

ASIAN BESTIARY

VOLUME II • JAPAN, THE PHILIPPINES, & BEYOND



MICHAEL SURBROOK

ASIAN BESTIARY

VOL. II

A Book of Monsters for *Fantasy Hero*

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INTRODUCTION



OTHER HERO REFERENCES

Although *The Asian Bestiary, Vol. II* is a stand-alone product, it frequently references two other Hero Games books besides the rulebook and *Volume I*. The first is the *The HERO System Bestiary*, a sourcebook for animals, fantastic beasts, and other such creatures. In many cases the *The Asian Bestiary* directs the reader to apply one of the numerous templates found in the “HSB” to a creature in the *Asian Bestiary*. In others, the reader is given a set of Characteristics, abilities, and Skills and told to apply them to an animal or creature found in the *Bestiary* itself.

The second is *Monsters, Minions, And Marauders*, a sourcebook of Fantasy races and monsters suitable for any *Fantasy Hero* game. Here, as with the “HSB,” there are times where the reader is told to apply a list of powers to a character sheet found in “MMM” to create a specific Asian monster.

Oceangoing centipedes, dragon-hunting centipedes a hundred feet long, dragons with the heads of tigers, tiger-headed elephants, lion-bodied elephants, fish-tailed elephants, an eel-fish 700 miles in length.... Asian folklore and mythology has plenty of strange and unusual creatures just waiting to be featured in your campaign — be it *Fantasy Hero*, *Ninja Hero*, or even *Pulp Hero*. Of course, finding information on the different monsters of Asian myth is no easy task. While most gamers have heard of Chinese dragons, Indian *rakshasa*, and Japanese *oni*, few have ever comes across the Korean *tokkaebi*, the Mongolian *olgol-khorkhol*, or the Filipino *tikbalang* — and in many cases information about them in English is hard to come by.

To fill this gap, *The Asian Bestiary, Vol. II* contains dozens of character sheets for a wide variety of animals, monsters, supernatural entities, and other beings from the folklore and myths of the countries and regions of Japan, the Philippines, and parts of Southeast Asia. They range from intelligent beings, to monsters far more “bestial” in nature, to a few unique creatures. Many of the character sheets contain lists of optional powers and abilities, or even variations of the creatures themselves, allowing you to create a creature to fit nearly any character or scenario.

Since many Westerners have little (if any) familiarity with many of the creatures presented in this book, *The Asian Bestiary, Vol. II* includes culture- and location-specific information and suggestions so you can understand them in their proper context. The “Campaign Use” sections of the character sheets often includes capsule descriptions of well-known folktales dealing with the creature in question to show you how it might appear or be used in your game. But don’t let this stop you from using the creature however you want to. The comments given with each entry are there to illustrate the creature’s habits and to define its motivations, not to force you into using it in one specific fashion. Feel free to alter and/or revise the write-ups in this book in any way you like, and to use the creatures in whatever way seems best to you.

How To Use This Book

The obvious and natural use for the *The Asian Bestiary, Vol. II* is to provide various beings and creatures for the heroes in your game (whether they’re a party of adventurers in an Asian-themed section of your *Fantasy Hero* world, a group of *Ninja Hero* warriors, a squad of *Horror Hero* ghost-hunters, a team of intrepid *Pulp Hero* explorers, or something else) to encounter. The GM can base his selections around a particular location (such as creatures common to China) or environment (for example, creatures that live in the water). Then all he has to do is decide how and why his selection come into contact (and/or conflict) with the PCs.

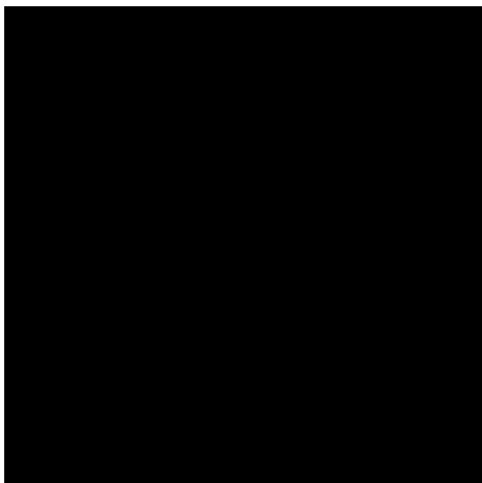
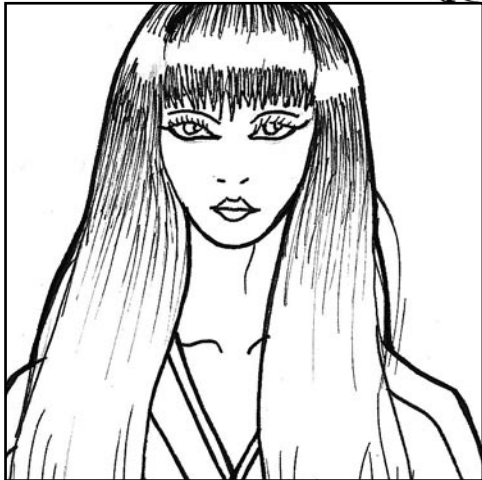
For those who wish to go beyond the basics, many of the character sheets have a variety of optional powers, allowing you to customize an individual creature to achieve the exact effect you want. In fact, some of the entries are nothing *but* optional powers, as either the being in question has no set or agreed upon powers or one basic template is used to represent multiple versions of a particular class of being (like the Aswang). At the bottom of many of the character sheets you’ll also find a “Variants” section. It includes listings for creatures similar to the base entry, but with slightly different powers and abilities. These variants are presented as brief packages of abilities you can add to character sheets from this book, *The HERO System Bestiary*, or *Monsters, Minions, And Marauders*. Finally, in the text and sidebars there are examples of even more creatures. Due to space considerations, normally just the name and brief description is given, but sometimes suggestions about adapting a published creature or monster are provided.

Even if you don’t use the creatures found in this book, there’s still quite a bit of useful material in here for the typical gamer to take advantage of. Many of the creatures have magical powers you can convert into spells, while others have magical weapons you can use as the basis for similar objects in your own campaign.

VOLUME TWO OF TWO

This volume of *The Asian Bestiary* is the second of two. It covers Japan, the Philippines, and some other regions of Southeast Asia. Volume I features China, India, and the rest of Southeast Asia. Page citations to Volume I are often written “AB1” (as in “see AB1 98”) for ease of reference.

chapter one:



JAPAN



OBAKE AND BAKEMONO

In Japan all supernatural beings fall under the broad category of *obake* or *bakemono*, meaning “transforming thing.” Virtually all the Japanese creatures presented in this book are *bakemono* of one sort or another. An even more specific subcategory of *obake* is the *yokai*, or “bewitching apparitions.” This word refers to a whole host of goblins and monsters, such the kappa, nue, rokuro-kubi, and tengu.

According to myth, Japan (*Nippon* or *Nihon*, meaning “the origin of the sun”) was founded in the seventh century BC by the Emperor Jimmu, who created an Imperial line that continues unbroken to the modern day. The Imperial house also claims direct descent from the sun goddess Amaterasu, although that claim was revoked following Japan’s defeat by the United States in World War II.

For a long time, Japan was divided into provinces ruled by *daimyo* (“great name”) who answered to the *shogun* (“general”), with the Emperor a mere figurehead. During the Sengoku Period (1467-1615) Japan suffered from almost constant civil war as various factions and families fought to create their own independent domains. In the late 1500s, Toyotomi Hideyoshi conquered all of Japan. After his death in 1598, Tokugawa Ieyasu reunified Japan, had himself declared Shogun, and founded the Tokugawa Shogunate, which ruled Japan until the Meiji Restoration in 1868. The Restoration in turn led to the creation of modern Japan.

RELIGION

The original religion of Japan was Shinto, with Buddhism arriving in the sixth century AD from the kingdom of Baekje in Korea. Buddhism soon replaced Shinto, at least officially, and for a time was the state religion of Japan. Confucianism is said to have been introduced in 285 AD (also from Korea), eventually shaping many of the common laws of Japan as well as its social values. After Tokugawa Ieyasu become Shogun in 1600, he used a form of Confucianism to create the underlying philosophy of the government.

Shinto

Usually translated to mean “way of the kami,” Shinto is a form of animism. It’s why Japan is given the name of *Yaoyorozu no Kami*, or “[land of] eight million kami.” *Kami* are spirits found in virtually everything living thing, and even some unliving things (such as mountains). The larger or greater the object, the more powerful the kami, and the

more likely it is to manifest (usually in human form) if threatened in some way. Some kami are gods with control over aspects of nature such as the sea, wind, or sun, while others are the spirits of mundane objects like flowers, trees, and swords.

Shinto’s roots can be found in the spirit worship of China. The word “shinto” itself has Chinese roots, while the kami Izanagi and Izanami, who created Japan by dipping a great spear into the ocean and letting the drops from the blade form into a solid mass, are likened to the Chinese philosophical concept of *yin* and *yang*. As for Shinto itself, it’s more a set of guidelines for living in harmony with the kami than a hard-and-fast religion. It has no set scriptures, no titular head, and no set prayers, although it does have numerous rituals and practices.

Major kami include: Amaterasu, goddess of the sun and the heavens; Tsukiyomi, god of the night and the moon; Susanowo, god of the ocean and storms, slayer of *Yamata-no-orochoi*, the “eight-forked serpent” (page 58); and Inari, the god of fertility, rice, and foxes, whose messengers are pure-white *kitsune* (page 17). Other kami include tree-spirits (such as the *Kino-o-bake* on page 16), an eater of bad dreams (see the *Shirokinakatsukami* on page 46), and even a 700-mile-long fish supporting all of Japan in its back (see *Jinshin-Uwo* on page 10).

Buddhism

The arrival and rise of Buddhism caused some problems in terms of reconciling Shinto beliefs and Buddhist teachings, specifically the role of the kami. The monk Kukai resolved this dilemma by declaring the kami to be just another aspect of the different Buddhas. For example, he linked Amaterasu with Dainichi Nyorai, the “Great Sun Buddha,” and thus incorporated the Shinto kami directly into the Buddhist faith. Japanese Buddhism also features a definitive hell, known as *Yomi*, where the demoniacal Oni (page 33) torture sinners for their earthly misdeeds.

AMIKIRI

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
2	PD	2		Total: 2 PD (1 rPD)
2	ED	0		Total: 2 ED (1 rED)
3	SPD	6		Phases 4, 8, 12
3	REC	2		
20	END	2		
10	STUN	1		Total Characteristics Cost: -22

Movement: Running: 6"/12"
Leaping: 0"/0"

Cost	Powers	END
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
10	<i>Pincers:</i> HKA ½d6 (½d6 with STR)	1
1	<i>Armored Shell:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Nocturnal:</i> Nightvision	0

Skills

5	+1 HTH
15	<i>Hard To Hit:</i> +3 DCV
6	Concealment 14-; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 60

Total Cost: 38

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)

Total Disadvantage Points: 105

Ecology: These small creatures are also known as "net cutters" because of their tendency to cut apart nets of all kinds. They're most active during the summer months, coming out on warm nights to hunt for food and using their sharp pincers to slice through anything that blocks their way.

Personality/Motivation: Normal animal motivations. Amikiri seem to have a mischievous streak and are well-known for their tendency to cut and/or destroy fine mesh mosquito netting, fish nets, cords, and clothing.

Powers/Tactics: Because of their small size, amikiri tend to flee from danger, hiding under large objects and the like. But if cornered, an amikiri uses its sharp claws to defend itself and can deliver a painful bite to the unwary.

Campaign Use: This small creature is more of a nuisance than any real threat. However, it makes for an excellent wizard's familiar/servant and could cause a great deal of trouble if used appropriately. A properly directed amikiri could cut the PC's armor cords (Japanese armor is especially susceptible to this), belts, bowstrings, and the like, leaving the party virtually defenseless (at worst) or greatly delayed (at best). A swarm of amikiri could cause significant trouble for even powerful heroes.

Appearance: An amikiri is roughly the size of a large cat or a small dog. It's vaguely prawn-shaped, with a long narrow head and beak, large eyes, two long arms ending in crab-like pincers, and a long tail. A bushy mane of long hair surrounds the creature's head and shoulders.



GAKI

Gaki are “hungry ghosts,” a malevolent sort of spirit found in Japan. For Gaki, use the character sheet for the Preta on AB1 86; the two are very similar.

Hungry Ghosts eat virtually anything, with each gaki typically restricted to a single substance. Examples include: blood, excrement, flesh, incense and incense smoke, mucous, paper, sweat, tattoos, and tea.

Japanese lore mentions 36 different types of *gaki*. Here are a few examples of the wide variety of Hungry Ghosts you can choose from:

Cho-kem-ju-jiki-netsu-gaki: These gaki eat the ashes from funeral pyres and the clay from graves.

Fujo-ko-hyaku-gaki: These gaki eat street refuse and other garbage.

Ghosts Who Receive Discards: These ghosts eat the food thrown away after being used as a temple offerings.

Ghosts Who Receive Lost Food: These ghosts eat the food discarded by the side of the road by travelers.

Ghosts With Foul-Smelling Hair

Ghosts With Foul-Smelling Mouths

Ghosts With Large Ulcers

Jiki-ketsu-gaki: These gaki thirst for blood.

Jiki-niku-gaki: This is a flesh-eating ghou, a gaki that devours the corpses of the freshly dead.

Jiki-doku-gaki: Eaters of poison.

Jiki-ké-gaki: Smell-eating gaki.

Jiki-fu-gaki: Wind eaters.

Jiki-kwa-gaki: Fire-eating gaki.

Jiki-ninki: A “man-eating ghost” (actually more like a zombie), forced by a curse to seek and eat human corpses (and thus perhaps similar to the kasha on page 14). It’s often remorseful, but cannot help itself. It may have claws, glowing eyes, or other eerie features.

Kwaku-shin-gaki: These gaki are filled with flames that keep their bodily fluids at a boil.

Needle-Haired Ghosts: The body of this ghost is covered with needle-like hairs.

Needle-Throated Ghosts: This is the classic form of Hungry Ghost, with a thin neck and a distended belly. In Japan this is known as a *Shin-ko-gaki*.

Powerful Ghosts: These are beings such as the pishacha (see AB1 85) and the rakshasa (see AB1 88).

Shikko-gaki: These gaki eat corpses and spread disease.

Shinen-gaki: These gaki appear only at night, taking the form of a floating fireball.

Shin-ko-gaki: A Needle-Throated Ghost (*q.v.*)

Torch-mouthed Ghosts: This form of Hungry Ghost can breath flame.

JINSHIN-MUSHI

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
12	PD	3		Total: 24 PD (12 rPD)
12	ED	6		Total: 24 ED (12 rED)
4	SPD	12		Phases 3, 6, 9, 12
15	REC	0		
60	END	0		
63	STUN	0		Total Characteristics Cost: 155 (+88 with NCM)

Movement: Running: 18”/36”
Leaping: 4”/8”
Tunneling: 9”/18”
Swimming: 0”/0”

Cost	Powers	END
35	<i>Head Of A Dragon:</i> HKA 2d6+1 (4½d6 with STR)	3
36	<i>Thick Scales:</i> Armor (12 PD/12 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9”	0
50	<i>Kami Nature:</i> Life Support: Total (includes Longevity: Immortality)	0
24	<i>Long Legs:</i> Running +12” (18” total)	2
-2	<i>Poor Swimmer:</i> -2” Swimming	
45	<i>Burrow Through Anything:</i> Tunneling 9” through 9 DEF material	4
85	<i>Cause Earthquakes:</i> Energy Blast 8d6, Explosion (+½), MegaArea (each hex is 1 km wide and deep; +¼), Continuous (+1), Indirect (+¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Only Affects Targets On The Ground (-¼), Linked (to Tunneling; -¼)	0
8	<i>Spider’s Claws:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
6	<i>Ten Legs:</i> Extra Limbs, Inherent (-¼)	0

Skills

10 +2 HTH

Total Powers & Skills Cost: 321

Total Cost: 476

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (9m; -4 DCV, +4 to PER Rolls to perceive) (Fre- quently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap; can only leap half as far as STR indicates (Infre- quently, Slightly Limiting)
356	Experience Points

Total Disadvantage Points: 476

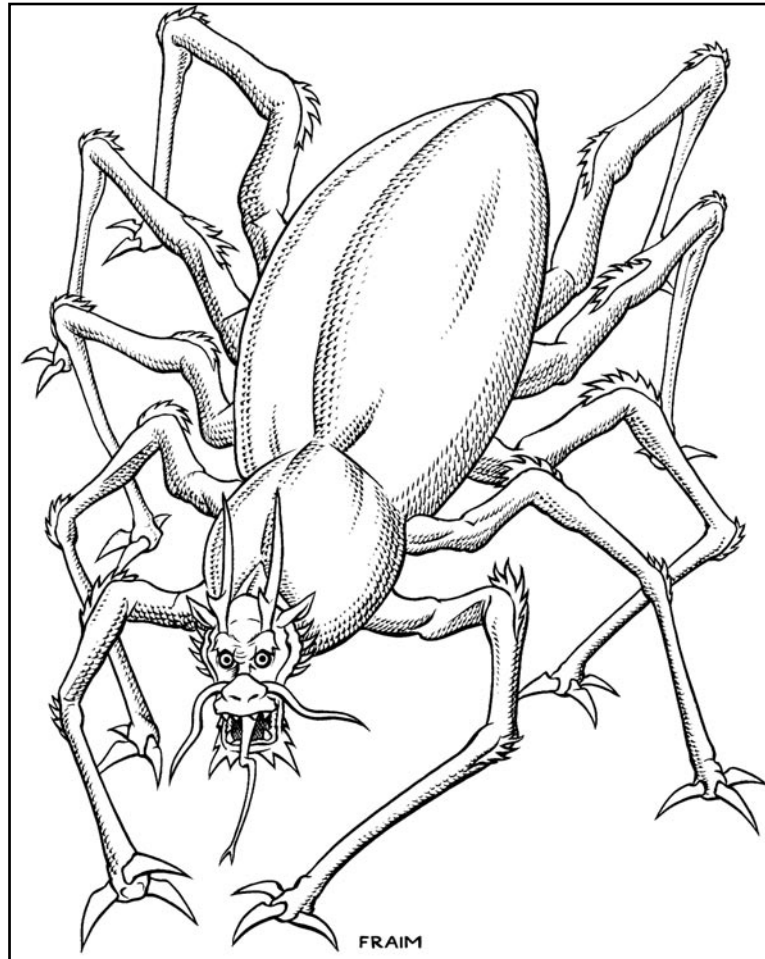
Ecology: Jinshin-Mushi lives deep underground, tunneling its way through the length and breadth of Japan. It's also known as the "earthquake beetle" because of the tremors it creates while burrowing through the earth.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: Due to its huge size, Jinshin-Mushi is fearless and aggressive. It attacks with its fearsome bite, knocking other foes away with mighty blows of its long legs.

Campaign Use: This character sheet presumes Jinshin-Mushi is a singular creature, much like its close relative, Jinshin-Uwo, the earthquake fish (see below). You can easily convert it into an entire species by removing its Kami Nature power and un-Linking the Cause Earthquakes power from its Tunneling. This makes the jinshin-mushi a species of immense subterranean predators that feed on anything they can catch, such as giant worms, mukade (Japanese giant centipedes, see page 24), and even young dragons.

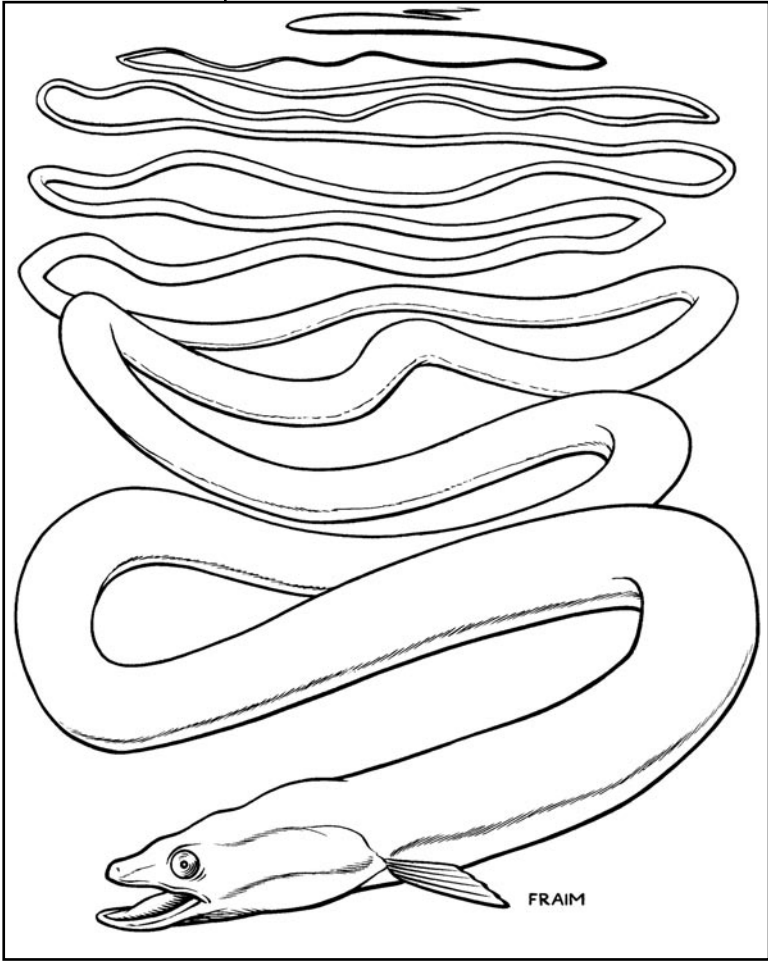
Appearance: Jinshin-Mushi is an enormous beetle-like creature roughly the size of a full-grown elephant. It has ten spider-like legs ending in claws, a body covered in thick scales, and the head of a dragon.



JINSHIN-UWO				
Val	Char	Cost	Roll	Notes
275	STR	265	64-	Lift 800 teratons; 55d6 [27]
5	DEX	-15	10-	OCV: 2/DCV: 2
100	CON	180	29-	
175	BODY	330	44-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
50	PRE	40	19-	PRE Attack: 10d6
8	COM	-1	11-	
60	PD	5		Total: 60 PD (30 rPD)
60	ED	40		Total: 60 ED (30 rED)
2	SPD	5		Phases 6, 12
75	REC	0		
200	END	0		
365	STUN	2		Total Characteristics Cost: 836 (+802 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
225	<i>Engulf:</i> HKA 10d6 (20d6 with STR), Area Of Effect (19" Radius; +1), Megascala (1" = 1 km wide and deep; +¼); Extra Time (Extra Segment; -½)	34
308	<i>Gigantic Tail:</i> Area Of Effect (One Hex; +½) for up to 275 STR), MegaScale (1" = 100 km; +¾), Reduced Endurance (0 END; +½)	0



- 43 *Thrashing Its Tail:* Stretching 7", MegaScale (1" = 100 miles long; +1), Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tail; -¼), Range Modifier Applies (-¼) 0
- 30 *Incredibly Thick Hide:* Damage Resistance (30 PD/30 ED) 0
- 120 *Too Big To Hurt:* Physical and Energy Damage Reduction, Resistant, 75% 0
- 60 *Too Big To Move:* Knockback Resistance -30" 0
- 29 *Single-Minded:* Mental Defense (30 points total) 0
- 50 *Kami Nature:* Life Support: Total (includes Longevity: Immortality) 0
- 12 *Pinned In Place:* Running -6" 0
- 2 *Pinned In Place:* Swimming -2" 0
- 6 *Tail:* Extra Limb, Inherent (+¼) 0

Total Powers & Skills Cost: 857
Total Cost: 1,693

- 75+ Disadvantages**
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 - 20 Physical Limitation: Bigger Than You Can Possibly Imagine (700 miles long, -37 DCV, +37 to PER Rolls to see) (All The Time, Greatly Impairing)
 - 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
 - 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 1,563 Experience Points

Total Disadvantage Points: 1,693

Ecology: Jinshin-Uwo is an enormous eel-fish (or catfish) 700 miles long who lies in the depths of the ocean supporting the islands of Japan on its broad back. Its head lies under the city of Kyoto, while its tail is under Aomori (although some say this is the other way around, due to the frequency of earthquakes near Kyoto.). In the gardens of the shrine of Kashima the hilt of a great granite sword (or the head of a rivet) can be seen. This sword has been thrust through the island of Japan and into the body of Jinshin-Uwo, to keep the beast in place and Japan firmly on its back. Jinshin-Uwo is also known as Namazu, the earthquake catfish.

The Ainu (the original inhabitants of Japan) call this creature *moshiri-ikkwe-chep*, or "world-backbone-trout." They say it lives in the mud at the base of the world, where it's held down by two gods. Its breathing causes the tides, and the shaking of its body causes earthquakes and tsunamis.

Personality/Motivation: Jinshin-Uwo is a kami, charged with carrying Japan on its back. This task is the whole reason for its existence.

Powers/Tactics: From time to time, Jinshin-Uwo becomes restless and either rolls its body or thrashes its tail. When it does so, an earthquake occurs somewhere in Japan. These earthquakes will be of varying intensity and duration, and can strike anywhere and at anytime. In game terms,

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apply the Thrashing Its Tail power (combined with its Gigantic Tail power, of course) to the relevant area of Japan.

Campaign Use: Jinshin-Uwo's sheer size and power pushes it far beyond the scope of most campaigns, though it would make a worthy foe for some High Fantasy or Champions characters. In truth, it shouldn't be thought of as a threat that needs to be fought, but more as a critical element of an adventure. Perhaps the PCs need to quell the fish before it shakes its tail, find a way to cause Jinshin-Uwo to thrash about (to destroy an invader's castle, for example), or prevent a villain from removing the sword that pins Japan to its back.

Appearance: Jinshin-Uwo is a gigantic eel-fish some 700 miles long.

KAPPA				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	3		Total: 15 PD (7 rPD)
5	ED	0		Total: 12 ED (7 rED)
3	SPD	5		Phases 4, 8, 12
10	REC	0		
46	END	0		
40	STUN	2		Total Characteristics Cost: 75 (+11 with NCM)

Movement: Running: 6"/12"
Swimming: 6"/12"

Cost	Powers	END
8	<i>Sharp Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	0
33	<i>Blood Drain:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	7
8	<i>Armored Shell:</i> Armor (7 PD/7 ED); Activation Roll 11- (covers Hit Locations 9-13; -1), Only Defends The Kappa's Back (-½)	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
4	<i>Supernatural Vitality:</i> Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time + Increased Time Increment (1 Hour; -2¼), Self Only (-½), Only In Water (-1)	0
4	<i>Amphibious Form:</i> Swimming +4" (6" total)	1
5	<i>Eyes Of The Kappa:</i> Nightvision	0

Talents
3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills
10 +2 HTH
5 Climbing 13-
5 Concealment 12-
5 Stealth 13-
5 Tracking 12-

Total Powers & Skills Cost: 108
Total Cost: 183

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 15 Physical Limitation: virtually helpless if the water is spilled from its head (is reduced to STR 5, SPD 1, Running 1") (Infrequently, Fully Impairing)
- 15 Psychological Limitation: Honorable; Always Keeps Its Word Once Given (Uncommon, Total)
- 15 Psychological Limitation: Loves Cucumbers Over All Other Foods (Uncommon, Total)
- 63 Experience Points

Total Disadvantage Points: 183

OPTIONS**Cost Skills**

- 2 KS: Medicine 11-
- 2 KS: Bone Setting 11-
- 3 Paramedics 11-
- 2 PS: Bone Setting 11-

Ecology: Kappa dwell in ponds, lakes, and streams where they prey upon passersby. They drink blood (sucking it out of the body through the anus) and usually attack cows and horses, attempting to drag the animals into the water before they feed. When kappa come ashore, it's often in search of cucumbers and melons (which they love) or human women (whom they assault and rape).

Personality/Motivation: Kappa primarily desire food, be it blood or cucumbers. Thus, they can usually be placated with offerings of cucumbers, and charac-

ters may be able to use cucumbers to bribe a kappa and avoid being attacked. It's customary to write the names of loved ones the character wants the kappa to avoid on such vegetables before tossing them into a pool where a kappa is known to live.

Powers/Tactics: Kappa prefer to wait in quiet pools and slow-moving sections of streams and rivers, hoping to surprise a potential victim. Once it locates a target, the kappa leaps out and tries to overpower the victim with its great strength and drag him into the water to be consumed later. It uses its claws if closely pressed, slashing at anyone who attacks it. If severely wounded or hard-pressed, a kappa retreats to the safety of its watery home.

The kappa's main weakness is the water held in the bowl-like depression in the top of its head. If this water spills out, the kappa becomes weak and scarcely able to move, leaving it at the mercy of its attacker. A kappa in this condition often promises anything to avoid being killed. Since kappa are creatures of their word and keep any promises they make, a character can drive a very hard bargain. But spilling the water from a kappa's head is no easy task. Kappa are very strong and reasonably intelligent, so heroes usually have to trick them into spilling the water. Since they're polite and honorable, in some situations bowing to the kappa may work — unless it succeeds with an EGO Roll at -5, the kappa bows in return, promptly spilling its water. Other ways to spill the water include wrestling with the kappa (almost any form of Martial Throw will do), tripping or shoving the kappa, or doing Knockback to the kappa.

According to some legends, kappa are known for their medical skills, especially the art of bone-setting. They sometimes teach this art to humans, usually because the kappa makes a bargain with the student to spare its life.

Campaign Use: You can use a kappa as either be a nuisance (because knowledgeable characters will know to trick it) or a true menace. To make the kappa even more dangerous, increase its STR, DEX, SPD, defenses, and movement abilities. Giving a kappa Martial Arts (say, Sumo Wrestling) isn't too far-fetched either. But not all kappa are dangerous. Japanese folktales mention several kappa who lived in peace with their human neighbors. One was known to provide bowls whenever a feast was planned. This arrangement was obtained when the kappa lost an arm trying to drag a horse into its pool. When it asked the owner of the horse for its arm back, the kappa agreed not to prey on the local population any more and to provide bowls for any feasts the farmer gave. A second kappa lost its head-water and was made to promise not to attack anyone from a nearby village. It lived by its word, and even warned the local villages when another kappa — who hadn't made such a promise — was in the area.

Appearance: A kappa is a humanoid standing about four feet in height. It has yellowish-green skin, webbed fingers, yellow eyes, and a dog-like nose. It's easily identified by the turtle shell on its back and the water-filled bowl-shaped depression in its head. Kappa are often described as looking like monkeys or young children. They do not wear any clothing.



Kappa Variants

The kappa isn't the only aquatic humanoid said to inhabit the lakes and streams of Japan.

GANGIKOZO

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; ½d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
10	CON	0	11-	
5	BODY	-10	10-	
10	INT	0	11-	PER Roll 11-
9	EGO	-2	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases 6, 12
3	REC	0		
20	END	0		
13	STUN	0		Total Characteristics Cost: -6

Movement: Running: 4"/8"
Swimming: 5"/10"

Cost	Powers	END
8	<i>Sharp Claws:</i> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼)	1
10	<i>Sharp Teeth:</i> HKA ½d6 (½d6 with STR)	1
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
-4	<i>Small Size:</i> Running -2"	
3	<i>Amphibious Form:</i> Swimming +3" (5" total)	1
5	<i>Eyes Of The Gangikozo:</i> Nightvision	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Skills

10	<i>Hard To Hit:</i> +2 DCV
3	Climbing 12-
3	Concealment 11-
3	<i>Easily Hidden:</i> +2 to Concealment; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 54

Total Cost: 48

75+ Disadvantages

5	Dependence: must immerse self in water once an hour or suffer Weakness (Very Common)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
5	Physical Limitation: Small (1m tall; +3" KB) (Infrequently, Slightly Impairing)

Total Disadvantage Points: 95

OPTIONS

Cost Power

8	<i>Armored Shell:</i> Armor (7 PD/7 ED); Activation Roll 11- (covers Hit Locations 9-13; -1), Only Defends The Gangikozo's Back (-½)
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Description: The gangikozo is a child-sized humanoid creature known to haunt lakes and other large bodies of water. They're covered in thick hair, and some have a kappa-like shell on their backs. Able to survive out of the water for short periods of time, gangikozo prey mostly on fish and other sea life, and are equipped with sharp teeth and claws.

HYOSUBE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 34

Movement: Running: 6"/12"
Swimming: 6"/12"

Cost	Powers	END
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
4	<i>Amphibious Form:</i> Swimming +4" (6" total)	1
5	<i>Eyes Of The Hyosube:</i> Nightvision	0

Talent

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Skills

3	Climbing 12-
3	Concealment 11-
2	PS: Dance 11-
3	Stealth 12-

Total Powers & Skills Cost: 31

Total Cost: 65

75+ Disadvantages

0	Physical Limitation: Human Sized
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)

Total Disadvantage Points: 85

Description: Hyosube are bald-headed, ape-like humanoids said to inhabit the island of Kyushu. They're thought to be related to the kappa somehow. Primarily water dwellers, they tend to move with warm weather and migrate up and down the coast as the seasons change. Normally content to dwell in lakes, rivers, and streams, hyosube have been known to take up residence in abandoned homes and temples. Normally non-aggressive, hyosube sometimes engage in strange dances when spotted or surprised by humans.

Suiko

A suiko (“water child”) is the same size as a kappa, but lacks the signature shell and depression in the head. They’re vicious hunters and drag anyone they can catch into the water to drink their blood. Once it’s done, a suiko hurls the drained body back onto shore.

Suiko are very agile in the water and nearly impossible to catch. About the only way to get rid of one is to place the corpse of someone killed by a suiko on a board and let it decay in the open air. This causes the suiko to fall ill and die. A creature similar to the suiko is the *kawasaru*, or “water monkey.”

To create a suiko, make the following changes to the kappa’s character sheet:

Cost Power

- +10 *Agile In Water*: +5 DEX; Only In Water (-½)
- 8 *Remove Armored Shell*
- +15 *Remove Physical Limitation*: Virtually Helpless If The Water Is Spilled From Its Head
- 0 *Add Susceptibility*: to their kills being allowed to decay in the open air, takes 1d6 BODY damage per Day corpse is left in the open air (Uncommon)

Total cost: 17 points.

Yamawaro

These creatures dwell in the mountains. They may be a winter form of kappa, or may be totally unrelated. They have the same appearance as a kappa but are covered in a thick coat of bristly hair and only stand three feet tall. Yamawaro are fairly friendly, and if fed rice balls will help woodcutters and the like. If treated poorly, however, a yamawaro runs away, returning later to lay traps for whoever mistreated it. They can mimic the sound of a tree falling with perfect accuracy, and often use this talent to frighten people they don’t like. To create a yamawaro, make the following changes to the kappa’s character sheet:

Cost Power

- 8 *Remove Armored Shell*
- 7 *Mimic The Sound Of A Falling Tree*: Images versus Hearing Group, +4 to PER Rolls; Limited Range (5”; -¼), Set Effect (sound of a tree falling; -1)
- 3 *Easily Hidden*: +2 to Concealment; Self Only (-½)
- 10 *Hard To Hit*: +2 DCV
- 4 *Hard To Perceive*: +2 to Stealth
- Add Physical Limitation*: Small (1m, +3” Knockback) (Infrequently, Slight Impairing; 5 points)

Total cost: 16 points.

KASHA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	4		Total: 4 PD (3 rPD)
8	ED	4		Total: 4 ED (3 rED)
3	SPD	5		Phases 6, 12
8	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 62

Movement: Running: 6”/12”
Leaping: 5”/12”
Tunneling: 1”/2”

Cost	Powers	END
10	<i>Fangs</i> : HKA ½d6 (1d6+1 with STR)	1
12	<i>Long Claws</i> : HKA ½d6 (1d6+1 with STR), Reduced Endurance (½ END; -¼)	1
33	<i>Clothed In Flame</i> : HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
3	<i>Tough Hide</i> : Damage Resistance (3 PD/3 ED)	0
15	<i>Yokai Nature</i> : Life Support (Longevity: Immortality, Immunity: all terrestrial diseases and biowarfare agents)	0
1	<i>Kasha’s Legs</i> : Leaping +1” (5” forward, 3” upwards)	1
4	<i>Digs Up Graves</i> : Tunneling 1” through 2 DEF material; Soil Only (-1)	1
5	<i>Can See In The Dark</i> : Nightvision	0

Skills

- 10 +2 HTH
- 3 Climbing 12-
- 3 Concealment 11-
- 3 Stealth 12-
- 3 Tracking 11-

Total Powers & Skills Cost: 105

Total Cost: 167

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 10 Psychological Limitation: Dislikes/Driven Off By Loud Noises (Uncommon, Strong)
- 15 Psychological Limitation: Enjoys Causing Panic And Confusion (Common, Strong)
- 67 Experience Points

Total Disadvantage Points: 167

Ecology: Kasha are evil, ghoul-like creatures that steal and devour corpses. They tend to be most active during storms and interrupt funerals in an effort to get at a dead body before it’s cremated. Because of this, people often maintain vigils over the bodies of the recently deceased. Armed with bells, drums, and gongs, family members keep up a constant racket of loud noise to discourage the kasha from coming close.

Personality/Motivation: Normal sentient humanoid motivations. For the most part, kasha lust after the flesh of the dead and devote most of their efforts to securing fresh corpses to eat. They greet the birth of an infant kasha with great joy not out of any parental pride, but in the hope the infant will die so the parents may feast upon its body.

Powers/Tactics: Kasha like to spread confusion when they appear and often do so in a manner calculated to create the maximum amount of panic. With their power to cover themselves in flames, they can make for a fearsome sight leaping down off a roof into the middle of a funeral procession. If it succeeds in frightening everyone away, the kasha snatches up the abandoned corpse and runs. If not, it uses its teeth and claws to tear people to pieces.

Campaign Use: A single kasha is little more than a pest to the typical group of PC adventurers. But if encountered in larger numbers, kasha make tough opponents. Use them as you would other types of ghouls — as inhabitants of deserted graveyards and desolate ruins, prowlers of recent battlefields, and the servants of Asian necromancers.

Appearance: Kasha are bestial humanoids covered in thick fur. They have monstrous, animal-like faces, pointed ears, bushy tails, sharp teeth, and long talons. They may stink like rotting fish.

KASHA VARIANTS

Several other types of ghoul-like creatures haunt the Japanese night.

Kowai

A kowai (literally, “fearful” or “scary”) is a sort of cross between a gaki (Hungry Ghost) and a ghoul. If while alive a person enjoyed food to the point where he would eat another person’s meal, after death he may rise as a kowai. These creatures have large, blood-shot eyes, an oversized mouth filled with fangs, short, bristle-like hairs all over their head, and only two fingers on each hand. They come out at night to try to satisfy their everlasting hunger — they break into stores for their stocks of food, root through piles of garbage and waste, and even dig up and eat corpses. To create a kowai, use the Ghoul character sheet found on page 121 of *The HERO System Bestiary*.

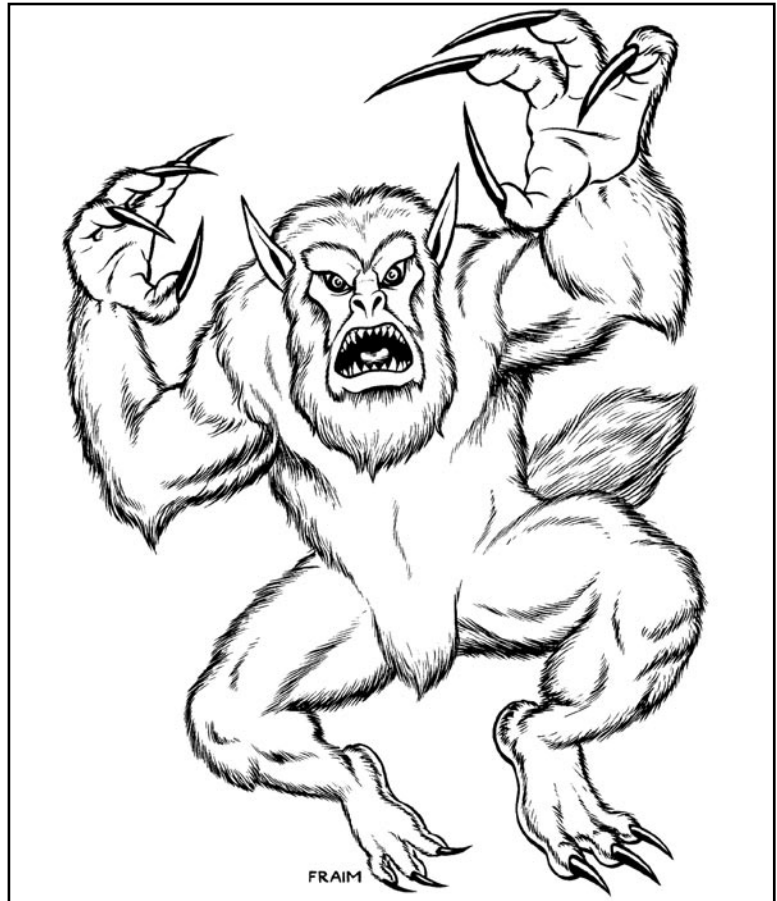
Kurote

Kurote live in sewers, cesspools, and latrine pits; they feed on human waste. Normally content to remain unseen, they can become unruly and troublesome if they feel insulted or neglected, and will cause floods of sewage. They may seek fresh meat to supplement their diet of filth by attacking people who come to use the latrines or to dump waste in their pools. To create a kurote, make the following changes to the kasha’s character sheet:

Cost Power

Remove Psychological Limitation: Dislikes/Driven Off By Loud Noises and Psychological Limitation: Enjoys Causing Panic And Confusion

-33 Remove *Clothed In Flame*



- 73 *Cause Disease:* Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¾), Claw HKA Must Do Body (-½)
- 3 Contortionist 12-
- 4 Talent: Double-Jointed

Total cost: +95 points.

Mouryou

A mouryou (or mohryoh), is a small being about the size of a three year-old child. It has a dark red body, red eyes, long dangling ears, and oily black hair that falls past its shoulders. It haunts graveyards, opening up coffins to devour the brains of the dead. Although fearsome to look at, mouryou can be killed simply by striking them on the neck with a stick of oak. To create a mouryou, make the following changes to the Ghoul character sheet found on page 121 of *The HERO System Bestiary*:

Cost Power

- 4 Apply the *Small Size/Weight* Template and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*
- Add Psychological Limitation: Fears Tigers (Uncommon, Strong; 10 points)
- Add Susceptibility: being struck on the neck with an oak twig, takes 4d6 BODY damage instantly (Uncommon; 20 points)

Total cost: -4 points.

KOJIN

A kojín is a form of kino-o-bake; they're goddesses of the kitchen. They're friendly and good-natured and live in *enoki*, or nettle trees. Japanese custom dictates old dolls shouldn't be thrown in the trash, but instead placed amid the roots of the kojín's tree and dedicated to her.

KINO-O-BAKE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	2		Phases 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		
				Total Characteristics Cost: 81

Movement: Running: 6"/12"

Cost	Powers	END
40	<i>Tree Spirit Transformation:</i> Desolidification (affected by magic or any attack that affects the kino-o-bake's tree while she's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)	0
45	<i>Bakemono Form:</i> Life Support (Total)	0
2	<i>One With Her Tree:</i> Life Support (Longevity: 400-year life span)	0
36	<i>Assume Various Guises:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, limited group of shapes [see text]), Costs Endurance Only To Change Shape (+¼)	4



18 *Shrinks Back Into Her Tree:* Teleport 20", Reduced Endurance (0 END; +½); Only To Return To Her Tree (-2), No Noncombat Multiple (-¼) 0

Skills

5 Concealment 13-
5 Shadowing 13-
3 Stealth 13-

Total Powers & Skills Cost: 154

Total Cost: 235

75+ Disadvantages

0 Physical Limitation: Human Size
10 Physical Limitation: Suffers Damage Its Tree Suffers (see text) (Infrequently, Greatly Impairing)
5 Susceptibility: takes any damage inflicted on her tree; number of dice and interval varies (Uncommon)
145 Experience Points

Total Disadvantage Points: 235

OPTIONS

Cost Powers

5 *Bakemono Nature:* Damage Resistance (5 PD/5 ED)
60 *Bakemono Nature:* Physical And Energy Damage Reduction, Resistant, 50%
103 *The Kino-O-Bake's Revenge:* RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Fully Invisible (+1), Indirect (always away from the kino-o-bake's tree, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (17,250" or about 21 miles; +¼), No Range Modifier (+½), Reduced Endurance (0 END; +½), Trigger (kino-o-bake dies; +¼); Power May Only Be Used At Point Of Death (-2), 1 Charge which Never Recovers (-4) (Note: this power should use the long-range attack notes on page 211 of *The Fantasy Hero Grimoire*.)
3 Conversation 13-
3 Persuasion 13-
3 Seduction 13-
Add Psychological Limitation: Aversion To Sunlight (or Only Comes Out At Night) (Common, Total; 20 points)
Add Reputation: haunted and/or "goblin" tree, 14- (15 points)

Ecology: The kino-o-bake is not just a tree spirit, but the inner "soul" or "spirit" of a tree come forth into the world. Much like the Greek dryad, the lifespan of a kino-o-bake connects directly to the condition of her parent tree. If the tree's cut, the kino-o-bake suffers injury and pain; if it's cut down, the kino-o-bake dies.

Personality/Motivation: Often shy and retiring, kino-o-bake are normally only seen at night and usually stay close to their parent tree. They rarely speak, but often befriend anyone who shows them (*i.e.*, their tree) kindness and care. On the other hand, the spirits of older trees, especially

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ones that have been neglected, may become dangerous and troublesome.

Powers/Tactics: Kino-o-bake normally look like beautiful women, but can assume other forms (although folklore never exactly describes these forms). You should select several suitable forms for each individual kino-o-bake. Suggestions include a handsome man, an insect (such as a cricket or praying mantis), or an animal (such as a bird, cat, or dog). You may want to give the kino-o-bake additional powers to represent the ability of its Shape Shifted forms, or redefine the forms using Multipower.

As a supernatural being, a kino-o-bake doesn't require food, drink, or sleep, and lives as long as her tree remains alive. She can also merge with her tree at will, and instantly disappears into its branches if surprised or approached.

Campaign Use: Virtually any old tree (and even some young ones) in Japan can have a resident kino-o-bake. The enoki (hackberry/nettle) and the yanagi (drooping willow) have a reputation as housing wicked kino-o-bake and are normally avoided if at all possible. On the other hand, the higo (willow), matsu (pine), sakura (cherry), and sumono (plum) trees have more positive reputations — many tales speak of a resident kino-o-bake from one of these trees aiding the person in whose garden the tree sits. For example, one kino-o-bake presented herself to a samurai and informed him of a treasure hidden amid her roots. Another stepped in front of a sword blow intended for the man who tended the tree, while yet another kino-o-bake took human form and married the man who spared her from being cut down.

Cutting down a kino-o-bake's tree is not without its hazards. Those who do so may find that the kino-o-bake taking its revenge with its dying breath, often on a family member of the attacker.

Appearance: In human form, a kino-o-bake resembles an attractive young woman who's well-dressed and soft-spoken.

KITSUNE

True Form

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
5	BODY	-10	10-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
4	REC	2		
26	END	0		
18	STUN	6		Total Characteristics Cost: 40

Movement: Running: 8"/16"
Leaping: 1"/2"

Cost	Powers	END
105	<i>Illusions:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½)	0
155	<i>Possession:</i> Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (kitsune cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) plus Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To "Merge" With Possessed Body (see text; -1) plus Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2)	0
10	<i>Bite:</i> HKA ½d6 (½d6 with STR)	1
1	<i>Leaping:</i> Leaping +1" (1" forward, ½" upward)	1
4	<i>Supernatural Speed:</i> Running +2" (8" Total)	2
6	<i>Acute Senses:</i> +2 PER with all Sense Groups	0
2	<i>Acute Hearing:</i> +1 PER with Hearing Group	0
5	<i>At Home In The Dark:</i> Nightvision	0
27	<i>Assume Human Form:</i> Multiform (change shape into 205-point human form); Costs Endurance (to activate; -½)	4
5	<i>Long-Lived:</i> Life Support (Longevity: Immortality)	0
Talents		
3	Lightsleep	
Skills		
10	<i>Kitsune-tsuki:</i> +5 OECV with Mind Control	
20	<i>Hard To Hit:</i> +4 DCV	
3	Climbing 12-	
5	Concealment 15-; Self Only (-½)	
5	Mimicry 14-	
3	Shadowing 13-	
11	Stealth 16-	
3	Tracking 13-	

Total Powers & Skills Cost: 383

Total Cost: 423

75+ Disadvantages

- 15 Distinctive Features: Accompanied By Fox-fire At Night (Not Concealable; Noticed And Recognizable)
- 10 Physical Limitation: Diminutive (about .5m long; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
- 20 Psychological Limitation: Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)
- 15 Reputation: trickster, troublemaker, and seducer of men 14-
- 253 Experience Points

Total Disadvantage Points: 423



KITSUNE

Human Form

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	10-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack: 2½d6
30	COM	10	15-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		
				Total Characteristics Cost: 68 (+5 with NCM)

Movement: Running: 8"/16"

Cost Powers END

- 88 *Assume Any Human Form:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Imitation, Makeover, Reduced Endurance (0 END; +½), Persistent (+½) 0
- 4 *Supernatural Speed:* Running +2" (8" total) 2
- 5 *At Home In The Dark:* Nightvision 0
- 5 *Long-Lived:* Life Support (Longevity: Immortality) 0

Talents

- 3 Lightsleep

Skills

- 6 +2 with Conversation, Persuasion, and Seduction
- 3 Conversation 12-
- 3 Disguise 13-
- 5 Mimicry 14-
- 3 Persuasion 12-
- 3 Seduction 12-
- 3 Shadowing 13-
- 3 Stealth 12-
- 3 Tracking 13-

Total Powers & Skills Cost: 137

Total Cost: 205

75+ Disadvantages

- 15 Distinctive Features: Unearthly Beauty (Concealable With Difficulty; Causes Major Reaction [desire])
- 20 Distinctive Features: Reflection (or shadow, or other feature) Reveals True Form (Not Concealable; Causes Major Reaction [fear, hatred])
- 0 Physical Limitation: Human Size
- 20 Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
- 20 Psychological Limitation: Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)

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- 20 Social Limitation: Secret Identity (as a kitsune) (Frequently, Severe)
 35 Experience Points

Total Disadvantage Points: 205

OPTIONS

Cost Powers

- 60+ *Kitsune Magic*: 60 points' worth of Magic Skills and spells (or more)
 -7 Add OAF (human skull; -1) to *Assume Human Form*
 -44 Add OAF (human skull; -1) to *Assume Any Human Form*
 -22 Remove the *Persistent* Advantage from *Assume Any Human Form*
 +20 *Assume Any Form*: Add "any shape" to *Assume Any Human Form*
 +6 *Possess Inanimate Objects/Ride Inside A Human Body*: Remove the *Linked* Limitation from the *Desolidification* part of the *Kitsune-tsuki* power
 7 *Possess Inanimate Objects/Ride Inside A Human Body*: Add Life Support (Self-Contained Breathing); Linked (*Desolidification*; -½)
 9 *Kitsune-bi* ("fox-fire"): Sight Group Images, +3 to PER Rolls; Only To Create Light (-1)

Ecology: Kitsune, or spirit foxes, dwell nearly everywhere men do, preferring forests and fields, although some have been known to live in abandoned houses or dig burrows under storage sheds and the like. In fox form, kitsune eat offerings left for them at shrines to the god Inari as well as whatever they can acquire or steal from their human neighbors. In human form, a kitsune eats human foods. Regardless of form, kitsune adore *aburage* (deep-fried tofu).

Since they are *kami* (spirits), kitsune are very long-lived. Lifespans of a thousand years or more are considered typical, with the creature gaining more and more magical powers the older he becomes. The number of tails a kitsune has also increases with age, with the first tail growing in at age 100 (along with the power to shape shift and possess people), while at the age of 1,000 years a spirit fox gains its full nine tails and becomes a "celestial fox."

Most kitsune dwell in family groups. The younger kitsune seem to be the most active and often cause trouble in local villages. Asking the older kitsune to restrain and control their young family members usually brings an end to any problems.

Personality/Motivation: Kitsune are, simply put, tricksters. They're fairly amoral and don't adhere to the human concepts of good and evil. They follow their own code and don't care for interference from others. Since humans, they tend to be malicious, playing tricks and causing trouble. A common trick is to assume human form (usually of a beautiful woman) and seduce a human. Some can produce balls of fox-fire and use them to lead humans traveling after dark astray. Naturally, as tricksters, not all of their pranks work out as planned; sometimes a kitsune becomes the butt of his own joke. On the other hand, kitsune can also be helpful, especially to humans who aid the

kitsune in some fashion, or otherwise act in a manner which pleases them. Thus, kitsune are both feared and worshipped, especially because some of them are servants of Inari, god of foxes. These kitsune, known as *myobu*, are said to dwell within certain Shinto temples, protecting them from harm.

Powers/Tactics: Because of their small size, kitsune do not engage in physical combat... but thanks to their extensive supernatural powers, they don't need to. Most kitsune prefer to use their powers of illusion to distract, confuse, and disrupt their opponents. If he wishes to strike directly at someone, a kitsune will possess the mind and body of someone close to his intended target and use that form to attack.

The kitsune's possession power is known as *kitsune-tsuki* ("fox madness"). To use *kitsune-tsuki*, a kitsune must touch his intended target and make an ECV Attack Roll (a DEX Roll may be required to touch the victim, if appropriate). If the kitsune hits, he makes an Effect Roll, on which he must achieve an EGO +30 or greater result. If the roll fails, the attack fails, leaving the fox spirit vulnerable to attack. (This is why most kitsune prefer to strike at sleeping targets or one in the throes of a powerful illusion. They also like to Haymaker their initial Mind Control attempt, going all-out in an attempt to possess a target.)

If the attack succeeds, the kitsune's *Desolidification* activates and the fox "merges" with his intended target. The *Desolidification* and *Clinging* powers only allow a kitsune to enter the target body and move with it when it moves, he cannot use any other powers (besides *Mind Control*) in this state. He can, however, use any abilities the possessed body may have (such as martial arts or spells). The possessed victim moves and acts with either his SPD and DEX, or the kitsune's, whichever is lower. If the victim attacks, he does so with either his DEX/EGO or the kitsune's DEX/EGO, whichever is lower.

