

The battery of spiritual energy fills itself with life-energy. Eating a full meal or sleeping or relaxing for an hour restores one point of spirit energy. Truly enjoying oneself, spending time with your best friends, playing your favorite games, eating a meal cooked by the greatest cook of the city or making love restores one point every half hour (at least one point per encounter). Spirit Power caps maximum spirit energy. Beginning characters start with a full charge of spirit energy, or whatever the Storyteller decides suitable.

Virtues and Vices

For a Shinigami, virtues and vices often become their connections to their purpose and the fall from it. The virtue usually dictates the method the Shinigami keeps true with their Heavenly calling. If it's Faith, they consider this a holy task, if it's Fortitude, they will endure all the evil thrown at them and still stay true to their calling etc. The vice does the opposite; it tries to lure the Shinigami away from her Heavenly purpose. With Sloth, the Shinigami just doesn't wish to go through all the trouble, with Wrath, she doesn't understand why she should aid in restoring Hollows, who are terrible monsters instead of destroying them as would be just.

Example: Jonathan ends with a willpower score of 6, stability 7 (Karen doesn't cannibalize it) and starts with a spirit energy battery of 12. His virtue is Fortitude and Vice is Lust (Karen decides that his vice will be what got him to quit).

Finishing Touches

Now all that is left is to fine-tune the little things so, that the character becomes more than just a collection of numbers. Who is she? Where did she come from? What does she know about her Heavenly powers and duties and how does she feel about them? Is she addicted to smoking?

The most important parts of the characters past are:

1. Who was the character before awakening to her powers?
2. What triggered her soul awakening?
3. Does she understand (or even know of) her heavenly duties and does she fulfill them?

8. Powers of the Shinigami

Incorporeal form

In physical form, death gods are vulnerable. They have vast amounts of Spirit Magic available, but their physical frame is almost as frail as any mortal. Primary power of the Shinigami is therefore the capacity to release their spirit from the confines of flesh and to become a spirit creature of even greater power. Naturally, they usually find a secluded spot for this, since their physical body is left behind.

System: Young Shinigami can assume spirit shape with a simple Spirit Power + Resolve roll. A more experienced Shinigami can do this automatically without rolling (after reaching Spirit Power 3 or more). Returning to the body is a bit trickier; it requires spending one point of Willpower and Spirit Power both. The Shinigami have other ways to leave behind their flesh and return, but those tricks are not available to everyone.

In Spirit Form, the Shinigami gains access to the Chakra-powers she has acquired through raising her Spirit Power. Most powers are reflexive. She also gains notable bonuses to her attributes.

The Shinigami can also heal their spirit shape by spending spirit energy. One point heals a level of bashing damage, three points heals one level of lethal damage and ten points heals one level of aggravated damage and is considered a reflexive action. Healing can be done over many rounds if the Shinigami doesn't wish to risk using too much spirit energy too quickly.

Any damage healed before it transfers to the body obviously doesn't transfer, but after the damage has transferred, healing the spirit will not heal the body. This healing works reflexively if the Shinigami loses consciousness while incorporeal and still has spirit energy left.

Spirit Magic

Through their connection to the Heavenly Bodies, Shinigami can draw upon the powers of the universe and unleash a multitude of magic upon her foes. These are the only normal powers Shinigami can use in physical form.

System: First roll for activation.

For Air, roll Wits + Air + Spirit Power

For Earth, roll Stamina + Earth + Spirit Power

For Fire, roll Presence + Fire + Spirit Power

For Water, roll Composure + Water + Spirit Power

All Spirit magic spells require the caster to spend spirit energy equal to the level of the spell. This can be reduced by sacrificing extra successes on the activation roll, and the price is always one point less, if the character is in spirit form. Some spell effects are instant, others remain for a time. Changes any spell makes are always permanent. By spending a single turn concentrating all Shinigami can safely dissolve one of their active spells.

Spirit Power

As the Shinigami grow in spirit power, his spirit shape becomes more and more powerful. Every dot of Spirit Power lets the Shinigami add one of her Chakra-powers to her Spirit Shape, but also increases her available Spirit Energy and allows her to increase her lore of the Elements even higher. Shinigami of high Spirit Power gain the capacity to become greater than any human could – at least in their purer spirit forms. This means that the Shinigami can raise attributes over 5 as they reach Spirit Power 5. In physical form, all attributes raised over 5 revert to 5, but return to their higher values when the Shinigami incorporates. These maximums do not affect the Shinigamis Elemental Attribute bonuses, but an attribute already capped by the Elemental bonus, cannot be risen further until the Shinigami further raises her Spirit Power.

Spirit Power	Max Spirit Energy	Max Element rating	Max Attribute in Spirit Form
1	10	3	5
2	11	4	5
3	12	5	5
4	13	5	5
5	14	5	6
6	15	5	6
7	20	6	7
8	25	7	7
9	35	8	8
10	50	9	9

Stability

Mental stability is very important to the Shinigami. After years and years of battling creatures of nightmares, many start to slide from their purpose and become more self centered and unstable, deranged even. For normal humans this slide would only mean lessening of their mental faculties, but for the Shinigami, it also means losing grasp on their magic. The more unstable a Death God becomes, the more dangerous it becomes for her to use Spirit Energy and due to her unstable soul, she can only keep a few spells active at any time. If a Death God descends low enough, all uses of Spirit energy become increasingly dangerous and any spell left active for more than a second is a recipe for trouble.

Stability	Maximum safe Spirit Energy spend per turn	Maximum safe amount of Spirit Spells active
10	8	5
9	6	4
8	3	3
7	2	2
6	2	2
5	1	1
4	1	1
3	0	1
2	0	0
1	0	0

Shinigami can spend more Spirit Energy per turn than it's safe for him to do, but excess is dangerous. For every point of spirit energy a Shinigami uses above her maximum, a die is rolled. Success inflicts one level of bashing damage.

If more spells are kept on than safely possible, the spells start mutating. Every turn, every active spell warps. Every turn, roll Willpower, but reduce the pool one dice for every active spell in

excess to what the Shinigami can safely keep together. If the roll fails, all active spells gain a mutation point. A dramatic failure gives all spells two mutation points. Mutation points stack and cannot be removed from a spell. The only option is to dissolve the spell.

Mutation points	Effect
1	The spell acts odd (For example All-speak -spell, that makes everyone call the Shinigami “a slave of heaven”).
2	The spell stops working properly, but is still active (Fencer Spirit -spell just throws stuff around instead of moving them the way the caster wants)
3	The spell starts acting hostile (Wings of Heaven –spell throws the caster against a wall and then against the ceiling and then...)
4	The spell corrupts and breaks in a flash of power, greatly injuring the caster. Damage pool for this is equal to the levels of all active spells, damage caused is lethal.

Note, that Spirit Form powers DO NOT count towards active powers, but spending spirit energy into them counts normally against the maximum amount of points that can be spent every turn.

Multiple enhancement powers

If multiple powers or spells boost the same thing (attribute, armor etc) only the highest effect is counted for the bonus. All powers stay remain active, but the lesser ones do not affect the scores.

9. Castes

Earthborn

Most Shinigami of the 21st century have slipped through the once-careful nets of the soul collectors. They’ve lived as humans, experienced the world and usually still think of themselves as humans after their Soul Awakening. Humans they however are not. They are ephemeral creatures capable of great magic and even greater feats.

Heavenborn

Those who the soul collectors take are separated from their bodies and taken to be raised in the celestial halls of Heaven. They are trained in the supernatural arts of the Shinigami and with the knowledge of the monsters they face. Many Heavenborn initially posses a very idealistic view of the world and of Heavenly politics, but this view usually starts to die when the true face of Heaven shows itself.

10. Elements

Air

To be one of the Fuzei is to Know. These quick-witted scholars possess magic that commands winds and lightning. Few things can be kept from their supernatural senses or magics.

Appearance: Fuzei have certain lightness to their outlook. Their clothing is either scarce or loose to allow maximum mobility, and they tend to favor light colors in their clothing. Also, the elemental power of Air bleeds in to their physical shape and tends to make their skin and hair lighter and whiter than normal. Fuzei of great spiritual power tend to have completely white skin and hair.

Behavior: Curiosity is the ruling feature of any Fuzei. They plan, they prepare, they study, but for all this they first need knowledge, and that is most precious to them. In Heaven, secret lore is privy only to the few and this frustrates many Diviners, who then turn to earthbound wisdom for their lust of knowledge.

Also Called: Wind-magic, celestial sorcery.

