

RULE OF COOL Gaming presents
an adventure for the *Legend* system

Osaka Street Stories

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I Introduction

The year is 1995, and the setting is an almost-familiar Japan – specifically, the city of Osaka. Magic is real; and the kami are real, but the economic realities of the time are so much more pressing. For most people, life is still a brittle scramble, bound up in the day-to-day of holding down jobs and earning enough to keep food on the table. Vast shifts in the global economy make livelihoods uncertain, and crime is on the rise. In such an environment, there are big stories to tell, grim shadows to explore, and corporate intrigues to follow. Our story takes a different path.

For now, we care about a little okonomiyaki shop located above a subway station just south of Osaka proper. We care because the adventure upon which we are about to embark concerns the owners of this shop, and the struggles that envelope them as the sanctity of their peaceful life is threatened, and the past – which may be best forgotten – threatens to pull their world apart.

For beneath the floorboard of the shop there lies a small vault, its walls decorated with prayers of binding and protection, powered by the hard work and dedication of the shop and its owners. Within this vault rests a single object: an unassuming little box of indeterminate age. Made of lacquered wood and bound shut by bands of iron and copper, this box has been held shut for years by the

prayer engine surrounding it, and the contents within are an unpleasant reminder of old lives better left behind.

Around this vault new lives have been forged, and for years the contents have been pushed to the back of memory, although never truly forgotten. Yet now that peaceful life is threatened by the hungry wolves prowling the city streets: corrupt cops and a growing Yakuza presence, mirroring each other in a dance that waves its way around innocuous little things like our shop as each seeks to gain the upper hand in the battle for the city. What role our shop, its owners, and the contents of the box have in these vast machinations...well, that is left up to you.

The Box

The contents of the box are intentionally undefined: the players should begin by coming to an agreement about what the box contains, and each should determine exactly how these contents connect them to the other players. What the box is or does almost doesn't matter: the key is that, for whatever reason, our heroes want it closed, and others may wish to see it opened, or at least in their possession. Perhaps it contains information about the PCs' past lives that the public should never know; perhaps it contains some great secret that the PCs are waiting for a chance to reveal to the world, or perhaps it has bound within it the great and terrible kami of oppression that once sang its siren song in these streets. Perhaps it even has grainy pictures of the PC's old bosses, although having a reason to fight for such a prize might stretch the believability of the campaign and direct it in a more humorous direction than intended.

Okonomiyaki: What is it?

Okonomiyaki is a Japanese savory pancake, commonly eaten for lunch or dinner. It's a grilled batter often made of flour, grated yam, water, eggs, and shredded cabbage, which is then topped with a variety of toppings depending on regional and personal preference. The PCs shop certainly serves other dishes, but its okonomiyaki is fairly well renowned in the immediate area.

How the Box Matters

On the day our adventure begins, the box is nowhere to be found. Has it been opened? Not yet. But if it is not brought back by force or by barter, it may well be opened soon. The players have roughly one week, and they know it: the protective prayers that line the shop constitute the box's seal, and they begin to unravel and decay one by one soon after the box leaves the premises.

Setting the Scene

There are a few things that the GM of *Osaka Street Stories* should be made aware of. Firstly, Osaka is a hotbed for violent activity: the Yakuza and the police constantly butt heads, each vying for anything that will give them an edge over the other in the never-ending struggle. This has caused a lot of corruption in the police department, as the cops resort to ever more illegal actions in an attempt to gain an advantage.

The past week or so the Yakuza have become even brasher, as a powerful miko from the Tokyo Yakuza has come into Osaka and seized control of the local operation in a fairly violent coup. The Osaka Yakuza boss was allowed to live, but his entire organization sits under the shadow of the Tokyo mob at the moment.

The miko seeks the box on behalf of the Tokyo Yakuza. The local police, having uncovered this information, are attempting to procure it themselves, certain that if the Yakuza want it, it's worth keeping from them.

Player Characters

Osaka Street Stories is designed for a party of three to five characters of 4th level. You can find premade character sheets at the end of the module. Using these (or characters of comparable level) is highly recommended: unlike most *Legend* adventures, the milieu of *Osaka Street Stories* is pretty tightly constructed, and some of the plot points disintegrate in the face of higher-level characters. If you diversify from the prebuilt characters, we encourage players to make martially oriented characters, as the action-packed gameplay of *Osaka Street Stories* lends itself well to that sort of character concept. A Mechanist Savant with access to the 2nd Circle ability

The Littlest Automatons can be an excellent option for covering the defensive needs of the party. Custom player characters should also each start with 1 Ankh in addition to their normal consumables.

Preparatory Work

We highly recommend that you read over the encounters and familiarize yourself with the possible encounter path, as many encounters can lead into each other in a variety of orders. This module relies on aggressive and mobile opposition to keep pressure on, and is rather forgiving of different PC choices in terms of what leads they choose to pursue. *Legend's* scene system and encounter-driven philosophy allow you to be extremely proactive about pacing and encounter design, and making sure you know the encounters well will further assist you in making the module the best it can be.

In addition, be sure to check out any named NPCs in the Ensemble section located after the encounter write-ups. You'll find useful information about the NPCs, some data on their personalities, and some ideas on how to let this carry through in their behavior. In addition, these sections help give you a feel for the pacing of the adventure.

John Woo, Wuxia & Running a Combat Encounter

Combat in *Osaka Street Stories* is meant to be as cinematic and over-the-top as a John Woo film, dominated by excessive violence, heavy body counts, and constant action. Additionally, both Woo movies and *Osaka Street Stories* draw heavily from wuxia and gun-fu, which are exaggerated modes of combat found in many action movies, from *The Matrix* to *Crouching Tiger, Hidden Dragon*. The laws of physics sometimes take a back seat to cool visual effects, and, as a GM running *Osaka Street Stories*, you should consider letting the rules take a back seat to player creativity where combat is concerned. There might not be abilities specifically for back-flipping off walls with an Uzi in each hand or for cutting lamp wiring and dropping the light fixtures on your enemy's head, but those actions are very much in the spirit of the genre, and you should encourage such actions

rather than rule against them. Of course, the opponents in *Osaka Street Stories* can pull outrageous stunts as well, and good description of the enemies' antics can really help bring the genre home.