If at any point the kitsune fails an Effect Roll, the victim makes a Breakout Roll, or the kitsune ends its possession of the victim (either voluntarily or not), then the kitsune takes physical form right next to its former victim. Once revealed as a kitsune or if exorcised from his possessed host, a kitsune usually flees, as it has no special defenses from mortal weapons.

Kitsune are master shapeshifters and can assume virtually any human form. Some may be able to assume any form, including inanimate objects. Some kitsune apparently need to use a human skull (worn atop the head) to turn into a human, while others can be startled back into their normal form by a sudden blow.

Campaign Use: There are many tales of kitsune destroying the lives of mortal men. The most famous of the kitsune legends is the story of Tamamo-no-mae. Also known as Hua-yang, she was a 1,000 year-old nine-tailed fox and the wife of the Indian king Pan-Tsu. Through him she caused the death of over 1,000 people. Afterward she traveled to China, took the name Pau-ssu, and became the wife of the Chou emperor Yu. Willing to do anything to see Tamamo-no-mae smile, Yu committed all sorts of despicable acts. After the Chou dynasty fell, Tamamo-no-mae

FOX PEARLS

According to the Chinese, fox spirits keep highly magical “bewitching pearls” lodged in their mouths. According to one source, acquiring one of these pearls makes a person “a favorite of the whole world.”

Fox Pearl: +30 PRE (30 Active Points); IIF (-¼), Only To Befriend/Inspire/Per-suade Others (-1).
Total cost: 13 points.

VARIOUS KITSUNE

Depending on its exact coloration and nature, the name for a specific spirit fox may vary, with “kitsune” being a general term for the “species.” Some examples include:

Bakemono-Kitsune: An evil fox.

Byakko: A female white fox. Seeing one is considered a good omen, since white foxes are servants of Inari and act as the god’s messengers.

Genko: A male black fox. Seeing one is considered a good omen, since black foxes are servants of Inari and act as the god’s messengers.

Kiko: A spirit fox.

Koryo: A “haunting” fox.

Kuko: A fox of the air. These are evil foxes, and thought of in the same manner as the tengu (page 54).

Myobu: A servant of Inari. Usually called upon to catch and punish nogitsune (see next entry).

Nogitsune: A wild fox. At one point “kitsune” meant a messenger of Inari, while “nogitsune” was used to describe any fox who played pranks and performed mischief for his own amusement.

Reiko: A ghost fox.

Shakko: A red fox. Can be either good or evil.

Tenko: A celestial fox over 1,000 years old with nine tails and white (or golden) fur. They’re either very benevolent and wise, or very, very evil.

Yako/Yakan: A fox. In Chinese folklore, a yakan is a fox-like creature capable of climbing trees and howling like a wolf.

flew through the air and came to Japan. There she joined the court of the Emperor and caused more people to be killed. Upon her discovery she fled the court, finally landing on Nasuno moor and becoming a large stone. As a stone she continues to kill, instantly slaying anything — man, animal, or plant — that comes too close.

A kitsune can be a very powerful opponent for any group of characters, regardless of the power level and campaign setting. They’re highly intelligent, sly, and often ruthless. Just figuring out who’s a kitsune in disguise (or if there’s even a kitsune present) can be an adventure in and of itself. However, not all kitsune are harmful to humans; some legends talk of kitsune going to great lengths to aid a human who does them a kindness.

This character sheet for the kitsune’s human form represents a typical competent kitsune the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can easily customize this character sheet (specifically the human form of the kitsune) by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Priest, Shaman, or Wizard. Other kitsune, such as the very young and the very old, would have different characteristics as well as different Skills.

Appearance: A kitsune normally appears as a red fox. It can change its shape, assuming almost any form it wishes, although most kitsune prefer to turn themselves into beautiful young women

to better seduce mortal men. As a kitsune ages, it gains tails. A young kitsune has only a single tail, while an older kitsune has three, five, or nine tails. Upon achieving nine tails, a kitsune turns gold, silver, or white in color. At this point, it’s called a celestial fox and possesses unsurpassed supernatural powers.

Regardless of form, a kitsune often retains a portion of its animal nature. This can include a fox’s tail, a fur-covered body, slit or glowing eyes, pointed or fox-like ears, a fox’s feet, claws, elongated canine teeth, the smell of a fox (instantly recognizable to dogs, who will often attack the kitsune), or the form of a man-sized bipedal fox (often the result of the kitsune making a mistake in transforming). Even if the kitsune’s disguise is flawless, its reflection in a mirror or bowl of water, or its shadow, reveals its true nature.

KITSUNE VARIANTS

The Japanese *kitsune* derives from the Chinese *hu-hsien*; legend has it the first kitsune immigrated to Japan from China. The *hu-hsien* is also found in Korea, where it’s known as the *kumiho*. Legends of nine-tailed foxes also exist in Vietnam — Lac Long, the legendary founder of Vietnam, is said to have battled a nine-tailed fox, resulting in the creation of “The Sea of the Fox’s Body” near Hanoi.

Hu-hsien

The *hu-hsien*, or “fox fairy,” is also known as the *huli jing*. They’re found all over China, but have a noted preference for graveyards and abandoned homes/estates. A *hu-hsien* gains power as it ages — it can assume a woman’s form at the age of 50, while at the age of 100 it can take such forms as a beautiful young girl, a *shên*-possessed *wu* (priest), a handsome grown man, or an aged white-haired man. In general, if a *hu-hsien* assumes female form, she’s beautiful and seductive, while in male form they’re handsome and learned scholars. At the age of 1,000 years, the *hu-hsien* becomes a “celestial fox” and flies up to heaven.

Hu-hsien are just as temperamental as their Japanese relations, although they tend to be more benevolent and usually only play tricks on those who are greedy, mean, and/or deserve such a fate. They have extensive magical powers, including the ability to call upon the dead, and can summon and command ghosts to do their bidding. In addition, the *hu-hsien* are said to know what’s occurring up to 1,000 miles away, can poison a man with spells, possess men (see *kitsune-tsuki*, above), and remove a man’s knowledge and memories. Some legends claim they can foretell the future, grant either good or bad fortune, and produce flames by slapping their tails against the ground. Other powers ascribed to the *hu-hsien* include being able to fly (and carry someone along), walk through walls, pass through closed windows, and become invisible.

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OPTIONS

Cost Powers

- 45 *Become Invisible*: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)
- 90 *Bewilder Men*: Major Transform 4d6 (human into human without some or all of his memories or Skills, heals back normally), BOECV (Mental Defense applies; +1), Works Versus EGO Not BODY (+¼); Limited Target (humans; -½)
- 52 *Command Ghosts*: Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Only Works On Ghosts And Similar Spirits (-1)
- 9 *Create Flame*: RKA ½d6, Reduced Endurance (0 END; +½); Gestures (must slap tail on the ground; -¼), No Range (-½)
- 105 *Fly Through The Air*: Multipower, 90-point reserve, one slot Flight 20", Usable Simultaneously (+½), and one slot the same but with MegaScale (1" = 100 km; +¾)
- 9 *Foretell The Future*: Clairsentience (Sight Group), Precognition; Concentration (½ DCV throughout; -½), Extra Time (5 minutes; -2), Precognition Only (-1)
- 108 *Grant Good/Bad Fortune*: Major Transform 8d6 (human to human with Luck 3d6 or Unluck 3d6), Improved Results Group (+¼), Invisible To Sight And Hearing Groups (+¾), Reduced Endurance (½ END; +¼); All Or Nothing (-½), Limited Target (humans; -½), No Range (-½)
- 66 *Know Distant Events*: Multipower, 56-point reserve, one slot Clairsentience (Sight and Hearing Groups), 8x Range (1,600"); Concentration (½ DCV throughout; -½), Extra Time (5 minutes; -2), and one slot the same but with MegaRange (1" = 1 km; +¼)
- 40 *Pass Through Walls And Windows*: Desolidification (affected by magic)
- 189 *Poison Men With Spells*: RKA 8d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Fully Invisible (+1), Indirect (always away from the hu-hsien, but can strike target regardless of intervening barriers; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Gradual Effect (8 Days, 1d6/Day; -2)
- 20 *Summon Ghosts*: Summon 405-Point Ghost; Concentration (½ DCV throughout activation; -½), Extra Time (5 Minutes; -2), Summon Being Must Inhabit Locale (-½)

Hu Mei

The hu mei is a form of hu-hsien. They're also known as "vulpine enchantresses" or "bewitching were-vixens." They take the form of beautiful human females and seek out men to seduce and destroy. They do so with the aid of powerful illusions — they've been known to make a human skull appear as an expensive drinking vessel, and to make cow urine look and smell like fine wine.

Cost Power

- +15 *Powerful Illusions*: Increase *Illusions* to Mental Illusions 16d6

Total cost: +15 points.

Kumiho

The kumiho, or "nine-tailed fox" is also known as a *goo mi ho*. It's a fox who's lived for 1,000 years and gained great supernatural powers. As a rule they're thoroughly evil and malicious — a kumiho's favorite tactic is to kill a human, eat the corpse (or just the liver), and then take the victim's place in society. Once firmly established, it tries to kill and devour everyone around itself, often starting with the local livestock before moving on to servants and family members.

Kumiho like to take female form and often seduce men this way, draining their life energy (known in Japan as *seki*, or sexual energy) while engaged in intense bouts of lovemaking. They tend to have little in the way of fighting skills, and once detected normally flee from a confrontation. Dogs can easily smell the fox-scent of a kumiho, while a sharp slap to the face usually breaks the kumiho's concentration and allows for a momentary glimpse of its true form.

Cost Power

- 7 *Assume Human Form*: Increase the *Costs* *Endurance* Limitation to (costs END throughout; -1)
- 8 *Drain Life Force*: Drain BODY 1d6, Delayed Return Rate (5 Character Points per Hour; +1), Reduced Endurance (0 END; +½); Limited Target (human males; -¼), Skin Contact Required (-1), Only Versus Male With Whom The Kumiho Is Engaged In Sexual Congress (-1)

Total cost: +1 point.

KUMO

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
5	PD	0		Total: 7 PD (2 rPD)
5	ED	1		Total: 7 ED (2 rED)
4	SPD	12		Phases 3, 6, 9, 12
9	REC	0		
36	END	0		
35	STUN	0		Total Characteristics Cost: 81 (+9 with NCM)

Movement: Running: 12"/24"
Leaping: 10"/20"
Swimming: 0"/0"

Cost	Powers	END
15	<i>Sharp Teeth:</i> HKA 1d6 (2d6 with STR)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Sharp Teeth Must Do BODY First (-½)	7
68	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal Immunity (+¼); HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Linked (to RKA; -½), 4 Charges (-1) plus RKA 4d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), 4 Charges (-1)	[4]
48	<i>Sticky Webs:</i> Multipower, 97-point reserve; 4 Charges for entire Multipower (-1)	[4]
3u	1) <i>Standard Webs:</i> Entangle 3d6, 3 DEF, Area Of Effect (7" Radius; +1), Continuous (-1), Personal Immunity (+¼); Extra Time (takes about one Hour per hex to weave web; -1½), Only To Form Barriers (-1)	
2u	2) <i>Wrapping Up Prey:</i> Entangle 6d6, 6 DEF; Extra Time (1 Turn; -1¼), No Range (-½)	
4u	3) <i>Webspitting:</i> Entangle 5d6, 5 DEF; Range Based On STR (-¼)	
6	<i>Exoskeleton:</i> Armor (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Long Legs:</i> Running +6" (12" total)	2
5	<i>Leaper:</i> Leaping +5" (10" forward, 5" upwards)	1
-2	<i>Cannot Swim:</i> Swimming -2"	

10	<i>Digging:</i> Tunneling 2" through 2 DEF material	1
6	<i>Eight Eyes:</i> +3 PER with Sight Group	0
6	<i>Spider Senses:</i> +3 PER with Touch Group	0
5	<i>Night Predator:</i> Nightvision	0
8	<i>Spider Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Eight Legs:</i> Extra Limbs, Inherent (+¼)	0
27	<i>Assume Human Shape:</i> Multiform (change shape into 200-point human form); Costs Endurance (to change shape only; -½)	4

Skills

3	Stealth 13-
2	Survival (Urban) 11-

Total Powers & Skills Cost: 273

Total Cost: 354

75+ Disadvantages

5	Physical Limitation: Large (3-4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Evil, Cruel, And Malicious (Common, Strong)
244	Experience Points

Total Disadvantage Points: 354

OPTIONS**Cost Kumo Powers**

var	<i>Great Size:</i> Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of <i>The HERO System 5th Edition, Revised</i> . Kumo can be up to Gigantic in size.
43	<i>Change Size At Will:</i> Shrinking (.032 m long, .0004 kg mass, -12 to PER Rolls to perceive the character, +12 DCV, takes +18" KB), Costs Endurance Only To Activate (+¼); Extra Time (Full Phase; -½), No Growth Momentum (-¼)
90	<i>Illusions And/Or Terrible Dreams:</i> Mental Illusions 12d6, Reduced Endurance (0 END; +½)

Ecology: Kumo are giant Japanese spiders. They dwell in old castles, ruined temples, or the wilderness. They can take human shape, and use this form to prey on lone travelers.

Personality/Motivation: As intelligent as any human, kumo are cruel and malicious, with some going so far as to torment their prey with terrible nightmares night after night before finally moving in for the kill. Others disguise themselves as priests or servants, using this form to get close to a target before striking.

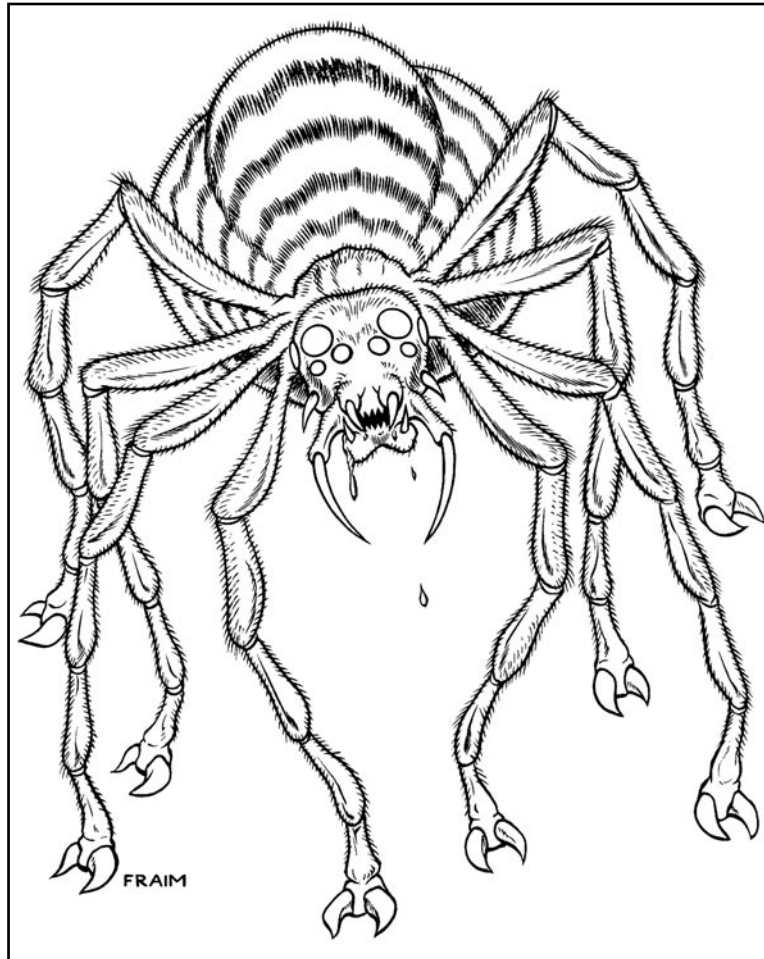
Powers/Tactics: Kumo have two main weapons: their sharp fangs and their ability to spin webs. They use their fangs when attacking, biting prey and either injecting a lethal dose of venom or drinking their prey's blood (and possibly leaving the victim alive for a repeat visit). They use their webs defensively most of the time, often spitting a

web at a target when attempting to escape. And of course they use webs to hold prey until later; a kumo's lair might have tangled masses of sticky webs hung all about.

A kumo's human form should have the webspitting slot from the kumo's *Sticky Webs* multipower, bought as an Entangle 5d6, 5 DEF with the Limitations of 4 Charges (-1) and Range Based On STR (-¼) (total cost: 22 points).

Campaign Use: You can use the optional powers to create larger spiders or ones with the ability to confuse their prey with bad dreams and illusions. Some stories have the kumo assuming a normal spider-sized form during the day, becoming huge only when night falls.

Appearance: A kumo is a great hairy spider, larger than a man, with eyes like dinner plates, long sharp teeth, and legs longer than a man's. In human form, the kumo looks like a normal human being with no distinguishing marks.



JOROHGUMO

One type of kumo is the *jorohgumo*, or “courtesan spider” (also known as a *joro-kumo* or *zyorougumo*). This creature has extremely long legs and can turn into a beautiful geisha at will. They tend to live near waterfalls or small streams. While not actively inimical to men, crossing one is a good way to end up the recipient of a lethal curse.

TSUCHI-KUMO

Tsuchi-kumo was an immense earth spider. Immortal and virtually immune to any metal weapon, it devastated the countryside until a group of brave samurai trapped it in a cave and roasted it to death by building an enormous bonfire at the cavern's mouth. You can create Tsuchi-kumo by making the following alterations to the standard Kumo character sheet:

Cost Power

- 27 Remove *Assume Human Shape*
- +160 Increase Size from Large to Gigantic
- 37 *Immune To Metal Weapons:* Armor (30 PD/0 ED), Hardened (+¼); Only Works Against Limited Type Of Attack (metal weapons; -½)
- 40 *Immune To Metal Weapons:* Physical Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (metal weapons; -½)
- 5 *Immortal:* Life Support (Longevity: Immortality)

Total cost: +215 points.

MUKADE				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
24	BODY	28	14-	
6	INT	-4	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
12	PD	2		Total: 24 PD (12 rPD)
12	ED	6		Total: 24 ED (12 rED)
4	SPD	12		Phases 3, 6, 9, 12
16	REC	0		
60	END	0		
64	STUN	0		Total Characteristics Cost: 155 (+102 with NCM)
Movement: Running: 24"/48" Leaping: 0"/0" Swimming: 0"/0" Tunneling: 2"/4"				
Cost	Powers	END		
20	<i>Mandibles:</i> HKA 1d6+1 (2½d6 with STR)	2		
68	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal Immunity (+¼); HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Linked (to RKA; -½), 4 Charges (-1) plus RKA 4d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), 4 Charges (-1)	[4]		
36	<i>Plated Body:</i> Armor (12 PD/12 ED)	0		
20	<i>Heavy:</i> Knockback Resistance -10"	0		
36	<i>Scuttling:</i> Running +18" (24" total)	4		
10	<i>Digging:</i> Tunneling 2" through 2 DEF material	1		
4	<i>Burning Eyes:</i> +2 PER with Sight Group	0		
8	<i>Antennae:</i> +4 PER with Smell/Taste Group	0		
8	<i>Mukade Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0		
6	<i>One Hundred Legs:</i> Extra Limbs, Inherent (+¼)	0		

Skills

10 +2 HTH

3 Climbing 13-

9 Tracking 13-

Total Powers & Skills Cost: 238

Total Cost: 393

75+ Disadvantages

15 Physical Limitation: Gigantic (32m; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)

20 Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)

15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

5 Physical Limitation: Reduced Leap; cannot leap (Infrequently, Slightly Limiting)

15 Susceptibility: to human saliva, takes 2d6 damage instantly when spit upon (Common, since it's a well-known weakness)

248 Experience Points

Total Disadvantage Points: 393

Ecology: The mukade is a gigantic version of the common Japanese centipede. Like its smaller relative, the mukade can be found all over Japan, living deep in tangled forests, high in the mountains, or in inaccessible valleys. They eat nearly everything, and even hunt down and kill *tatsu*, the Japanese dragon.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: Mukade are aggressive, rushing to attack and biting any prey-like object with their powerful mandibles. Victims who aren't killed outright by a mukade's jaws still have to deal with the poison it injects with each bite. Fortunately, it only has so much venom at any one time; unfortunately, that's more than enough to kill most people. Worse yet, the mukade's segmented body is covered by heavy plates, making it virtually immune to most weapons. However, rumor has it that human saliva has special properties when used against the mukade.

Campaign Use: The mukade can either be used as a threat all by itself, or as the agent of an even greater evil — such as a wizard. You can also use the mukade as the catalyst for an adventure. In one story of the mukade, the Dragon King of Lake Biwa asked a samurai to slay the mukade that had been plaguing him and his family. The samurai did so and was rewarded with the Ever-Full Rice Bag.

Appearance: A mukade can be anywhere from 20 to 100 feet in length (or even larger!). It has a brownish or reddish body (although some have black plates) and dozens upon dozens of legs.

NINGYO

Val	Char	Cost	Roll	Notes
13	STR	3	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	11-	OCV: 3/DCV: 3
15	CON	10	11-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	11-	PRE Attack: 2d6
18	COM	4	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 6, 12
6	REC	0		
30	END	0		
26	STUN	0		Total Characteristics Cost: 44 (+7 with NCM)

Movement: Running: 1"/2"
Swimming: 12"/24"

Cost	Powers	END
3	<i>Fish Tail Bash:</i> HA +1d6; Hand-To-Hand Attack (-½)	1
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
3	<i>Scaly Skin:</i> Armor (2 PD/2 ED); Activation Roll 11- (or covers locations 13-18; -1)	0
15	<i>Bakemono Nature:</i> Life Support (Longevity: Immortality, Immunity: all terrestrial diseases and biowarfare agents)	0
10	<i>Fish's Tail:</i> Swimming +10" (12" total)	1
-10	<i>Virtually Helpless On Land:</i> Running -5" (1" total)	
5	<i>See Underwater:</i> Ultraviolet Perception (Sight Group)	0

Skills

2	AK Coastal Territory 11-
2	Survival (Marine) 11-

Total Powers & Skills Cost: 38

Total Cost: 82

75+ Disadvantages

5	Physical Limitation: awkward on land (½ DCV out of water) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size
10	Reputation: flesh grants immortality, 11-

Total Disadvantage Points: 90

OPTIONS**Cost Ningyo Powers**

5	<i>Bite:</i> HKA 1 point (½d6 with STR)
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)
2	Reputation: forewarns sailors of trouble on land or sea (in Japan) 11- +1/+1d6
2	Language: Mollusk/Shellfish (fluent conversation; Japanese is Native) Add Reputation: appearance foretells civil strife, 11- (10 points)

Cost Human-Headed Ningyo

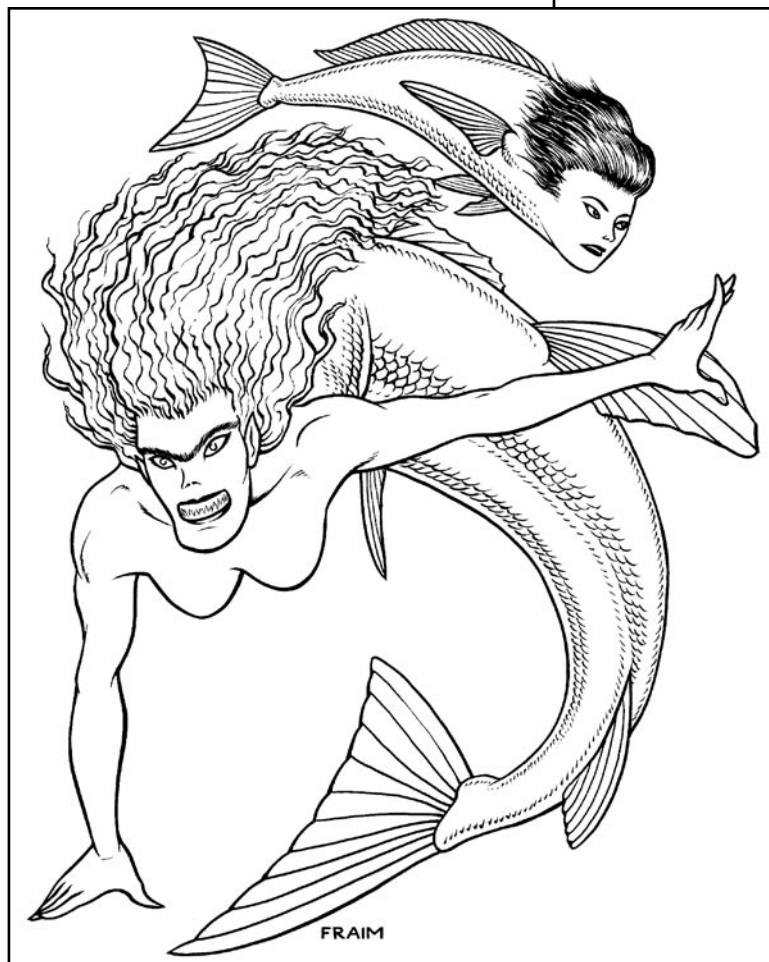
-2	Replace <i>Virtually Helpless On Land</i> with <i>Only Swims:</i> Running -6"
+5	Remove the Physical Limitation <i>Awkward on Land</i> Add Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing; 15 points)

Total cost: -3 points.

Ecology: Ningyo are the mermaids (and mermen) of Japan. They're coastal dwellers, living in the thick kelp beds and hunting fish and small crustaceans for their food. Occasionally they come ashore to relax in the sun and brush out their hair. This can be hazardous for the ningyo, because it's said anyone who eats the flesh of the ningyo's fishtail becomes immortal. But eating the flesh of the ningyo has its risks. Some legends state immortality (and great beauty) are only granted to women, while any man who eats the flesh of the ningyo dies (or turns into a hideous monster).

Personality/Motivation: Ningyo are said to be benevolent and peaceful beings who tend to avoid human contact. Some people think that seeing a ningyo is a sign of good luck to come, while others say the arrival of a ningyo at the surface foretells some form of civil strife or open war.

Powers/Tactics: Most ningyo live as simple groups and have no natural weapons. Some have sharp teeth and claws. It's possible for the ningyo to use hand-to-hand weapons, such as spears or tridents.



Campaign Use: This character sheet represents a typical competent ningyo the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser ningyo, such as the young, females, the elderly, and so on, would have slightly lower Characteristics and different Skills.

Appearance: Ningyo appear either as traditional mermaids, with a human head and torso atop a fish's tail, or as a large fish with a human's head. In either case the human portion has highly attractive features. However, one description of the ningyo presents a far less appealing picture. While it has the same half-woman, half-fish shape of the regular ningyo, the rest of the body is described thus: long red hair, eyebrows that connect in the middle, a protruding lower jaw, a monkey-like mouth, fish-like teeth, golden scales, and a cry that sounds like "[the] whistle of a lark."

EATING THE NINGYO'S TAIL

If a character eats meat from the tail of a ningyo (either willingly or not), you need to decide which of the legends (if any) are true. Even if the legends are true, you might want to limit who can benefit from them — otherwise all of the ningyo would probably have been hunted to extinction already. One way to discourage wanton slaughter of the ningyo is to make immortality a very rare result; instead, most people who eat ningyo tail die (usually in great pain) or turn into mindless monsters. Those who survive gain the following powers:

Great Beauty: +10 COM. Total cost: 5 points.

Immortality: Life Support (Longevity: Immortality). Total cost: 5 points.

Immortality: Healing BODY 1d6 (Regeneration; 1 BODY per Minute), Can Heal Limbs, Resurrection (others can stop resurrection by burning the body), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time + Increased Time Increment (1 BODY/1 Minute; -1½), Self Only (-½), Cannot Regrow Lost Limbs, Must Reconnect Severed Limbs To Heal Them (-0). Total cost: 23 points.

According to Japanese legend, the Buddhist nun Yao-bikuni ate the flesh of a ningyo, hence her name, which translates to "nun of 800 years."

MONSTERS OF THE JAPANESE OCEAN

Here are a few more monsters your heroes might encounter in the seas surrounding Japan:

Awabi: Awabi are immense abalone the size of a man (or larger). They have thick armored shells, can cling tightly to any rocky surface, and move with all the swiftness of the average snail. They glow brightly, live for more than 1,000 years, and can control the weather, summoning storms to punish unwise fishermen who disturb them.

Isohime: An isohime ("sea-princess") is similar in many respects to the ningyo but much, much larger (apply the *Enormous Size/Weight Template* and *Physical Limitations* from pages 574-75 of *The HERO System 5th Edition, Revised* to the ningyo to create one). They come out during storms, seeking the survivors of shipwrecks to devour them.

Mizuti: These creatures are water-dwelling Giant Snakes (see page 116-117 of *The HERO System Bestiary*). They're capable of summoning vast storms if they so desire.

Namazu: A namazu is a giant catfish. They're found in lakes, ponds, rivers, and streams, and even the ocean (Jinshin-Uwo is a namazu of almost inconceivable size). Highly intelligent, many namazu can speak and even assume human form. Due to their great size they're highly prized by fishermen. Ignoring the warnings of the namazu and killing one has its perils however, and the slayer of a namazu often falls under a curse or disaster (such as a flood or storm).

Umibouzu: Often seen during storms and rough weather, the umibouzu are immense dark-bodied giants with baleful red eyes and a mouth that stretches from ear to ear. They rise out of the water and overturn ships. They may have either arms or tentacles, and might even be an immense form of octopus or squid.

Umi-nyobou: Umi-nyobou looks like a human woman covered in fine fish scales. Her fingers and toes are webbed, while other fins may run along her arms and legs.

Yofuné-Nushi: Another sea-dwelling and water-breathing giant snake, Yofuné-Nushi demanded the sacrifice of a young maiden every June 13. If refused he summoned a great storm to smash the fishing fleet. This continued until a woman named Tokoyo armed herself with a long knife, leapt into the sea and stabbed Yofuné-Nushi in the right eye. When he reared back in pain, she put her blade in his heart.

NUE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
9	PD	4		Total: 9 PD (3 rPD)
5	ED	1		Total: 5 ED (3 rED)
4	SPD	10		Phases 3, 6, 9, 12
10	REC	2		
40	END	0		
40	STUN	1		Total Characteristics Cost: 103 (+11 with NCM)

Movement: Running: 9"/18"
Flight: 12"/24"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	3
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
58	<i>Oppressive Dreams:</i> Mental Illusions 10d6, Continuous (+1), Reduced Endurance (½ END; +¼); Only Affects Sleep/Dreaming Targets (-1), Stops Working If The Nue is Knocked Out (-¼) plus Drain END 1 point, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Invisible To Sight Group (+½), Ranged (+½); Linked (-½)	7
37	<i>Seeking The Sleepers And Dreamers:</i> Mind Scan 10d6, Reduced Endurance (0 END; +½); Only Works Against Sleep/ Dreaming Targets (-1)	0
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	<i>Thick Hide:</i> Damage Resistance (3 PD/3 ED)	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
1	<i>Immune To Its Own Venom:</i> Life Support (Immunity: Snake Tail Venom)	0
24	<i>Taking To The Air:</i> Flight 12"	2
6	<i>Swift Runner:</i> Running +3" (9" total)	2
13	<i>Cloud Of Blackness:</i> Change Environment 2" radius, -3 to Sight Group PER Rolls, Personal Immunity (+¼); No Range (-½)	2
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Can See In The Dark:</i> Nightvision	0
30	<i>Snake For A Tail:</i> Duplication (creates 190-point duplicate); Cannot Recombine (-0), Feedback (snake dies if the base form is killed; -¼)	0

Talents

3	Environmental Movement: Supreme Balance
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Skills

15	+3 HTH
10	+2 with Mental Powers
3	Climbing 13-
2	Concealment 11-; Self Only (-½)
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)
3	Stealth 13-
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)

Total Powers & Skills Cost: 275

Total Cost: 378

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelli- gence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
15	Psychological Limitation: Cruel And Mali- cious (Common, Strong)
258	Experience Points

Total Disadvantage Points: 378

OPTIONS**Cost Powers**

-8	<i>Wings:</i> Add the Restrained (-½) Limitation to the <i>Taking To The Air</i> Power
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NUE SNAKE TAIL

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
5	BODY	-10	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
4	SPD	10		Phases 3, 6, 9, 12
6	REC	0		
32	END	0		
20	STUN	0		Total Characteristics Cost: 40

Movement: Running: 0"
Leaping: 0"
Swimming: 0"

Cost	Powers	END
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)	1
121	<i>Venomous Bite:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal Immunity (+¼); Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) plus RKA 6d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼), 4 Charges (-1)	[4]
2	<i>Scales:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
1	<i>Immune To Its Own Venom:</i> Life Support (Immunity: Snake Tail Venom)	0
-12	<i>Goes Where The Nue Body Goes:</i> Running -6"	0
-2	<i>Goes Where The Nue Body Goes:</i> Swimming -2"	0
6	<i>Serpent's Tongue:</i> +3 PER with Smell/Taste Group	0
5	<i>Can See In The Dark:</i> Nightvision	0
4	<i>Long Tail:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

4	+2 OCV with Bite
5	<i>Hard To Hit:</i> +1 DCV

Total Powers & Skills Cost: 145

Total Cost: 185

75+ Disadvantages

0	Physical Limitation: Human Size
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
85	Experience Points

Total Disadvantage Points: 185

Ecology: The nue is a solitary nocturnal creature, known to dwell in forests and the wilderness. At night it comes out to seek its prey, which often includes humans.

Personality/Motivation: Typical animal motivations. The nue can be a cruel beast, however, and has been known to torment a single victim night after night, apparently feeding on the target's fears.

Powers/Tactics: Due to the wide variety of powers they possess, nue can be highly dangerous opponents. Since they can fly, they often lurk on the peaks of roofs or high in the trees, dropping down on unsuspecting passersby. In addition, a nue can cause a black cloud of mist to form around its body, disguising its shape and form. It will usually create this cloud around itself before taking to the air.

Nue have two major forms of attack: the first is through dreams, the second physically, with claws and teeth. While surrounded by its black mist cloud the nue floats over a victim's home, sending nightmarish dreams that leave the victim tired and drained of energy. Those who seek to stop the nue with force of arms must cope with its sharp teeth and terrible claws. Worse yet, the nue's tail is a snake, complete with a head and venomous fangs. Because of this, the nue likes to plunge into the middle of its foes so it can attack in all directions. The nue's tail has no control over the actions of the main body, and if the main body is killed, the tail dies as well.

Campaign Use: Similar in some ways to the Greek chimera, the nue makes a deadly foe for a troop of unwary adventurers. Heroes should only encounter one at a time, or perhaps two if they're unlucky (or sufficiently powerful and skilled). A nue would make a good servant for a sorcerer who could use the creature's powers of nightmare to extort money and goods from his victims.

Appearance: Descriptions of the nue vary, but most agree it has the head of a monkey or a tiger, the body of a tiger, and a snake for a tail. Some describe it as a form of bird, with a monkey's head, a dog's body, the claws of a tiger, a snake for a tail, and an eagle's wings.

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NUKE-KUBI

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	1		Total Characteristics Cost: 39

Movement: Running: 7"/14"

Cost Powers **END**

21	<i>Head Separation:</i> Duplication (creates one 122-point Duplicate), Altered Duplicate (100%; +1); Feedback (-1), Only At Night (-½), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Both Characters Die If They Do Not Recombine At Sunrise (-½)	0
2	<i>Swift Runner:</i> Running +1" (7" total)	1
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

3	Acting 12-
3	Climbing 12-
3	Concealment 12-
3	Conversation 12-
3	High Society 12-
2	KS: (varies by profession) 11-
2	PS: (varies by profession) 11-
3	Shadowing 12-
3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 67

Total Cost: 96

75+ Disadvantages

0	Physical Limitation: Human Size
15	Physical Limitation: repelled by prayers and sutras, cannot approach anyone praying or chanting (Infrequently, Fully Impairing)
15	Psychological Limitation: Deceitful And Treacherous (Common, Strong)
20	Social Limitation: Secret Identity (as a nuke-kubi) (Frequently, Severe)

Total Disadvantage Points: 125

NUKE-KUBI HEAD

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
3	BODY	-14	9-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	5		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
6	REC	6		
26	END	0		
20	STUN	10		Total Characteristics Cost: 31

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 0"/0"
Flight 8"/16"

Cost Powers **END**

15	<i>Unbreakable Grip:</i> +20 STR, Reduced Endurance (0 END; +½); Only For Grabbing And Biting (-1)	0
16	<i>Biting And Gnawing:</i> HKA ½d6 (1d6+1 with STR), Continuous (+1); Reduced Penetration (-¼)	2
28	<i>Take To The Air:</i> Flight 8", Invisible to Hearing Group (+¼), Reduced Endurance (0 END; +½)	0
-12	<i>Only Flies:</i> Running -6"	
-2	<i>Only Flies:</i> Swimming -2"	
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

20	<i>Hard To Hit:</i> +4 DCV
7	Concealment 16-; Self Only (-½)
3	Shadowing 12-
11	Stealth 16-

Total Powers & Skills Cost: 91

Total Cost: 122

75+ Disadvantages

15	Distinctive Features: mystic kanji on neck (Concealable, Major Reaction)
10	Physical Limitation: Diminutive (.5 m, +6" KB) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: repelled by prayers and sutras, cannot approach anyone praying or chanting (Infrequently, Fully Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Deceitful And Treacherous (Common, Strong)

Total Disadvantage Points: 150



Ecology: A nuke-kubi is a dangerous and malignant goblin whose name means “sliding neck.” By day, they live quietly among normal humans, but at night the nuke-kubi separate their heads from their bodies (hence their name) and fly forth in search of food — usually insects and grubs, but they prefer human meat if they can get it!

Personality/Motivation: To the casual viewer, a nuke-kubi is simply a hardworking fellow citizen. Well-mannered and polite, a nuke-kubi often explains his excellent social skills as the result of a noble upbringing, and his poor lower-class surroundings as stemming from the misfortunes of war and intrigue. Always in search of prey, he’ll go so far as to invite a lone traveler to spend the night in his home, playing the part of a hospitable host... at least until the victim falls asleep, at which point the nuke-kubi tears his guest to pieces.

Powers/Tactics: At night-fall, a nuke-kubi lays his body down and detaches his head from his body, leaving a smooth stump (on both the head and the body).

The head flies off in search of food, moving in virtual silence through the air. Anything it can catch (such as a human) it devours with its sharp teeth and strong jaws. In fact, the nuke-kubi’s jaws are so strong his mouth often cannot be forced open even if the head is killed.

As supernatural beings, nuke-kubi can’t tolerate the sound of prayer or of Buddhist sutras being chanted and stay far away from anyone making such noises. They also must rejoin with their bodies come sunup — they die quickly if they cannot, striking the ground three times and panting in fear before death.

Campaign Use: This character sheet represents a typical competent nuke-kubi the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat

or the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser nuke-kubi, such as the traders, craftsmen, the young, some females, the elderly, and so on, would have slightly lower Characteristics and different Skills.

Appearance: A nuke-kubi can look like anyone — man or woman, young or old. They wear clothing and carry equipment appropriate to their chosen occupation. A detached nuke-kubi head has a smooth, bloodless stump of a neck; there’s a matching stump on the body. Around the base of the head’s neck is a series of mystical kanji in red.

NURE-ONNA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
23	BODY	26	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
12	PD	4		Total: 12 PD (6 rPD)
8	ED	3		Total: 8 ED (6 rED)
4	SPD	12		Phases 3, 6, 9, 12
13	REC	0		
50	END	0		
56	STUN	0		Total Characteristics Cost: 157 (+62 with NCM)

Movement: Running: 15"/30"
Leaping: 0"/0"
Swimming: 12"/24"

Cost	Powers	END
15	<i>Can Crush A Tree In Her Coils:</i> +20 STR, Reduced Endurance (0 END; +½); Only To Grab And Crush (-1)	0
15	<i>Fanged Mouth:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Clawed Fingers:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
6	<i>Scaled Hide:</i> Damage Resistance (6 PD/6 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Slithering:</i> Running +9" (15" total)	2
10	<i>Fast In The Water:</i> Swimming +10" (12" total)	1
15	<i>Yokai Nature:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
27	<i>Assume Human Form:</i> Multiform (change shape into 200-point human form); Costs Endurance (to change form only; -½)	4
17	<i>Long Tail:</i> Stretching 4", Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Part (tail only; -¼)	0
Skills		
10	+2 with Hand-To-Hand Combat	
6	<i>Coils:</i> +3 with Grab	
3	Climbing 13-	
3	Concealment 12-	
3	Stealth 13-	

Total Powers & Skills Cost: 178
Total Cost: 335

75+ Disadvantages

10	Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Psychological Limitation: Vain About Her Hair (Common, Strong)
230	Experience Points

Total Disadvantage Points: 335

OPTIONS

Cost Powers

var	<i>Larger/Smaller Nure-Onna:</i> Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of <i>The HERO System 5th Edition, Revised</i> . Nure-onna could be anywhere from Large to Gargantuan.
40	<i>Drain Blood:</i> Drain BODY 2d6, Invisible to Sight Group (+½), Ranged (+½)
273	<i>Enormously Long Tail:</i> Stretching 100", Reduced Endurance (0 END; +½); No Non-combat Stretching (-¼), No Velocity Damage (-¼), Limited Body Part (tail only; -¼), Can Only Stretch A Distance Equal To Nure-Onna's Running Per Phase (-1)
21	<i>Nure-Onna's Child:</i> Sight, Hearing, and Touch Group Images, -4 to PER Rolls, 1" radius, Reduced Endurance (0 END; +½), Persistent (+½); IAF (swaddling clothes; -½), No Range (-½), Set Effect (illusionary baby; -1)
72	<i>Nure-Onna's Child Revealed:</i> Entangle 3d6, 4 DEF, BOECV (+1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼), Invisible To Sight Group (+½), Reduced Endurance (0 END; +½), Trigger (offending Nure-onna; +¼); IAF (swaddling clothes; -½), No Range (-½) plus Drain STR ½d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), Continuous (+1), Uncontrolled (+½), Invisible To Sight Group (+½), Reduced Endurance (0 END; +½); IAF (swaddling clothes; -½), Extra Time (1 Turn; -1¼), Linked (-½)
121	<i>Venomous Bite:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal Immunity (+¼); Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) plus RKA 6d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼), 4 Charges (-1) [4]
8	<i>Water Snake:</i> Life Support: Expanded Breathing (Breathe Underwater); Safe Environment (High Pressure, Intense Cold) 0
3	<i>Water Snake:</i> Talent: Environmental Movement: Aquatic Movement (no penalties in water) <i>Northern Nure-Onna:</i> Add Reputation: spirit of storms and bad luck, 11- (Extreme; 15 points)

NURE-ONNA
OF THE NORTH

In northern Japan nure-onna are said to dwell along wind-swept coasts. There they haunt the beaches, picking among the seaweed, driftwood, and other wave-tossed detritus for such edible items as dead fish and crabs. Often seen during storms, they're greatly feared by fishermen, who avoid any spot they're even rumored to haunt. In addition, this form of nure-onna may appear as a snake topped with an attractive woman's head and long flowing hair.

The northern nure-onna is also known as *iso-onna* (iso = "seashore," onna = "woman"). They're described as beautiful women with long flowing hair that falls to the ground. Eternally soaked to the skin, their lower bodies are misty and "dim." Iso-onna are far more malicious than the nure-onna, capturing men with their long hair and drinking their blood.



Ecology: A nure-onna (literally, “woman who becomes wet”) is an immensely long snake-woman. They’re normally encountered in human form as they wash their long hair by the shore of any large body of water. If approached she assumes her natural form, which is usually enough to frighten off any strangers and let her return to her task. When not washing her hair, a nure-onna dwells in and around rivers and lakes, often in remote areas. Since they’re all (apparently) female, how they reproduce is unknown.

Personality/Motivation: Varies depending on the individual. Some nure-onna are simply reclusive and resent any attempt to disturb them; others are more inimical, and actively hunt down and feed on humans.

Powers/Tactics: All nure-onna have sharp claws and fangs and can easily crush a tree in the coils of their long tails (which may reach lengths of 300 meters!). Some are said to be able to drain

a person’s blood at a distance — a power common to those nure-onna who feed on human flesh. Since they can change their shape, some remain in human form if approached so they can surprise a would-be attacker if necessary.

Occasionally nure-onna carry a child-sized bundle while traveling or washing their hair. Anyone who, in a moment of chivalry, asks if he may carry the burden for the nure-onna is allowed to do so, and discovers the bundle seems to contain a child. But whoever carries the bundle must do so with the utmost care, or else the child is revealed to be a simple illusion and the bundle will get heavier and heavier, rendering the person carrying it unable to move. At this point, the nure-onna, angered at the disrespect shown her “child,” moves in for the attack....

Campaign Use: A nure-onna could be a powerful ally for your heroes, or a terrible foe. An evil nure-onna might haunt a stretch of river to

prey on fishermen, traders, and passersby, forcing the heroes to fight it to save the innocent folk. A good one may be a repository of wisdom and magical knowledge that she’ll pass on to the heroes in appropriate circumstances. In keeping with the serpentine nature of the nure-onna, you might want to make their bite venomous or allow them to breathe water. You may also want to make your nure-onna more like the orochi (page 38) or the naga (AB1 83) by having them assume human form to fall in love with (or simply seduce) mortal men.

Appearance: A nure-onna has the body of a great serpent, a pair of human-like arms covered in fine scales, claws on her fingers, and a narrow-featured face with snakelike eyes and fangs. The scales can be of any color, and may be patterned as well. Nure-onna have tresses of night-black hair that reach lengths of five to six feet or more. In human form, a nure-onna appears as an attractive female with long, beautiful hair falling well past her waist.

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ONI				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
4	COM	-3	9-	
12	PD	5		Total: 12 PD (2 rPD)
12	ED	7		Total: 11 ED (2 rED)
3	SPD	5		Phases 4, 8, 12
12	REC	0		
46	END	0		
50	STUN	0		Total Characteristics Cost: 107 (+32 with NCM)

Movement: Running: 8"/16"
Flight: 10"/20"

Cost	Powers	END
8	<i>Clawed Fingers:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
10	<i>Fangs/Tusks:</i> HKA ½d6 (1d6+1 with STR)	1
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
15	<i>Creature Of Yomi:</i> Life Support Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
8	<i>Taking To The Air:</i> Flight 10"; Increased Endurance Cost (x4 END; -1½)	8
4	<i>Long Legs:</i> Running +2" (8" total)	2
5	<i>Oni Eyes:</i> Nightvision	0
3	<i>Oni Senses:</i> +1 PER with all Sense Groups	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

10	+2 HTH
3	Interrogation 14-
2	KS: Yomi 11-
3	Stealth 12-
2	Survival (one environment) 11-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 92

Total Cost: 199

75+ Disadvantages

5	Physical Limitation: Large (3m tall, -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5	Physical Limitation: prone to intoxication (-3 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Cruel, Lecherous, And Malicious (Common, Strong)
15	Psychological Limitation: Loves To Eat And Drink To Excess (Common, Strong)

- 15 Reputation: abductors and rapers of women, 11- (Extreme)
69 Experience Points

Total Disadvantage Points: 199

OPTIONS**Cost Powers**

- +5 *Larger Fangs:* Increase *Fangs/Tusks* to HKA 1d6 (2d6 with STR)
+2 *Thicker Hide:* Increase *Thick Hide* to Damage Resistance (4 PD/4 ED)
53 *Assume Human Form:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Reduced Endurance (0 END; +½) **plus** Shrinking (about 2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, +3" Knockback), Reduced Endurance (0 END; +½); Linked (-½)
var *Multiple Heads:* +1 PER with all Sense Groups per extra head
10 *Multiple Eyes:* Increased Arc Of Perception (360 Degrees) for Sight Group
5 *Multiple Heads:* Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
6 *Three Or More Arms (or Legs):* Extra Limbs (varies), Inherent (+¼)
40 *Travel To Yomi:* Extra-Dimensional Movement (any location in realm of Yomi corresponding to the physical location in realm the oni is currently in), x2 Increased Mass, Reduced Endurance (0 END; +½)
30 *Turn Invisible:* Invisibility to Sight Group, No Fringe

Ecology: Oni are creatures of Yomi, the Japanese underworld. They're a form of supernatural spirit that dwells either in Yomi tormenting sinners, or on Earth causing trouble and wreaking havoc on humans. Although otherworldly spirits, oni have large appetites for many forms of earthly pleasures and partake in food (such as people) and drink (they especially love saké) to great excess.

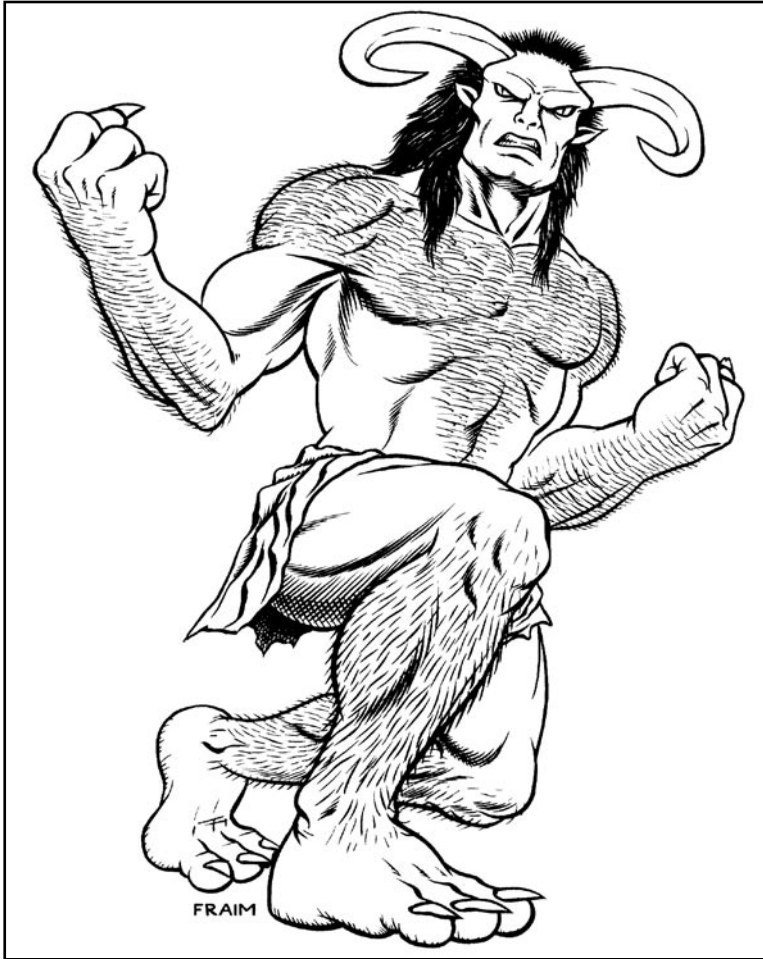
Personality/Motivation: The prime purpose of an oni is to cause trouble. They like to spread disease and misery, and are always on the lookout for those who have sinned against the Buddhist faith so they can take them to Yomi to receive their just punishments. Oni also have a great liking for human women, and will bring any they catch back to their lair to satisfy their perverse lusts.

Powers/Tactics: The traditional weapon of an oni is a huge tetsubo, an iron-plated staff some six or seven feet long. With this they smash anything in their path, be it a wall, door, or person. Instead of the tetsubo, other oni carry giant-sized naginata, nagamaki, no-dachi, or yari. Some may even wear armor, such as a do (breastplate) or a kote (armored sleeve). Due to their size and strength, oni tend to be fearless, and won't flee from an encounter unless greatly outnumbered or severely wounded.

It's said some oni can become invisible, while others can assume human form to cause even greater mischief and trouble. A few might even

ONIBI

Often seen on rainy or stormy days, *onibi* ("oni fire") is a ball of fire floating in the air. An oni can appear in a wide variety of colors, and often meanders aimlessly about, sometimes vanishing silently, other times with a loud bang. Characters should avoid touching one, as some oni place a curse on anyone who dares disturb their flight.



know spells. As spirits of the underworld, oni may not be able to be killed in the normal manner. You may wish to give some oni a form of Regeneration to reflect this.

Campaign Use: This character sheet represents a typical competent oni the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter.

Due to their size and strength, oni make fearsome foes in a *Fantasy Hero* campaign, a problem magnified by the fact that they like to travel in groups. This advantage is counterbalanced by the oni's intelligence (which isn't all that great) — many oni of legend were outwitted more than outfought. Their love of saké also works against them; getting an oni drunk before disposing of it seems to be a common tactic in Japanese tales.

As a final note, not all oni are evil, and some proved capable of repenting their past ways and converting to Buddhism, becoming pious monks. Such an oni would make an intriguing NPC, or in some campaigns perhaps even a PC.

Appearance: Oni are large humanoids standing some nine feet tall. Their skin ranges from red to pink, blue, gray, or green, while their hair is usually black and tangled. They typically have three clawed fingers, three toes, and two long horns on their heads. Their clothing is traditionally a tiger-skin loincloth, although they

also wear the hides of other animals as well as bits of human clothing and armor (when possible). No two oni look exactly alike; many have almost animalistic faces, while the exact number of horns and eyes ranges from one to four.

ONI VARIANTS

Oni are just one of a large number of giants, goblins, and ogres said to haunt the wilds of Japan.

Daidara-bochi

The daidara-bochi are humanoids of tremendous size. They live on their own in the mountains, often in caves they've dug themselves. Some daidara-bochi like to build huge cairns of rock and earth, and one such giant is credited with creating Mt. Fuji (the hole created by excavating all that earth became Lake Biwa). Use the Stone Giant character sheet on page 47 of *Monsters, Minions, And Marauders* for a daidara-bochi.

Gyuki

A gyuki is an oni with the head of a bull. Like many oni, they're cruel and savage, and seek out humans to feed on them. Aside from the standard oni characteristics of great strength and toughness, they have the power to assume the form of a beautiful woman (the better to get close to a potential victim). Gyuki cannot help humans in any way — if they do, they will melt into a noxious sludge. Make the following changes to the oni character sheet to create a gyuki:

Cost Power

- 5 *Dwells Near Lakes And Rivers:* Life Support (Expanded Breathing: Breathe Underwater)
- 46 *Form Of A Beautiful Woman:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Makeover, Reduced Endurance (0 END; +½) **plus** Shrinking (about 2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, +3" Knockback), Reduced Endurance (0 END; +½); Linked (-½)
Add Susceptibility: to helping a human, takes 3d6 BODY damage per Phase (Uncommon; 25 points)

Total cost: +51 points.

