

ELEMENTAL ARCHETYPES

by Jason Miller

Optional Rule: The elemental archetypes describe characters that control the elements. If a player wants to do something impressive using the elements then you can use the applicable art of war like a skill for a roll. The default attribute used for the roll would depend on the element and style; Determined Fire: Spirit, Gentle Earth and Hard Earth: Senses or Body, Caring Water: Empathy, Dancing Air: Agility, and Black Wind: Knowledge.

WARRIOR OF THE DETERMINED FIRE

You have been taught to use your very soul as a weapon, a conduit to create and control fire. However, beyond that you have been trained to be in control of yourself and to master your own destiny. No one else will write your fate but you.

Karma: 40

Skills: Burning Soul 4, Willpower 3, Evasion 2

Weapons: Katana (Damage +3)

Primary Attributes: Spirit

Fate: Emotion: Hatred of being Controlled

Notes: Your soul is brighter and stronger than the average person's. Because of this you may draw the attention of beings that see such. An example would be an ayakashi that devours souls. Another point to think on would be what would happen if your soul was used with or in a meikyo mirror?

BELIEVER OF THE GENTLE EARTH

You can feel the world around you to the point where every rock, every tree and every blade of grass is a friend and comrade. They fight with you to help you in your time of need and you will do no less for them.

Karma 40

Skills: Gaia's Grace 3, Notice 4, First Aid 2

Weapons: Bow (Damage +3, Rof 2, Range 100m)

Primary Attributes: Senses

Fate: Goal: Protect the Earth

Notes: Do animals count under your protection? How about humans? Oni? Ayakashi?

ADEPT OF THE HARD EARTH

You search within yourself for a true connection to the world. Something is missing and the frustration is slowly mounting. You will not be satisfied until you can call yourself a master.

Karma: 60

Skills: Solid Mountain 4, Willpower 4, Notice 2

Primary Attributes: Body

Fate: Goal: To Master the Art and Yourself

Notes: The art of the Hard Earth is all about gaining unity of oneself before gaining unity with the world. But what does unity with the world really mean?

Another thing to keep in mind is that Gentle Earth and Hard Earth are two sides of the same coin. Hard Earth masters oneself to connect to the world while Gentle Earth connects to the world and in doing so masters oneself.

STUDENT OF THE GENTLE WATER

The power you use is that of your heart. In a literal sense you fight with a beast created from yourself but more than that is the determination you draw from protecting those you care about. You will not allow anyone to harm those you hold in your heart.

Karma: 20

Skills: Wild Heart 2, Persuasion 3, Stealth 3

Primary Attributes: Empathy, Senses

Fate: Emotion: Need to Protect those Close to me

Notes: The teachings of Gentle Water develop a powerful side effect. The student's heart pull on other's like a gentle undertow when trying to persuade people and when trying to hide it masks their presence by making it like a still pond. This is expressed in their skill setup but how can this be expressed in game?

DANCER OF THE FREE AIR

Freedom: of movement, thought, imagination, and expression. That is what defines someone who follows the ways of the Free Air. Then it was all destroyed. Some followers broke from the teachings, perverted them, and destroyed most of what the Free Air stood for. You will never forgive them.

Karma: 35

Skills: Dancing Air 3, Movement 4,

Primary Attributes: Agility

Fate: Emotion: Hatred of the Black Wind

OPERATIVE OF THE BLACK WIND

You are a tool to your leader, the one who originally created the Black Wind. However, although they are brilliant and you agree with their teachings, are you really satisfied being nothing more than a tool for their plans?

Karma: 35

Skills: Dark Storm 3, Criminal Arts 3, Information 3

Station Needed: 3

Equip Cost: 5

Weapons: Soul Gem Ninja Sword (Damage +3, Rof 3, Ammo 6)

Primary Attributes: Knowledge

Fate: Background: You are a Tool of your Leader

AYAKASHI ARCHETYPES

WANDERING YUKI ONNA

You have always wished that you could be a human; to have a normal, happy life with a husband and child. However you are a being of Ice and Storm, a sentient force of nature, and from the top of your head to the depths of your soul it defines you. Even knowing this a small part of you continues to ask; what if there was a way?