GM Material

Two major mechanical changes from standard *Legend* rules characterize *Osaka Street Stories*:

Guns

The biggest change is that guns are vastly better, a representation of the vast and varied array of weapons we are familiar with in modern terms. In *Osaka Street Stories*, use these item descriptions for firearms in place of those presented in *Legend* (the pistol, revolver, and rifle).

Bolt-action Rifle – Two-handed Main weapon, range [Extreme], [Repeater 5], move action to reload, 2d6+KOM base damage.

Revolver – One-handed Special weapon, range [Close], [Magnum], [Repeater 7], move action to reload, 1d8+KOM base damage.

Semi-Automatic Rifle – Two-handed Main weapon, range [Long], [Repeater 20], move or swift action to reload, 2d6+KOM base damage.

Semi-Automatic Pistol – One-handed Hold-out weapon, range [Close], [Repeater 15], move or swift action to reload, 1d6+KOM base damage.

Shotgun – Two-handed Main weapon, range [Medium], [Repeater 6], move action to reload, 2d4+KOM base damage, +1d4 within [Close] range.

Consumables

The other big change is that every enemy drops a Consumable, to lend the game the feel of an old-school beat-'em-up. Most of these will be Lesser Consumables, and so we've added a few more of those at the end of the module.

II Encounters

Encounter 1: The Okonomiyaki Raid

The game begins. What began as a fairly slow lunch hour has taken a turn for the worse. Half a dozen customers fill the store: most are reliable, frequent customers, and so they chat with the players, making small talk about work that day, the rather unpleasant weather in the area the past week, and similar topics.

Suddenly, sirens wail on the streets outside, and the large picture window explodes in a shower of glass and lead as a police car jumps the curb and soars through the shattered window, machine guns blazing from every window. The customers dive for cover, but screams still fill the air as a few unfortunates are caught in the deadly barrage. The PCs successfully take cover behind the bar as two more police cars pull up outside, and combat begins immediately.

The bar is bulletproof, and provides cover for those actively hiding behind it. In the kitchen behind the bar a number of dishes are still cooking, and pans of sizzling oil abound, allowing the PCs to get creative with their choice of weaponry.

Opponents

Stat blocks for opponents can be found in the Ensemble section.

Corrupt Cops: 1 Support Sergeant Cop and 1 Corrupt Cop, plus 1 additional Corrupt Cop per player.

The cops exit the squad cars immediately, while the PCs and customers are still hiding behind cover. They take up aggressive positioning in the shop, and their initial strategy is simply to wreck the place, kill everything that moves, and recover the box. They won't hesitate to take surviving customers hostage (for a possible hostage

exchange, clearly as a ploy to get the box), and they do not refrain from using lethal force on the PCs and surviving customers alike.

Encounter Complication

If the PCs don't directly engage in combat or are getting the upper hand, the cops resort to different tactics, trying to take a surviving customer (if there are any) as a hostage, and negotiate for the box.

If the PCs manage to escape or avoid combat entirely, the cops will break combat and frame the PCs for the civilian massacre.

Encounter Resolution

Players have four options for resolving this encounter. You should let them know about the back exit described in *The Better Part of Valor*, as well as the trapdoor to the subway described in *Last Train Out of Town* when the fight begins.

Talk It Out: If the players can figure out a way to make a deal, they may attempt to engage in social combat against the cops: the mooks work as a single entity possessing a +9 modifier Intimidate checks and a unified social defense score of 20. They attempt to negotiate for the box, unaware that it has been stolen. If the cops discover the box is missing, they will suspect deception and proceed with Plan A (kill everything, search the wreckage) unless the players are extremely careful with their bidding in the social encounter. If the PCs avoid combat with the Talk It Out option, jump to Encounter 3: *On the Town* if they leave the shop, or Encounter 4: *Shop Around* if they search the premises.

The Better Part of Valor: The back exit of the store will provide a means of escape, but only if the players make a beeline to the exit. If they take more than five [Rounds] before heading out the back exit, police reinforcements block that avenue of escape. See Encounter 2: The Way is Barred for the fight at the back of the shop.

Last Train Out of Town: If the players can find a way to delay for ten [Rounds], a subway train will pass beneath the shop. A hidden hatch behind the bar will allow players to drop onto the roof of the moving train, providing an effective and possibly unnoticed means of escape. If the PCs take this option, jump to Encounter 3: On the Town.

Rip-Roaring Rampage: Obvious, the last possible option involves violence, and lots of it. The players can opt to return fire and carve themselves a lethal path out the front exit. Of course, this approach has its own downsides, as cops don't take kindly to those who kill their own. If the PCs take this option and defeat the cops, jump to Encounter 3: On the Town if they leave the shop, or Encounter 4: Shop Around if they search the premises.

Encounter Rewards

Each opponent killed in this encounter drops either 1 Healing Potion or 1 Firebrand (GM's choice).

Encounter 2: The Way is Barred

The players burst out the back exit of the shop, but are a few seconds too late to escape. A squad car pulls across the alley, blocking easy access to the street – and the relative safety of the city proper. It's a K-9 unit, complete with a ferocious-looking bulldog.

Opponents

Corrupt Cops: 2 Corrupt Cops, 1 Bulldog.

The cops exit the car on the first round of combat, with one of them using his standard action to let the dog out of the vehicle. After that, they simply attempt to kill the PCs to the best of their ability, setting the bulldog on the PC who poses the greatest physical threat.

Encounter Complication

The only real complication is that the PCs might still be pursued by the cops from Encounter 1 which could result in a nasty flanking situation and a tough time for the PCs.

Encounter Resolution

Players have two main options for resolving this encounter, after which they move on to Encounter 3: On the Town.

Over And Out: The PCs can just take a run for it, either legging it past the cops and over the squad car to freedom, or possibly scaling one of the walls of a surrounding building and escaping via the rooftops.

Get Out of My Way, Punk: Option two, of course, is more violence.