Hannya

Women who are driven insane from jealousy or who die while suffering from some form of mental illness run the risk of being transformed into and/or reborn as hannya. These monsters have faces twisted in anger and rage, large fangs, long horns, and ice-blue burning eyes. But their most prominent feature is their terrible claws. Capable of slashing through armor, stone, and flesh alike, these iron-hard fingernails can be upwards of a foot long. Normally found in Jigoku (*i.e.*, one of the Buddhist hells), hannya often venture to Earth in search of men who are unfaithful to their wives (a hannya's favorite prey), young children, and infants. When she finds a victim, a hannya slashes him to ribbons with her claws, gores it with her horns, and emits bone-shattering *kiai* (shouts). Make the following changes to the oni character sheet to create a hannya:

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Cost Power

- 10 Remove *Heavy, Reach*
Remove Physical Limitation: Large, Physical Limitation: Prone To Intoxication, Love Of Food And Drink To Excess (Common, Strong), and Reputation: abductors and rapers of women
- +22 *Long Claws*: Increase *Clawed Fingers* to HKA 1d6+1 (2d6+1 with STR), Armor Piercing (+½)
- 13 *Horns*: HKA 1d6+1; No STR Bonus (-½)
- 40 *Travel To Jigoku*: Extra-Dimensional Movement (any location in realm of Jigoku corresponding to the physical location in realm the oni is currently in), x2 Increased Mass, Reduced Endurance (0 END; +½)
- +22 Increase *Taking To The Air* to Flight 15" and remove the Increased Endurance Cost
- 43 *Kiai*: RKA 2d6, +1 Increased STUN Multiplier (+¼), Invisible to Normal Sight (+¼)

Total cost: +132 points.

Kijo

Kijo are ogres (and ogresses) found in the woods of Japan. They're covered in shaggy hair and have ape-like faces with large teeth. They tend to haunt the wooded mountainsides, often stealing food from villages. They also follow travelers, watching from a distance and vanishing into the forest if approached. Use the Ogre character sheet on page 75 of *Monsters, Minions, And Marauders* to create a kijo.

Onibaba

These creatures are female oni, much like the hannya. They have the appearance of a gentle old woman during the day, but assume their true form at night. They live in mountains and remote villages and go out at night to hunt down travelers and eat them. Although they cannot fly, onibaba can run very fast. Make the following changes to the oni character sheet to create an onibaba:

Cost Power

- Remove Physical Limitation: Prone To Intoxication, Psychological Limitation: Love Of Food And Drink To Excess, and Reputation: abductors and rapers of women
- 8 Remove *Taking To The Air*
- +8 *Fast Runner*: Increase *Long Legs* to Running +6" (12" total)
- 38 *Form Of A Gentle Old Woman*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Reduced Endurance (0 END; +½)
plus Shrinking (about 2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, +3" Knockback), Reduced Endurance (0 END; +½); Linked (-½)
Add Social Limitation: Secret Identity (as an onibaba) (Frequently, Severe; 20 points)

Total cost: +38 points.

Yagyuu-san

A Yagyuu-san has a body covered with a thick coat of bristly hair and only a single eye in his face. He appears near midnight, riding on a headless horse. Each New Year's Eve he rides across the countryside, kicking out at anyone he encounters on the road. Anyone struck usually gets hauled off to be devoured.

Yama-onna

These female mountain giants stand 12-14 feet in height. Beautiful in face and figure, they have skin so pale it appears white and hair so long it reaches the ground. They're dangerous to approach, because they capture humans to drink their blood. Make the following additions to the Forest Giant character sheet on page 44 of *Monsters, Minions, And Marauders* to create a yama-onna.

Cost Power

- +5 +10 COM
- 15 *Bite*: HKA ½d6 (1d6+1 with STR), Reduced Endurance (0 END; +½)
- 33 *Blood Drain*: RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)

Total cost: +53 points.

Yama-otoko

Yama-otoko are male mountain-dwelling humanoids similar in many respects to the kijo. They stand well over seven feet tall with a body covered in hair. Their clothing, if they bother to wear any, consists of strips of bark and woven leaves. Despite a frightening appearance, the yama-otoko are friendly, and have been known to assist woodcutters with their loads. Although intelligent, they cannot speak, communicating instead with gestures. They often ask for drink (such as saké) as payment for any assistance they render (although it's wiser to offer rice instead). Use the Ogre character sheet on page 75 of *Monsters, Minions, And Marauders* to create a yama-otoko.

YAMA-UBA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
21	CON	22	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
6	COM	-2	10-	
10	PD	4		Total: 10 PD (2 rPD)
10	ED	6		Total: 10 ED (2 rED)
3	SPD	5		Phases 4, 8, 12
10	REC	0		
42	END	0		
44	STUN	0		Total Characteristics Cost: 97 (+23 with NCM)

Movement: Running: 12"/24"
Flight: 15"/30"

Cost	Powers	END
8	<i>Clawed Fingers:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
15	<i>Mouth Stretches From Ear To Ear:</i> HKA 1d6 (2d6 with STR)	1
10	<i>Mouth Atop Her Head:</i> HKA ½d6 (1d6+1 with STR)	1
5	<i>Hair Into Snakes:</i> HKA 1 point (½d6 with STR)	1
33	<i>Hair Into Snakes:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal Immunity (+¼); Snake Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), 4 Charges (-1) plus RKA 2d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Snake Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 Minutes; -¾), Linked (-½), 4 Charges (-1) [4]	

39	<i>Long White Hair:</i> Entangle 4d6, 4 DEF, Stops A Given Sense (Sight Group), Entangle Takes No Damage From Attacks (+½), Reduced Endurance (½ END; +¼); Cannot Form Barriers (-¼), Entangle Can Only Target Extremities (-½), No Range (-½)	6
30	<i>Long White Hair:</i> Stretching: 6", Reduced Endurance (0 END; +½); No Fine Manipulation (-½)	0
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
2	<i>Larger Than A Man:</i> Knockback Resistance -1"	0
19	<i>Nature Spirit:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents; Safe Environments: Intense Cold, Intense Heat)	0
30	<i>Taking To The Air:</i> Flight 15"	3
12	<i>Fleet Of Foot:</i> Running +6" (12" total)	2
5	<i>Yama-Uba's Eyes:</i> Nightvision	0
3	<i>Yama-Uba Senses:</i> +1 PER with all Sense Groups	0
36	<i>Form Of A Beautiful Woman:</i> Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Makeover, Reduced Endurance (0 END; +½)	

Skills

10	+2 HTH
2	PS: Brew Poison 11-
2	SS: Alchemy 11-
3	Stealth 12-
2	Survival (Mountains) 11-
3	Tracking 11-

Total Powers & Skills Cost: 271

Total Cost: 368

75+ Disadvantages

0	Physical Limitation: Human Size
15	Psychological Limitation: Gullible (Common, Strong)
278	Experience Points

Total Disadvantage Points: 368

OPTIONS

Cost Powers

Add Physical Limitation: Rendered Immobile By Sunlight (Infrequently, Fully; 15 points)
 Add Susceptibility: to direct sunlight, takes 2d6 damage per Segment (Very Common; 35 points)

Description: The yama-uba, another type of oni, are the “old women of the mountains.” They usually appear as aged women with long, flowing white hair, bright blue eyes, and torn, tattered clothing. A yama-uba’s mouth stretches from ear to ear (literally) and she may have a second one on top of her head, hidden under her hair. They live in huts deep in the forests or up in the mountains, and are said to dwell in Sabana near Mt. Nabekura, in the Tohoku region of northern Honshu, and the Ashigara Mountains.

Yama-uba are larger and stronger than any man, can fly, run at great speeds, transform their hair into snakes, and change shape at will. They’re also known for their magical skills, especially the arts of alchemy and poison-brewing.

Yama-uba are often encountered by travelers who have become lost in the woods. Using their ability to assume different forms, the yama-uba may seem to be a beautiful maiden (also lost in the woods), or a kindly old crone who offers the use of her hut for the evening. Once the victim is comfortable and off his guard, the yama-uba promptly kills and eats him.

Although physically powerful, yama-uba are notoriously gullible. Quick-witted captives can often trick a yama-uba into letting them go. Some yama-uba are nocturnal, and can be harmed (or rendered immobile) by sunlight. Others hide their life in flowers or other objects, rendering themselves virtually invulnerable (see page 107 for more information on this).

Not all yama-uba are evil, however. The hero Kintaro, who grew up to become a great warrior, was raised by a yama-uba. Others act more as nature spirits than ogres, wandering the mountains and watching over the land.

ONMORAKI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
14	EGO	8	12-	ECV: 3
15	PRE	5	12-	PRE Attack: 2d6
4	COM	-3	10-	
7	PD	5		Total: 7 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
3	SPD	4		Phases 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 48

Movement: Running: 2”/4”
 Flight: 12”/24”

Cost	Powers	END
12	<i>Talons:</i> HKA 1d6 (1½d6 with STR); Reduced Penetration (-¼)	1
24	<i>Vomit Blue Flames:</i> RKA 2d6; Limited Range (5”; -¼)	3
2	<i>Thick Feathers:</i> Damage Resistance (2 PD/2 ED)	0
16	<i>Wings:</i> Flight 12”; Restrained (-½)	2
-8	<i>Short Legs:</i> Running -4” (2” total)	
30	<i>Appear And Disappear At Will:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½)	0
15	<i>Yokai Nature:</i> Life Support (Longevity; Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0

Skills

4	+2 OCV with Vomit Blue Flames
6	+2 with Grab, Grab By, and Move By
3	Concealment 11-
3	Stealth 12-

Total Powers & Skills Cost: 107

Total Cost: 155

75+ Disadvantages

20	Hunted: otoroshi 14- (Mo Pow, Kill, limited to shrines only)
0	Physical Limitation: Human Sized
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
15	Psychological Limitation: Loves Saké (Common, Strong)
35	Experience Points

Total Disadvantage Points: 155

Ecology: Onmoraki are the reborn spirits of those who have died holding a grudge or full of regret for a past misdeed. Now they haunt sacred places, such as shrines and temples, causing trouble. Since they have an inordinate love for saké, they gleefully tear into the great barrels of blessed saké found in Shinto shrines and drink their fill.

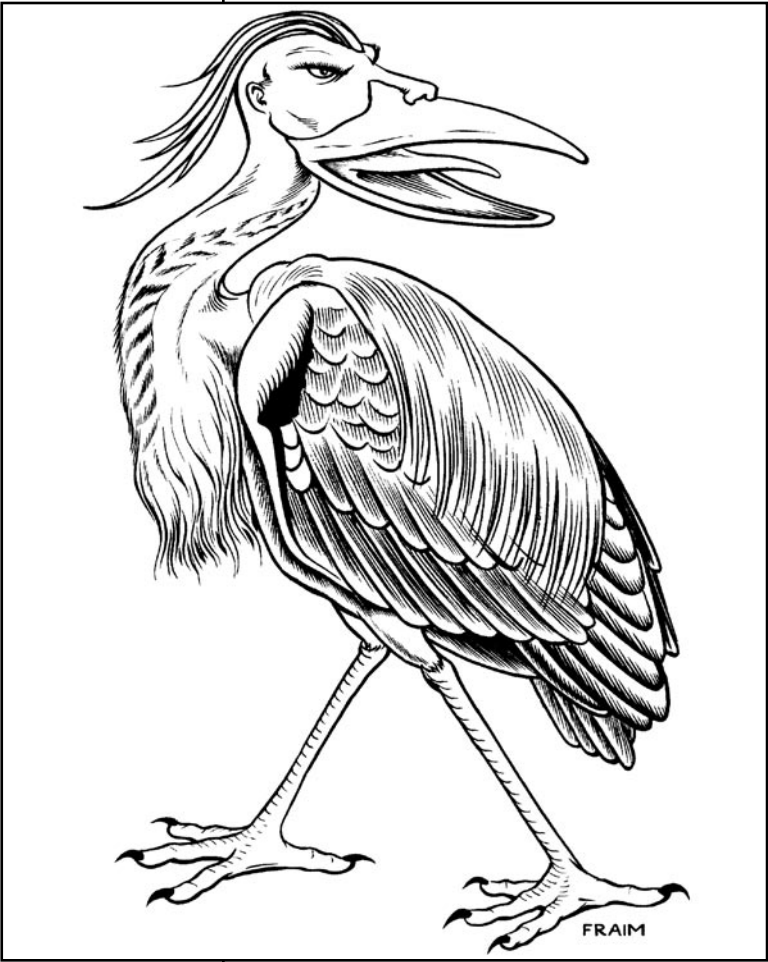
Personality/Motivation: Onmoraki enjoying drinking saké more than anything else, and go to great

lengths to get it. If denied their prize, they become angry, disrupting religious ceremonies and vandalizing or destroying shrines. They seem to be the sworn enemies of otoroshi (page 40), which attack onmoraki on sight.

Powers/Tactics: Onmoraki can appear and disappear freely, though they cannot attack while invisible. They use this power to sneak inside a shrine or other sacred place. If attacked, they lash out with their sharp talons, often combining this attack with blasts of blue flame vomited from their mouths. If it feels especially destructive, an onmoraki uses its flame to ignite silk wall hangings, paper scrolls, wooden furniture, and the like. If hard pressed, an onmoraki flees, turning invisible in an effort to escape.

Campaign Use: Onmoraki make excellent servants for evil wizards in Asian fantasy settings. They may be used by various gods to punishment mortals who have wronged the god, or who have committed gross misdeeds.

Appearance: An onmoraki is a bird the size and general shape of a large heron. It has the distorted head and face of a human with an extended beak-like mouth.



OROCHI

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	5		Total: 12 PD (6 rPD)
8	ED	3		Total: 8 ED (6 rED)
4	SPD	13		Phases 3, 6, 9, 12
12	REC	0		
50	END	0		
51	STUN	0		Total Characteristics Cost: 131 (+49 with NCM)

Movement: Running: 15"/30"
Leaping: 0"/0"
Swimming: 10"/20"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
6	<i>Thick Scales:</i> Damage Resistance (6 PD/6 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Slithering:</i> Running +9" (15" total)	2
8	<i>Affinity For Water:</i> Swimming +8" (10" total)	1

Skills
3 Concealment 12-; Self Only (-½)
3 Stealth 12-

Total Powers & Skills Cost: 71
Total Cost: 202

75+ Disadvantages
15 Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
10 Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
82 Experience Points

Total Disadvantage Points: 202

OPTIONS

Cost	Powers
7	<i>Coils:</i> +15 STR; Only Usable With Grab (-1)
53	<i>Summon/Dispel Rain:</i> Change Environment (create or cancel rainstorms) 16" radius, -1 to all Sight and Hearing Group PER Rolls, Long Lasting, Multiple Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +¼), Varying Effect (create/stop rain; +¼); Extra Time (Full Phase to activate; -¼), No Range (-½)
121	<i>Venom:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is Life Support [appropriate Immunity]; +1), Personal

- Immunity (+¼); Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) **plus** RKA 6d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼), 4 Charges (-1) [4]
- 8 *Water Snake*: Life Support: Expanded Breathing (Breathe Underwater), Safe Environment (High Pressure, Intense Cold)
- 3 *Water Snake*: Talent: Environmental Movement: Aquatic Movement (no penalties in water)
- 6 *Coils*: +3 OCV with Grab

Ecology: An orochi is a type of snake. It isn't a specific type of creature, but more of a general term for a wide variety of giant Japanese snakes. Some orochi are simply gigantic versions of normal Japanese snakes, while others (known as *aodaisho*) are looked on as guardians of homes. Other orochi were once humans; they were transformed into snakes because of an extreme emotional state (such as envy or lust), or were reincarnated as snakes after death (usually to exact revenge for their death). Finally, some snakes have the ability to assume human form, and do so to pursue a human lover.

Personality/Motivation: Varies from snake to snake. Giant snake orochi have typical animal motivations, although most are fairly intelligent and also act as guardians of various bodies of water. Aodaisho desire only to protect the home in which they dwell, and won't leave it. Humans who have become snakes are often consumed with a single overwhelming emotional state, following the urgings of that emotion blindly. Snakes who assume human form usually do so out of desire for a

human (either male or female) and can be dangerous and destructive if denied their passions. Such snakes tend to be very secretive about their true nature and leave their lover if discovered.

Powers/Tactics: All orochi try to bite their prey first, holding it steady before injecting a dose of venom or crushing it in their coils. Since orochi are closely associated with water in much the same manner as the tatsu (page 52), it's thought they can control the weather and rain. They're also said to protect mankind from the dangers of fire and pestilence, while snake charms will ward off attacks from rats and ensure an easy and successful childbirth. Some humans who have become orochi are so overwhelmed with emotion they literally burn with heat and flame.

Campaign Use: The original orochi was a giant snake deity found dwelling in the mountains (similar to the Yamata-no-Orochi on page 58), and most Japanese giant snakes are considered to be either of divine origin or messengers of the gods. An aodaisho can become a Follower for a PC, either as a guardian for the character's home or as a traveling companion. Since an orochi (usually a female) can become so smitten with a male human that she assumes human form to seduce him, you can ensnare a PC this way. The danger isn't in the romance itself, but what might happen if the female's advances are rebuffed (or if the PC discovers his lover's true nature). Finally, you can use the whole concept of a human assuming snake form as part of a larger plot. For example, the PCs could be hired to defend an NPC from his ex-wife, who's turned into a giant snake due to overpowering envy or jealousy.

Appearance: Orochi are simply giant snakes. They have no set appearance, although pure-white snakes are considered to be supernatural beings and are treated as such.

OROCHI TYPES

Cost	Aodaisho
5	<i>Insight Of The Kami</i> : +5 INT
6	<i>Wisdom Of the Kami</i> : +3 EGO
15	<i>Divine Guardian</i> : Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)
3	<i>Divine Senses</i> : +3 PER with all Sense Groups
3	<i>Ever Vigilant</i> : Life Support (Diminished Sleep: no need to sleep)
1	<i>Understanding Of The Kami</i> : Language: Japanese (basic conversation) (It only understands speech; it cannot speak.) Add Psychological Limitation: Protective Of Home/Family (Common, Total; 20 points)

Total cost: +33 points

Cost Transformed Human-To-Snake Options

30	<i>The Fires Of Passion</i> : HKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½) Add Distinctive Features: Pure White Snake (Not Concealable, Causes Major Reaction; 20 points) Add Psychological Limitation: Overwhelming Emotion (envy, greed, jealousy, revenge, and so on) (Common, Total; 20 points)
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Total cost: +30 points

Cost Transformed Snake-To-Human Options

27	<i>Assume Human Form</i> : Multiform (assume 200-point human form); Costs Endurance (to change form; -½) Add Psychological Limitation: Fears Discovery (Common, Strong; 15 points) Add Psychological Limitation: Loves “X” (Very Common, Strong; 20 points) Add Psychological Limitation: Vengeful (Uncommon, Total; 15 points)
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Total cost: +27 points

OTOROSHI

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (4 rPD)
8	ED	4		Total: 8 ED (4 rED)
4	SPD	12		Phases 3, 6, 9, 12
8	REC	0		
40	END	0		
32	STUN	0		Total Characteristics Cost: 96

Movement: Running: 6”/12”

Cost	Powers	END
15	<i>Tusks</i> : HKA 1d6 (2d6 with STR)	1
60	<i>Thick Hair</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
4	<i>Thick Hair</i> : Damage Resistance (4 PD/4 ED)	0
30	<i>Hide In Shadows</i> : Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Requires Darkness Or Shadows (-½)	0
16	<i>Can See Into The Hearts Of Men</i> : Detect Disrespect For The Shrine 14- (no Sense Group), Range, Discriminatory	
3	<i>Ever Vigilant</i> : Life Support (Diminished Sleep: no need to sleep)	0
15	<i>Yokai Nature</i> : Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
5	<i>Yokai Awareness</i> : Infrared Perception (Sight Group)	0
5	<i>Yokai Awareness</i> : Ultraviolet Perception (Sight Group)	0
3	<i>Yokai Awareness</i> : Ultrasonic Perception (Hearing Group)	0

Perks

2	Fringe Benefit: Member of the Celestial Bureaucracy
9	Reputation: defender of Shinto shrines and sacred places (in Japan) 14-, +3/+3d6

Skills

15	+3 HTH
15	<i>Wild And Swirly Hair</i> : +3 DCV
3	Climbing 13-
3	Concealment 12-; Self Only (-½)
5	Shadowing 12-
3	Stealth 13-
5	Tracking 12-

Total Powers & Skills Cost: 216

Total Cost: 312

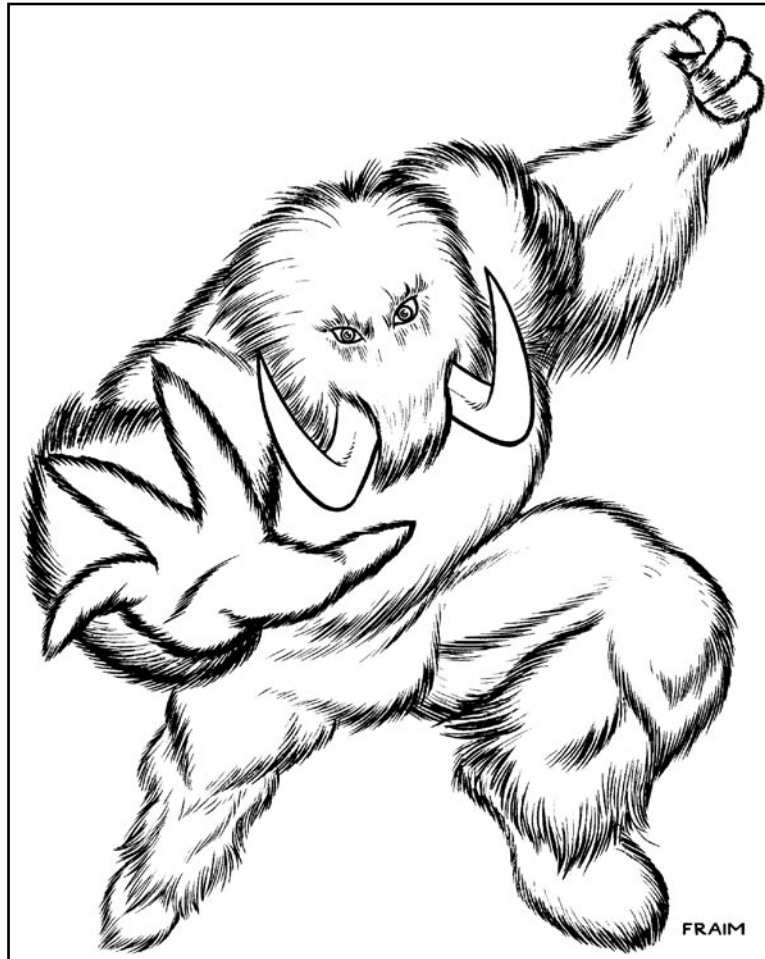
75+ Disadvantages

- 0 Physical Limitation:
Human Sized
- 25 Psychological Limitation: Devoted To
Guarding Its Shrine/
Sacred Place (Very
Common, Total)
- 212 Experience Points

**Total Disadvantage
Points: 312**

OPTIONS**Cost Powers**

- var *Larger Otoroshi:* Apply either the Large or Enormous Size/Weight Template and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*
- 8 *Claws:* HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
- 7 *Long Hair:* Stretching 2", Reduced Endurance (0 END; +½); No Fine Manipulation (-½), Always Direct (-¼), Only With Hair (-¼)



Ecology: Otoroshi are supernatural creatures who guard Shinto shrines and sacred places. They normally dwell out of sight and often hide themselves near the tops of the *torii* (gates) that mark the entrance to such locations. There they keep watch on all who pass by, springing down to attack and devour anyone who harbors ill-will or a lack of respect for the shrine.

Personality/Motivation: Otoroshi are utterly devoted to guarding sacred places. To those who respect the shrines they're benevolent and protective, but anyone who intends to harm the shrine finds himself faced with an implacable enemy.

Powers/Tactics: In combat an otoroshi attacks by biting. Since they tend to lurk near the top of torii, a common tactic is for an otoroshi to leap down on its target, performing a Move Through followed by a bite. Some otoroshi have claws, while a

few use their long hair to grapple with an enemy. Since they're charged with the sacred duty to guard shrines, otoroshi rarely flee from encounters and usually fight to the bitter end to protect a shrine from desecration or damage.

Campaign Use: One of a number of such creatures charged with guarding holy places (another is the shishi on page 47), the otoroshi can be used to supplement a party of PCs fighting some great evil. Player character priests might be able to Summon an otoroshi and may need to do so to purify a shrine corrupted by evil influences (such as an attack of oni or onmoraki).

Appearance: Standing roughly five feet in height, an otoroshi is humanoid in general form. Its body is a thick mass of hair; its only visible features are two eyes and a large pair of tusks.

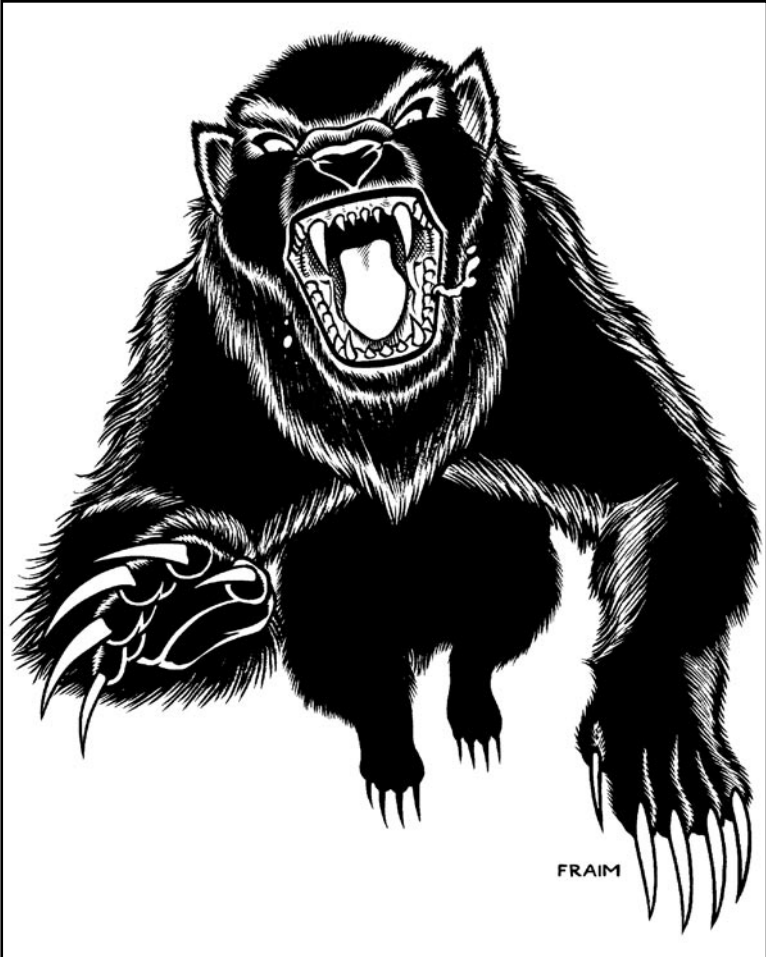
RAICHO, THE THUNDER BIRD

Aside from raiju, the Japanese also speak of a creature they call *raicho*, the “Thunder Bird.” The size of a rook, raicho is a black-feathered bird with a large spur of flesh on each leg. It can strike the spurs together to produce a very loud and terrifying noise like booming thunder. Raicho fly around during thunderstorms and feed upon the tree-frog known as *rai* (“thunder”). Both raicho and raiju are said to serve Raiden, the god of thunder.

China also has a thunder beast. It’s described as having the head of a monkey, crimson lips, eyes like mirrors (probably used to create flashes of lightning), and two claws on each paw.

RAIJU

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	4		Phases 4, 8, 12
5	REC	4		
30	END	0		
20	STUN	3		Total Characteristics Cost: 27
Movement:				Running: 7”/14” Leaping: 4”/8”
Cost	Powers		END	
10	<i>Bite:</i> HKA ½d6 (½d6 with STR)		1	
12	<i>Claws:</i> HKA 1d6 (1d6 with STR); Reduced Penetration (-¼)		1	
3	<i>Kami Of Lightning:</i> +5 ED; Only Works Against Limited Type Of Attack (lightning; -½)		0	
3	<i>Kami Of Lightning:</i> Damage Resistance (10 ED); Only Works Against Limited Type Of Attack (lightning; -½)		0	
50	<i>Kami Nature:</i> Life Support: Total (includes Longevity: Immortality)		0	



2	<i>Fast:</i> Running +1” (7” total)	1
4	<i>Leaps From Tree To Tree:</i> Leaping +4” (4” forward, 2” upward)	1
9	<i>Sharp Senses:</i> +3 PER with all Sense Groups	0

Skills

10	<i>Hard To Hit:</i> +2 DCV
5	Climbing 13-
2	Concealment 11-; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 117

Total Cost: 144

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (no larger than 1 m, +3” KB, Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
15	Psychological Limitation: Becomes Highly Excited And Aggressive During Thunder- storms (Uncommon, Total)
19	Experience Points

Total Disadvantage Points: 144

Ecology: Raiju is the “Thunder Beast,” a creature known to run amok during thunderstorms and wreak all sorts of havoc by leaping from tree to tree tearing at the bark with its claws. They also like to hide in the human navel, so people caught outside in a storm lie flat on their stomachs to avoid the attentions of the raiju. After the storm is over, people look for trees torn by the creature’s claws. The bark of such trees is then removed and pre- served, since it’s an excellent remedy for toothaches.

Personality/Motivation: Typical animal motivations. The raiju’s nature changes with the weather. When skies are clear, the raiju is an extremely tame and gentle creature, but when storm clouds gather it becomes a wild and savage beast

Powers/Tactics: The raiju tends to slash at a foe with its long sharp claws, and will Grab an oppo- nent to keep close to its prey.

Campaign Use: Since it’s a kami of storms, you might want to give the raiju some additional powers not mentioned in folklore, such as the abil- ity to generate lightning (an EB or RKA) or great crashes of thunder (Flash versus Hearing Group). As a humorous sideline to an adventure, you could also have an unsuspecting PC adopt a raiju he thinks is exceedingly tame and good-natured... until the first thunderstorm strikes!

Appearance: A raiju is described as having the appear- ance of either a large cat, badger, or weasel with black fur and five very sharp claws on each paw.

ROKURO-KUBI

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
11	CON	2	11-	
9	BODY	-2	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
14	COM	2	12-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
4	REC	0		
22	END	0		
19	STUN	0		Total Characteristics Cost: 25

Movement: Running: 6"/12"

Cost	Powers	END
13	<i>Extendable Neck:</i> Stretching 4"; No Velocity Damage (-¼), Limited Body Parts (neck; -¼)	2
8	<i>Frightening Aspect:</i> PRE +20; Only For Fear-Based Presence Attacks (-1), Linked (to Extendable Neck; -½)	0

Skills

2	PS: (varies by profession) 11-
3	Shadowing 12-
3	Stealth 12-
1	WF: Knife

Total Powers & Skills Cost: 30

Total Cost: 55

75+ Disadvantages

0	Physical Limitation: Human Size
10	Psychological Limitation: Prankster (Common, Moderate)
15	Social Limitation: Secret Identity (as a rokuro-kubi) (Frequently, Major)

Total Disadvantage Points: 100

OPTIONS**Cost Powers**

8	<i>Bite:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)
51	<i>Soul Drain:</i> Drain BODY 6d6, Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Only Works Against Beings Who Have Souls (-¼)

Ecology: Rokuro-kubi ("stretching neck") look like normal women (or, rarely, men), and live unnoticed among humans. At night they stretch their necks out to great lengths, frightening any of their neighbors unlucky enough to see them.

Personality/Motivation: For the most part, rokuro-kubi tend to live as normal townsfolk and do little to draw attention to themselves. Occasionally they feel the need to play frightening pranks on their fellow city dwellers and venture forth after dark with the idea of scaring some unfortunate victim. For the most part rokuro-kubi are harmless, although some ascribe darker motives to their nocturnal visitations.

Powers/Tactics: If she so wishes, a rokuro-kubi can stretch her neck out for great distances, winding it sinuously about. At the same time, the rokuro-kubi can transform her face into a more horrific visage: drooping eyes, tangled hair, and a slack jaw displaying crooked and jutting teeth.

There are rumors the rokuro-kubi stretch forth their necks at night to consume the souls of sleeping men. If you wish to use this form of rokuro-kubi in your campaign, include the optional powers listed above.

Campaign Use: This character sheet represents a typical competent rokuro-kubi the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat and the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Skulker or Wizard. Other rokuro-kubi — the extremely rare males, the young, the elderly — would have slightly different characteristics and skills.

You can use such beings as the rokuro-kubi or the zunberabou (page 66) in many different ways. They can be simple pranksters, frightening people for their own inscrutable reasons, or you can make them into malicious agents of the supernatural who drain the souls of men (rokuro-kubi) or drive them mad (zunberabou). And perhaps ninja use various tricks to simulate the powers of either monster to frighten people away from a location they want kept secure!



Appearance: A rokuro-kubi looks like any normal human woman (or man) by day, with clothing and other equipment befitting her profession. At night, she can stretch her neck out for great lengths and mold her face into a far more frightening aspect.

FUTAKUCHI-ONNA

A futakuchi-onna (also *hutakuti-onna*) is a woman with two mouths. From time to time, a woman possessed of either a gluttonous nature or an unfulfilled hunger grows another mouth in the back of her head. This mouth is ravenously hungry and never seems to stop eating. It uses the woman's hair in a tentacular fashion, gathering any food in range and eating it. To create a futakuchi-onna make the following changes to the rokuro-kubi's character sheet:

Cost Power

- 21 Remove *Extendable Neck* and *Frightening Aspect*
- 1 *Yet Another Mouth To Feed:* Duplication (create one -25-point duplicate), Altered Duplicate (100%, +1); Cannot Recombine (-0), Feedback (-1)

Total cost: -20 points.

FUTAKUCHI-ONNA'S SECOND MOUTH

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.2 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
11	CON	2	11-	
2	BODY	-16	9-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
2	REC	0		
22	END	0		
8	STUN	0		Total Characteristics Cost: -26

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
-12	<i>Goes Where The Main Body Goes:</i> Running -6"	
-2	<i>Goes Where The Main Body Goes:</i> Swimming -2"	
6	<i>Tentacular Hair:</i> Extra Limbs (multiple strands of hair), Inherent (+¼)	0

Skills
4 +2 OCV with Grab

Total Powers & Skills Cost: 1
Total Cost: -25

- 75+ Disadvantages**
- 10 Physical Limitation: Tiny (.25m, +9 KB) (Frequently, Slightly Impairing)
 - 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
 - 15 Psychological Limitation: Ravenous Appetite (Common, Strong)

Total Disadvantage Points: 105

SAMEBITO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		Total Characteristics Cost: 48 (+2 with NCM)

Movement: Running: 6"/12"
Swimming: 7"/14"

Cost Powers **END**

10	<i>Shark's Jaws:</i> HKA ½d6 (1d6+1 with STR)	1
19	<i>Tears Of the Samebito:</i> Major Transform 3d6 (samebito tears to tiny rubies, heals back through appropriate countermetics), Reduced Endurance (0 END; +½); Limited Target (the samebito's own tears; -1), No Range (-½), Samebito Must Be In The Proper Emotional State (-1)	0
2	<i>Shark-Like Skin:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Aquatic Body:</i> Swimming +5" (7" total)	1
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
5	<i>Shark's Eyes:</i> Nightvision	0
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0

Skills

3	Conversation 12-
2	Survival (Marine) 11-

Total Powers & Skills Cost: 60

Total Cost: 108

75+ Disadvantages

0	Physical Limitation: Human Sized
33	Experience Points

Total Disadvantage Points: 108

OPTIONS**Cost Skills**

3	Bureaucratics 12-
3	High Society 12-
2	WF: Common Melee Weapons

Ecology: Samebito (literally, "a shark-person") are shark-men capable of living both in the sea or on land. Normally found serving the Dragon King in his palace, they're rarely seen on the surface unless they're on a specific mission or were exiled due to some breach of protocol.

Personality/Motivation: Normal sentient humanoid motivations. Contrary to their frightening appearance, most samebito are cultured and well-spoken.

Powers/Tactics: While equipped with a nasty set of shark-like teeth, samebito prefer to fight with weapons appropriate for their culture and environment, such as polearms and spears. Samebito who serve the Dragon King fight in organized units and may wear armor made from thick shells and the like.

Samebito weep tears of blood that turn to rubies (and other jewels) once they touch the ground.

Campaign Use: This character sheet represents a typical competent samebito the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat and the like). The optional skills represent a samebito serving in the Dragon King's court. You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser samebito, such as traders, craftsmen, the young, some females, the elderly, and so on, would have slightly lower Characteristics and different Skills.

Appearance: A typical samebito stands about six feet in height, with rough black skin, a thick dragonish beard, and glowing green eyes. They apparently do not wear clothing, although a samebito serving the Dragon King probably wears robes appropriate to his station.



KUDAN

A kudan is a strange composite monster with the body of a giant bull and the head of a human. It has three eyes along its flanks and a row of spike-like horns along its spine. It's unable to tell a lie; it always speaks the truth. The Japanese consider its presence an omen of momentous happenings in the near future. The kudan is also known as the *takujui*.

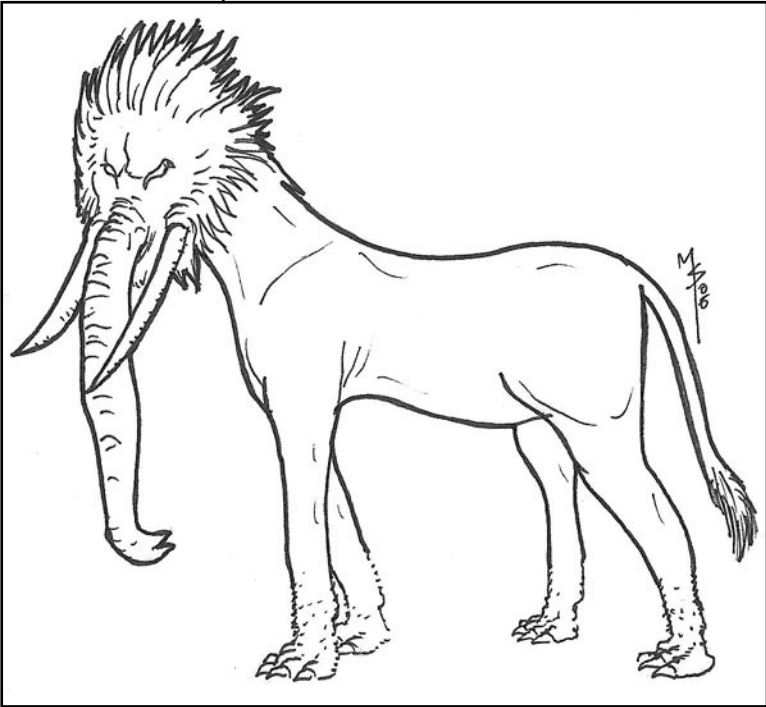
To create a kudan, take the Buffalo/Cattle character sheet from page 141 of *The HERO System Bestiary*, then apply a Size Template to make it larger and a Spikes Template for its horns.

SHIROKINAKATSUKAMI

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	0		Total: 6 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	5		Phases 4, 8, 12
10	REC	0		
40	END	0		
40	STUN	0		
				Total Characteristics Cost: 99 (+16 with NCM)

Movement: Running: 13"/26"
Leaping: 16"/32"

Cost	Powers	END
22	<i>Eat Bad Dreams:</i> Change Environment 1" radius (make target feel happy and content), Long Lasting, Reduce Endurance (0 END; +½)	0
25	<i>Lion's Teeth:</i> HKA 1½d6 (3d6+1 with STR)	2
12	<i>Elephant's Tusks:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
16	<i>Tiger's Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0



1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance (-3")	0
10	<i>Catlike Leaper:</i> Leaping +10" (16" forward, 8" upward)	1
14	<i>Swift Runner:</i> Running +7" (13" total)	3
9	<i>Sharp Senses:</i> +3 PER With All Sense Groups	0
5	<i>At Home In The Dark:</i> Nightvision	0
6	<i>Trunk:</i> Extra Limb, Inherent (+¼)	0
30	<i>Makes No Noise:</i> Invisibility to Hearing Group, No Fringe, Reduced Endurance (0 END; +½)	0
15	<i>Kami Nature:</i> Life Support (Longevity; Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0

Perks

9	<i>Reputation:</i> eater of bad dreams (in Japan) 14-, +3/+3d6
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Skills

10	+2 HTH
4	Language: Japanese (Idiomatic)

Total Powers & Skills Cost: 198

Total Cost: 297

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
202	Experience Points

Total Disadvantage Points: 297

Ecology: A shirokinakatsukami is the Eater of Dreams. Also known as the *baku* or the *hakutaku*, the shirokinakatsukami can be called upon with the cry of "Devour, o Baku! Devour my evil dream!" Once called, the spirit arrives and eats a person's bad dreams and nightmares, leaving him with a general feeling of well-being.

Personality/Motivation: The shirokinakatsukami are well-disposed towards humans and gladly devour their bad dreams. But they won't eat dreams they consider lucky, no matter how frightening they are to the dreamer.

Powers/Tactics: Normally a shirokinakatsukami doesn't engage in combat — it just devours the dreams of those who call upon it. But it's quite capable of defending itself if attacked.

Campaign Use: Since the shirokinakatsukami eats dreams, it might dwell in a "dream realm" when not roaming the human world. If so, give it an Extra-Dimensional Movement power and Dimensional for its Hearing so it can respond to calls from this world.

Appearance: A male shirokinakatsukami is a bizarre composite monster with a horse's body, a lion's face, an elephant's trunk and tusks, a cow's tail, and a tiger's feet. A female shirokinakatsukami is said to look different than its mate, but these differences are not described.

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SHISHI

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
14	BODY	8	12-	
13	INT	6	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
10	PD	5		Total: 10 PD (4 rPD)
10	ED	6		Total: 10 ED (4 rED)
4	SPD	12		Phases 3, 6, 9, 12
10	REC	2		
40	END	0		
37	STUN	0		Total Characteristics Cost: 116 (+5 with NCM)

Movement: Running: 9"/18"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	<i>Terrify Spirits:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Only Versus Ghosts And Other Evil Spirits (-1)	0
4	<i>Tough Hide:</i> Damage Resistance (4 PD/4 ED)	0
60	<i>Divine Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
3	<i>Ever Vigilant:</i> Life Support (Diminished Sleep: no need to sleep)	0
15	<i>Divine Form:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
9	<i>Divine Senses:</i> +3 PER with all Sense Groups	0
5	<i>Divine Awareness:</i> Infrared Perception (Sight Group)	0
5	<i>Divine Awareness:</i> Ultraviolet Perception (Sight Group)	0
3	<i>Divine Awareness:</i> Ultrasonic Perception (Hearing Group)	0
18	<i>Divine Awareness:</i> Telescopic (+6 versus Range for Sight and Hearing Groups)	0
34	<i>Sense Spirits:</i> Detect Spirits 14- (Sight Group), Sense, Discriminatory, Analyze, Range, Targeting	0

Perks

2	<i>Fringe Benefit:</i> Member of the Celestial Bureaucracy
9	<i>Reputation:</i> protector from evil sprits, defender of the good (in China, Japan, and Korea) 14-, +3/+3d6

Talents

39	<i>Detect Evil:</i> Danger Sense (sense, any danger, general area) 14-
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Skills

15	+3 HTH
3	Climbing 13-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 291

Total Cost: 407

75+ Disadvantages

5	Physical Limitation: Large (3m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
20	Psychological Limitation: Sworn Defender Of Buddha And Buddhists (Common, Total)
292	Experience Points

Total Disadvantage Points: 407

OPTIONS**Cost Power**

20	<i>Horn:</i> HKA 1d6+1 (2½d6 with STR)
9	<i>Koma-Inu:</i> Armor (9 PD/9 ED); Activation Roll 8- (Hit Locations 3-5; -2)
45	<i>Taking To The Air:</i> Flight 18", Reduced Endurance (½ END; +¼)

Ecology: Shishi are divine animals who guard Buddhist shrines, temples, and holy places. They're almost always found in pairs (one male and one female) and are the bane of evil spirits, ghosts, demons, and other monsters. They also serve as companions and mounts to various Buddhist deities and saints.

Shishi are also known as *karashishi* ("Chinese lion") or *koma-inu* ("Korean dog"). On the island of Okinawa they're called *shisa* ("lion dog"). The Chinese call the shishi *Foo Dog* or *Foo Lion* — the Dog (or Lion) of Foo (the Chinese name for Buddha). The people of Thailand refer to them as *Singto Jean*, or "Chinese lion."

Personality/Motivation: As loyal followers of Buddha, shishi uphold the law and defend the good from all manner of evil. To ordinary, law-abiding folk, they're benevolent, almost playful, but to demons and their ilk they're implacable enemies.

Powers/Tactics: A shishi generally attacks by biting, often performing a Grab with its jaws so it can follow up with repeated swipes with its claws. Male shishi who have horns use them first, then follow up with a bite. When first encountering a band of evil spirits, a shishi roars, hoping to scare off as many spirits as possible, before attacking the rest in HTH Combat. In addition, some shishi may have the power of flight, while the skin of the koma-inu's head is said to be stronger than a helmet.

Campaign Use: You can use the shishi as a basic template for modeling other holy and/or divine animals. A pair of shishi would make excellent traveling companions for a party of PCs who are on a mission to fight a group of powerful demons (such as oni). You could also use them as living guardians



of temples and shrines (as opposed to the stone ones seen in the real world). Finally, you could give a priest the ability to summon a pair of shishi to aid him in times of need.

Appearance: A shishi looks something like a cross between a dog and a lion. They have large eyes, a thick curly mane and tail, a spotted coat, and a fierce expression on their faces. A male shishi usually has a short horn on his head, while the female does not. When placed outside of a temple, tomb, or residence (or, in the modern era, a restaurant) in statue form, a male shishi has one paw resting on a sphere or ball (representing the *tama*, the scared Buddhist jewel), while the female has her paw on a shishi pup. In addition, the male has his mouth open (to scare off evil spirits) while the female has her mouth closed (to keep beneficial spirits in). This configuration also symbolizes the breath of the universe and/or the balance of yin and yang.

SHARAMEYAS

Found in India, the sharameyas are the sons of Sharama, the giant dog of the dawn. Sharama herself herds the cows of Surya (the god of the sun), while her children guard the entrance to the underworld and the domain of Yama, god of death. The sharameyas are of great size and fearsome aspect, and keep a careful watch on the dead with their four eyes. To create a sharameyas make the following changes to the Giant Wolf character sheet on pages 129-130 of *The HERO System Bestiary*.

Cost Powers

2	+2 INT
10	+5 EGO
	Reduce Physical Limitation: Animal Intelligence to Near-Human Intelligence
	Remove Physical Limitation: Poor Eyesight
-6	<i>Sharameyas Senses:</i> Combine <i>Wolf's Senses</i> , <i>Wolf's Nose</i> , and <i>Wolf's Ears</i> into +3 PER with all Sense Groups
60	<i>Divine Form:</i> Physical and Energy Damage Reduction, Resistant, 50%
19	<i>Four Eyes:</i> Infrared Perception (Sight Group), Ultraviolet Perception (Sight Group), Telescopic (+6 versus Range for Sight Groups)
50	<i>Divine Form:</i> Life Support (Total, including Longevity: Immortality)

Total cost: +135 points.

SHOJO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
14	CON	8	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	7		Phases 4, 8, 12
6	REC	0		
28	END	0		
26	STUN	0		Total Characteristics Cost: 40 (+1 with NCM)

Movement: Running: 6"/12"
Swimming: 6"/12"

Cost	Powers	END
4	<i>Aquatic Body:</i> Swimming +4" (6" total)	1
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
5	<i>Aquatic Eyes:</i> Nightvision	0
Skills		
3	Conversation 12-	
3	High Society 12-	
2	PS: Brewing 11-	
2	Survival (Marine) 11-	

Total Powers & Skills Cost: 27

Total Cost: 67

75+ Disadvantages

0 Physical Limitation: Human Sized

Total Disadvantage Points: 75

Ecology: The shojo are ocean-dwelling beings.

Capable of breathing air as well as water, they come ashore and relax on the beach, drinking saké and generally enjoying themselves. When not at the surface, they live in villages near the Palace Of The Sea Dragon. There they hunt, fish, and brew copious amounts of sacred white saké, their favorite drink.

Personality/Motivation: Normal sentient humanoid motivations. Shojo, for the most part, seem to be friendly beings and have been known to give gifts of their sacred saké to those in need.

Powers/Tactics: Although normally nonviolent, shojo can defend themselves if necessary. If unarmed and near water, a shojo tries to escape by swimming away. Otherwise, it fights to the best of its ability. Hunter or warrior shojo carry weapons appropriate to their culture and environment, using such items as polearms, spears, short-bladed swords, and daggers.

Campaign Use: This character sheet represents a typical competent shojo the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat and the like). He has no weapons skills, although you can easily add some. You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser shojo, such as the traders, craftsmen, the young, some females, the elderly, and so on, would have slightly lower Characteristics and different Skills.

Appearance: Shojo are humanoids with brilliant red hair and light pink skin. They wear belts and skirts of green seaweed. Based on one description, they may have monkey-like tails as well.

THE SACRED SHIRO SAKÉ OF THE SHOJO

The *shiro* saké of the shojo has several wondrous qualities. Not only is it of exceptional quality and taste, but when a shojo drinks it, the saké "vanquishes death." A human who drinks it not only is made young again, but his total lifespan is extended. However, if a person who is greedy, selfish, and evil drinks the saké, he finds it to be a vile-tasting, poisonous brew. Shojo normally store their sacred saké in large stone jars, but can pour out seemingly unlimited quantities of this wondrous liquid.

In game terms, a good person who drinks shiro saké experiences a Major Transform that (a) restores him to his more youthful, vigorous, healthy self, and (b) grants him 2 points' worth of Life Support (Longevity). An evil person discovers that he's just drunk poison (RKA 4d6, NND, Does BODY, Gradual Effect [1d6 per 2 minutes]).

TANUKI

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
7	BODY	-6	10-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
4	REC	2		
26	END	0		
18	STUN	4		Total Characteristics Cost: 34

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
5	<i>Enormous Scrotum:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
40	<i>Enormous Scrotum:</i> Multipower, 40-point reserve	
1u	1) <i>Enormous Scrotum:</i> HA 3d6, Area Of Effect (One Hex; +½); Hand-To-Hand Attack (-½), Only Usable With Extra Limb (-½)	2
1u	2) <i>Strangling The Unwary:</i> Energy Blast 4d6, Continuous (+1); No Range (-½), Must Target Hit Location 5 (-2), Only Usable With Extra Limb (-½)	4
1u	3) <i>Hypnotic Drumbeat:</i> Hearing Group Images, +6 to PER Rolls; Extra Time (Full Phase; -½), Gestures (must pound scrotum throughout; -½), Set Effect (drum beat; -1)	2
10	<i>Bite:</i> HKA ½d6 (½d6 with STR)	1
90	<i>Illusions:</i> Mental Illusions 12d6, Reduced Endurance (0 END; +½)	0
1	<i>Leaping:</i> Leaping +1" (1" forward, ½" upward)	1
9	<i>Acute Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tanuki Nose:</i> Tracking for Normal Smell	0
3	<i>Tanuki Ears:</i> Ultrasonic Perception (Hearing Group)	0
49	<i>Assume Any Form:</i> Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any form), Imitation, Reduced Endurance (0 END; +½), Persistent (+½); OIF (any [lotus] leaf of opportunity; -½), Gestures (must place [lotus] leaf on head; -¼), Incantations (must chant; -¼)	0

Skills

10	+2 HTH
10	<i>Hard To Hit:</i> +2 DCV
5	Concealment 15-; Self Only (-½)
3	Shadowing 13-
5	Stealth 13-
3	Tracking 13-

Total Powers & Skills Cost: 251

Total Cost: 285

75+ Disadvantages

5	Physical Limitation: Small (roughly 1m; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
15	Psychological Limitation: Loves Saké (Common, Strong)
15	Reputation: dangerous trickster and trouble-maker 14-
140	Experience Points

Total Disadvantage Points: 285

OPTIONS**Cost Powers**

27	<i>Assume Human Form:</i> Multiform (assume 200-point human form); Costs Endurance (to change form; -½)
20	<i>Kin-tama (Golden Balls):</i> Luck 4d6

Ecology: Often confused with the badger, a tanuki is actually a form of dog, and in some areas is known by the name of *mujina*. Tanuki live in small groups in the forests, lowlands, and mountain valleys of Japan, lurking on the fringes of human society. They eat a variety of foods, and are known to be gluttons, consuming anything and everything they can find. They also have a notable weakness for saké, which they're known to drink in great quantities.

Personality/Motivation: Much like the kitsune (page 17) and tengu, the tanuki are tricksters, prone to playing practical jokes on humans. These pranks can range from the simple (changing tree leaves into money to buy saké) to the outright malignant (one tanuki killed a farmer's wife and then changed shape to take her place, eventually feeding the farmer a stew made from his now-dead spouse). As with the tengu, tanuki like to play their tricks on priests, and one of the most famous tanuki stories was of a man who sold a tea kettle to a monastery only to have the kettle sprout the head, legs, and tail of a tanuki, and run about the temple, causing great confusion before being captured. But the tanuki assumed the form of a tea kettle specifically so the man could sell it — the idea being to make him a little money as a reward for saving the tanuki's life.

Powers/Tactics: Due to its small size, the tanuki prefers to use its powers of illusion and shape-shifting to trick and confuse foes, rather than attack them outright. When it does attack physically, it uses its enormous scrotum to batter and throttle a foe, usually attacking from behind or by surprise. A tanuki's scrotum can be enormous — up to the size of eight tatami mats (144 square feet)! It can use its scrotum as a kimono, wrapping it around its body, or as an umbrella, by flipping it over its head. The tanuki is also known to beat on its scrotum as if it were a drum, luring the unwary with the hypnotic sound. When on the move, the tanuki simply slings its scrotum over one shoulder, carrying it like a pack.