Karma 30 (-5 for inhuman)

Skills: Marksmen 3, Persuasion 3

Weaknesses: Vulnerabilities (Heat) 4, Goal (Bear a Child) 3, Taboo (Harm a Child) 3

Power's: Projectable Attack 4, Healing 3, Shape change 4

Weapons: Ice Attack (Ranged) Damage +15, ROF 9, Range 100m

Primary Attributes: Empathy, Senses

Fate: Emotion: Wish to be Human

Notes: Keep in mind the weaknesses and discuss them prior to play. What counts as a child? Someone who's 12? 15? 18? For the vulnerability fire would certainly trigger it. But so would hot water and heated metal. Warmth in general is rather uncomfortable for a Yuki Onna.

YOUNG KITSUNE

You need more power. Whether it be to achieve something, save someone, kill someone, or simply because you wish to better yourself you need to be stronger. That means you need to earn your next tail. Now if only you didn't keep getting distracted by these amusing humans at every turn...

Karma 35 (-5 for inhuman)

Skills: Persuasion 2, Pillow Arts 3, Evasion 3, Stealth 3

Weaknesses: Taboo: Break a Promise 4

Power's: Hallucination 2, Natural Weapons 2, Projectable Attack 2, Shape Change 3, Invisibility 2, Multiple Forms 2

Weapons: Claws (Damage +5), Fox Fire (Damage +5, rof 3, Range 5m)

Primary Attributes: Empathy, Senses, Agility

Fate: Goal: Drive to earn the next Tail

Notes: How does a Kitsune earn more tails? Is it by earning a blessing from Inari(fox god)? How about simple by getting to a certain point of power? Or a near death experience? Also keep in mind that it does not have to resolve with the kitsune earning the tail. The fate could change to something else or they could lose their drive for earning the tail.

Another point to note is why do you need more power and what is the price if you don't gain it?

VAMPIRE

You have had a disagreement with the one who changed you. Maybe his lack of care towards his prey bothered you. Maybe he killed or turned someone you cared about. Or maybe you just want to go out on your own for a couple of hundred years. No matter the reasons you and your sire disagree on something and he won't leave you alone. You are his after all.

Karma: 25 (-5 for inhuman)

Attribute cost: 3 (Lower Karma by 30)

Skills: Information 3, Pursuit / Hunt 2, Persuasion 3, Willpower 3

Weaknesses: Taboo: Touching Sunlight 5, Taboo: Crossing Running Water 4, Taboo: Entering a private building without permission 4

Powers: Domination 4, Natural Weapons 4, Resistance 3, Super Speed, Undying 4

Weapons: Increased Strength (Damage +15)

Primary Attributes: Spirit, Agility, Empathy

Fate: Misfortune: Disagreement with your Sire

SUCCUBUS

You are a creature that defines passion. Whether it is for the flesh or for other less physical activities you embody the fires within. However, despite this, you can't really comprehend exactly what the human emotion called love is. It frequently is described with the very passion that is a part of you but you really just don't get it. Not like that's going to stop you from figuring it out.

Karma: 55 (-5 for inhuman)

Skill: Pillow Arts 4, Stealth 3, Evasion 2

Weaknesses: Goal: Bed People Regularly 4

Powers: Draining Weapons 2, Flying 2, Hallucination 3, Incorporeal, Invisibility 3

Weapons: Soul Strike (Damage+5, Range 5 Meters, Lasts 3 Rounds)

Primary Attributes: Empathy, Agility, Spirit

Fate: Goal: Figure out what love is.

The Were Creatures on this page do have the ability to change between human and creature form. Personally I like giving three forms: Human, Pure Animal, and Hybrid. This ability to change means that the archetype does not get the -5 to karma for being inhuman since it has a fully human form that can't be discovered. Well, until a power is used anyway. Unusually healing raises questions and claws mean at least a partial transformation.

WEREWOLF

Your pack is your family and home all at once. Your Alpha, your leader, is the greatest among them and you will follow him until his death.

Karma: 55

Skills: Pursuit / Hunt 3, Movement 2, Notice 3

Weakness: Vulnerabilities: Silver 3, Taboo: Disobey Your Alpha 4

Powers: Healing 4, Natural Weapons 4, Resistance 3

Weapons: Claws and Fangs (Damage +15)

Primary Attributes: Body, Senses

Fate: Emotion: Loyalty to Your Alpha

Notes: Your “Pack” can be of werewolves but it doesn’t have to be. Maybe you found an odd group of humans that you grew to care about and wish to protect. Or maybe it’s a group of Oni. Or maybe it’s the misfit group of characters sitting around the table with you.

If you lose your Alpha, become the Alpha or decide to start the game as an Alpha the weakness Taboo: Disobey Your Alpha turns into Goal: Protect Your Pack.