Encounter Rewards

Each opponent killed in this encounter drops 1 Wax Dove.

Encounter 3: On the Town

Descriptions of some sample street contacts for the PCs to interact with are given in the Ensemble section.

While on the town, the players have a chance to gather some background information that may prove useful to them. During the first day of activity there are no interruptions until the PCs have gathered 2 clue tokens, as the PCs' foes haven't yet had time to act upon their information, but every subsequent clue the PCs uncover may bring more dangers. They may also choose to return to the shop (and thus Encounter 4: Shop Around) at any point. For most purposes, Encounter 3: On the Town and Encounter 4: Shop Around are the same encounter, but they have been separated for the sake of convenience, as this makes it easier to track discoveries in the town versus those made in the shop itself.

As the GM, you should alert the players that they have a number of street contacts whose areas of expertise vary widely. Some sample contacts can be found in the Ensemble section of this module. Most are small-time criminals, Yakuza informers trying to make some money on the side, or simply neighbors with an ear to the ground, but a small number excel in the fields of the arcane and the spiritual and may prove invaluable in such an investigation. Of course, caution must be taken: many of these are, as stated, criminal contacts. With guns. And bad tempers. In the middle of a war in the streets.

they wander the streets. See Encounter 5: Mean Streets.

3 Clue Tokens: If the PCs have spent more than 12 hours searching for information, En (see Encounter 6: En-gagement) kills a material witness in front of the PCs just as the witness is about to reveal valuable information. She does so quickly and efficiently, but a Perception check (DC 28) lets the PCs get a glimpse of her. If they pass the check, they gain a clue token. If the PCs manage to prevent the murder through creative planning, the contact tells them about the Yakuza involvement and gives them the location of the Yakuza headquarters, setting them on the path to Encounter 9: Warm Yakuza Welcome. Unless they protect their informant in some manner, however, either En or a Yakuza strike team will take the witness out after the interview.

4 Clue Tokens: When the PCs gain 4 clue tokens, they gain information about the involvement of the Yakuza (or, if they managed to save the witness during the 3 Clue Token episode above, they gain information that corroborates that witness's testimony) This should lead to Encounter 9: Warm Yakuza Welcome.

5 Clue Tokens or The PCs run out of leads: If the PCs have 5 clue tokens and still haven't decided to act on the information, hit them with Encounter 6: En-gagement, as the Yakuza, fearful that the PCs know too much, hire her to take the fight to them.

Clue Tokens & Encounter Resolution

For certain actions performed here (and in Encounter 4: Shop Around), the PCs can gain clue tokens. These are a numerical representation of how close they are to solving the mystery, and also determine when certain actions occur. The PCs don't directly know the number of clue tokens they possess. The tokens are merely an easy way for you, as the GM, to track the PCs progress through the mystery portion of this module.

1 Clue Token: Nothing major occurs.

2 Clue Tokens: The PCs are finding out information rapidly, but their enemies are also making discoveries. The PCs are attacked by Yakuza assassins as

Acquiring Clue Tokens

Some events in Encounter 4: Shop Around can get the PCs clue tokens (or reduce the DCs of the tasks listed here), but the following skill challenges are also ways to acquire clue tokens.

Kami-Geddon (Geography DC 19): Every other kami in a two-block radius has been weakened to the point of being unable to manifest. Whatever cracked the vault blew them away somehow, and very few mages can actually bind kami to their whims. The PCs gain 1 clue token.

Blast from the Past (History DC 20): This has happened before: a couple robberies a few years ago, with the same M.O. The investigations were dropped, but rumors carried through the criminal

underworld speak of miko and/or Kami involvement. The PCs gain 1 clue token.

Diplomatic Avenues (Diplomacy DC 23): The PCs hit up some old street contacts and discover that the streets are in a bit of discord. Some really heavy hitters have arrived from Tokyo, chief among them a powerful miko, famous for her long red hair. This has the cops on edge, so the police are actively looking for anything they can to even the stakes. Note that this may lead the PCs slightly astray, but if they have enough other clues it should put them on the correct track. The PCs gain 1 clue token.

Consult the Experts (Diplomacy DC 19 & Arcana DC 20): If the PCs have explored the vault in the shop, they may know enough to ask an expert in the magical arts some specific questions on the nature of the theft. In this case, the PCs learn that such a theft was probably the work of a powerful miko, as the seventh circle in the vault's protective ring serves as a double barrier against spiritual interlopers, and thus a Kami certainly either would have been blocked or would have caused the seventh circle to fail. The PCs gain 1 clue token.

Let's Be Bad Guys (Intimidate DC varies): The PCs attempt some old-fashioned violence.

Intimidate DC 27: The PCs actually frighten their contact, who proceeds to inform the Yakuza on them. Sometime after the interaction, go to Encounter 8: Twin Terrors. The PCs still gain 1 clue token, as their over-the-top antics do get the information they desire.

Intimidate DC 23: The PCs' contacts finger the Yakuza, giving valuable information. The PCs gain 1 clue token.

Intimidate DC 19: The PCs gain no meaningful information, but neither do they lose ground.

Failure: The PCs fail to impress their contacts, and fear of the Yakuza causes the contacts to pass on false information. The contacts finger the cops, possibly resulting in Optional Encounter A: The Police Station.

With No Cards in My Hand (Bluff DC 21): The PCs have no real information to bluff a contact with, but they might be able to pull this off if they're

very clever. If they do manage a successful Bluff check, lower all other DCs by 2 for this encounter. If they beat the DC by 5 or more, they actually manage to convince a contact that they know more than they do, and thus gain 1 clue token from the information they gather.

Greasing Palms (No Check): *Legend* doesn't use money, but the players can be assumed to have reasonable funds. If they offer a suitable monetary bribe, or offer potentially valuable information or items, they can find out that the Yakuza have been asking around about the shop for several weeks, and have been looking to the PCs' street contacts for information.

Encounter 4: Shop Around

Exploring the shop can help the players find out a bit more about the heist, potentially giving them some good starting points for asking questions around the town.