The tanuki's overly large scrotum is considered by some a symbol of good luck, and tanuki statues made to be placed outside of shops and drinking

HENGEYOKAI

In Japan, animals with the ability to transform themselves (usually into humans) are known as *henge*. The word *yokai* is a general term for a monster or monstrous being. Thus, *hengeyokai* are monstrous shape-changing animals. The tanuki is one type of hengeyokai; others include:

Cat (neko): Cat hengeyokai tend to be arrogant and contemptuous of people. They usually assume the form of beautiful geisha and use this shape to cause a great deal of strife and trouble. There's at least one tale of a vampiric cat who assumed human form to drain the life force of a human.

Dog (inu): Dog hengeyokai are very large in both their natural and human forms. Since with normal dogs, an inu is very loyal to its friends and family, even if it's not very bright.

Flower (kashin): Flowers tend to assume the forms of slim, beautiful women, and often appear to artists and poets.

Rat (nezumi): Rat hengeyokai are sly, stealthy, and not to be trusted. They prey on humans both for their riches and their flesh.

Spiders (kumo): Also known as goblin spiders or earth spiders, these creatures appear as huge spiders with human-like faces. In human form, they tend to be quite beautiful and handsome, but cold. Kumo like to eat humans, and seduce victims with their human form to trap them. See page 22.

Trees (kodama): Trees often take the appearance of beautiful young women or handsome young men. In either form, they're strong and graceful, and like flowers tend to appear to artists and poets.

This is only a small sampling of hengeyokai. Other Japanese animals that can shape shift into human form include carp, cranes, ducks, frogs, and monkeys.

establishments usually show the tanuki with a leaf on its head (used to transform itself), a saké bottle in one hand, money in the other (usually fake), and enormous testicles. Of these items, many have symbolic means themselves. The leaf on its head is usually of the lotus plant, which is sacred to Buddhists, while the money in its hand is normally made from leaves, altered by the tanuki's powers of illusion.

Campaign Use: While similar in many respects to the kitsune, tanuki seem to be far more malign — more inclined to play cruel and dangerous jokes. You can use them any way you see fit in a campaign, but keep the tanuki's capricious spirit in mind if one happens to befriend a group of PCs. To truly represent the tanuki's shape-shifting abilities, you might want to give it a Variable Power Pool with which to create additional powers suitable to each of the tanuki's various forms.

Appearance: The tanuki is normally a small dog with dark brown fur, a long, furry tail, and a black raccoon-like mask across the eyes. It might wear a simple robe, left open in front to expose its oversized scrotum. However, the tanuki can change shape freely, and will assume any number of disguises as needed, often appearing as a priest or a household implement.



NEKO (CATS)

Along with foxes (kitsune) and raccoon dogs (tanuki), cats, or *neko*, are said to be shapeshifters and tricksters.

Kabuso

Found in Ishikawa Prefecture, a kabuso is a cat with a tail larger at the tip than at the root. Quite intelligent and capable of understanding human languages, they live near rivers and lakes, close to human villages. They can assume the form of a beautiful woman to play pranks on humans (usually in an effort to get food). They can also create powerful illusions, often using them to help humans make fools of themselves — such as having a man challenge a rock or a tree to a sumo wrestling match. Make the following changes to the Domestic Cat character sheet on page 143 of *The HERO System Bestiary* to create a kabuso:

Cost Power

- Remove Physical Limitation: Animal Intelligence
- 9 Apply the Smart (Cunning) Template
- 90 *Illusions*: Mental Illusions: 12d6, Reduced Endurance (0 END; +½)
- 27 *Assume Human Form*: Multiform (assume 200-point human form); Costs Endurance (to change form; -½)

Total cost: +126 points.

Nekomata

Nekomata, also known as *bakeneko*, are cats the size of humans. Their tails are divided in two at the base and they can stand, walk, and even dance on their hind legs. Like the kabuso, the nekomata understand the language of humans, can assume human form (often of women), and have certain necromantic abilities. Nekomata can be quite vindictive if harmed, and are said to curse anyone who attacks them for a full seven generations (often driving their would-be assailant insane). Old cats sometimes become nekomata, as do pets who wish to avenge their (usually murdered) masters. Make the following changes to the Cheetah character sheet on page 144 of *The HERO System Bestiary* to create a nekomata:

Cost Power

- Remove Physical Limitation: Animal Intelligence
 Reduce Physical Limitation: Very Limited Manipulation to Physical Limitation: Limited Manipulation
 9 Apply the Smart (Cunning) Template
 90 *Illusions*: Mental Illusions: 12d6, Reduced Endurance (0 END; +½)
 27 *Assume Human Form*: Multiform (assume 200-point human form); Costs Endurance (to change form; -½)
 112 *Curse Of Madness*: Major Transform 6d6 (sane person into insane person with the Psychological Limitation *Utterly, Gibbering Insane* [Very Common, Total]; heals back through appropriate curative magics), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Limited Range (50"; -¼), Limited Target (sentient beings; -¼) 10
 var *Inflict Curse*: Instead of the Curse Of Madness use one of the Curses found in either *The Fantasy Hero Grimore* or *The Fantasy Hero Grimore II*.
 7 *Necromancy*: Clairsentience (Sight Group), Precognition; Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to activate; -1), Precognition Only (-1), Requires A Dead Body (-1), Vague And Unclear (-½)

Total cost: +245 points.

TATSU

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
26	DEX	48	13-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	13-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	22		Total: 28 ED (20 rED)
5	SPD	14		Phases 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
80	STUN	15		Total Characteristics Cost: 301 (+189 with NCM)

Movement: Running: 10"/20"
 Flight: 24"/48"
 Leaping: 5"/10"
 Swimming: 24"/48"

Cost	Powers	END
140	<i>Breathe Forth Fog</i> : Darkness to Sight Group 12" radius, Reduced Endurance (0 END; +½), Personal Immunity (+¼); No Range (-½)	0
69	<i>Breath Forth Fire</i> : RKA 4d6, Area Of Effect (24" Line; +1); Extra Time (Delayed Phase; -¼), No Range (-½)	12
83	<i>Create Storms And Control Rain</i> : Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)	0
45	<i>Weapons Of The Tatsu</i> : Multipower, 45-point reserve	
3u	1) <i>Bite</i> : HKA 2d6+1 (4½d6 with STR)	3
2u	2) <i>Claws</i> : HKA 1d6+1 (3½d6 with STR)	2
3u	3) <i>Tail Lash</i> : HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
12	<i>Tireless</i> : Reduced Endurance (½ END; +¼) on 50 STR	3
60	<i>Tatsu Toughness</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
20	<i>Thick Scales</i> : Damage Resistance (20 PD/20 ED)	0
16	<i>Great Mass</i> : Knockback Resistance -8"	0
5	<i>Breathes Air And Water</i> : Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body</i> : Life Support (Safe Environments: High Pressure, Intense Cold)	0
15	<i>Virtually Immortal</i> : Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
53	<i>Running On the Clouds</i> : Flight 24", x4 Noncombat	4

- 8 *Moves Like The Wind*: Running +4" (10" total) 2
- 34 *Lord Of The Water*: Swimming +22" (24" total), Reduced Endurance (0 END; +½) 0
- 6 *Sharp Senses*: +2 PER with all Sense Groups 0
- 5 *Eyes Of The Dragon*: Ultraviolet Perception (Sight Group) 0
- 6 *Tail*: Extra Limb, Inherent (+¼) 0
- 30 *Turn Invisible*: Invisibility to Sight Group, No Fringe 3
- 40 *Transformation*: Multiform (assume 300-point human form); Costs Endurance (to change form; -½) 6
- 43 *Become Tiny At Will*: Shrinking (.032 m long, .0004 kg mass, -12 to PER Rolls to perceive the character, +12 DCV, takes +18" KB), Costs Endurance Only To Activate (+¼); Extra Time (Full Phase; -½), No Growth Momentum (-¼) 9
- 9 *Reach*: Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0
- Perks**
- 9 Reputation: bringer of rain, master of the waters (in China and Japan) 14-, +3/+3d6
- Talents**
- 9 Ambidexterity (no Off Hand penalty)
- 5 Eidetic Memory

- 3 Environmental Movement: Aquatic Movement (no penalties in water)
- 3 Lightsleep

Skills

- 16 +2 with All Combat
- 3 Bureaucratics 17-
- 3 Conversation 17-
- 3 High Society 17-
- 2 KS: Court Of The Dragon Kings 11-
- 3 KS: Dragon Lore 14-
- 2 Survival (Marine) 14-

Total Powers & Skills Cost: 771**Total Cost: 1,072****75+ Disadvantages**

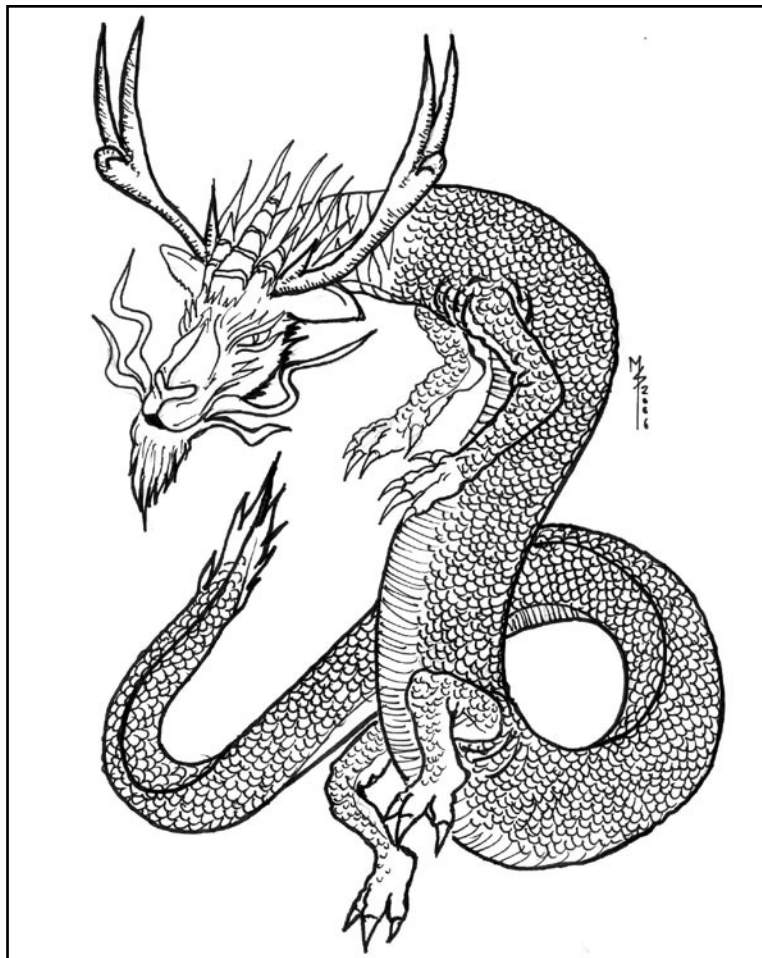
- 10 Hunted: Mukade 11- (As Pow)
- 10 Physical Limitation: Huge (16m long, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 10 Reputation: bringers of rain and masters of the weather, 11-
- 962 Experience Points

Total Disadvantage Points: 1,072

Ecology: The tatsu is a close relative of the *kioh-lung*, and in many ways the two are virtually identical. Like the *kioh-lung*, tatsu live in the sea, rivers, or in deep lakes; they control the weather,

THE HAI RIYO

This creature, also known as the *Tobo Tatsu* or the *Schachi Hoko*, is a large bird, fully feathered, with a bird's wings and claws but the head of a dragon. Found on screens in the Chi-on-in monastery of Kyoto, it might be an attempt to depict the winged Chinese dragon known as the Ying Lung.



summoning or dismissing clouds and rain at will. Under the surface of the ocean Ryujin, the dragon king of the sea, lives in a vast and beautiful palace. There are five other dragon kings as well, each associated with a specific color and cardinal direction: the Yellow Dragon of the Middle (*i.e.*, China), who introduced writing to the world; the Black Dragon of the north, who represents courage and honor; the Red Dragon of the south, who represents summer, life, love, and peach blossoms; the Blue Dragon of the east, who represents marriage and scholarship; and the White Dragon of the west, who represents virtue, but might bring famine.

Personality/Motivation: Tatsu tend to keep to themselves for the most part, although there are exceptions. For example, every 50 years the white dragon of Ukisima pond transforms itself into a great white bird named O-Goncho and spreads famine and disease. On the other hand, some men have married female dragons, such as Hoori, who married the beautiful daughter of Ryujin and is the legendary ancestor of the emperors of Japan.

Powers/Tactics: Aside from their great size, numerous teeth, and sharp claws, tatsu have numerous powers relating to their command of wind and water. They can summon (or dismiss) rain at will, and can produce a raging tempest out of a clear sky. If they wish, they can breathe out clouds of mist, rain, or fire, vanish from sight, or shrink down so small as to be virtually undetectable. Tatsu can also assume human form, and often do so to speak with men without arousing suspicion or raising a fuss.

Campaign Use: You can use a tatsu the same way as the kioh-lung — as a local deity, a messenger of the gods, or the like. A tatsu can even be the catalyst for an adventure — such as in the case of the Dragon King of Lake Biwa who asked the samurai Hidesato to slay the gigantic mukade (page 24) threatening him and his family. Hidesato did so and was rewarded with an ever-full bag of rice. Another example is the story of the Dragon Carp (page 114) who was caught by a Korean fisherman. The Carp informed the man he was the son of the Dragon King and would reward the fisherman if he released him. The fisherman did so and went home a rich man.

Of course, not all adventures with tatsu work out so well in the end. Several Japanese tales have dragons (in human form) telling their human spouses not to look at them at certain times. Eventually, the human spouse violates this taboo, sees his beloved in the form of a dragon, and the dragon leaves forever.

This character sheet (as well as that of the kioh-lung) can be used to represent the *riiong*, or Korean dragon.

Appearance: A tatsu looks virtually identical to the kioh-lung, although it usually has a more serpentine body, a thick beard along the bottom of the lower jaw, and long whiskers. In addition, the tatsu only has three claws as opposed to the kioh-lung's normal compliment of five, while the *riiong* has four claws on each foot.

TENGU

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6 / DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4 d6
8	COM	-1	10-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	3		Total Characteristics Cost: 93

Movement: Running: 6"/12"
Flight: 12"/24"

Cost	Powers	END
	<i>Martial Arts: Kenjutsu</i>	
	Maneuver	OCV DCV Notes
4	Bind	+1 +0 25 STR Bind
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 25 STR Disarm
4	Evade	+0 +5 Dodge All Attacks, Abort
4	Lightning Stroke	+2 +0 Weapon +2 DC Strike
5	Sacrifice Stroke	+1 -2 Weapon +4 DC Strike
5	Slashing Stroke	-2 +1 Weapon +4 DC Strike
5	Takeaway	+0 +0 Grab Weapon, 25 STR To Take Weapon Away
1	Use Art Barehanded	
8	Sharp Claws: HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
16	Wings: Flight 12"; Restrained (-½)	2
15	Bakemono Nature: Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
5	Eyes Of the Tengu: Nightvision	0
43	Assume Human Form: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Reduced Endurance (0 END; +½)	0
	Skills	
12	Master Of The Sword: +4 with Kenjutsu	
3	Acrobatics 13-	
3	Iaijutsu: Fast Draw 13-	
3	High Society 13-	
5	KS: Kenjutsu 15-	
8	PS: 8 points' worth of assorted courtly skills (Calligraphy, Dance, Go, Shogi, and so on)	
2	PS: Instructor 11-	
5	SS: Kenjutsu 15-	
3	Stealth 13-	
3	Tactics 13-	
3	WF: Blades, Off Hand, Thrown Sword	

Total Powers & Skills Cost: 173

Total Cost: 266

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Enjoy Playing Tricks And Causing Trouble (Common, Strong)
- 15 Reputation: troublemakers and harbingers of war, 11- (Extreme)
- 161 Experience Points

Total Disadvantage Points: 266

OPTIONS

Cost Powers

- 83 *Control Weather*: Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)
- 90 *Illusions*: Mental Illusions 12d6, Reduced Endurance (0 END; +½)
- 73 *Mind Over Matter*: Telekinesis (30 STR), Fine Manipulation, Based On EGO Combat Value (+1); Concentration (½ DCV throughout; -½)
- 40 *Mind Reading*: Telepathy 12d6; Receive Only (-½)
- 33 *Nether Here Nor There*: Teleportation 20", Safe Blind Teleport (+¼); Increased Endurance Cost (x2 END; -½)
- 10 *Voice Of Prophecy*: Clairsentience (Sight Group), Precognition; Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to activate; -1), Precognition Only (-1)
- 30 *Turn Invisible*: Invisibility to Sight Group, No Fringe
- 10 *Yadome-jutsu*: Missile Deflection (arrows/projectiles), Range (adjacent hexes; +½); OIF (katanas of opportunity; -½)
- 2 Weaponsmith (Muscle-Powered HTH) 13-

Ecology: Tengu are humanoid birds about the same size and weight of a human. They inhabit high mountains or thick forests, and guard their domains closely. Tengu generally live alone or in small, isolated communities, and associate with the *yamabushi* (Shinto mountain priests). Interestingly, there don't seem to be female tengu, so how these beings reproduce is unknown.

Personality/Motivation: Tengu delight in making mischief and causing trouble. They're fond of pranks and have been known to steal items from homes, hurl stones at homes in the middle of the night, capture children and then return them in a dazed state, and transform into the likeness of Buddhist monks to confuse and trick people. In fact, Buddhist monks are a favorite target of the tengu, and both the monks and their monasteries are frequent objects of harassment. Tengu also enjoy fighting and often try to incite revolts and wars.



Although they enjoy playing pranks on others, tengu don't like to have tricks played on them! Anyone who tricks a tengu may find the tengu's revenge to be lethal, such as in the case of a boy who hid in a tall tree and pretended to be a tengu to frighten others. While he was sitting in his tree making sounds like a crow and convincing the villagers to worship him, a strong wind came up and hurled him from the tree to his death. Another young man convinced a tengu to trade the tengu's cloak of invisibility for a worthless stick of bamboo. Angered, the tengu hurled the youth into an icy river, from which he barely escaped. On the other hand, if someone treats a tengu with respect, there's a chance the tengu will be suitably impressed with the human and possibly consent to gift him with instruction in the arts of warfare and the sword, of which the tengu are masters.

Powers/Tactics: Normally the tengu are satisfied with simple tricks and pranks, but if angered or attacked they're fearsome opponents. Tengu are master swordsmen one and all and usually carry a katana or tachi; many of them know powerful and unusual sword techniques (see *The Ultimate Martial Artist* and *Ninja Hero* for plenty of examples). The magical powers of the tengu are said to be vast, and may include the ability to become invisible, create illusions, and even control the weather. Because they live in the mountains, tengu are associated with winds, rain, and the weather, and may be masters of all three. They also may possess some

form of fire magic, and are thought to be responsible for the glowing lights seen drifting through thick forests and around mountains. If attacked, a tengu fights fiercely but not foolishly, and flees via Flight if the encounter goes against it.

Campaign Use: Initially considered a fairly evil creature, the tengu’s reputation as a fearsome goblin of the mountains softened over time. Around the fourteenth century, some tengu were considered benevolent and were asked to assist in searching for lost children. But whatever its attitude, the tengu was always known to be a master of warfare and the sword, and many well-known warriors of legend and history were said to have studied with a tengu. One of Japan’s most famous samurai, Yoshit-sune Minamoto, was supposedly instructed by a tengu named Sojobo.

You can present a particular tengu however you like: malicious goblin, benevolent trickster, wise master, fierce swordsman. He may try to frighten off a party of PCs, or if sufficiently impressed or flattered may deign to teach one or two heroes a new sword technique. You may even want to give the tengu powers beyond the ones listed here — some were said to be able to possess people and speak through them (much like the kitsune).

Appearance: Tengu come in two varieties. There’s the *karasu*, or “crow” tengu; and the *dai-*, or “great” tengu. A *karasu* tengu looks like a human with the head of a crow or raven. They have small, black-feathered wings and sharp claws on their fingers and toes. *Dai-tengu* are also known as a *oo-tengu* or *hanataka* (long-nose) tengu. They resemble tall, thin humans with red faces and extremely long red noses. Both varieties of tengu tend to wear the robes of the *yamabushi*, complete with *token* (a combination cap and drinking cup) and *shakujo* (seven-ring staff). In addition, tengu are almost always armed with a katana of high quality and sometimes wear armor. Both forms of tengu can fly with ease, even though the *dai-tengu* lacks wings. There may be other forms of tengu — for example, some sources mention a *konoha* tengu, described as having a red bird’s head, long hair, wings, and eagle-like talons on his feet.

WAIRA				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
25	CON	30	14-	
23	BODY	26	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	1		Total: 8 PD (3 rPD)
8	ED	3		Total: 8 ED (3 rED)
3	SPD	4		Phases 4, 8, 12
12	REC	0		
50	END	0		
54	STUN	0		Total Characteristics Cost: 104 (+31 with NCM)

Movement: Running: 10”/20”

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
22	<i>Sharp Claws:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
3	<i>Thick Hide:</i> Damage Resistance (3 PD/3 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6”	0
8	<i>Long Legs:</i> Running +4” (10” total)	1
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0

Skills	
4	+2 OCV with Bite
6	Concealment 14-; Self Only (-½)
5	Stealth 14-; Home Environment Only (-½)

Total Powers & Skills Cost: 91
Total Cost: 195

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infre- quently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
80	Experience Points

Total Disadvantage Points: 195

OPTIONS

Cost	Powers
4	<i>Spider’s Legs:</i> Running +2” (12” total)
8	<i>Spider’s Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)



Ecology: Waira are massive forest-dwelling animals somewhat larger than oxen. They're meat eaters, preying on deer, boar, and the occasional horse or cow. Solitary as a general rule, they're somewhat territorial and usually keep to themselves unless it's mating season. For all their size, they're quite shy and tend to retreat from human intrusion... unless they're cornered or wounded, in which case they become aggressive.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Capable of great stealth despite their size, waira tend to remain hidden in thickets and the like, springing out in a rush to attack prey. Normally they bite, then use the jaws to Grab, followed by raking blows from their sharp-clawed front legs. Spirited resistance may cause the waira to drop its victim, although the animal won't go far as it waits for blood loss and weakness to do its prey in.

Campaign Use: Although normally a waira's no threat to a party of PCs, a wounded waira could be another matter! In that situation, the heroes many need to track the waira back to its forest lair, remaining alert the whole time for a possible ambush by their quarry. Of course, there's nothing stopping you from making all waira dangerous predators. You can easily use this character sheet to model various other cattle-sized (and -shaped) carnivores said to exist in various parts of Asia (especially China).

Appearance: Waira have coarse hair all over their bodies, a large mouth filled with sharp teeth, dog-like floppy ears, cow-like eyes, and a long tongue. Their forelegs end in single sharp claw, while their rear legs are so rarely seen that their existence is open to speculation. There are some who say the waira has legs like a great spider.

OKURI-INU

An okuri-inu (or okuri-ookami, meaning "a sending dog" or "a sending wolf") is a monstrous dog or wolf. They're usually found on lonely mountain roads where they stalk travelers, waiting until the target stumbles or falls so they can strike to kill. But some okuri-inu are far more benevolent — they protect travelers from wild dogs and wolves. Other versions include the *machi-inu* ("a waiting dog") and *mukae-inu* ("a meeting dog"). You can represent an okuri-inu with the Giant Wolf character sheet on pages 129-130 of *The HERO System Bestiary*.

YAMATA-NO-OROCHI

(The Eight-Forked Serpent Of Koshi)

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
15	DEX	15	12-	OCV: 5/DCV: 5
50	CON	80	17-	
55	BODY	90	17-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
50	PRE	40	19-	PRE Attack: 10d6
4	COM	-3	10-	
40	PD	20		Total: 40 PD (20 rPD)
40	ED	30		Total: 40 ED (20 rED)
4	SPD	15		Phases 3, 6, 9, 12
30	REC	0		
100	END	0		
130	STUN	0		
				Total Characteristics Cost: 371 (+329 with NCM)

Movement: Running: 24"/48"
Leaping: 0"/0"
Swimming: 16"/32"

Cost	Powers	END
125	<i>Eight Heads:</i> Duplication (creates seven 548-point duplicates); Cannot Recombine (-0)	0
70	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR), Area Of Effect (One Hex; +½), Armor Piercing (+½)	7
67	<i>Eight-Tailed Smash:</i> Area Of Effect (21" Cone; +1) for STR; Only With Extra Limb (-½)	10



60	<i>Reptilian Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
20	<i>Scaled Hide:</i> Damage Resistance (20 PD/20 ED)	0
36	<i>As Large As Eight Hills And Eight Valleys:</i> Knockback Resistance -18"	0
36	<i>As Large As Eight Hills And Eight Valleys:</i> Running +18" (24" total)	5
14	<i>As Large As Eight Hills And Eight Valleys:</i> Swimming +14" (16" total)	2
15	<i>Kami Nature:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
6	<i>Eight Tails:</i> Extra Limb, Inherent (+¼)	0
103	<i>Long Neck:</i> Stretching 16", Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (neck; -¼)	0

Skills
10 +2 HTH

Total Powers & Skills Cost: 562
Total Cost: 933

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Limitation: As Large As Eight Hills And Eight Valleys (300 meters long, -14 DCV, +14 to PER Rolls) (All The Time, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: Prone To Intoxication (-6 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)
798	Experience Points

Total Disadvantage Points: 933

YAMATA-NO-OROCHI HEAD

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
15	DEX	15	12-	OCV: 5/DCV: 5
35	CON	50	16-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
40	PD	25		Total: 30 PD (20 rPD)
40	ED	33		Total: 30 ED (20 rED)
4	SPD	15		Phases 3, 9, 12
22	REC	0		
70	END	0		
76	STUN	0		Total Characteristics Cost: 234 (+152 with NCM)

Movement: Running: 6"/12"
Leaping: 0"/0"

Cost	Powers	END
70	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR), Area Of Effect (One Hex; +½), Armor Piercing (+½)	7
60	<i>Reptilian Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
20	<i>Scaled Hide:</i> Damage Resistance (20 PD/20 ED)	0
15	<i>Kami Nature:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
36	<i>As Large As Eight Hills And Eight Valleys:</i> Knockback Resistance -18"	0
103	<i>Long Neck:</i> Stretching 16", Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (neck; -¼)	0

Skills

10 +2 HTH

Total Powers & Skills Cost: 314

Total Cost: 548

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (8" long, -6 DCV, +6 to PER Rolls) (All The Time, Greatly Impairing)
- 10 Physical Limitation: Prone To Intoxication (-6 on CON Rolls to resist drunkenness) (Infrequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 418 Experience Points

Total Disadvantage Points: 548

Ecology: An eight-headed snake of epic proportions, Yamata-no-Orochi haunts the Japanese province of Idzumo, near the river Hi. There it feeds on all it can catch, including people.

Personality/Motivation: Typical animal motivations. Yamata-no-Orochi is driven primarily by hunger, and greedily devours anything set before it.

Powers/Tactics: Because of its great size, Yamata-no-Orochi is virtually fearless and attacks anything it perceives as prey. Most food is simply swallowed whole (see page 33 of *The HERO System Bestiary*; it does Very Strong swallow damage), while obstacles (such as trees and homes) are flattened under its vast bulk with a simple Move By or a Move Through.

Campaign Use: The original Yamata-no-Orochi was encountered by the Shinto god Susano-o-no-mikoto. Told the creature had come every year and devoured one of the daughters of the minor deity Ashi-na-zuchi, Susano-o had a great fence built with eight gates, and beyond each gate he placed a platform. On each platform he put a huge vat of saké. When the monster arrived, it smelled the saké and greedily drank each vat dry, promptly falling into a drunken slumber. Susano-o then took his sword and cut each of the heads off, then each of the tails. In the fourth tail he discovered a sword that he named Murakumo-no-tsurugi ("Sword of the Village of the Clustering Clouds"), and gave it to his sister, the goddess Amaterasu. Amaterasu, in turn, presented the sword to the Emperor of Japan as a symbol of his divine heritage.

Although a creature of ancient Japanese myth, the Eight-Forked Serpent is reminiscent of any number of gigantic snakes and dragons common to legends the world over (such as *Dhrana*, the seven-headed king of the snakes in Hindu mythology). It can easily be customized through the use of the different Creature Templates (see page 21 of *The HERO System Bestiary*) and turned into any sort of giant threatening beast your campaign needs. Suggested alterations include: removing the Duplication power and giving the serpent a single head; adding the Aquatic Template to make the serpent a water dragon; adding either the Divine or Infernal Template to make the serpent an agent of the gods; giving the serpent the Smart Template (hopefully, this version won't drink itself into a stupor); adding the Venom Template (typical of Greek dragons); and finally, adding the Winged Template. In addition, the character sheet for the *kioh-lung* (AB1 37) contains numerous power constructs that would work perfectly with this creature.

Appearance: Yamata-no-Orochi is an immense snake said to be as long as eight hills and eight valleys put together. Each of its eight heads has bright cherry-red eyes, while its belly is a deep reddish hue. The creature's great back is covered with moss, fir trees, and cryptomeria; its body ends in eight long tails. (But note that in Japanese "eight" simply means "many," so the Serpent can have as many heads as you wish and can be even bigger if you so desire.)

KUZURYU

If you increase the The Eight-Forked Serpent's heads to nine, you can create *Kuzuryu*, an immense serpent dragon who sleeps under a mountain. Also add in the Jin-shin-Mushi's *Burrow Through Anything* power found on page 8, since Kuzuryu's movements can set off landslides.

YASHA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
30	COM	10	15-	
8	PD	4		Total: 8 PD (4 rPD)
4	ED	0		Total: 4 ED (4 rED)
4	SPD	12		Phases 3, 6, 9, 12
8	REC	0		
36	END	0		
31	STUN	0		Total Characteristics Cost: 101 (+5 with NCM)

Movement: Running: 7"/14"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
60	<i>Yokai Nature:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
4	<i>Yokai Nature:</i> Damage Resistance (4 PD/4 ED)	0
2	<i>Yokai Swiftness:</i> Running +1" (7" total)	1
47	<i>Yokai Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

10	+2 HTH
3	Climbing 13-
3	Shadowing 12-
3	Stealth 13-
3	Tracking 12-
20	20 points' worth of Skills and Talents (abilities and interests from former life)

Total Powers & Skills Cost: 177

Total Cost: 278

75+ Disadvantages

15	Distinctive Features: eerily beautiful (Concealable With Difficulty; Causes Major Reaction [desire])
15	Physical Limitation: repulsed by the presence of various talismans and wards (Infrequently, Fully Impairing)
0	Physical Limitation: Human Sized
20	Psychological Limitation: Consumed By A Singularly Strong Emotion (Very Common, Strong)
10	Psychological Limitation: Vain (Common, Moderate)
143	Experience Points

Total Disadvantage Points: 278

OPTIONS

Cost Powers

36	<i>Bakemono Nature:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any humanoid form), Costs Endurance Only To Change Shape (+¼)
24	<i>Bat-Like Wings:</i> Flight 12", Reduced Endurance (0 END; +½); Restrainable (-½)
36	<i>Taking To The Air:</i> Flight 12", Reduced Endurance (0 END; +½)
17	<i>Drain Life Energy:</i> Drain BODY 1d6, Continuous (+1), Reduced Endurance (0 END; +½); Bite Must Do BODY First (-½)
35	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Reduced Endurance (0 END; +½); No Range (-½)
22	<i>Long Hair:</i> Stretching 6", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (hair; -¼), No Fine Manipulation (-½)

Ecology: Yasha are humans who've become monsters due to an excess of certain negative emotions, such as anger, hate, or jealousy. More often than not a yasha is female, apparently due to a woman's great capacity for emotion and/or a natural disposition for assuming monstrous forms (according to certain Buddhists, anyway). Once transformed, the yasha preys on humans, sometimes going so far as to drink their blood or consume their life energies.

Personality/Motivation: For the most part yasha are consumed by anger and hate. They're cruel and malicious, and delight in causing trouble for anyone they come across. At first a yasha may reserve its spite for the person responsible for its transformation, but later it extends its ire to anyone it meets. About the only way to "cure" someone who has transformed into a yasha is to resolve the situation that made him become a yasha in the first place. For example, if the transformation was caused by jealousy, then the person the yasha is jealous of needs to welcome the yasha home and acknowledge his needs. If successful, this makes the yasha resume his normal, human, state.

Powers/Tactics: The transformation from human to monster gives the yasha sharp fangs and claws along with supernatural strength and agility. Some may be able to drink blood directly, while others simply tear a body apart and feast on the spilled blood. A few yasha can consume a person's life energy, leaving withered victims in its wake. As supernatural beings, many yasha can fly (some via batlike wings, others taking to the air directly). In keeping with their status as bakemono, yasha can change shape, and may do so to get close to a victim. Since they're transformed humans, yasha may retain certain skills from their previous lives, such as weapons use or martial arts techniques.

Campaign Use: Similiar in many respects to the classical European vampire, a yasha can be used in much the same way: as a nighttime predator of innocent travelers and villagers. You can have yasha

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haunt lonely stretches of roads, bridges, abandoned shrines, and ruined homes and compounds. Or you could have a yasha torment a great lord, with the adventure requiring the PCs to both find out why this is happening and try to resolve the situation.

Appearance: A yasha is almost always inhumanly beautiful with pale white skin and faces often likened to porcelain masks. Its long black hair is fine and silky (and at times seems to have a life of its own), its mouth small and dainty, and its eyes are often marked with blue or red eye shadow. (Blue eye shadow is an indicator of the supernatural nature of the yasha, while red is often found on yasha who are hungry.) Other yasha may have fine lines running from the bottom of the eye to the edge of the jaw. In keeping with their strong sense of vanity, most yasha wear expensive formal clothing.

YASHA VARIANTS

The yasha is only one of a number of creatures who go abroad at night to prey on luckless travelers and those who have stayed out too late. The following three creatures can be used in much the same way as yasha and share the yasha's vampiric habits.

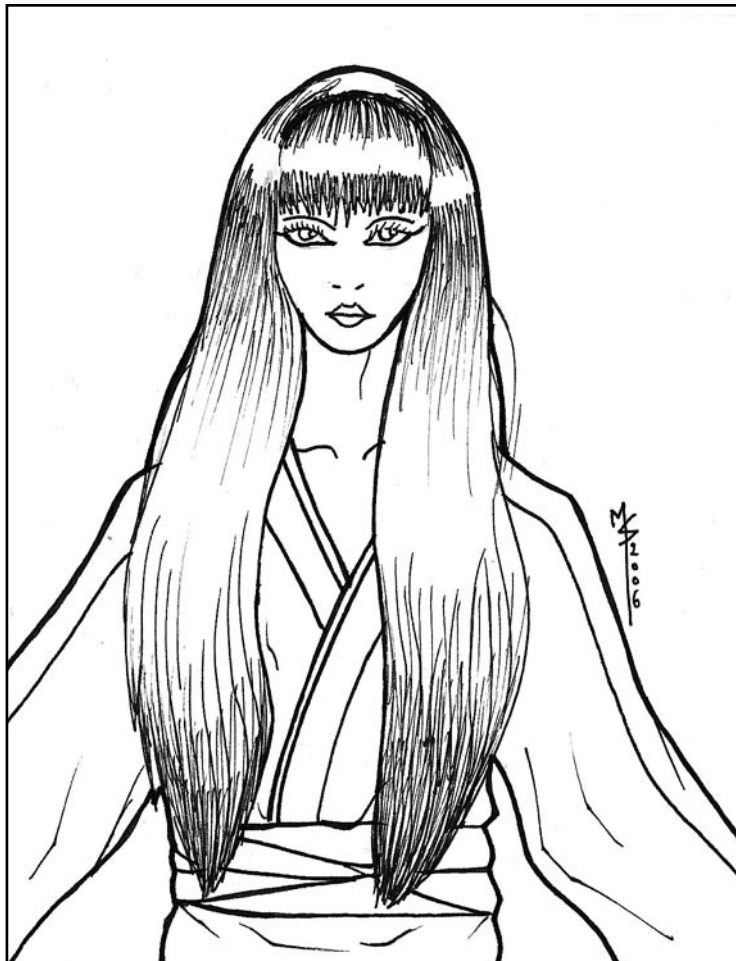
Nobusuma

If a bat lives for a thousand years it transforms into a nobusuma. A nobusuma has a lithe and muscular body similar in size and shape to a flying squirrel, a narrow, beak-like mouth, hairy brown skin, four clawed legs, and wings stretching from limb to limb. Going abroad at night, nobusuma lands on a sleeping individual, taps on his chest, and sucks his breath away. If no one sees this happening, the victim dies in three days, but if someone witnesses the nobusuma's attack the victim will have a long lifespan. Make the following changes to the Giant Vampire Bat character sheet on page 42 of *The HERO System Bestiary* to create a nobusuma:

Cost Power

- 28 Remove *Suck Blood*
- 69 *Sucks Your Breath Away:* RKA 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½), Time Delay (3 Days; +¼); Extra Time (1 Turn; -1¼), No Range (-½), No Effect If Attack Witnessed By Another Human (-½)
- 5 *1000 Years Old:* Life Support (Longevity: Immortality)

Total cost: +46 points.



Nodeppo

The nodeppo is another bat-like creature. Horrific in face and form, it preys on lone travelers by exhaling a bat-like creature at them. This bizarre manifestation then wraps its wings around the intended victim, instantly killing him by sucking out his breath. Attacks from the nodeppo can be avoided by carrying a few leaves of the *nanomani* plant on one's person. Make the following changes to the Giant Vampire Bat character sheet on page 42 of *The HERO System Bestiary* to create a nodeppo:

Cost Power

- +2 +4 COM
- 28 Remove *Suck Blood*
- 168 *Exhales A Bat-Like Creature:* RKA 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (4"; -¼)
Add Physical Limitation: Repulsed By Leaves Of The *Nanomani* Plant (Infrequently, Fully Impairing; 15 points)

Total cost: +142 points.

Tsutsuga Mushi

Once found in the Yagami Mountains, the tsutsuga mushi were known to exist in great numbers around 600 AD. They took the forms of different animals and entered into people's homes during the night, drinking the blood of anyone they found asleep. The tsutsuga mushi's reign of terror was finally halted by the Empress Saimei Tenno, who had one of her priests confine them to a certain stretch of wilderness. Although they're no longer seen, one still hears the term *tsutsuga nashi* (literally, "without tsutsuga"), which means one who is free of illness or disease. To build a tsutsuga mushi, add the following powers to a small to medium-sized animal of your choice:

Cost Powers

- +5 *Great Cunning*: +5 INT
- +10 *Inhuman Insight*: +5 EGO
- +5 *Fearless*: +5 PRE
- 5 *Bite*: HKA 1 point (½d6 with STR)
- 33 *Blood Drain*: RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½) Vulnerability: 2 x Effect from the Presence Attacks of holy men (Uncommon; 10 points)

Total cost: +58 points.

YUKI-ONNA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
9	BODY	-2	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
4	PD	2		Total PD: 4 (0 rPD)
4	ED	1		Total ED: 4 (0 rPD)
3	SPD	6		Phases 4, 8, 12
5	REC	0		
30	END	0		
21	STUN	0		Total Characteristics Cost: 51

Movement: Running: 6"/12"
Flight: 12"/24"

Cost Powers END

- 42 *Icy Breath*: RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1"; -¼) 0
- 20 *Immune To Cold*: Armor (0 PD/20 ED); Only Works Against Limited Type Of Attack (ice/cold; -½) 0
- 40 *Immune To Cold*: Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (ice/cold; -½) 0
- 2 *Immune To Cold*: Life Support (Safe Environment: Intense Cold) 0
- 24 *Taking To The Air*: Flight: 12" 2
- 5 *Comes Out At Night*: Nightvision 0
- 4 *At Home In The Snow*: +4 to Sight Group PER Rolls; Only To See Through Snowstorms And Similar Weather (-1) 0
- 40 *Frosty Vapor Form*: Desolidification (affected by heat, fire, or steam), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½) 0
- 15 *Yokai Form*: Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents) 0

Talents

- 1 Environmental Movement: Icewalking (no penalties on slippery surfaces)

Skills

- 5 Seduction 14-
- 3 Shadowing 12-
- 3 Stealth 12-
- 3 Tracking 12-

Total Powers & Skills Cost: 207

Total Cost: 258

**75+ Disadvantages**

- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Casual Killer (Very Common, Moderate)
- 15 Reputation: spirit of the snow, seducer and killer of men, 11- (Extreme)
- 20 Vulnerability: 2 x STUN from Fire Attacks (Common)
- 20 Vulnerability: 2 x BODY from Fire Attacks (Common)
- 113 Experience Points

Total Disadvantage Points: 258

Ecology: The yuki-onna (literally, “snow woman”) are spirits of the snow and snowstorms. They go abroad during blizzards to seduce men and steal their souls, leaving them frozen and dead for the morning sun.

Personality/Motivation: These snow spirits seem to delight in killing anyone foolish enough to be out during a snowstorm. They apparently prey on men exclusively, but spare those whose youth and beauty impresses them.

Powers/Tactics: A yuki-onna attacks through the use of stealth. It waits until its victim is tired and steals on him quietly, breathing into the prey’s face with its icy breath. If unable to take its target by surprise, or resisted strongly, the yuki-onna becomes a white misty vapor and escapes.

Campaign Use: This deadly spirit of frost and snow is probably best known from the short story *Yuki-onna*

written by Lafcadio Hearn. In it, two woodcutters are caught in a snowstorm and take refuge in a small hut. In the middle of the night a yuki-onna comes into the hut and kills one woodcutter, but taken with the handsome features of the second allows him to live... provided he never mentions the experience. Later this same woodcutter meets a beautiful woman by the name of Yuki (“snow”) and marries her. They have many children and a pleasant life until he mentions how Yuki looks like a woman he encountered many years ago. At this point Yuki turns on him and informs him that if it weren’t for their children, she’d kill him on the spot. She then becomes a cloud of frost and flies out the smoke-hole.

You have a bit of leeway in how you present a yuki-onna. She can be purely inimical, preying on anyone she catches in the snow, or she can be of more neutral temperament, and perhaps even capable of being reasoned with. Her exact powers are also subject to your discretion and needs. The version given here should be considered only a basic template to which you can add powers. For a high-powered version of the yuki-onna, you may want her to be able to summon snowstorms (Change Environment), control the temperature (Change Environment), and even hurl masses of snow at enemies (Energy Blast). In addition, if you want a far more lethal yuki-onna you may wish to consider replacing her Seduction with Mind Control.

Appearance: A yuki-onna looks like a beautifully-proportioned woman with long, flowing black hair and pale skin, dressed in a white kimono.

ONE HUNDRED RANDOM GHOSTS

In Japan the general term for ghosts is *shiryo*. Shiryo include both ancestral ghosts as well as the spirits of the dead. Yurei are but one example; others include the ghosts of dead sailors (who demand a bucket from a passing ship, and if given one attempt to fill the ship with water [which is why a clever man gives them a bucket with no bottom]); and the ghosts of people who died on mountain trails (who seek to kill lone travelers). Even inanimate objects can become “ghosts,” a prime example being the *karakasa*, an umbrella with one glaring eye hopping about on a single foot. Of course, it doesn’t stop there:

Betobeto-san: Not so much a ghost as a ghostly noise, betobeto-san is the sound of foot-steps following a person at night. Of course, no one is there if you turn to look, but if the person being followed steps aside and says “After you, Betobeto-san” the noise stops.

Dorotabou: This rather odd ghost is created when an old man’s rice fields are sold soon after he dies. Dorotabou has a black, hairless body, one eye, and three fingers on each hand. He haunts the rice paddies crying, “Give me back my rice fields!” at the workers.

Ikiryō: Possibly the most dangerous form of ghost is the ikiryō, or “living ghost.” An ikiryō is created when a person’s strong emotions manifest into physical form. Usually, ikiryō are created by women as a side effect of intense jealousy or anger. Unlike the yurei, the ikiryō is a solid entity and

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looks exactly like the person who created it. However, the ikiryo is a completely independent being who acts of its own accord — its creator usually has no idea what the ikiryo is doing or that it even exists. You might want to give an ikiryo certain “ghostlike” attributes, such as the ability to disappear at will (defined as reuniting with its creator), Full Life Support (as a spiritual projection, the ikiryo shouldn't need to eat, sleep, and so on), and the ability to move in utter silence (either through a high Stealth roll or by applying the *Invisible Power Effects* Advantage to the ikiryo's Running).

Gaki: A Hungry Ghost. See page 8.

Gashadokuro: Standing fifteen times the height of a man (roughly 25 meters [12"] in height), the gashadokuro is an immense skeleton composed of the spirits of people who died from starvation. It wanders the land after midnight biting the heads off of its victims.

Kerakera-onna: A kerakera-onna (“laughing woman”) is the ghost of a dead prostitute. They tend to appear as middle-aged women with heavy makeup, and startle passersby with bursts of loud, booming laughter. Those who try to run discover that the laughter follows them, getting louder and louder.

Konaki-jiji: Said to be the spirits of children left to die in the woods, a konaki-jiji appears as a small child with an old man's face. Anyone who picks up the “child” (usually with the intent

YUREI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
3	SPD	2		Phases 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	2		Total Characteristics Cost: 69

Movement: Running: 0"/0"
Leaping: 0"/0"
Flight: 6"/12"
Swimming: 0"/0"

Cost Powers **END**

43	<i>Poltergeist Effect:</i> Telekinesis (10 STR), Affects Physical World (+2), BOECV (+1), Invisible To Sight Group (+½), Reduced Endurance (0 END; +½); Affects Whole Object (-¼), No Range (-½)	0
60	<i>Insubstantial Form:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
15	<i>Insubstantial Form:</i> Does Not Bleed	0
10	<i>Insubstantial Form:</i> No Hit Locations	0
24	<i>Floating About:</i> Flight 6", Reduced Endurance (0 END; +½), Persistent (+½)	0
-12	<i>Only "Flies":</i> Running -6"	
-2	<i>Only "Flies":</i> Swimming -2"	
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0

Skills

20	20 points' worth of Skills and Talents (abilities and interests from former life)
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Total Powers & Skills Cost: 208

Total Cost: 277

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: susceptible to buddhist sutras and shinto wards (Infrequently, Fully Impairing)
20	Psychological Limitation: Singleminded (Very Common, Strong)
162	Experience Points

Total Disadvantage Points: 277

OPTIONS**Cost Powers**

4	<i>Fearful Wail:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must wail; -¼)
210	<i>Images Of The Floating World:</i> Mental Illu-

sions 12d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)

16 *Single-Minded:* Mental Defense (20 points)
60 *Fading:* Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)
Others Powers as you see fit.

Ecology: Yurei are ghosts (yurei means “dim/hazy/faint spirit”) who usually arise when someone dies in battle, by murder, or from an unexpected accident. Most yurei are women, although male yurei exist. They tend to appear during the Greater Hour of the Ox (2:00 to 3:00 AM) at the place of their death.

Personality/Motivation: As a rule, yurei are notable for their singlemindedness. Female yurei are usually driven by a need for revenge or to have a wrong righted, while male yurei are unable to free themselves from the place of their death. A female yurei makes for an implacable foe who stops at nothing in seeking vengeance. A male yurei, on the other hand, may simply wish to inform a passerby of the events that led to his death (usually in battle), thus ensuring his name and history are remembered.

Powers/Tactics: Most yurei don't attack foes directly, but instead drive them to madness and distraction by haunting their nights. Female yurei tend to wail, crying out their pain and anguish into the night, night after night, until the target of their vengeance goes mad or commits suicide in shame. Others may take a more active role, physically assaulting their target or using illusions to make them see things that aren't really there.

A yurei can be kept away from its intended target by the use of Buddhist sutras or Shinto talismans (known as *ofuda*). A yurei cannot touch written sutras or *ofuda*, usually is unable to tolerate even the sight of them, and in some cases can't even see something covered in written sutras. Thus, a page of sutras (or an *ofuda*) placed on a door keeps a yurei from entering a dwelling.

Campaign Use: The appearance of a yurei should not be a random event. You should decide who the yurei is (or was), why it exists, and what can be done to put it to rest (aside from a forceful exorcism, that is). These two classic Japanese ghost stories should help illustrate how yurei can be used in a campaign:

The Ghost of Okiku: Okiku was a maid in the home of a samurai and the keeper of one of the samurai's most treasured possessions: a set of ten ceramic plates acquired from a Dutch trader. Since Okiku was very beautiful, the samurai desired her as his mistress, but she repeatedly refused. Frustrated, the samurai hid one of the plates and then demanded Okiku produce all ten. When she was unable, the samurai told her he'd overlook her carelessness if she agreed to become his mistress. When she once again refused, he killed her in a fit of rage and dumped her body down a well. Every night thereafter, her ghost rose from the well, slowly counted to nine, and then wailed loudly. Driven nearly to madness, the samurai was saved from Okiku's haunting

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by a neighbor, who hid himself beside the well and waited for Okiku to appear. Once she reached nine, he shouted out “Ten!” and Okiku vanished with a scream, never to return (An alternate version has the samurai going insane instead.).

Ghost of Oiwa: The wife of a ronin (a masterless samurai), Oiwa was murdered by her husband after he fell in love with the granddaughter of a rich neighbor. He poisoned Oiwa, disfiguring her terribly before she died. Unfortunately for the ronin, his servant Kohei knew what happened. To cover his tracks, the ronin murdered Kohei, nailed him and Oiwa to either side of a wooden door, and dumped the door in the river. To justify his actions, he told everyone he’d caught the two having an affair.

Now free to marry, the ronin took the granddaughter as his wife... and saw the horrid visage of Oiwa when he lifted the bridal veil! Drawing his katana, the ronin slashed at the terrible apparition, only to find he’d cut off the head of his new wife. Appalled at what he’d done, he ran off to find the woman’s grandfather (who had encouraged the ronin to murder Oiwa in the first place), only to find the ghost of Kohei blocking his way. Once again he struck out with his sword... only to kill the grandfather instead.

From that moment on, the ronin could not escape the ghosts of either Kohei or Oiwa. He went fishing and caught the door (with corpses still attached) that he hurled into the river. A paper lantern catches fire and assumed the disfigured face of Oiwa. Voices called out to him in the night. He fled to an isolated cottage and discovered nearby vines and creepers became snakes in the night. Finally, the ronin’s suffering ended when Oiwa’s brother found him, giving him the death he now desperately craved.

As you can easily see from these two examples, the appearance of a female yurei should be a cry for justice, and can easily be used as the starting point for a single adventure or even an entire campaign.

Appearance: Typically, a yurei looks like a pale human figure dressed in white funerary vestments. Its hair is often long and wild, its hands are held loosely in front of the body, its eyes seem unfocused, and its lower body simply fades away to nothingness. Some yurei may look like they did when they died — they wear whatever clothing or armor they had on and exhibit terrible wounds or the signs of disease. In addition, yurei are often accompanied by floating balls of spirit fire known as *hi no tama* (better known in the West as a will o’ the wisp).

Continued from last page

of rescuing him) quickly finds the ghost getting heavier and heavier until the would-be rescuer is crushed under the konaki-jiji’s immense weight.

Onbu-obake: This creature is either some form of spirit or the creation of the kitsune or tanuki. They appear as children, old men, or gold coins. If picked up and carried, the onbu-obake becomes heavier and heavier, in much the same manner as the konaki-jiji. However, those who can bear the great weight are granted either riches or great strength.

Tukap: This Ainu spirit of the dead appears in dreams, carrying messages from the deceased or from the deity Kamui Fuchi (or other gods).

Ubume: These are the ghosts of women who were buried while pregnant and have given birth to a living child while still enclosed in their coffins. They venture out at night to buy milk or sweet syrup to feed the infant. Some ubume haunt crossroads, and ask anyone who passes by to hold their child for them. The child slowly gets heavier over time. The ubume rewards anyone who can keep holding the child... and devours anyone who can’t.

Zashiki-warashi: The ghosts of children who sit on a sleeper’s chest, stealing the sleeper’s breath (a condition known as *kanashibari*). Another version of the zashiki-warashi describes them as mischievous house spirits.

ZUNBERABOU				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	2	Total Characteristics Cost: 47	
Movement:		Running: 6"/12"		
Cost		Powers		END
37	Assume Any Humanoid Form: Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Imitation, Makeover, Costs Endurance Only To Change Shape (+¼); Affects Body Only (-½)			4
9	No Face: PRE +20; Only For Fear-Based Presence Attacks (-1), Gestures (must wipe hand across face; -¼)			0
Skills				
5	+1 with Interaction Skills			
3	Acting 12-			
3	Conversation 12-			
3	High Society 12-			



- 3 Persuasion 12-
- 3 Shadowing 12-
- 3 Stealth 12-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 71
Total Cost: 118

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 10 Psychological Limitation: Prankster/Practical Joker (Common, Moderate)
- 15 Social Limitation: Secret Identity (as a zunberabou) (Frequently, Major)
- 18 Experience Points

Total Disadvantage Points: 118

Ecology: Zunberabou, also known as *mujina*, are shapeshifters. They dwell wherever humans do and often live among them, never giving any indication as to their true nature.

Personality/Motivation: Normal sentient humanoid motivations. For the most part, zunberabou aren't malicious and don't actively seek to scare people to death, but they do seem to have a rather twisted sense of humor. Occasionally, a zunberabou's mischievous nature takes hold and he ventures out in search of entertainment — said entertainment usually resulting in some unsuspecting passersby being frightened out of their wits.

Powers/Tactics: Zunberabou like to meet travelers on the road, strike up a conversation, find out where they're headed, and then go there themselves and assume the form of the person the traveler was planning to visit. Once the traveler arrives, the zunberabou engages his visitor in small talk before turning away for some reason. When the visitor tries to see what's wrong, the zunberabou turns around to reveal an utter lack of a face! Other zunberabou have been known to work as noodle sellers and the like, and have pulled similar stunts on lone patrons late at night.

Zunberabou use the full range of tactics available to sentient humanoids. The typical zunberabou is probably armed with nothing more than a knife (if that), but those of a more martial intent could carry arms and armor appropriate to their time period and setting. Regardless of their martial skills, however, all zunberabou have the ability to assume the form of any human (or humanoid, if the campaign has them) they meet. Their shapeshifting is such they can become almost perfect duplicates of anyone, though the zunberabou only imitate a person's flesh, not their clothing and other items.

Campaign Use: This character sheet represents a typical competent zunberabou the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat and the like). You can customize it by applying any one of the templates found on pages 117-119 of *Monsters, Minions, And Marauders*. Lesser zunberabou — craftsmen, traders, most females, the young, the elderly — would have slightly lower Characteristics, no WFs, and so forth.