User: Fuzei, Diviner, Scholar, Sky-witch

Affinities: Wind, gases, weather, lightning, telekinesis, levitation, scrying, senses.

Dominates: Earth

Dominated: Fire

Neutral: Water

Air as primary element: Alignment with air brings with it a sense of clarity and lightness, both mental and physical. The Fuzei gains +1 to wits. Also, the Fuzei can fall from great heights with little damage. Ignore as many health levels of falling damage as the character has Spirit Power.

Magic activation: Wits + Air + Spirit Power.

Chakra available: Shape, Spirit, True, Shadow, Bright

Earth

The Daichi wield the magic of the earth. They feel connected to all things and all things without consciousness of their own are but simple wax for the Daichi to shape with their will. Even the Heavenborn Daichi is close to events on earth as they spend a great amount of their time their training in physical shapes. They know technology and can use it to their advantage better than all the other elementals combined. Most of the loyal agents of Heaven working on earth are indeed Artificers.

Appearance: Power of Earth does very little to shape its user. The Daichi have no general lines, nor does their appearance change as they grow in power. When asked a reason for this, they tend to explain it cryptically. "The earth has many shapes and forms and none looks truer than the other."

Behavior: As with appearance, very few things connect all Daichi and no general lines can be found in their habits. Most tend to carry their chosen tools with them, but that's where the usualness ends.

Called: Rock-magic

User: Daichi, Artificer, Builder, Stone-witch

Affinities: Earth, shaping and creating materials and physical objects, sensing earth, travel, shielding, communication.

Dominates: Water

Dominated: Air

Neutral: Fire

Earth as primary element: Earth gives stability and mental endurance. The Daichi gains +1 to stamina. Also, add the Daichis Spirit Power to all attempts to resist supernatural mind control.

Magic activation: Stamina + Earth + Spirit Power.

Chakra available: Shape, Spirit, Guard, Harmonious, Creation

Fire

All Kaji have within them a fire burning brighter than any even they could ever conjure. They are passionate and powerful, strong and beautiful - and dangerous to boot.

Appearance: As all fires, the Kaji love to be noticed and this is the ruling feature of all their clothing. Bright colors or odd clothing are common. The fiery energies tend to give them a healthy blush of color for their skin and their hair gets brighter with their growing power. As they near the peak of their power, the color changes and they start to become darker as the fire within turns into hot coal.

Behavior: Impulsiveness is generally considered to be an integral part of Kaji mindset. This is very true with younger Kaji, but older Kaji usually start to become more and more calculative. They are fires that find the best way to spread. Another usual trait among Kaji is the need for power. As any good fire, they wish to become larger and this may come out in many ways. They may wish to bolster their heritage, by procreating with as many as possible or maybe training as many students as possible to her way of thinking. Honing her spiritual power to its peak is another common way, but some also fall victim to the lust of political power. In Heaven, gaining political power from the elder Shinigami is an arduous feat, which takes decades, so many decide to become powers on earth where the competition doesn't have their magical edge.

Called: Flame-magic

User: Kaji, Conjuror, Regalist, Flame-witch.

Affinities: Fire, heat, light, soul, inspirations, mind.

Dominates: Air

Dominated: Water

Neutral: Earth

Fire as primary element: The visage of fire is majestic and inspiring. The Kaji gains +1 to presence. Also, the fire within the Kaji alleviates the touch of fire and the Kaji can ignore as many health levels of fire damage as the character has Spirit Power.

Magic activation: Presence + Fire + Spirit Power.

Chakra available: Shape, Spirit, Leadership, Bright, Creation

Water

Water is the element of many things. It creates life, nurtures it and keeps it safe. It is also an element of horror, of secrets best left alone and the Mizu embrace both sides of her duality. The Mizu are kind and loving, but also terrible and cold. They can heal the worst wounds, but also create horrors like never seen before. The sea-witches are many things.

Appearance: Younger Mizu have no discernable signs that put them apart from others. As their power grows, their hair darkens and their skins begins become smoother as if slowly molded by the sea. Normally a Mizu clothes herself so that they do not draw unneeded attention. They are just like anyone else. When meeting others of their kind, the Mizu have a tendency to become ceremonial and they dress for the occasion with cloaks and hoods and decorations.

Behavior: Duality is fundamental in all Hexers. They tend to have extreme sides to themselves, the other represents the kindly healer and the other represents the dark punisher from Heaven. This duality is ever present in the Mizu, and has been know to shape multiple personalities on psyches not prepared for the dark power of the seas. This also tends to corrode stability, but since when has any sea been stable? A Mizu without some motion becomes a stinking bog say the Hexers.

Called: Sea-magic

User: Mizu, Hexer, Sea-witch

Affinities: Water, darkness, cold, nightmares, misery, healing.

Dominates: Fire

Dominated: Earth

Neutral: Air

Water as primary element: Water slowly corrodes and destroys even the sturdiest rock, for it is the element of patience. The Mizu gain +1 to composure. Only a Mizu can see in the myriad

realms underwater (reduce all penalties to perception by the Mizus Spirit Power). Also, any Mizu can remain underwater for extended periods of time:

Spirit power	Time underwater
1-3	10 + stamina minutes
4-6	1 + stamina hours
7-8	1 + stamina days
9-10	Indefinite

The Spirit Power of a Mizu works as armor against all damage caused by masses of water or water pressure.

Magic activation: Composure + Water + Spirit Power.

Chakra available: Shape, Spirit, Flow, Shadow, Harmonious

11. Spirit Sorcery Spells

Instant: The spells does what it's supposed to do and then dissipates

Concentration: This power requires concentration and fails if the Shinigami fails. To do anything else than walk slowly or speak requires a successful Resolve + Composure roll

Scene: The spell lasts for a scene

Special: Described in the spell description.

Resisted with (attribute or element) + Spirit Power: This power can be resisted. The successes gained on the resistance roll eliminate successes from the activation roll. Resistance is voluntary and the target can decide not to resist. Spells can be resisted with either the knowledge of the dominating element to the element of the attacking spell, or naturally through a resistance attribute. Higher is used. Also, if resistance is an exceptional successful, the target becomes immune against that effect for a scene.

Dispelling magic, levels 1-5 (instant)

All active magics can be dispelled through magic, but it is very difficult except with the power of the dominating element. Even then, the level of the dispel must be equal to the targeted spell

Element	Dominates	Neutral to	Dominated by
Fire	Air	Earth	Water
Air	Earth	Water	Fire
Earth	Water	Fire	Air
Water	Fire	Air	Earth

The amount of successes needed to dispel any spells, depend on the element used for dispelling:

Dominated element used: To succeed, activation successes must be triple to the successes in the targeted spell, all or nothing.

Neutral element used: To succeed, activation successes must be double to the successes in the targeted spell, all or nothing.

Same element used: As with neutral element.

Dominating element used: Every success gained on the activation roll dispels a single success from the original spell and even if it doesn't completely dispel the spell once, all eliminated successes lower the potency of the targeted spell.

For example, if we had an Earth-spell cast with 4 activation successes. To be successfully dispelled, Water-based dispel would require 12 successes, Earth- or Fire-based dispel 8 successes and Air-based dispel only 4 and every success gained with the Air-based dispel would diminish the spell, so if the first dispelling attempt would only have one success in it, the potency 4 spell would now be potency 3 spell.

Instant spells are can also be dispelled but the urgency needed makes it a bit harder. All such dispels are a -2 penalty.

Direct attack spells, levels 1-5 (instant)

All elements possess the capacity to conjure offensive energies or substances; it's just a bit different with different elements. Rock-magic conjures quickly flying objects, flame-magic heat and fire, air-magic lightning and electricity and sea-magic cold energy and flying icicles. Calculate the level of any direct-damage spells with the following guidelines:

Level adjustment Permutation

Element used (must select one)

- +0 Fire
- +1 Air
- +2 Water, Earth

Type of attack (must select one)

- +1 basic attack, causes bashing damage (heat, electricity, concentrated wind, softer flying materials, cold haze)
- +2 advanced attack, causes lethal damage (fire, lightning, fast flying icicles or objects)
- +3 aggravated attack, causes aggravated damage (white fire, true lightning, hypercold, explosions)

Area of effect (must select one)

- +0 affects one target
- +1 affects a small area (up to 5 meters in diameter)
- +2 affects a wide area (up to 20 meters in diameter)
- +3 affects a very large area (up to 50 meters in diameter)
- +4 affects a metropolitan area (up to a kilometer in diameter)

Other permutations (select any)

- +1 center of area of effect is a point anywhere in the Shinigamis line of sight.
- +1 instead of a bolt flying to its destination, the target (area) suddenly bursts in flame, freezes etc. (normal defense doesn't apply, going prone affects normally).