If the PCs have not yet discovered the box is missing, you should make it apparent to them now. The protective prayers around the shop that make up part of the sealing magic have begun to fail, and a few piles of ash on the floor show where the first few such seals have already failed. When all the seals have failed, the box will open easily. The rate of decay suggests that the PCs have a little under a week to recover the box before anyone could walk away with its contents.

It is expected that the PCs will investigate their vault. The vault is a small room of laos rosewood, the walls lined with strips of rice paper on which have been inscribed prayers of protection and security. Many of these papers seem to have shriveled or burnt. Paper fragments litter the ground, as if some unseen force had ripped them from the walls. In the center of the room is a pedestal lined with silk, on which the box once sat, but it is now empty. Around it lie eight concentric circles of jade stones, only now their green sheen has been replaced with a black and pitted surface, and the entire room smells of ashes and smoke. Only the seventh circle remains untouched by this corruption.

The door has not been forced. Other than the shredded scrolls, nothing appears to have been touched or disturbed physically.

Elementary, My Dear Kami (Medicine DC 18): A quick forensic analysis indicates that the heist of the box was the work of a kami or spirit of some sort. Their signature is still faintly imprinted on the magic of the protective seals surrounding the vault, and may give clues to the thief's identity. Decrease the DC of all Encounter 3: On The Town skill challenges by 1. If the PCs beat the DC by 5 or more, they discover signs of a unique magical signature, which could prove invaluable if the right sources are questioned. For this very useful piece of advice, the PCs gain 1 clue token (see Encounter 3: On The Town), but only if they manage to track down and question someone knowledgeable in the arcane arts.

Spill the Beans (Requires a talkative cop): If the players took a prisoner in either Encounter 1: The Okonokiyaki Raid or Encounter 2: The Way Is Barred, they may find some information through interrogation. The cops know very little about the situation, except that the Yakuza have been casing the shop for a few weeks, and word on the street is that the Box contains something of great value. It seems the corrupt police wanted a preemptive strike to claim the prize for themselves, possibly as a bargaining chip against the growing strength of the Yakuza. As of yesterday, the box was known to still be in the vault, meaning the heist probably occurred within the past 12 hours. Of course, whether the PCs believe the officer in question is another story entirely. Decrease the DC of all Encounter 3 skill challenges by 1.

Shinto? Hell No! (Arcana DC 19): It looks like whatever was used to break the seal was based on a Shinto tradition of magic, yet most mages, even in Japan, practice other forms of the arcane arts. Only a few of the miko known to the players can use these powers, and even fewer would actively covet the box. Let the players know that, to the PCs' knowledge, the cops don't have any connections to a miko capable of performing the heist. This clue should pretty much rule out the police. Decrease the DC of all Encounter 3: On The Town skill challenges by 1.

That's Impossible! (Athletics DC 17): There's no breach large enough for a person to fit through, but the destruction of the jade wards implies that something picked up the box, rather than grabbing it through telekinesis or other such long-distance manipulation. Whoever stole the box was clearly capable of bypassing normal physical barriers, or of opening the vault door without leaving any visible sign. Decrease the DC of all Encounter 3 skill challenges by 1.

A Red Hair-ing? (Perception DC 25): The players find a single long red hair in the vault. Unless this was planted as a frame-up (which is not the case, although the players may suspect it is), the number of people who could have left this – red-haired, with motive, and able to perform such a heist – is exceptionally low. The PCs gain 1 clue token (see Encounter 3: On The Town) for their troubles.

Miko Sighted (Requires Objective Analysis feat): There's almost nothing to work with, but if the players find the red hair (see A Red Hair-ing?) they can use Objective Analysis to gain some valuable information. From the slapdash imagery imparted by the feat, they discover that the owner is a corrupt miko in the employ of the Yakuza. There are no images directly connected to the theft, and finding her is still going to be hard, but the PCs gain 1 clue token (see Encounter 3) for their troubles.

Encounter Rewards

Stirring up this much muck also reveals a couple of nice tidbits. If the players push through this encounter quickly, you can give them these rewards as part of their personal stashes and the help of their contacts.

- 1 high-powered Bolt-Action Rifle tucked away for a rainy day. It offers a +2 bonus to hit.
- 1 set of Pistol Cufflinks.
- 1 Granite Spike
- 1 Armorpierce Rune
- 2 Healing Potions

Encounter 5: Mean Streets

This is a pressure encounter, used to maintain the movement of a scene. Because of the emphasis on fast-paced action, you can drop this encounter on the players at any time.

You might use this encounter, for instance, when the PCs have acquired some clues, and may need a slight push to show the Yakuza's involvement in a meaningful way. However, if you think there's a better time or place to drop this encounter on your players, feel free to do it. The encounter doesn't give out unnecessary information, really only serving to give the players knowledge of the Yakuza's involvement.

Opponents

Yakuza Grunts: 2 Yakuza Grunts per [Round] for four [Rounds], totaling 8 Yakuza Grunts.

The encounter begins with two Yakuza Grunts either leaping off tall buildings onto the PCs, using Tiny Garnets to avoid falling damage or, if the players are in a building or an underground zone, falling through the ceiling the same way. They'll try to catch the players inside the impact blasts of their landing.

Each [Round] after the first, an additional two Yakuza Grunts arrive in the same manner, until the fourth [Round], when a total of eight Yakuza Grunts are in combat.

Encounter Complications

If you feel the PCs have had it too easy, consider setting this encounter in an area with NPC allies or even civilians, giving the PCs incentive to resolve the encounter as quickly as possible to minimize loss of innocent life. Alternatively, you could set this fight up while the PCs are meeting a contact in a parking garage or subway station, resulting in some interesting environmental combat possibilities with cover and columns, or even alarmed cars possibly catching police attention. Feel free to be creative with the setting of

this encounter, as the enemies are mooks and should die quickly and easily, and a memorable framework for the fight will increase the appeal of the encounter.

Encounter Resolution

The Yakuza Grunts cannot be talked down. They will fight almost to the last man. If clearly outgunned, the last surviving grunt may attempt to flee, if fleeing seems like a possibility. If captured, the grunts don't actually know enough to be useful. While they are Yakuza, they are decidedly low on the totem pole, and only know that the boss paid them a hefty contract to take out the PCs, and that the money came from "a woman with business interests involving the parties in question." They do, however, know the location of their boss if they are questioned about that, and they fold easily under threats of violence (Intimidation DC 21).