Appearance: A zunberabou looks and dresses just like regular humans, except when he wipes his hand across his face, leaving just a blank expanse of flesh.

chapter two:



THE PHILIPPINESA

THE PHILIPPINES



Ly ing north of Malaysian island of Borneo, with the South China Sea to the west, the Philippine Sea to the east, and Taiwan to the north, the Philippines archipelago includes over 7,100 islands. It's been inhabited for thousands of years — the Chinese arrived around 800 AD, Muslims in the 1300s, and the Spanish explorer Ferdinand Magellan in 1521. Spain colonized the islands in 1565, bringing with them Roman Catholic priests who worked hard to convert the population. Spain controlled the Philippines until 1898, at which point they were given over to the United States. The Philippines finally gained full independence in 1946.

RELIGION

Today the Philippines are overwhelmingly Catholic as a result of over 300 years of Spanish rule. Before that, the islands were ruled by Muslim rajahs; before *that*, they were home to a number of Buddhist kingdoms. Prior to the arrival of Buddhism the Philippines' religious beliefs involved various forms of animism. Interestingly, many animistic beliefs have been incorporated into Filipino Christian and Islamic practices; even today, beings such as the aswang (see below) are believed to exist.



ASWANG

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2 12d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 48

Movement: Running: 7"/14"

Cost	Powers	END
50	<i>Supernatural Powers:</i> 50 points' worth of Magic Skills and spells	
8	<i>Protruding Teeth:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	
2	<i>Swift Of Foot:</i> Running +1" (7" total)	1
4	<i>Digs Up Graves:</i> Tunneling 1" through 2 DEF material; Soil Only (-1)	
5	<i>Can See In The Dark:</i> Nightvision	

Skills	
10	+2 HTH
3	Climbing 12-
2	Concealment 12-; Self Only (-½)
3	Shadowing 12-
5	Stealth 13-
3	Tracking 12-
1	WF: Knife
10	Various Skills As Desired

Total Powers & Skills Cost: 114
Total Cost: 162

75+	Disadvantages
0	Physical Limitation: Human Size
20	Physical Limitation: repulsed by the presence of assorted holy symbols and prayers. Also the presence of assorted plants, seeds, and objects that smell strongly (Frequently, Fully Impairing)
15	Psychological Limitation: Hunger For Flesh And Blood (Common, Strong)
20	Social Limitation: Secret Identity (as an aswang) (Frequently, Severe)
10	Vulnerability: 2 x BODY from <i>bubo</i> (a form

- of bamboo) spear attacks (Uncommon)
22 Experience Points

Total Disadvantage Points: 162

ASWANG PACKAGES

Cost Ghoul Aswang Powers

- 17 *Listens For The Sound Of Mourners:* Clairsentience (Hearing Group), x8 Range (1,200"), Reduced Endurance (0 END; +½); IIF Immobile (shallow hole in the ground, rice mortar, or well; -1¼), Extra Time (1 Minute to activate; -¾)
3 *Changes A Corpse Into A Pig:* Cosmetic Transform 3d6 (human corpse into pig corpse); Extra Time (5 Minutes; -2), No Range (-½), Limited target (human corpse; -1)
May have other powers similar to those of the Filipino Ghoul (page 83)

Total cost: +20 points

Cost Vampire Aswang Powers

- 3 *Beautiful By Day:* +6 COM
20 *Hollow Tongue:* HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½) **plus** Extra Limb, Inherent (+¼) **plus** Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
33 *Blood Drinking:* RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Hollow Tongue Must Do BODY First (-½)
10 *Giant Night Bird:* Multiform (assume 143-point giant bird form); OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Washing Off Via Water, Wine, Vinegar, And The Like Causes Reversion To Human Form (-¼)

Total cost: +66 points

Cost Viscera Eater Aswang Powers

- 15 *Divides The Body:* Duplication (creates one 146-point duplicate), Altered Duplicate (100%; +1); Feedback (-1), Only At Night (-½), Original Character Is Incapacitated While Duplicate Exists (-1), Cannot Rejoin Halves If Ashes Or Salt Are Placed On Divided Body (-¼)
Add Distinctive Features: Foul And Unpleasant Smell (Not Concealable; Noticed And Recognizable; 15 points)

Total cost: +15 points

Cost Werewolf Aswang Powers

- 26 *Swift As The Wind:* Flight 25"; OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Washing Off Via Water, Wine, Vinegar, And The Like Ends Power (-¼) **plus** +10 DEX; OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Linked (-½), Washing Off Via Water, Wine, Vinegar, And The Like Ends Power (-¼)
or
48 *Swift As The Wind:* Flight 25"; Only At Night (-½) **plus** +10 DEX; Linked (-½), Only At Night (-½)
plus
50 *Assume Any Animal Form:* Multiform (up to 125 animals built on up to 200 Character Points each); Costs Endurance (to change form; -½)
Add Dependence: character must go out every night to hunt or suffer Weakness (Very Common; 0 points)
Add Psychological Limitation: Won't Attack Anyone Who Knows Its Real Name (Uncommon, Total; 15 points)

Total cost: +76/98 points

Cost Witch Aswang Powers

- 180 *Can Kill With A Look:* Drain BODY 6d6, Ranged (+½), Line Of Sight (+½), Fully Invisible (+1)
(This power may require Gestures and/or Incantations, although most stories say a single word or a simple gesture is sufficient to strike someone dead. In some cases the power activates on its own, killing someone the witch merely glances or glares at regardless of her desire to do that person harm.)
45 *Magic Oil: Almost Tiny:* Shrinking (.125 meters tall [about 5 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, +12" KB), Reduced Endurance (0 END; +½), Persistent (+½); OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Character Must Remain Shrunk Until Oil Is Removed (-0), Washing Off Via Water, Wine, Vinegar, And The Like Causes Reversion To Normal Size (-¼) **plus** *Exceptionally Strong:* +17 STR; OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Linked (-½), Washing Off Via Water, Wine, Vinegar, And The Like Causes Reversion To Normal STR (-¼) **plus** *Exceptionally Fast:* +5 DEX; OAF (vial of oil; -1), Extra Time (1 minute to apply oil; -¾), Linked (-½), Washing Off Via Water, Wine, Vinegar, And The Like Causes Reversion To Normal DEX (-¼) **plus** *Exceptionally Slippery:* +30 STR, Reduced Endurance (0 END; +½); OAF (vial of oil; -1), Only To Escape Entangles And Grabs (-1½), Extra Time (1 minute to apply oil; -¾), Linked (-½), Washing Off Via Water, Wine, Vinegar, And The Like Causes Reversion To Normal STR (-¼)

- 12 *Enhanced Hearing And Vision:* +4 PER with Sight and Hearing Groups
- 50 *Assume Any Animal Form:* Multiform (up to 125 animals built on up to 200 Character Points each); Costs Endurance (to change form; -½)
Add Distinctive Features: No Philtral Dimple In The Upper Lip/Transparent Throat (Easily Concealed, Noticed And Recognizable; 5 points)

Total cost: +287 points

All forms can have additional powers as you see fit.

Ecology: An aswang isn't one individual type of creature, but refers to a whole class of supernatural beings. The name aswang may describe a being with the general attributes of either a ghoul (see the Filipino ghoul on page 83 for more), a vampire, a viscera eater (see page 88), a werewolf-like creature, or a witch. "Witch" seems the most appropriate definition of what an aswang is, since most people believe a normal person becomes an aswang through the use of magical rituals.

An aswang can be either male or female, though most aswang are women. A person can become an aswang through any of several methods:

- 1) Tie a fertilized chicken's egg to one's stomach with a strip of cloth. After a period of time, the chick growing in the egg passes into the stomach and stay there. At this point the person emits the "kakak" or "kikik" sound of an aswang. The eggshell is then placed in a bamboo tube filled with a mixture of coconut oil and chicken dung.
- 2) Take two fertilized chicken eggs into a cemetery on the night of Good Friday. Standing erect, stare at the moon without blinking, place the eggs under the armpit, and chant a secret phrase three times. Once the egg vanishes into the person's stomach, he becomes an aswang. The aswang must repeat this ritual every year.
- 3) One aswang can pass on his status to another person. An old aswang, near death, places his mouth next to someone else's and the chick inside his body hops out of his stomach and into the mouth of the new aswang, taking up residence in the stomach.
- 4) Finally, one can involuntarily become an aswang by having an aswang spit into one's food or by eating a bit of human flesh unknowingly (usually by having it secreted into one's food).

Regardless of how it's formed, an aswang lives a normal life during the day, seeming to be just another villager. At night he transforms into his monstrous form and goes out to hunt. Aswang of a more witch-like nature usually live in secluded locations and avoid their neighbors.

A person can keep an aswang away through a variety of methods. Blessed palms (from Palm Sunday), displays of the crucifix, holy water, and burning incense all ward off the aswang. Repeating the *oracion*, a jumbled mix of Latin phrases and words, in the house of the ill wards off the attacks of an aswang. A wide variety of fruits, leaves, seeds,

spices, and woods keep an aswang away, including the *bawang* (*allium sativum*), the lemon, *talampunay* (*datura metel*) seeds, and the leaves of the *gabi-gabi* (*boottia reniflora*) plant. In addition, the smell of chicken feathers, leather, rubber, and *talampunay* leaves drives the aswang away. One can also keep a fire burning under one's house or at a window, or place fish hooks and sharp knives in the floor of the house (to catch or cut any aswang who crawls under the house). Finally, burning the shavings of cattle horns, various leaves, or garlic keeps an aswang away.

Personality/Motivation: Varies from individual to individual. Most, if not all, aswang have a strong hunger for fresh meat and blood, and seek them out whenever possible. The ghoul carefully plans his trips before leaving home, while the werewolf will become ill if not allowed to go out at night and hunt. Witches tend to be solitary and avoid people for the most part, but are friendly to their neighbors and stay out of arguments and other conflicts. They even go so far as to attend Mass, although it's just a ruse to hide their true nature.

Powers/Tactics: The powers ascribed to the aswang are virtually endless. Each form of aswang has its own unique abilities, although many of these seem to carry over from one form to the other. A rough breakdown by types is as follows:

Ghoul: At 6:00 PM the ghoul aswang listens for the sound of mourners by putting his ear to a rice mortar (or by standing on his head, lying down in a shallow hole, or listening at the opening of a specific listening well). Once he's found them, he carefully plans out his trip and at 8:00 PM leaves for the night. Fresh corpses are the ghoul aswang's favorite food, and he eagerly digs up any recent burials. He takes the corpse home, transforms it into the likeness of a pig, and feeds it to his (possibly unsuspecting) family.

Vampire: By rubbing oil on her body, the vampire aswang transforms herself (the vampiric aswang is always female) into a giant bird (see below for a character sheet for this form). As a bird she flies through the night, calling out "kakak" or "kikik" as she goes, before landing on the roof of a home and letting her tongue down through a gap in the shingles. She uses the hollow tongue to suck up all the blood she can drink. Once sated, she flies off, usually to a river where she washes off the oil and resumes her normal form.

Viscera Sucker: A viscera-sucking aswang divides its body into two halves, leaving the lower half hidden and flying about with the upper half. The upper half of the body lands on the roof of a house and sucks out the liver and entrails of newborn children.

When a viscera sucker aswang divides, it leaves its lower torso hidden (usually in its home) and takes to the air with its upper torso (see below for a character sheet). Wings may sprout from the back, its arms may become wings, its hair may stiffen and serve as wings, or it takes to the air without any visible support at all. As with a penanggalan (see

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page 125), the aswang's inner organs usually dangle from the torso. The body of a viscera sucker aswang who's recently fed becomes so swollen with blood as to look eight months pregnant.

Werewolf: The werewolf aswang (a misnomer, since there are no wolves in the Philippines) can assume the form of any animal it wishes at night, although this animal form is always male. In animal form the werewolf hunts for a human victim (usually anyone traveling alone). It attacks with its claws and teeth, then eats the flesh of the slain victim. The werewolf also digs up gardens and destroys plants.

A person attacked by a werewolf aswang should try to strike its tail. Since the aswang holds its tail in its hand, hitting the tail forces it to return to human form, in which it can be killed easily. It's also said that calling out the real name of the aswang forces it to stop attacking.

Witch: The witch form of aswang is usually active between moonrise and moonset. During this time they work great mischief, usually by casting spells to inflict disease and death. In the daytime the witch aswang remains away from other people.

Campaign Use: This character sheet collects together the most common powers attributed to the aswang, but an aswang can be almost anything. You can mix and match options to create just about any being you desire, and can even borrow powers from other character sheets (such as the Filipino ghouls on page 83 or the Filipino viscera sucker on page 88).

Appearance: An aswang looks like a normal human during the day, although the witch-like aswang can be detected by the lack of a notch (philtrum) in the upper lip under the nose, or by having a "transparent" throat. A viscera sucker may have an all-black body. Due to their nocturnal activities, some aswang are sickly-looking, with thin bodies, pale skin, and tired faces. At night, however, they're strong and healthy. In any case, an aswang dresses like any other person during the day.

VAMPIRE ASWANG GIANT NIGHT BIRD FORM

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
10	CON	0	11-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases 4, 8, 12
4	REC	2		
20	END	0		
16	STUN	0		Total Characteristics Cost: 33

Movement: Running: 2"/4"
Flight: 18"/36"
Leaping: 1"/2"
Swimming: 0"

Cost	Powers	END
10	<i>Beak:</i> HKA ½d6 (1d6 with STR)	1
8	<i>Talons:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
20	<i>Hollow Tongue:</i> HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½) plus Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
33	<i>Blood Drinking:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Hollow Tongue Must Do BODY First (-½)	0
24	<i>Wings:</i> Flight 18"; Restrained (-½)	4
-8	<i>Short Legs:</i> Running -4" (2" total)	
-2	<i>Cannot Swim:</i> Swimming -2"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

10	+2 HTH
5	Stealth 13-

Total Powers & Skills Cost: 110

Total Cost: 143

75+ Disadvantages

0	Physical Limitation: Human Size
20	Physical Limitation: repulsed by the presence of assorted holy symbols and prayers. Also the presence of assorted plants, seeds, and objects that smell strongly (Frequently, Fully Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Hunger For Flesh And Blood (Common, Strong)
18	Experience Points

Total Disadvantage Points: 143

VISCERA SUCKER ASWANG UPPER BODY

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
6	BODY	-8	10-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 39

Movement: Flight: 12"/24"
Running: 1"/2"
Swimming: 0"/0"

Cost	Powers	END
8	<i>Long Nails:</i> ½d6 HKA (1d6+1 with STR); Reduced Penetration (-¼)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
20	<i>Hollow Tongue:</i> HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½) plus Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
33	<i>Blood Drinking:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite/Hollow Tongue Must Do BODY First (-½)	0
16	<i>Wings:</i> Flight 12"; Restrainable (-½)	2
-10	<i>Virtually Helpless On The Ground:</i> Running -5"	
-2	<i>Only Flies:</i> Swimming -2"	

Skills	
10	+2 HTH
3	Climbing 12-
2	Concealment 12-; Self Only (-½)
3	Shadowing 12-
5	Stealth 13-
3	Tracking 12-
1	WF: Knife
10	10 more points' worth of Skills, chosen by the GM

Total Powers & Skills Cost: 107
Total Cost: 146

75+ Disadvantages	
5	Physical Limitation: Small (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
20	Physical Limitation: repulsed by the presence of assorted holy symbols and prayers. Also the presence of assorted plants, seeds, and objects that smell strongly (Frequently, Fully Impairing)
15	Psychological Limitation: Hunger For Flesh And Blood (Common, Strong)
20	Social Limitation: Secret Identity (as an aswang) (Frequently, Severe)
6	Experience Points

Total Disadvantage Points: 146

BACONAU

BACONAU				
Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
38	CON	56	16-	
33	BODY	46	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	14		Total: 30 PD (20 rPD)
30	ED	22		Total: 30 ED (20 rED)
4	SPD	10		Phases 3, 6, 9, 12
24	REC	0		
76	END	0		
92	STUN	0		Total Characteristics Cost: 264 (+195 with NCM)
Movement: Flight: 20"/40" Leaping: 16"/32" Swimming: 22"/44"				
Cost	Powers			END
70	Mouth The Size Of A Lake: HKA 2d6+1 (4½d6 with STR); Area Of Effect (3" Radius; +1)			7
21	Shark's Skin: HKA ½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-¼)			0
20	Thick Hide: Damage Resistance (20 PD/20 ED)			0
30	Heavy: Knockback Resistance -15"			0
5	Breathes Air And Water: Life Support (Expanded Breathing: Breathe Underwater)			0
3	Aquatic Body: Life Support (Safe Environ- ments: High Pressure, Intense Cold)			0
20	Dragon-Shark Body: Swimming +20" (22" total)			2
40	Wings: Multipower, 40-point reserve			
3u	1) Flying: Flight 20"; Restrainable (-½)			4
1u	2) Wing Buffet: HA +4d6; Hand-To-Hand Attack (-½)			2
-12	Only Flies Or Swims: Running -6"			
6	Sharp Senses: +2 PER with all Sense Groups			0
5	Shark's Eyes: Increased Arc Of Perception (240 degrees) for Sight Group			0
5	Shark's Eyes: Ultraviolet Perception (Sight Group)			0
6	Shark's Sense Of Smell: +3 PER with Smell/Taste Group			0
15	Shark's Sense Of Smell: Targeting and Tracking for Normal Smell			0
Skills				
15	+3 HTH			
3	Stealth 13-			
Total Powers & Skills Cost: 256				
Total Cost: 520				



75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan (32" long, -10 DCV, +10 to PER Rolls) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Psychological Limitation: Fears Loud, Unexpected Noises (Uncommon, Strong)
- 390 Experience Points

Total Disadvantage Points: 520

Ecology: The baconaua (or bakunawa) is an immense shark-dragon. It lives in the depths of the sea, surfacing only to find food. If there's none to be found at the water's surface, the baconaua spreads its wings and take to the air, looking for something to satisfy its ravenous hunger. Popular legend claims the baconaua can swallow the sun and the moon whole.

Personality/Motivation: Normal animal motivations. Loud, unexpected, or constant noise causes the baconaua to drop its prey and flee, so villagers who see a baconaua often beat drums, gongs, and cymbals in an effort to drive it off.

Powers/Tactics: Due to its immense size, the baconaua simply surfaces under its prey and engulfs it whole (see page 33 of *The HERO System Bestiary*; it does Very Strong swallow damage). Anything too large to be swallowed is be bitten to death, or battered to a pulp with its great wings.

Campaign Use: The baconaua may or may not be a singular creature. You could treat it as such by giving it Life Support (Longevity) and Mental Defense and Power Defense (to represent its immortal nature). Or you could make the baconaua a very rare form of dragon. In the latter case, use this character sheet only for the largest baconauas, scaling the others down as desired.

Appearance: The baconaua has the body of a great shark. The mouth is enormous — “the size of a lake” — with a red tongue and long whiskers. Its body and wings are ash-grey in color; it has smaller wings and fins along the sides of its body.

BANNOG

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
23	PRE	13	14-	PRE Attack: 4½d6
8	COM	-1	11-	
11	PD	4		Total: 11 PD (3 rPD)
8	ED	3		Total: 8 ED (3 rED)
3	SPD	5		Phases 4, 8, 12
12	REC	0		
46	END	0		
50	STUN	0		
Total Characteristics Cost: 98 (+25 with NCM)				

Movement: Running: 10"/20"
Flight: 20"/40"
Swimming: 0"

Cost	Powers	END
25	Beak: HKA 1½d6 (3d6+1 with STR)	2
20	Talons: HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	2
3	Thick Feathers: Damage Resistance (3 PD/3 ED)	0
10	Heavy: Knockback Resistance -5"	0
27	Wings: Flight 20"; Restrainable (-½)	4
36	Diving: Flight +30"; Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
8	Long Legs: Running +4" (10" total)	1
-2	Cannot Swim: Swimming -2"	
6	Sharp Eyed: +3 PER with Sight Group	0
15	Sharp Eyed: +10 versus Range for Sight Group	0
9	Reach: Stretching 2"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

- 10 +2 HTH

Total Powers & Skills Cost: 167
Total Cost: 265

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 150 Experience Points

Total Disadvantage Points: 265



Ecology: Bannogs are carnivorous birds who feed on buffalo, deer, pigs, and people. They lair in the tops of huge trees or on the sides of cliffs, building nests proportional to their size where they raise three to four hatchlings at a time.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Bannogs hunt much like any other bird of prey. They swoop down on their target, catching their prey in their sharp claws, and then deal a killing blow with their beaks. Some prey may be dropped alive and kicking into the nest for the young to kill. If this happens to a human victim and he survives his initial wounds, the nest may be large enough for him to hide in; he may be able to survive on the scraps of previous meals while planning his escape.

Campaign Use: You can use this character sheet to simulate any giant bird seen in any number of mythologies. See the character sheet for the garuda (page 91) for a slightly smaller giant bird.

Appearance: A bannog is an immense eagle, large enough to catch and eat a water buffalo.

BEBARLANG

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	13-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	1		Total Characteristics Cost: 43

Movement: Running: 6"/12"

Cost	Powers	END
105	<i>Consume Life Energy:</i> Drain BODY and CON 2d6, two Characteristics simultaneously (+½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Day; +1½), Reduced Endurance (½ END; +¼)	5
60	<i>Intangible:</i> Desolidification (affected by magic/other astral beings), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
53	<i>Invisible:</i> Invisibility to Sight and Hearing Groups, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
24	<i>Can Fly:</i> Flight 12"	2

Skills

4	+2 OCV with Consume Life Energy
5	+1 HTH
3	Climbing 12-
2	KS: Meditative Ritual 11-
3	Power: Magic 12- (EGO-Based)
3	Stealth 12-
1	Survival (Tropical Forests) 12-
1	WF: Knife
10	10 more points' worth of Skills, chosen by the GM

Total Powers & Skills Cost: 274

Total Cost: 317

75+ Disadvantages

15	Physical Limitation: repulsed by the presence of certain charms (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
227	Experience Points

Total Disadvantage Points: 317

OPTIONS

Cost	Power
20	<i>Intrude Into A Sleeper's Mind:</i> Telepathy 12d6; No Range (-½), Only If Target Is Asleep (-1), Receive Only (-½)
50	<i>Protective Spells And Charms:</i> 50 points' worth of Magic Skills and spells of a protective/defensive nature
var	<i>Servants:</i> Followers (number and base point-value varies)

Ecology: Deep in the jungles of the Philippines live the Bebarlangs, a tribe of sorcerers and/or psychics with the power to travel astrally. At night, while most people sleep, the Bebarlangs secure themselves in their homes, guarded by loyal servants and protective spells, and send out their astral selves. These otherwise invisible and intangible bodies seek out nearby villages, enter into the homes of sleeping humans, and drain their life energies. The only defense against their attacks is to have a charm crafted from drops of blood, and fingernail clippings, bits of hair (all from the person to be protected) — mix these ingredients with wax and mud from outside the home to be defended. The mixture is then worked into an icon of a holy person or an angel and is either worn around the neck or hung over the sleeper's bed.

Personality/Motivation: Varies, depending on the individual. In general, the Bebarlangs look down on other humans, seeing them as a food source and not much more.

Powers/Tactics: In his physical body, a Bebarlang uses the full range of tactics available to sentient humanoids. In his astral form he finds a sleeping human and drains as much life energy as he can (usually killing the victim in the process). Certain Bebarlangs have telepathic powers and try to learn any secrets they can before draining a victim's life energy.

Campaign Use: This character sheet represents a typical Bebarlang astral form. The physical form should have similar stats, although you can customize that character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. If you do so, make sure the make the proper alterations to the astral form as well. Since the Bebarlang is both invisible and intangible, just one may be more than a match for a party of PCs. If using them in a scenario, make sure at least one PC can both detect and combat the Bebarlangs.

The character sheet presented here is only for a Bebarlang's astral form. If desired, create a Bebarlang as a more or less ordinary person with this power to represent his ability to astrally project: Duplication (creates one 319-point astral form), Altered Duplicate (100%; +1) (128 Active Points); Costs Endurance (to activate; -¼), Extra Time (must enter trance and meditate to allow the astral form to leave the body, 1 Hour; -1½), Feedback (-1), Original Character Is Incapacitated While Duplicate Exists (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½). Total cost: 24

Appearance: Bebarlangs look like normal humans.

BUSO

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
7	INT	-3	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-4	9-	
11	PD	5		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	6		Phases 4, 8, 12
11	REC	0		
46	END	0		
47	STUN	0		
Total Characteristics Cost: 91 (+17 with NCM)				

Movement: Running: 8"/16"

Cost	Powers	END
15	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 30 STR	1
10	<i>Long Pointed Teeth:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Sharp Fingernails:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
4	<i>Long Legs:</i> Running +2" (8" total)	2
6	<i>Sharp Sense Of Smell:</i> +3 PER with Smell Group	0
10	<i>Sharp Sense Of Smell:</i> Discriminatory for Smell Group	0
9	<i>Sharp Sense Of Smell:</i> +6 versus Range for Smell Group	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

3	Climbing 12-
3	Stealth 12-
2	Survival (Tropical Forests) 11-
5	Tracking 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 92
Total Cost: 183

75+ Disadvantages

5	Physical Limitation: Large (3m tall, -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Ravenous Appetite (Common, Strong)
88	Experience Points

Total Disadvantage Points: 183

OPTIONS

Cost Powers

- var *Great Size*: Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised*. Buso can be up to Huge in size. In addition, increase the buso's *Sweeping Blow*, *Long Pointed Teeth*, and *Sharp Fingernails* powers accordingly.
- 22 *Ivory Horn*: HKA 1d6, Armor Piercing (+½)
- 13 *Wings*: Flight 10"; Restrained (-½)
- 3 Disguise 10-
- 2 PS: Blacksmith 11-
- 2 PS: Brewing 11-
- 2 PS: Farming 11-
- 4 Weaponsmith (Muscle-Powered HTH) 11-
Add Physical Limitation: Cannot Tolerate Daylight, driven back to their dwellings by sunlight (Infrequently, Fully Impairing; 15 points)
Add Physical Limitation: One Eye (Infrequently, Greatly Impairing; 10 points)
Add Psychological Limitation: Coward (Uncommon, Strong; 10 points)

Ecology: A buso (or *tigbanua*) is a type of Filipino ogre. They're huge humanoids who dwell in large villages of several thousand inhabitants far from the dwellings of normal humans; there they raise rice and vegetables and hunt for fresh meat (including men). They also brew rice beer and forge iron tools, farming implements, and weapons. Busos may also live in the tops of trees — they prefer the thick-branched panaag tree, although they may also inhabit the balete, liwa-an, magko, and sigmit trees in the depths of the forests.

Busos keep great orchards of fruit trees; they will trade their fruit for infant male children. Often the agreement is that the human may take any fruit he needs, but the buso gets the human's as-yet unborn child — provided the child is male.

Personality/Motivation: Buso, like all Filipino ogres and ghouls, have voracious appetites and brutal natures. On the other hand, they're also quite dimwitted, and are usually out-thought more than outfought. For all their power, some busos are utter cowards at heart and quickly back down if seriously threatened.

Powers/Tactics: Due to their size, most busos are fairly fearless in battle (at least as long as they think they have the upper hand) and simply wade into the fray, striking out with their hands and claws. Against a single foe, they usually attempt to grab him, bind him securely, and take him home to be cooked and eaten. Busos have been known to gather into large armies, and it's not unheard of for several thousand to gather together to track down and attack a troublesome foe.



Campaign Use: Due to their size and strength, even a single buso can make a tough foe for a party of PCs. However, they, like many giants and ogres, aren't very bright, and often can be tricked with simple ruses. See the Campaign Use notes for the Filipino Giant (page 85), Filipino Ghoul (page 83), and the Filipino Ogre (page 86).

Appearance: The buso is usually described as a "gigantic man of fearsome aspect." They're said to have long bodies, with long feet and necks, large feet and fingers, short arms, black faces, long, pointed teeth, flat noses, a single large red or yellow eye, and curly hair. They're not a clean people, since their hair is usually swarming with lice and worms. Some buso, such as the chief of a tribe, have large horns of pure ivory in their foreheads, while others have great wings and can fly.

CATAO				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 3/DCV: 3
15	CON	10	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 2d6
20	COM	5	13-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
5	REC	0		
30	END	0		
24	STUN	0		Total Characteristics Cost: 47 (+7 with NCM)
Movement: Running: 1"/2" Swimming: 12"/24"				
Cost	Powers	END		
41	<i>Can Make The Water Rise:</i> Telekinesis (30 STR), Affects Porous, Area Of Effect (One Hex; +½); Only Works On Water (-1)	8		
3	<i>Fish Tail Bash:</i> HA +1d6; Hand-To-Hand Attack (-½)	1		
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0		
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0		
3	<i>Scaly Skin:</i> Armor (2 PD/2 ED); Activation Roll 11- (or covers locations 13-18; -1)	0		
10	<i>Fish's Tail:</i> Swimming +10" (Total 12")	1		
-10	<i>Virtually Helpless On Land:</i> Running -5"			
5	<i>See Underwater:</i> Ultraviolet Perception (Sight Group)	0		
Perks				
5	Money: Well Off			
Talents				
3	Perfect Pitch			
Skills				
2	AK: Home Territory 11-			
3	Conversation 12-			
3	PS: Singing 12-			
3	Seduction 12-			
Total Powers & Skills Cost: 79				
Total Cost: 126				

75+	Disadvantages
5	Physical Limitation: Awkward On Land (½ DCV when out of water) (Infrequently, Slightly Impairing)
15	Physical Limitation: Driven Away By Stabbing The Water With A Steel Bolo (or other blade) (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
15	Psychological Limitation: Loves Gold And Riches (Common, Strong)
16	Experience Points
Total Disadvantage Points: 126	
OPTIONS	

Cost	Powers
One variation of the catao can assume a totally human shape. This form of catao has a full 6" of Running and loses the Physical Limitation "Awkward On Land." It also gains the following power:	
16	<i>Assume Human Form:</i> Shape Shift (Sight and Touch Groups; single form), Costs Endurance Only To Change Shape (+¼)
This version of the catao also adds the Limitation <i>Only In Heroic Identity</i> (i.e., mermaid form) to it's Fish Tail Bash and Scaly Skin powers, reducing the cost of these powers to 3 points and 3 points respectively. Adding in the Assume Human Form power, the Catao comes to 152 points in all.	
+2	<i>Sirena:</i> The <i>sirena</i> (a relative of the catao) can grant the ability to breathe water to anyone she captures. Change <i>Breathes Air And Water</i> to: Life Support (Expanded Breathing: Breathe Underwater), Usable Simultaneously (+½)

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Ecology: The catao (and her sisters, the *sirena* and the *ugkoy*) are mermaids (there are no Filipino mermen). She dwells in the deep sea, whereas the *sirena* lives in rivers or behind waterfalls, and the *ugkoy* inhabits any body of fresh water. They may feed on fish and other sea life, or they may gather food from the shoreline since some catao feel eating fish is akin to cannibalism (due to their fish tails).

Personality/Motivation: Varies depending on the individual. The catao, for example, swamps boats and drowns sailors but also tries to seduce and marry a human lover. Sirenas also drown their victims (they're said to collect a yearly tribute of lives), and especially dislike those who eat both meat and fish, since her body is both human (*i.e.*, meat) and fish. On the other hand, a *sirena* may give presents of gold to anyone she likes (though this gold vanishes in an instant if its source is revealed).

Powers/Tactics: To lure her victims in close, a catao sings songs or provocatively displays her physical beauty. The *sirena* can cause the water to suddenly rise up, and uses this power to engulf her victims or swamp boats. The *ugkoy* grabs her victim's ankles and drags him into the water by his feet.

Campaign Use: This character sheet combines elements of all three different Filipino mermaids. For all intents and purposes, the three are virtually identical beings, with the only real difference being where they're found. Use them as you would any Fantasy mermaid.

Appearance: The catao normally has the upper body of a beautiful woman with long resplendent hair, and the lower body of a great fish (a rare few are simply fish the size of a full-grown woman). Some have the ability to assume a fully human form.

FILIPINO DWARF

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	7		Phases 4, 8, 12
5	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 30

Movement: Running: 5"/10"

Cost	Powers	END
5	<i>Spirit Of The Woods:</i> Life Support (Longevity: Immortality)	0
-2	<i>Short Legs:</i> Running -1"	

Perks

5	<i>Gold And Gems:</i> Money: Well Off
6	Reputation: spirit of the land (throughout the Philippines) 14-, +2/+2d6

Talents

20	Animal Friendship
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Skills

10	<i>Small Size:</i> +2 DCV
5	Concealment 14-; Self Only (-½)
2	<i>Spirit Of The Land:</i> +2 to Concealment; Self Only (-½), Only In Home Environment (-1)
3	KS: Animal Husbandry 12-
3	KS: Plant And Animal Lore 12-
3	PS: Farmer 12-
3	Shadowing 12-
7	Stealth 14-
2	<i>Spirit Of The Land:</i> +2 to Stealth; Self Only (-½), Only In Home Environment (-1)
3	Tracking 12-

Total Powers & Skills Cost: 75

Total Cost: 105

75+ Disadvantages

5	Physical Limitation: Small (2' tall, +3" KB; Infrequently, Slightly Impairing)
20	Psychological Limitation: Protective Of The Land (Very Common, Strong)
10	Reputation: spirits of the land to be honored or else misfortune will follow, 11-

Total Disadvantage Points: 105

OPTIONS

Cost Powers

33	<i>Cause Painful Joints And Swellings:</i> Drain DEX 4d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), Ranged (+½), Line Of Sight (+½), Fully Invisible (+1); Extra Time (one hour's onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¾)
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- 33 *Cause Fever*: Drain CON and END 4d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1) Reduced Endurance (0 END; +½); Extra Time (one hour's onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¼)
- 180 *Cause Death*: Drain BODY 6d6, Ranged (+½), Line Of Sight (+½), Fully Invisible (+1) (see pages 211 and 216 of *The Fantasy Hero Grimoire* for more information on death spells and long-range spell attacks)
- 105 *Illusions*: Mental Illusions 14d6, Reduced Endurance (0 END; +½)
- 52 *Cause Blindness*: Major Transform 7d6 (standard effect: 21 BODY) (human to blind human; heals back normally); Limited Target (humans; -½), All Or Nothing (-½)
- 20 *Disfigure Children*: Drain COM 1d6, Delayed Return Rate (points return at the rate of 5 per 25 Years; +3); Only Works On Children (-1)
- 73 *Assume Any Animal Form*: Variable Power Pool, 50 base + 20 control cost, No Skill Roll Required (+1); Only For Multiforms Of Appropriate Animal Shapes (-¼), Costs Endurance (to change shape; -½) Add Physical Limitation: repulsed by the presence of iron, ginger root, bundle of *rambiyawa* grass, and *parayan* tree branch (Frequently, Fully Impairing; 20 points)



Ecology: Filipino dwarves live in the ground, usually in termite burrows or homes under large trees. They may also live in rice fields, gold mines, or the jungle. They're known as the "People of the Ground," "Lice of the Ground," or the "Spirits of the Fields and Hills." It's said they're the true owners of the earth — humans can only rent portions of land for a time to grow crops.

Filipino dwarves protect the land. They grow their own crops, dig for gold, watch over the animals of the jungle, and must be placated with offerings of fish, meat, rice, and vegetables before any planting can be done for the season. In exchange, the dwarves bless the year's crops and ensure a bountiful harvest, though they take their share before the harvest is in.

You can use this character sheet to represent any of the many types of Filipino dwarves, such as the *calanget*, *caranget*, *carango*, *lakay*, *laman-lupa*, *lampong*, *matanda*, *mantanda sa punso*, *nuno*, *omayan*, and the *tawong-lupa*.

Personality/Motivation: Varies from individual to individual. For the most part, Filipino dwarves tend to have a neutral attitude towards humans; they only become angry if mistreated or if not given the proper offerings before planting and harvest. On the other hand, anyone who helps a dwarf will find himself rewarded with gifts of gold and may be allowed to borrow the dwarves' fine bowls and dishes before a party (provided he makes sure to return them afterward).

Powers/Tactics: As protectors of the forest, some Filipino dwarves can take the shape of any animal (and do so to distract hunters); others misdirect travelers. The more dangerous dwarves kidnap children and disfigure their faces before returning them to their village. Other dwarves take out their anger on humans by transforming body parts (such as enlarging the toes of anyone unfortunate enough to step on a dwarf), or causing blindness, fevers, swelling of the joints, and even death. Some dwarves can be driven away from a field by planting a bit of iron, a ginger root, a bundle of *rambiyawa* grass, and a twig from the *parayan* tree.

Campaign Use: You can place Filipino dwarves virtually anywhere humans live. People treat them either like a fairy-folk to be honored (as guardians of the land) or feared (if the dwarves tend to express their displeasure for any minor slights). A parent may ask a group of PCs to find a child kidnapped by Filipino dwarves, or a dwarf may ask them to complete some task (with the promise of a gift of gold if they succeed). If your campaign's power level allows it, you could even have a Filipino dwarf PC.

Appearance: The typical dwarf is around two feet high and looks like a little old man. Most have gray beards, while one form of dwarf is said to have one eye and a single nostril in its large nose.

FILIPINO ELF

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 38

Movement: Running: 6"/12"

Cost	Powers	END
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40	<i>Dwells Within Trees:</i> Desolidification (affected by magic or any attack that affects the elf's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)	0
15	<i>Supernatural Nature:</i> Life Support (Longevity; Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

3	Climbing 12-
3	KS: Forest Herbs 12-
3	KS: Medicine 12-
3	Paramedic 12-
3	PS: Farming 12-

Total Powers & Skills Cost: 75

Total Cost: 113

75+ Disadvantages

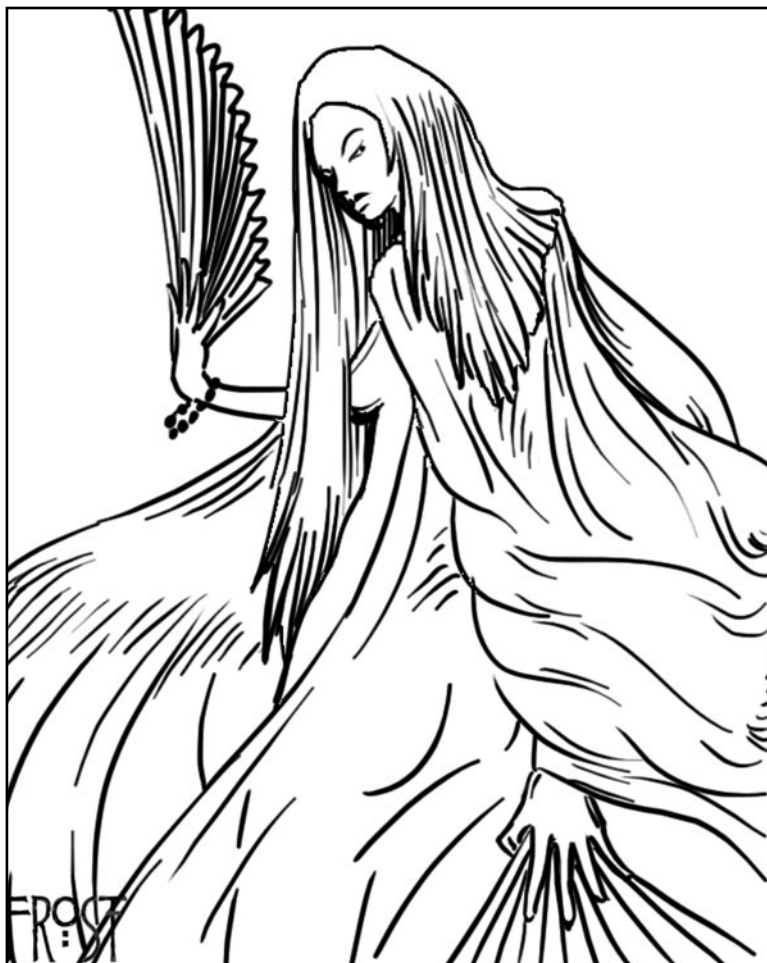
10	Distinctive Features: Elf (fair skin and/or hair) (Concealable, Noticed And Recognizable)
0	Physical Limitation: Human Size
28	Experience Points

Total Disadvantage Points: 113

OPTIONS**Cost Aghoy or Encanto**

20	<i>Find Lost Items:</i> Detect Lost Objects 14- (no Sense Group), Increased Arc Of Perception (360 Degrees), Range, Telescopic (+4 Versus Range Modifier)
7	AK: Local Area 16- Add Distinctive Features: Sound Of Whistling (Easily Concealable; Noticed And Recognizable; 5 points) Add Distinctive Features: Smells Like The Malvarosa Plant (<i>Pelargonium graveolens</i>) (Not Concealable, Noticed And Recognizable; 15 points)

Total cost: +27 points

**Cost Kibaan**

-4	<i>Size:</i> The kibaan is said to be as tall as a two-year-old child. Apply the <i>Small Size/Weight Template</i> found on pages 574-75 of <i>The HERO System 5th Edition, Revised</i> to this character sheet, reducing all characteristics as needed.
3	PS: Cooking 12-
3	PS: Play Guitar 12-
3	PS: Singing 12-
3	Sleight Of Hand 12-

Total cost: +8 points

Cost Palasekan

20	<i>Foresight:</i> Clairsentience (Sight Group), Precognition; Precognition Only (-1)
60	<i>Invisible:</i> Invisibility to Sight Group, No Fringe, Persistent (+½), Reduced Endurance (0 END; +½)
35	<i>Gives Success At Farming, Fishing, Hunting:</i> +4 Overall Levels, Uncontrolled (lasts for 1 Month; +½), Usable By Other (+¼); Levels Only Usable For Farming, Fishing, Hunting, And Similar Pursuits (-1)

Total cost: +115 points

Ecology: The elves of the Philippines tend to dwell in large trees. Most prefer the balete tree, although the kibaan is known to dwell in the stands of *sterculia feotida*, a tree noted for its foul smell. Other elves live in large shrubs, the mountains, or on farms far from human villages. They're normally nocturnal and only come out on moonlit nights.

You can use this character sheet can be used to represent any of the many types of Filipino elves, such as the *aghoy*, *annani*, *encanto*, *encantada*, *kibaan*, *mahomanay*, *magtitima*, *mangmangkit*, *palasekan*, and the *tahamaling*.

Personality/Motivation: Varies from individual to individual. For the most part, Filipino elves are benevolent beings. The aghoy is known to visit its human friends from time to time (whistling to announce its arrival); it brings gifts of food or medicinal herbs and helps find lost items. The encanto enter human villages to find human lovers, while the kibaan have been known to steal yams cooking in the fire. The only time the elves become angry is if their homes are cut down. If this happens, they request recompense and usually try to recover the wood from their tree (even if the wood has been made into something else — like a piece of furniture). The one exception to this is the tahamaling. This female elf is said to be half benevolent and half malevolent, although her male partner, the mahomany, is fully benevolent.

Powers/Tactics: The powers of the elves depend on the type of elf. The aghoy make excellent guides, can find almost any lost item, and know a great deal about the herbs of the forest. The kibaan are meticulous housekeepers, good cooks, and can sing and play the guitar. The palasekan are invisible beings who can see the future and warn people about impending danger. They can also grant a person success with his hunting, fishing, or farming.

Campaign Use: Filipino elves are mostly harmless, so you should use them more as sources of information than as opponents for a party of PCs. They may pass on some of their herbal lore, act as guides for an adventuring party, or find an object lost by a PC. In some campaigns you might even allow an PC elf.

GIFTS OF THE ELVES

The kibaan (and other elves) give gifts of a magical nature to people they like. Some possible gifts include:

Everfull Pot: The Everfull Pot doesn't actually take away the character's need to eat, it just means he always has a hot meal ready when he needs one, regardless of where he might be and what his surroundings are like.

Life Support (Diminished Eating: does not have to eat) (3 Active Points); OAF (-1), Extra Time (character must spend at least a minute to get a full meal; -¾), Gestures (must eat food; -¼), Independent (-2). Total cost: 1 point.

Everfull Purse: The Everfull Purse doesn't automatically make a character wealthy, but having one means he always has a full pouch of coins when ever he needs it.

Perk: Money: Well Off (5 Active Points); OAF (-1), Independent (-2). Total cost: 1 point.

Flying Chair: Flight 20" (40 Active Points); OAF Bulky (-1½), Independent (-2). Total cost: 9 points.

Hat Of Invisibility: Invisibility to Sight Group, No Fringe (30 Active Points); OAF (-1), Independent (-2). Total cost: 7 points.

Magic Whip: The Magic Whip fights on its own and chases after any target designated by its owner. It can also be built as a Follower, complete with the power of Flight (to allow it to move around on its own) and assorted Senses so it can perceive its owner's enemies.

HKA 1d6, Continuous (+1), Ranged (+½), Reduced Endurance (0 END; +½), Uncontrolled (+½) (52 Active Points); OAF (-1), Independent (-2). Total cost: 13 points.

Appearance: The typical elf is tall and fair-skinned, with blonde hair and youthful, handsome features. The encanto are said to be very attractive while looking for a human lover, but revert to a far more ugly form at home. The kibaan is about the size of a two-year-old child and has fair skin, long hair, and feet reversed at the ankle (*i.e.*, they point backwards). Finally, the female tahamaling has red skin, while the male mahomanay is fair skinned.

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FILIPINO GHOUL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
5	PD	2		Total: 5 PD (3 rPD)
4	ED	1		Total: 5 ED (3 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 35

Movement: Running: 6"/12"
Tunneling: 1"/2"

Cost	Powers	END
8	<i>Protruding Teeth:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
35	<i>Cause Disease:</i> Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Extra Time (one day's onset time; -4), Gradual Effect (5 Days, 1d6/Day; -1¾)	0
18	<i>Cause Accidents:</i> RKA 2d6, Trigger (next time the target is in a situation where he could be injured; +¼), Invisible to Sight and Hearing Groups (+¾); Limited Range (4"; -¼), 1 Charge (-2)	[1]
3	<i>Corpse Substitution:</i> Cosmetic Transform 3d6 (banana tree trunk into image of corpse); Extra Time (5 Minutes; -2), No Range (-½), Limited target (banana tree trunk; -1)	1
3	<i>Unnatural Vitality:</i> Damage Resistance (3 PD/3 ED)	0
47	<i>Unnatural Vitality:</i> Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0
4	<i>Digs Up Graves:</i> Tunneling 1" through 2 DEF material; Soil Only (-1)	1
5	<i>Can See In The Dark:</i> Nightvision	0
6	<i>Can Smell Death:</i> +3 PER with Smell Group	0
18	<i>Can Smell Death:</i> +12 versus Range for Smell Group	0
40	<i>Dwells Within Trees:</i> Desolidification (affected by magic or any attack that affects the ghou's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)	0
60	<i>Become Invisible:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0

Skills

5	+1 HTH
3	Climbing 12-
6	Concealment 14-; Self Only (-½)
3	Stealth 12-

Total Powers & Skills Cost: 272

Total Cost: 307

75+ Disadvantages

15	Physical Limitation: cannot tolerate daylight, driven back to their dwellings by sunlight (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
20	Physical Limitation: repulsed by the presence of <i>blumea balsamefera</i> (Frequently, Fully Impairing)
10	Psychological Limitation: Lust For Flesh (Common, Moderate)
197	Experience Points

Total Disadvantage Points: 307

GHOUL PACKAGES

Cost Balbal

20	<i>Flies:</i> Flight 10"
+4	<i>Rips Up Thatch Roofs:</i> Remove "Soil Only" from Tunneling
13	<i>Long Tongue:</i> Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)

Total cost: +37 points

Cost Buso Ghoul

-3	Reduce INT to 7
-4	Reduce EGO to 8
var	<i>Great Size:</i> Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of <i>The HERO System 5th Edition, Revised</i> . Ghouls can be up to Huge in size. In addition, increase the ghou's bite and claw HKAs accordingly.
13	<i>Wings:</i> Flight 10"; Restrained (-½) 2
	Add Physical Limitation: One Eye (Infrequently, Greatly Impairing; 10 points)
	Add Reputation: dimwitted, 11- (10 points)

Total cost: +6 points

Ecology: Filipino ghouls are ravenous creatures who dwell in trees growing in cemeteries, under rocks, or in deserted tracts of forest. Normally they dig up graves, tearing open the coffins to get at the rotting corpses inside, but sometimes they steal corpses out of homes, substituting a banana trunk made up to look exactly like the deceased (except for a lack of fingerprints). The only way to keep a ghou from a corpse is to hold a vigil over the body, or to place branches of *blumea balsamefera* (known locally as gabon, sambong, and sobosob) around the body.

This character sheet is meant to simulate a variety of ghouls and ghou-like Filipino monsters, such as the *balbal*, the *buso* (which can also be an ogre — see above), the *calag*, the *ebwa*, and the *wirwir*.



Personality/Motivation: Most ghouls are driven by little more than a hunger for flesh to feast on. Some, like the buso, aren't very bright, and there are many tales of people outwitting buso and thus escaping the fate of being eaten. Although ghouls rip open graves to get at the dead, only the wirwir actually takes grave goods (it keeps them in a cave in the forest).

Powers/Tactics: The balbal can "sail through the air like a flying squirrel," rips up thatch houses with its claws, and "licks up" corpses with its long tongue. The buso attacks foes with claws and teeth, and sometimes sneaks around villages making

people fall ill or causing dangerous accidents in the hope of sending its victims to an early grave. The ebwa lurks near a corpse for nine days and nights hoping to make off with it, while the wirwir spends all its time "looking for the dead." Female ghouls can smell death from a long way away, and seek out the sick and dying to await their passing.

Campaign Use: By adding in the listed options, you can use this character sheet to simulate any number of Filipino ghouls. If you want to create a buso ghoul, look at the Buso ogre character sheet for additional ideas, and don't forget the buso's reputation for stupidity. Folklore has them being tricked and outwitted repeatedly, sometimes with seemingly simple ruses. For example, one story relates how a buso desired to eat a certain woman. The woman's cat agreed to let the buso have her, provided the buso counted all the hairs on the cat's tail before morning. The buso diligently counted the

hairs, only to have the cat flick its tail, forcing the buso to start over. This went on until dawn, when the light from the rising sun forced the buso to flee.

Appearance: The balbal has a manlike form, with large curved claws. A buso ghoul has been described as a looking like a shadow, or as a tall, thin humanoid figure, with dark curly hair, a flat nose, one large yellow (or red) eye in the center of its forehead, and two protruding teeth. Their clothing is little more than rags. Other ghouls have basically humanoid forms, usually with sharp claws and teeth.

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FILIPINO GIANT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
13	DEX	9	12-	OCV: 4/DCV: 4
25	CON	30	14-	
23	BODY	26	14-	
7	INT	-3	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
14	PD	6		Total: 14 PD (2 rPD)
10	ED	5		Total: 10 ED (2 rED)
3	SPD	7		Phases 4, 8, 12
13	REC	0		
50	END	0		
56	STUN	0		
				Total Characteristics Cost: 119 (+65 with NCM)

Movement: Running: 18"/36"
Leaping: 4"/8"

Cost	Powers	END
20	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 40 STR	2
15	<i>Pointed Teeth:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Sharp Nails:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
24	<i>Long Legs:</i> Running +12" (18" total)	2
6	<i>Sharp Sense Of Smell:</i> +3 PER with Smell Group	0
10	<i>Sharp Sense Of Smell:</i> Discriminatory for Smell Group	0
9	<i>Sharp Sense Of Smell:</i> +6 versus Range for Smell Group	0
13	<i>Reach:</i> Stretching 3", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

2	Survival (Tropical Forests) 11-
5	Tracking 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 132

Total Cost: 251

75+ Disadvantages

10	Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)
15	Psychological Limitation: Gullible (Common, Strong)
10	Reputation: dimwitted 11-
5	Unluck: 1d6 (sometimes more)
131	Experience Points

Total Disadvantage Points: 251

GIANT VARIANTS

Cost General Powers

var *Great Size:* Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised* to make the giant even larger — Filipino giants can be of any size. In addition, increase the giant's *Sweeping Blow*, *Pointed Teeth*, and *Sharp Nails* powers accordingly.

Cost Buringcantada

20 *Long Tusks:* HKA 1d6+1 (2½d6 with STR)
Add Physical Limitation: One Eye (Infrequently, Greatly Impairing; 10 points)

Total cost: +20 points

Cost Gawigawen

var *Axe As Big As Half The Sky:* Add Area Of Effect (One Hex Accurate; +½) to the axe the giant carries
5 *Six Heads:* Extra Limbs (6 heads), Inherent (+¼); Limited Manipulation (-¼)
18 *Six Sets Of Eyes, Ears, And Noses:* +6 PER with all Sense Groups
10 *Six Pairs Of Eyes:* Increased Arc Of Perception (360 Degrees) for Sight Group

Total cost: +33 points

Ecology: The average Filipino giant lives in a great house near the dwellings of normal-sized humans. They hunt for meat (such as buffalo, deer, and pig) in the forest, although some have been known to prey on humans. Others have a more benevolent relationship with humans, and sometimes lend fire to someone who needs to cook dinner.

Personality/Motivation: Due to their great size, giants tend to be arrogant and belligerent, taking what they want by force. If lending out fire, for example, they may demand the best cuts of meat in return. Others have been known to follow the smell of cooking meat and simply chase off the people preparing the food and eat the meal themselves. Besides capturing men to eat, some of them kidnap beautiful women and keep them as a sort of trophy or treasure.

For all their great size and strength, Filipino giants are notably slow of wit and can be easily tricked and outwitted. A common tactic is for a hidden human to convince a giant he's really much bigger than the giant by such tricks as dropping a length of rope to represent one of his hairs, an axe head to represent one of his teeth, or a duck as one of his body lice, or representing the beating of a drum (or a gunshot) as the thumping of his chest. This usually scares the giant off, allowing the human to escape safely.

Filipino giants have equally giant-sized wives, some of whom are as rapacious as their husbands. Others, however, are far more kindly disposed to humans; they'll hide and protect a human from their husbands.

Powers/Tactics: Giants use appropriately giant-sized weapons in combat, such as axes, clubs, and spears (see *Fantasy Hero*, page 153, for rules for



gigantic weapons). Unarmed giants use their fists, claws, and sharp teeth instead. Filipino giants have an incredibly acute sense of smell that lets sniff out a human hidden in their house or discern the scent of cooking meat from a great distance.

