

A vibrant, stylized illustration of a treasure chest overflowing with gold coins and gems. The chest is made of dark wood with metal bands and a latch. A sword with a silver hilt and a dark blade rests on the edge of the chest. The scene is filled with bright, sparkling light effects, suggesting a rich and valuable find. The background is dark, making the golden treasure stand out.

*Adventure Mode
Expanded*

This supplement operates under an understanding that the Optional Inventory Slot rule is in effect. If it isn't, ignore all Slot entries.

Special thanks to the following:

To the Unsung Heroes who would prefer not to be named.

Togashi Kenshin

Zeth

Adventure Mode Moves and Alterations

Travel Montage

Whenever you travel the land in search of adventure, everyone rolls +Cool or +Smarts, modified as follows:

Grasslands, or barren plains, +2 Ongoing

Sparse woods, or low hills, +1 Ongoing

Dense forest, swamp, moderately rocky terrain unmodified

Desert, jungle +1 Ongoing

Snowy mountains, inside an active volcano, etc +2 Ongoing

If the lowest roll is 10+, take all three, from the options below; if 7-9 choose 2.

- You remain on the right path, making it to the next waypoint (or the end if there are no more waypoints. Sensei says how many waypoints there are.)
- You suffer no encounters or injuries
- You find something to make Mystery Food X (if you don't you must consume an edible)

Optional Rule: Extended Nukige

Characters in games that are intended to be significantly more sexual can extend gratuitous nudity and sex scenes by up to (Hot+Sports) Nukige! rolls (minimum 1). So if you elected to have +2 to two attributes upon character creation, if they're +Hot and +Sports, you could have up to 4 Nukige rolls. Likewise, if you have one that's 0 and one that's -1 you still get 1 roll. Normally hold would go away when you roll to gain the same kind of hold, but in cases like this rule, you could stack Nukige hold and retain it for up to 24 hours.

Bonds Expanded: Purity and Corruption

A character may be particularly pure or impure, allowing them to be either more resistant to, or more comfortable with committing crimes and sins. A character who has neither purity nor impurity may need to roll (usually +Cool) to Avoid the urge to commit the sin/crime. A character with Purity may roll that instead of +Cool when resisting the urge to commit a crime or sin. A character may select corruption or purity as a bond in games where it exists freely. Their archetypes may also determine whether they start with +Purity or +Corruption. Each such archetypes provide either +1 bond with Purity or +1 bond with Corruption irrespective of normal bond calculations.

Pure Archetypes

EMT
linchou
Miko
Mother
Onesama/Aneki
Osananajimi
Shrinking Violet
Way of the Warrior

Corrupt Archetypes

Accidental Pervert
Assassin
Eromancer
Ojou
Otaku
Sukeban
Yandere

Pure Races

Celestial

Corrupt Races

Demoness
Vampiress

An Archetype or Race not listed above is either neutral, or an obvious oversight. Discuss with your game's Sensei if you're unsure.

What to do if you have Purity and Corruption

Ok, first of all, don't panic—it's normal. Purity and Corruption serve different functions within the game. Purity helps to resist temptations, where corruption serves as a stand in for determining if a temptation is within your comfort zone. Before spending any Bond Points, characters are likely to have +2 in one, and +1 in the other, but may also have +1 in either, or both, or manage to select 3 archetypes that don't add to either.

Having +1 to +3 Purity means that you can get that same number to Avoid Danger vs. the temptations of crimes or sins. Having the same level of Corruption may mean you're ok with vandalism, assault or rape respectively. You can have up to +4 in either. Having a high value in both Purity and Corruption just means that you are willing and comfortable enough to engage in a variety of crimes and sins, but that you can will yourself not to if push comes to shove.

Some games may make resisting corruption a separate move from Avoid Danger. If this is the case, consider implementing it as Follows

Resist Temptation

When you are presented with a temptation that calls your morals into question, roll +Purity. *On 10+, you resist the temptation no problems and may alert the appropriate authorities or use your own authority (if it's legitimate) to dole out punishment. *On 7-9 you can resist the temptation, but stop short of calling the authorities or doling out punishment. Staying in the area may require you to Resist Temptation again. *On 6-, you give into the temptation, and gain +1 Corruption if possible.

Character Modifications

Ojou

I Live in a Mansion

The only one that wouldn't be found in feudal Japan is the modern version. There are some adaptations that need to be made to the features though:

- A helipad would be replaced with a Teleportation Circle that will teleport you anywhere you have attuned yourself to
- A motorcade would be replaced with stables, and a large pasture
- Lore Library would permit magical books
- Motion sensing defenses would have to be facilitated by magic, and allow for magical traps

Zaibatsu

The main things that change about the Zaibatsu are the ventures. Add these to the list:

- Apothecary (Equivalent to Pharmaceutical)
- Brothel (Equivalent to Escort Service).
- Contracting service (influence / betrayal or scandal).
- Grain mill (influence / fire).
- Inn/Residences (Equivalent to a Hotel Chain).
- Smithy (arms and armour / strike or theft; Replaces Defense Contract).

New! Entrepreneurial Spirit

Pick a new for your Zaibatsu. Gain one hold for that venture as if you passed a Zaibatsu roll related to it. If you pick a venture that modifies cupsizes, only do so if it makes sense for the campaign.

New! Home Improvement

You can pick 2 additional features for your Mansion. One of these features can be +1 Armor. These features each increase the Stress value of your mansion.

Key Items

- Modern electronic devices can be replaced with magical equivalents

Wrench Wench

Golem Mount (Variant form of Fixer Upper)

Instead of a Fixer Upper vehicle, you have a magical golem in the form of a mount. One of the Guys works on it, as do any moves that normally require In addition to the standard things you can spend points on for a vehicle in standard *Visual Novel World*, you can also spend it on Instinct, Ferocity and Cunning.

Choose as many strengths as its ferocity:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

It functions as a mount; in addition, choose additional trainings up to a total number equal to its cunning:

Hunt, search, scout, guard, fight monsters, perform, labor, or travel.

Command

When your mount helps with a task it's trained in...

...and you attack the same target, add its ferocity to your damage

...and you track, add its cunning to your roll

...and you take damage, add its armor to your armor

...and you Assess, add its cunning to your roll

...and you Turn Someone On, add its cunning to your roll

...and someone Interferes with you, add its instinct to their roll

Improved Fixer Upper

Your vehicle can now have the Fast or Agile tags. You get +1 Stress to apply to it. You can take this move up to 3 times, each time getting +1 stress

Succubus

Demon Magic

This move was originally made before Spell Moves, or this document were a thing. The original rule was:

Whenever you engage in Nukige, you may also use hold generated for Use Magic, or Big Magic. You can produce any effect, but it requires hold generated from Nukige. It takes 3 hold for Use Magic and 9 hold for Big Magic. You are not required to spend hold on magic in your campaign's "underworld"

To bring Demon Magic more in line with the philosophies of how this document came to be, Senpai may consider changing Demon Magic as follows:

Each Use Magic Effect costs 1 Nukige hold, and each Big Magic Effect costs 3 Nukige hold, with the succubus being able to craft effects that have a total of Hot+1 effects. Replace any +Weird in the requirements with +Hot provided that the effect belongs to the Eromancy or Fire categories

ABO Blood Types

The idea that Blood Type is associated with an individual's personality has been a popular part of Japanese culture since the 1920's. Even though there is little scientific evidence to lend credence to the theory that Blood Type determines or influences personality, Blood Type is often used to determine romantic compatibility and career paths. Most Japanese companies ask for Blood Type on their application forms, and all Students have their Blood Type listed on their School Record. Most Japanese know their own Blood type and that of their relatives and close friends.

Each of the 4 Blood Types is associated with different personality traits. Since the Archetypes in the core book somewhat define personality, or at least cater to playing the character as if they have a given personality, the core archetypes can be categorized by blood type.

Type A

Type As are often calm, composed, serious, reliable, trustworthy, perfectionists and tend to suppress their emotions. They can be shy, arrogant, and sensitive. Type As are the most artistic of the blood groups.

Suggested Archetypes: Martial Artist, Miko, Otaku, Shrinking Violet, Tsundere

Type B are goal-oriented individualists. They are curious, bright, cheerful, enthusiastic, superficial, unreliable or selfish. When they start a task, they will continue until it is completed.

Suggested Archetypes: linchou, Journalist, Meganekko, Osananajimi, Yandere

Type O is carefree, generous, independent, flexible, clumsy and sometimes flighty. Type O's are the most outgoing and social of all the Blood Types, and are often self confident and well liked.

Suggested Archetypes: Accidental Pervert, Cuckoolander, Dojikko, Genki Girl, Idol Singer, Onesama/Aneki, Sports Star

Type AB indicates a divided personality. Type AB's are sensitive, considerate, careful and efficient but can also be strict, timid and moody. Type AB's are trustworthy, but tend to buckle under the weight of too much responsibility.

Suggested Archetypes: Bokkuko, Foreigner, Wrench Wench, Sensei Chan, Sukeban

New Archetypes

Alchemist

If you're looking for the class that shows up in That Other RPG™ you'll be a little bit disappointed. These alchemists are potion makers, and only occasionally, do they burn things down or melt them with acid, or poison their clients or enemies.

Look

Curious Eyes, Focused Eyes, Knowing Eyes, Wild Eyes
Bun, Hairnet, Pinned Hair, Wicked Hair
Bleached Skin, Bony Body, Rugged Body, Spotted Skin
Homemaker Clothes, Lab Clothes, Scorched Clothes, Sturdy Clothes

Attributes

Either +2 Hot or +2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cupsize: B

Starting Moves

Alchemical Supplies

When you Montage for alchemical purposes, you can montage very quickly; for about 10 seconds to earn 1 Preparation, about a minute to earn 2 preparation, or about 10 minutes to earn 3 Preparation. In addition to its uses for Gastromancy below, Alchemical Supplies may be used to create one of the following (variable cost). Alchemists know how to create all of them:

- Aethereal Adhesive (your choice of strong, medium or weak adhesion for 1, 2, or 3 Preparation)
- Luminous Gemstone (Worth 500 yen or 1 coin for illuminating a Close, Short, or Medium radius for 8 hours per day it is left to sit in the sun.)
- Ectopic Lubricant (Requires Avoid danger to keep from falling or losing your grip on a surface it's applied to)
- 2 uses of Mystery Food X (1 Preparation; It takes 10 minutes per missing Preparation to create a single use of Mystery Food X)

Gastromancy

You can mix the Preparation above into Mystery Food X. to produce add one or more options to the usual effects of Mystery Food X:

- +1 to the target's Comfort Zone (It's Big Magic to increase Bond with you by 1 instead)
- +1 forward to aid or interfere

- +1 to Cool or Sports (does not stack with other positive attribute effects)
- -1 to others attempts to Turn Someone On or Interfere against the Imbiber
- -1 to an attribute noted above

These effects have a duration of 1 hour. The form the finished item takes can either be a drink, pastry, or meal, but always qualifies as Mystery Food X regardless.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Goods and Services

The alchemist can make alchemical items from the Goods and Services section of Adventure Mode Expanded and Survival and Miscellaneous section of Visual Novel World, worth up to 10 coins per level.

Lingering Concoction

When you take this move, an effect you chose lasts all day instead of 1 hour without counting against the limit on the number of effects that you can produce with your potion. You cannot use this to make damage incurable.

Transmogrifying Concoction

You may spend Alchemical Supplies on a concoction that does one of the following to the user per Alchemical Supplies spent (up to Core Attribute)

- Swap two of the user's Attributes
- Change the Body component of the user's look to any other body of their choice.
- Modify the numerical value of one Vital Statistic by an amount equal to your rolled attribute in the direction the patient prefers.
- Increase or decrease cupsize by the maker's Core Attribute in the direction the user prefers.

For concoctions that produce more than 1 effect, the imbiber needs to Avoid Danger with either +Sports or +Cool with a penalty equal to the number of effects -1 (rolling up to -2 for 3 effects). On any hit, everything's fine. *On 6- keep one of the intended effects, but also suffer one of the following:

- IT BURNS the user suffers piercing damage equal to the creator's Core Attribute.
- The user is very warty, resulting in -1 Hot.

When you gain a level from 6-10, you may choose from these moves.

Alchemical Energy Cell

When you assemble dissimilar metals into a pile and submerge them in acid, the resultant creation can be used to power spells equal to +Weird effects. If you have at least +3

¹ This in the real world would be called a Voltaic Cell. Whether these or their inventor exists before an alchemist player is up to Senpai.

Weird, you can use it to power Big Magic. Effects that harness the earth or lightning elements allow for an additional effect¹

Grenade

When you mix Alchemical Supplies that are particularly volatile, You can make a splashing bomb that you can throw a Short range, which hits up to +[Core Attribute] opponents within Close range of each other for 1 damage (usually Fire or Acid, but other damage types may apply at Senpai's discretion) per point of Preparation spent.

Persistent Concoction

When you take this move, pick one of your effects. That effect can be made permanent without counting against the limit on the number of effects you can produce with your potion. You cannot use this to make damage incurable.

Assassin

Look

Hard Eyes, Mysterious Eyes, Shifty Eyes, or Sunglasses

Bald, Bun, Hooded Head, or Wild hair

Agile Body, Lanky Body, Strong Body, or Wiry Body

Business Suit, Common Clothes, Battle Fatigues, or Ninja Clothes

Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

Backstab

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one:

- Their armor is reduced by 1 until the repair it.
- You create an advantage that gives +1 forward to you or an ally acting on it.
- You deal your damage +2.
- You don't get into a fight with them.

¹ Since this class exists in a premodern era, a modern day device that uses a battery to perform another function can be wired into the cell with considerably more difficulty than just using a battery.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Cheap Shot

Requires: Backstab

When using an agile or precise weapon, your backstab deals an extra +2 damage.

Improvisational Weapons

If you use whatever is lying around when you fight, you are always treated as having a close, 2-hands optional weapon available. If Adventure Mode is active, it also deals 2 damage. Pick another trait that will give it one or more tags:

Sharp(ened): 1 damage becomes Piercing

Agile: Adds the Agile tag

Hooks, spikes, or jagged/serrated edges: +1 damage, add Messy

Huge: Add forceful, 2-hands optional becomes 2-hands

Versatile: Choose an additional range tag

Light: Becomes 1 handed, intimate. Can't be used with huge

Shoot First

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

When you gain a level from 6-10, you may choose from these moves.

Dirty Fighter

Replaces: Cheap Shot

When using an agile or precise weapon, your backstab deals an extra +3 damage and all other attacks deal +1 damage.

Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

Dancer

Look

Heavy Lidded Eyes, Smokey Eyes, Mysterious Eyes or Knowing Eyes

Bun, Coiffured Hair, Flowing Locks, or Hime Cut Hair

Voluptuous Body, Toned Body, Willowy Body or Lithe Body

Stylish Dress, Form Fitting Dress, Glamorous Dress or Little Black Dress

Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

Magical Dance

When you dance a magical dance, choose an ally and one benefit they receive:

- They Deal +1 Damage
- Heal 2 Blood
- The next time they receive aid, they get +2 instead of +1.
- Their mind is shaken clear of one enchantment

Then roll +Hot. On a 10+, the ally gets the selected effect. On a 7-9, your dance still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, Senpai's choice.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Dance of Destruction

When you grant bonus damage with Magical Dance, you grant an extra +1 damage.

Healing Striptease

When you heal with Magical Dance, you heal +2 Blood.

Hip Check

Your attacks now have the Forceful tag.

When you gain a level from 6-10, you may choose from these moves.

Dance of Death

Replaces: Dance of Destruction

When you grant bonus damage with Magical Dance, you grant an extra +2 damage.

Heavenly Striptease

Replaces: Healing Striptease

When you heal with Magical Dance, you heal +4 Blood.

Tango Dip

When you defend someone you can dance with, On a 12+, you switch places with them and can negate an attack that would have been redirected to you.

Eromancer

Most are unaware of the magical power of sex. Pulling power from the uninitiated is easy. However, because they do not know how to channel or focus their sexual power, it is also very limited. The truest and most potent source of power is one that has been mastered by one initiated in the art of Eromancy. Eromancy is a particular kind of skill. Very few know its secrets. In order for your character to use Eromancy, she must first learn its secrets. This is not easy. You must find someone else who knows the art, and then, you must convince them to teach it to you.

Eromancers are available in any game where the Plane of Eros, or its creatures are prevalent.