Special permutations (select if suitable)

- +0 Electric damage causes temporary loss of motor skills. All damaged by such spells gain -1 penalty to all physical actions for as many turns as the caster has spirit power. Cold-attacks can impose the same penalty due to freezing of the joints etc, but penalties from cold can be removed by simply getting warm (exercising, moving around, fighting etc) halves the time the penalty lasts.
- +0 Attacks based on wind or cold haze are hard to notice unless the target can expect magic. Targets without such advantages cannot use their defense against them.

Note: Normally, all attack spells can be avoided by dodging; only ones with permutations saying otherwise are exempt.

Air

Level 1

At this level, the Fuzei has only grasped the basics of wind-magic. She cannot create any major phenomenon, but is already capable of lesser feats. She can create modest winds, enhance her senses, move small objects, analyze air and gasses or predict and slightly adjust the weather.

Examples of first level spells:

Eye of the Eagle (scene)

The Fuzei infuses her own eyes with power and accuracy. For a scene, the character adds her Spirit Power to all rolls involving sight. Alternative effects include shifting normal vision into night vision, or enhancing other senses than sight.

Touch of the Heavenly Ghost (concentration)

The ability to move things from afar is often the first good use the Fuzei figures. At this level, the Fuzei can only move very small and light objects, like keys or papers silently. Heavier objects such as hand guns, or laptops can be moved, albeit very slowly and with clearly audible wind.

Level 2

Fuzei can now create sharp small wind bursts, command weather on a short range, create electricity or scry on distant locations. Examples of second level spells:

Farseeing Agent of Heaven (concentration)

The Fuzei can throw her point of perception to any place she wishes. This spell turns very unstable if the point of perception is cast longer than one hundred meters. Every extra fifty meters, the activation roll gain a -1 penalty.

Key of Heaven (instant)

An ancient technique still used today. Through advanced telekinesis, the Fuzei can unlock all normal locks. Complex locks are harder to unlock and cause -1 - -3 penalty to the activation roll.

Soar Above (instant)

The character can greatly enhance her leaping distance with wind gusts. Every success on the activation roll, add a two meters to her horizontal jumping distance or one meter to her vertical just height.

Level 3

An adept of winds can truly manipulate weather, not just on local level anymore; also she can summon local weather phenomena from nowhere. She can change the weather slightly (summon rain on a sunny day or turn a rainstorm into a hailstorm). Her telekinetic powers are quite formidable and accurate and she can fly with little trouble. Examples of third level spells:

Fencer Spirit (concentration, or level 4 variant: scene)

With this level of manipulation, the Fuzei can actually do complex things with her invisible hands, for example use a sword to properly thrust and parry (she must use her normal weaponry-skill, but her strenght equals to her spirit power). This spell normally requires concentration but if cast as a level 4 spell, it requires no concentration and lasts for a scene

Hall of Winds (scene)

Fuzei can summon winds and weather indoors. These phenomena are always short in duration (maximum duration is Spirit Power in turns).

Sword Dance (scene)

By combining her mastery of perception with her capability to create wind bursts, she improves her reactions and movement speed greatly. The character gains her Spirit Power as additional speed and defense against all attacks (even firearms, the character can now respond to threats she couldn't normally.). This spell lasts for a scene.

Wings of Heaven (special duration)

The character can fly. Her maximum speed is her Spirit Power * 10 km/h. This spell can be used for ten minutes per success on the activation roll.

Level 4

Nearing the mastery of wind-magic, the Fuzei notices herself capable of even greater feats. She can invoke storms or call the powers of the lightning even indoors. Examples of fourth level spells:

Feed the Hunger of the Cloud Rider (special)

Any storm has the potential for disaster and this spell capitalizes on that notion, quickly adding raw power to the storm and creating a superstorm, capable of leveling unprepared cities. The storm takes hours to grow to its maximum power, but once it's finished, it's out of control.

Sooth the Cloud Rider (instant)

Calling a storm is easy in comparison to putting one down. At this level of mastery a Fuzei can only make the storm run out of momentum faster, cutting the time the storm rages by $\frac{3}{4}$.

Summon the Instant Storm (instant)

It only takes minutes for the sunniest day of the year to turn into a hailstorm...

Level 5

Upon reaching the Mastery of Air, the Fuzei can now affect the weather of entire continents or stop the fiercest storms. An Example of a fifth level spell:

Invoking the Eyes of the storm (instant)

Any storm less than a superstorm dies out in minutes. A superstorm loses its potency slower and dies out in $\frac{1}{4}$ time it would otherwise rage.

Earth

Level 1

At this level, the Daichi has only grasped the basics of rock-magic. She can feel the earth and exert some commands upon it, analyze the structures of any physical objects, slightly alter or improve materials or fasten her traveling somewhat. Also, she can understand others around her better, as the earth that gave birth to them both secretly pushes her mind to the right direction. Examples of first level spells:

Earth-Sense (scene)

The Daichi feels through the earth she stands on. For a scene, the Daichi can sense everything walking on the earth for a distance of her Spirit Power * 10 meters. This makes the Daichi almost impossible to surprise (the stealth roll to do so requires an amount of successes equal to the Daichis Spirit Power – and even then, the Daichi can still detect her through her normal senses) and adds +1 to her initiative score.

Earth-Read (instant)

Through this power the Daichi can analyze physical structures with just a glance. She can get information on pressures, solidities, weak spots or anything else she is looking for. If used to

find a weak spot in a structure, add the successes of the activation roll to all attack rolls against the target.

Earth-Walker Shortcut (special)

When traveling on foot, any Daichi can feel the earth under her. Though this power the earth silently pushes her to the fastest route possible and thus reduces the time needed for the trip by 1/4.

My Brother (scene)

Not all men speak the same language and animals do not speak at all. By invoking this power, Daichi can understand any basic concepts another creature is trying to voice out. She know if a baby cries out of hunger or discomfort, she understands whether the dog barking at her is scared or eager – and she always gets even foreign people to show her where the toilet is.

Scratch the Scratch (instant)

Minor cracks or other cosmetic flaws of an object disappear instantly. At this level, the Daichi can only affect small, simple items, like clothes or tools.

The Amazing Tripper (instant)

Simply trips the target. Maybe she stepped on a root or maybe the floorboard under her just broke, nevertheless she falls. If the target can expect this spell, she can dodge it normally. Also, if the target isn't moving, activation roll is at -4.

Level 2

Daichi has learned the second level of Earth; she can invoke art of shielding, she can shape raw materials into simple shapes or fix broken items (or brake them more) Examples of second level spells:

Earth-Armor (scene)

This incantation hardens the skin of the Daichi and makes her bones less brittle. The Daichi can add up to her Spirit Power to her armor rating, but every three points reduce her dexterity by one. If dexterity reaches zero, the Daichi becomes immobile until the spell wears off.

Earth-Protector (scene)

Armoring isn't the only way Daichi can keep themselves safe. Through this spell, the earth itself interposes itself between the Daichi and harm, in the form of stone pillars or oddly strong sand suddenly rising from the ground to stop arrows or fists aimed at the Daichi. The Daichi can add her Earth-rating to her defense. This doesn't help against attacks that ignore defense (like bullets or Windspits).

Fixit (instant)

A small mechanical object, or a large simple object is repaired instantly. This doesn't improve the item in any way, so a brittle ancient sword fixed with this spell will likely break if actually used in combat. This requires at least 80% of the object to be present, if any more is missing, the object will be fixed, but remains flawed (a pocket watch with no hands etc).

Level 3

Now the Daichi can summon simple substances from nowhere, even substance moving at a great speed, or make the same substances disappear instantly. She can use her connection to earth to speak with those who do not understand her language, and traveling becomes much faster. Examples of third level spells:

All-Tongue (scene)

By tapping in to the connection everyone has to the earth, the Daichi can understand and be understood despite any languages. She can communicate with people who do not normally

understand her language, but suddenly they seem to understand everything with perfect clarity. The Daichi still speaks her own language as do the others, they just suddenly understand it. Most will never notice this, but some do and the effect on them can be very frightening. Animals understand the character, but it doesn't mean they obey him without something in exchange ("show me the pond and I'll give you this stake" etc.).

Earth-Walker Trick (special)

Like Earth-walker shortcut, but traveling time is reduced by $\frac{3}{4}$.