If, for some reason, the PCs get the Yakuza boss's location from the grunts and decide to bring the fight to the Yakuza, go to Encounter 9: Warm Yakuza Welcome.

Encounter Rewards

The following consumables are dropped in this order, one per opponent killed or defeated.

- Tiny Model
- Instant Tree
- Affable Cube
- Granite Spike
- Gloss Armor
- Brush Shield
- Spirit's Shielding
- What Someone Else Knew

Encounter 6: Engagement

This encounter is designed to be slotted in any number of places in the module, and provides a good transition to either Encounter 9: Warm Yakuza Welcome or Encounter 11: Gardening & Chrysanthemums, depending on the actions the players have taken up to this point.

Opponents

En: En is a demon assassin and an elite sniper.

This encounter takes the form of a skill-game. It also relies on the players having some ranged combat capacity: if they don't, give them a weapon or two with [Long] range, possibly recovered from the Yakuza's den or from a contact; or set the encounter in a place where the players can conceivably ignore the sniping skill-game and force a closer fight (having En attack from the upper level of a public building such as a parking garage, shopping mall, or abandoned warehouse could allow the PCs to climb up and engage her on their own terms).

Sniping Skill-Game

The rules for the sniping skill-game can be found on page 25. Use the following information to run this encounter:

The DC for skill tests in this skill-game is 19.

If En can fly and none the players can, she accrues a free token each action.

If En's ability to fly is removed, the party immediately gains 3 tokens.

En will inflict the [Blinded] condition on players the first two times they take shots, using her True Names feat.

En Bait or Snipes at every opportunity, Moving only when forced.

En's Ghostly Rifle functions differently while sniping, allowing her to delay damage from her attacks for up to three rounds (at which point all damage dealt during that time occurs at once).

En begins the encounter by stacking up three rounds of shots on a single target, resulting in up to three rounds worth of damage in a single round. She will target a party member who still has an Ankh or, if available, an NPC who is about to reveal a lead. After that she simply tries to take out the PCs in the fastest manner possible. While she prefers to snipe, she will engage in normal combat if the PCs can manage to corner her.

Encounter Resolution

If the players manage to kill En either through the Sniping skill-game or through normal combat, they reach her in time to see her body dissolve into colored smoke. Her clothes and weapons turn to ash, leaving behind nothing but a note written in a delicate hand on what appears to be a strip of prayer cloth. A DC 10 Arcana check shows that the prayers on the cloth are those of honesty, and that the parchment forms a binding contract for the party who has written it. It says the following:

“To my esteemed opponents:

When I take a contract, this is my oath: either I or my target will perish. If you are reading this, then know that my contract on your head is over, and that you have proven yourself my equal and more. It is invigorating to know that there are those who can still best me in my art. The thrill of the hunt is nothing without the knowledge that the prey is a worthy one.

You have proven yourself more than worthy, and for that I thank you. Further, I would meet with you and pay you my respects, if you would do me the honor of accepting. Enclosed is the location where you will find my abode. No harm will befall you: the contract has ended with my death, and I bear you no ill will.

These words ring true. If they do not, may I be banished from this mortal world and thrown beyond the veil, never to return.

—En

P.S. Please? I’ll bake cookies!”

If the players take her up on her offer, proceed to Encounter 7: En-vitation to Tea. They should, by their own decision or your recommendation, as it’s not only a great encounter, but also a valuable source of information. If you feel the need, you can even let the players know that the offer is genuine (it is).

Encounter 7: En-Vitation to Tea

Encounter 7: En-vitation to Tea is designed as a fun little interlude in the middle of the fast-paced combat of the rest of the module. En makes her home in a small suite of rooms in an abandoned warehouse by the Yodo River. There’s not much to show the place is occupied until the PCs delve deeper into it, at which point they begin to hear light jazz music, and see, in the distance, a doorway covered by a vibrant and colorful beaded curtain.

When the PCs arrive, En is lying sprawled in a leaking turquoise bean-bag chair in the far corner of the room, but she springs up beaming upon seeing the PCs. She’s wearing a rather strange outfit: a lime-green pair of pajamas and a fuzzy pink bathrobe. Her movements are fluid, precise, and graceful, and she seems quite at home in the odd setting. The décor is relatively simple: the rooms were once the staff lounge and locker room, but she has put down some woven throw rugs and decorated the metal-and-concrete walls with cheap, sidewalk-vendor tapestries. A small shrine rests in an alcove once occupied by a water fountain. The room’s old benches serve double-duty as impromptu tables, and a set of completely mismatched cups are set upon newspapers that have been carefully folded into origami saucers. It’s clear that En doesn’t often entertain, but she appears to be trying her best. The other thing which immediately catches the eye are the papers, scrolls, and books. There must be hundreds if not thousands of them, some in perfect condition, some almost reduced to nothing by fire, water, or simply age. They line an entire wall of the room, carefully organized, protected behind what appears to be bullet-proof glass.

En’s demeanor is cheerful. She tries to set the PCs at ease and compliments them on successfully defeating her, which may seem odd to them. She is exceptionally polite and clearly very respectful of them, but she is also naturally exuberant, and this should be made apparent. She has also made tea, which is admittedly of a cheap quality, and even tried to make *korokke* (a deep fried fish snack), which turns out rather tasty, if somewhat lacking in appearance.

En also loves to talk, and will happily discourse on any subject the PCs care to bring up, going so far as to ask them rather inquisitive questions about their lives

and more if conversation is flagging. She's naturally curious, and this should be showcased. As the conversation continues, she begins to let her politeness flag a little if it is suitable, cracking a few jokes, often at her own expense. If her contract is mentioned or the PCs ask about it, she is dismissive: the contract is, for her, a closed case, and shouldn't interfere with the present situation. She's more than happy to pass on information about her employers if the PCs ask. She can even offer it freely if it is necessary to move the game along.