Campaign Use: Giants are common foes in Filipino stories, with some being outwitted, while others are outfought (and die in great numbers under the swords of Filipino heroes). You can use them in equally diverse ways — just remember that the typical giant isn't very bright and can be convinced of nearly anything, not matter how absurd it sounds.

Appearance: The typical Filipino giant is a humanoid of great stature — most are at least 24 feet tall. Specific types of giants are described thus: a *bungisngis* is said to have an upper lip large enough to cover his entire face if it's thrown back; a *buringcantada* has one eye and huge tusks; a *gawigawen* has six heads; a *sumarang's* eyes are the size of large plates and his nose is as large as two human feet placed side by side. Other, unnamed, giants are described as having two heads (or more), being taller than houses, having sharply-pointed teeth and claw-like fingernails, and carrying spears made from tree trunks. Some giants wear normal clothing, others go around naked.

FILIPINO OGRE				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
7	INT	-3	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
11	PD	5		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	6		Phases 4, 8, 12
11	REC	0		
46	END	0		
47	STUN	0		
				Total Characteristics Cost: 93 (+19 with NCM)

Movement: Running: 8"/16"

Cost	Powers	END
15	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 30 STR	1
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Long Sharp Nails:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
4	<i>Long Legs:</i> Running +2" (8" total)	2
6	<i>Sharp Sense Of Smell:</i> +3 PER with Smell Group	0
10	<i>Sharp Sense Of Smell:</i> Discriminatory for Smell Group	0
9	<i>Sharp Sense Of Smell:</i> +6 versus Range for Smell Group	0
4	<i>Reach:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills	
3	Climbing 12-
2	PS: Blacksmith 11-
2	PS: Brewing 11-
2	PS: Farming 11-
3	Stealth 12-
2	Survival (Tropical Forests) 11-
5	Tracking 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 95
Total Cost: 188

75+	Disadvantages
5	Physical Limitation: Large (3m tall, -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Gullible (Common, Strong)
15	Psychological Limitation: Ravenous Appetite (Common, Strong)
78	Experience Points

Total Disadvantage Points: 188

OGRE VARIANTS

Cost Powers Common To All Filipino Ogres

- var *Great Size*: Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised* — Filipino ogres can be up to Huge in size. Increase the ogre's *Sweeping Blow*, *Bite*, and *Long Sharp Nails* powers accordingly.
- 40 *Dwells Within Trees*: Desolidification (affected by magic or any attack that affects the ogre's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)
- 10 *Golden Treasure*: Money: Wealthy

Cost Alan

- 13 *Wings*: Flight 10"; Restrainable (-½)

Total cost: +13 points

Cost Inlablabbuut

- 54 *Assume Human Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Reduced Endurance (0 END; +½) **plus** Shrinking (2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, takes +3" KB), Reduced Endurance (0 END; +½); Linked (-½) **plus** +4 COM; Linked (-½)

Total cost: +54 points

Cost Kurita

- 6 *Many Limbs*: Extra Limbs (roughly 6-8 arms), Inherent (+¼)

Total cost: +6 points

Cost Sir'Ing

- 69 *Assume Human Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Imitation, Reduced Endurance (0 END; +½) **plus** Shrinking (2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, takes +3" KB), Reduced Endurance (0 END; +½); Linked (-½) **plus** +4 COM; Linked (-½)

Total cost: +69 points

Ecology: Filipino ogres live far from humans in small villages in the middle of the forest, in the trees themselves, or in the mountains. There they grow rice, brew rice wine, and hunt various animals for their meat (and aren't averse to supplementing their diet with a little manflesh). Although most ogres are vicious predators, some have kindly wives who'll hide a human from her husband.

Personality/Motivation: For the most part, ogres behave just like their larger counterpart, the Filipino Giants (see page 85), but have even more ravenous appetites and can be far more brutal than any giant. However, they're no smarter than the giants and can be outwitted and tricked by a victim who keeps a level head.



Powers/Tactics: Most ogres are fairly fearless (at least, as long as they think they have the upper hand) and fight using clubs, spears, and axes, although they're quite capable of using just their sharp claws. Some try trickery — one ogre tried to get his foe drunk on rice beer before finishing him off.

Some ogres have magical powers, such as Inlablabbuut, who could assume the form of a handsome human, or the *sir'ing*, who can take the form of a loved one to trick its victims.

Campaign Use: Filipino ogres are large, dangerous, and brutal — the perfect foes for many Fantasy heroes. They come in many different varieties, allowing you to customize them as you see fit.

Appearance: Although Filipino ogres may vary in appearance, most are huge humanoids with ugly, coarse features. The *alan* is said to have a hide as tough as a water buffalo, long arms, fingers that point back from the wrist, wings on their backs, and toes at the back of their feet. The *kumao* looks like a very tall man, while the *kurita* is known for its multiple arms, and stories describe the *sir'ing* as an "ugly man [with] long nails and curly hair."

VISCERA SUCKERS OF OTHER LANDS

The character sheet for the Filipino viscera sucker can also be used to simulate the *arei ap* of Cambodia, the *krasy* of Laos and Thailand, or the *tanggal* (“to draw out”) of Indonesia. The only real difference is the *tanggal* doesn’t grow wings, but flies using its ears or lungs instead.

FILIPINO VISCERA SUCKER				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2 12d6
16	COM	3	12-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0	Total Characteristics Cost: 51	
Movement:		Running: 7"/14"		
Cost	Powers			END
10	<i>Divides The Body:</i> Duplication (creates one 146-point duplicate), Altered Duplicate (+1); OAF (vial of oil; -1), Feedback (-1), Extra Time (1 minute to apply oil; -¾), Oil Can Be Washed Off Via Water, Wine, Vinegar, And So On (-¼), Only At Night (-½), Original Character Is Incapacitated While Duplicate Exists (-1), Cannot Rejoin Halves If Ashes, Salt, Or Vinegar Is Placed On Divided Body (-¼)			0
32	<i>Cause Sickness And Death:</i> Drain BODY 3d6, Delayed Return Rate (points return at the rate of 5 per Month; +2), Line Of Sight (+½), Ranged (+½), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Gradual Effect (6 Days, ½d6/Day; -1¾), No Effect Versus Garlic (-¼), Only At Night (-½)			6
24	<i>Taking To The Air:</i> Flight 12"			2
2	<i>Swift Of Foot:</i> Running +1" (7" total)			1
11	<i>Healing Oil:</i> Simplified Healing 4d6; OAF Fragile (container of oil; -1¼), Gestures (must rub oil on wound; -¼), Effects Negated If Attacker Thrusts A Dagger Into The Ground Before The Oil Is Applied (-¼), 4 Charges (-1)			[4]
3	<i>No Longer Needs To Sleep:</i> Life Support (Diminished Sleep: no need to sleep)			0
Skills				
10	+2 HTH			
3	Climbing 12-			
2	Concealment 12-; Self Only (-½)			
2	AK: Local Area/Villages 11-			
3	Shadowing 12-			
5	Stealth 13-			
3	Tracking 12-			
1	WF: Knife			
10	10 more points' worth of Skills, chosen by the GM			
Total Powers & Skills Cost: 121				
Total Cost: 172				

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 20 Physical Limitation: repulsed by the presence of ashes, garlic, salt, and vinegar (Frequently, Fully Impairing)
- 15 Physical Limitation: cannot enter a church, or other holy ground (Infrequently, Fully Impairing)
- 15 Psychological Limitation: Utterly Afraid Of Stingray Tails (Uncommon, Total)
- 15 Psychological Limitation: Enjoys The Taste Of Human Flesh, Especially The Liver (Common, Strong)
- 20 Social Limitation: Secret Identity (as a viscera sucker) (Frequently, Severe)
- 10 Vulnerability: 2 x BODY from *bubo* (a form of bamboo) spear attacks (Uncommon)
- 2 Experience Points

Total Disadvantage Points: 172

VISCERA SUCKER VARIANTS

Cost Manananggal

- 29 *Assume Different Forms*: Multiform (assume 164-point crocodile form, 106-point dog form, or a 96-point cat form); Costs Endurance (to change form; -½)

Total cost: +29 points (plus see below)

Cost Mangalok

- 60 *Turn Invisible*: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)
- 3 *Corpse Substitution*: Cosmetic Transform 3d6 (banana tree trunk into image of corpse); Extra Time (5 Minutes; -2), No Range (-½), Limited Target (banana tree trunk; -1)

Total cost: +63 points

Ecology: Viscera suckers are cannibalistic predators of the night. They may be either male or female, although the most common form of viscera sucker is an attractive young woman. During the day the viscera sucker looks and acts like any other normal person, but at night he divides his body at the waist and hides the lower half. The upper part sprouts wings and flies off in search of prey. Viscera suckers prefer to hunt newborns and young children, carrying them off to devour their hearts and livers. However, they attack and kill anyone traveling or sleeping alone — they either eat the victim’s entrails on the spot or drag the body into the treetops to feed. Viscera suckers may also eat unborn children, phlegm, and sputum, often lurking under the houses of the ill to get at these substances.

A person usually becomes a viscera sucker by eating (either knowingly or not) human meat (usually the liver) or food another viscera sucker has spat into. A viscera sucker can be cured of its condition. One method is to spin the person around until he vomits up a small chick from his stomach (See the Aswang on page 68 for more on this.).

People can protect themselves from the attacks of a viscera sucker in several ways. Since they abjectly fear the tail of the stingray, whipping the

air and ground with one makes a viscera sucker flee the area quickly. A stingray tail hung from the ceiling ward a viscera sucker away from an expectant mother, while placing a *pomel* fruit on the roof will keep the *wakwak* away. Applications of salt, spices, and vinegar will keep viscera suckers away as well.

This character sheet simulates a variety of viscera-sucking monsters, all with fairly similar attributes. They include the *abat*, *awok*, *boroka*, *iqui*, *mansalauan*, *silagan*, *wakwak*, and *ustuang*. One, the *manananggal*, deserves special mention. By day a beautiful woman (or a wild-eyed, long-haired woman), at night it divides its body in half like other viscera suckers. To kill it, one must find its lower half (which it hides while on the prowl for victims) and smear it with *bawang* (crushed garlic) — this prevents the two parts from rejoining, so the *manananggal* dies at daybreak. (According to some sources, a *manananggal* can be cured by binding its hands and feet together. The *manananggal* is then dipped into a large tub of perfectly clean and clear water. At this point, a swarm of beetles, lizards, and worms issues from the *manananggal*'s mouth and nose. The *manananggal* is cured once these creatures stop spilling out of its body.) See also the *Aswang* on page 68 for a similar creature.

Personality/Motivation: Viscera suckers are driven by their desire to feed. Although they'll attack anyone, they prefer the taste of children (especially their livers), and will usually attack a child if given the choice. Some viscera suckers are said to drool at the sight of a pregnant woman.

Powers/Tactics: All viscera suckers can divide their bodies in two, leaving the lower half (consisting of the lower trunk and legs) behind, while the upper half sprouts wings (or the arms turn into wings, or its hair stiffens into wings) so it can fly off into the night in search of prey. But if ashes, salt, or vinegar are placed on the lower half of the body (or the lower half is hidden), the upper half cannot rejoin the lower half and the monster dies at sunrise. The division of the body usually requires a magical oil made from chicken dung dissolved in coconut oil and then blended with human flesh and blood. The monster keeps its oil in a hollow bamboo tube or a clay jar.

The viscera sucker devours entrails via a long tongue it sticks down into a home. It uses its tongue to suck out the victim's liver and heart (in game terms, the viscera sucker usually makes a Called Shot against the target's Vitals). The *manananggal* instead sucks out the fetuses from the wombs of pregnant women, in the process usually killing the mother as well.

Aside from sucking entrails, the viscera sucker can use spells to cause a victim to fall ill and die (although this power has no effect on anyone holding garlic). The *mangalok* can become completely invisible and is known to ride on coffins being taken to the cemetery for burial, laughing all the way. It also steals corpses, replacing the body with a banana stalk. The *manananggal* can change its shape into several animal forms (such as a cat, crocodile, or a dog;

the point values listed assumes the animal form has the *manananggal*'s 13 INT and 15 EGO). It can also throttle victims with its long tongue.

Campaign Use: You can use the viscera sucker to set up a sort of "murder mystery" adventure in which a group of PCs must determine who's attacking and horribly killing the inhabitants of a village or town. Since the viscera sucker is basically a normal human, you should feel free to alter its basic character sheet — the human side of it could be much more competent, a powerful spellcaster or warrior, or the like.

Appearance: A viscera sucker looks like any normal human. His divided body looks like the upper torso of a human, usually with large wings sprouting from the back. Female viscera suckers usually have long hair (which they use to help them fly) and are quite beautiful, if a bit tired looking (from their nighttime hunts). The *abat* and *awok* have bulging red eyes, disheveled hair, and clawed fingers that are long and bony. The *boroka* is said to have the head of a woman and the wings of a bird, while the *mansalauan* is described as bird the size of a very large bat. It has eyes like carbuncles, a head like a lizard, large wings, and a long, sharp tongue. The *manananggal* is said to have long, sharp fingernails, and a tongue that is long, black, and "pliant as silk."



VISCERA SUCKER UPPER BODY

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
6	BODY	-8	10-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
6	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 39

Movement: Flight: 12"/24"
Running: 1"/2"
Swimming: 0"/0"

Cost	Powers	END
8	<i>Long Nails:</i> ½d6 HKA (1d6+1 with STR); Reduced Penetration (-¼)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
20	<i>Hollow Tongue:</i> HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½) plus Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
33	<i>Viscera Sucking:</i> RKA 1d6, NND (defense is not having internal organs, being "alive," or having skin/equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Hollow Tongue Must Do BODY First (-½)	0
16	<i>Wings:</i> Flight 12"; Restrainable (-½)	2
-10	<i>Virtually Helpless On The Ground:</i> Running -5"	
-2	<i>Only Flies:</i> Swimming -2"	

Skills

10	+2 HTH
3	Climbing 12-
2	Concealment 12-; Self Only (-½)
3	Shadowing 12-
5	Stealth 13-
3	Tracking 12-
1	WF: Knife
10	10 more points' worth of Skills, chosen by the GM

Total Powers & Skills Cost: 107
Total Cost: 146

75+ Disadvantages

5	Physical Limitation: Small (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
20	Physical Limitation: repulsed by the presence of ashes, garlic, salt, and vinegar (Frequently, Fully Impairing)
15	Psychological Limitation: Utterly Afraid Of Stingray Tails (Uncommon, Total)
15	Psychological Limitation: Enjoys The Taste Of Human Flesh, Especially The Liver (Common, Strong)
11	Experience Points

Total Disadvantage Points: 146

VARIANTS

Cost Manananggal

14	<i>Tongue Pliant As Silk:</i> Energy Blast 4d6, Continuous (+1); No Range (-½), Must Be Aimed At The Neck Location Or Has No Effect (-¾), Only Usable With Extra Limb (-½)
Total cost: +14 points (total cost 158 points, increasing base Viscera Sucker's Duplication to 11 points, and thus its overall cost to 173 points)	

GARUDA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
11	PD	3		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	5		Phases 4, 8, 12
13	REC	0		
46	END	0		
52	STUN	0		Total Characteristics Cost: 110 (+37 with NCM)

Movement: Running: 14"/28"
Leaping: 3"/6"
Swimming: 5"/10"

Cost	Powers	END
20	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 40 STR	2
15	<i>Teeth Like Daggers:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Fingernails Like A Wild Beast's:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
16	<i>Long Legs:</i> Running +8" (14" total)	2
3	<i>Lives Under The Sea:</i> Swimming +3" (5" total)	1
6	<i>Sharp Sense Of Smell:</i> +3 PER with Smell Group	0
10	<i>Sharp Sense Of Smell:</i> Discriminatory for Smell Group	0
9	<i>Sharp Sense Of Smell:</i> +6 versus Range for Smell Group	0
81	<i>Assume Bird Form:</i> Multiform (change shape into 380-point giant eagle form), Instant Change	0
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
31	<i>Life Index:</i> Healing BODY 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Resurrection (can be stopped by breaking the container holding the garuda's life force), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (3 BODY/Turn; -1¼), Power Stops Working If Container Is Opened Or Broken (-1) plus Life Support (Longevity: Immortality); Power Stops Working If Container Is Opened Or Broken (-1)	0

Perks

- 25 *Magnificent Mansion(s):* Base of 125 points (or more)
10 *Gold And Silver Furniture:* Money: Wealthy

Skills

- 10 +2 HTH
3 Climbing 12-
3 High Society 13-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 175

Total Cost: 385

75+ Disadvantages

- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5 Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)
15 Psychological Limitation: Susceptible To Flattery (Common, Strong)
280 Experience Points

Total Disadvantage Points: 385



GARUDA EAGLE FORM

Val	Char	Cost	Roll	Notes
33	STR	23	16-	Lift 2,400 kg; 6½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	3		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	2		Phases 4, 8, 12
12	REC	0		
46	END	0		
47	STUN	0		Total Characteristics Cost: 105 (+21 with NCM)

Movement: Running: 10"/20"
Leaping: 3"/6"
Flight: 20"/40"
Swimming: 0"

Cost	Powers	END
24	<i>Talons Can Carry Six Men:</i> Area Of Effect (One Hex; +½) for 33 STR; Reduced Endurance (0 END; +½)	0
15	<i>Beak:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Talons:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
47	<i>Sweep Of Wings Pulls Down Houses:</i> Telekinesis (40 STR), Explosive (+½), Personal Immunity (+¼); Gestures (must flap wings throughout; -½), No Range (-½), Only To Blow Down/Over Objects (-¼)	10
2	<i>Thick Feathers:</i> Damage Resistance (2 PD/2 ED)	0
27	<i>Wings:</i> Flight 20"; Restrained (-½)	4
36	<i>Diving:</i> Flight +30"; Reduced Endurance (0 END; +½); Restrained (-½), Only To Dive At Prey For Move Bys (-1)	0
8	<i>Long Legs:</i> Running +4" (10" total)	1
-2	<i>Cannot Swim:</i> Swimming -2"	
6	<i>Sharp Eyed:</i> +3 PER with Sight Group	0
15	<i>Sharp Eyed:</i> +10 versus Range for Sight Group	0
9	<i>Reach:</i> Stretching 2"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
31	<i>Life Index:</i> Healing BODY 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Resurrection (can be stopped by breaking the container holding the garuda's life force), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (3 BODY/Turn; -1¼), Power Stops Working If Container Is Opened Or Broken (-1) plus Life Support (Longevity: Immortality); Power Stops Working If Container Is Opened Or Broken (-1)	0

Perks

- 25 *Magnificent Mansion(s):* Base of 125 points (or more)
10 *Gold And Silver Furniture:* Money: Wealthy

Skills

- 10 +2 HTH

Total Powers & Skills Cost: 275

Total Cost: 380

75+ Disadvantages

- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5 Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15 Psychological Limitation: Susceptible To Flattery (Common, Strong)
260 Experience Points

Total Disadvantage Points: 380

Ecology: The garuda are a race of highly magical giants with the ability to assume the shape of a massive eagle. They normally live in great mansions and richly-appointed palaces far from mankind. One story tells of a garuda who dwells on a bare mountaintop surrounded by impenetrable forest, while another lived in "the region under the sea." They prey on men and animals equally, and their homes are often surrounded by the bones of their victims.

Personality/Motivation: Varies from individual to individual. For the most part, the garuda are rapacious predators; sometimes they kidnap beautiful princesses just to have them. On the other hand, they're quite well-mannered, and usually welcome a visitor to their home (before killing him, of course). Garudas are highly susceptible to flattery, and can often be talked into revealing sensitive information (such as the location of their Life Index) with smooth words.

Powers/Tactics: A garuda attacks in the form best suited to his environment. If on land or in his homes, he retains humanoid form; outside he prefers to stay in eagle form and attack from the air. In addition to diving on prey, a garuda can beat his wings and creating a windstorm powerful enough to uproot trees and topple houses.

Campaign Use: The original Garuda is a half-man half-eagle minor deity from Indian mythology who serves as the mount of the god Vishnu. The Filipino garuda is no longer a singular being, but instead one of a number of dangerous ogres and giants. Garudas' predilection for kidnapping princesses can lead to all sorts of quests for heroes... and perhaps a whirlwind royal romance after they rescue the king's daughter.

Appearance: In human form a garuda is much larger than any man, with sharp fingernails and a mouthful of dagger-sharp teeth. In bird form he looks like a giant eagle.

IKUGAN

Val	Char	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7 ½d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
8	COM	-1	11-	
12	PD	4		Total: 12 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
4	SPD	12		Phases 3, 6, 9, 12
13	REC	0		
50	END	0		
54	STUN	0		Total Characteristics Cost: 137 (+47 with NCM)

Movement: Running: 14"/28"
Leaping: 8"/16"

Cost	Powers	END
19	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 38 STR	2
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
2	<i>Thick And Hairy Hide:</i> Damage Resistance (2 PD/2 ED)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
16	<i>Long Legs:</i> Running +8" (14" total)	2
5	<i>Elongated Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
3	<i>Elongated Tail:</i> Stretching +1", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tail; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
Skills		
10	+2 HTH	
3	Breakfall 13-	
3	Climbing 13-	
2	Concealment 11-; Self Only (-½)	
3	+4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
8	Defense Maneuver III	
7	Stealth 15-	
1	+1 to Stealth; Only In Home Environment (-1)	
2	Survival (Tropical Forests) 11-	
3	Tracking 11-	
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 123

Total Cost: 258

75+ Disadvantages

- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Fierce And Warlike (Common, Strong)
- 158 Experience Points

Total Disadvantage Points: 258

Ecology: The ikugan are the "men with tails" ("ikug" means "tail") who dwell in the forests of the Philippines. They live in small groups and are considered fierce and implacable warriors.

Personality/Motivation: Normal sentient humanoid motivations. The ikugan are a race of warriors known for their skill in battle. They're also cunning — far smarter than the average Filipino giant.

Powers/Tactics: An ikugan can attack a foe standing in front of him while using his tail to strike a foe coming up from behind (a form of Sweep). Since they're excellent climbers, they prefer to hide in the branches of trees, hang down by their tails, and attack unsuspecting foes who wander by below.

Campaign Use: If your PCs have become used to the typical dimwitted and gullible Filipino giant, try introducing a few ikugan. Although they're not as strong as the typical giant, they're faster, smarter, and far more agile, making them more than a match for a typical group of Heroic player characters.

Appearance: The ikugan are "colossal creatures whose skin [is] covered with long, soft hair." They have large hands and feet and long prehensile tails.



MAMELEU				
Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
18	DEX	24	13-	OCV: 6/DCV: 6
35	CON	50	16-	
28	BODY	36	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
14	PD	0		Total: 26 PD (12 rPD)
14	ED	7		Total: 26 ED (12 rED)
4	SPD	12		Phases 3, 6, 9, 12
21	REC	0		
70	END	0		
81	STUN	0		Total Characteristics Cost: 201 (+152 with NCM)
Movement: Running: 21"/42" Leaping: 0" Swimming: 18"/32"				
Cost	Powers	END		
25	<i>Horns:</i> HKA 1½d6 (3d6+1 with STR)	2		
30	<i>Long Teeth:</i> HKA 2d6 (4d6 with STR)	3		
33	<i>Long Tusks:</i> HKA 2d6 (4d6 with STR) plus Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½)	0		
4	<i>Sonorous Bellow:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must bellow; -¼)	0		

36	<i>Resistant Scales:</i> Armor (12 PD/12 ED)	0
28	<i>Heavy:</i> Knockback Resistance -14"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environ- ments: High Pressure, Intense Cold)	0
30	<i>Long Body:</i> Running +15" (21" total)	3
16	<i>Long Body:</i> Swimming +16"	2
5	<i>Can See Underwater:</i> Ultraviolet Perception (Sight Group)	0

Skills		
10	+2 HTH	
3	Concealment 12-; Self Only (-½)	
3	Stealth 13-	

Total Powers & Skills Cost: 231
Total Cost: 432

75+ Disadvantages		
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)	
15	Physical Limitation: Gargantuan (23" long, -10 DCV, +10 to PER Rolls) (Frequently, Greatly Impairing)	
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)	
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)	
307	Experience Points	

Total Disadvantage Points: 432

Ecology: The mameleu, a species of gigantic snake, lives on the ocean bottom. They often dwell in desolate and secluded areas where ships have sunk in the past. They eat almost anything; green spittle often drips from their jaws when they're hungry.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: As with any snake, the mameleu usually strikes from ambush. Since it dwells on the ocean's bottom, it often attacks from below. Because it has a head the size of a water buffalo's, it's large enough to swallow a good-sized fish whole; it goes larger prey with one of its tusks, and uses its horns to tear open boats.

Campaign Use: As with other draconic Filipino monsters (such as the baconaua), you can treat the mameleu as either a singular creature or as distinct species of giant snake. You may also want to give it some of the optional giant snake powers found on page 117 of *The HERO System Bestiary*.

Appearance: The mameleu is an immense serpent. Its thickly scaled body is as big around as a water buffalo's and is thirty fathoms long. The mameleu's head has two white horns, long tusks, and a mouth with many sharp teeth. Its eyes look like a pair of lit torches; stories liken them to "two jets of fire."



MARCUPU

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	5		Total: 12 PD (6 rPD)
8	ED	3		Total: 8 ED (6 rED)
4	SPD	16		Phases 3, 6, 9, 12
12	REC	0		
50	END	0		
51	STUN	0		Total Characteristics Cost: 113 (+44 with NCM)

Movement: Running: 15"/30"
Leaping: 0"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
25	<i>Tusks Sharp As A Punch:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½) plus Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½)	0
162	<i>Breathes Out Poison:</i> RKA 6d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Area Of Effect (50" Cone; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Sticky (+½), Uncontrolled (lasts until removed by wind, fire, or rain, as described in the text; +½); No Knockback (-¼), No Range (-½), 1 Charge (-2)	[1]
16	<i>Long Tongue:</i> Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼)	0
10	<i>Thorn-Like Hairs:</i> HKA 1 point, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); No STR Bonus (-½), Only Affects Targets Grabbed With Extra Limb (-½)	0
6	<i>Thick Scales:</i> Damage Resistance (6 PD/6 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Slithering:</i> Running +9" (15" total)	2

Skills

10	+2 HTH
3	Climbing 12-
3	Concealment 12-; Self Only (-½)
3	PS: Singing 12-
3	Stealth 12-

Total Powers & Skills Cost: 292

Total Cost: 405

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 285 Experience Points

Total Disadvantage Points: 405

Ecology: A huge snake, the marcupo (or macupo) lives on the highest mountains of the province of Bulgas. It's a solitary creature, known to sing loudly on days when the skies are clear and the weather calm.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The marcupo doesn't bother to hunt, but instead simply breathes out a large cloud of virulent poison. This poison is so lethal it not only kills the plants it touches, but also any birds that land on the plants and any animals that walk in the shadow of the plants. Rain and high winds disperse the cloud, rain (or other large amounts of water) washes the poison away, and people can use fire to purify the infected land.

Campaign Use: The marcupo's lethal breath is reminiscent of the breath of the European basilisk, and like the basilisk it can easily kill an entire party of PCs, so use the marcupo with great care in your campaign.

Appearance: The marcupo is an enormous serpent with a flamboyant red crest, a long tongue lined with thorn-like hairs, sharp tusks, and a forked tail.



MINOKAWA				
Val	Char	Cost	Roll	Notes
90	STR	80	27-	Lift 6.4 kton; 18d6 [9]
18	DEX	24	13-	OCV: 6/DCV: 6
35	CON	50	16-	
50	BODY	80	19-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
45	PRE	35	18-	PRE Attack: 9d6
8	COM	-1	11-	
18	PD	0		Total: 34 PD (16 rPD)
18	ED	11		Total: 34 ED (16 rED)
4	SPD	12		Phases 3, 6, 9, 12
25	REC	0		
70	END	0		
115	STUN	2		Total Characteristics Cost: 281 (+217 with NCM)
Movement: Running: 20"/40" Flying: 30"/60" Leaping: 9"/18" Swimming: 0"				
Cost	Powers	END		
135	<i>As Large As Two Islands:</i> Area Of Effect (9" Radius; +1) for 90 STR, Reduced Endurance (0 END; +½)	0		
67	<i>Steel Beak:</i> HKA 3d6 (6d6 with STR), Armor Piercing (+½)	7		
72	<i>Steel Talons:</i> HKA 4d6 (8d6 with STR), Armor Piercing (+½); Reduced Penetration (-¼)	9		

40	<i>Feathers Like Swords:</i> HKA 1d6+1, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
48	<i>Feathers Like Swords:</i> Armor (16 PD/16 ED)	0
40	<i>Heavy:</i> Knockback Resistance -20"	0
50	<i>Wings:</i> Flight 30", Reduced Endurance (½ END; +¼); Restrainable (-½)	3
28	<i>Long Legs:</i> Running +14" (20" total)	3
86	<i>Reach:</i> Stretching 20", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
6	<i>Sharp Eyed:</i> +3 PER with Sight Group	0
15	<i>Sharp Eyed:</i> +10 versus Range for Sight Group	0
15	<i>Opens Its Mouth To Hear Better:</i> +10 versus Range for Hearing Group	

Skills	
10	+2 HTH
Total Powers & Skills Cost: 612	
Total Cost: 893	
75+ Disadvantages	
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Limitation: Colossal (64" long, -12 DCV, +12 to PER Rolls) (All The Time,



- Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Psychological Limitation: Fears Loud And Unexpected Noises (Uncommon, Strong)
- 753 Experience Points

Total Disadvantage Points: 893

Ecology: The minokawa is a huge bird who lives “outside the sky” far to the east. There it lies in wait for the moon and tries to seize it as soon as it emerges on its nightly travel across the sky. Natives fear the minokawa will not only succeed in eating the moon, but will devour the sun as well and then descend to the earth to consume all the people of the world.

Personality/Motivation: Normal animal motivations, although the minokawa is noted for having a voracious appetite. Loud, jarring noises startle the minokawa, making it drop its prey. This is why Filipinos scream and beat brass gongs when the minokawa is thought to be near.

Powers/Tactics: When hunting the moon, the minokawa lies in wait and tries to ambush it as it emerges from under the earth. When hunting other prey the minokawa dives down out of the sky and either snatches the target up in its giant claws or strikes it dead with a blow or two of its beak. Then it eats the remains at its leisure.

Campaign Use: Because of its sheer size and powerful attacks, you should only use the minokawa as an opponent for a similarly high-powered group of PCs. In an Epic or High Fantasy setting, the moon could be a distinct individual the PCs must protect from the attack of the minokawa or rescue from the minokawa’s lair.

Appearance: The minokawa is a bird of almost inconceivable size, with some tales saying it’s as large as two whole islands. It has a beak and talons of steel, eyes like mirrors, and is feathered with sharp swords.

PUGOT				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
23	BODY	26	14-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
30	PRE	20	15-	PRE Attack: 6d6
2	COM	-4	9-	
12	PD	5		Total: 12 PD (4 rPD)
12	ED	7		Total: 12 ED (4 rED)
3	SPD	5		Phases 4, 8, 12
12	REC	0		
46	END	0		
53	STUN	0		
				Total Characteristics Cost: 134
(+45 with NCM)				

Movement: Running: 10”/20”

Cost	Powers	END
17	<i>Sweeping Blow:</i> Area Of Effect (One Hex; +½) for up to 35 STR	2
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
90	<i>Changes Size Freely:</i> Multipower, 90-point reserve	
9u	1) <i>Tall As An Acacia Tree:</i> Growth (up to 15” tall and 400,000 kg in weight, as well as +60 STR, +12 BODY, +12 STUN, -12” KB, -8 DCV, +8 PER Rolls to perceive character, and +8” reach), Reduced Endurance (0 END; +½)	0
4u	2) <i>Size Of A Newborn Babe:</i> Shrinking (.45 m tall [about 18”], 1.5 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +9” KB), Reduced Endurance (0 END; +½)	0
45	<i>Changes Shape Freely:</i> Shape Shift (Sight, Hearing, and Touch Groups; any shape), Costs Endurance Only To Change Shape (+¼)	3
400	<i>Changes Shape Freely:</i> Variable Power Pool, 200 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼)	var
4	<i>Supernaturally Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3”	0
50	<i>Demonic Nature:</i> Life Support: Total (including Longevity: Immortality)	0
8	<i>Long Legs:</i> +4” Running (10” total)	2
5	<i>Nocturnal:</i> Nightvision	0
4	<i>Reach:</i> Stretching 1”, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
40	<i>Dwells Within Trees:</i> Desolidification (affected by magic or any attack that affects the pugot’s tree while he’s in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)	0

- 30
- Vanish At Will: Invisibility to Sight Group, No Fringe
- 3
- Skills**
- 10
- +2 HTH
- 3
- Climbing 12-
- 2
- Concealment; Self Only (-½) 12-
- 3
- Sleight Of Hand 12-
- 3
- Stealth 12-

Total Powers & Skills Cost: 748
Total Cost: 882

- 75+ Disadvantages**
- 5
- Physical Limitation: Large (3m tall, -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15
- Physical Limitation: must return to and merge with tree at daybreak (Frequently, Greatly Impairing)
- 15
- Psychological Limitation: Malevolent Trickster (Common, Strong)
- 772
- Experience Points
- Total Disadvantage Points: 882



PUGOT VARIANTS

- Cost Powers Common To All Demons**
- var
- Great Size: Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised*. Demons can be up to Huge in size.
- Cost Agta**
- 15
- Can Knock Down Large Trees: +15 STR
- Total cost: +15 points
- Cost Batibat**
- 16
- Paralyzing Fear: Mind Control 12d6, Telepathic (+¼); No Range (-½), Set Effect (stay with me; -1), Mind Control Effects Are Automatically Dispelled If The Victim Moves (-¼), 1 Charge (-2)
- 17
- Suffocation: Energy Blast 2d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Only Affects Victims Under Mind Control (-½)
- 12
- Huge Bulk: Knockback Resistance -6" (9" total)
- Total cost: +45 points
- Cost Kapre**
- Replace Slot 2 of the Multipower with:
- 6u
- 2) Size Of A Mannikin: Shrinking (.125 m tall [about 6"], .25 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB), Reduced Endurance (0 END; +½)
- Total cost: +2 points
- Cost Mantabungal**
- 20
- Tusk-Like Incisors: HKA 1d6+1 (2½d6 with STR)
- Total cost: +20 points
- Cost Pugot**
- 20
- Boar's Tusks: HKA 1d6+1 (2½d6 with STR)
- Total cost: +20 points
- Ecology: The pugot is just one of several Filipino demons who are all closely related in appearance and habits, such as the *agta*, *batibat*, *bawo*, *binangunan*, *kapre*, *mantabungal*, and *ungo*. They're all night-dwelling creatures, who tend to reside in tall trees — such as the balete (*ficus indica*, a.k.a. the bayan or Indian fig tree), as well as the bangar, duhat (*eugenia cumini*), santol, and tamarind trees. Some demons have more restricted dwelling places (for example, they live in thick clumps of bamboo, dark places, or deserted houses).
- The pugot and similar demons only seem to come out at night. They lurk by trails and paths, frightening travelers into insanity with their appearance. Others prefer to sit beneath the tree they call home and smoke large cigars (some as thick as a banana tree trunk!) or large pipes.

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Personality/Motivation: Varies from individual to individual. For the most part, the pugot and its relatives spend their time wandering about after night-fall frightening people.

Powers/Tactics: Virtually all Filipino demons can change size and shape freely. Many do so while a person watches, becoming larger and smaller almost at random. Often, the demon assumes an animal form beforehand (usually appearing as a dog or boar). Filipino demons can become invisible at will, and disappear back to their tree homes at sunrise.

Although most demons are content to frighten and scare, the batibat enters into a victim's room and sits on his chest in an effort to suffocate the victim. The only hope for escape from the batibat's attack is for the victim to bite his thumb, which instantly drives the batibat off. In addition, the bawo and ungo often steal clothing and firewood, especially if they feel offended.

Campaign Use: Aside from its role as night terrors, you can turn any of the Filipino demons into servants of evil wizards or other villains. By adding or removing abilities you can easily customize the pugot and its kin so suit any particular need.

Appearance: A pugot normally looks like a tall, black-skinned man. It might wear a loincloth or nothing at all. Some descriptions give the pugot a body the size of a water buffalo and the head of a boar with enormous tusks. The agta, bawo, kapre, and ungo all look similar, and are usually said to stand twice as tall as a tall man (*i.e.*, about 10-12 feet in height). They're often found smoking large pipes or huge cigars of pungent tobacco. The batibat is said to be huge in size, with a great, immovable bulk of a body. The mantabungal has a cow-like body, a shaggy coat, and huge tusk-like incisors capable of snapping a man in two. Any of the demons may appear headless, with the neck stump bubbling blood or spewing fire and smoke.

SEGBEN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (3 rPD)
3	ED	0		Total: 3 ED (3 rED)
3	SPD	4		Phases 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 23

Movement: Running: 12"/24"
Leaping: 5"/10"

Cost	Powers	END
78	<i>Hastens The Death Of The Sick:</i> Aid Disease 2d6, Can Add A Maximum Of 24 Points, all Disease powers/ Characteristics simultaneously (+2)	0
3	<i>Unnatural Vitality:</i> Damage Resistance (3 PD/3 ED)	0
47	<i>Unnatural Vitality:</i> Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0
12	<i>Incredible Speed:</i> Running +6" (12" total)	1
3	<i>Leaper:</i> Leaping +3" (5" forward, 3" upward)	1
6	<i>Can Smell Death:</i> +3 PER with Smell Group	0
18	<i>Can Smell Death:</i> +12 versus Range for Smell Group	0
5	<i>Can See In The Dark:</i> Nightvision	0
48	<i>Invisible During The Day:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½); Only During The Day (-¼)	0
5	<i>Vanish With Incredible Speed:</i> +1 SPD; Only To Flee An Area (-1)	0

Skills

2	Concealment 11-; Self Only (-½)
3	Stealth 12-

Total Powers & Skills Cost: 230

Total Cost: 253

75+ Disadvantages

15	Distinctive Features: Foul And Unpleasant Smell (Not Concealable)
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
20	Physical Limitation: repulsed by the presence of <i>blumea balsamefera</i> (Frequently, Fully Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
113	Experience Points

Total Disadvantage Points: 253



Ecology: This forest dwelling creature is a form of ghou. Like other ghouls it can sniff out the dying and lays in wait under the house for upwards of nine days, hastening the death of the ill. When not eating the dead, it's thought to drink blood and feed on piglets, infants, and the flowers of the squash plant.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: Normally a segben hides under an ill person's house for nine days, speeding up the course of a disease. However, some segben can kill a person simply by biting them or their shadow. Biting segben prefer to attack from surprise, ambushing their foes and biting them before they can escape. If its prey fights back, the segben flees as fast as it can.

Campaign Use: The segben is a curious form of ghoul. According to some tales it's more of a supernatural servant and/or pet of a sorcerer than a form of undead. You could use it either

OPTIONS

Cost Powers

- 80 *Shadow Bite:* Drain BODY 6d6, Indirect (attack can use any portion of target's shadow; +½), Limited Range (length of a person's shadow; +¼), Reduced Endurance (½ END; +¼); Must Target Victim's Shadow (-½)
- 7 *Bite:* HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½)
- 33 *Blood Drain:* RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)
- 20 *Can Fly:* Flight 10"

way; adding the Shadow Bite power makes the segben an excellent magical "assassin" a wizard could send out to do his bidding.

It's possible the creature behind the stories of the segben isn't a supernatural being at all, but instead a form of now-extinct kangaroo.

Appearance: Segben look like hornless goats and are white in color. They have extremely large ears (which they can clap like a pair of hands), glowing eyes, and an utterly foul stench. Some stories describe the segben as having front legs shorter than the back ones, giving it the appearance of standing upside down (a sure sign of the supernatural).

TIANAK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	7		Phases 4, 8, 12
5	REC	0		
26	END	0		
20	STUN	0		Total Characteristics Cost: 30

Movement: Running: 1"/2"
Leaping: 6"/12"

Cost Powers **END**

4	<i>Sharp Nails:</i> HKA 1 point (½d6 with STR); Reduced Penetration (-¼)	1
25	<i>Misdirection:</i> Sight Group and Bump Of Direction Images, -4 to PER Rolls, Increased Size (4" radius; +½), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)	5
50	<i>Spirit Of A Deceased Child:</i> Life Support: Total (including Longevity: Immortality)	0
-2	<i>Right Leg Shorter Than The Left:</i> Running -5"	
4	<i>Moves Around By Leaps:</i> Leaping +4" (6" forward, 3" upward)	1
30	<i>Vanishes At Will:</i> Invisibility to Sight Group, No Fringe	3
43	<i>Assume The Form Of A Newborn Babe:</i> Shape Shift (Sight and Touch Groups; single form), Reduced Endurance (0 END; +½) plus Shrinking (decreases normal two foot height to .45 m tall [about 18"], 1.5 kg mass, -4 to PER Rolls to perceive character, +4 DCV, takes +6" KB), Reduced Endurance (0 END; +½); Linked (-¼)	0

Skills

10	<i>Small Size:</i> +2 DCV
5	<i>Concealment</i> 14-; Self Only (-½)
7	<i>Mimicry</i> 14-
3	<i>Shadowing</i> 12-
7	<i>Stealth</i> 14-
3	<i>Tracking</i> 12-

Total Powers & Skills Cost: 189

Total Cost: 219

75+ Disadvantages

5	<i>Physical Limitation:</i> Small (2' tall, +3" KB; Infrequently, Slightly Impairing)
20	<i>Psychological Limitation:</i> Malicious And/Or Mischievous (Very Common, Strong)
15	<i>Reputation:</i> dangerous forest spirits, 11- (Extreme)
104	<i>Experience Points</i>

Total Disadvantage Points: 219

Ecology: The tianak are said to be the spirits of children whose mothers died pregnant. They hide in the woods and cry with the voices of babies, waiting for someone to find them and pick them up. Once found the tianak assumes his true form (that of an little old man with wrinkled skin) and scratches his "rescuer" with his sharp fingernails.

The tianak is also known as the *muntianak* (from the root "munti" meaning "little" and "anak" meaning child) or *patianak*.

Personality/Motivation: The tianak are malign beings who play dangerous pranks. Besides the common trick described above, sometimes a group of tianaks hide in the forest and misdirect any traveler they see to his doom, sending him deeper and deeper in the woods.

Powers/Tactics: A tianak prefers to remain hidden, using his powers of misdirection to confuse human travelers and his shapechanging powers to lure victims close to him. About the only way for a person lost in the forest to escape from a tianak is to take off his clothing and put it back on inside-out. Hopefully this will so amuse the tianak he'll burst out laughing and scamper into the depths of the forest. If this doesn't work, the friends and relatives of the lost person need to go find him, making as much noise and racket as possible while they search in the hope of scaring off the tianak.

Campaign Use: Tianaks can be dangerous foes due to their ability to misdirect people. On the other hand, you could use this same power to redirect a group of PCs into a scenario they might have otherwise missed.

Appearance: A tianak initially looks like an infant due to its shapechanging powers, but its regular form is that of a wrinkled old man, complete with long beard and mustache. Some tianaks are said to look like small humanoids with long ears, long legs like a grasshopper, and goat-like hooves.



TIKBALANG

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 7/DCV: 7
20	CON	20	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
9	PD	3		Total: 9 PD (3 rPD)
8	ED	4		Total: 8 ED (3 rED)
3	SPD	5		Phases 4, 8, 12
10	REC	0		
40	END	0		
40	STUN	1		Total Characteristics Cost: 93 (+17 with NCM)

Movement: Running: 13"/26"

Cost	Powers	END
-------------	---------------	------------

105	<i>Misfortunes:</i> Multipower, 105-point reserve	
7u	1) <i>Bewilderment:</i> Drain INT 3d6, Ranged (+½), Line Of Sight (+½), Fully Invisible (+1); All Drained Points Return Instantly If Target Stabs A Tree With A Knife (-¼)	9
5u	2) <i>Blindness:</i> Major Transform 7d6 (standard effect: 21 BODY) (human to blind human; heals back normally); Limited Target (humans; -½), All Or Nothing (-½)	10
33	<i>Causes Fevers:</i> Drain CON and END 4d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1) Reduced Endurance (0 END; +½); Extra Time (one hour's onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¼)	0
10	<i>Big Teeth:</i> HKA ½d6 (1d6+1 with STR)	1
12	<i>Clawed Hands:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED)	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
14	<i>Very Long Legs:</i> Running +7" (13" total)	2
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups	0
50	<i>Supernatural Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Can See In The Dark:</i> Nightvision	0
23	<i>Shape Shifting:</i> Multiform (assume 170-point riding horse form); Costs Endurance (-½)	3
16	<i>Assume The Form Of An Old Man:</i> Shape Shift (Sight and Touch Groups; single form), Costs Endurance Only To Change Shape (+¼)	1

Skills

16	+2 with Combat
3	AK: Local Forest 12-
3	Climbing 12-
3	Concealment 12-
3	Shadowing 12-
3	Stealth 12-
3	Tracking 12-

Total Powers & Skills Cost: 325

Total Cost: 418

75+ Disadvantages

15	<i>Distinctive Features:</i> Smells Strongly Of A Horse And/Or Burning Hair (Not Concealable, Noticed And Recognizable)
5	<i>Physical Limitation:</i> Large (over 2m tall; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	<i>Psychological Limitation:</i> Malevolent Trickster (Common, Strong)
10	<i>Reputation:</i> grants wishes and/or gold or gifts to anyone who can "tame" him, 11-
298	<i>Experience Points</i>

Total Disadvantage Points: 418

OPTIONS**Cost Powers**

40	<i>Dwells Within Trees:</i> Desolidification (affected by magic or any attack that affects the tikbalang's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)
25	<i>Misdirection:</i> Sight Group and Bump Of Direction Images, -4 to PER Rolls, Increased Size (4" radius; +½), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)
45	<i>Take The Form Of Any Living Thing:</i> Shape Shift (Sight, Hearing, and Touch Groups; any shape), Costs Endurance Only To Change Shape (+¼)
400	<i>Take The Form Of Any Living Thing:</i> Variable Power Pool, 200 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼)
25	<i>Vanishes In A Cloud Of Dust And Falling Stones:</i> Teleport 10", MegaRange (1" = 1 km; +¼)



Ecology: A forest-dwelling demon, the tikbalang tends to live in (or on) the balete tree, groves of nipa trees, or near hot springs. It may also live in the foul-smelling takang demino tree (*sterculia foetida*) or a pitcher plant. A creature of the night, the tikbalang tends to lurk in forests, leading travelers astray or playing cruel tricks and dangerous pranks upon them.

Normally a dangerous, even murderous being, the tikbalang can be “tamed” by riding upon its shoulders until it collapses from exhaustion. The tikbalang then gives its rider a *mutya*, a precious stone of great monetary and magical power. It may also grant wishes and give gifts of gold or magical items.

The tikbalang is also known as a *binanginan*, *tulung*, or *tuwung*.

Personality/Motivation: For the most part tikbalangs are malicious beings. They blind and bewilder travelers and may physically attack them, even going so far as to kill and eat them. Anyone they don’t kill they may kidnap and leave in a remote place. On rare occasions a human can befriend a tikbalang, after which it cries “tik-tik” to announce its presence (hence its name, since “balang” means “wild”).

Powers/Tactics: As with all Filipino demons, the tikbalang can change its shape. Normally it can only assume the form of a horse or an aged human, but some can take the shape of any living being. In altered form it gets close to its targets and then either plays harmless practical jokes (or simply frighten travelers with its strange appearance), or tries to harm its victims by blinding them or Draining their INT. Stabbing a tree breaks the latter spell, although GMs should require an INT Roll for a bewildered character to remember this fact!

Campaign Use: You can make the tikbalang as dangerous as you need, treating it as anything from a harmless prankster to a murderous stalker of the night. You could also give it armor and weapons and/or additional magical powers (such as increased defenses).

Appearance: A tikbalang has the body of a very tall man with a horse’s head, a large mouth filled with sharp teeth, dark skin, and extraordinarily large testicles. The tikbalang’s hair/mane is long and flowing and comes down past its shoulders. Its long legs may be human or horse-like. The feet either have hooves or claws; its hands are also clawed. It may wear clothing, and has been described as being dressed in a dark tunic and a long, flowing cloak.

ASIAN-EUROPEAN MONSTER CONVERSION

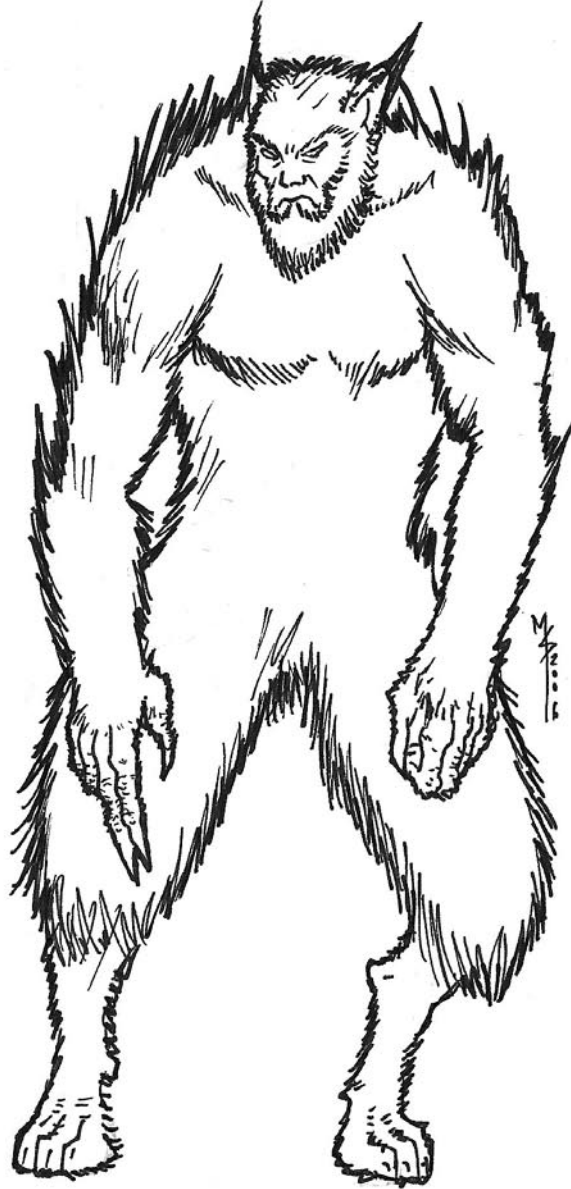
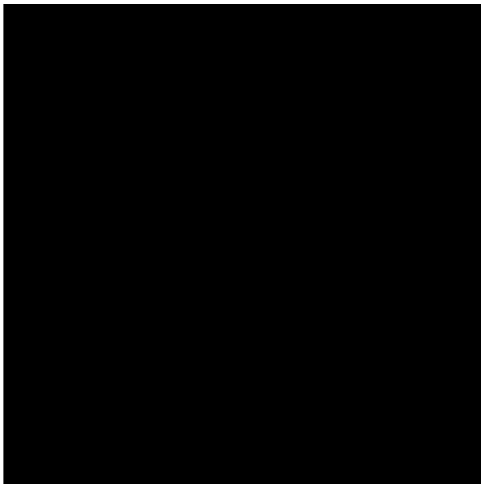
If you're looking for a particular type of monster suitable for an adventure or summoning spell, here's a quick guide to *rough* equivalents between familiar European or "generic Fantasy" monsters and the Asian monsters found in the two Bestiaries.

EUROPEAN MONSTER

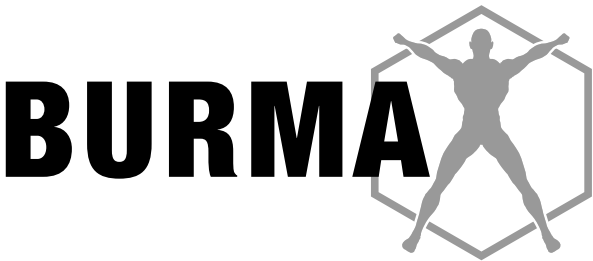
ASIAN EQUIVALENT(S)

Animal, Giant	Father-Of-All-The-Turtles (AB1 99), Gerjis (AB2 121), Orgoli (AB1 111)
Animal-Men	Hsing-Hsing (AB1 29), Santu Sankai (AB2 129), Yet-teh (AB2 132)
Chimera	Chiang-Liang (AB1 14), Elephant-Tiger (AB1 124), Nue (AB2 27), Yali (AB1 92)
Bird, Giant	Bannog (AB2 74), Garuda (AB2 91)
Demon/Devil	Ma Mien/Niu T'ou (AB1 50), Oni (AB2 33), Pugot (AB2 97), Tikbalang (AB2 102)
Dragon	Baconaua (AB2 73), Dragon Carp (AB2 114), Hujiao (AB1 32), Jiao (AB1 33), Kioh-Lung (AB1 38), Shan (AB1 54), Tatsu (AB2 52), Thuông-Luông (AB1 131), Vritra (AB1 91)
Dwarf	Filipino Dwarf (AB2 79)
Elf	Filipino Elf (AB2 81)
Faries	Celestial Maiden (AB1 7), ShLn (AB1 55)
Ghost	Bhuta (AB1 64), Churel (AB1 72), Con-Tinh (AB1 128), Gaki K (AB2 8), K'uei (AB1 34), Preta (AB1 86), Thaye Tasei (AB2 111), Yurei (AB2 64)
Ghoul	Aswang (AB2 68), Filipino Ghoul (AB2 83), Kasha (AB2 14), Pishacha (AB1 85), Segben (AB2 99)
Giant	Filipino Giant (AB2 85), Ikugan (AB2 93)
Griffin	Qiongqi (AB1 52)
Harpy	Onmoraki (AB2 37), Tengu (AB2 54)
Hippocampus	Makara (AB1 80)
Hobgoblins	Chinese Hobgoblins (AB1 21)
Homonculus	Bajang (AB2 118), Polong (AB2 127)
Hydra	Kaliya (AB1 78), Longzhi (AB1 49), Yamata-no-Orochi (AB2 58)
Insect, Giant	Kumo (AB2 22), Mukade (AB2 24)
Lizard, Giant	Buru (AB1 69)
Lycanthrope	Aswang (AB2 68), Chinese Were-Animals (AB1 22), Kitsune (AB2 17), Macan Gadungan (AB1 103), Tanuki (AB2 50)
Mermaid	Catao (AB2 78), Hai Nu (AB1 26), Ningyo (AB2 25), Samebito (AB2 45), Shojo (AB2 49)
Naga	Naga (AB1 83), Nure-Onna (AB2 31)
Nymph	Apsarasas (AB1 7), Bonga (AB1 67), Gandharva (AB1 75), Kino-O-Bake (AB2 16)
Ogre	Bilu (AB2 106), Buso (AB2 76), Filipino Ogre (AB2 86), Mangai (AB1 108), Tok-kaebi (AB2 115)
Pegasus	Ma Peek (AB1 119)
Phoenix	Feng Hwang (AB1 23)
Rakshasa	Rakshasa (AB1 88)
Roc	Minokawa (AB2 96)
Satyr	Panorn Maruek (AB1 122), Thep Norasri (AB1 124)
Sea Serpent	Con Rit (AB1 127)
Snakes, Fantastic	Giant Chinese Snakes (AB1 17), Mameleu (AB2 94), Marcupo (AB2 95), Orochi (AB2 38), Yamata-no-Orochi (AB2 58)
Spirit, General	Gendruwo (AB1 101), Lelembut (AB1 102)
Spirit, Guardian	Doc Cu'oc (AB1 130), Otoroshi (AB2 40), Shishi (AB2 47)
Spirit, Nature	Nat (AB2 108), Yuki-Onna (AB2 62)
Unicorn	Ch'i-Lin (AB1 10)
Vampire	Aswang (AB2 68), Chiang-Shih (AB1 15), Eng Banka (AB2 120), Kappa (AB2 11), Langsuir (AB2 122), Penanggalan (AB2 125), Sundal Bolong (AB1 105), Yasha (AB2 60)
Wight	Celestial Stag (AB1 8), Rolang (AB2 130)
Witch	Aswang (AB2 68), Chediye (AB1 70)

chapter three:



OTHER PARTS OF ASIA



Burma (*a.k.a.* Myanmar) is located between India and Thailand. It has a long and complex history, with the first human inhabitants arriving in the area in roughly 7,000 BC. The first known civilization was the Mon, who arrived around 3,000 BC. The Mon stayed in Burma for centuries, eventually forming the kingdom of Suwarnabhumi in 300 BC. Soon after they were met by a delegation of Buddhist monks from India, leading to the Mon adopting many aspects of Indian culture as well as the Buddhist religion. The Mon were joined by the Pyu around 100 BC. The Pyu were Buddhists as well, following Theravada Buddhism, and eventually forming nearly 20 city-states/kingdoms. The Pyu were eventually replaced around 900 AD by the Burmese, a people who came from China and Tibet to the north. They formed the kingdom of Myanmar, which eventually became the Burma of today.