Look

Hungry Eyes, Mysterious Eyes, Ogling Eyes, or Seductive Eyes
Flowing Locks, Lady Godiva Hair, Pigtails, or Whippy Hair
Bouncing Body, Curvaceous Body, Thin Body, or Top Heavy Body,
Eccentric Clothes, Extremely Tight Clothes, Frilly Clothes, Strange Clothes

Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

Starting Moves

Sex Hex

You can spend Nukige Hold on Use Magic. When you cast an Eromancy spell, roll +Hot. If you make your own spell, it costs 1 Nukige Preparation per Use Magic Effect, and 3 points per Big Magic effect. If you use the spells provided, they cost 1 point per normal +Weird requirement if they are not Big Magic and 3 points per if they are. As an Eromancer, you also have additional ways of gaining Nukige Hold.¹ They are as follows:

- As usual, you gain Nukige hold just for Nukige
- When Turn Someone On would grant you RP, you may take 3 Nukige Hold instead
- Love Potion #9 gives you 9 Nukige Hold.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Coax them into Perversion

When you Turn Someone On, if the request is sexual take +1 Forward.

¹ Senpai may also decide that this rule applies for others who are explicitly stated to have sex based magic, such as the succubus.

The Word is "Love"; Spread the Word

When you spout lore about a sexual subject¹, Take +1 Forward.

Shameless

Whenever you roll 6-, you may choose not to take the normal -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

When you gain a level from 6-10, you may choose from these moves.

With Pleasure, Bring Pain

Whenever you Nukige with someone, you may add the following effect:

- You inflict 1 Blood or Bruise on them (after any healing they spend their hold on). You recover this amount to the relevant score

You take -1 Ongoing to Nukige with that person until Senpai says they forgive you.

With Pain, Bring Pleasure

Whenever you attack someone and draw blood, If you rolled 10+ with an appropriate move (Archery, Catfight, Martial Arts/Kendo) gain +1 Nukige hold.

Summon Erotic Beast

When you summon an entity from the plane of Eros (Abomination, Medusa, Nymph, Succubus, Tentacle Beast, etc), roll +Hot. *On a 10+, you summon the creature and hold 3. *On a 7-9 hold 1 instead. When you have spent all hold (if you had any) the creature leaves. You may spend hold on the following:

- Give it a simple order that can be followed quickly
- Give it a complicated order that may take several minutes to complete

*On a 6-, you summoned the creature, but have no hold over it. Deal with it.

Isekai

Once upon a time, you were just living a normal life in your home world/dimension when something happened. Perhaps you heard a voice calling to you. Maybe lightning struck when you were playing a game. Could be you're just a very vivid dreamer. Now you're in another world/dimension where magic and monsters are real, and people seem to think you're the Chosen One.

¹ Anatomy, Biochemistry, Hedonistic Philosophies, Sexual Psychology, The Plane of Eros, etc.

Look

Heterochromic eyes, Golden Eyes, Unnatural Eyes, Calming Eyes

Modern basic haircut, Funky hair, Plain Bun, Unexpectedly Region/Period Correct Hair

Athletic, Overweight, Average Build, Unusual Birthmark

School Uniform, P.E. Clothes, Military uniform, Retail Store Uniform

Attributes

Either +2 Smart or +2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Starting Moves

Linguistic Commonality

Somehow, you speak the most common language in the area to which you were summoned, and can furthermore use the Pop Quiz move to piece together bits of a nearby language you don't know. Three such successes on the same language lets you make an Exam move to learn the language entirely. You don't gain GPA for this use of the move since you're not in an area where Modern Academics is relevant, but you do gain a bond point you can spend on someone who already knows the language and is impressed by your sudden acquisition of it.

Modern Magic

You have a modern device either normally allowed from your other picks, undefined until such a point where it would be dramatic to identify it, or simply knowing interesting things about modern science that allow you to produce effects with materials on hand. your modern magic can be used to produce the following effects:

- Afflict a total of +Weird turns worth of a Temporary Condition appropriate to the item use (such as blinding someone with the laser of a CD player)
- Something large (That has up to +Core Attribute Stress) suffers enough structural damage to collapse. A smaller section of a larger structure will collapse but not take the whole structure with it.
- Something small and unattended explodes, destroying the object.
- You can make a separate Archery move to deal +(Core Attribute) damage (Ignores Armor) against a single target.

Whenever you use it, roll +Core Attribute. *On a 10+, select 3 effects. On a 7-9, either select 2 and an unintended consequence, or select 1. On a 6-, select an unintended consequence.

Unintended Consequences

- Some modern convenience makes your device work (batteries, ammo, refined chemicals, etc) and you've run out of it. To regain something you can synthesize into a replacement you must Nukige, wait until you Take Your Relationship to the Next Level,

or regain supplies through Assess. If the latter method is used, you need to Montage and gain at least (Core Attribute) Preparation doing so.

- Someone thinks you're a demon, and you must Deal with the Law. They will put you into a life threatening situation immediately rather than dispensing with prison time or fines. This may be dissuaded with either Turn Someone On, or Exam.
- You suffer one of the damaging effects of your Modern Magic

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Less Killing More Hero Stuff

When you spare an opponent, take 1 hold. Spend that hold to receive aid from someone or something that has heard of your mercy. You can't have more hold for this than your Core Attribute.

More Modern Magic

Your combined knowledge of Chemistry, and discussion with local alchemists allows you to add the following effects to your Modern Magic:

- Heal up to +Weird damage
- Remove a single poison or disease

Stranger in a Strange Land

When you get into trouble because you don't understand how this world works, mark 1 RP. If you're already marking RP because of 6-, mark another.

When you gain a level from 6-10, you may choose from these moves.

Magnum Opus

This device will be your crowning achievement in these lands. With a full 3 Preparation, you can build a device that can (Pick One):

- Let you fly a number of meters equal to (Core Attribute x 500)
- Introduce a Pre-Modern Firearm or armor into the world
- Introduce a new scientific theory that lets people use a single Modern Magic Effect or More Modern Magic Effect, provided there's an explanation (such as introducing penicillin.)

Plot Armor

When you wear no armor or shield you get +(Core Attribute) armor. If you're wearing armor, you get no additional armor, but your armor can ignore the Piercing and Ignores Armor tags on weapons and monster attacks.

Your Legend Precedes You

You have done many deeds witnessed by people who also seem to take in your strange foreign looks. These features, and deeds mark you as the chosen one of legend. When you

encounter a new community, roll +(Core Attribute). *On a 7-9 choose one. *On a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

Limit Breaker

You break limits. Whether you thrash multiple enemies at the same time, throw massive spells, summon devils or gods, or some other method, you transcend what is normal. In a game where characters can summon Devils, their own Persona, or otherwise transcend the normal, you may play a Limit Breaker.

Look

Cynical Eyes, Golden Eyes, Naïve Eyes, Unnatural Eyes,
Bald, Braided Hair, Updo, Wild Hair
Curvaceous Body, Frail Body, Lithe Body, Muscular Body
Eccentric Clothes, Holy Garb, Rugged Clothes

Attributes

The Attribute stated in your first Storm ability gains +2. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1).

Base Cupsize: C

Starting Moves

Limit Break

When you suffer significantly at the hands of your enemy, Hold +1 Limit (up to 3). This suffering manifests in one of the following ways

- Roll 6- when lives are at stake.
- Engage in a battle Senpai thinks is long or hard enough to be worth RP, gain 1 limit.
- Absorb latent magic in a high magic area. Magic absorbed from such areas often taints your limit break, or imposes some side effect upon the user.

Limit goes down by 1 point per night you rest without using it. Choose one of the Storm moves below. You can take the others as Advanced Moves.

Blade Storm

+2 Cool, or as Blaster if Senpai prefers. Your Limit may be spent on one or more of the following effects with a successful Martial Arts attack.

1 point

- You can strike a number of targets equal to +Cool for Blood damage based on your melee weapon
- Your next attack gains Piercing for all damage it deals
- You treat 6- as 7-9 or 7-9 as 10+, meaning you're less likely to pay ammo for ranged Blade Storm attacks.

2 points

- You can apply a tag to your attack that lets you use whatever attribute you want (Agile, Cool, Volatile, Precise).
- You can apply the 1 point effects to a number of foes equal to +Cool
- For every target you hit, you regain 1 Blood

3 Points

- You can apply all level one effects to all foes you can see.

Element Storm

+2 Hot. Your Limit may be spent on one or more of the following effects with a successful Archery attack.

1 point

- Your elemental storm hits a number of targets equal to +Hot for 1 point of Blood damage
- Your elemental storm deals damage equal to +Hot to 1 damage

2 points

- You can combine the +1 effects such that you hit a number of targets for a number of damage, both equal to +Hot
- Provide 1 armor vs. your element to all allies, or a number of armor equal to +Hot to one ally against your element.

3 Points

- You can deal +Hot damage to all foes you can see, or +Hot Stress damage to a single foe
- You and your allies become immune to your element for the remainder of the encounter.

Heal Storm

+2 Weird. Your Limit may be spent on one or more of the following effects with a successful Use Magic. Your focus is a key item appropriate to your other Archetypes.

1 point

- Banish a single undead or yokai foe
- Consecrate an area about the size of a single room
- Heal a temporary condition
- Heal a number of Blood equal to +Weird

2 points

- Banish a number of undead or yokai from the area equal to +Weird
- Consecrate an area the size of a modest church
- Heal a Semi-Permanent Condition
- Heal all Temporary Conditions
- Heal 1 ally of all Blood Damage, or all allies of 1 Blood Damage
- Provide 1 armor vs. an element of your choice to all allies, or a number of armor equal to +Hot to one ally.

3 points

- Banish all undead or yokai in the area
- Consecrate an area +Weird miles in radius
- Heal a Permanent Condition
- Heal all Semi-Permanent Conditions
- Heal all allies of all Blood damage

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Broken Limits

When your blood score is lower than half its maximum, gain 1 Limit.

Guard

When you provide Armor to your allies, provide 1 more.

Raise Dead

Requirement: Heal Storm

When your ally falls in battle, you may pay 3 points to bring them back to life provided they have died within a few hours. You need not pay any cost beyond those 3 Limit points. Roll as normal for magical revival (depicted on VNW p. 149 as of the time of this writing).

Strong Conviction

Whenever you gain Limit points, gain 1 more.

When you gain a level from 6-10, you may choose from these moves.

Paragon of Conviction

When you awaken from a peaceful night's sleep, steel your resolve and gain 1 Limit.

Mighty Guard

When you provide Immunity to your allies, pay 1 fewer Limit.

Resurrection

When you Raise the Dead, you transcend time allowing you to resurrect anyone who has died at any point as long as they know you or you have access to their remains. Roll as normal for magical revival (depicted on VNW p. 149 as of the time of this writing)

Shinobi

Look

Criminal Eyes, Ninja Eyes, or Shifty Eyes.

Cropped Hair, Hooded Head, or Messy Hair.

Common Clothes, Ninja Clothes, or Fancy Clothes.

Knobby Body, Large Body, or Lithe Body.

Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C

Starting Moves

Infiltration Expert

When you spend a moment to survey a dangerous area, roll+Cool. On a 10+, hold 3 Infiltration. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?
- Can I set a trap here?

Pick one more of the two below. The other can be taken as an Advanced Move

Trap Setting

When someone moves through an area you have trapped, roll+Cool. On a 10+, choose two. On a 7-9, choose one:

- Reduce their armor by 1 until they repair it.
- You create an advantage, +1 forward to you or an ally acting on it.
- You deal your damage+2.
- They are stuck in place

Tricks of the Trade

When you pick locks or pockets or disable traps, roll +Cool. On a 10+, you do it, no problem. On a 7-9, you still do it, but the Senpai will offer you two options between suspicion, danger, or cost.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Cautious

When you use Trap Expert, you always get +1 hold, even on a miss.

Devious Traps

When you deal damage with a trap, deal +1 blood

Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

When you gain a level from 6-10, you may choose from these moves.

Connections

When you put out word to your ninja clan that you want or need something, roll+CHA. On a 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

Escape Route

When you're in too deep and need a way out, name your escape route and roll +Sports (or +Smarts if you spent Preparation). *On a 10+, you're gone. *On a 7-9, you can stay or go, but if you go, it costs you: leave something behind or take something with you (or pay another Preparation to avoid this). Regardless of which one you pick, Senpai will tell you what it is.

...With Spikes

Replaces Devious Traps

When you deal damage with a trap, deal +3 Blood, All other attacks deal +1 Blood

Way of the Warrior

Look

Hard Eyes, Wise Eyes, One Eye, Wild Eyes
Ponytail, Shaved Hair, Topknot, Wild Hair,
Aged Body, Agile Body, Hardy Body, Strong Body,
Oriental Armor, Gi, Kimono, Robes

Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

Bushido

The Samurai's Code of Honor is more important than life itself. Death would be an improvement to a dishonored Samurai. Were you to go against the code would bring dishonor upon yourself and your Master. All Seven Virtues of Bushido are important to you, but one comes most naturally to you. Pick one benefit:

- Justice - You are treated as if you have lawful authority (You do not Deal with the Law, you *are* the law. This can be used as leverage when you Turn Someone On)
- Courage - You can force a foe to a one on one duel and set agreeable victory conditions.
- Benevolence - People are less likely to resort to violence against you. Interactions that can become violent only do so on a 6-.
- Respect - People greater than you (physically, socially, spiritually) will treat you as an equal.
- Honesty - People are more forthcoming with information.
- Honor - You can use your Honor as leverage to Turn Someone On but you can lose your honor on a miss.
- Loyalty - You will receive greater rewards for successive tasks you complete for the same person or group.

If you break one of the seven virtues, you will become Dishonored. Your chosen virtue no longer grants its normal benefit; there is only regret. You have two options open to regain your Honor: Your Master will give you a task to complete or you can perform Seppuku.

Daimyo

You are sworn to a Master. Describe your Master. Either Senpai or you will give him a name.

Optional Death Move (You start with this move at Level 1) An Honorable Death/Seppuku

When you die with your Honor intact, or you are Dishonored but end your own life in Seppuku, name a reason or cause that you have lived for. You will die knowing that your

sacrifice will not go unnoticed. People from around the world will have heard of your noble end and take up your cause in their name.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Art of War

Whenever you take this move, choose one of the benefits below. You may take this move up to 3 times

- **Armored:** Ignore the clumsy tag on armor you wear
- **Naked Samurai:** gain +1 armor when you wear no armor, wear no shield, and carry less than your load.
- **Mounted Archery:** you gain +1 ongoing to Fire a Volley while on horseback or equivalent.

Blade Lock

When you and a foe lock blades in a battle of strength, roll +Sports. On a 10+ choose 2. On a 7-9 Choose 1:

- Your foe is disarmed or crippled
- Your foe is knocked to the ground
- Your foe stumbles forward exposing his back to you

Ronin

You are now masterless. Explain why. You no longer lose your chosen Virtues when you break The Bushido Code. Instead, you must Deal with the Law if you get caught in or around the Settlement that was most affected by your breaking of The Bushido Code

Deal with the Law, in a Lawless Land

Sometimes there is no law in the land in which you use Archery or Martial Arts/Kendo. The default choices allow for being placed in a danger, which suggests a soft move that allows you to Avoid Danger. In a harsher game, where civilization is lacking, Senpai may choose to have a player replace Deal with the Law with:

- *You take damage*
- *You are in a worse position requiring you to take -1 to Martial Arts/Kendo or Archery until you reorient yourself. If you're already taking this penalty due to pain, and you take this option again, you may pass out.*

You are still at liberty not to choose that option as long as you don't roll 6-. Even if Senpai chooses to replace some instances of Deal with the Law,

others will not be appropriate. For example, when a character becomes Ronin, they become an outlaw to a specific Daimyo.

When you gain a level from 6-10, you may choose from these moves.

Iaijutsu

On a 10+ with Martial Arts/Kendo you may deal the additional 2 damage without exposing yourself to the enemy as long as you return your weapon to its scabbard after the strike.

Paragon of Virtue

(Requires Reverent): You Embody everything that Bushido is. Choose 2 more Virtues, and gain their benefits.

Reverent

You are a prime example of what a follower of Bushido should be. Choose another Virtue and gain its benefits

Key Items

3 of these things are critical to your function as a Bushido Warrior

- 2 uses of Mystery Food X
- Daisho (Katana and a Wakizashi, counts as 2 picks)
- Yumi and arrows
- Scale Armor
- Padded Gi and Adventuring Gear

Advanced Fighting Techniques

This section is for players who want to add just a little bit of kick to their characters without necessarily going all in on taking another archetype, race, or privilege. It is up to senpai, the tone of the game, and whether the player meets all the other requirements for the individual move.