En's immortality (see her Ensemble entry) also makes her ideal for a recurring NPC if you're using *Osaka Street Stories* as a launching platform for a greater adventure. If the PCs end the encounter as good friends with En, consider it a rousing success.

En's Employers

If the PCs have already had Encounter 9: Warm Yakuza Welcome, then En was hired directly by Ayaka, the miko in Encounter 11: Gardening & Chrysanthemums. She gives the PCs enough information about Ayaka's hiding place to set them directly on the path to Encounter 11: Gardening & Chrysanthemums, and if the PCs are polite and friendly, she'll inform them that Ayaka is a sorceress of some power who is capable of summoning and binding kami.

If the PCs have not already had Encounter 9: Warm Yakuza Welcome, then En was hired by the Yakuza as an attempt to silence the PCs. She happily gives the PCs the location of the Yakuza den, allowing them to progress to Encounter 9: Warm Yakuza Welcome.

Encounter 8: Twin Terrors

Encounter 8: Twin Terrors is another pressure encounter, designed to fall shortly before the climax of the story unless it has been triggered by the PCs' intimidation of a contact (see Encounter 3: On the Town). It's best to put this encounter after the PCs finish Encounter 7: En-Vitation to Tea, as the extra combat helps kick the ending into high gear. If the PCs didn't trigger this encounter by intimidating a contact, Ayaka, the miko behind the theft, seeing her contract with En evaporate before her, has pulled in some extra muscle to finish the job En couldn't. If the PCs have triggered the encounter by intimidating a contact, then Masumi and Akane are elite assassins hired by the Yakuza to take out targets who know too much.

Opponents

Masumi and Akane: Masumi and Akane are kitsune assassins hired by either Ayaka or the Yakuza.

Masumi and Akane attack the PCs suddenly and abruptly, disguising themselves and ambushing the players. They can be anyone: hotel staff, waiters, valets, taxi drivers, or even street contacts who have been kidnapped or killed and replaced by the kitsune. They can fill any role you desire, at least for long enough to stab a player character.

As such, you can set this encounter almost anywhere, and you should feel free to do so. The point is to hit the PCs with their guards down, preferably when they have other things on their minds.

The Kitsune have access to the powerful Senseshift Magus feat, which they use in the second [Round]. Fortunately for the players, the arrogant and somewhat impatient assassins will just keep attacking instead of using Senseshift Magus as part of a clever con. They do not really use it to their own advantage except so far as it splits the party's attention and disorients the PCs.

Encounter Resolution

The encounter ends when both assassins are either dead or taken prisoner. They will not talk, nor give quarter: they are simply brutal and efficient in their desire to kill the PCs. If the PCs take a hostage, they can interrogate the hostage by using the skill-game below.

Unless the players are incredibly brutal, it's pretty hard not to end up with one of the kitsune assassins as a prisoner. The PCs can either try to use social combat, or they can attempt an interrogation using the Interrogation skill-game detailed below.

Interrogation Skill-Game

The rules for the interrogation skill-game can be found on page 26. Use the following information to run this encounter:

The DC for skill tests in this skill-game is 18.

Action rounds are treated as taking thirty minutes.

Success: Players complete the interrogation in fewer than eight action rounds by acquiring three pieces of Actionable Intelligence or Deep Dark Secrets. If the players have not triggered this encounter by intimidating a contact, the players will be given enough information to go directly to Encounter 11: Gardening & Chrysanthemums. If they already have this information, the kitsune has little to add, save that Akaya seemed to be a powerful miko with the ability to summon and bind kami to her whim. If they have triggered this encounter by intimidating a contact, the kitsune tell them there are rumors of another assassin on their trail, and tell them the location of the Yakuza den, leading them to Encounter 9: Warm Yakuza Welcome.

Failure: If the players take too long (more than eight action rounds), the PCs fail. If the PCs have triggered this encounter by intimidating an NPC contact, En snipes the kitsune with her Magic Bullet ability, killing the prisoner outright. If the PCs have not triggered this encounter by intimidating a contact, then failing changes little, as the kitsune simply refuse to talk. If released, any surviving kitsune will show up as enemies in Encounter 11: Gardening & Chrysanthemums.

Leverage on a Kitsune

The best option for the PCs to gain leverage over a kitsune is probably to threaten her partner, if her partner is still alive. Failing that, a DC 20 History or Arcana check reveals that bringing a Kitsune before a shrine to Inari will force it into its natural form: that of a multi-tailed fox spirit. The PCs also learn that this method works because kitsune often serve Inari, a relatively major figure in modern Shinto beliefs, and are unable to deceive her. Additionally, they learn that a Kitsune's tails are not only a source of pride, but also a source of their power. If the PCs force Masumi or Akane back to their spirit form and threaten to cut off one or more of their tails, the kitsune are much more likely to comply with the players' requests.

What the Kitsune Know

Tidbits

Anything the players could learn from Encounter 3:

On the Town or Encounter 4: Shop Around.

Actionable Intelligence

Information about Ayaka's hostile take-over of the Yakuza, but not much about Ayaka.

Location of the Yakuza den, leading to Encounter 9: Warm Yakuza Welcome.

Information that the police and the Yakuza have both been seeking the box, and that the Yakuza are seeking it on behalf of a third party.

Deep Dark Secrets

A spiritual blessing, used by the kitsune and other servants of Inari. This grants a permanent +10 ft increase in move speed to every PC.

Information about Ayaka, a powerful miko capable of binding kami, who has come from Tokyo and seized control of the local Yakuza gangs in order to advance her own initiative.

Encounter 9: Warm Yakuza Welcome

The Yakuza headquarters are in the heart of Osaka, in a suite of rooms above the façade of a sushi restaurant. This encounter is designed to be bloody if the PCs choose combat, since they are, in effect, fighting their way through the headquarters of the local Yakuza gang.

The exterior of the restaurant is cheery. Brightly colored paper lanterns line the wide glass windows, and pop tunes play quietly from inside the shop. The interior is bright and well lit, with a white-tiled floor and wooden walls decorated with paintings of Japanese beaches and gardens. It looks like a pleasant place to grab a bite, and, in fact, several customers are seated at tables around the place enjoying a quiet dinner.