RELIGION

Burma, like many countries of southeast Asia, practices a mixture of Theravada Buddhist and animist beliefs, with some Hinduism thrown in. Central to these country's beliefs is the appeasement of supernatural forces to avoid suffering and calamity. Theravada Buddhism features a wide variety of spirits and gods, all of whom dwell in one of six different heavens or eight hells. All of these beings can be prayed to and/or given offerings to win their favor, avoid their attentions, or thank them for auspicious occurrences. Animist beliefs are common as well, with the strongest being a belief in the power of the Nats (see page 108) to aid in everyday affairs.

BILU				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
4	COM	-3	10-	
8	PD	4		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
3	SPD	5		Phases 4, 8, 12
8	REC	0		
36	END	0		
32	STUN	0		
Total Characteristics Cost: 65				
Movement: Running: 10"/20"				
Flight: 8"/16"				

Cost	Powers	END
15	Long Sharp Teeth: HKA 1d6 (2d6 with STR)	1
8	Runs Very Fast: Running +4" (10" total)	2
16	Taking To The Air: Flight 8"	2
2	Walks Atop The Waves: Flight +2" (10" total); Only In Contact With The Water's Surface (-1)	1
5	Survive Underwater: Life Support (Expanded Breathing: Breathe Underwater)	0
3	Aquatic Body: Life Support (Safe Environments: High Pressure, Intense Cold)	0
31	Assume Animal Form: Multiform (change shape into 124-point eagle or 212-point tiger form); Costs Endurance (to change forms; -½)	4
42	Assume Attractive Human Form: Shape Shift (Sight, Touch, Hearing, and Smell/ Taste Groups, any humanoid form), Makeover, Costs Endurance Only To Change Shape (+¼)	0
Skills		
10	+2 HTH	
3	Persuasion 13-	
3	Seduction 13-	
5	Shadowing 12-	
3	Stealth 12-	
2	WF: Common Melee Weapons	
Total Powers & Skills Cost: 148		
Total Cost: 213		

PLACING ONE'S LIFE IN A STONE

In one tale about a bilu, it placed its "life" in a precious stone, which it then hid. As long as the stone was safe and secure, the bilu could not die. Similar concepts occur in legends and myths all over the world; typically the creature (or sorcerer) removes its heart, other vital organ, or soul and places it in a sealed container. As long as the container remains safe and sound, the person won't age or die, cannot be killed, and usually can't even be harmed (often regenerating any wounds quickly).

To simulate this effect, the character in question should buy the following powers and Disadvantage:

Immortal: Healing BODY 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Resurrection (can be stopped by breaking the stone or container holding the character's life force), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼). Total cost: 40 points.

Immortal: Life Support (Longevity: Immortal). Total cost: 5 points.

Cannot Be Harmed: Armor (12 PD/12 ED). Total cost: 36 points.

Susceptibility: to life stone/container being broken/opened, take 2d6 BODY damage every Segment until dead (Uncommon): 25 Character Points

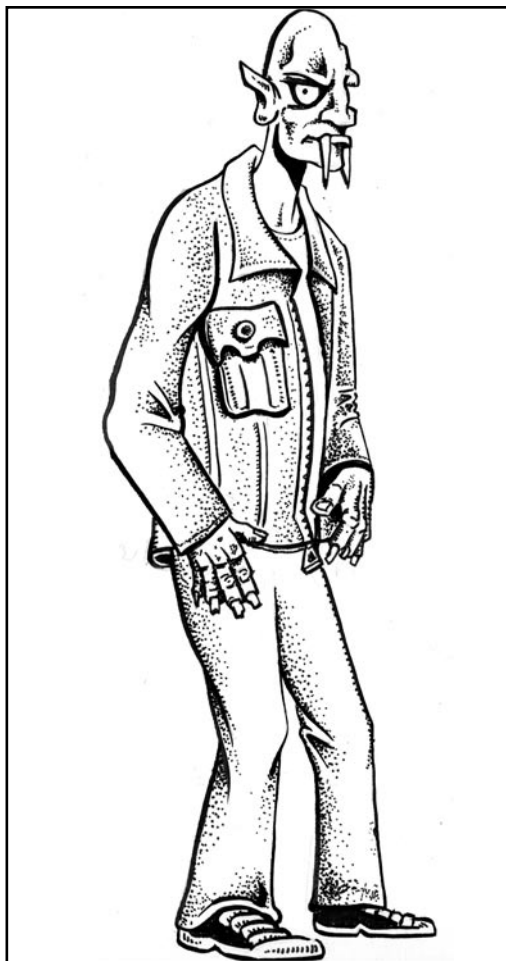
The object holding the character's life force is not a Focus, since taking it away from him doesn't deprive him of any powers... but breaking or opening the object kills him almost instantly.

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Cruel And Malicious (Common, Strong)
- 15 Reputation: seducers and eaters of people, 11- (Extreme)
- 108 Experience Points
- Total Disadvantage Points: 213

Ecology: A bilu (female: bilumas) is a form of ogre found in Burma. One can encounter them almost anywhere, from the mountains to the beaches, singly or in small groups of up to a dozen. Bilu like to feast on human flesh, and take human shape to seduce a victim, devouring the poor soul raw once they have him in their grasp. Bilumas take the forms of beautiful women, luring men into the forests to be killed and eaten.

Personality/Motivation: Varies, depending on the individual. However, bilu are cunning and cruel, often using lies and deceit to lure their prey into their lair.



Powers/Tactics: A bilu uses its ability to change its shape to get close to a human target, adopting a form that's pleasing to the eye to better seduce their target. Victims who try to escape are quickly hunted down since a bilu can run faster than any man, and can even run across water (or fly, if need be).

Campaign Use: The bilu make excellent foes for a low-powered group of *Fantasy Hero* PCs. However, take care when using them, since the bilu can be far more dangerous than their point total indicates due to their tendency to remain in their transformed state, giving no hint as to their true nature. For example, in one story a group of bilumas appear as beautiful nymphs bathing in a stream. They were met by a party of sailors, and agreed to the sailor's offers of marriage. They then cooked a wedding feast and served the sailors drugged food, causing all of them to fall into a deep sleep. Then the bilumas dragged off three sailors, killed them with clubs and ate the flesh off of the bodies. If you use such a set-up in a game, you might want to give one of the PCs a PER roll to detect the drug in the first place, an immunity and/or antidote to the drug, or a chance to wake up before the drug is supposed to normally wear off.

Appearance: The bilu have glaring red eyes, large bulbous noses, and long, sharp canines. They dress in the fashions of men, and are always handsome and/or beautiful in their transformed state.

NAT				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	5		Total: 8 PD (8 rPD)
8	ED	5		Total: 8 ED (8 rED)
4	SPD	10		Phases 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 109

Movement: Running: 9"/18"

Cost	Powers	END
8	<i>Spirit Form:</i> Damage Resistance (8 PD/8 ED)	0
60	<i>Spirit Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
6	Swift Movement: Running +3" (9" total)	2
50	<i>Spirit Form:</i> Life Support (Total, including Longevity: Immortality)	0

Talents

3 Bump Of Direction

Skills

20 20 points' worth of Skills (chosen by the GM)

Total Powers & Skills Cost: 147

Total Cost: 256

75+ Disadvantages

0 Physical Limitation: Human Size
181 Experience Points

Total Disadvantage Points: 256

OPTIONS

Cost	Powers
60+	<i>Spirit Magic:</i> 60 points (or more) of Magic Skills and spells related to the nature of the Nat's domain
60	<i>Disembodied Form:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½)
60	<i>Fading:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)

NAT TYPES

Cost Deva

35 *Ascend To Heaven:* Extra-Dimensional Movement (any location in the 26 abodes of Buddhist heaven)
39 *Cure Disease:* Major Transform 7d6 (sick person into well person, heals back through any normal means that would cause the character to contract the same disease), Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2), Limited Target (humans; -½), No Range (-½)

42 *Heal Wounds:* Simplified Healing 8d6, Can Heal Limbs, Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2)
240 *Protection From Harm:* Force Wall (20 PD/20 ED), Fully Invisible (+1), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Shape (ring; -¼)
3 Conversation 13-
3 High Society 13-
5 KS: Buddhist Scripture 15-
3 Oratory 13-
Add Psychological Limitation: Devoted Buddhist (Common, Total; 20 points)

Total cost: +370 points

Cost Nature Nat

40 *Becomes One With Nature:* Desolidification (affected by magic or any attack that affects the Nat's home while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With His Domain (-1)
52 *Call Animals:* Summon up to 32 animals built on up to 300 Character Points each, Expanded Class (animals; +½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)
18 *Cause Accidents:* RKA 2d6, Trigger (next time the target is in a situation where he could be injured; +¼), Invisible to Sight and Hearing Groups (+¾); Limited Range (4"; -¼), 1 Charge (-2)
22 *Misdirection:* Sight Group Images, -4 to PER Rolls, Increased Size (4" radius; +½); Set Effect (can only change views of the surrounding forest and jungle; -½)
2 Concealment 14-; Self Only (-½), Only In Home Environment (-1)
2 Shadowing 14-; Only In Home Environment (-1)
2 Stealth 14-; Only In Home Environment (-1)
5 Tracking 14-
Add Psychological Limitation: Easily Offended (Common, Total; 20 points)

Total cost: +143 points

Cost 37 Chief Nat

18 *Cause Accidents:* RKA 2d6, Trigger (next time the target is in a situation where he could be injured; +¼), Invisible to Sight and Hearing Groups (+¾); Limited Range (4"; -¼), 1 Charge (-2)
39 *Cause Sickness And Death:* Drain BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per Month; +2), Line Of Sight (+½), Ranged (+½), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Gradual Effect (6 Days, ½d6/Day; -1¼)
37 *Domestic Strife:* Mind Control 12d6, Telepathic (+¼); Only To Alter/Inflict Anger (-1)
40 *Nat's Home:* Desolidification (affected by magic or any attack that affects the Nat's home while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With His Home (-1)

- 5 Concealment 14-
- 5 Shadowing 14-
- 5 Stealth 14-
- Add Psychological Limitation: Irascible And Ill-Tempered (Common, Total; 20 points)

Total cost: +149 points

All forms can have additional powers as you see fit.

Ecology: Nats are supernatural beings of great power. Roughly speaking, they're divided into three broad categories. The first is the *devas*, who dwell in the 26 abodes of Buddhist heaven. The second are *nature spirits* who live in different regions of Burma, such as forests, hills, and rice paddies. Finally, there are the *thounze khunna min Nat*, or "37 Chief Nats," a group of evil and malicious beings who dwell in shrines near villages or in homes. These 37 Nats are also known as the "inside" Nats, while the others are "outside" Nats.

The devas themselves are organized into two groups, the *byahma* devas and the *thamma* devas. Both live in one of the Buddhist heavens, where they guard the *sasana*, or Buddhist scripture. People regularly offer prayers and food to the devas, asking for their continued protection or aid in times of strife. The food, called *kadaw pwe* ("offering to do homage"), consists of either a single coconut and three bananas, or fruit, rice, vegetables, sweets, and mineral water.

Nature spirit Nats come in innumerable forms (see accompanying text box). Since they're easily offended, people make offerings to them to ask for their protection, both from the Nat itself and from outside dangers (such as attacks by wild animals, illness, injury, and becoming lost). Offerings usually include food and might consist of such things as betel nuts, cooked rice, and pickled tea leaves. Other offerings involve physical objects. The rice paddy Nat, for example, is given combs, face powder, a mirror, ribbons, and food in an effort to placate her.

The 37 Nats are the spirits of deceased people (often historical personages) killed by acts of violence who never had a chance to fully contemplate the Buddha before death. They tend to be violent themselves, and most people wisely leave them be. Many of the 37 Nats live in shrines in peoples' homes or outside of villages. The residents give them offerings of food to keep them happy, since a content 37 Nat protects the house or village he lives in. Otherwise he becomes angry and harms people around him.

Personality/Motivation: Devas are benevolent beings who protect anyone who lives according to the five precepts of the Buddhist faith. The nature Nats keep to themselves and only harm others if offended... but unfortunately they're rather touchy. A forest Nat, for example, takes offense at the use of curses or swear words in his presence or the act of urinating on a tree. Anyone who offends a Nat may find their cattle missing or be attacked by forest-dwelling animals. The 37 Nats have irritable dispositions, are even quicker to take offense than a nature Nat, and can be totally amoral. At best they're neutral in their relations with mortals; at worst, they're extremely malevolent.



As a rule, Nats like the colors red and white and abhor pork, which is inimical to denizens of the spirit world.

Powers/Tactics: As supernatural beings, Nats have no real need to eat, drink, or sleep. They're also hard to injure and can easily shrug off most physical attacks. Devas have the power to protect others, either from direct damage or by curing disease, illness, or injuries already suffered. A nature Nat often summons creatures from the local area to attack people who've offended him. He may also cause his victim to fall ill, or suffer from a harmful (or even fatal) accident. The 37 Nats can cause illness, poverty, squabbling, and general misery to anyone who doesn't propitiate them.

Campaign Use: As with the shên (AB1 55), this character sheet represents only the basic Nat abilities. Adding the optional powers lets you customize each and every Nat according to your needs as GM. In a campaign, Nats can challenge the PCs both mentally and physically as they cope with an angry Nat or the aftermath of its attack. Devas may serve as divine messengers or a form of "guardian angel" for a particularly devout PC.

Appearance: Nats resemble normal human beings dressed in bright clothing. Devas may have a divine aspect to their appearance, while nature Nats may resemble the regions they dwell in (a forest Nat, for example, may have leaves in his hair, while the rice paddy Nat may have clothing made of rice stalks).

NAMES OF DIFFERENT NATS

Both the 37 “inside” Nats, and the “outside” (or nature) Nats have specific names and identities. Many of them were real people at one time, people who were of royal blood, and/or murdered by royalty. Not all the Nats are Burmese, since there are Indian, Muslim, and even an English Nat (an English soldier killed by the Japanese during the Second World War). Some Nats are animals, such as the buffalo Nat, Bago-Madaw.

Akadazou: A Nat of the sky.

Akakasoh: These forest-dwelling Nats live in the tops of trees. They're similar in many respects to Greek Hamadryads (see the Dryad character sheet on page 72-73 of *Monsters, Minions, And Marauders*).

Bago-Madaw: The spirit of a buffalo who was killed by palace guards when she tried to rescue the three-year old child she had been raising as her son.

Boomasoh: These forest-dwelling Nats live in the roots of trees. They're similar in many respects to Greek Hamadryads (see the Dryad character sheet on page 72-73 of *Monsters, Minions, And Marauders*).

Boummazou: A Nat of the earth.

Bounmagyi: An agriculture Nat.

Chinün Way Shun: The Nat of fertile soil. Also, the first and most important of the Nats, known to the Kachin people as *Ka*. He formed many of the first Nats (Chiton, Jan, Mbon, Mu, Ponphyoi, Shitta, Sinlap, and Wawn), and together with them created the first humans from a pumpkin.

Ein-Saun/Eingsaung: A Nat who guards the house. He dwells in the southern corner of the home and receives offerings of coconuts.

Eindwin: A Nat who lives in the house.

Hkum Yeng: This Nat guards villages and is known for his aggression. Among the Wa people he's called Tak-Keng. Headhunters leave the spoils of their hunts at his shrine to keep him happy.

Hmin: A tree-dwelling forest Nat. He shakes travelers violently if he meets them, infecting them with malaria.

Jan: A Nat of the air and sky.

Kaiuk: A general term used by the Talang Buddhists for a Nat.

La: A general name for a Nat. It's also the name of the human soul/spirit.

Law-San: The guardian Nat of the wet fields.

Lo-Saun: A Nat of the paddy fields.

Mbon: A Nat of the air who controls the winds.

Min Mahagiri: A house Nat who lives in a coconut hung from a roof beam. Mahagiri is also known as “The Lord of the Great Hill” and was king of the Nats before Thanga Min.

Mu: A Nat of the sky.

Myinbyushin: “Lord of the White Horse.” A protective house Nat.

Nat-Kadaw: The human “spouse” of a Nat (the word means “nat-wife”). A Nat will visit a human in a dream and offer to marry the human. The nat-kadaw then becomes a priest/priestess of the Nat in question and oversees festivals, known as Nat-Pwe, designed to honor the Nat.

Nat-Thami: Eleven Nat maidens who guard the eleven royal umbrellas in Mandalay. They also look after boats and various royal treasures.

Nedoshin: The Lord of the Field, a dry field Nat.

Phi: A jungle Nat, known to inflict fevers and diseases on those who trespass in his domain. A victim can be cured by journeying to the last place he took shelter under a tree and offering up an apology for offending the spirit.

Ponphyoi: A name of a Nat in the beliefs of the Kachin people.

Saba-Leippya: According to the Taungthus, Taunhyos, and Sawngtung Karen people, the Saba-Leippya are guardians of the fields. They often appear in the form of a butterfly and watch over the rice crops, a portion of which is returned to the Saba-Leippya after each harvest.

Shekkasoh: A Nat of the trees and forests.

Shitta: According to the Kachin people, Shitta is the benevolent Nat of the moon.

Sinlap: This benevolent Nat of the Kachin people is the spirit of the air. He's also the spirit of wisdom and wise counsel.

Tabindain Thakinma: “Our Solitary Lady,” a wet field Nat.

Tabinsweethi, King: King of Burma in the early 1500s, Tabinsweethi was killed by his Portuguese mercenaries and eventually turned into a Nat.

Taung-Saun: The guardian Nat of the hills.

Taw-San: The guardian Nat of the forest.

Thanga Min/Thagyamin: The king of the Nats. Unlike most Nats, Thanga Min ranges freely across Burma, doing good deeds and righting wrongs.

Thien: A general term for the rain Nats. These spirits dwell in the stars and emerge during rain falls to engage in mock battles, the clashing of their weapons creating thunder and lightning. During droughts, villagers have a tug-of-war to rouse the Thien into battle and deliver rain.

Thurathati: Nat of education and exams.

Yeidigoun Taung Thakinma: The Lady of Yeidigoun Hill, a hill Nat.

Youkhazou: A forest Nat (“Youkhazou” means “to rule [a] tree”).

Ywa-Saun: A village Nat.

NAT VARIANTS

Phi

Phi (or Phii) is a general term for a wide variety of supernatural beings from Thailand. These include the Thai versions of the Burmese Nat. Phi dwell in the air, ground, and sea, as well as within the forests, specific trees in the forest, and within

the mountains, hills, lakes, pools, rivers, streams, waterfalls, and houses. If properly honored they bring good weather, large harvests, excellent catches of fish, and general fertility to the land and people. If offended, they bring down illness and misfortune.

Phi Phum/Phra Phum: This form of Phi is an earth spirit as well as guardian of homes and households.

ZAGWI PACKAGE DEAL

Abilities

Cost Ability

20	<i>Great Strength:</i> +20 STR
40	<i>Flies Through The Air:</i> Flight 20"
5	<i>Lives For 80,000 Years:</i> Life Support (Longevity: Immortal)
5	KS: Buddhist Scripture 14-
5	PS: <i>Ch'i-Centering/Meditative Techniques</i> 14-
1	Fringe Benefit: Buddhist Monk

Total Cost Of Package Abilities: 76

Disadvantages

Value Disadvantage

20	Psychological Limitation: Devoted Buddhist (Common, Total)
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Total Cost Of Package Disadvantages: 20

Options

Value Ability

60	<i>Magical Powers And Abilities:</i> 60 points (or more) of Powers and Talents reflecting the zagwi's complete control over his mind and body, as well as other magical skills. Suggested Powers and Talents include: Combat Sense, Damage Resistance, Find Weakness, Healing, Leaping, Life Support, Mental Defense, Running, Simulate Death, and so on. See <i>Ninja Hero</i> , <i>The Ultimate Martial Artist</i> , and <i>The Ultimate Mystic</i> for further suggestions.
20	<i>Hong Kong Cinema Zagwi:</i> 20 (or more) points' worth of Martial Arts maneuvers, Damage Classes, and Weapon Elements

To ensure the family is healthy and prosperous, a small home (*sam*) is built near the entrance to the house. Within the *sam* are placed daily offerings to the Phra Phum.

Zagwi

Found throughout southeast Asia are Buddhist ascetics and hermits who live a life of devout worship, meditation, and self-denial of worldly goods and temptations. A hermit who reaches moral "perfection" can then die and be reborn as a *zagwi*, a being of great supernatural power. Legend states a *zagwi* has great physical strength, can fly through the air, lives for 80,000 years or more, and possesses great magical powers. Since they're enlightened beings, they defend humanity from various demons, devils, nats, and other supernatural forces of evil.

When he becomes a *zagwi*, an ascetic's former body is left behind. It turns into a delicious smelling (and tasting) substance that grants great powers to anyone who eats it: superhuman strength (enough to uproot trees and topple buildings) and the ability to leap higher than a tree is tall (roughly 9-12" of vertical Leaping). Anyone, good or bad, who eats the body of a *zagwi* gains these powers; a single body is sufficient to empower up to four people.

You can create a *zagwi* by using the accompanying Package Deal (you could also add in elements of the Divine Package Deal found on page 48 of *Fantasy Hero*).

THAYE TASEI

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-4	9-	
8	PD	4		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)
3	SPD	5		Phases 4, 8, 12
8	REC	0		
46	END	0		
37	STUN	0		Total Characteristics Cost: 79

Movement: Running 7"/14"

Cost Powers

END

33	<i>Causes Minor Illness:</i> Drain CON and END 4d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1) Reduced Endurance (0 END; +½); Extra Time (one hour's onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¼)	0
15	<i>Tusks:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
4	<i>Maniacal Laughter:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must giggle and laugh; -¼)	0
8	<i>Resilient Body:</i> Damage Resistance (8 PD/8 ED)	0
30	<i>Resilient Body:</i> Physical Damage Reduction, Resistant, 50%	0
15	<i>Resilient Body:</i> Does Not Bleed	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
2	<i>Great Size:</i> Running +1" (7" total)	1
4	<i>Digs Up Corpses:</i> Tunneling 1" through 2 DEF material; Soil Only (-1)	1
90	<i>Disembodied Form:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½) plus Invisibility to Sight, No Fringe, Reduced Endurance (0 END; +½); Linked (-½)	0
47	<i>Unnatural Vitality:</i> Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

5	+1 HTH
7	Concealment 14-; Self Only (-½)
3	Shadowing 11-
3	Stealth 12-

Total Powers & Skills Cost: 281

Total Cost: 360

THE LEIKPYA

Leikpya are souls who were never properly escorted to the afterlife. They now remain near the place of their death, haunting the living and generally causing trouble. Use either the k'uei (AB1 34) or yurei (page 64) character sheets to create a leikpya.

75+ Disadvantages

- 5 Physical Limitation: Large (over 2m tall, -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Repulsed By A *Lehpwe* (amulet of protection) (Infrequently, Fully Impairing)
- 15 Psychological Limitation: Cannot Stand Loud Noises (Uncommon, Total)
- 250 Experience Points

Total Disadvantage Points: 360

Ecology: Thaye tasei (also known as tase-thaye) are the souls of those who have committed great evil in a past life. Their punishment is to be reborn as a form of preta, or “hungry ghosts” (AB1 86). They live in Loka, the realm of the preta, until their karmic obligations have been fulfilled and they can be reborn anew. Until then, the thaye tasei dwell on the outskirts of villages, usually in cemeteries, and feed on corpses by digging up the recently buried. If especially hungry, in a malicious mood, or under the direction of a magician, a thaye tasei will creep into a village with the intent of killing and eating an inhabitant.

A proper burial can keep a tasei in its grave. Another method to avoid tasei attacks is to not place a marker at the grave, thus ensuring the risen spirit won't know who it is and where its home is. Tasei can also be driven away by loud noises — the racket created by firecrackers, drums, and pots forces the tasei to flee.

Personality/Motivation: The thaye tasei are, for the most part, evil and malevolent beings. They care little for the living and cackle madly at the ill and sick.

Powers/Tactics: Thaye tasei are normally invisible and intangible, but occasionally assume solid form. They normally become solid when they enter human villages so they can spread minor illnesses (such as fevers). But even when solid, a thaye tasei is said to have a seemingly flimsy and resilient body, responding to physical blows “much like a pillow.”

Campaign Use: You can either present the thaye tasei as solitary beings or confront a party of PCs with an entire group of them, depending on your needs and the power level of the campaign. The thaye tasei also make excellent servants and/or guards for a Burmese sorcerer.

Appearance: A thaye tasei stands over seven feet in height and has dark, almost black, skin. They have huge, flapping ears, long, lolling tongues, tusk-like teeth, and a generally repulsive look to them.

THAYE TASEI VARIANTS

The thaye tasei is just one of several forms of tasei. There are at least two more: the *hminza tase* (a form of possessed animal) and the *thabet tase* (a type of succubus).

Hminza Tase

The hminza tase are animals inhabited by evil spirits and/or demons. These spirits prefer jungle creatures like crocodiles, dogs, owls, raptors, and tigers. To establish a hunting ground, a hminza tase kills all the members of the same species as its host body in the local area. It then lures humans into its territory and tears them to pieces, drinking the victim's blood in the process. To create a hminza tase, make the following changes to character sheets from *The HERO System Bestiary* (Crocodile, page 149-150; Guard/Combat Dog, page 161; Owl, page 137-138; Eagle/Hawk, page 136; Tiger, page 147):

Cost Powers

- +5 *Demonic Cunning:* +5 INT
 - +10 *Demonic Insight:* +5 EGO
 - +5 *Fearless:* +5 PRE
 - 3 *Demonic Understanding:* Language: fluent conversation (but the animal can only understand speech, not speak)
 - var Minor increases to certain animal Characteristics and powers, such as increased STR (3-5 points) or an added Damage Class (or two) to the animal's attacks.
- Add Physical Limitation: repulsed by a *lehpwe* (amulet of protection) (Infrequently, Fully Impairing; 15 points)
- Add Psychological Limitation: Cannot Stand Loud Noises (Uncommon, Total; 15 points)

Total cost: -7 points**Thabet Tase**

A thabet tase is the ghost of woman who died during childbirth. She returns from death to prey on men, feeding on the energy expended during sexual intercourse. Skilled in the art of seduction, the thabet tase are said to be irresistible, especially to a man who's asleep and dreaming. To create a thabet tase, make the following changes to the Sundal Bolong character sheet on AB1 105.

Cost Powers

- 38 Remove *Bite and Drink Blood*
 - 10 *Seductive Mien:* +20 PRE; Only For Friendly Presence Attacks (-1)
 - 8 *Consume Sexual Energy:* Drain END 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), Reduced Endurance (0 END; +½); Limited Target (human males; -¼), Skin Contact Required (-1), Only Versus Male With Whom She's Engaged In Sexual Congress (-1)
 - 26 *No Man Can Resist Me:* Mind Control 12d6, Reduced Endurance (0 END; +½); Men Only (-½), Only To Inspire Lust For The Thabet Tase (-1), Skin Contact Required (-1)
 - 7 *...Especially While Sleeping:* Mind Control +4d6, Reduced Endurance (0 END; +½); Men Only (-½), Only To Inspire Lust For The Thabet Tase (-1), Skin Contact Required (-1), Only If Target Is Asleep And Dreaming (-1)
- Add Physical Limitation: repulsed by a *lehpwe* (amulet of protection) (Infrequently, Fully Impairing; 15 points)

Add Psychological Limitation: Cannot Stand Loud Noises (Uncommon, Total; 15 points)

Total cost: -17 points

Additional Creatures Of Burmese Folklore And Mythology

Burmese folklore and religion includes a number of creatures already mentioned in the *Asian Bestiaries*, such as the naga (AB1 83). They also mention the keinnara (AB1 125), who come in two forms: the *kinara* (male) and the *kinaree* (female). According to the Burmese, the keinnara are a pair of lovers so devoted to each other they remained true through 700 human lifetimes.

Chinthe

Also known as *singha*, these creatures are guardian lions. You can create one by using any of the lions found in the Himmaman Forest (AB1 114) or the character sheet for the Shishi (AB1 47).

Kaluks

These are tree spirits who live in the forests of Burma and Thailand. They're normally invisible but are thought to be nearby if tree leaves flutter when there's no wind. As guardians and inhabitants of the trees, the kaluks must be consulted and honored before any trees are cut. Failure to do so with result in the death of the woodsman. You can easily create a kaluks by modifying the character sheet for the kino-o-bake on page 16. Give the kaluks the *Kino-O-Bake's Revenge* power, but remove the following Advantages and Limitations: Trigger (kino-o-bake dies; +¼), One Charge, Never Recovers (-4), and Power May Only Be Used At Point Of Death (-2). Replace them with such Limitations as *Concentration*, *Extra Time*, *Gestures*, *Incantations*, and so on.

Nak

Naks (or *ngueak*) are river dragons with two to five heads (or more). They dwell in rivers throughout Burma, Laos, and Thailand, and seem to be related to the naga. Naks tunnel into the riverbanks to make their homes, or dig them under cities and mountains. They protect the local people and bring rain. Naks are also fertility figures — the people of Laos believe they're the descendants of a giant nak living in the Mekong River. To create a character sheet for a nak, make the following changes to the Hydra character sheet on page 87 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Animal Intelligence and Psychological Limitation: Greedy
- 22 Remove *Cut Off A Head And Two Shall Take Its Place*, *Regeneration*
- 15 *Two Heads*: Reduce Duplication to one duplicate
- +5 *Insightful*: +5 INT
- +3 *Brave*: +3 PRE
- 4 Language (GM's choice; Idiomatic)
- 3 *Aquatic Body*: Life Support (Safe Environ-

ments: High Pressure, Intense Cold)

- 10 *Aquatic Body*: Swimming +10" (12" total)
- 5 *Breathes Air And Water*: Life Support (Expanded Breathing: Breathe Underwater)
- 3 *Divine Awareness*: Ultrasonic Perception (Hearing Group)
- 18 *Divine Awareness*: Telescopic (+6 versus Range for Sight and Hearing Groups)
- 15 *Divine Form*: Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)
- 60 *Divine Shield*: Physical and Energy Damage Reduction, Resistant, 50%
- 53 *Summon Rain*: Change Environment (create rainstorms) 16" radius, -1 to Sight and Hearing Group PER Rolls, Long Lasting (1 Day), Multiple Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½), Varying Effect (create/stop rain; +¼); Extra Time (Full Phase; -½), No Range (-½)
- 30 *Tunnel Under Cities And Mountains*: Tunneling 6" through 6 DEF material
Psychological Limitation: Sworn Defender Of Buddha And Buddhists (Common, Total; 20 points)

Total cost: +172 points





People have lived on the Korean Peninsula for some 70,000 years. Around 1200 BC, these people began to form states, of which the most important was Go-Joseon. Korean mythology claims the people of Korea all descend from the *Dangun*, the founder of Go-Joseon, who himself is a descendant of the gods. Eventually, however, Go-Joseon fell and was replaced by the three kingdoms of Baekje, Goguryeo, and Silla. These kingdoms lasted from around 100 BC to roughly 700 AD, combining Confucian and Buddhist concepts to form their government and society. Eventually, Goguryeo's constant warring with China caused its fall, as well as that of Baekje. Silla expanded in power to fill the gap, bringing about the rise of the first *hwarang* (Korean knights), and introducing a new form of Buddhism, *Seon* (better known as "Zen" to the West). Eventually, however, Silla fell as well, resulting in the formation of a new kingdom, Goryeo, from which comes the modern name of Korea.

RELIGION

Korean's religions are a mixture of native beliefs, Indian Buddhism, Chinese Confucianism, Taoism, and Western Christianity. Mythologically speaking, Korea's primary influence is from China, and it in turn has influenced some of the myths of Japan.



DRAGON CARP

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
9	PD	4		Total: 9 PD (6 rPD)
7	ED	3		Total: 7 ED (4 rED)
3	SPD	6		Phases 4, 8, 12
9	REC	0		
40	END	0		
37	STUN	0		
				Total Characteristics Cost: 93 (+14 with NCM)

Movement: Running: 0"/0"
Swimming: 14"/28"

Cost	Powers	END
20	<i>Head Of A Dragon:</i> HKA 1d6+1 (2½d6 with STR)	2
5	<i>Thick Scales:</i> Damage Resistance (6 PD/4 ED)	0)
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
4	<i>Thousand-Year Lifespan:</i> Life Support (Longevity: 1000-year lifespan)	0
12	<i>Son Of The Dragon King:</i> Swimming +12" (14" total)	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Eyes Of The Dragon:</i> Ultraviolet Perception (Sight Group)	0

Perks

10 Fringe Benefit: son of the Dragon King

Skills

- 5 +1 HTH
- 3 Conversation 13-
- 3 High Society 13-
- 2 KS: Court Of The Dragon King 11-
- 2 KS: Dragon Lore 11-
- 1 Language: choice (literacy for native language)

Total Powers & Skills Cost: 74
Total Cost: 167

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 72 Experience Points

Total Disadvantage Points: 167

Ecology: The sons of the Dragon King under the sea, dragon carp are enormous fish. They dwell in the ocean shallows, feeding on fish and carrying out whatever orders their father gives them. Occasionally they're caught in a fisherman's nets and use their father's influence and wealth in an attempt to regain their freedom.

Personality/Motivation: The personality of a dragon carp varies from individual to individual. For the most part, they try to stay away from humanity.

Powers/Tactics: A dragon carp responds to attacks by biting with its powerful jaws. If wounded or outnumbered, it usually flees into the depths of the ocean to recover.

Campaign Use: You can use the dragon carp as a basic template for a wide variety of dragon-headed hybrid animals. Although the dragon carp is found primarily in Korean folklore, both China and Japan have their own dragon-headed beasts, such as the "dragon-horse," a creature with a horse's body and the head of a dragon (see the Ng-eye Sai on AB1 119). Most such creatures should be highly intelligent (use the Smart Template) and have some position within the Celestial Bureaucracy (if Chinese) or some relation to the Dragon Kings (if Japanese).

Appearance: A dragon carp is an immense carp measuring nine to twelve feet long. It has the bearded and whiskered head of a dragon and is capable of human speech.

TOKKAEBI

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
21	CON	22	13-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
4	COM	-3	10-	
10	PD	4		Total: 10 PD (2 rPD)
9	ED	5		Total: 9 ED (2 rED)
3	SPD	2		Phases 4, 8, 12
10	REC	0		
42	END	0		
40	STUN	2		Total Characteristics Cost: 93 (+18 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
8	<i>Clawed Fingers:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
15	<i>Dagger-Like Teeth:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Horn:</i> HKA 1d6, Armor Piercing (+½); No STR Bonus (-½)	1
22	<i>Spiked Magic Club:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½); OAF (-1)	4
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
15	<i>Supernatural Vitality:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
40	<i>Vanishes At Dawn:</i> Teleport 10", MegaRange (1" = 1 km; +¼), Reduced Endurance (0 END; +½), Trigger (dawn; +¼)	0
5	<i>Can See In The Dark:</i> Nightvision	0
3	<i>Supernatural Senses:</i> +1 PER with all Sense Groups	0

Skills

10	+2 HTH
3	Acrobatics 13-
3	Breakfall 13-
3	Concealment 11-
2	PS: Dancing 11-
2	PS: Singing 11-
3	Shadowing 11-
3	Stealth 13-
2	Survival (one environment) 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 158**Total Cost: 251****75+ Disadvantages**

- 0 Physical Limitation: Human Sized
- 15 Psychological Limitation: Loves Eating, Drinking, Dancing, And Singing (Common, Strong)
- 15 Psychological Limitation: Mischievous Trickster (Common, Strong)
- 146 Experience Points

Total Disadvantage Points: 251

OPTIONS

Cost General Tokkaebi Powers

- var *Larger Tokkaebi*: Apply desired elements of the *Large Size/Weight* Template as well as the appropriate Physical Limitation from pages 574-76 of *The HERO System 5th Edition, Revised*
- 51 *Assume Human Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Makeover, Reduced Endurance (0 END; +½)
- 1 *Can Leap Over Mountains And Rivers*: Give the tokkaebi the naked Advantage of Mega-Range (1" = 1 km; +¼) on its base Leaping 6"
- 3 *Drive Off Evil Spirits* +10 PRE; Only For Fear-Based Presence Attacks (-1), Only Versus Ghosts And Other Evil Spirits (-1)
- 90 *Illusions*: Mental Illusions 12d6, Reduced Endurance (0 END; +½)
- 28 *Move Mountains, Create Ponds Or Fields*: Extra-Dimensional Movement (the tokkaebi "travels" to the "dimension" where things are as it wishes them to be, corresponding to the tokkaebi's location in "original" dimension), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼)
- 12 *One Leg*: Running -6"
- var *Ssirum/Ssi-reum*: Give the tokkaebi at least 10 points of Martial Arts maneuvers from either the Sumo or Wrestling packages.
- 22 *Taking To The Night Air*: Flight 15", Reduced Endurance (0 END; +½); OAF (length of broomstick; -1)

Cost Evil Tokkaebi Powers

- 53 *Brings Bad Luck*: Major Transform 8d6 (human to human with Unluck 3d6, heal back through appropriate countermetics), Invisible To Sight And Hearing Groups (+¾), Reduced Endurance (½ END; +¼); All Or Nothing (-½), Limited Target (humans; -½), No Range (-½), 1 Charge (-2)
- 86 *Cause Disease*: Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¼)
- 155 *Possession*: Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (tokkaebi cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) **plus** Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To "Merge" With Possessed Body (see text; -1) **plus** Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2)
- 10 *Possession*: +5 OECV with Mind Control

Ecology: Tokkaebi are Korean goblins. They dwell in abandoned houses or in caves. When night falls they come out of their homes and spend their time eating, drinking, dancing, and singing. Sometimes they travel around and see what trouble they can get into, although for the most part their pranks and tricks are more directed at evil people than at good-natured folk. Many Korean gods have armies of tokkaebi at their beck and call — Hwangung Ch'nnwang, the sky god, has 3,000 under his command.

Personality/Motivation: The personalities of individual tokkaebi vary greatly. For the most part they're more mischievous than harmful, and they tend to reward the good and punish the evil. Those who befriend (or marry) a tokkaebi receive gifts and riches... until the human's selfish nature makes him greedy, at which point the tokkaebi brings about his downfall. Some tokkaebi like to teach boastful people a lesson. A prime example is the story of a man who wrestled a tokkaebi all night only to find himself clutching an old broomstick come the dawn.

On the western coast of Korea, people make offerings to the tokkaebi to increase the fish catch. Some parts of Jeollado province consider the tokkaebi as a malign being who brings epidemics and ill luck. To protect the population, women perform rituals to drive the tokkaebi off. On Jeju Island, women who fall ill are thought to be possessed by a tokkaebi who can only be made to leave if a *mudang* (exorcist) offers the goblin food and drink.

Powers/Tactics: The powers of the tokkaebi are many and varied. They're very strong, equipped with sharp claws and teeth, and carry magical clubs (often with spikes in them). They're also credited with the power to fly (using a length of broomstick), to assume human form (usually a pretty woman so they can seduce foolish men), leap immense distances, change the landscape in mere moments. They may be able to create highly convincing illusions, drive off evil spirits, and call upon the gods for help. Some stories attribute to them mastery of ssirum, or Korean wrestling. They hide come daybreak.

Campaign Use: Reminiscent in some ways of the Japanese oni, the tokkaebi doesn't seem to be as actively inimical to mankind. Instead, it's more of a helpful spirit, capable of bringing riches to the poor and trouble to the wicked. By selecting from the various optional powers, you can create many different kinds of tokkaebi for encounters ranging from the amusing (where the tokkaebi play tricks on the PCs) to the downright dangerous (presuming the tokkaebi do bring disease and bad luck).

The powers of the tokkaebi's magical club (other than being a potent weapon) aren't clearly specified. You may wish to use the club as the focus for the tokkaebi's Flight, for example, or grant it the ability to cast various spells from *The Fantasy Hero Grimoire*.

Appearance: The Chinese characters for tokkaebi read "one-legged spirit," so it's possible this goblin has only a single leg and travels by hopping about. Another description says a tokkaebi stands around eight or nine feet tall, with black and red skin, frightening hair, large terrifying eyes, four dagger-

like teeth, three fingers and toes, a horn on its head, and wears only a loincloth. Other tales claim they're more human sized, but all stories about the tok-kaebi stress their fearsome appearance.

Additional Creatures Of Korean Folklore And Mythology

Other creatures your PCs may encounter in Korea include:

Hongaek

The hongae's name means "Red Disaster," and true to their name, these evil spirits like to spread death and destruction. They're often found near the scene of some sort of human fatality, be it an accident, murder, or suicide. The hongae then attempts to infect anyone who passes by, causing him to fall victim to some form of fatal incident as well.

You can create a hongae by using either the K'uei or Yurei character sheets as a basis, then add this power:

Cost Powers

- 18 *Cause Accidents:* RKA 2d6, Trigger (next time the target is in a situation where he could be injured; +¼), Invisible to Sight and Hearing Groups (+¾); Limited Range (4"; -¼), 1 Charge (-2)

Total cost: +18 points

Kamang

This being is a guardian of the underworld. It may be called upon to carry messages to and from the dead.

Sal

Sal is a general term for a variety of malevolent supernatural beings. They appear when a person is at a transitional period in his life — being born, a birthday feast, a wedding, a funeral, or the like. If things do not run smoothly, the sal "shoots" its victim, usually someone whose fate has decreed this day to be an unlucky one. The sal's victim then has one of two reactions: he turns either blue or green in the face, then suffers a possibly fatal illness; or he suffers great social difficulties later in life, such as not meeting a possible spouse or getting a much-needed job. See the sangmun for suggestions on how to create a sal character sheet.

SANGMUN

Similar in some respects to the sal, the sangmun are also evil spirits. They gather at funerals and wait for someone who doesn't follow proper purification rites after visiting with the recently deceased. Once they select a victim, they cause family members to engage in drunkenness and fights, and spread convulsions, disease, misfortune, and possibly even death. The services of a *mansin*, a female shaman or exorcist (also known as a *mundang*) are required to rid a house of a marauding sangmun.

To create a character sheet for a sangmun or a sal, use the Nat on page 108 as the base. Select the *Disembodied Form* and *Fading* powers from the list of options, and add in the 37 Chief Nat package.

Sin

Sin is a general term for a variety of lesser supernatural beings of all kinds.

Tongbop

These beings are a form of supernatural imp or spirit. They're known for their malice, and spread disease and strife if not caught in time. They like to sneak into houses by hiding inside recently purchased or manufactured objects being carried into the house for the first time. The only way to get rid of one is to contract the services of a *mansin* to drive it away.

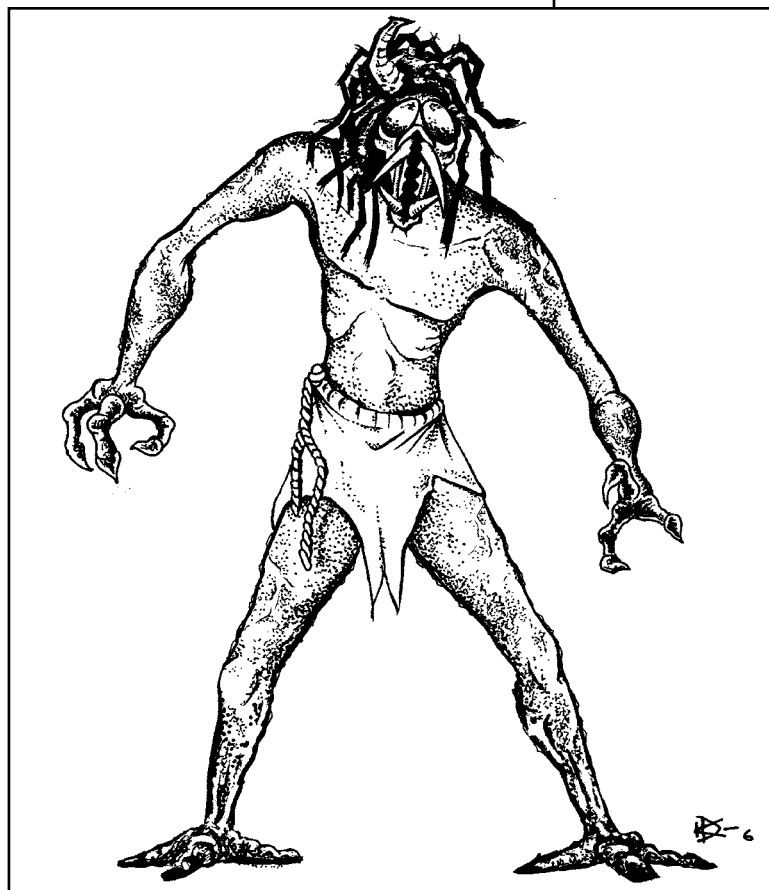
Tongbop come in several types: the *chisin tongbop*, or earth imps; the *moksin tongbop*, or wood imps, who hide inside firewood or other wooden objects; and *nanggu moksin*, another form of wood imp, who appears when homes are being built or trees felled.

Tongbop are best built as a form of Nature Spirit (found on pages 100-102 of *Monsters, Minions, And Marauders*), with magical powers and skills relating to their domain. In addition, give them the following two powers:

Cost Powers

- 39 *Cause Sickness And Death:* Drain BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per Month; +2), Line Of Sight (+½), Ranged (+½), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Gradual Effect (6 Days, ½d6/Day; -1¾)
- 37 *Domestic Strife:* Mind Control 12d6, Telepathic (+¼); Only To Alter/Inflict Anger (-1)

Total cost: +76 points



MALAYSIA



Malaysia sits just north of Indonesia on the western end of the South China Sea. It consists of two portions: West Malaysia on the Malay Peninsula; and East Malaysia on the island of Borneo. It's also a fairly recent nation, having been formed in 1963 from the Federation of Malaysia and various British crown colonies. Early Malaysia was a hodgepodge of various Buddhist and Hindu kingdoms scattered across the islands and the coasts until the arrival of Islam in the fourteenth century. This led to the founding of an Islamic sultanate that lasted until the arrival of European traders.

RELIGION

Malaysia is a land of multiple ethnic groups, including Chinese, Indians, and Malays, and thus a wide variety of religions. Here one can find Buddhists, Christians, Hindus, Muslims, Sikhs, and Taoists, with even a little shamanism. The mythology and folklore of Malaysia is an eclectic blend of beliefs, similar in many respects to Indonesia.

BAJANG

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.125 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
5	BODY	-10	9-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	12-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	2		Phases 4, 8, 12
4	REC	4		
20	END	0		
12	STUN	2		Total Characteristics Cost: -8

Movement: Running: 6"/12"
Leaping: 2"/4"

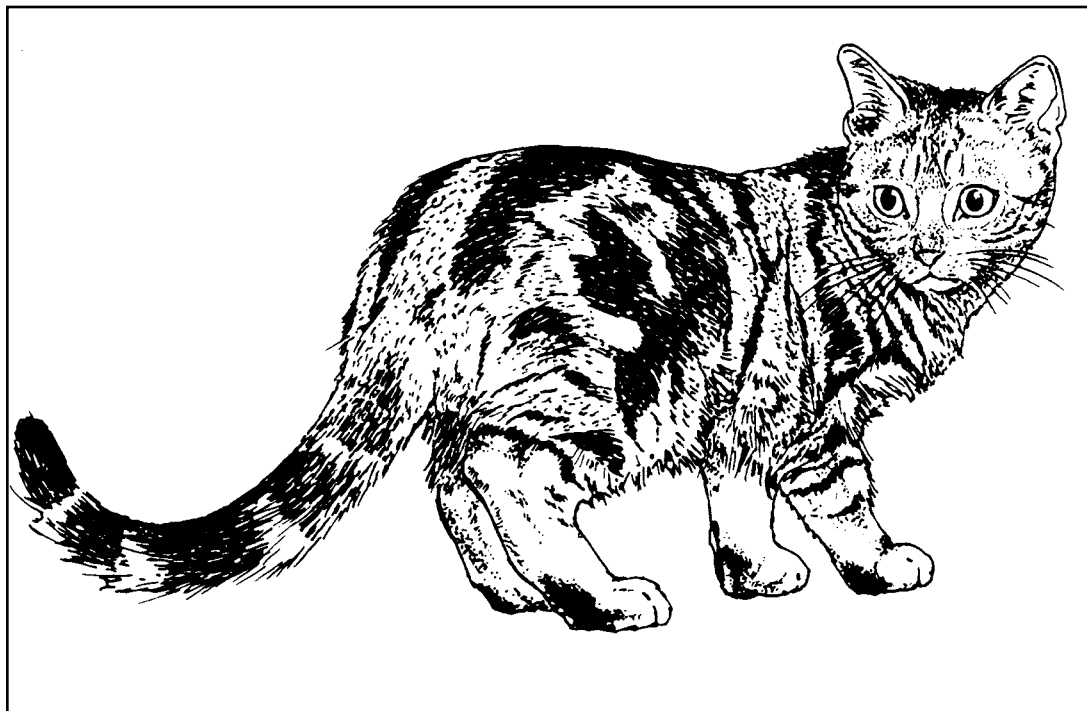
Cost	Powers	END
86	<i>Cause Disease:</i> Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¾)	
57	<i>Mewing:</i> RKA 2d6, NND (defense is deafness, Hearing Group Flash Defense, heavy ear covers, or otherwise not being able to hear; +1), Does BODY (+1), Indirect (+¼), Invisible To Sight Group (+½), No Range Modifier (+½), Reduced Endurance (0 END; +½); Incantations (must "mew"; -¼), No Knockback (-¼), Only Affects Children (-1)	0
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
2	<i>Pounce:</i> Leaping +2" (2" forward, 1" upward)	1
9	<i>Bajang's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Bajang's Eyes:</i> Nightvision	0
5	<i>Bajang's Nose:</i> Tracking with Normal Smell	0

Skills

15	<i>Hard To Hit:</i> +3 DCV
3	Breakfall 13-
3	Climbing 13-
10	Concealment 19-; Self Only (-½)
7	Shadowing 13-
15	Stealth 19-

Total Powers & Skills Cost: 222

Total Cost: 214

**75+ Disadvantages**

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Physical Limitation: restricted by certain amulets, cannot approach or cross areas protected by specific amulets (Infrequently, Fully Impairing)
- 10 Physical Limitation: Tiny (.25m; +9 KB) (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Bloodthirsty And Vicious (Common, Strong)
- 74 Experience Points

Total Disadvantage Points: 214

OPTIONS**Cost Powers**

- 33 *Blood Drain*: RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)

Ecology: A bajang (or badjang) is a creature created by magic from the corpse of a stillborn child. Once created, it's kept in a bamboo vessel known as a *tabong*. The tabong is stoppered with leaves and sealed with spells to keep the bajang imprisoned. The bajang is

given eggs and milk while sealed in its vessel, and quickly turns on its owner if not well-fed.

Personality/Motivation: A sorcerer typically uses his bajang to eliminate enemies. The bajang follows the orders of its master, but isn't especially loyal to him.

Powers/Tactics: A bajang is typically used to kill people via a fatal illness. Its small size lets it get close to its target so it can infect him with a mysterious disease. The bajang is also a threat to small children, and it can easily kill a child with its mewling. Children are often given amulets to wear to keep the bajang away.

Campaign Use: The bajang is similar to the pelesit (page 128) and the polong (see page 127) and can serve as the model for various types of wizard's familiars. Legends describe the bajang as a male, while the langsuir (see page 122) is female. Both can be enslaved by magicians.

Supposedly, a bajang is treated as a sort of family treasure, handed down from one generation to the next. However, use of the creature to inflict harm runs the risk of discovery and execution — usually by drowning the wizard in a tub of pure water. A wizard killed that way spills forth insects and reptiles from his mouth and nostrils, with the bajang escaping from the wizard's mouth in the form of a lizard.