Eviscerate

Requires +3 Sports, use a weapon that breaks the skin

Whenever you kill a foe, their guts fly out violently allowing you to attack another foe near them within your weapon's range, for half damage (+Piercing). If you use this move for a firearm, any subsequent target must be behind the first.

High Jump

Requires Leap Attack, Level 6+

You may now leap to Extreme ranges, and strike foes there.

Ikken Hissatsu

Requires Iaijutsu

To draw and kill in one. Two enemies of nearly equal skill meet across a field. On cue—such as a slowly falling flower petal touching the ground—they break into a sprint toward each other, leaning far forward, hands on weapons.

Reaching critical distance, they leap. The enemies move past each other in midair in slow motion, weapons drawn. There is a sound of steel, but no weapon strikes are seen.

They face forward and do not look back.

Both characters land in a crouching position.

A beat goes by.

One falls to the ground dead—sometimes in pieces—the other stands. **When this happens to you, roll +Cool.** On any hit, you win, and your foe dies. On any miss, you die. You need not roll if your foe has the group or horde organization tag. They are simply unworthy. This doesn't mean you can kill 100 enemies that are unworthy; you still have to face them one at a time. A generous Senpai might allow you to run through several in a row (up to 1 per point of weapon damage).

Improved Defense

Requires +2 Sports or Cool, Level 2-5

Whenever you defend and take the option to reduce damage by half, instead, reduce it by your level if that would be better. You can reduce damage to zero this way.

Improved Eviscerate

When you eviscerate, you only halve damage for the first additional target (each additional target takes this halved damage), and you can continue killing other targets as long as your previous target was killed by your attack.

Leap Attack

Requires Wuxia themed game, or +3 Cool, or an appropriate Archetype

If there is an obstacle or foe that others can't reach within a Long range, and you are out in the open, you can leap to it, and attack it immediately if you so choose.

Magic Bullet

Requires Eviscerate, and either +2 Weird or the Telekinetic Archetype

When you Eviscerate with a firearm, you can apply the damage to targets that are not in a straight line.

Adventure Mode Key Item Options

Where a race or class option for an Adventure Mode game doesn't include Key Items, assume the following are available:

- 2 coins
- A weapon that does up to 2 damage per pick

- If a license is required, the license is an extra pick
- An armor that has up to 2 armor points per pick
- A custom tag on an existing item (Cumulative)
- A "Goods and Services" item worth up to 2 coins per the number of uses indicated in the item's entry

Race/Privilege

There are a great variety of different ways to play Adventure mode, and not all of the races and privileges that would be appropriate for it were included in the original document. The section below expands on the options in the original book, by providing additional options by popular demand.

Dwarf

Contrary to popular belief, not all of them are male. This is exacerbated by the fact that *some* of the females have beards. Dwarves have a very egalitarian view of the world and often grant women positions of power. Just because your family are masons doesn't prevent you from becoming a blacksmith. This is true no matter what level of dwarven society you fall into. **When you are in a Fantasy game that has elves and mountains, you may play a dwarf.**

Look

You can always choose Flowing Locks or Intricate Braids no matter what your other archetypes say.

Dwarves always have Short and Stocky Bodies

If you picked Armor for your gear, that will influence your look

Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

Starting Moves

Dwarf Lore

Choose an area of expertise:

- Mines and Minerals
- Stonework and Gemstones
- Metals and Metalwork
- Cavern Beasts
- Legends of Heroes and Artifacts of Dwarfkind
- Dwarf Gods and Their Servants

When you first encounter an important creature, location, or item (your call) covered by your lore you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Self-Medicating

When you and your friends Scarf Down Mystery Food X with alcohol, 6- counts as 7-9

Nose for Loot

Whenever you Assess a Situation, you can always ask "Is there treasure here", and the GM will always tell you the truth, even on a 6-

Rock Hard Abs

When you Avoid Danger with +Sports, take +1 forward. *On a 10+ gain 1 Armor against that danger. *On a 12+ gain 2.

When you gain a level from 6-10, you may choose from these moves.

Firewater Breath

You may spend Mystery Food X hold to hit a Close target with 2 damage as fire.

Undermountain Guardian

When you defend with feet planted firmly on the ground, you cannot be moved if you do not want to.

Key Items

In addition to the other items you get, you may take an item with the *Dwarf Made* tag.

- If it's a weapon, add Forceful. If it has reach, remove it and add +1 damage
- If it's armor, remove the Clumsy tag *for you*.
- A set of tools, used in forging, smithing, gemcutting, mining, or underground survey work (one pick per use).

Mecha Pilot

When you have built or been given a battling robot from a patron, you may take this Privilege

Look

Focused Eyes, Pilot's Helmet, Sentai Helmet, or Shades
Buzz Cut, Bun, Cropped Hair, or Shaggy Hair
Leathers, Mechanic Outfit, Military Uniform, or Sentai Uniform
Compact Body, Fit Body, Muscular Body, Slim Body, or Toned Body

Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C

Starting Moves

Battle Tech

For whatever reason, you now have a Mecha. At this point, it is the base machine, and has no upgrades. If you have no weapons (or choose not to use them to minimize collateral damage), your mecha can still punch and kick as if you are using Martial Arts/Kendo. This deals 2 stress. Mech sized melee weapons replace their human sized damage value with an equal value in stress.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Technological Breakthrough

You are on the cutting edge of technology and have figured out how to apply an additional 3 points of upgrades to your Mech. Its stress increases by the same amount.

When you gain a level from 6-10, you may choose from these moves.

Personal Epiphany

You have come to an amazing realization about the function of your Mecha, allowing you an additional 3 points of upgrades. In addition, you gain 3 hold to be spent at a dramatic moment. The hold can be spent on the following:

- One use of a powerup you don't have.
- +1 Ongoing for an entire battle.
- Instantly discover a target's weakness

Location Move: Engage Weapon Battery

This move can be used inside mecha, as well as any area that can fit an artillery piece with electronic targeting systems more advanced than your typical point and click interface. **When you stand ready to engage such a system, roll +Smarts. *On a 10+, hold 3. *On a 7-9 hold 2. Hold can be spent on the following**

- You deal stress damage according to your weapon to the target/area
- You don't compromise your position or subject your allies to friendly fire
- You don't spend ammo

Super-Archetypes

"With great power, comes great responsibility." A statement that has been attributed, Voltaire, to a collection of the decrees made by the French National Convention (1793), Luke 12:48, Churchill (echoed by Roosevelt), A 1962 Spiderman comic where they were used by an omniscient narrator, rather than the commonly believed source of Uncle Ben. The point is that long before superpowers the sentiment existed, but it is especially appropriate for supers games. These powers should only exist in games where Superpowers are explicitly a thing

All Super-Archetypes

Immunity to the Realistic Downsides of Superpowers

Characters with superpowers are assumed to be immune to the complications their superpowers would cause on a normal person. For example:

- Blasters are not harmed by their own element. They may be harmed by the same element produced by someone else, but that's up to Senpai.
- Speedsters are assumed to be unharmed by the various effects of rapid acceleration, including air resistance, inability to breathe, dynamic shock resulting from contact with objects at high speed, etc.
- Characters who deal stress damage, and are capable of destroying objects that are not Extra Sturdy (or that have stress) can withstand the pressure of their own Martial Arts/Kendo rolls (but can still take damage from enemies that are capable of stress damage, or have Ignores Armor/Piercing)

Look

In addition to your normal clothes, take a moment to describe the cut and color scheme of your Supersuit.

Optional Rule: Supersuit Durability

Use this rule for when Supersuits are a key component of their wearer's power, and can be destroyed:

Whenever you battle in your Supersuit hold 3 Modesty. Whenever you would take damage, instead spend 1 Modesty to reduce your supersuit to Torn, Tattered, or Destroyed.

- When the suit is torn, take -1 to use moves from a Super Archetype, and gain +1 Forward to Turn Someone On
- When the suit is tattered, take -1 to use moves from a Super Archetype, and gain +2 Forward to Turn Someone On
- When the suit is destroyed, you cannot use moves from your Super Archetypes, and you are Embarrassed.

Blaster

You shoot Elemental Energies at your foes. The energy of choice determines your Core Attribute.

Attributes

Any attribute gets +2. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1).
Base Cup Size: B

Starting Moves

Element Blast

You have an innate blast that deals 1+Core Attribute damage of the element matching your Core Attribute at Close→Medium range. Whichever you pick, arrange them however you like.

- Air (Cool)
- Earth (Sports)
- Fire (Hot)
- Water (Smart)
- Void/Shadow (Weird)

When you engage an enemy with it, roll +Core Attribute. *On a 10+ hold 3. *On a 7-9 hold 2. *On 6- spend a Bruise and gain 1 hold anyway. Hold can be spent on the following:

- Extend maximum range by 1 step
- Add Area (starting at Short, and extending based on additional hold spent)
- +n Piercing
- No friendly fire

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Elemental Mastery

Base damage with Elemental Blast is now $2 + \text{Core Attribute}$

Reliable Blast

When you gain hold for Element Blast, gain 1 more.

When you gain a level from 6-10, you may choose from these moves.

Collateral Damage

When you use Element Blast, +n Piercing is no longer relevant because you deal Stress Damage.

Elemental Fury

Base damage with Elemental Blast is now $4 + \text{Core Attribute}$

Brick

A Brick is an incredibly durable superhero, known for being able to stop all but the mightiest blows. Nigh on an Immovable Object

Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

Starting Moves

She's a Brick... House

Your Blood score becomes Stress. You no longer suffer blood damage when you spend all your bruises either. If you're using the Optional Body Shape Generators, multiply weight by 5, and Base by 2. Replace the +Hot modifiers in all the other calculations with +Cool.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

She's Mighty Mighty

When you draw Blood, on a 12+ you can do one of the following without putting yourself at additional risk:

- 1 Piercing
- +1 damage

The Lady's Stacked and That's a Fact

Attacks against the Brick lose their Forceful tag. In addition, you cannot be moved anywhere against your will without Big Magic.

Well Put Together, Everybody Knows

When you Turn Someone On using your amazing durability, treat a 6- as a 7-9

When you gain a level from 6-10, you may choose from these moves.

Ain't Holdin' Nothin' Back

Requires She's Mighty Mighty

Your Martial Arts attacks now do Stress damage. Any weapon you use needs the Extra Sturdy tag, or be able to withstand the force of your stress damage.

This is How the Story Goes

Replaces Well Put Together, Everybody Knows

When you Turn Someone On, you *are* concrete evidence that you will follow through.

Powerhouse

The Powerhouse has an incredible strength to body mass ratio. Typically powerhouses are hulking musclebound monstrosities, but it's a fairly common trope for ladies of a very small stature to be swinging around giant swords and the like as if they are nothing.

Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

Starting Moves

Superstrength

Your Martial Arts attacks now do Stress damage. Extra Sturdy tag, or be able to withstand the force of your stress damage. In addition, you may transcend the limits of "inventory slots" as you are now able to hold up to 1 ton per point of +Sports. As a benchmark, an average car weighs 1-2 tons

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Ground Pound

Your strike sends ripples through the ground allowing you to add the Explosive tag. This means the ground nearby takes stress damage, and everything within a Short radius suffers normal Blood damage.

Super Throw

Any object you can lift can also be thrown for your standard Stress damage. Objects in the tons can be thrown at Short range. Objects in the hundreds of pounds can be thrown at Medium range. Objects in the tens of pounds can be thrown at Long range, and objects less than 10 lbs can be thrown to Extreme ranges. Such objects that are not Extra Sturdy are also destroyed.

Leap Tall Buildings...

You can throw yourself into the air up to a Long distance

When you gain a level from 6-10, you may choose from these moves.

...In a Single Bound

Replaces Leap Tall Buildings...

The distance you leap is now Extreme. With the appropriate Supersuit or physiology, you could pick up Flight.

Shockwave

You can focus your ground pound into a directional line, kicking up large rocks all along a medium length line hitting only the targets directly on its path

Shapeshifter

The power to transform and reshape the form of one's body is usually called shapeshifting, or something like that. There's also were creatures and those that were cursed into specific forms. That's not you.

Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cupsize: Whatever you want.

Starting Moves

Pick one of the following:

Impersonation

When you have familiarized yourself with the appearance of someone, you can appear or sound as they do, roll +Weird. *On a 10+, you can fool anyone but the people most intimate to that person. *On a 7-9, you can only fool those with a passing familiarity.

Elasticity

Increase your Range tag by a step for every level you have in this move (up to Long range). You can also manipulate things at that range instead of just attacking them. If a target is up to 1 Range factor less than your maximum, you can constrict them, allowing you to deal

your Martial Arts damage to them, and keep them held immobile. You must Avoid Danger with Sports or Cool to keep them constrained thusly, and take -1 Ongoing to other tasks while your grip is maintained.

Transform

You transform your shape into that of an animal, monster, or another person. Hold 3, and Sensei will tell you one or more moves associated with your new form. Spend a hold to make that move. Once you're out of hold, you return to your natural form, but you can dismiss it at any time by spending all the hold. **When you are in the form of another creature, you take -1 Ongoing to do things that creature shouldn't be able to do.**

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Amorphous

Just like the Monster Tag, you get +2 Blood, +1 Armor. You may only take this move once.

Rigidity Control

When you would be deprived of skeletal support, you can control your rigidity to overcome the problem. Furthermore, your body can be made hard enough to function effectively as an actual weapon, allowing you to add +1 damage per level of this move up to 3.

When you gain a level from 6-10, you may choose from these moves.

Doppelgänger

Requires Impersonation

Whenever you use Impersonation, Your disguise will reliably fool anyone into thinking you're that individual. Your actions can give you away but your appearance won't.

Impersonation

Requires Doppelgänger

When you attempt to impersonate someone else, roll +Weird. *On a 10+, you can fool anyone but the people most intimate to that person. *On a 7-9, you can only fool those with a passing familiarity.

A Thousand Faces

Whenever you fail to Turn Someone On, you may hold one, and retain up to 3 hold from this move. When you use this hold on a future roll (until the next Montage or the next "episode") you may flip one of your dice to the bottom result.¹

¹ If you're using an electronic dice roller, 1 becomes 6, 2 becomes 5, and 3 becomes 4.

Speedster

The speedster is the master of ground mobility, able to attack faster, move farther, and control the field through sheer momentum.

Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

Superspeed

You are a flurry as you move a Medium distance regardless of any stairs you need to go up or down to get there. You can also pick up *Leap Tall Buildings...* and *...In a Single Bound* as advanced moves, even if you are not a Powerhouse. Neither requires you to jump, but you can if you like.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Flight

Requires winged or caped Supersuit, or actual wings

When you wear a cape or wings, You can run fast enough to take flight.

Supersonic Speed

Your speed is doubled, and you can create a deafening boom behind you if you want. In addition to semi-permanent Deafness, anything Close to the point where you caused the boom will suffer 1 piercing

Super Montage

When you Montage for purely physical tasks, you can montage *very* quickly. For about 10 seconds to earn 1 Preparation, about a minute to earn 2 preparation, or about 10 minutes to earn 3 Preparation.

When you gain a level from 6-10, you may choose from these moves.

Flurry of Blows

Requires Super Montage

When you attack with a weapon that isn't rapid fire, you can apply the Spray tag. This usually requires the weapon to be able mechanically function in a way that facilitates attacking multiple targets or a single target very rapidly, such as cartridge weapons that hold more than one shot. If a weapon has Ammo, reduce it by 1 every time you do this.

Vortex Speed

Requires Supersonic Speed

When you sprint, you create a vortex behind you when you run that pulls creatures, objects, and scenery toward your destination. Within a medium distance of your path, creatures are pulled up to a short distance, with those that collide taking your damage. Large creatures or creatures otherwise immune to being forcibly moved are immune to this.

Telekinetic

You move objects with your mind. Mostly things that are unattended. The more powerful you are, the greater the force you can exert

Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

Telekinesis

You can use your mind to move objects smaller than yourself without touching them. It is easy to move objects nearby as long as they can fit in one hand. **When you move an object larger than that and smaller than yourself with your mind**, roll+Weird. *On a 10+, you can move it anywhere within sight. *On a 7-9, you can move it a short distance in one direction.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Blink

When you need to get somewhere fast, you teleport to any spot within a Medium distance you can see. If you're also a Blaster, this move requires your element in the location you blink to, but you can go a Long distance, and you don't need to be aware specifically of where the element is so long as it's close.

TK Weapons

When you throw an object with your mind, you can deal up to +Weird damage. Use Archery with +Weird instead of +Sports with such attacks.

TK Mastery

You can now pick up as much as a ton of objects per purchase of this move

When you gain a level from 6-10, you may choose from these moves.