The Amazing Coin-summoning Trick (instant)

It's poof, and it's money. Through this spell the Daichi can summon up small amounts of money. Coins are easy, but bills (especially bills with holograms etc.) are harder to conjure. Mechanically, this spell can be used to make purchases, every dot of resources required for the purchase add a -2 difficulty to the activation roll. Euros and other hard to forge currencies, levy additional penalties on the activation roll (euro coins are -1 and bills -3). Failing this spell can lead to some difficult questions on the origin of the money summoned.

The Amazing Disappearing Gun Trick (instant)

Small items like pistols can be made to instantly disappear with this power. At level 4, this power can be used from distance (sight distance). Larger objects don't just disappear, they first start to lose their structure and either melt, become dust or just fade away in minutes.

Level 4

At this level of mastery, a Daichi is truly becoming a master of earth. She can conjure clouds of dirt or great amounts of other substances, or destroy greater amounts of these substances. Her power to repair has improved, and materials themselves can be restored. Also, the power of psychoportation becomes available. Examples of fourth level spells:

Air Becomes Hard to Breathe (instant)

A cloud of dirt fills up the immediate area or Spirit Power * 10 meters. All visual perception in the dirtcloud is at -3, it also impedes hearing for a penalty of -1. After the dust settles (takes about a minute), everyone in the dirtcloud without protective gear must use three turns to clear their eyes, or suffer -1 to all rolls requiring eye-sight until they do.

Earth-Walker Blink (instant)

Psychoportation is an amazing power. The character can teleport herself and some possessions anywhere her normal eyesight can see. She cannot pass through solid substance.

Form Rejuvenation (instant)

This spell repairs the damages of aging. An ancient vase will cease to be brittle or the medieval armor becomes as durable as it once was. This spell only repairs the material, not the structure, so a broken armor would now be a new broken armor, but it would remain broken. To repair flaws and broken things, this spell can be used in conjunction with Fixit (see above).

The Amazing Instant Pit Trick (instant)

The earth below the target just disappears and the target falls in. This power can create a pit two meters deep and two meters of diameter. If the target can expect this, she can attempt to evade the spell with her normal defense.

Level 5

Master of Earth is a dangerous enemy. She can create earthquakes, split earth into chasms or travel hundreds of miles in the blink of an eye. An Example of a fifth level spell:

Ultimate Earth-walker (instant)

The Daichi simply concentrates and finds herself where-ever she wanted to be, instantly. This power cannot move the Daichi away from the planet, but otherwise, she can get anywhere, instantly.

Fire

Level 1

The first level of flame-magic allows many tricks. The Kaji can analyze fires, invoke crushing or pleasant heat, conjure dim light, enhance her on visage with splendors or bolster the courage of her allies. Also, the Kaji learns the fundamental basics of soul manipulation.

Examples of first level spells:

Bravefire (scene)

By lighting the fire of courage in all her allies, the Kaji ensures victory. This spell aids in this by making the Kaji and all her allies within 10 meters resistant to fear. All affected gain +1 to resist all fear.

Candlelight (scene)

Calling light with this spell creates a small light source that illuminates like a bright candle.

Fire-eye (instant)

The Kaji can analyze fire. He can easily see how the fire was started, how long it will burn and how to put it out. Alternatively the Kaji can analyze burned objects and figure what they were before or how they were burned.

See inside (scene)

The Kaji learns how to see the inner faith that lives in all men, women, animals and even physical objects. The torch of the soul is stronger in people with strong ideals or potent reserves of supernatural power. Souls of supernatural creatures (and objects) are different, tainted by whatever supernatural force residing inside them.

Luminous glory (scene)

By supernaturally illuminating the face and the shoulders, the Kaji creates an illusion of power upon his person. The Kaji adds her Spirit Power to all rolls involving intimidation. Alternatively the Kaji can create a more subtle illumination on her person, which adds her Spirit Power to all rolls involving leadership.

Level 2

The second level of understanding flame-magic gives the Kaji the ability to conjure bolts of fire from thin air and to set fire to things fires love to devour. The Kaji learns advanced ways of manipulating faith and can now use it to replenish her spirit energy. Examples of second level spells:

Flash (instant)

A sudden flash of bright light blinds all who look upon it. All watching must succeed on a Wits + Composure roll to avoid being blinded by the flash. Success on this roll means that the target has to shield her eyes for a turn and is incapable of any actions. Failure blinds the target for as many turns as the Kaji has Spirit Power.

Truefire (instant, resisted with (Resolve or Water) + Spirit Power)

Fire purifies what it burns; even lies aren't powerful enough against flame-magic. If the target fails to resist, she cannot lie before the Kaji, the words simply ignite as she speaks them. One use of this power affects the next thing the target says. A level 3 version of this effect lasts for a

scene (but still affects only one target). The level 3 version is resisted once and if failed, the target cannot lie at all for the scene.

Zealfeeder (instant)

To work properly, the Kaji must make an impression on her audience. The more awed they are the better. Using this power pulls faith from the crowd and feeds it to the Kaji in the form of spirit energy or willpower. The Kaji can draw one point of power from every person awed and the power affects as many individuals as the Kaji gained successes on the activation roll. The Kaji cannot exceed her normal maximum willpower or spirit energy through this spell. The surplus energy bleeds from the Shinigami to her surroundings, leaving the place vibrant and energetic (and also very attractive to any spirits or other supernatural creatures that can sense this energy). The surplus energy dissipates one point per minute and can be harvested by a second level Fire-spell.

Level 3

As the Kajis power grows, new methods of magic open up to her. She learns to conjure great pillars of light, ignite materials that hardly burn, summon white fire, burning hotter than all the flames of hell. She can enhance the soul of any creature and boost their spirit, she can conquer any fears and even set the light of love, albeit temporarily. Examples of third level spells:

Beacon (scene)

A great pillar of light illuminates even the darkest of nights. This light is powerful enough to illuminate an area the size of a square kilometer and can be seen from orbit.

Cheer (scene)

With just few words of encouragement, the Kaji can make a real difference. All her allies gain a +1 bonus to all pools for the rest of the scene. If something truly terrible happens, the spell will falter and break, however, it can be activated again normally.

Fearburn (scene, resisted with (Composure or Water) + Spirit Power)

Defeating all fear is difficult, especially if the Kaji wants to keep the target useful. This spell completely burns all fear from the mind of the target. This can be dangerous, as the target might take on foes impossible to defeat.

Heartfire (scene, resisted with (Resolve or Water) + Spirit Power)

Artificial love is easy to incite, at least for a little while. If she fails to resist, she will love who the Kaji designates - for a scene. After this the burn created with this magic falters and the target returns to normal. She remembers everything she did under the spell and it can change her view on matters, but this is not always the case. If the target is truly in love with someone when this spell is cast, she gains a bonus of +1 - +5 to her resistance. Even failing this, the original feeling doesn't disappear; the target is just in love with multiple subjects and is probably very confused about the matter.

Inner Light (scene)

The Kaji has learned how to feed her inner fire (or the inner fire of any voluntary target she touches) and steel her soul. When this spell is active, the 9-again rule applies to all her willpower-rolls and all her rolls to resist supernatural mind control.

Metalmelt (concentration)

Slowly the Kaji can melt even the strongest metals to a level where they can be worked with. It takes mere minutes from any metal to become soft enough to shape, little more for it to become soft and a little more before it liquefies completely.

Level 4

Nearing mastery of fire, the Kaji can now completely immolate herself without burning. She can summon massive waves of fire, alter the states of the soul or even break the connection between the soulstuff and physical items. Examples of fourth level spells:

Body of Asbestos (scene)

The simply lets her fiery nature to seep into her soul so much, that all fire mistakes her for just more fire. No fire burns her as long as this spell is active. With concentration, the Kaji can also protect anything she carries, but otherwise, everything except her naked body will burn (if she does anything complex, she must roll for Resolve + Composure to maintain concentration, any slip and everything other than her person will burn).

Empty Mater (instant)

This spell burns away the connection between the soulstuff of a physical object. With items, the lack of soulstuff makes the item impossible to be interacted while in immaterial form and it also makes the item degenerates faster, becoming mere dust in years if not treated with magics. The soulstuff of an object can be kept or used in anyway the normal item would be (for example, the soulstuff of a sword, could be used to strike and wound immaterial creatures), but to be able to see it in physical form, would first require other spells, like See Inside (see above). The soulstuff has a very short life after being separated from its natural home, and usually breaks into ectoplasm goo within months.