Opponents

Sentries: 2 Yakuza Grunts + 1 Yakuza Chef (in the kitchen), and 1 Yakuza Mobster (behind the counter).

The Yakuza Mobster behind the counter of the shop won't willingly let the PCs upstairs unless they can successfully convince him that they have the box, or that they are seeking the Yakuza's help against the police. If the PCs have uncovered news of Ayaka's hostile takeover of the local gangs and offer to assist the Yakuza in freeing themselves from her control, he'll escort them upstairs to see the Yakuza boss. If they choose any other option, he'll attempt to stop them violently if they persist, calling the 2 sentry Mooks and the Yakuza Chef in from the kitchen.

Encounter Complications

The NPC customers will flee at the first sign of violence, but their flight may impede the PCs' efforts to engage in combat effectively. A few NPCs may also cower behind whatever cover they can find, possibly posing problems for PCs with area of effect abilities.

Encounter Resolution

The PCs can talk their way past the guards as mentioned above, or they can resort to violence and fight their way up. Either way, proceed to Encounter 10: Yakuza Bonanza!

Encounter Rewards

Each opponent drops 1 Wax Dove, except the Chef who drops 1 Armorpierce Rune.

Encounter 10: Yakuza Bonanza!

Above the sushi shop is a large red-walled room that serves as the headquarters for the Yakuza in this section of Osaka. A round table dominates the room, and arrayed around it are the head of the local Yakuza, his bodyguards, and the Yakuza's kami; a ferocious dog-like spirit that floats menacingly behind the Yakuza Boss, steam billowing from its enormous nostrils.

Opponents

Yakuza Gang: 4 Yakuza Grunts, 1 Yakuza Kami, and Kazuhiko, the Yakuza Boss.

Encounter Resolution

If the PCs fought their way up from Encounter 9: Warm Yakuza Welcome, this situation turns violent instantly, with the Yakuza attempting to tear apart the PCs as soon as possible.

If the PCs talked their way in, they can either negotiate or resort to firepower. Talking will almost always end in conflict: the Yakuza demand the box, and the PCs clearly do not have it. There is a single way to avoid this (unless the PCs are exceptionally creative): if the PCs know that the takeover by Ayaka (the miko from Tokyo who appears in Encounter 11: Gardening & Chrysanthemums) of the local Yakuza was hostile, they can leverage on this to offer to remove her influence, something Kazuhiko (the Yakuza boss) is definitely interested in. Her seizure of control was exceptionally violent, and the local Yakuza, while terrified of her, won't pass up the chance to get her out of town. If the PCs succeed on a DC 24 Diplomacy check, the Yakuza boss takes them at their word. If they fail at this check, he demands that they do him a favor to prove their intent, asking them to recover valuable information from the police station about anti-Yakuza plans as proof of their reliability. This sends them to Optional Encounter A: The Police Station.

If the PCs ally themselves with the Yakuza (either succeeding on the Diplomacy check or doing the boss a favor by recovering the information), the Yakuza boss tells them about Ayaka, giving details on what to expect from her in terms of her combat abilities, but not information about her bound Oni. If the PCs have already met with En and learned about the Yakuza's location from her, he also tells them Ayaka's location, allowing them to progress to Encounter 11: Gardening & Chrysanthemums.

If the PCs kill the Yakuza and have already encountered En, they find information connecting the Yakuza to Ayaka, and enough of her contact information for them to find her hiding place, allowing them to progress to Encounter 11: Gardening & Chrysanthemums.

If the PCs have not encountered En, this encounter is largely a dead end. They may gain information about Ayaka, but it is not enough to allow them to find her. In this case, hit them with Encounter 6: En-gagement soon after they leave the Yakuza headquarters.

Encounter Rewards

The Yakuza Grunts and Yakuza Kami drop either 1 Affable Cube or 1 Granite Spike. Kazuhiko drops 1 What Someone Else Knew. Additionally, the opponents drop a total number of Wax Doves equal to the number of Wax Doves used by the PCs in this encounter.

Encounter 11: Gardening & Chrysanthemums

Encounter 11: Gardening & Chrysanthemums kick-starts *Osaka Street Stories*'s high-octane ending. There's no good stopping point from here until the end, so if you're splitting this adventure up over several play sessions, now is a good time to take a break.

Ayaka is found within what was once a Yakuza compound: a two-story complex that is now half in ruin, signs of conflict and carnage everywhere. It's clear that the rumors of Ayaka's hostile takeover were entirely true, and no one has bothered to come around and clean up all the bodies yet.

Searching the place will eventually lead to the inner courtyard, which is dominated by a beautiful cherry tree, under which lies a shrine to Inari. As the PCs enter the courtyard, every courtyard door closes with a thunderous slam, blocking their escape. This is the heart of the old Yakuza den, and it is here that the players will confront Ayaka, the Fire-haired Miko.

Opponents

Ayaka, Fire-Haired Miko: Ayaka is a powerful miko and potent summoner.

Kitsune Assassins: If one or both of the kitsune from Encounter 8: Twin Terrors survived and were released, they return here, fighting at Ayaka's side. They are in their natural form as fox spirits due to the presence of the shrine to Inari.

Ayaka has had one [Round] to prepare, so she starts combat either with a buff active or a Minion summoned. She has no problems with talking to the PCs, but she will not let conversation sway her from destroying the interlopers. Even if the PCs attempt conversation, Ayaka will keep up a consistent barrage of attacks, summons, and other offenses.

Encounter Resolution

The encounter is resolved when Ayaka is slain. As she falls, her blood fountains into two malevolent spirits. This segues directly into Encounter 12: Blood & Petals.

Encounter Rewards

1 Hourglass consumable

Encounter 12: Blood & Petals

This is the penultimate combat encounter of *Osaka Street Stories*, intended to be a challenging fight. The presence of Oni this malevolent is anathema to the shrine of Inari. It triggers a reactionary wave of healing energy which sweeps over the courtyard, restoring the PCs to full health. If your party has fewer than five players, this effect also restores their per-[Encounter] abilities, as they may be needed in the upcoming battle.