Blink Strike

Whenever you **Blink**, you can roll Martial Arts/Kendo to attack a target within your (melee) weapon's reach, and get +1 damage on any hit.

Teleport

When you would normally blink, you can teleport anywhere you can name, or describe, not limited by distance, provided the location exists in some reality you are aware of.

Teleportation Circle

Requires Teleport

When you join hands with others in an unbroken circle, they can teleport wherever you can provided there is enough space to end up there safely.

Miscellaneous Super Moves

These moves are reasonably allowed to any character that has a Super-Archetype.

Elasticity

When you stretch your limbs to their max, increase your Range tag by a step for every level you have in this move (up to Long range). You can also manipulate things at that range instead of just attacking them. If a target is up to 1 Range factor less than your maximum, you can constrict them, allowing you to deal your Martial Arts damage to them, and keep them held immobile. You must Avoid Danger with Sports or Cool to keep them constrained thusly, and take -1 Ongoing to other tasks while your grip is maintained.

Healing Factor X

Whenever you roll a 10+, Heal +Core Attribute in addition to any other effects. You may take this up to 3 times. Healing is multiplied by the number of times you have taken it. If you can heal at least 3 points, you heal Stress. You can also heal from Temporary Conditions immediately at any level of Healing Factor, Semi-Permanent Conditions at 2, and Permanent conditions at 3.

Invisibility

Whenever you are hiding, you can do so in plain sight needing no cover or darkness, and you can't be detected by normal means unless you want to be.

Reincarnation

Requires Healing Factor

Whenever you would normally die, you can reincarnate as long as a part of your body persists. This allows you to Avoid Danger vs. Death with a 10+ resulting in healing points equal to your +Core Attribute, a 7-9 meaning you don't die, but don't progress, and a 6-meaning you die normally. At Healing Factor 1, it takes 5-Attribute days per roll, 5-Attribute

hours; At Healing Factor 2, it takes 5-Attribute Hours, and at Healing Factor 3, it takes a single action per roll.

New Subsystem: Hacking

Hacking entails the use of a computer or electronic device to obtain entry into a secure network. There are broadly speaking, 10 kinds of people in the world. Those who get that joke, and those who don't. The ones who get that joke (or at least whose characters do) are the most likely to get some use out of this system. What follows is an overly simplified version of the security in place in any network one wishes to infiltrate. Networks aren't from a strategic standpoint overly different from the buildings their servers are physically housed in. And like those buildings, the networks have Stress. This is a twofold representation 1) the robustness of the system, and 2) the personal stress the hacker puts the employees through. Consider the following to determine stress:

- The network requires username and password to login
 - The network limits the number of attempts to log in
 - The network uses 2 factor authorization
- The network admins have *competent* cybersecurity staff (This can allow 6- results to deal damage to your system)
- The network provides critical services such as banking
- The network is a function of the local government
 - State/Province government
 - Federal government
 - Black Ops
 - The network/program isn't supposed to exist-such as the Illuminati-or operates entirely on the Dark/Deep Web

Each indentation costs a point more than the previous. For example a network that requires login and limits the number of attempts would cost 3. Banks typically do this, but are worth 4 because banking is a critical service. The illuminati is a network that isn't supposed to exist (4), that has power equivalent to federal governments (3), does *everything* black ops style (4), and has competent staff (1)=12 points. The Absurdly Powerful Student Council might have that base 3 plus Black Ops functions, for a total of 7 points.

Whenever someone hacks a system, or attempts to do so, they deal damage to these systems (and have equal stress scores) based on the quality of their computer:

Slow computers can only deal 1

Average computers can deal 2

Fast computers can deal 3

Top of the line computers can deal 4

A tablet or phone deals 1 less

A Supercomputer/Server Farm/Mainframe deals 1 more. It takes at least 3 damage to deal a point of stress to a system, but see below:

Netrunner

Look

The Meganekko and Sukeban Look options are always available to you

Attributes

+2 Smarts. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

Starting Moves

1337 h4x0r

When you put your h4x to the test, roll +Smarts. *On a 10+ deal base damage+1 as stress. *On a 7-9 deal base damage as stress. *On 6-9 deal normal damage, and suffer an attack of some sort. You gain the same number of hold to spend on manipulating the system. You can spend all hold gained this way to log out at any time.

Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

Activate Basic Service Subroutines

Automated systems controlling lights, air conditioning, civilian CCTV, power supplies, and the like can sometimes be controlled by someone with basic login credentials. When you have at least 1 hold over a system, you may spend it on the following:

- Activate, deactivate, monitor or reprogram a building system (such as air conditioning, lights, power; note that security or life support systems will often have independent backup power controlled from a separate Matrix system)
- Create, edit or delete records
- Create or Delete backups
- Delete or edit access logs

Production Control Systems

Large corporate facilities (such as the virtual environment of a giant arcology) may have many different kinds of production control system each controlling different labs, warehouses and factories. The routines that these systems control differ widely depending on the goods being manufactured: the seed germination facility of an agricorp system will have quite different routines than the testing range of a weapons division. When you have at least 3 hold, you can spend it on the following:

- Start or stop a production line

- Initiate a production run or delivery
- Activate or deactivate part of a production line
- Reprogram part of a production line

When you gain a level from 6-10, you may choose from these moves.

Security Subroutines

Requires Activate Basic Service Subroutines

Building Security Nodes monitor physical security systems. Most secure systems monitor similarly secure physical sites with a full array of cameras, sensors, and cutting edge security devices. When you have at least 5 hold, you can

- Activate, deactivate, monitor, record, subvert or loop a camera network
- Activate or deactivate a physical alarm
- Activate or deactivate an electronically locked door
- Activate, deactivate, override or modify the targeting priorities of automated weapon systems
- Activate or cancel a lockdown of the entire physical facility
- Activate or deactivate an electronically controlled trap
- Trigger or cancel an alert or Evacuation

Root Access

Root controls the entire system. As long as you have more than 7 hold, you may spend it on the following:

- Change user permissions (including removing “restricted” status from login)
- Isolate or reintegrate a subordinate system
- Sever all external logins
- Sever all internal logins
- Shut down or reboot the virtual environment; this will often have major consequences for the operation of physical systems
- Trigger or cancel an alert
- Activate anything in any subordinate system

Items

This section details a great variety of items not likely to be found in the mundane world, but nonetheless seem to have some place in a world with an Eastern flavored fantasy tone and/or mythos.

Acquiring Treasure

VNW monsters are much like DW monsters in that they collect shiny things; often valuable things. Since VNW has no damage dice, the acquisition of the valuables differs slightly from its origin. Start with $1d6 + \text{Damage}$.

Hoarder: Roll twice and take the higher roll

Far from home: Some kind of food item

Magical: a magic item in addition to any mundane treasure.

Divine: A holy relic or a sign the area is blessed

Planar: something strange, and not of this world

Lord over others: $+1d6$ to the roll

Ancient/Named creature with a reputation: $+2$ to the roll

Stress Damage: roll $1d6$ and multiply by stress instead. For rolls above 18, divide the total as if you rolled 2 separate numbers adding up to it.

- 2 A few coins, $1d6 + \text{damage}$ or so.
- 3 An item useful to the current situation.
- 4 Several coins, about $2d6 + \text{damage}$ per player involved.
- 5 Useful information (in the form of clues, notes, etc.)
- 6 A small trinket of considerable value, worth $(2d6 + \text{damage}) \times 10$ coins (x5000yen), 10 per slot.
- 7 A small sack of coins, $\text{Damage} \times 50$ or thereabouts; 1 slot per 100.
- 8 A large sack of coins, $\text{Damage} \times 100$ or thereabouts; 1 slot per 100.
- 9 A sign of office (crown, banner) worth at least $2d6 \times 100$ coins
- 10 A very valuable trinket worth $(1d6 + \text{Damage}) \times 100$ coins (or x50,000 yen), 10 per slot
- 11 A chest of random small valuables; 1 weight but worth $(2d6 + \text{damage}) \times 100$ coins (or x50,000 yen).
- 12 Some minor magical trinket
- 13 A unique item worth at least $(3d6 + \text{damage}) \times 100$ coins (or x50,000 yen)
- 14 A magical item or magical effect
- 15 A portal or secret path (or directions to one) and roll again
- 16 Something relating to one of the characters and roll again
- 17 Roll again, and take $1d6$ of the item in the second roll.
- 18 A hoard: $(1d6 + \text{damage}) \times 1000$ coins and $(1d6 + \text{damage}) \times 10$ gems worth $2d6 \times 100$ coins (or x50,000 yen) each.

Armor

Armor of the Celestial Shogunate

6 armor, obvious
Quick, 4 slots

This Samurai Armor has the Super Sentai Upgrade, but also is surrounded by a field of celestial energy that provides +2 armor. In addition, whenever you wear this armor, you may command denizens of the Plane of Sekai as if they are a member of your personal Entourage. This grants you an Entourage and Ex Officio for those people, and the ability to take later Moves that require it, although those moves are lost if you ever lose this armor.

Hagoromo (feather dress)

3 armor, 1 slot

The Hagoromo, the magical feather-mantle of a Tennin, an aerial spirit or celestial dancer, takes the form of a feathered kimono. It is fairly well padded, and enchanted with +2 armor so as to provide celestials a more efficient means to do battle with the demons. Like the Oni Armor, the Feather Dress has an influence on the body and spirit of its wearer, allowing them to take the Celestial race when they use the Take Your Relationship to the Next Level move.

Jock Strap

1 armor, 1 slot

This has got to be the most embarrassing bit of sports equipment around. A Jock Strap is an undergarment featuring an impact resistant cup for supporting the male genitalia during cycling, contact sports or other vigorous physical activity. Whenever you are caught wearing a Jock Strap, your Sports becomes +3, and your Cool becomes -1 regardless of whatever they were before.

Oni Armor

3 armor, obvious
Quick, 3 slots

This samurai armor isn't just designed to look like an oni. It actually *is* oni armor. It was made for an oni, and has been worn by at least one oni. The helmet is shaped to resemble a horned oni's head, while the mempo (face mask) carries a hideous demonic visage. Whenever you wear this armor for a considerable length of time, it begins to have an effect on your body and spirit. The next time you Take Your Relationship to the Next Level, you may take on the Succubus race, gaining its starting moves

Upgrades

Some of these existed in VNW Core. Since that document assumed a house rule this one does not, some entries will need to be extrapolated on. There are also new entries that are not in that document

Battlekini

This armor has a significant portion of it cut away, making it exceptionally useful for arousing folks (and lighter) but not so great as armor. -1 armor and -1 slot (minimum 1 slot). The increased utility to Turn Someone On (+1 Ongoing) means the armor costs just as much as its effective, non-sexy counterpart.

Bone

The armor is made almost entirely out of the skeletal structure of one or more creatures, with any adaptive connection where things wouldn't fit right being facilitated by the leather from the creature's skin. This is a frightening sight to behold. Whenever you engage in violent or otherwise bloody behavior while wearing it take +1 forward. In addition, on a 12+, you may apply the Terrified condition to your target.

Cloaking

Armor or clothing with this feature has the ability to render you invisible. You are not required to Avoid Danger vs. being seen, but you might betray your presence to other senses (+Cool to avoid). Cloaking is incompatible with Glamoured and Battlekini. Cloaking armor is worth twice as much or more, than the armor it is based on.

Cosplay

This armor is like regular armor, only it's made out of foam, vinyl, and plastic (cardboard in some lower quality models). This means it has -2 armor and slots, because it may still be bulky enough for that to provide minimal armor (minimum 1 slot, 0 armor).

It's available to people outside Adventure Mode; typical cosplay armor will be worth 200 yen per gold coin the armor would normally be worth. Exceptional Cosplay Armor will be worth the full price of 500 yen per coin, but will also provide +1 Ongoing to Turn Someone On who is a fan of the character being cosplayed.

Dragon

The skin, scales, and larger plates protecting a dragon's body can also be used to make leather, scale, plate, or shields. It provides +2 armor, or makes regular clothes have 3 armor. It also gains that amount of armor specifically against the breath weapon associated with dragons of its type (so 5 armor would protect for 10 points against cold with white dragon scales and so on).

Glamoured

Glamoured armor is armor meant to seem as if it is not armor, and the wearer always seems the height of fashion to any who gaze upon them. Stats are unchanged with regards to Armor and Slots. Cost is +20% per sense fooled. Add another +50% if the wearer gains +1 Ongoing to Turn Someone On while wearing such an item

Padded

Originally not presented as an armor modification, this could add +20% to the cost of any clothing or armor in exchange for +1 Armor (and +1 slot if total armor from sources that affect Slots exceeds 1 point). This modification is assumed in anything that explicitly says "padded" in the title

Rubber/Rubberized

Clothes and armor composed of plates can be rubberized. Rubber clothing is considered Padded, while plates from other varieties of armor can be coated in rubber. In addition to the usual +1 armor, it provides double protection against Electrical damage.

Super Sentai

Super Sentai armor provides +1 armor and +1 ongoing to Martial Arts at no additional cost to Slots. Commonly comes in Red, Blue, Green, Yellow, Black, White, Pink, Purple, or Green; sometimes Gold or Silver. Huge shoulder pads, and light up centerpiece included. Weapons and mecha sold separately. In theory, a Zaibatsu could afford a Super Sentai armor. In practice, they are not bought and sold at whim; rather they are part of a plot point where all the Sentai members just have the armor.

Goods and Services

Antitoxin

10 coins, 10 per slot

When you drink antitoxin, you're cured of one poison affecting you.

Common Scroll

20 Coins, 1 use, 10 per slot

A common scroll has a spell inscribed on it. The spell is composed of up to 2 Use Magic effects (or a spell that normally requires Weird+1) available to its maker, or a single effect that becomes permanent once cast (in addition to Ensnore the effect into a consumable item used to create the scroll in the first place). When you cast a spell from a scroll, the spell takes effect, simple as that.

Cruel Spoon of Gruel

1 slot

This spoon is made of wood, and has the kanji for food inscribed on it. When you put the spoon into a bowl with otherwise inedible contents, they are transformed into Mystery Food X.

Devilsbane Oil

1 use, 10 per slot

A holy oil, created in limited supply by theoretical chemists in Kagemusha (or other setting specific locale) who protected humanity from an invasion of Abominations. When applied to any weapon and used to strike a denizen of any outer plane, the oil undoes the magic that binds that creature. In some cases, this will return it to its home. In others, it merely undoes any magic controlling it. The oil stays on the weapon for a few hours before it dries and flakes away.

If applied to the edges of a doorway or drawn in a circle, the oil will repel creatures whose home is any of the outer planes. They cannot pass across it. The oil lasts for one full day before it soaks in or evaporates.

Duct Tape

30 meters, 1 coin, 1 slot

Made from two-inch wide strips of silvery-colored artificial leather or polymer, this durable universal construction tape is reinforced by a tough fiber mesh and treated on one side with various enchanted chemical formulations. The end result is a product that can patch holes and tears and bind together nearly any solid objects. It will adhere to nearly any dry surface, yet is easily removed by hand. Usage amounts are not given because each use consumes a number of meters equal to either 3-Cool or 3-Smarts (minimum 1).

Healing Potion

1 use, 30 coins, 10 per slot

When you drink an entire healing potion, heal yourself of 3 Blood damage. Alternately, Conditions can be removed. Temporary Conditions are equivalent to 1 Blood, while Semi-Permanent conditions are equivalent to 2 Blood.

Kampo Herbs

1 use, slow, 10 coins, 5 per slot

When you carefully treat someone's wounds with these poultices, heal them of 2 Blood damage and expend a use.

Love Potion #9

1 use, 69 coins 1 slot

The potion is made from Guyao Mountain Yao Grass from China and several other exotic ingredients. When you drink this potion, your Comfort Zone is moved to—you guessed it—#9. That is to say that you are comfortable with sex, and are likely a bit of an exhibitionist.

Just like anyone else who actually is at RL 9. You also take +2 ongoing to Nukige with whoever gave you the potion *or* the first person you see after imbibing it. The potion lasts for several hours, or until any hold from Nukige is spent.

Mana Potion

3 uses, 1 slot

Chi (also qi) is the Chinese character for "breath." The Japanese and Koreans use this character, too, but pronounce it ki. In traditional belief, chi is much more than just breath: it's an invisible force that pervades all living things. Disciplined individuals can – with proper knowledge and practice – control and manipulate it. Mana is a word found in Austronesian languages, means "power", "effectiveness", and "prestige". In most cases, this power is understood to be supernatural. Its semantics are language-dependent. Whichever term you use, they all refer to distilled magical energy. You can consume 1-3 uses of a Mana Potion to eliminate the same number of requirements for Use Magic. If you consume a whole potion—all three uses—you can eliminate *one* requirement for Big Magic.¹

White Crane Tea Service

2 slots

This artifact comprises a set of tea bowls of pure and unornamented white jade, designed for use in the tea rituals common in the East. When these bowls are used in a tea ceremony with a handful of people, the owner may instill them with a sense of calm and serenity.