Flamecloak (scene)

The Kaji seems to catch fire. Her entire body is immolated, and as she speaks, flames flicker out of her mouth. This is quite disturbing, and adds the Kajis Spirit Power to all her intimidation rolls. Also, this fire burns everything else around her, inflicting three dice of lethal damage to all coming to contact with her per turn. This spell makes the Kaji immune to the flames of her cloak only, other fires affect her normally.

Sinburn (special, resisted with (Resolve or Water) + Spirit Power)

No Kaji can truly burn away evil from the heart of man, they can however give anyone a better fighting chance against it. If she fails to resist, she is immediately filled with regret over her evil deeds and might seek to change her ways (this is completely up to the target, her mind isn't being controlled, she is merely being shown how she hurts others and the world around her and how her path inevitably leads her places she doesn't wish to see). If she does attempt to redeem herself, all her rolls to resist morality degeneration gain a +1 bonus, also all experience costs to raise morality are one point cheaper. This spell either falters immediately if the target rejects it or stays active until the target has gained a point of morality (or raised her humanity up to 4, if her morality is below that.)

Soulburn (instant)

This horrendous technique is rarely used by Kaji still loyal to the rule of heaven. All men feel guilt, some for more reasons than others, this spell lights a flame into all the darkest places of the psyche. This spell forces the target to have a moral crisis. The target must immediately roll for moral degeneration, as is she had done something bad. Her dicepool to resist degeneration is (her current morality - activation successes), minimum of one die, but this is never a chance die. If she fails, she rolls for derangements normally. If the target dies shortly after suffering this spell, her chance to become a hollow greatly increases. If her morality has completely been annihilated (lowered to zero) she will always rise as a hollow.

Level 5

Masters of flame-magic are as dangerous as the element they have mastered. Able to summon massive fires from nowhere, they can burn city blocks within minutes, they can do all manner of weird things to souls or even burn the souls of living creatures – or hollows.

Examples of a fifth level spells:

Inner Fire (concentration, resisted with (Resolve or Water) + Spirit Power)

This foul spell sets the soul ablaze. The target suffers three dice of aggravated damage every turn, loses a point of and must also check for moral degeneration (her dicepool is calculated as in Soulburn above) every turn with the possibility of gaining derangements – in addition, she must roll her Spirit Power every turn, every success means that a part of it also catches fire and every success permanently drains a point from her Spirit Power. A living creature destroyed with this spell never rises as hollows, for their entire souls have been utterly destroyed. Hollows destroyed with this do not return to Soul Society for healing, for there is nothing left to heal. This power is used as a punishment to the worst traitors of heaven.

Empty City (special)

This power is more rumor than an actual power. This foul trick sets a spiritual fire to a building. The fire spreads quickly, burning away the soulstuff of all physical items it comes to contact with. If it can spread freely, it can consume almost all soulstuff of a city block, leaving the mundane inhabitants blissfully unaware of the horrible fire burning around them. Living in such an area leaves its inhabitants craving for human attention, for the soulless items around them can offer little solace. Soulless art is uninspired; a soulless playstation is just not fun to play and a soulless role-playing game has boring character classes and no gamemaster can invent good adventures while reading it. After a few months, the first buildings with no soulstuff start to crumble and finally collapse.

Water

Level 1

The basics every Mizu learns of their elements are many, they include the capability to float, water breathing and seeing under water. The Mizu can ease suffering, analyze diseases and find better ways to counter them, they can make anyone feel cold or spoil their sleep with dreadful nightmares. Examples of first level spells:

Breathe of Poseidon (scene)

The Mizu can naturally breathe water for short periods, but those who use sea-magic as secondary cannot. This magic is useful for them. For a scene, the Mizu (or a target, must be touched) can breathe underwater.

Blissless Sleep (special)

Nightmares plague the sleep of the victim and as they awake from slumber in the morning, they do not gain willpower as they normally would. Instead, they must succeed in a willpower roll or lose a point of willpower. Additionally the victim resists this with her Composure + Spirit Power.

Cold Touch of the Reaper (instant)

This spell removes much of the heat in the body of any creature or object. This imposes a -1 penalty for all her actions until she has had a chance to warm up. This can leave the target with a runny nose or cough. This power can be resisted with stamina + Spirit Power.

Eyes of Poseidon (scene)

The Mizu naturally see well underwater, but those who use sea-magic as secondary cannot. This magic is useful for them. For a scene, the Mizu (or a target, must be touched) see underwater as well as above water. This eliminates all penalties to sight caused by the water.

Instant Diagnosis (instant)

The Mizu instinctively knows the state her target is in. She sees all the signs pointing to whatever it is that ails her, but cannot really use this knowledge without extensive knowledge of the medicinal arts. Use of this power adds the Mizu's Spirit Power to all attempts to treat the target.

Soothing Waves (scene)

All the physical pain felt by the target alleviates and is replaced by the calm of the sea. Reduce targets wound penalties with the Mizus Spirit Power. This power can also be used to ease mental pain, like a broken heart or to smooth derangements. If used this way, the target gains +1 to resist her derangements for a scene.

Walking on Water (scene, resisted with (Composure or Earth) + Spirit Power)

With this spell, the Mizu (or a target, who must be touched) does not sink in water. This spell fails if the surface is not at least somewhat calm and all movement on the water must be calm and not too sudden.

Level 2

Growing understanding of the basics of sea-magic gives the Mizu power to control small masses of water. She can now cure cosmetic wounds and fasten the healing of bruises and the like. She can bring down the moral of any man and darken all light, but the light of the sun.

Examples of second level spells:

Blacksight (scene)

The Mizus growing power over darkness allows her to ignore it herself. With this spell active, she can see even in perfect darkness. This spell does not help against other things occluding her sight, such as smoke or maybe walls.

Current Control (concentration)

The Mizu can control the currents of the nearby area. She can fasten her own movement in the water (add her Spirit Power to her speed) or hamper others (she can dish out a penalty of her Spirit Power to one target or divide it among multiple targets).

Darkening the Heart (scene, resisted with (Resolve or Earth) + Spirit Power)

Bleak feelings of despair take over the target of this evil incantation. She cannot win and everything she has done so far have been for naught. The target gains a -1 penalty for all actions for the rest of the scene. Also, she must roll willpower. For every success on this roll, means one willpower point he can keep, the others are lost. The target may not gain any willpower this way.

Nightmist (scene)

Within two turns, an area the size of (the Mizus Spirit Power) * 10 meters is filled with darkness: light just stops illuminating there. All sources of light can still be seen as bright spots; nothing around them can enjoy this light however.

Restore Beauty (instant)

This spell cures any and all cosmetic flaws the target has. Scars, marks etc disappear over night. This spell only cures the outside, but does little to stop any real conditions, so if the lesions are caused by cancer, they probably return later.

Silent Prayer (scene, resisted with (Resolve or Earth) + Spirit Power)

Target of this incantation instantly loses her power of speech. No sound comes out of her mouth for the duration of the scene. She can make sounds any other way, just talking or even grunting becomes impossible.

Level 2, 3 and 5

Medicinal Touch (special, resisted with (Stamina or Earth) + Spirit Power)

The essence of water is life and by utilizing this principle, the target of this spell begins to grow tissue faster and bruises disappear faster. If cast as a second level spell, this spell triples the healing rate of bashing damage, at level three bashing and lethal and at level 5 bashing, lethal

and aggravated. Recovering from milder poisonings or diseases can be sped up with the level 2 version, where as potentially deadly one require the use of the level 3 version. Medicinal touch doesn't cure diseases that normally do not heal over time, but it does improve the patient's fighting chance by adding +1 to all her rolls against it. This spell can affect either the soul of the target or her physical body (or both if cast twice).

Level 3

At this level, the Mizu is already a capable healer, and her magic can devastate the moral of many men, for she can incite all sorts of negative, dark feelings. She can conjure nightmares into the waking hours, and blast her enemies with freezing cold. She can control medium bodies of water and even create small amounts of water with her will alone. Examples of third level spells:

Living Nightmare (scene, resisted with special)

This spell can be cast only on targets the Mizu has previously cast Blissless sleep on. This manifests parts of that nightmare into the walking hours, blasting flashes of horror in the face of the target. If her resistance fails ((Resolve or Earth) + Spirit Power - times the target has been under Blissless sleep), she falls under effect similar to Darkening the heart, but also loses the Mizus Spirit Power from all her initiative scores (cannot go lower than 1) and cannot gain any willpower until this spell dissipates. This spell lasts for a scene.