Appearance: An active bajang takes the form of a civet-cat (known as a *musang* in Malaysia).

ENG BANKA

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
11	CON	2	11-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	4		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
3	SPD	4		Phases 4, 8, 12
4	REC	4		
22	END	0		
20	STUN	6		Total Characteristics Cost: 24

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost Powers **END**

10	<i>Bite:</i> HKA ½d6 (½d6 with STR)	1
90	<i>Soul Stealing:</i> RKA 6d6, NND (defense is Power Defense or not having a soul; +1), Does BODY (+1), Reduced Endurance (½ END; +¼), Gradual Effect (3 Days; 2d6/Day; -1¼), No Range (-½)	13
1	<i>Leaping:</i> Leaping +1" (1" forward, ½" upward)	1
9	<i>Canine Senses:</i> +3 PER with all Sense Groups	0
5	<i>Canine Nose:</i> Tracking for Normal Smell	0
3	<i>Canine Ears:</i> Ultrasonic Perception (Hearing Group)	0
21	<i>Returning Spirit:</i> Healing BODY 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrection by burning the body), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¼), Resurrection Only (-½)	0

Talents

3	Lightsleep
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Skills

5	Concealment 13-; Self Only (-½)
3	Shadowing 11-
5	Stealth 13-
3	Tracking 11-

Total Powers & Skills Cost: 158

Total Cost: 182

75+ Disadvantages

10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: repelled by certain charms (Infrequently, Fully Impairing)
5	Physical Limitation: Small (about 1 m long; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
62	Experience Points

Total Disadvantage Points: 182

Ecology: The eng banka are dog-like creatures who prey on humans, devouring their souls. They inhabit the jungle, lurking on the edge of villages in the hopes of catching someone out alone and unaware. Although highly dangerous, eng banka won't approach certain charms and talismans, and anyone with such an item on his person is safe from their attacks.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: An eng banka is smarter and faster than a normal dog of its size. It uses these advantages to get close to its desired prey. Some eng banka sneak up on an unsuspecting human, while others act like a friendly dog. Once it's close enough, the eng banka steals its victim's soul, causing death in a few days. Killing an eng banka is fairly easy (it's no stronger or tougher than a normal dog), but unless you burn the body and scatter the ashes, it re-forms and returns to wreak more havoc.

Campaign Use: The idea of an animal stealing a man's soul is common in myth and folklore. You can give the eng banka's Soul Stealing power to various other animals (birds [especially crows and owls], domestic cats, snakes, tigers) and monsters.

Appearance: An eng banka looks like a normal dog.

ENG BANKA VARIANTS

The eng banka's soul-stealing power in effect makes it a form of vampire. Two other vampiric animals of Malaysia are the *bas* and the *maneden*.

Bas

As described by the Chewong people of Malaysia, the bas is a creature of the woods. It avoids human habitations and can be kept at bay by something as simple as a brightly-burning campfire. It prefers to eat wild pig, but has been known to attack lone humans. But it doesn't eat flesh, it devours the victim's *ruwai*, which loosely translates as life-force, soul, or vitality.

Exactly what the bas looks like is unclear, but the best assumption is a form of jungle cat similar in size and shape to a leopard. Some people believe it might be a real animal, with its *ruwai*-draining power explained as being the effect of a disease-carrying bite. To create a bas make the following changes to the Leopard character sheet on pages 145 of *The HERO System Bestiary*. To create a "real-world" bas, give the Leopard the Diseased (rabies) Template instead.

Cost Powers

65	<i>Devouring The Ruwai:</i> Drain BODY and CON 2d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Day; +1½), Reduced Endurance (½ END; +¼)
----	---

Total cost: +65 points.

Maneden

These small animals live in *pandan* trees in the forests of Malaysia. It's very territorial and quickly attacks anyone who disturbs its tree by leaping from the tree and clinging tightly to foe, using its bite to drink the target's blood (usually from the elbows of men and the nipples of women). Villagers can pacify an angry maneden with an offering of select nuts or tubers. The maneden usually takes the offering and retreats to its tree.

Killing a maneden is possible, with the recommended method being to burn it. However, it's very fast and agile, making it difficult to slay. An injured maneden is sure to return, seeking to drink the blood of anyone who attempted to kill it.

The maneden isn't clearly described anywhere, but if you wish to create one, make the following changes to the Diminutive Mammal character sheet on pages 171-172 of *The HERO System Bestiary*.

Cost Powers

- +21 Add the Monkey Option
- 6 *Fast And Agile*: +2 DEX
- 7 *Fierce*: +7 PRE
- 1 *Fierce*: +3 PRE; Only To Protect Against Presence Attacks (-1)
- 22 *Drink Blood*: RKA ½d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)
Add Psychological Limitation: Strongly Territorial (Common, Strong; 15 points)
Add Psychological Limitation: Vengeful (Common, Strong; 15 points)

Total cost: +57 points.

GERJIS

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
23	BODY	26	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
14	PD	5		Total: 14 PD (4 rPD)
9	ED	3		Total: 9 ED (4 rED)
4	SPD	10		Phases 3, 6, 9, 12
15	REC	0		
56	END	0		
60	STUN	0		Total Characteristics Cost: 165 (+67 with NCM)

Movement: Running: 12"/24"
Swimming: 5"/10"

Cost	Powers	END
30	<i>Bite</i> : HKA 2d6 (4d6 with STR)	3
20	<i>Claws</i> : HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	2
4	<i>Roar</i> : +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
4	<i>Thick Hide</i> : Damage Resistance (4 PD/4 ED)	0
12	<i>Great Mass</i> : Knockback Resistance -6"	0
12	<i>Long Legs</i> : Running +6" (12" total)	1
3	<i>Long Legs</i> : Swimming +3" (5" total)	1
9	<i>Tiger's Senses</i> : +3 PER with all Sense Groups	0
5	<i>Tiger's Eyes</i> : Nightvision	0
5	<i>Tiger's Nose</i> : Tracking with Normal Smell	0

Skills

- 15 +3 HTH
- 2 Concealment 11-; Self Only (-½)
- 3 *Camouflage Coloration*: +4 to
Concealment; Self Only (-½), Only In
Home Environment (-1)
- 3 Stealth 13-
- 1 *Camouflage Coloration*: +1 to Stealth; Only
In Home Environment (-1)

Total Powers & Skills Cost: 128

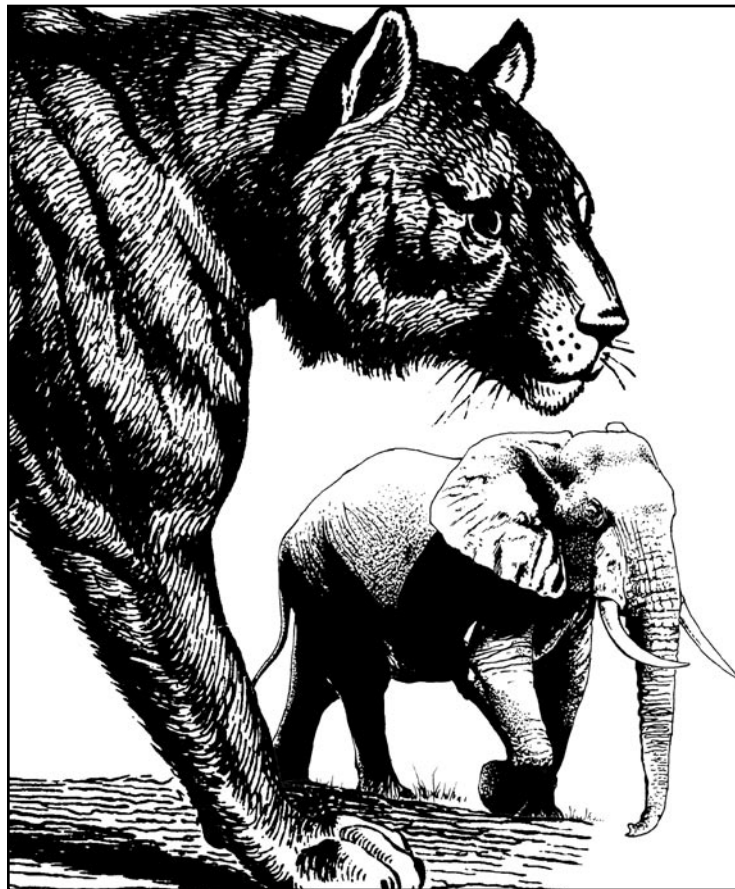
Total Cost: 303

75+ Disadvantages

- 10 Physical Limitation: Enormous (9m; -4
DCV, +4 to PER Rolls to perceive) (Fre-
quently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipula-
tion (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Voracious Hunger
(Common, Strong)
- 20 Reputation: devourer of all forest animals,
14-, extreme
- 168 Experience Points

Total Disadvantage Points: 303

Ecology: A singular creature, Gerjis prowls the jungles of Malaysia preying on all the animals of



the forest. His hunger is insatiable, and he eats anything he can find, though he prefers the youngest of animals because their flesh is more tender.

Personality/Motivation: As the largest predator in the forest, Gerjis treats all other animals as prey. He's driven by a voracious appetite, and often gorges himself on multiple kills and then sleeps off his meal before going out to hunt again.

Powers/Tactics: For all his size, Gerjis is basically an ambush predator. He positions himself amid a thick stand of trees and then leaps out at a passing animal, using his massive jaws to kill his prey in a single bite. He holds down larger animals, such as elephants, with his claws so he can Grab their throat and choke them to death.

Campaign Use: As the terror of the forest, Gerjis (also known as Gergasi) was feared by all other animals until the great trickster-hero Kanchil the mousedeer decided to destroy him. Digging a deep pit, Kanchil convinced Gerjis the sky was going to fall soon and the only way to be safe was to be buried in the pit. Gerjis agreed and leapt into the pit, and was promptly buried by Kanchil, who then called in all other creatures of the forest to show them what he'd done. Later, the strongest of the elephants uprooted a tree and used it to crush Gerjis's skull. You can use Gerjis in a similar manner, presenting him as a great threat to be defeated by a party of PCs. If you feel Gerjis is too weak to be a threat, increase his defenses so the PCs have to use guile and deceit to defeat him instead of brute force.

Appearance: Gerjis is a tiger large enough to prey on an elephant with ease.

LANGSUIR

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
30	COM	10	15-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	4		Phases 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0		Total Characteristics Cost: 54 (+5 with NCM)

Movement: Running: 6"/12"
Flight: 12"/24"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
84	<i>Cause Miscarriage:</i> Major Transform 7d6 (pregnant female to non-pregnant female, heals back through restorative magics), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Target (pregnant human females; -1), All-Or-Nothing (-½)	0
4	<i>Ngilai:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must wait; -¼)	0
24	<i>Taking To The Air:</i> Flight 12"	2
47	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating, but including Longevity: Immortality)	0

Skills

10	+2 HTH
5	+1 with Agility Skills
3	Climbing 12-
2	Concealment 11-; Self Only (-½)
3	Seduction 12-
3	Shadowing 11-
3	Stealth 12-
1	Survival (Tropical Forests) 11-
3	Tracking 11-

Total Powers & Skills Cost: 238

Total Cost: 292

75+ Disadvantages

- 15 Physical Limitation: can be “cured” by cutting her hair and nails and stuffing them in the hole in the langsuir’s neck (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Lust For Blood (Common, Strong)
- 15 Psychological Limitation: Hates Men (Common, Strong)
- 172 Experience Points

Total Disadvantage Points: 292

OPTIONS**Cost Powers**

- 17 *Imitate The Cry Of A Lost Child*: Hearing Group Images 1” radius, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a baby’s cry; -1)



Ecology: A langsuir (or langsuyar) is the ghost of a woman who has either died a virgin, died during childbirth, or died within 40 days of giving birth. Having a stillborn child can also create a langsuir; the child’s ghost becomes a pontianak (see below). Rising from the grave, the langsuir flies among the trees, drinking the blood of infants and children, stealing fish from fishermen, and seducing men to emasculate them.

A woman can be prevented from rising as a langsuir by nailing her hair to the floor of her coffin. A more extreme method calls for placing glass beads in the corpse’s mouth (to prevent screaming), placing eggs under the arms, and pushing pins through the palms of the hands. A man who encounters an active langsuir can save himself and cure the woman of her condition by cutting off the woman’s hair and fingernails and stuffing them in the hole (or mouth) found in the back of the woman’s neck (used by the langsuir to drink blood). If this is done, the langsuir becomes a normal woman; she can marry and have children. However, care must be taken at village dances, lest the langsuir join in, revert to her undead form, and fly off into the jungle. Women sacrifice chickens at the riverside to langsuir to appease the fiends and keep themselves (and their children) safe.

Personality/Motivation: A langsuir is driven by two strong emotions — a lust for blood (taken from the children denied to her) and a hatred for men.

Powers/Tactics: A langsuir often lurks in the forests, and when men enter the woods she seduces them with their unearthly beauty. Once she has a man in her embrace, she uses her sharp, claw-like nails to rip his genitals from his body. (Some langsuirs also have the power to imitate the cry of a lost child, the better to lure victims to them.) Langsuirs also drink the blood of small children and can cause any woman they see to suffer a miscarriage with just a glance.

Campaign Use: The original langsuir was a woman driven mad by the knowledge her child had been stillborn. Later, the langsuir became a more general blood-drinker and eater of flesh (with a fondness for fish). You can use the langsuir as a classic vampire, a form of ghoul, or as a ghost in need of being put to rest.

Appearance: A langsuir is a woman of unearthly beauty. She has long black hair that falls to her ankles (hiding a hole in the back of her neck that she uses to drink blood) and long fingernails. Traditionally, the langsuir wears a green robe, but sometimes she appears naked, with wild black hair and blood flowing from her open womb.

WHAT’S IN A NAME?

In Java and Sumatra, the langsuir is called a *pon-tianak*, while in certain parts of Malaysia the woman is called a *pon-tianak* and the child is known as a langsuir.

PONTIANAK				
Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
10	CON	0	11-	
5	BODY	-10	10-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases 4, 8, 12
4	REC	4		
20	END	0		
18	STUN	8		Total Characteristics Cost: 10

Movement: Running: 1"/5"
Flying: 10"/20"

Cost	Powers	END
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Beak Must Do BODY First (-½)	0
13	<i>Wings:</i> Flight 10"; Restrainable (-½)	2
-10	<i>Short Legs:</i> Running -5" (1" total)	1
-2	<i>Cannot Swim:</i> Swimming -2"	
47	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating, but including Longevity: Immortality)	0
5	<i>Eyes Of The Owl:</i> Nightvision	0

6	<i>Eyes Of The Owl:</i> +3 PER with Sight Group	
4	<i>Eyes Of The Owl:</i> +8 versus Range for Normal Sight	0
4	<i>Ears Of The Owl:</i> +2 PER with Hearing Group	0

Skills		
4	+2 OCV with Beak	
20	<i>Hard To Hit:</i> +4 DCV	
7	<i>Easily Hidden:</i> Concealment 15-; Self Only (-½)	
11	Stealth 16-	

Total Powers & Skills Cost: 147
Total Cost: 157

75+ Disadvantages		
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
10	Physical Limitation: Diminutive (up to .6m; +6" KB) (Frequently, Slightly Impairing)	
15	Psychological Limitation: Lust For Blood (Common, Strong)	
42	Experience Points	

Total Disadvantage Points: 157

Description A pontianak is the ghost of a langsuir's stillborn child. It takes the form of an owl or a black crow, flying about the trees at night and preying on the blood of young children. As with the langsuir, one can prevent a stillborn child from rising as a pontianak by placing glass beads in the mouth, thrusting pins through the palm of the hands, and by placing eggs under the arms.

The name "pontianak" or "puntianak" derives from the word *matianak*, meaning "death of a child." These creatures are also known as *mati-anak*.

PENANGGALAN

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
3	BODY	-14	9-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	11-	
4	PD	4		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases 4, 8, 12
6	REC	6		
26	END	0		
20	STUN	10		Total Characteristics Cost: 39

Movement: Running: 0"/0"
Flight: 12"/24"
Swimming: 0"/0"

Cost	Powers	END
10	<i>Horrific Appearance</i> PRE +20; Only For Fear-Based Presence Attacks (-1)	0
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
81	<i>Dripping Blood Causes Disease And Sores:</i> Drain CON 5d6, Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Nonselective Area Of Effect (22" Radius; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¾), Can Only Hit Targets Actually Flown Over (-½), Linked (to Flight; -0)	0
24	<i>Taking To The Air:</i> Flight 12", Reduced Endurance (0 END; +½); Restrained (-½)	0
-12	<i>Only Flies:</i> Running -6"	
-2	<i>Only Flies:</i> Swimming -2"	
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

20	<i>Hard To Hit:</i> +4 DCV
3	Concealment 12-
2	KS: Arcane And Occult Lore 11-
3	Stealth 12-
1	Survival (Tropical Forests) 12-

Total Powers & Skills Cost: 173

Total Cost: 212

75+ Disadvantages

- 10 Physical Limitation: Diminutive (.5 m, +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Lusts After The Blood Of Children And Pregnant Women (Common, Strong)
- 97 Experience Points

Total Disadvantage Points: 212

OPTIONS**Cost Power**

- 9 *Indonesian Penanggalan's Animal Forms:* Multiform (assume 5-point bird form or 39-point mouse form; Costs Endurance (to change form; -½)
Distinctive Features: faint smell of vinegar (Easily Concealed; Causes Major Reaction [suspicion and fear]; 10 points)

Ecology: A penanggalan ("the one who pulls out") is a form of witch who goes forth at night to drink the blood of young children or of women who've just given birth. She hunts by laying down on the ground, separating her head and viscera from her body, and sending the head-and-viscera flying off into the night in search of a victim.

A penanggalan may have to soak her blood-swollen innards in a vat of vinegar before she's able to rejoin her head to her body. In this case the presence of large quantities of vinegar in her home, or a faint smell of vinegar to her (possibly a Distinctive Feature) may give her away.

Personality/Motivation: For the most part, a penanggalan acts like any normal woman, at least during the day (though she may be a malicious, spiteful person, or a sorceress). When night falls her hunger for blood takes over, and she quickly hides her body before sending her head off to find prey.

Powers/Tactics: A penanggalan gains her ability to separate her head from her body either through the use of magic or by promising herself to a demon of the underworld. In her normal human form she typically has no special powers or abilities. Her head, once separated, can fly, deliver a painful bite, and drink blood. In addition, the head of a penanggalan drips blood and other fluids constantly, and anyone hit by one of these drops falls gravely ill or suffers from appalling sores.

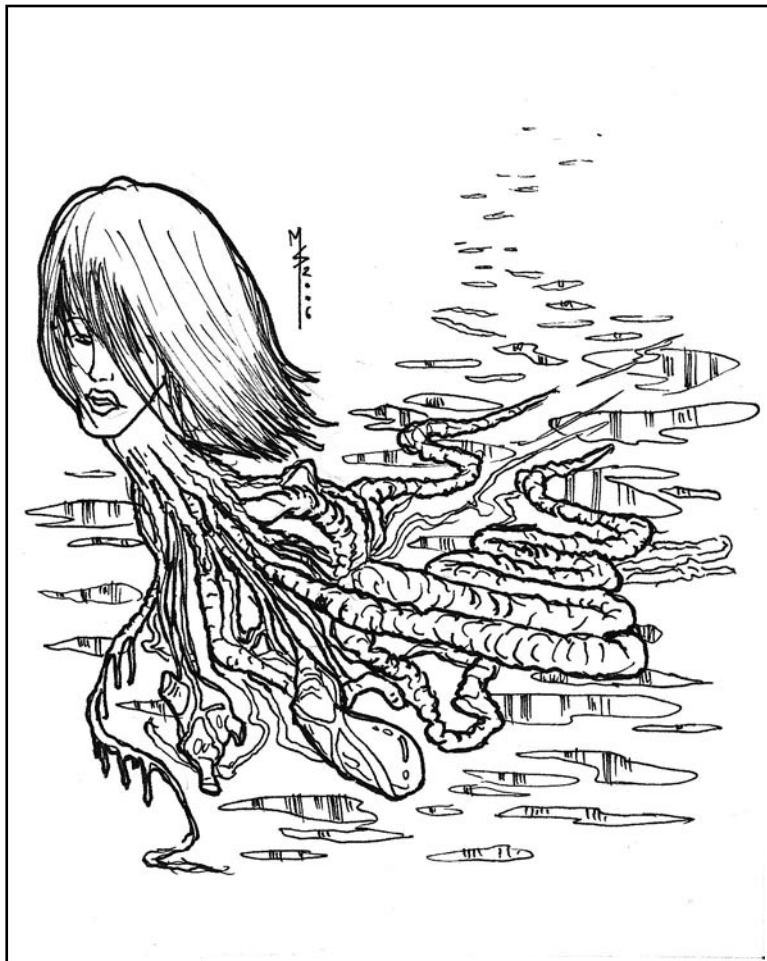
Since the penanggalan's intestines and other internal organs hang from her head as she flies, she must take care to not entangle the dangling viscera while flying. To defend themselves from attacks by penanggalan, villagers hang branches of thorny *jeruju* (thistle) over their doors and windows to catch and entangle the entrails of a penanggalan so they can kill her when the sun rises. The Indonesian penanggalan, who flies using either her ears or lungs, can change into a bird or a mouse to enter a home.

Campaign Use: A flying penanggalan has to be one of the most disgusting creatures a party of adventurers could ever encounter. The mere sight of a

BECOMING A PENANGGALAN

The character sheet listed here is just for the flying head and not for the penanggalan's combined body. Add the following power to any character to represent the ability to become a penanggalan.

Head Separation: Duplication (creates one 212-point duplicate), Altered Duplicate (100%; +1) (84 Active Points); Feedback (-1), Only At Night (-½), Original Character Is Incapacitated While Duplicate Exists (-1), Both Characters Die If They Do Not Recombine At Sunrise (-½).
Total cost: 21 points.



flying head is bad enough, but the mass of trailing innards dripping blood and fluids should make even the hardest heroes pause. Malaysian myth isn't clear on what, if any, additional powers the head might have. You could extrapolate additional powers if you wish, such as dripping caustic stomach acid (1 point RKA, Linked to the Cause Disease power) or wrapping the entrails around a foe (an Entangle or strangulation HKA). If the human form has learned to separate her head through the use of magic, then perhaps she knows additional spells (in which case you should buy the penanggalan "form" as Duplication; see sidebar, page 125).

Appearance: During the day, a penanggalan looks like a normal human woman. At night, when it shows its true self, the penanggalan is a woman's head trailing her digestive tract, intestines, and other internal organs, all of which drip blood and other fluids.

PENANGGALAN VARIANTS

While the penanggalan is found in Indonesia and Malaysia, there are similar stories of flying heads from various parts of Southeast Asia.

Aswang

Native to the Philippines, aswang are a mixture of ghoul, vampire, and witch. They come in many forms, one of which can pull the head free of the body and fly about in the manner of a penanggalan. See page 68 for more information.

Kephn

Burmese sorcerers make pacts with evil spirits to gain vast supernatural powers. One such ability is the power to separate the head and stomach from the body and go about at night in search of human souls to consume. Killing a kephn is no harder than killing an otherwise normal person, but the corpse must be burned to keep it from rising from the grave.

Use the following powers to create the kephn's primary body:

Cost Powers

- 50 *Supernatural Powers:* 50 points' worth of magic Skills and spells
- 21 *Head Separation:* Duplication (creates one 185-point duplicate), Altered Duplicate (100%; +1); Feedback (-1), Only At Night (-½), Original Character Is Incapacitated While Duplicate Exists (-1)
- 21 *Kephn Regeneration:* Healing BODY 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop kephn by burning the body), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¾), Resurrection Only (-½)

Total Cost: +92 points.

Make the following changes to the Penanggalan character sheet to represent the kephn's floating head and stomach:

Cost Powers

- 119 Remove *Bite, Drink Blood, and Dripping Blood Causes Disease And Sores*
- 71 *Soul Consumption:* RKA 3d6, Penetrating (+½), Continuous (+1), Reduced Endurance (½ END; +¼); No Range (-½), Not Versus Soulless Beings (-¼)
- 21 *Kephn Regeneration:* Healing BODY 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrector by burning the body), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¾), Resurrection Only (-½)

Total Cost: -27 points.

Ma Ca Rông

This Vietnamese vampire appears as a floating head and dangling entrails (it doesn't seem to have a base body). It's created when a person dies at a specific time, or "sacred hour" known as *than trung* (literally, "spirit coincidence"). The ma ca rông goes

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abroad at night and devours cow dung. To create a ma ca rông make the following changes to the Penanggalan character sheet:

Cost Powers

- 114 Remove *Drink Blood* and *Dripping Blood Causes Disease And Sores*
 47 *Undead Vitality*: Life Support: Total (except for Diminished Eating, but including Longevity: Immortality)

Total Cost: -67 points.

Phi Krasue

Found in Thailand, the phi krasue (or *phi krasu*) may be even more revolting in appearance and habits than the penanggalan. By day it looks like a normal human woman, but at night the head and entrails rip free from the rest of the body and crawl around using its supernaturally-long tongue to pull itself along. The creature feeds on the excrement of sleeping humans, using its tongue to enter the bowels and devour not only waste, but the victim's life energy as well. Supposedly, a phi krasue is nigh-unkillable, although charms provided by a *Maw Du* (a type of magician) can ward them off. To create a phi krasue make the following changes to the Penanggalan character sheet:

Cost Powers

- 138 Remove *Drink Blood*, *Dripping Blood Causes Disease And Sores*, and *Taking To The Air Crawls*: Running +3" (3" total)
 6 *Long Tongue*: HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½) **plus** Extra Limb, Inherent (+¼) **plus** Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
 8 *Drain Life Energy*: Drain BODY 1d6, Delayed Return Rate (points return at a rate of 5 per Day; +1½); Extra Time (5 Minutes; -2)
 120 *Nigh Impossible To Kill*: Physical and Energy Damage Reduction, Resistant, 75%
 Physical Limitation: kept at bay by certain charms (Infrequently, Fully Impairing; 15 points)

Total Cost: 16 points.

POLONG

Val	Char	Cost	Roll	Notes
-30	STR	-40	3-	Lift .4 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
3	CON	-14	10-	
2	BODY	-16	9-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
5	PRE	-5	10-	PRE Attack: 1d6
8	COM	-1	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
2	SPD	0		Phases 6, 12
1	REC	0		
6	END	0		
5	STUN	1		Total Characteristics Cost: -76

Movement: Running: 1"/2"
 Swimming: 0"/0"

Cost Powers

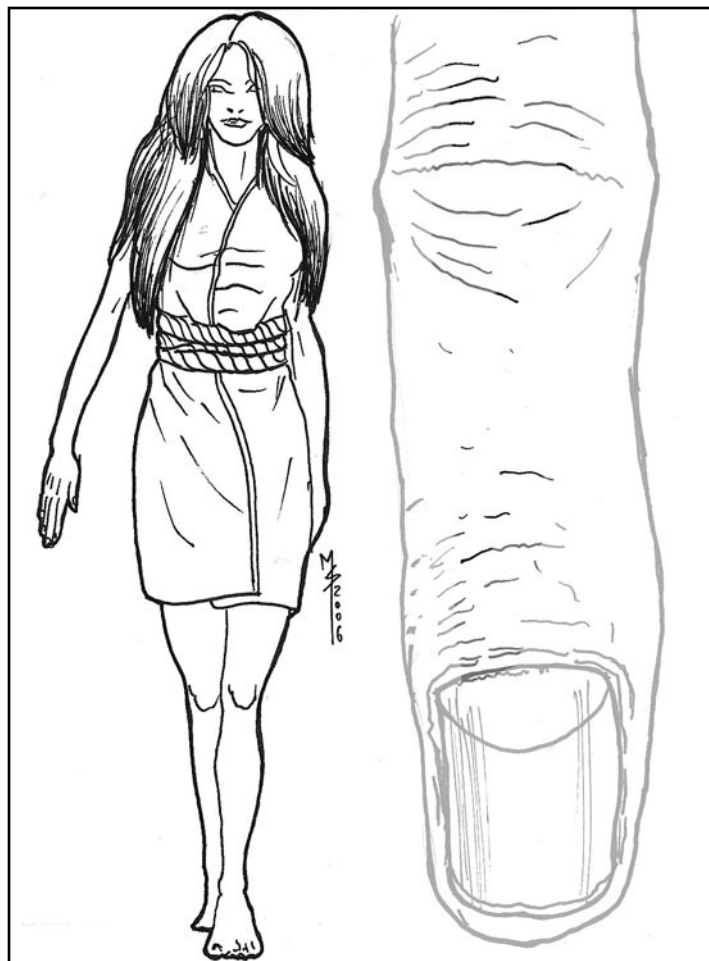
- 33 *Enter A Victim*: Desolidification (affected by magic), Reduced Endurance (0 END; +½); Only To "Merge" With A Body (-1) **plus** Clinging (normal STR); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2) **END**
 0
 117 *Cause Madness And Death*: Major Transform 7d6 (normal human to insane human, heals back naturally once the polong is removed from the victim), Affects Physical World (+2), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Gradual Effect (7 Days, 1d6/Day; -2), Limited Target (humans; -½), Linked (to Desolidification; -¼), No Range (-½)
 122 *Cause Death*: Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¾)
 -10 *Tiny*: Running -5" (1" total)

Skills

- 50 *Hard To Hit*: +10 DCV
 15 *Easily Hidden*: Concealment 21-; Self Only (-½)
 23 *Hard To Spot*: Stealth 21-

Total Powers & Skills Cost: 350

Total Cost: 274

**75+ Disadvantages**

- 20 Physical Limitation: Insectile (about 1 inch tall; +18" KB) (All The Time; Greatly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: repelled by certain charms and incantations (Infrequently, Fully Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Loyal To Its Master (Common, Strong)
- 15 Reputation: sorcerer's servant 11-, (Extreme)
- 109 Experience Points

Total Disadvantage Points: 274

SUMMONING A POLONG

The ritual used to create a polong is bought as follows:

Create Polong: Summon 274-point polong, Loyal (+½) (82 Active Points); Extra Time (2 weeks; -4½), OAF Expendable (blood of a murdered man placed in a *buli-buli* [bottle] Extremely Difficult to obtain; -2), Incantations (throughout; -½). Total cost: 10 points.

Ecology: A polong is an evil spirit used by sorcerers to bring madness and death to their enemies. It's created by placing the blood of a murdered man in a bottle with a long narrow neck and repeating prayers and incantations over the bottle. One to two weeks later the sorcerer hears the sound of a chirping bird coming from the bottle, at which point he must cut his finger and place it in the neck of the bottle, letting the polong drink the blood. Once the polong is fully grown, the sorcerer can send it out to attack anyone he wants.

Personality/Motivation: The polong follows the orders of its creator.

Powers/Tactics: A polong attacks by entering into its victim's body, driving the victim insane and causing him to contract a fatal illness (see the kit-sune on page 17 for more on how the Desolidification power works). While under the influence of a polong, victims rant and rave (usually about cats), tear at their clothing, and bite anyone who comes near. A trained medicine man can try to order the polong out of its victim (or at least discover who sent it); otherwise the victim's probably doomed. Certain charms and incantations drive a polong off, neutralize its powers, or even destroy it.

Campaign Use: The polong is one half of a paired set of creatures, the other being the *pelesit*. The *pelesit*'s described as the polong's pet or plaything and looks like a small cricket. It travels with the polong and enters into the victim's body first, preparing the way for the polong itself. Supposedly a *pelesit* is created by placing the corpse of a child in an anthill and then biting off the child's tongue when it starts to cry out. The tongue is then placed in coconut oil and buried. Three days later the tongue becomes a *pelesit*.

Appearance: A polong looks like a tiny female figure no more than an inch tall.

SANTU SANKAI

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (1 rPD)
6	ED	3		Total: 6 ED (1 rED)
3	SPD	6		Phases 4, 8, 12
7	REC	0		
30	END	0		
30	STUN	0		Total Characteristics Cost: 50

Movement: Running: 7"/14"

Cost	Powers	END
10	<i>Savage Fangs:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
2	<i>Swift:</i> Running +1" (7" total)	1
3	<i>Sharp Senses:</i> +1 PER with all Sense Groups	0
4	<i>Acute Hearing:</i> +2 PER with Hearing Group	0
4	<i>Acute Sense Of Smell:</i> +2 PER with Smell/Taste Group	0
5	<i>Can See In The Dark:</i> Nightvision	0
5	<i>Acute Sense Of Smell:</i> Tracking for Normal Smell	0
3	<i>Acute Hearing:</i> Ultrasonic Perception (Hearing Group)	0
Skills		
10	+2 HTH	
3	Climbing 12-	
3	Concealment 11-	
3	Stealth 12-	
3	<i>Hunt In Packs:</i> Teamwork 12-	
3	Tracking 11-	

Total Powers & Skills Cost: 70

Total Cost: 120

75+ Disadvantages

0	Physical Limitation: Human-Sized
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelli- gence (Frequently, Slightly Impairing)
25	Experience Points

Total Disadvantage Points: 120

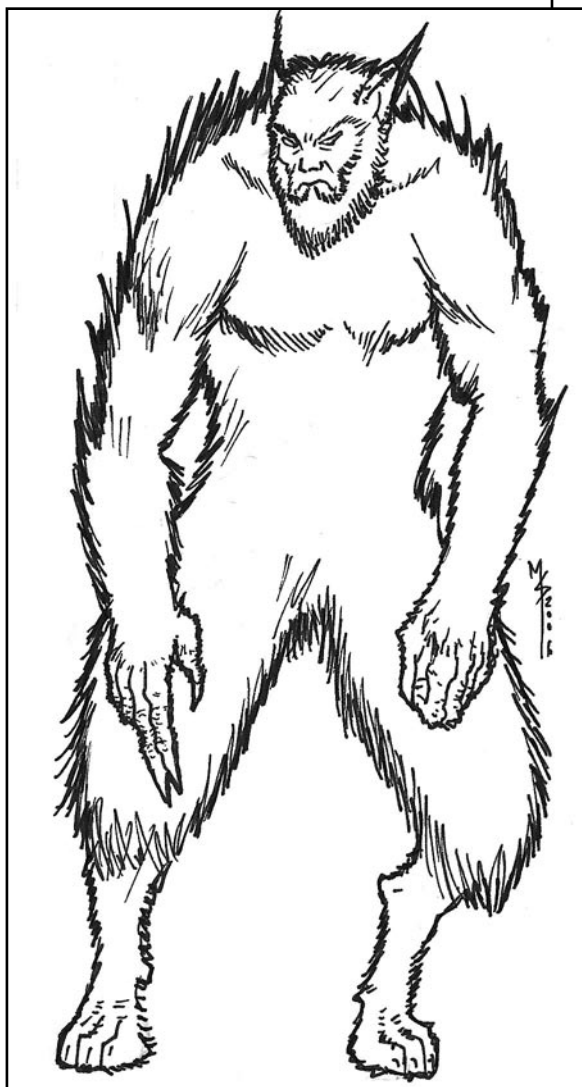
Ecology: The santu sankai (the name means "mouth men") are a savage race of wolf-like humanoids found in the forests around the city of Kuala Lumpur. They live in small packs and prey upon animals and men alike, tearing their victims' bodies apart to get at the fresh meat and blood.

Personality/Motivation: Normal animal motivations. The santu sankai have a reputation for aggressive and fierce behavior.

Powers/Tactics: A santu sankai first rends its prey with its long claws and then closes in for a killing strike from its fanged mouth. A single santu sankai usually attacks from concealment, while a pack uses its superior numbers to run its prey to ground before finishing it off with fang and claw. It's possible the santu sankai understand and use simple tools, and thus may arm themselves with primitive clubs and the like.

Campaign Use: Although a single santu sankai shouldn't present that much of a threat to a group of adventurers, the fact they come in packs allows you to scale them to almost any power level. They're perfect for a lethal game of cat-and-mouse, where a group of santu sankai stalk a party of PCs through the jungle, attempting to snatch away stragglers or those who become separated from main group.

Appearance: A santu sankai is a man-sized creature with a muscular humanoid torso, wolf-like legs, fingers tipped with sharp claws, and a horrific face combining elements of both man and beast. They wear no clothing because their bodies are covered in thick, black hair.





The history of Tibet is shrouded in mystery. Set on the border between India and China, Tibet lies in the middle of the Himalayan Mountains and has an average elevation of 16,000 feet, giving it the well-deserved nickname of “The Roof of the World.” The name “Tibet” derives from the Sanskrit word *trivistapa*, meaning “heaven,” although Tibetans call their country “Bod.” The nation itself was virtually unknown until 700 AD, when Buddhism was introduced by way of the Tang Chinese. The kingdom of Tibet remained independent until the 1200s, when it was conquered by Genghis Khan. He left the country alone, merely installing a puppet government, which managed the country’s affairs until the 1500s, when the Mongols invaded again, making the Dalai Lama (the leader of Tibetan Buddhism) the official leader of the country.

The West didn’t enter Tibet until 1904, when a British force reached the Tibetan capital of Lhasa, seizing the city and turning Tibet into a British protectorate. This lasted until 1910, when Tibet was given to China. However, World War I and the civil wars in China prevented any sort of takeover. Tibet remained fairly independent (even closed to outsiders) until 1950, when the People’s Republic of China absorbed the nation, creating the Tibet Autonomous Region.

RELIGION

According to tradition, the people of Tibet are the descendants of sPyan-ras-gzigs, the monkey god (an avatar of Avalokiteshvara, the Buddha of compassion) and sGrolma, a rock ogress. They had six children, who lacked tails and body hair, and walked upright. Avalokiteshvara, known as Chenrezi to the Tibetans, realized his children were far too primitive to understand the concepts of Buddhism, and worked with them to advance their learning and culture until they could become proper Buddhists.

Before Tibet became a Buddhist nation, it practiced an animistic and shamanistic form of religion called *Bon*. The arrival of Buddhism eventually replaced Bon, although Bon itself has not totally died out and is still practiced today. Buddhism in Tibet is unique — it believes in the constant reincarnation of the Dalai Lama, the leader of Tibetan Buddhism, as well as the manifestation of Buddha in human form, often to help spread Buddhism itself. Tibetan Buddhism also states that only certain *lamas* (religious teachers) can properly interpret the *sutras* (religious texts). However, the path to enlightenment and Buddhahood can be achieved by anyone through the use of meditation, *mudras* (hand gestures), *vajra* (literally, “thunder-

bolt”), prayer wheels, chanted *mantras* (such as “om mani padme hum” meaning “hail the jewel in the lotus”), and other rituals and objects. Finally, Tibetan Buddhism follows *Mahayana* Buddhism by having an elaborate cosmology of Buddhas, *bodhisattvas* (Buddhas who remain on earth to help others achieve enlightenment), and *Dharmapala* (protectors of the *Dharma*, the laws and morals that govern the universe).

ROLANG					
Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [1]	
10	DEX	0	11-	OCV: 3/DCV: 3	
15	CON	10	12-		
10	BODY	0	11-		
10	INT	0	11-	PER Roll 11-	
10	EGO	0	11-	ECV: 3	
15	PRE	5	12-	PRE Attack: 3d6	
8	COM	-1	11-		
4	PD	1		Total: 4 PD (4 rPD)	
4	ED	1		Total: 4 ED (4 rED)	
2	SPD	0		Phases 6, 12	
6	REC	0			
30	END	0			
26	STUN	0		Total Characteristics Cost: 21	

Movement: Running: 6”/12”
Leaping 0”
Swimming: 0”

Cost	Powers	END
90	<i>Powers Of The Rolang</i> : Multipower, 90-point reserve	
6u	1) <i>Word Of Death</i> : Drain BODY 6d6, Ranged (+½); Incantations (Ha!!!; -¼), Reduced By Range (-¼)	9
4u	2) <i>Lethal Breath</i> : RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1”; -¼)	0
75	<i>Rolang’s Touch</i> : Major Transform 10d6 (human into another rolang, heals back through special exorcisms and holy rituals), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Target (humans; -½), Skin Contact Required (-1)	0
15	<i>Awakened Corpse</i> : Does Not Bleed	0
10	<i>Awakened Corpse</i> : No Hit Locations	0
4	<i>Supernatural Vitality</i> : Damage Resistance (4 PD/4 ED)	0
50	<i>Awakened Corpse</i> : Life Support: Total (including Longevity: Immortality)	0
-2	<i>Cannot Bend Its Knees</i> : Swimming -2”	
5	<i>Awakened Corpse</i> : Nightvision	0

Skills

- 6 +2 OCV with Powers Of The Rolang
- 3 Stealth 11-
- 10 10 points' worth of Skills, chosen by the GM

Total Powers & Skills Cost: 276**Total Cost: 297****75+ Disadvantages**

- 0 Physical Limitation: Human Size
- 20 Physical Limitation: only moves in a straight line, cannot bend at the knees (Frequently, Fully Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: susceptible to various sutras, talismans, and wards (Infrequently, Fully Impairing)
- 20 Psychological Limitation: Only Desire Is To Do Harm (Common, Total)
- 162 Experience Points

Total Disadvantage Points: 297**OPTIONS****Cost Powers**

- 120 *Awakened Corpse*: Physical and Energy Damage Reduction, Resistant, 75%
- 24 *Flying*: Flight 12"
- 40 *Impossible To Kill*: Healing BODY 3d6 (Regeneration, 3 BODY per Turn), Can Heal Limbs, Resurrection (can be stopped by specific ritual, see below), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (3 BODY/ Turn; -1¼)
- 15 Add Physical Limitation: Immobile From Dawn To Dusk (Infrequently, Fully Impairing)

Ecology: A rolang is a human corpse animated by an evil spirit. After it rises from the dead, it tries to kill anyone it meets. There are four types of rolang: *rūlang* ("bone-rolang"), *draklang* ("blood-rolang"), *wūlang* ("breath-rolang"), and *mewalang* ("mole-rolang"). According to legend, to destroy a bone-rolang one must break its leg bone; the blood-rolang must be made to bleed (*i.e.*, must take BODY from an edged weapon); the breath-rolang must be suffocated; and the mole-rolang must have a mole on its body located and cut out.

All four types of rolang can only move in a straight line, and cannot bend their knees. Thus, one of the best defenses against rolang attack is a low doorway and a tall step just beyond the threshold: the rolang can't bend down to go through the door and can't step over the threshold. Other forms of protection against rolang attack include chanting various incantations, pushing its head back down before it can fully rise for the

first time, burial, cremation, or a "severance" ritual that forcibly ejects the possessing evil spirit back to the afterlife.

According to some legends, allowing a cat to lick the heel of a corpse causes it to rise as a rolang. Others say that if a man is killed by a rolang, his wife and children become rolangs upon death as well.

Personality/Motivation: The rolang has no other desires beyond killing the living and creating new rolang.

Powers/Tactics: The rolang can kill simply by crying out "Ha!". If its target survives this attack, the rolang breathes on its foe (although if you spit on a rolang before it breathes on you, it's said it can no longer hurt you) or strikes him with his hands. A rolang can also turn a person into another rolang with just a touch. Finally, some stories say a rolang can fly.

Campaign Use: Stories of wandering rolang are common throughout Tibet. You can have a party of PCs encounter one virtually anywhere, or have a rolang take up residence in a (now) abandoned monastery or the like. If you need to make the rolang tougher and more challenging, add some of the optional powers.

Appearance: A rolang looks just like a normal human, although its gait is very stiff-legged due to its inability to bend its knees.

**THE DÉLOG**

A far more benevolent "awakened corpse" is called the *délog*. It means "one who has returned from the dead" and refers to anyone who dies and then comes back. A *délog* is considered a holy being since it's seen the afterlife and can describe it to others. It often travels around Tibet telling the story of its death, its journey through the afterlife, and its eventual return.

THE OTHER ROLANG

Aside from the zombie-like rolang, there's also the rolang ritual, which creates "the corpse who stands up." A magician who wants to create a rolang must first lie full-length atop a fresh corpse, pressing his mouth to the corpse's mouth. The magician then repeats a specific incantation in his mind. The corpse awakens during this ritual and tries to escape by struggling and jumping about. The magician must retain his hold upon the corpse and continue to mentally chant his incantation. Eventually, the tongue of the corpse protrudes out of its mouth, at which point the magician bites it off and the rolang collapses. The tongue is then kept as a powerful magical object. If the magician loses his hold during this ritual, the rolang will kill him before fleeing to haunt the local area.

For this form of rolang, use the Zombie character sheet on page 127 of *The HERO System Bestiary*.

YET-TEH

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 34d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (2 rPD)
7	ED	2		Total: 7 ED (2 rED)
3	SPD	5		Phases 4, 8, 12
11	REC	0		
50	END	0		
45	STUN	1		Total Characteristics Cost: 92 (+22 with NCM)

Movement: Running: 8"/16"
Swimming: 0"/0"

Cost	Powers	END
10	<i>Arm Smash:</i> HA +2d6, Reduced Endurance (0 END; +½); Hand-to-Hand Attack (-½)	0
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
5	Fearsome Appearance: +10 PRE; Only For Fear-Based Presence Attacks (-1)	0
2	<i>Thick And Hairy Hide:</i> Damage Resistance (2 PD/2 ED)	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
2	<i>Used To The Cold:</i> Life Support (Safe Environment: Intense Cold)	0
4	<i>Long Strides:</i> Running: +2" (8" total)	2
-2	<i>Poor Swimmer:</i> Swimming -2"	0
3	<i>Sharp Senses:</i> +1 PER with all Sense Groups	0

Skills

4	+2 OCV with Arm Smash
5	Climbing 13-

Total Powers & Skills Cost: 45

Total Character Cost: 137

75+ Disadvantages

5	Physical Limitation: Large (up to 3m tall and weighing about 360 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Psychological Limitation: Shy, Avoids Human Contact (Common, Strong)
22	Experience Points

Total Disadvantage Points: 137

Ecology: The yet-teh (a Sherpa word meaning "that thing") is a creature of the Himalayan mountains. They're found in Bhutan, India, Nepal, and Tibet. They dwell high in the mountains, and are usually solitary animals. Their diet seems to consist of plants and small rock-dwelling mammals.

Personality/Motivation: Normal animal motivations. In general the yet-teh only wishes to be left alone.

Powers/Tactics: For the most part, yet-teh are fairly peaceful creatures and tend to flee from threats. However, cornering a yet-teh causes it to lash out angrily, striking with its powerful fists and biting in an effort to flee.

Campaign Use: The yet-teh may be based on reports of a real animal, and may be a form of previously undiscovered bear or primate. Pulp-era PCs, or heroes in a monster hunting or "weird conspiracy" campaign, may be hired to "bring one back alive," while more cinematic-minded GMs may wish to ignore the yet-teh's timid nature and make them far more dangerous to mountain travelers (see the kung-lu, below). You can also use the yet-teh as a guardian of mystic places and/or as a servant to Tibetan holy men

Appearance: A yet-teh is a large, bipedal creature, with a rough humanoid form and knee-length arms. It stands anywhere from six to eight feet in height and weighs upwards of 600 pounds. Its thick hair is dark brown or black, its face ape like. Yet-teh leave five-toed tracks in the snow, often of great size.

YET-TEH VARIANTS

The yet-teh is better known in the West by the name "yeti" or "Abominable Snowman," a name derived from a mistranslation of its original name (*met-teh kangmi*, or "man-sized snow creature"). In reality, the yet-teh may be three different creatures, since the Sherpa mention such beings as the *meh-teh* ("manlike thing that is not a man"), the *dzu-teh* ("big thing"), and the *tel-ima* ("that there little thing").

Dzu-teh

The dzu-teh is a large shaggy creature that tends to walk on four legs, but can rise and walk on two if needed. To create one, make the following changes to the Grizzly Bear character sheet found on page 134 of *The HERO System Bestiary*:

Cost Powers

1	<i>Used To The Cold:</i> Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½)
3	Climbing 12-
2	Survival (Mountains) 11-

Total cost: +6 points

Kung-lu

The kung-lu ("great hulking thing") is similar in size and shape to the yet-teh, but not in temperament. They sometimes invade villages, kill all the inhabitants, and feast on the remains. Kung-lu are also said to kidnap human women, mating with them to produce more kung-lu. These creatures are also known by the names *dzu-teh*, *gin-sung*,

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and *tok*. To create a kung-lu, make the following changes to the yeh-teh character sheet:

Cost Powers

- 5 *Great Strength*: +5 STR
- +5 Increase *Bite* to HKA 1d6 (2d6 with STR)
- 12 *Claws*: HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)
- +6 Increase +2 OCV with Arm Smash to +2 HTH
- Replace Psychological Limitation: Shy with Psychological Limitation: Aggressive Predator

Total cost: +28 points

Meh-teh

The meh-teh is similar to the yet-teh but is only about five and a half feet tall. To create one, make the following changes to the Gorilla character sheet found on page 165 of *The HERO System Bestiary*:

Cost Powers

- Remove Hunted: poachers 8-
- 1 *Used To The Cold*: Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½)
- 3 Climbing 12-
- 2 Survival (Mountains) 11-

Total cost: +6 points

Tel-ima

The tel-ima is humanoid in shape, but only about three and a half feet tall. To create one, make the following changes to the Chimpanzee character sheet found on page 148 of *The HERO System Bestiary*:

Cost Powers

- 3 Remove Acrobatics 12-
- 1 *Used To The Cold*: Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½)
- 2 Survival (Mountains) 11-

Total cost: +0 points

Additional Creatures Of Tibetan Folklore And Mythology

Other creatures your PCs may encounter in Tibet include the following. Many Tibetan demons can be created by using the Lesser Demon character sheets found in *The HERO System Bestiary*. Add the Disease Template to create a disease demon.

bDud

The bDud is a black-skinned demon who dwells in a castle made of black stone. He guards a well of milk and nectar and can be placated with the sacrifice of a pig.

bTsan

The bStan are the demons of the air and live in the high mountains. They appear as red-skinned hunters mounted on equally red horses.



MORE APE-MEN OF ASIA

You can use the yet-teh character sheet to represent a variety of other large “hairy bipeds” found in Asia. These include:

Gin-sung: These creatures are the “bear-men” of China. They’re also known as the kung-lu (see main text) and are said to live in central China. The gin-sung are described as having long shaggy black or gray hair, a flat head, heavy brows, long arms ending in huge hands, and large, human-like feet. The gin-sung is also called the *dzu-teh* by the Sherpas (see main text).

Kakli Besar: Found in Malaysia, kakli besars stand around eight feet in height. They haunt the forests, preying on livestock and people, and are savage and dangerous. People of the Johor region regard them as a form of demon. Smoke, fire, and loud noises drive off a kakli besar, leading villagers to set piles of grass and leaves alight, beat upon gongs, or string empty tin cans along wires to rattle in the breeze in an effort to protect themselves from the monster.

Nee-gued: This is the name of the yet-teh in the Indian state of Sikkim.

Nyalmo: A Tibetan name for the yeh-teh. These creatures may stand nearly thirteen feet high.

Orang Dalam: The “interior people” of Malaysia, who are much larger than their close relatives, the orang-pendek, standing anywhere from six to nine feet in height. Their smell has been likened to monkey urine.

Citipati

These beings are the “Lords of the Graveyard.” They dwell in cemeteries and look like dancing skeletons.

Dharmapala

These beings, also known as *Ch’os-skyon*, are eight giants who protect the beliefs and traditions of Buddhism. They’re immense and have mouths filled with great fangs, the ability to breathe fire, and a third eye in the middle of the forehead. They can kill with just a look and search constantly for the enemies of Buddhism. One particular Dharmapala is known as Hayagriva (or in Tibet, *rTa-mgrin*). Described as a potbellied man with a horse’s head, he guards humans from attacks by demons, and in Mongolia protects the horse herds.

You can create a Dharmapala by using any of the Giant character sheets found in *Monsters, Minions, And Marauders*. Add in such Templates as Divine, Ferocious, and Size, as well as any magic powers and spells you feel the Dharmapala might need.

dMu

A servant of the sky god dMu-bdud-kam-po sa-Zan, dMu and his brother rMu are corpulent, purple-skinned demons of the skies.

gNyan

The gNyan are disease spirits. They lair in the trees and stones and infect humans with any number of lethal diseases.

Kere

The kere is a Tibetan unicorn. You can find it, and its two relatives, the serou and the tsopo, listed on the Ch’i-Lin character sheet on AB1 10.

Khyung

Khyung is a magical bird-man, identical in virtually all respects to a garuda (see page 91).

Lha-mo

Lha-mo is a female demoness of diseases and the master of many lesser disease demons (such as the gNyan). She wears clothing made from human skin, eats human brains, drinks human blood from a bowl carved from a skull, and rides about on a white donkey. Her saddle is made from the flayed skin of a man, while the donkey is surrounded by fierce flames. The people of Tibet give her offerings at the end of the year to try to persuade her to not unleash her demons during the next year.

Ma-mo

The ma-mo are black-skinned and black-clothed female disease demons. They’re the wives of the gNyan and other disease demons.

Sa-bDag

Sa-bDag are Bon nature spirits. Described as “earth movers,” they dwell in the ground, homes, lakes, and freshwater springs. They act as protectors for the local area, and are honored at monasteries and temples (where they’re given offerings of wine).

Sri

Another Bon nature spirit, the sri live in the dark places of the world, such as caves, under rocks, and in tombs. They like to devour the flesh of the dead, and are often found near graveyards and charnel houses. They aren’t above adding fresh meat to their diet and sometimes lure small children away from their homes to devour them.

Thags Yang

A form of shape-changing demon, the thags yang are found under the entry for the Rakshasa on AB1 88.

Wrathful Deities

These beings are also known as the 58 Blood-Drinking Deities. They’re an assortment of vampiric and/or ghoul-like gods and goddesses who appear to a dead person on his journey to the afterlife, showing him any crimes he committed while alive.

Yamantaka

Yamantaka (Lord Yama) is the Tibetan god of the dead. He’s a horrific figure — dark blue in color, with eight buffalo heads, 34 arms, and 16 legs. He holds weapons in each of his hands and wears a necklace of human heads. At night he drinks the blood of sleepers. Yamantaka is not an evil deity, despite being the lord of death. He’s an avatar of Manjushri, the Buddha of Wisdom, who became death to overcome it.

Yamantaka is similar in many respects to the Nepalese Lord of the Dead and the Mongolian God of Time. These deities drink blood as well, with the Mongolian God of Time often sighted during storms, standing over a sea of blood. The Nepalese Lord of the Dead spouts flames from his eyebrows and snorts thunder and lightning from his nose.

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