The resulting sense of well-being and inner peace carries over into everyday life. For the rest of the day, all those who participated in the tea ceremony gain +1 ongoing to any rolls for activities that involve stillness, contemplation and composure. This effect ends early for any participant who fails such a roll or engages in any violent or raucous circumstance that breaks the ceremony's lingering tranquil mood.

The Imperial Regalia of Japan

Kusanagi

3 damage, close, 2-hands optional,
Agile, messy, obvious, quick, 2 Slots

Kusanagi-no-Tsurugi ("Grass-Cutting Sword") is a legendary Japanese sword often assumed to be in the straight double bladed Tsurugi style as the name implies. Rumors abound that it may be a sakabatou, and others that it may even be as mundane as a machete. What is known is that it's one of three Imperial Regalia of Japan. In folklore, the sword represents the virtue of valor, and was used to slay the fearsome Yamata-no-Orochi, an eight-headed serpent of Koshi. Whenever it is used to attack a creature that regenerates damage or lost body parts, they cannot regenerate.

¹ There may be vials of aspected mana lying around which count as a point of Big Magic per use with a specific elemental aspect, such as Fire, Ice, or Lightning.

Yasakani no Magatama

1 slot

Some believe this Magatama to be the Yasakani no Magatama ("Eight Shaku Curved Jewel") of the Imperial Regalia of Japan. The wearer of the this necklace is blessed by a god himself, and is considered be Unyielding, and Quick. This item may be altered such that it ties into a setting specific locale.

Yata no Kagami (Eight Hand Mirror)¹

+2 armor, 1 slot

In Shintoism, this mirror was forged by the deity Ishikoridome; it and the Yasakani no Magatama were hung from a tree to lure out Amaterasu from a cave. They were given to Amaterasu's grandson, Ninigi-no-Mikoto, when he went to pacify Japan along with the sword Kusanagi. From there, the treasures passed into the hands of the Imperial House of Japan. The Yata no Kagami represents "wisdom" or "honesty," depending on the source. Mirrors in ancient Japan represented truth because they merely reflected what was shown, and were a source of much mystique and reverence. When you Defend against any projectile with the Eight Hand Mirror, on a 12+, you may reflect the projectile back against the shooter. Furthermore, when you Assess a Person through the mirror, you may instantly know if they tell the truth. On a 12+, you may ask them any question

Weapons

Arrows of Acheron

1 ammo, 1 slot

Crafted in darkness by a blind fletcher, these arrows can find their target in even the deepest darkness. An archer may fire them blind, in the dark, with his eyes bound by heavy cloth and still be assured of a clean shot. If the light of the sun ever touches the arrows, however, they come apart like shadows and dust.

Axe of the Defender

4 damage, 2-hands,
Close, obvious, 2 slots

This axe is roughly 5-6 feet tall, and has a large crescent shaped blade that seems like it would be good for deflecting strikes. And it is. Whenever you choose to deal damage with the Defend move, deal 1 more.

¹ Or Eight Way Mirror, or Eight Span Mirror, whichever works best for your group

Benkei's Naginata

3 damage, close, 2-hands
obvious, reach, 2 slots

When wielding this weapon, one can replicate the death of its famous owner. When you Fight for Your Life, you can take twice as many turns, and gain +1 to attack and damage rolls. At the end, if the wielder's Blood is still 0 or lower, that person dies standing.

Combat Umbrella

2 damage, 2 hands optional
Close, 1 slot

This umbrella appears at first glance to be nothing more than an ornate umbrella. Closer inspection reveals the handle and metal components to contain a sturdy metal¹ and a small amount of white jade, while the fabric bears trace amounts of the two materials woven in, alternating in color from white to gold between the metal links. The umbrella grants the user a perfect defense against natural rain when open. The user will never get wet from such rainfall, even if they were standing in the middle of a monsoon.

This ability ceases to function if the user drops or closes the umbrella, the umbrella flips (which takes a considerable storm), or an outside force unnaturally influences the storm. Due to its magical construction, the umbrella is also strong enough to be used as a weapon. Upon striking a target on a 10+, the user may reflexively cause the umbrella to open granting their attack +Forceful. While open, the umbrella may also be used as a shield granting +1 armor and +1 ongoing on Defend moves.

Demonic Flaming Blade

Varies

Both Demons and Celestials who are in good standing with their respective "Objective Moral Forces" use flaming weapons. There is a great variety of different weapons in the demonic repertoire. Regardless of base stats, the weapons have the same quality in addition to their base. For a worthy user, they will deal +1 damage as fire. If the user is a Demon(ess), it will be +2 instead.

Heavy Pressure

Special damage, 2 hands optional
Close→medium, 1 slot

Not normally used as a weapon, Heavy Pressure is a microphone better than any mundane microphone in existence. Under normal circumstances, its user may serenade another gaining +1 ongoing to Turn Someone On, however when you dial it up to 11, roll +Cool and choose a target. *On a 10+, that target takes 3 piercing Blood damage. *On a 7-9, the target only takes 1, but so do innocent bystanders and allies. Everyone affected bleeds out their ears.

¹ Whether this is mystical, like Orichalcum or a mundane metal such as Titanium-3 is up to Senpai.

Houten Kougeki

4 damage, close, 2-hands
obvious, reach, 2 slots

The infamous halberd of Ryofu Honsen, this weapon inflames ambition and lust in its wielder. When fighting to seize the object of your lust or to defeat someone so that you may usurp that person's position, the wielder may make two attacks per round.

Garou

3 damage, 2-hands optional,
close, obvious, 2 slots

This katana contains the essence of Tennen Rishin Ryu. At the beginning of a battle, the wielder can perform the famous lunging thrust known as the Gatotsu. This move allows the wielder to close into melee range with anyone she can see and strike first in that round regardless of distance. Weapons or moves that would allow someone else to strike first simply don't work.

Niten

3 damage, 2-hands optional,
close, obvious, 2 slots

Unlike other treasured swords, Niten is a daisho—a paired katana and wakizashi. When wielding Niten, one gains a glimmer of Miyamoto Musashi's insight. Once per battle, the wielder can choose to successfully Avoid Danger from a single strike before rolling dice for Defense.

Masamune

4 damage, 2-hands optional
close, obvious, stun optional, 2 slots

A legend tells of a test where Muramasa challenged his master, Masamune, to see who could make a finer sword. The contest was for each to suspend the blades in a small creek with the cutting edge facing the current. Muramasa's sword, the Juuchi Yosamu ("10,000 Cold Nights") cut everything that passed its way; fish, leaves floating down the river, the very air which blew on it. Highly impressed with his pupil's work, Masamune lowered his sword, the Yawarakai-Te ("Tender Hands"), into the current and waited patiently. Only leaves were cut. However, the fish swam right up to it, and the air hissed as it gently blew by the blade. A passing monk declared Masamune's blade to be the winner, and Murasama's rather more pragmatic blade to be evil and bloodthirsty.

The Masamune can be used to deal Bruise Damage at *any* time despite it being a bladed weapon. It grants +1 to attack rolls, both in competition, and when out for blood. Furthermore, when you attack with the Masamune, any failure or compromise cannot cause the Masamune to deal damage to you.

Muramasa

4 damage, 2-hands optional
Close, obvious, ignores armor
Messy, 2 slots

Although the legend holds that a monk declared Muramasa's blade to be evil and bloodthirsty, and although the real Muramasa's swords fell out of favor with the Japanese government when Tokugawa Ieyasu established the Tokugawa Shogunate in 1603, the sword of legend *did* do the job it was intended to do. It just goes to show that the user of the sword needs to take care what he or she does with it.

When you deal damage with the Muramasa, your victim—whomever they may be—must choose something (an item, an advantage, a limb) and lose it, permanently.¹

Medusa's Head

Close, short, 1 slot

The head cut from a Medusa's body, which when looked upon, may be the last mistake the looker ever makes. When you present such a head torn in twain to the world, it turns onlookers to stone²

Seiken

4 damage, 2-hands optional
Close, obvious, 2 slots

This sword has a cruciform hilt, with a blue silver blade curved like a katana, a gold and black motif, a sunburst cross guard, and a ruby set in the pommel. Whenever it is used in the fight against evil, in the hands of someone who has proven worthy (however 'worthy' is defined at your table, could be anything from having specific archetypes/drives/moves to having made a specific personal sacrifice in game) it deals +1 piercing damage, and will always damage evil foes regardless of their defenses. If the user is a Celestial, the damage will be +2 instead.

Seiryu Engetsutou

4 damage, close, 2-hands,
obvious, reach, 2 slots

The famous guan dao of Kanu Unchou, anyone who wields this sacred weapon gains a small measure of the prowess of the God of War. You gain the use of *Coordinate Your Efforts* as the Meganekko move 1/day or a +1 to the move 1/day if you already have it. Should you ever betray your friends willingly, you will lose the ability to wield Seiryu Engetsutou.

¹ Players may Avoid Danger.

² Players may Avoid Danger.

Soul Trap Shotgun

4 damage, close → short, 2 hands
Obvious, magic

These weapons were built for ghosts, but will work just as well on any other entity from a different plane of existence from the origins of the weapon. The weapon deals double damage to such entities, and once it has damaged them further Archery rolls need not be made to maintain a stream of protons on the target. Though crossing the streams is ill advised under normal circumstances, it may be the only way to defeat powerful foes. Doing so with at least two partners allows the damage to be dealt as Stress rather than Blood. When you defeat a Monster with the Soul Trap Shotgun, its soul is trapped in the little handy dandy container that comes with it.

The Taira Fan

1 damage, intimate, close
Agile, quick, 1 Slot

Shot down by Nasu no Yoichi at the Battle of Yashima, this artifact is a potent symbol of fate. If the owner unfurls the fan in combat, he adds 1 to all rolls for that combat. Should the enemy strike the fan (at +1 forward due to the fan being excessively flashy and distracting), he will suffer -2 ongoing to all rolls for that fight. The fan can be used in both personal and mass combat.

Tonbo

3 damage, 2-hands optional,
close, obvious, 2 slots

A katana that encapsulates the teachings of Jigen-ryu, it fulfills the school's philosophy of a single strike. Once per battle the wielder may activate the Tatsujin-ken technique defeating a single foe instantly. On a 12+, this works for any creature, On a 10-11 this works for any creature with a Blood score lower than the user's, and on a 7-9 it works, but the user is immediately endangered. Finally, on a 6-, you are also struck, reduced to 0 Blood, and must immediately begin to Fight for Your Life.

Tsubame

3 damage, 2-hands optional,
close, obvious, 2 slots

The nameless sword of Sasaki Kojiro, it was named for the technique sealed within. Once per battle, the wielder can perform the Tsubame Gaeshi to attack twice in one turn.

Uchide no Kozuchi

3 damage, close,
1 hand, obvious 1 slot

Uchide-no-Kozuchi is a legendary Japanese "magic hammer" which can "tap out" anything wished for. For a time it was used by the smith Magoroku Kanemoto, but it has a tendency to find itself in the hands of others. This treasure is also rendered into English as "magic

wishing mallet" or "lucky hammer," "the mallet of fortune", etc. In popular belief, the hero gains the mallet defeating an ogre (oni). When you craft a magic item with the hammer, you need no additional components. It may still take time however.

Yatagarasu

7 damage, close → medium, 2 hands,
loud, obvious, ignores armor, reload, 2 slots

The arquebus of those who have claimed the name of "Saika Magoichi", it is a weapon that strikes true. However as it was meant to be wielded by a mercenary, its wielder can only join battles that are in her best interest or if she is getting paid.

Other Artifacts

Charming Biwa

1 slot

The biwa is a Japanese short-necked fretted lute, often used in narrative storytelling. The biwa is the chosen instrument of Benten, goddess of music, eloquence, poetry, and education in Japanese Shinto. This particular biwa permits the user to make the When She Walks Oneesama move once per day, treating the performance as a grand entrance.

Discordant Biwa

1 slot

This biwa allows its user to make the Nonsensical Babble move from the Cuckoolander archetype once per day.

Dreamscape Coin

100 per slot

This coin is a very low-key circulation in the Ryō style of coins. It has a medusa on one side, and an odd cavern entrance that gives the impression of an open vagina on the other. When one holds the coin, it is as if that cave feels like a very familiar place. When you dream while you possess a Dreamscape Coin, you may enter the Dreamscape of Kagemusha (or other setting specific locale) to fend off the nightmares.

Gale-Force Reading Glasses

1 slot

Gale-Force Reading Glasses are a simple pair of glasses with elongated lenses and a dark, mildly large frame, whose only unique feature is a small wing jutting from each side of the lenses, surrounded by a pair of little hearts. They come in a variety of colors. Gale-Force Reading Glasses allow the user to read books at an extremely rapid pace. When you Montage on tasks with a lot of reading, you gain an additional point of Preparation beyond what you would normally get for the time allotted. Thus, for a week of afternoons spent in study of reading material, you gain 3 points instead of 2.

(The) Golden Skull Cups of Nabunaga

1 slot

Created by Oda Nobunaga from the skulls of his defeated enemies, these come in a set of three. Any three people who share drinks out of these skulls gain a +1 to Aid Another for each other but should they betray one of those who drank from the cups, they will surely die due to the curse Nobunaga laid upon these drinking vessels.¹

Golden Timpiece

1 slot

This timepiece—which varies in type from an hour glass to a pocket watch depending on its origin—is used to an end counterintuitive to what one might expect. When thrown to the ground, it shatters, stopping time in the area. As everyone knows, bullet time is cool, therefore whomever broke the timepiece gets a number of free (additional) actions equal to +Cool.

Hanbei's Treatise

1 slot

Written by the sengoku era strategist Takenaka Hanbei, this book makes potential followers see your wisdom. While under the influence of the Treatise, you can use the strategic knowledge in the Treatise to organize a willing group into an Entourage for one scene per day. If you already have the move, you can take +1 forward to relay commands. Betraying anyone thusly organized will cause you to be afflicted with a terrible illness that leaves you with -1 to all stats for a month or until you make amends in whatever way they say.

Hungry Coin

Size varies depending on consumption

When you put this coin in your belongings amongst other metal coins or tokens, it will attempt to eat them at about 100 coins an hour. It grows in size and mass as it eats coins, with a rough diameter in feet equal to 1x the square root of the slots the coins would take up (e.g. about 1.4 feet for 2 slots of coins, 2 feet for 4 slots of coins, or 3 feet for 9 slots worth of coins, or 200, 400, or 900 coins). Every day it doesn't eat coins it grows smaller until it returns to its original size. Enterprising holders may conclude that this coin would make a perfect shield from the time it's at least a foot in diameter, but it's extra heavy at that point, giving it the clumsy modifier for 2 slots, both the clumsy and awkward (Defend Move only) modifiers for 4 slots. At the 9 slot level, the clumsy and awkward modifiers affect everything the bearer does.

¹ Although players are likely to merely suffer some sort of misfortune short of actually dying.

Jade Bezoar

1 slot

This stone was originally found in the Gullet of a dragon that was several miles long, and has the appearance of a mossy green geode. Whenever you wear the Jade Bezoar you heal all damage caused by poison or acid, as well as Sickness caused by acid or poison. If you hang the bezoar from something like a lamppost, or in a town square, it effects houses within a long range area (~500 meters) preventing acid damage, sickness, or poisoning in the area.

Kibidango

1 slot

These millet rice cakes are created by a secret recipe from the legend of Momotaro. Consuming one will grant a person strength and vitality for all their days but will also make them a magnet for the wrath of oni. This grants +1 Sports to a person permanently (Maximum +3) but they can only benefit from one kibidango in their entire life. In exchange, interactions with Oni can never be quite peaceful, even if the oni are not being actually violent.

Miser's Flute

1 slot

When played, all unsecured coins within a short radius will leap up and roll after you. They will follow you as long as you play, and as fast as normal running speed, up or down reasonable slopes, but not up staircases or the like.

Variant: Pied Pipes

The Pied Piper of Hamelin had a version of this instrument that worked on the rodents of the town of Hamelin, who were more able than coins to navigate staircases. In the case of the Pied Piper, it's well known that he initially did not get paid for his services. In some versions the story, he used the pipe on the children, demanding ransom, while in others he variously returned them, guided them into the river, a cave, or to some sort of promised land. If you don't like that sort of child endangerment baggage in your game, the Pied Pipes only work on rodents.