Love Lost (scene, resisted with (Resolve of Earth) + Spirit Power)

Love is too potent to be truly destroyed – for now. Love lost temporarily nulls any positive feelings the target has either towards a certain person or towards anyone (the Mizu decides).

Sinking with the ship (special)

This spell summons a draft with the strength of 5(+Mizus Spirit Power) to suck the target underwater. Every turn the target loses to the draft with her Strength + Athletics- roll, she sinks a bit deeper, every turn the target wins, she pulls out a bit. The first one to accumulate ten successes wins. If the target loses, she is pulled underwater and drowns (if she has no special equipment or magic) or if the draft loses, its power fails and is dissipates.

Level 3 and 4

Miraculous Recovery (instant, resisted with (Stamina or Earth) + Spirit Power)

Instantly manipulating healing essences of water is dangerous for the Mizu and her target. This spell instantly cures one level of damage per every success the Mizu gets on the activation roll. Type of damage healed depends on the level this spell is cast on: bashing at level 3 or lethal damage (at level 4). Lesser poisons and diseases can also be cured with the level 3 version, where as potentially deadly ones require the use of the level 4 version. Some particularly difficult diseases may not be possible to cure permanently and may reappear later. Forcing a body to recover instantly is very taxing for it, and usually results with the target becoming sick for a while after a day from the casting of this spell. The target is usually feverish and hurt for one day for every level healed with this spell (this is cumulative, multiple uses of this spell all add up to the length of the sickness) and all actions during this time are at -2. The casting Mizu risks her own health, for the healing is very taxing for her also. She is instantly weak and weary for one day for every level she heals (this is cumulative; multiple uses of this spell wear anyone down) and suffers -2 penalty to all physical actions for this time. This spell can affect either the soul of the target or her physical body (or both if cast twice).

Level 4

With mastery of sea-magic almost at her grasp, the Mizu is a power to be reckoned with. With her will alone, she may control the water in a sizable pond or summon torrents of watery death. Her abilities as a healer are noticeable and she can instantly heal all but the most deadly of injuries. Examples of fourth level spells:

Circle of Despair (scene, resisted with (Resolve or Earth) + Spirit Power)

All creatures (Spirit Power * 10) meters from the caster suddenly feel the dark grasp of despair upon their hearts. All must resist this spell, failure to do so, puts them under the spell of Darkening the heart (see above).

Killer's Duty: (scene, resisted with (Resolve or Earth) + Spirit Power)

Sometimes to do the will of Heaven, one must not be seen or heard, failing this all those to have witnessed the agent of Heaven, must not be allowed to call for aid before being cut down. This incantation sends out waves of sea-magic, that numbs the tongues of all within hearing distance (the spell is the same as with Silent prayer above).

Level 5

The pinnacle of sea-magic enables major control over humongous masses of water. The Mizu can summon tidal waves or stop them with her will only. She can crush spirits under the cold energy of her magic or sink entire cities to despair. An Example of a fifth level spell:

Fall of the Mighty Citadel (special)

It happens; a prospering city suddenly loses something. Trade starts shrinking, tourism stops, people start losing jobs, shops close, social welfare is cut, constantly. Some such events might be the work of this spell. The Mizu summons a black cloud of spiteful energy to fall over a given city. Every night, for as many years as the caster has Spirit Power, the city starts to sink. The black energy makes the city itself seem inhospitable, the people crooked and the weather bad. Successive casting over a few decades can easily turn mighty metropolises into foul slums or even ghost towns.

12 Chakras

Voluntary: Voluntary powers or shapes can be manifested at will as a reflexive action; they remain active as long as needed.

Instant: The effect is instant and must be reactivated for multiple uses.

Constant: This power or shape is always active while in spirit form.

Stacks: This power can be taken multiple times, read the description for details

Shape Chakra

Shape Chakra enhances one freely selectable category, Power, Finesse or Resistance.

Additional Limbs (voluntary, stacks)

Tails, additional hands or even tentacles grace the mighty spirit shape of the Shinigami (when the shape is purchased, the Shinigami decides what sort of extra limbs she takes, after that the manifested shape is always the same). Multiple limbs make it easier for the Shinigami to grapple foes and to escape grapples. Also, fighting multiple opponents becomes easier. This shape adds +2 to all grapples the Shinigami makes or attempts to evade and lowers the multiple opponent penalties by one point. This shape can be taken twice for double benefit.

Enhanced Sense: (voluntary, stacks)

The features of the Shinigami change to improve her senses. Maybe her vision improves by a third eye opening on her forehead (or somewhere else) or maybe her eyes just gain a bluish glow to them, or hearing to improve by a pair of cat ears popping from the Shinigami's head. Despite the method, the improved sense gains a +2 to perceptive actions dealing with that sense. If this shape is bought to improve other senses than vision, this applies to two senses instead of one. This shape can be taken twice for every sense, with the second purchase giving another +2 bonus.

Huge (constant, stacks)

The spirit shape is larger than the Shinigami (+1 to size) with all the normal benefits and drawbacks. Add one extra health level. This shape can be taken again, for +1 extra size.

Natural Weapons (voluntary, stacks)

At will, the Shinigami can shape her spirit form to include claws, sharp teeth, bones, spikes or something similar (this decision is made when the shape is purchased, after that the manifested shape is always the same). Despite their outside appearance, natural weapons inflict +2 points lethal damage. This shape can be taken up to five times; each either adds potency to the existing weapons or adds new ones. In either case, the total damage inflicted is increased by +1. Instead of adding +1 to the potency of the weapon, the Shinigami can add features to the weapon:

- Poisonous (toxicity equals to Spirit Power)
- Armor penetrating (penetrates all normal armoring, but not supernatural effects, ignore armor rating from such sources)
- Slowing (For every level of damage gained, the target suffers -1 to all actions for the next action she performs)
- Drains soul (every two levels of damage inflicted cause the target to lose a single point of spirit energy)
- Drains life-force (every three levels of damage caused, turn down, heals one level of lethal or bashing damage the Shinigami has suffered)

Spirit Chakra

Spirit Chakra enhances one freely selectable category, Power, Finesse or Resistance.

Enhanced Capacity (constant, stacks)

The spirit form of a Daichi is innately capable in something – her soul knows something that it cannot for some reason manifest in her physical shape. This power adds the 9 again rule for any one skill while in spirit form. Enhanced capacity can be taken multiple times for different skills, but only once for any one skill.

Flight (voluntary, stacks)

Even in spirit shape, the Shinigami is earthbound (without the use of potent wind-magic), but not after they acquire this shape. The first purchase of this shape enables the Shinigami to sprout wings (or do something else that enables her to fly) with which she can slowly fly (double normal speed) or rise (half of normal speed). If taken a second time, all flight speeds are doubled and the Shinigami can even hover in midair.

Regeneration (constant, stacks)

The spirit shape of the Shinigami regenerates. Bashing damage heals one point per minute, lethal damage one point per hour. With the second purchase of this power the regeneration travels through the Chain of Fate to the body and regenerates it as well. After the spirit shape has been fully healed, the body begins to regenerate at the same rate. This power only works when the Shinigami is in her spirit shape.

Spirit Armor (voluntary, stacks)

The spirit form the Shinigami is more resistant to damage. This advantage adds grants +2 armor and downgrades the first point of aggravated damage from all attacks to lethal damage. This shape can be power up to five times, each add +1 to the armor rating and increases the amount of downgraded aggravated damage by one.

Supernatural Immunity (constant, stacks)

One particular harmful influence has no effect on the Shinigami in spirit form. Available immunities are: Fire and Heat, Electricity, Water Pressure, Poison, Disease, Nuclear Radiation and cold. The storyteller may allow others to be available. Supernatural Immunities can be taken multiple times for extra immunities.

Bright Chakra

Bright Chakra enhances Power.

Brightshape (voluntary)

Perfection of the bright principles fills the Shinigami. For the rest of the scene, her stability is 10 and her Spirit Power temporarily increases by one, also she heals two levels of damage, beginning with the most severe wounds. Using this power costs three points of willpower and it can only be activated once every scene. If for any reason the Shinigami experiences stability degeneration, this power immediately fails and backlashes. The backlash causes three points of aggravated damage.

Midnight Sun (voluntary)

At will, the shape of the Shinigami radiates the essence of sun upon the world. The light illuminates all around her with warm light. Mechanically this makes the Shinigami hard to look at directly, so all projectile attack against her person suffer -2 penalty and close-combat attack suffer -1. Also, this effect may induce fear or pain in creatures that fear the light of the sun.