WERECAT

This place is your home. You have marked it has such and protect it as such. However you are not the only one that lives here. Whether it is a town in the wilderness or the fact that your territory is a grand city there are humans that share your space. You don’t mind them; maybe you even enjoy having them around. However, if they ever find out what you really are you could be in major trouble...or maybe they would be.

Karma: 55

Skills: Pursuit / Hunt 2, Movement 3, Notice 3, Evasion 3

Weakness: Vulnerabilities: Silver 3, Goal: Defend your Territory 4

Powers: Healing 4, Natural Weapons 3, Resistance 2, Fear 3

Weapons: Claws (Damage +10)

Primary Attributes: Body, Agility, Senses

Fate: Secret: You are not human

BASIC ARCHETYPES

MASTER THIEF

You get the job done. Every job you have attempted you finished with style. But now your older and have tired of the thrills of thievery. You decided a nice retirement was in order. Someone else thought differently and convinced you to do one last job. Joy.

Karma: 55

Skills: Stealth 4, Criminal Arts 4

Weapons: Throwing Knives Damage +2, Rof 3, Range 10m / Long Knife Damage +2

Items: Thief Tools, Retirement Money

Primary Attributes: Agility, Senses

Fate: Emotion: One Last Job

Notes: How did they convince you to take the job? Who are they and what is the job?

BARD

You are a performer, tale spinner, and legend gatherer. But what you dream of is becoming a legend yourself, the bard known everywhere, sought after by everyone from farmers to regents. What great stories will be told of you?

Karma: 25

Skills: Information 3, Perform 3, Notice 2, Persuasion 2

Items: Musical Instrument, Deck of Cards or Dice, Juggling Balls

Primary Attributes: Empathy, Knowledge

Fate: Goal: To be infamous

ESCAPISTS HACKER

You have an illness, injury, or weakness that limits you in real life. But you’re not limited to real life. Though luck, fate, or planning you have a meikyo mirror that allows you to enter the intangible, information based world of Reflection. There you are free of your earthly limits. Sometimes you wonder why you come back to your real life at all...

Karma: 45

Skills: Interface 4

Items: Meikyo Mirror, Helmet and Soul Cord

Equipment Cost: 25

Primary Attributes: Spirit

Fate: Emotion: Escape into Reflection

Notes: Body must be your lowest attribute. The meikyo bonus from the mirror affects you while in Reflection. Remember that Reflection can only be entered at a Shinto shrine or a similar area.

How did you come into possession of the Meikyo? What is your illness, injury, or weakness?

PERSON FROM ANOTHER WORLD

You didn't want this! Somehow you find yourself taken from your (mostly) peaceful life and thrown into a backwards, war torn land where nothing you see makes sense. At this point all you want is a way back to the normal, boring life you knew before all this. Unfortunately for you it seems like fate has other plans...

Karma: 50

Skills: (Any one Skill) 4, Willpower 3, Persuasion 2, Evasion 2, Information 2

Items: Three items from the modern time

Primary Attributes: Spirit, Empathy

Fate: Emotion: Wish to go Home

Notes: This archetype is completely based off the type of character commonly found in many anime and fantasy books where a normal person from our world gets transported to another, very different world. Favorite examples of mine include Escaflowne and 12 Kingdoms.

The point of offering any one skill at master rank is to give that one amazing thing that the random lost soul can pull off and be confident about. Whether it is running from being on the track team, perfuming music from being part of an orchestra, or finding out they can use some hidden power they knew nothing about (Resonance, Buddhist Magic Etc.) this skill represents their full potential.

A big thing for someone picking this archetype is the question of how did you get to Tenra? Did someone drag you there from their side? Did you stumble onto something you wish you hadn't? Maybe someone you knew lead you "through the looking glass". Another thing to consider; is anyone else from your world here with you??

TEACHER

Your passion is to teach and your joy is your students, whoever they may be and however few or many you have.

Karma: 20

Skills: Information 4

Items: Books/Scrolls, Writing Implements

Primary Attributes: Knowledge

Fate: Emotion: Passion for Teaching

Notes: Information can be a fun skill with the right DM. Using to identify an unusual item or to remember knowledge about a particular ayakashi can be an interesting source of player input if the GM lets them just make it up on a successful roll.

A different take on this Archetype would be a Professor with the only difference being Fate: Emotion: Passion for Research. Field research is particularly appropriate.