Monkey Paw

1 slot

This dimension-hopping artifact waits patiently until a creature picks it up. Each time it is picked up by a new user, the monkey's paw grants that creature three wishes. Once a new user picks up the monkey's paw, it cannot be discarded by mortal means. Even if stolen, it reappears among the user's possessions within a few hours. It can only be parted from its bearer when all three of its wishes are used or it is destroyed. When a bearer uses a wish granted by the monkey's paw, he is then subject to a curse, either relating to the blessing given, or manifesting as a semi-permanent penalty until the curse is removed. These

penalties are cumulative in cases where multiple wishes are used before past curses are removed.

Necronomicon

2 slots

The "Book of the Names of the Dead" is described as being "bound in flesh and writ in human blood" and has a mutilated face as the cover. When you call on the name of a recently dead spirit in the presence of their remains, you may resurrect them in a matter of a few hours without any other Big Magic requirements. In addition, a 7-9 is treated as a 10+, and a 12+ means they aren't required to come back changed i.e. they aren't required to pick any of the options. If however, you roll 6-, you must "owe a huge debt" to the resurrecting entity in addition to any other (magical) option of your choice.

Nom-nomicon

2 slots

This "Book of the Names of Food" is prized by anyone from chefs to stoners, and everyone in between who wants some tasty noms. It is something of a book of infinite recipes. Whenever you cook a meal out of this book, you take +1 forward to Montage or Scarf Down Mystery Food X associated with making food.

Ring of Revival

1 slot

This is a tattered bronze ring with etchings worn beyond recognition. Once you put it on, gain a semi-permanent condition of Senpai's choice for a few hours. Once this wears away, you gain some insurance against death. When you die, you are treated as if you passed Fight For Your Life without having to kill anyone, returning you to half your health. You also lose the ring as it is the price of your survival.

Seimen

1 slot

The personal seal of Abe no Seimei, it increases a spellcaster's abilities considerably. As long as they carry it on their person, they may add one extra effect when Using Magic and may reroll any Use Magic roll 3/day. The latter bonus cannot be used for Big Magic. However as Seimei was descended from kitsune, the person also has severe increase in libido (if their comfort zone isn't at least 5 with regards to romance, it increases to that while they have the seal. If it is, their CZ increases by +1).

The Tears of Kushinadahime

10 per slot

Small teardrop shaped gems thought to be the crystalline tears of Kushinadahime as she mourned her siblings and contemplated her own death as she was to be sacrificed to the Yamato no Orochi. They represent sacrifice and their magic will not work if the person who bears them is unwilling. There are thought to be at least 16 of these gems, two for each of

Kushinadahime's siblings and herself, and they only work for women. Those who possess one of these gems can insert it into herself to purify a corrupted human or destroy a sex demon by having intercourse with them. They also become objects of lust for such entities. Few people who have borne these gems have had happy endings. When you roll 6- on Nukige with one of these gems equipped, it will drain you of a little bit of yoru energy, dealing 1 Blood.

Rumor has it that there are corrupt versions of these gems that transform their users gradually into sex obsessed beasts.

The Unabridged History of Man

2 slots

This book is an incredibly long, boring treatise on the entire recorded history of humankind, both real and fictional, and also speculations about prehistory. **When you read the book, Avoid Danger vs. falling asleep for several hours. On a 10+ gain 3 hold. On 7-9 gain 1 hold.** You may spend the hold on the following

- A clue about the current situation that relates how history is repeating itself
- +1 forward to oppose a threat in a manner similar to a story recalled from the book
- A lecture on a subject boring enough to put language capable Group or Horde NPCs to sleep.

Modern Technology Analogues

Whether or not modern technology exists in Adventure Mode depends on the setting. For example, some games have their characters able to speak to each other through headsets. Other games have electronic signals being jammed by a sort of 'fog of war' or some fantasy handwavium. Likewise, interpersonal communication devices can be hand waved as magic items.

For example, enchanting an object placed in the ear with Telepathy can essentially duplicate a Bluetooth headset. If you enchant several such objects at the same time it would be fair to assume they are attuned to each other, and everyone with one of the objects can hear everyone else with another. Tablets and other means of conveying e-mail can be similarly linked books in which one writes, and the other(s) see(s) writing.

Such an object can be translated to an Adventure Mode object with a cost of 1 coin per 500 yen the modern day item would cost. For example, a bluetooth enabled cell phone would cost minimum 18,000yen or 36 coins.

Barter Societies

There will be some settings and games where Yen and Coin are irrelevant (for whatever reason) to the point where you can just about scrape by on what you can trade.

- 1 Barter:
 - 1 Ammo
 - 1 Use of Mystery Food X
 - 1 Use of a restorative water
 - 1 canteen of questionable water
 - A decent secondhand outfit
 - A single pornographic photo
 - A small coin purse
 - A week's wages
 - Leftovers from a dumpster dive
 - The panties of the object of your affection
- 2 Barter:
 - 1 canteen of filtered water
 - 2 weeks wages
 - A decent warm meal
 - A fine piece of art or porn mag
 - Miscellaneous small farm animals
 - Undamaged clothes or a cheap blanket
- 4 Barter:
 - 1 canteen of filtered, radiation free water
 - A fine high protein meal
 - A month's wages
 - A satchel or briefcase of cash, either coins or yen
 - An Otaku's stash
 - Good quality clothes
- 6 Barter:
 - A large chest of coins
 - A modest feast
 - A set of luxurious clothes; a medium dairy or cloth harvest grazer
 - An exquisite jewel
- 8 Barter:
 - A fine feast
 - A heist take from a small business (each individual *cut* is 1-2 Barter)
 - A small safe full of money and valuables
 - A very rare luxury commodity
- 10 Barter:
 - A banquet
 - A horse or large meat harvest grazer animal
 - A small business deed
- Variable:
 - A weapon that deals 1 point per Barter, or an armor that has 1 armor per 2 Barter.

The Airship

An airship is a seaworthy ship outfitted with magical gasbags, sails, propellers, or any combination of the above, allowing it to travel through the air. As with Mecha and buildings, each feature costs 32,000 yen and adds a point of stress. It is more likely that characters would pool their resources (from such moves as Fixer-Upper) to collectively build a single large craft.

- Agile or Fast tag (Having both essentially makes the craft as fast as a fighter jet)
 - Agile: You can *always* Avoid Danger with +Cool.
 - Fast: Your vehicle moves exceptionally fast for its mode of transport. For a ground vehicle, this is over 200 mph (~325 kph). For an aerial vehicle, this is Mach 1 (which varies greatly according to temperature and atmospheric pressure of the medium, but we'll use 750 mph/1207 kph for simplicity)
- Armor or Magical Shielding up to 6 total
- Docking Bay
- Laboratory or Workspace
- Living quarters for 2
 - Luxury quarters for 1
 - Mass Seating is 4 seats, but doesn't provide food or sleeping arrangements
- Place of Power (each of the enhancements below requires Place of Power)
 - Ghost Ship: Your ship has a constant aura of dark fog, which does not hinder your own ability to navigate. Pursuers will always lose track of your ship.
 - Storm Ship: Your ship runs on electricity and shoots bolts of lightning. Your cannons gain the Elemental (Electric) and Ignores Armor tags.
 - Warp Drive: Your ship can teleport to anywhere it's been before. It takes a while to boot up the engines for this, though.
- Submersible: your ship can dive beneath the waves, bringing all cargo and crew safely underwater. It must either be made airtight through mechanical means, or your Place of Power.
- Storage, 1000 kg
- Weaponry (each requires 2 Crew)
 - Ammo Storage, per weapon
 - Ballistae (1 Stress, medium, long, reload)
 - Cannons (2 Stress, medium, long, mounted, reload)
 - Drill Nose (Ram damage becomes 2 stress, close)
 - Torpedoes/Rockets (4 Stress, explosive (short area), medium, long, reload)
 - Bombs (7 stress, explosive (medium area), long, extreme, reload)
 - Cluster bombs add Spray
 - Nuclear missiles do minimum 10 stress, and have Extreme area. You either need a fast jet or a warp drive to evade your own attack.
 - Spell Amplifier (2,000 coins, *Requires Place of Power*, spells can be used at Far range, are considered doubled, and spells that target individuals can target the ship for Stress damage.)

Spell Move Conversions

Visual Novel World does away with the notion of Cleric or Wizard, but this does not necessarily have to be the case. Any spell presented here can be restricted to a narrower subset of Archetypes as appropriate to the setting. For example, A spell might be restricted to both Miko or Celestial because it's especially "holy", or another might be restricted to Martial Artists because it is powered by Zen. Some names have been changed because I don't especially like the original name.

Format

Spell Name

Spells have names. These give an idea what it does

Categories

Which of one or more categories a spell falls into

Effects

What it does, and how many effects it has. Bullet Points marked in red decrease the effect count by one per instance. For example, 3 regular effects, and two red effects means that a spell is only considered 1 effect.

Restrictions

Spells by default allow you to produce one effect. If you purchase it as a move, you need its +Weird and Level requirements, and to abide by other restrictions in place.

Big Magic?

Whether or not it requires big magic. If it has a restriction of +Weird that is higher than your own, it counts as big magic for you even if that would not otherwise be the case. If a spell isn't big magic for reasons *other than that*, this entry will say no (but it will still count as big magic for some people).

Spells

Accommodating Orifice

Categories: Eromancy, Alteration, Enchantment

Effects

- When you cast the spell on an orifice, it can contain a phallic object of a length equal to the normal length $[(\text{Cup Size} + \text{Hot} + \text{Cool}) \times 3\text{cm}]$ multiplied by your +Weird

Restrictions: Weird+2, Level 2-5

Big Magic: No

Alert

Categories: Communication, Divination, Mind

Effects

- Name any event. If that event occurs, the Senpai will tell you where it occurs, no matter how far away
- You can view that event's location as if you were there.

Restrictions: Weird+1, Ward of Protection, Level 6+, you can only have one Alert active at any time.

Big Magic: No

Alter Item

Categories: Alteration

Effects

- A mundane thing you have can be changed into another mundane thing you can think of.
- You can turn something into a specific thing, provided neither is magic, and you can envision it clearly. For example, if you have a photo of a key, you can turn a goblet into that specific key, and it will only open locks built for it specifically.

Restrictions: None

Big Magic: Only if it's a permanent change; Temporary changes only last a few minutes.

Alter Liquid

Categories: Alteration, Water

Effects

- You may change one Short Radius body of liquid within reach to a different kind of liquid (you need not touch it)

Restrictions: Both liquids must either be naturally occurring, or a liquid you know how a recipe for. The liquid transformed must not be (presently) in use for a biological function (such as blood or water in someone's body), Weird+1, Level 2-5

Big Magic: No

Alter Self

Categories: Animal, Alteration

Effects

- You transform your shape into that of an animal, monster, or another person. Hold 3, and the Senpai will tell you one or more moves associated with your new form.
- Spend a hold to make that move. Once you're out of hold, you return to your natural form, but you can dismiss it at any time by spending all the hold
- **When you are in the form of another creature, you tame -1 Ongoing to do things that creature shouldn't be able to do**

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Variants

- If you can create any Elemental, you can also use this to transform into one of those forms.

Analgesia

Categories: Healing, Protection

Effects

- Touch an ally to cure them from fear, nausea, and pain, be it mundane or magical.
- Maintain the spell for further immunity to the above
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Weird+1

Big Magic: No

Animal Transfomation

Categories: Animals, Alteration

Effects

- You permanently alter the form of an animal you touch. You can give it the traits of another animal you are touching, grant the animal traits that describe you, or remove unwanted traits.
- You can give people the traits of an animal.

Restrictions: you cannot give an animal the intelligence of a person. Weird+1, Level 6+

Big Magic: No

Animate Dead

Categories: Death, Summoning

Effects

- Summon and trap a spirit within a corpse
- This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 Blood. The zombie also gets your choice of 1d4 of these traits:
 - +1 Armor
 - +1 Blood
 - +1 Damage
 - One Attribute is +2 instead of +1
 - It does not appear obviously dead, at least for a day or two.
 - It has a functioning brain and can complete complex tasks.
- The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Weird+2, Level 2-5

Big Magic: No

Antipathy

Categories: Enchantment, Protection

Effects

- A creature of a type or alignment you choose can't come within sight of a location or other target you designate until you dismiss the effect, or leave the designated target.
- If they do, or you cast it within sight of the designated target, they must flee immediately.

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Beast Affinity

Categories: Animal, Communication, Enchantment.

Effects

- Pick an animal. You can communicate with that animal using +Weird, even if the move(s) you use would apply to a different attribute.
- For an additional effect, you can speak to any animal, but get +1 forward on basic moves involving animal speech against the chosen animal type.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: +Weird equal to 1 less than the total number of effects chosen. Level 2-5

Big Magic: No

Bird's Eye View

Categories: Animal, Air, Divination

Effects

- You may cast your perspective high above your location, looking downward, and out to the area at large.

Restrictions: None

Big Magic: No

Bless

Categories: Battle, Enchantment

Effects

- Your deity smiles upon a combatant of your choice. They take +1 ongoing until they roll 6-.
- For an additional effect, you can also add +1 damage to a weapon (and +Divine or +Magical tag)
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: +Weird equal to 1 less than the total number of effects chosen. The holy version of this spell is restricted to Mikos and Celestials. Whether others have an "Arcane" version is up to Senpai.

Big Magic: No

Burning Hands

Categories: Battle, Evocation, Fire

Effects

- Your hands are covered in flame now, granting +Weird hold as fire and adding +1 damage as fire to your normal attack. (when you hold 0, the spell is done)
- Whenever you spend a hold, anything you have ignited takes 1 damage Ignores Armor (does not damage things that are Immune to Fire)

Restrictions: Weird+2, Level 2-5

Big Magic: No

Variant

Acid Arrow

- You can shoot up to +Weird projectiles and gain that many hold (when you hold 0, the spell is done)
- You can spend 1 hold to deal damage, or reduce armor by one. Choose each time you spend hold and apply the affects to all targets. If you use actual arrows, they do the damage of the bow +1 piercing as acid, but consume 1 Ammo. Otherwise they do 1 piercing

Restrictions: Weird+2, Level 2-5

Big Magic: No

Cage

Categories: Enchantment, Judgment, Protection

Effects

- Bar the area outside the cage to a specific targeted creature.
- Effect lasts until you dispel it, you die, or a condition you designate comes to pass

Restrictions: Weird+2, Level 6+

Big Magic: No

Cause Fear

Categories: Judgment, Enchantment

Effects

A target you choose becomes afraid of you or something you present to them.

- Horde creatures must flee immediately and directly
- Group or small creatures *may* cower or beg, and definitely *want to flee*; Larger and/or Solitary foes may choose to attack. PCs may take 1 XP if they seek to avoid confrontation with you (maintaining a medium distance and not using Kendo/Martial Arts, Archery, or Catfight)
- **Creatures not intellectually capable of speech are immune, unless you can otherwise effect them**

Restrictions: None

Big Magic: No

City In A Bottle

Categories: Illusion, Enchantment, Protection

Effects

- Choose a location, up to the size of a city. That location disappears from the view of outsiders and anyone who has left. People outside can no longer find it without your permission.
- The location can be looked upon as if *Birds Eye View* was cast.
- Breaking the bottle returns the city to its original location

Restrictions: Weird+2, Level 6+, at least 1 other spell from each of the 3 categories this spell is from.

Big Magic: Yes

Charm Animal

Categories: Animals, Enchantment

Effects

- One animal in your presence regards you as a friend and will perform a single favor for you, such as tracking someone's passage, showing you something hidden, or allowing you to pass by safely.
- Each additional animal (for Group or Solitary animals) or horde charmed is another effect.
- Each additional task counts as +1 effect.

Restrictions: +Weird equal to 1 less than the total number of effects chosen.

Big Magic: No

Charm Person

Categories: Enchantment, Eromancy

Effects

- You are treated as having +Weird hold for the *When She Walks* move of the Onesama/Aneki archetype (even if you can't normally use that move)
- **You can lose this hold by betraying or damaging them**

Restrictions: +1 Weird

Big Magic: No

Change Other

Categories: Animals, Enchantment

Effects

You may apply the effects of *Alter Self* to another being.

Restrictions: Weird+2, Level 6+, *Alter Self*

Big Magic: Yes

Circle of Protection

Categories: Protection

Effects

- Bar a Circle area drawn around someone, to Extraplanar Creatures, until that person leaves the circle

Restrictions: Level 2-5

Big Magic: Not usually, although if the original target or someone else can step inside the circle as long as it lasts, it's considered Big Magic, and requires level 6+. Games that feature dwarfs may find Circles of Protection that are carved in stone.