Slayer of Darkness (voluntary)

The surroundings simply have no dark spots; everything is clear as daylight – except that there is no extra light, just – no darkness. This power eliminates even magically created darkness within Spirit Power * 5 meters of the Shinigami. All hiding attempts within that area are at -2. This power doesn't create light per se, so it cannot be noticed as easily as bright lights would be.

Unconquered Sun (voluntary)

The mighty force of the sun fills the Shinigami with its burning force. Her blood burns hot and anyone splattered with the blood (except the Shinigami herself) take as many dice of lethal damage as the Shinigami suffered to take the wound the blood came from. If drunk, each bloodpoint causes a point of aggravated damage (and gives no sustenance for vampires etc). Also, the Shinigami can temporarily augment her will by loaning the spirit of the Unconquered Sun. When faced with a willpower roll, the Shinigami spends all temporary willpower (minimum 3) she immediately gains an exceptional success (or a success with as many successes as the Shinigami would have had dice in her willpower pool, which ever is more).

Creation Chakra

Creation Chakra enhances Power.

Magical Landscape (voluntary, stacks)

The area surrounding the Shinigami is suddenly permeated with elemental power. Using spells of the any one chosen element gain a +1 bonus and all castings of spells of the element it dominates gain a -1 penalty. This effect reaches Spirit Power * 10 meters. Taking Magical Landscape more than once increases the bonus/penalty by +1/-1, to a maximum of +6/-6)

Sudden Intuition (instant)

The chakra of creation enhances the mind of the Shinigami. Even when her normal trail of thought fails, she can use her supernatural powers to let her shake up the situation. The Shinigami can use one point of spirit energy to find a result to her current situation. Essentially the Storyteller tells the player something she could do without explaining the results. For example at the court of a vampire prince, the storyteller could tell the player to call the prince a "bastard child of a nigger" revealing to all the thing the prince didn't want to know. Of course, the situation can get ugly, but that's not the point of this power...

Unexpected Methods (voluntary)

The motions of the Shinigami take on a mien of unexpectedness. All defense against her is lowered by one (not below zero) and she herself gains +2 defense against all attacks not targeting the entire area.

Flow Chakra

Flow Chakra enhances Finesse.

Detached Hearth (instant)

By spending a point of willpower, the Shinigami assumes a detached pose and all her motions become calculated but swift and precise. For one turn, she can act normally, but she is considered to dodge every attack as if it was the only attack against her (normally double defense and no penalties for receiving multiple attacks). Against firearms, she is automatically considered prone (-2 to such attacks). Also, she remembers everything she saw in this state perfectly for one day for every point of Spirit Power she possesses.

Feeling the Flow (instant)

The spirit form of the Shinigami is so attuned to the flow of events that she can feel how events are about to play out. Activating this power costs one point of willpower. The Shinigami can now cancel her next action after rolling – even if it's a botch. If the Shinigami chooses to abort an action, she gains no new action in its stead, she misses her action for that round. Feeling the Flow can only be used on actions that are resolved within one round.

Sidestepping Magic (instant)

For one turn, the Shinigami evades all magical effects (spells, powers etc). This power costs a point of willpower per turn it is used. Sidestepping Magic doesn't help against indirect effects of magic (for example, a toppling a house on the Shinigami with magic would hit).

Guard Chakra

Guard Chakra enhances Resistance.

My Brother's Keeper (instant)

For an experienced Shinigami, a deadly blow can be a mere scratch. When anyone in her line of sight is hit with any damage, she can magically interpose herself between the strike and its original target. After damage has been rolled, it is applied to the Shinigami instead of the original target. The Shinigami can die through this power.

Out of Harm (instant)

The need to protect others can overcome the need to protect oneself. The Shinigami can always move whatever luck she has to another. With this power, the Shinigami can boost the defense or armor of anyone within range with her own. (the target CAN resist this with a successful willpower roll – resistance is voluntary, but sometimes others may not wish the Shinigami to sacrifice for them) The Shinigami spends a point of willpower and then adds as many points of her own defense and armor for the target for one turn. Next turn the defense and armor transferred reset but can be moved again with another use of this power. Use of this power doesn't count as an action.

Protector's Gaze (voluntary, stacks)

A mere look can say much. This look tells not to do it. Everyone meeting the Shinigami's gaze must forfeit any hostile actions. This effect can be resisted with a successful willpower roll. Protector's Gaze can be taken multiple times; further purchases add a -2 penalty to the resistance roll (maximum of -4).

Sacred Protection (voluntary, stacks)

All allies within Spirit Power * 3 meters of the Shinigami are protected by her presence alone. They all gain +1 to armor. Sacred Protection can be taken multiple times to boost the bonus by +1 per purchase (maximum +4). If multiple Sacred Protections are in effect, only the strongest applies.

Harmonious Chakra

Harmonious Chakra enhances Resistance.

Harmonious Mind (instant)

The Shinigami uses her essence to open her mind to the world around her and quickly she harmonizes with her surroundings. Every point of spirit energy the Shinigami uses on the Harmonious Mind restores one point of temporary willpower. Using this power in a place with great disturbances in its metaphysical landscape (gas chambers, executions sites etc) can result in temporary derangements.

Perfect Moment (instant)

For a second, the mind of the Shinigami is in harmony with everything. Any action she undertakes is instantly an exceptional success (no roll required). Activating this power costs one point of both willpower and spirit energy. This power is very taxing, and after the effect fades, the Shinigami feels exactly how imbalanced she normally is. For every point of Stability below ten, the character loses a temporary point of willpower and cannot do anything for the next minute or so.

Restoration of the inner balance (instant)

This is the fundamental power of Harmonious Chakra. The Shinigami concentrates for a single turn and then balances her energies. Spend one point of willpower, then calculate the Shinigami's current remaining health, willpower and spirit energy, add them up and divide this by three (round up or down normally) and then assign that many points as her new remaining health, willpower and spirit energy. Example: Trisha has 8 points of willpower left – all of it actually, she's wounded badly with only 2 health levels left and her spirit power is nearly spent, with only 3 points left. She restores her balance by concentrating (and spends a point of willpower) and now she has 4 health levels, willpower and spirit energy instead $((7+2+3)/3)$. This power can also be used on others than the Shinigami herself, but it costs the Shinigami two points of willpower. The target can resist this power with a successful willpower roll.

Leadership Chakra

Leadership Chakra enhances Power.

Infallible Courage (constant)

In her spirit form, the soul of the Shinigami simply knows no fear. She isn't stupid and can flee in the face of overwhelming adversaries – but she will do so calmly and by her own decision. In her spirit form, she never has to roll any rolls that involve resisting fear. This includes all supernatural sources of fear.

Dread Gaze (instant)

The Shinigami locks her eyes on a target, who then feel overwhelming fear creeping into her soul. The target must succeed with her Resolve + Spirit Power against the Shinigami's Intimidation + Presence + Spirit Power. If the target loses, she cannot take any actions until the Shinigami turns her eyes away from the target. The spell breaks if the target is attacked or startled.

Glorious Visage (voluntary, stacks)

Just looking at the Shinigami leading her men is an inspiration. Her words and actions all seem to speak of her might and glory. All leadership rolls gain a +3 bonus and intimidation rolls +1. Also, all following her gain a +2 bonus all rolls involving courage or moral (rolling for loss of morality does not count). Glorious Visage can be taken twice and the second take increases all its bonuses by +1.

Shadow Chakra

Shadow Chakra enhances Finesse.

Disappearing God of Death (instant)

By spending a point of Willpower, the Shinigami disappears and after a few moments reappears. This effect can be used to perfectly evade one attack, but the Shinigami must succeed in a Wits + Manipulation roll. This counts as the Shinigami's action for the turn.

Evading Fate (instant)

As the Shinigami becomes closely intimate with Shadow Chakra, she learns to evade more than just senses, she learns to evade events. Mechanically, using this power allows the Shinigami to re-roll any one roll (doesn't apply to extended actions, just actions that begin and end on one turn) and must except the new result, even if it's worse than the original. Using this power costs two points of spirit energy.

Shadow Essence (voluntary, stacks)

The form of the Shinigami is cloaked by shadows. This makes it easy for her to remain unseen in dimly lit circumstances (+1 bonus to all stealth rolls) and also makes her harder to hit (+1 to defense) and harder to affect by magics (+1 to resistance against all magic). If taken again, all bonuses increase by +1 to a maximum of +4.

Stealth (Voluntary)

The nature of Shadow Chakra is secrecy. Any Shinigami with this power possesses near-perfect stealth in all situations. The 9-again rule applies to all her stealth rolls. She simply draws no attention to herself and if not actively under search, she can usually move unseen without rolling for Stealth.

True Chakra

True Chakra enhances Resistance.

Aura of truth (constant)

Everyone within earshot of the Shinigami must speak (or write) the truth. This power can be resisted, by a successful willpower roll. The Shinigami can temporarily muffle this effect or pinpoint it to a certain person, both permutations cost one point of willpower. Suppressing the aura keeps the aura down for one scene maximum. Pinpointing the aura makes it even harder for one person to lie. The Shinigami makes a Spirit Power- roll and the difficulty of resisting the effect is now 1 + successes gained on that resistance roll. The pinpointing lasts as long as the Shinigami concentrates and requires a separate resistance roll each time the target attempts to lie.

Sensing the Event (constant)

The Shinigami can sense even the smallest tremors and air currents. She is nigh impossible to surprise (Every point the Shinigami has Spirit Power reduces one success from all Stealth rolls against her) and can automatically win initiatives (unless the opposition utilizes another supernatural method of that does the same, in that case normal rolls are made between the parties with enhanced initiatives)

Truesight (constant)

No lie or illusion can befuddle the Shinigami. She simply does not see untrue creations as if they didn't exist. This power also wins over the power of darkness and penetrates even perfect dark or magical darkness. The Shinigami can close her true eyes temporarily by spending a point of willpower.

13. Soulcutter Sword

All heavenborn Shinigami are guided in how to release hidden powers of their soul into the shape of the holy Soulcutter sword, the zanpaku-to. Even those with too little power to truly manifest a powerful Soulcutter Sword are trained enough to bring out Asauchi zanpaku-to (Shallow Soulcutter Sword). (All heavenborn get the Asauchi for free, but such heavenborn are usually considered less gifted since they haven't even been able to manifest a decent zanpaku-to. Asauchi is a +2 sword capable of cutting immaterial creatures).

The four forms

Zanpaku-to is normally much like a regular sword. It is an extension of its owner and much of her personality is reflected in its appearance. All heavenborn manifest different katana-shaped Soulcutters, but earthborn have much more variety, ranging from medieval broadswords to rapiers, daggers and even completely alien designs. The basic shape of the zanpaku-to is limited and offers few powers: It is capable of harming immaterial creatures and instead of destruction, the hollows and ghosts it "kills" are instead sent back to Soul society to heal and return to the circle of Karma and reincarnate. After long study, other powers of the zanpaku-to can be harnessed.

Asauchi

When a Shinigami cannot truly manifest her sword, or does it without proper training, all she manifests is an asauchi sword. This is a bland katana, with no discerning features and very little power. Also, any true zanpaku-to can slice through an asauchi sword easily. If attacked by a true Soulcutter, the asauchi can only take three levels of damage before breaking. A broken asauchi is lost and the Shinigami loses her dot in Soulcutter Sword (however, she can buy it back later).

True Soulcutter Sword

This sword represents the personality of its bearer. Its shape, length and even carvings are all representations of the soul of the Shinigami wielding the sword.

First Release

After mastering the first release, Shikai, the Shinigami can release a part of her hidden power in the shape of her sword. By calling out a unique incantation combined with the name of the sword ("Extend Houzukumaru", "Scatter Senbon Zakura" or "Howl Zabimaru".) the zanpaku-tos shape shifts and the power of the sword increases greatly.

Normally the release costs the Shinigami one point of willpower and for the rest of the scene, the zanpaku-tos damage increases by +3. When the merit to gain the First Release is gained, the Shinigami can sacrifice or increase these bonus damage points to buy the following permutations that will always manifest along with the sword: (Note that buying permutations can lower the zanpaku-tos damage below +0)

Cost	Effect
-V	Long range (the weapon can reach 5 meters per every point of damage sacrificed for this effect)
-1	Armor penetrating (penetrates all normal armoring, but not supernatural effects, ignore armor rating from such sources)
-1	Slowing (For every level of damage gained, the target suffers -1 to all actions for the next action she performs)
-2	Lethal Poison (toxicity equal Soulcutter Sword + Spirit Power, maximum of 10)
-2	Paralytic Poison or Stunning (Roll Soulcutter Sword + Spirit Power against targets Stamina + Spirit Power, and compare successes. Every success the attacker gets over her target means two turns when the target is completely immobile)
-2	Not possible to dodge normally (invisible, scatters to millions of pieces etc), normal defense doesn't apply.
-2	Attacks multiple opponents at the same time (use the highest defense and armor and roll, all targets take that amount of damage – creatures with supernatural defenses are rolled separately, note that this effect alone doesn't increase the range of the attack)
-3	Drains soul (every two levels of damage inflicted cause the target to lose a single point of spirit energy)
-4	Drains life-force (every three levels of damage caused, round down, and heals one level of lethal or bashing damage the Shinigami has suffered)
-5	Independent (maybe it floats or just directs itself, it attacks when the Shinigami wants but attacking with the zanpaku-to is not considered an action)
+V	Limited shots (activated zanpaku-to can only be used for a certain amount before it de-activates. +1 is four strikes, +2 is three strikes, +3 is two strikes and +4 is one strikes. It takes 24 hours before the sword can be re-summoned after all activations are spent)
+1	Slow (Shinigami automatically loses all initiatives)
+1	Fragile (the zanpaku-to can be reverted back its normal shape quickly by breaking it. It has an armor and body levels equal to the Shinigamis Spirit Power. It takes 24 hours before the sword can be re-summoned)

All-Release

Achieving the bankai, the all-release, is an undertaking that takes years and again years of painful practice. Once mastered, the bankai is one of the most formidable weapons at the Shinigamis disposal. The bankai is invoked by uttering one word: Bankai – and then all hell usually breaks loose. The bankai shape amplifies the zanpaku-tos power over ten times the normal and is beyond rules to codify. Bankai forms can be gigantic separate creatures, hugely powerful shapes or anything the mind could conceive.

14. Merits

All regular merits are available to earthborn characters as normal. For heavenborn, some of the merits mean things and influences that she has gathered for her faux body.

New Merits

Heavenly Status (1 to 5 points)

Especially for the Heavenborn, her standing in heaven is very important. Technically everyone in Heaven is equal, but in practice this is not so. Those with noble blood have a much better chance to rise in the ranks and gain even more prestige. Many noble lineages exist among the Shinigami, and being a part of them – even adopted – can mean a world of difference.

Potent Spirit (2 or 4 points)

The Shinigami naturally has more Spirit Power than one could expect from one of her age (or maybe she is just more experienced). The two point merit allows the Shinigami to have Spirit Power 2 at character creation, the four point merit raises it Spirit Power 3.

Soulcutter Sword (1 to 5 points)

All Shinigami are capable of waking a part of their essence in the shape of the Zanpaku-to, a Sword capable of cutting souls. The Shinigami have many ways to battle foes, but when it comes to Hollows or other malevolent ghosts, the Soulcutter is the preferred method. This is because the Zanpaku-to does not annihilate the spirits it kills, it sends them back to Soul Society to heal until they are ready to be incarnated again.

The first dot in Soulcutter Sword represents an Asauchi-sword, a nameless sword with very little power, but capable none the less. Upon reaching the second dot in Soulcutter Sword, the Shinigami has now truly learned to manifest the sword from her own persona. It is an integral part of her now, a separate part of her subconscious mind, manifested by spirit magic. The damage inflicted by the Soulcutter is equal to the amount of dots in Soulcutter Sword background+1. When the Shinigami reaches the third point in Soulcutter, she learns the name of the Soulcutter Sword and the connection between the two deepens.

Soulcutter Sword: First Release (2, 4 or 5 points)

Requires: Soulcutter Sword 3 or more and Spirit Power 3 or more

The Shinigami has learned to release some of the hidden power of her zanpaku-to: she has mastered the Shikai form. With the four point version of this merit, the zanpaku-to is always in its released form. This permutation is very irregular and never manifest with heavenborn with proper training on how to release their zanpaku-to. The four point version cannot have any first release modifiers (Long Range, Paralytic Poison etc) as the always released zanpaku-to is somewhat bland. Five point first-release is even rarer and can be modified as normal

Soulcutter Sword: All Release (5 points)

Requires: Soulcutter Sword 5, Soulcutter Sword: First Release and Spirit Power 5.

The third form of the zanpaku-to, the Bankai is one of the most potent powers the Shinigami have in their disposal. It can be used to battle even the greatest foes and strike them down with all of Heavens Wrath.