Cloudkill

Categories: Air, Evocation

Effects

Pick a medium area.

- Lasts until the end of combat
- Whenever creatures in that area would take damage, they take +2 damage that Ignores Armor
- The area can move if wind would shift it around. It might also disperse if wind is stronger than the user's concentration (Avoid Danger using +Weird or +Smarts to reflect concentration or spell power)

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Cold Snap

Categories: Earth, Water, Death

Effects

- Snap your fingers to change the scenery to an instant frozen tundra for the rest of the day or until you restore it.
- Small/Group/Horde creatures (a number up to +Weird) immediately flee or die before your next turn
- Larger creatures will be Starved For Warmth unless they are in warm (arctic) clothes. This can last a number of minutes equal to their Blood score, at which point they need to find shelter or arctic wear or begin losing blood points (piercing).

Restrictions: Weird+2, Level 2-5

Big Magic: Yes

Consume Unlife

Categories: Death, Battle Healing

Effects

- An unintelligent Undead enemy with the Horde or Group tags is destroyed utterly
- You gain the Blood it had before death as healing

Restrictions: Level 2-5+, Weird +1. If you add a medium area, it becomes Level 6+ Weird+2

Big Magic: Always

Contingency

Categories: Enchantment, Wisdom

Effects

- Choose another spell of a lower level requirement; When a trigger condition you've described comes to pass, the spell takes effect.

Restrictions: Level 6+, Smarts+1

Big Magic: Only if the other spell is.

Contract

Categories: Communication, Divination, Judgment

Effects

- When you and another person sign a contract that has this spell embedded upon it, you know if they violated it, and vice versa
- **Planar and Divine creatures *may be immune***

Restrictions: None

Big Magic: Only if no creature is immune, in which case add +1 Weird too.

Control Weather

Categories: Air, Water

Effects

- Whenever you pray for a kind of weather, you will have it within a day, and it will persist up to +Weird days.
- While you travel in your chosen weather, you take +1 forward, and anyone persuing you takes -1 forward.
- Others may be hindered or suffer penalties as appropriate to the weather
 - The effect may end instantaneously for a freak weather incident that deals 1 Stress to a single target within a medium distance, or 3 Blood damage to a group—such as a lightning strike miniature tornado, or hailstones.

Restrictions: Weird+3, Level 6+

Big Magic: Yes

Cornucopia

Categories: Plant, Life

Effects

- The area in a Long radius sprouts any planted fruits and vegetables to fully ripe within a few moments. If the spell is cast in a village within sight of one or more farms, it's enough yield to be a full season's harvest for the whole village
- If players are there to collect it alone, they can each get a personal Feast. Collected food lasts as long as normal food would, including extension from preservation methods.

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Corpse Whispers

Categories: Death, Divination

Effects

- When you cast this spell on a corpse, you experience the moments leading up to its death (Observe another place or time)

Restrictions: None

Big Magic: No

Cosmetic Enchantment

Categories: Enchantment, Eromancy

Effects

- You may grant the target up to +Weird of the following changes:
 - Swap two Attributes of the player's choice
 - Change the Body component of the patient's look to any other component of their choice.
 - Modify the numerical value of one Vital Statistic by up to +Weird in the direction the patient prefers.
 - Increase or decrease cupsize by up to +Weird in the direction the patient prefers.

Restrictions: +Weird equal to one less than the effects chosen, Level 2-5

Big Magic: Yes; The changes are cosmetic, but they are permanent, and may have a drastic effect on rolls the player makes.

Cunning Plan

Categories: Wisdom

Effects

- For the next scene or encounter, or the remainder of the current one, you are considered to have the Meganekko move *Coordinate Your Efforts*. If you already do, your allies make one additional choice, even on a 6-.

Restrictions: Level 2-5, Smarts +1

Big Magic: No

Cupid's Arrow

Categories: Enchantment, Eromancy

Effects

- You may increase the bond with the next person that either they see, or that you target, until the next time they engage in Nukige—no matter who they engage it with, the act of Nukige will distract them from the spell's effects.

Restrictions: Certain characters may be restricted to Familial Affection or less, depending on the game.

Big Magic: Not normally, but if it is Big Magic, you can increase Comfort Level by your level.

Cure Wounds

Categories: Healing, Life

Effects

- Heals someone you touch up to 1+Weird wounds

Restrictions: +Weird of 1 less than healed. Level 2-5 for 2-3 blood, level 6+ for 4 Blood.

Big Magic: No, but see variants

Variants

Mass Cure Wounds

- You can heal +Weird targets

Restrictions: Weird 1 point higher than the spell can normally cure.

Big Magic: Not normally

Fully Cure

Effects

Heals a target or targets fully.

Restrictions: Cure Wounds or Mass Cure Wounds, +3 Weird Level 2-5 for 2-3 Blood, or 6+ for 4 blood.

Big Magic: Yes

Dead Inside

Categories: Mind, Protection

Effects

- You touch someone, and render them immune to emotional influence, including things like going berserk, or using a move from an archetype like Genki Girl.
- Appropriate roleplay would be acting as an Emo or Nihilist. Senpai should feel free to require this if their group is up for it.
- They can Avoid Danger with either Smarts or Hot—never Cool, or Weird.

Restrictions: +1 Weird

Big Magic: Yes, Immunities are always Big Magic

Detect Alignment

Categories: Divination, Mind

Effects

- When you attune your senses to one of the polar alignments (L/G/C/E) you may learn what in your presence has that alignment
 - Alternately, this game is not written such that conventional alignments are relevant, so you may use it to detect an archetype that would fit a given alignment (such as Cuckoolander and Dojikko being Chaotic, linchou being Lawful, Yandere being Evil, and Celestial being Good). How well this works or translates to entities from the Bestiary depends on Senpai.

Restrictions: None

Big Magic: No

Detect Animals

Categories: Animals, Divinations

Effects

- You can sense the presence of a type of animal you name, or a particular animal you have met before. You know what direction to look in, and vaguely how far away they are.

Restrictions: None

Big Magic: No

Detect Magic

Categories: Divination

Effects

- When this spell is active, you may add "What here is magical" to the list of Assess questions you can ask

Restrictions: None

Big Magic: No

Variants

Identify

- You may learn +Weird of the following about an item without requiring a separate use of Assess—spells already have their own Casting mechanism:
 - What does it do
 - What unique tags does it have?
 - How is it activated?
 - What is its history?

Restrictions: Detect Magic, +Weird equal to the number of questions you ask, Level 6+

Big Magic: No

Dispel Magic

Categories: Enchantment, Judgment

Effects

- Pinpoint up to Weird+1 Magical Effects and remove them from the area. If this eliminates a spell, it is gone, otherwise it is merely reduced
- Items hit thusly are only disenchanting if all of their effects are removed. Missing effects on permanent or persistent magic are returned in your absence.

Restrictions: One less +Weird than the effects removed. Level 2-5 for 2-3 effects. Level 6-10 for up to 4 effects.

Big Magic: not unless the magic comes from a Divine or Planar entity.

Divine Presence

Categories: Judgment, Protection

Effects

- Everyone who attempts to enter your presence must ask your permission, and you can choose whether to grant it.
- If you do not, any time they take damage while you witness, they take 3 more.

Restrictions: Circle of Protection, one other Protection spell, Level 6+

Big Magic: Yes

Dominate

Categories: Communication, Enchantment, Mind

Effects

- Your gaze puts you in someone else's mind and gives you +Weird hold over them. It can be spent on the following
 - Give you something they hold
 - Attack the target of your choice
 - Say something you tell them to say
 - Truthfully answer a question
 - **If the target takes damage, you lose 1 hold**
 - **You can't cast a spell when this one is ongoing**

Restrictions: +3 Weird, Level 6+

Big Magic: Yes

Dye

Categories: Enchantment, Alteration

Effects

- You can dye something a color of your choice. You may choose to dispel this coloring, even though it is otherwise permanent.

Restrictions: Prestidigitation

Big Magic: No

Doppelgänger

Categories: Illusion, Summoning

Effects

- You create an exact duplicate of any creature you have observed yourself. This doppelgänger has all the mundane, physical attributes of the creature it mimics, but none of the same knowledge or special powers.
- It acts according to your mental command, with no life of its own.
- **While this spell is ongoing, you can't cast another spell, and take -1 to perform tasks apart from controlling the doppelgänger.**

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Emperor's Clothes Curse

Categories: Illusion, Eromancy

Effects

- Hide the target's clothes from everyone else
- Hide the presence of the spell from the target

Restrictions: Weird+1, Level 2-5

Big Magic: No

Endure Weather

Categories: Protection, Air

Effects

- A target of your choice can ignore weather extremes that would normally cause damage like heat stroke or hypothermia. You need Immunity for actual flame or ice to be kept from damaging you.

Restrictions: None

Big Magic: No

Earthquake

Categories: Earth, Fire, Death

Effects

- A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around causing a lot of cosmetic damage to the scenery
- **(as well as possible narrative inconveniences)**
- Small/Group/Horde creatures (up to one per +Weird) immediately fall into crevices created by the magic
- Larger (and/or Solitary) creatures need to Avoid Danger vs. damage from being buffeted around.
- **You take -1 to cast other spells while this one is active.**

Restrictions: Weird+2, Level 6-10

Big Magic: Yes

Entanglement

Categories: Plants

Effects

- The target becomes entangled by nearby plants in a completely mundane way that they can overcome naturally (Avoid Danger with Sports or Cool)

Restrictions: None

Big Magic: No

Extinguish Fires

Categories: Fire

Effects

- You can extinguish a fire with a radius of your level squared in meters.

Restrictions: None

Big Magic: No

Faerie Fire

Categories: Divination, Fire, Illusion, Light

Effects

- You project little orbs of pale glowing light to *Reveal something hidden.*

Restrictions: None

Big Magic: No

Faerie Sleep

Categories: Divination, Enchantment, Judgment

Effects

- You put someone into a deep enchanted sleep, allowing them to *observe another place or time* (that you made up) until they figure out they are in a dream state or you release them.

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Variants

Faerie Kingdom

- You create the illusion of a fully detailed location. The old location is covered up, and anyone entering this place experiences only the new one.
- This illusory location can cause fright, but not any real harm, nor does any food give sustenance, nor fire give warmth.
 - The real underlying location retains any environmental risks it had before the spell was cast.
- The illusion is broken if you leave and cease to observe it.

Restrictions: Weird+3, Level 6+, Faerie Sleep

Big Magic: Yes

Find the Path

Categories: Earth, Divination

Effects

- Reveal Something Hidden (the quickest and shortest path, either to a desired destination, a desired object, or out of the present location.)
- If a roll is needed to determine something about its expediency, assume 10+

Restrictions: Weird+1

Big Magic: No

Fireball

Categories: Battle, Evocation, Fire

Effects

- 2 Damage as fire
- Medium Range, Short Area

Restrictions: Weird+2, Level 2-5

Big Magic: Not usually. Making it Ignore Armor, extending or making the area "selective" to prevent friends from being hit could count as Big Magic Effects.

Fly

Categories: Movement, Air

Effects

- When you use this spell to take to the skies, you take -1 Ongoing to other tasks unless you have a move that makes Flight second nature.

Restrictions: Level 2-5

Big Magic: No

Ghost Sight

Categories: Death, Divination

Effects

- Sense Ghosts (Reveal Something Hidden equivalent)

Restrictions: None

Big Magic: No

Grazer

Categories: Plants, Life

Effects

- You can eat any vegetable matter and sustain yourself
- If it is normally poison to humanoids you suffer no such harm
- You take -1 to cast other spells while this one is active. This does not count as an effect.

Restrictions: Meat is repulsive while this spell is active.

Big Magic: No

Great Fog

Categories: Earth, Air, Water

Effects

- Medium Range, Short Area, anyone in an area you choose is Blinded by the cloud of fog until you cease maintaining the spell
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Weird+2, Level 6-10, Summon Animal

Big Magic: Not usually, but adding damage to this cloud, it becomes big magic.

Gust of Wind

Categories: Air

Effects

- A gust of wind blows in the direction you choose, scattering light objects

Restrictions: None

Big Magic: No

Grow a Dick

Categories: Alteration, Eromancy, Enchantment

Effects

- If you had no dick, you have one now. It is a length equal to $[(\text{Cup Size} + \text{Hot} + \text{Cool}) \times (\text{Setting Multiplier})]$
- If you did before, its length is multiplied by +Weird

Restrictions: Weird+1, Level 2-5

Big Magic: No

Grow Appendages

Categories: Alteration

Effects

You can grow two extra limbs that have the following effects

- If they are arms, you gain +1 damage for each extra arm that wields a weapon, use two shields at once, gaining the armor bonus for both, or play one or more additional musical instruments
- If you have Fly, you can cast this instead for wings, and don't take -1 Ongoing to other tasks.
- If they are legs you can *Sprint* and *Pounce*, allowing you make a +Sports roll to move to an area you would otherwise be unable to due to distance (outside Medium Range—100 meters) or elevation (A Short Distance pounce—20 meters)

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Holy Sanctuary

Categories: Healing, Protection

Effects

- A Short area around you has been sanctified and will remain so as long as you are within it
- You will know when anyone intends or acts with malice
- Healing effects restore +1 Blood

Restrictions: Weird+2, Walk the perimeter and ritually purify the area

Big Magic: No

Immunity

Categories: Battle, Protection

Effects

- Name one specific source of harm, such as burning, cutting, lightning, or poisonous gas, for example. While this spell is ongoing, you are immune to harm from that source. You may still be subject to secondary effects—fire that does not burn you produces smoke that can still choke you, and drowning is still uncomfortable, and prevents speech, etc.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Level 2-5

Big Magic: Yes; Complete immunity to anything is Big Magic.

Invigorate

Categories: Healing, Movement

Effects

- Restores a target to full movement from a state of fainting, lethargy, paralysis, or unconsciousness

Restrictions: None

Big Magic: No

Invisibility

Categories: Illusion

Effects

- Hide a target from normal view.

Restrictions: None

Big Magic: No

Light

Categories: Evocation, Fire, Light

Effects

- A target item shines like a torch, without combustion, for the same amount of time.

Restrictions: None by default

Big Magic: No

Variant

Sunlight

- Functions as sunlight, including the ability to nourish plants and damage vampires (1 piercing)

Requirements: +1 Weird; More for greater levels of damage to vampires.

Big Magic: No

Lightfoot

Categories: Enchantment, Illusion, Movement

Effects

- Conceal your passage from normal view for up to +Weird days.
- Each additional follower adds an effect.

Requirements: None

Big Magic: Only if you extend the duration

Lightning Bolt

Categories: Battle, Evocation, Air

Effects

- 2 Damage as Lightning, Medium Range
- Ignores Metal Armor Rubber armor has twice as many Armor points.

Restrictions: Weird+2, Level 2-5

Big Magic: If you can cast it into an area without risking your allies. This becomes Chain Lightning

Mantle of Death

Categories: Death, Protection

Effects

- Attract insects
- Pass as a corpse
- Hide yourself from undead
- **You take -1 to cast other spells while this one is active.**

Restrictions: +Weird equal to 1 less than the total number of effects chosen.

Big Magic: No

Mark of Death

Categories: Death, Battle, Evocation

Effects

- Choose a creature and a circumstance. The creature gains a mark signifying the circumstance in question. If that event comes to pass, the creature is killed.

Restrictions: Level 6+

Big Magic: Always

Mind Swap

Categories: Mind, Enchantment, Eromancy

Effects

- Two targets of your choice swap minds, until you choose to reverse the effects, or until a condition you set has come to pass

Restrictions: +1 Weird, Level 6+

Big Magic: Yes

Part the Sea

Categories: Earth, Water

Effects

- You cause a body of water to part before you, revealing a pathway across its floor.
- It can be wide enough for you and twice your level in companions to walk abreast
- **While this spell is ongoing, you take -1 to cast a spell.**

Restrictions: Level 6+

Big Magic: Yes

Plague

Categories: Death, Judgment, Plants, Animals

Effects

- A settlement you name is beset by a plague killing crops and making people ill, killing some of them. Without intervention, more will starve.
- **While this spell is ongoing, you take -1 to cast a spell.**

Restrictions: Level 6-10

Big Magic: Yes

Plant Whispers

Categories: Communication, Plants, Divination

Effects

- One living plant will answer +Weird questions you pose as best it can. On a 12+ the plant is the home of a humanoid faerie creature who will answer it better.

Restrictions: Level 2-5

Big Magic: No

Polymorph

Categories: Animal, Alteration

Effects

- Your touch reshapes a creature entirely, they stay in the form you craft until you quit maintaining the spell, or a condition you specify comes to pass
- Name or describe the creature along with any stat changes, special qualities, adaptations, or weaknesses. One of the following also happens
 - The creature's mind will be altered as well.
 - The form has an unintended benefit or weakness.
 - The form will be unstable and temporary.

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Possession

Categories: Mind, Enchantment

Effects

- You attempt to insinuate your mind into your target's body, which allows them to resist.
- You retain your moves and stats except those that require your body. You may gain moves unique to the body you possess.
- **While this spell is ongoing, your body remains in a sleep state, and you take -1 to cast a spell.**

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Prestidigitation

Categories: Illusion

Effects

- You can make cosmetic changes to objects, or cast audiovisual illusions that don't fool (but may entertain) those whose mental faculties are not diminished such as by drunkenness or Debility.
- If you can fool a single sense, add an effect

Restrictions: None

Big Magic: No

Variants

Mimicry

- You can fool Hearing

Restrictions: Weird+1, Level 2-5

Big Magic: No

Mirror Images

- You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

Restrictions: Weird +2, Level 2-5

Big Magic: No

Prophecy

Categories: Divination, Enchantment

Effects

- Name someone who poses a threat to you. Senpai will reveal one aspect of a danger to you that they are involved with.

Restrictions: Weird+1, Level 6+

Big Magic: No

Psychometry

Categories: Mind, Divination

Effects

- You are aware of the thoughts and emotions that happened in your specific location during one historical event of your choosing. The only way to know who the thoughts and emotions belong to is to wait until that is revealed, or use Big Magic

Restrictions: Weird+1, Level 6+

Big Magic: See Effects.

Quantum Shift

Categories: Battle, Movement

Effects

Whenever you cast it hold +Weird

- You can spend 1 hold when you defend to treat your next Defend roll as if it were 1 step higher, or you can spend 1 hold to immediately blink a Medium distance to any spot within line of sight.

Restrictions: None

Big Magic: No

Rainbow Bridge

Categories: Enchantment, Movement

Effects

- Name a location, or describe it with up to 1 word per level. A rainbow is created that allows you and your allies to traverse the distance through the sky
- It takes as many hours as it normally would days.

Restrictions: Weird+1, Level 6+

Big Magic: Yes

Variants

Shadow Walk

- You step into a shadow at your location, and come out of a shadow near your specified location. Exactly where is up to the Senpai and the fiction.
- Travel is instant

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Teleportation

- This variant is both instant, and is not restricted to travel from one shadow to another. It is usually obvious, and likely to draw unwanted attention if done in broad daylight (unless you're able to go to a concealed location like an alley, or into a guild house or something)

Restrictions: Weird+3, Level 6+, One of the above variants.

Recovery

Categories: Healing

Effects

- You grant the target up to +Weird hold with which to remove conditions. It takes 1 hold to recover from a temporary condition, 2 hold to recover from all temporary conditions or a semi-permanent condition, or 3 hold to recover from a permanent one.

Restrictions: Weird +1 or more, Level 2-5 to recover from Semi-Permanent conditions, or 6+ to recover from permanent ones. You need not take higher level variants of this spell separately.

Big Magic: Only if Permanent Conditions are possible.

Repair

Categories: Healing, Technology

Effects

- You can fix any item *temporarily*, until it is used with as much intensity as a melee weapon in combat.
- If such an item is used that roughly for a roll that results in 6-, the item is destroyed again.

Restrictions: Weird+2, Level 2-5

Big Magic: No

Restore

Categories: Healing, Technology

Effects

- You can restore any item with a number of stress or magical effects equal to Weird -2
- Items can be restored to full in 'patches' with this spell

Restrictions: Weird+2, Level 6-10, Repair spell

Big Magic: No

Resurrection

Categories: Death, Life, Healing

Effects

- Someone who is dead is now alive
- They are considered to have fought for their life without having to kill anyone, leaving them at half their Health. On a 7-9, it will require one or more of the following
 - A number of Held Preparation points
 - A ritual requiring days or weeks of Montage
 - Ritual sacrifice of something exceedingly valuable, potentially on par with the value of a human life

Restrictions: Level 2-5, Weird+2

Big Magic: This is *always* a Big Magic Effect regardless of what happens.

Revelation

Categories: Divination

Effects

- When you Assess with this spell, you may ask any question about the situation without having to stick to a narrow list of questions, provided that you don't directly ask how to resolve it.
- When acting on the information, you take +1 forward

Restrictions: Weird+1, Level 2-5

Big Magic: No

Reverse Poison

Categories: Healing, Poison, Protection

Effects

- When you touch a *living* victim of poison, it is removed
- Damage caused by the poison itself is also removed

Restrictions: Weird+1, Level 2-5

Big Magic: Not if the poison was caused by a mortal.

Sanctify Meals

Categories: Enchantment, Healing

Effects

- Food or water you hold or touch (or its container) gets +Divine—it can damage unholy entities, and cannot be spoiled by mundane means
- Mystery Food X that has been Sanctified treats 6- results to Scarf it down as 7-9, and 7-9 as 10+

Restrictions: Weird+1

Big Magic: Not normally.

Secret Runes

Categories: Protection, Communication

Effects

- You cast a spell on something you write, and no one besides you and one person you designate will be able to see the message.

Restrictions: None

Big Magic: No

Servant of the Earth

Categories: Earth, Summoning

Effects

- Summon and trap a spirit within earth, rock, or gemstone. This creates a an elemental being from the earth itself. It is made of one type of chthonic substance (dust, plants, soil, stone, wood, etc). Treat it as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 Blood. It can also take 2 of these traits:
 - +2 Armor
 - +2 Blood
 - +2 Damage
 - One Attribute is +2 instead of +1
- The elemental remains until it is destroyed or you dismiss it.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Weird+2, Level 6+

Big Magic: Not as long as you meet the other requirements.

Sever

Categories: Battle, Death

Effects

- Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain.
- Missing appendages may prevent the creature from using certain moves. For example, keeping a winged creature from flying, or a bull from goring you on its horns.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Level 6+

Big Magic: Yes if you can target vital appendages such as the target's only head, no if you can't.

Shelter

Categories: Earth, Fire, Air, Water, Protection

Effects

- You create a structure out of pure magical power. It can be as large as a castle or as small as a hut.
- It is impervious to all non-magical damage.
- The structure endures until you leave it or you end the spell.

Restrictions: Weird+2, Level 6+

Big Magic: Yes

Silence

Categories: Battle, Protection, Illusion

Effects

- Pick a Short area within Medium range; everything in the area is utterly silent. The silence is unsettling, but it also means that stealth within the area cannot be foiled audibly—only visibly.

Restrictions: Level 2-5

Big Magic: No

Speak with the Dead

Categories: Battle, Communication, Death, Divination

Effects

- A corpse will answer Weird+1 questions to the best of the knowledge it had in life and the knowledge it gained in death.

Restrictions: None

Big Magic: No

Spectral Filching

Categories: Movement

Effects

- You can summon an object you can see into your hand.

Restrictions: The object must be no larger than something you can lift one handed

Big Magic: No

Spirits of the Wild

Categories: Animal, Alteration

Effects

- You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's moves and take -1 to cast a spell. Unless this spell is revoked, you may use it to call upon another animal spirit. Using animal moves is considered "beyond human limitations"

Restrictions: None

Big Magic: No

Star Portents

Categories: Air, Divination

Effects

- You consult the stars, and they tell you one of the following
 - which way leads to your current destination
 - whether and approximately what kind of danger a specified activity entails
 - whether an event or public figure in the near future will suffer ill fate without intervention
 - the nearest significant threat and how significant the danger is

These will not be in game terms (There is this cave with a monster that has Stress instead of blood) but might inadvertently tell those anyway (such as by specifying it has a dragon or ogre inside)

Restrictions: Level 2-5

Big Magic: No

Stonespeak

Categories: Earth, Divination, Communication

Effects

- A rock will answer 1 question to the best of its knowledge. On a 12+ a humanoid faerie creature embedded within will answer the question better

Restrictions: Additional questions require additional effects, +Weird based on the number of extra questions.

Big Magic: No

Storms of Vengeance

Categories: Earth, Fire, Air, Water, Evocation

Effects

- Unnatural Weather of your choice comes to pass
- For miles around, the scene is changed
- Buildings destroyed at whim
- Massive death tolls (though individuals can't be personally targeted, some the characters know may be injured or killed depending on their capabilities)

Restrictions: Weird+3, Level 6+, At least 1 other spell from each of the four elements
Big Magic: Always

Summon Animal

Categories: Animals, Summoning

Effects

- Summons an animal with All Attributes +1, 3 points to spread among Damage, Blood, or Armor, with additional choices increasing the animal's statistics. You gain a number of hold equal to the number of choices, spending 1 per command you give the animal. It goes away/disappears when you run out of hold for it. The animal's stats can be modified by picking additional choices from the list below:
 - One Attribute is +2 instead of +1
 - +1 Damage
 - +1 Blood
 - +1 Armor
- You can reduce the effect count by up to -2 for taking the same penalty to cast other spells while this one is active

Restrictions: Weird+3 per choice you can make, up to +3 Weird. Level 2-5

Big Magic?: Optional. For each additional effect beyond weird+1, your animal takes 1 minute to arrive up to a total of Weird +4. You don't gain more hold for these additional effects.

Summon Darkness

Categories: Summoning, Light

Effects

Some area that you can see is filled with supernatural darkness. Anyone who doesn't have a special quality allowing them to see in perfect darkness is blinded while in the area.

Restrictions: No

Big Magic: No

Summon Fire Elemental

Categories: Summoning, Fire

Effects

- Summon and trap a spirit within ashes, coals, or embers. This creates a an elemental being from the essence of fire itself. Treat it as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 Blood. It can also take +Weird of these traits:
 - It can choose what to ignite
 - It can fly or Hover
 - +3 Damage
 - +1 Blood
- The elemental remains until it is destroyed or you dismiss it.

- You take -1 to cast other spells while this one is active. This does not count as an effect.

Restrictions: Weird+2, Level 6+

Big Magic: No

Summon Slimy Tentacles

Categories: Summoning, Eromancy

Effects

- Your spell conjures forth grasping tentacles rendering moves other than Nukige and Turn Someone On one step less successful, while rendering Nukige and Turn Someone On one step more successful.
- The tentacles have a Blood score equal to your +Hot and an Armor score equal to your +Weird.

Restrictions: Weird and Hot+1 or better, Level 6+

Big Magic: No

Variant **Summon Mass Slimy Tentacles**

- Add +Weird targets.

Restrictions: Summon Slimy Tentacles, Weird or Hot +2, Level 6+

Big Magic: No

Summon Walking Tree

Categories: Plants, Summoning

Effects

- Summon a nearby tree into your service. Treat it as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 Blood. It can also take 1d6 of these traits:
 - +1 Armor
 - +1 Blood
 - +2 Damage
 - One Attribute is +2 instead of +1
 - It does not appear obviously dead, at least for a day or two.
 - It has a functioning brain and can complete complex tasks.
- The elemental remains until it is destroyed or you dismiss it.
- You take -1 to cast other spells while this one is active. This does not count as an effect.

Restrictions: Weird+2, Level 2-5

Big Magic: Not as long as you meet the other requirements.

Summon Swarm

Categories: Animal, Summoning

Effects

- Medium Range, Short Area, anyone in an area you choose is Blinded by the cloud of bugs until you cease maintaining the spell
- You take -1 to cast other spells while this one is active. This does not count as an effect.

Restrictions: Weird+2, Level 6-10, Summon Animal

Big Magic: Not usually, but adding damage to this cloud, it becomes big magic.

Telepathy

Categories: Divination, Mind

Effects

- Pick a person. You can communicate with them mentally
- You also gain +1 Bond with them while this spell persists
- You can only have one bond at a time. Recast this spell to change the bond

Restrictions: Weird+2

Big Magic: No

Variants

Memory Reading

- You touch a person and can experience one of their memories as if it were your own

Restrictions: Telepathy, Level 6+

Big Magic: Yes

Open Mind

- When you touch someone, their thoughts are broadcast at whatever distance is appropriate to the volume, as long as you concentrate.
- While this spell is ongoing, you take -1 to cast a spell.

Restrictions: Memory Reading, Level 6+

Big Magic: Yes

Trap Soul

Categories: Death, Protection

Effects

- Trap a specific person, minion, or monster.
 - Near Death
- The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects.
- All moves against the trapped creature are at +1.
 - You can free the soul at any time but it can never be recaptured by you once freed.

Restrictions: Weird+2, Level 2-5, Either Animate Dead Or Resurrect.

Big Magic: Yes—even though it doesn't otherwise have enough effects to qualify (after accounting for drawbacks) the ability to capture a soul, and do most things you want to with it is a *very* powerful ability.

Trap Ward

Categories: Protection, Evocation

Effects

- You can place a charge on an object of your choice so that anyone who touches the object suffers your Martial Arts damage. This won't stop them from stealing the object after the damage is already done though.

Restrictions: \Level 2-5, though you can add damage to increase the +Weird requirement.

Big Magic: No

True Seeing

Categories: Divination, Mind

Effects

- You see things as they truly are. Any illusion that isn't Big Magic is foiled automatically.
- If an illusion is Big Magic, you can Assess the situation and ask if it is real. Senpai will tell the truth on *any* hit.
- The spell lasts until you dismiss it or tell a lie.

Restrictions: Level 6+

Big Magic: No, but you can make it big magic by adding the provision that you are assumed to get a 7-9 on the roll to Assess Big Magic Illusions.

Truth Telling

Categories: Enchantment, Mind

Effects

- You can prevent the target of this spell from vocalizing a thing they know to be untrue until you cease concentrating on the spell.
- **While this spell is ongoing, you take -1 to cast a spell.**

Restrictions:

Two Face

Categories: Alteration, Illusion

Effects

- Your face changes so you resemble someone else. It isn't perfect and won't fool anyone who is at least Friends (RL 5) with a person you've made yourself resemble. Big Magic increases this by 1 per Big Magic Effect.
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Level 2-5

Big Magic: Not usually, see the effects for further details.

Wall of Thorns

Categories: Plants, Protection, Summoning

Effects

- Create a wall of Medium Length composed of thorns
- Can only be cleared by fire or being cut away (2 Armor)
- Can cause deep gashes for anyone traversing the area (2 Blood)

Restrictions: Weird+2, Level 6+, Summon Walking Tree

Big Magic: Only if the damage is piercing, or ignores armor

Ward Against Animals

Categories: Animals, Protection

Effects

- Bar a place or portal to a specific person or a type of creature (Animal).
- **You take -1 to cast other spells while this one is active. This does not count as an effect.**

Restrictions: Detect Animals

Big Magic: No

Ward of Protection

Categories: Protection, Divination

Effects

- When you place a certain glyph on an item, if it is taken from you, you know when it happens, and roughly, where it is.

Restrictions: None

Big Magic: No

Windswept Message

Categories: Air, Movement, Communication

Effects

- A small item of your choice containing a message, is sent from your hand into the air, to land at the feet of whomever you name when the spell is cast. This could be anything from an arrow you shoot into the air, to a slip of paper fluttering unerringly in the wind. The speed of the message depends on the wind

Restrictions: An atmosphere that is moving briskly enough to sway a small featherlike object, or an object that has feathers on it

Big Magic: Yes

Wisdom of War

Categories: Battle, Divination

Effects

- When cast during a battle, or on the spot of a historical battle, Senpai will tell you something interesting and useful about that battle as it pertains to the current situation. You are considered to have rolled a 10+ for the purposes of Assess.

Restrictions: None

Big Magic: No

With Pleasure, Bring Pain

Categories: Eromancy

Effects

- The next time the target makes the Nukige move, they also suffer that many bruises. This can induce blood damage

Restrictions: Weird+1, Summon Slimy Tentacles, Level 6+

Big Magic: No, but it can be made Big Magic by being cast as a curse that lasts until the target fulfills a predefined condition.

Wood Bender

Categories: Plants, Telekinesis

Effects

- You can change the shape of any piece of wood, living or dead, so long as it's not held as is, by magic already.

Restrictions: None

Big Magic: No

Word of Recall

Categories: Movement, Protection

Effects

- Pick a word when you cast this spell. Anyone who joined in its casting is returned to the point where you cast the spell if you speak the chosen word.

Restrictions: Level 6+

Big Magic: No