Opponents

Hadou & Budou: Hadou, Red Oni and Budou, Blue Oni are two powerful Oni bound to Ayaka.

Encounter Resolution

Violence and more violence: the Oni are tasked with protecting the box, and with destroying those who seek its contents. They will not stop unless defeated. However, when the last Oni would be destroyed, the following event triggers instead:

The last Oni shudders under the attack and falters momentarily, but quickly rallies. It surges forward, seizing the box in its claws, and leaps into the air, soaring out of the courtyard to land, cat-like, on the roof above. As it does so, your eyes alight on a piece of the scenery perhaps overlooked in the chaos of the fight: a rickety fire escape, leading up to the roof, the Oni, and the treasured box. This flows directly into Encounter 13: Up on the Rooftops.

Encounter 13: Up on the Rooftops

As the PCs scale the fire escape, the cherry tree behind them erupts in a fountain of petals, which surround them, gracing them with divine blessings. Their movements are quickened, their steps made lighter, and the vast gulf between their chase and the Oni's flight has been eliminated.

This encounter uses the parkour skill-game, the rules for which are found on page 28. The DC for skill tests in this skill-game is 17.

Encounter Resolution

The encounter is resolved if either the Oni escapes, in which case you will need to create the rest of the module on your own, or the PCs bring the Oni down, in which case you should progress to the final encounter – Encounter 14: Finish Him!

Encounter 14: Finish Him!

The Oni crashes to the ground, dust rising around its body. It is not long down: within the billowing cloud of dust and debris, a shadow stands up, growing in size, its once-colorful skin turned to ebony. The oni steps out of the cloud, releases a ferocious howl, and crouches low, ready to put up one final fight.

A final wave of energy surges through the PCs as the magic of the shrine leaves them, restoring them to full HP for one final confrontation with the monster. The winner walks away with the box. The loser makes this location his grave.

involving our favorite character (and probably the most memorable one) of our NPC cast:

The box has been replaced safely, and for the moment, the streets are calm as both the Yakuza and the police lick their collective wounds and regain their composure. The PCs attempt to reclaim the life they led before the theft when, early in the morning, a knock comes at the door of the shop. It's En, carrying her rifle slung over a shoulder, pulling a bright red wheeled suitcase behind her. She mentions that a client has hired her to ensure that the box remains well protected, and that, in her words, "I'm here to stay for a while. No worries though...I brought my own futon." Let the PCs figure out how to deal with that, and if you wish, build your next adventure upon that.

Opponents

Black Oni: The Black Oni is a powerful Oni, transformed as a last-ditch effort to survive.

Resolution & Continuing the Adventure

The resolution is fairly straightforward: the PCs have recovered the box, and have thus succeeded. Of course, they have some loose ends to tie together. If the PCs have allied themselves with the local Yakuza, bringing the boss news that Ayaka has been defeated and that his organization is freed of her clutches makes the PCs heroes of the local gang...but potentially puts them at odds with the larger, stronger Yakuza of Tokyo. The PCs are also probably in a lot of trouble with the police, which the Yakuza alliance (if they have made one) could help them with immensely. If not, of course, the PCs are beset on two sides.

All of this gives you, as the GM, a number of opportunities to advance the story if you wish to continue gameplay in the world of *Osaka Street Stories*. We at *Legend* find incredibly entertaining another suggestion, however: we'd recommend leaving the obvious Yakuza/police/PC conflict aside for the moment, instead ending the adventure arc with the following plot hook,

Optional Encounter

A: Police Station

If you are using this encounter, either the players have come to a completely incorrect conclusion about who took the box, or they've allied themselves with the local Yakuza and are trying to prove themselves to the Yakuza boss (see Encounter 9: Warm Yakuza Welcome). Either way, there are two paths to getting the information they want: guns blazing, or...well, any other way. If the players have killed or maimed a cop already (a highly likely prospect), they have probably further constrained their options to guns or stealth.

Opponents

Cops: 2 Beat Cops, 6 Desk Jockeys.

Sneaking: Sneaking into the police station is trivial. Simple disguises and a floor plan are enough to get players into the basement. Once there, they have access to the paper files pretty quickly. The downside is that the filing room is in disarray, as one of the first things to go when corruption takes hold is comprehensive book-keeping. Anything that might be useful as a cover, however, is in immaculate order, and a few minutes of searching can recover some key information on Yakuza activities in the area, along with the plans the police are thinking of implementing to prevent these activities. If the PCs are looking for this information, it is simple to acquire, and exactly what the Yakuza boss wants. Alternatively, information is also present that the Yakuza have recently been casing the PCs' shop, and that the location of the Yakuza boss is known. This information can send the PCs to Encounter 9: Warm Yakuza Welcome.

Of course, we all know the PCs will go in shooting. So you probably just wasted a couple minutes of your life reading this write-up. Here's the one you'll probably end up using:

Guns Blazing: The trick here is that you want to pin the players down in the lobby as fast as possible. The best way to do that is to have the two Beat Cops

use their To Pierce the Heavens feats to prevent the players from going forward until they've mowed down the opposition. Make sure to specify that the doors are closed, since many players will have line-of-sight teleportation abilities by this point in the game. When the players breach the doors, harry them with the Desk Jockeys before letting them into the filing room. They won't have much time to grab information, but they should have enough time to either find the information they need to appease the Yakuza boss, or the information telling them the boss's location, which may lead them to Encounter 9: Warm Yakuza Welcome.

Encounter Rewards

Either way, the players make it out with 6 Wax Doves, 1 set of Pistol Cufflinks, and 1 Affable Cube.

New Consumables

Lesser Consumables

Tiny Garnet

A Tiny Garnet may be used as an immediate action, a swift action, or part of a move action. When you use it, you become immune to falling damage (if your campaign setting has falling damage) for two [Rounds]. Additionally, when you hit the ground after a fall for which you would have taken damage without immunity, you deal damage equal to your character level to all opponents within 25 ft of your point of impact.

Dust Bullet

Loaded into a gun as a swift action, this bullet can then be fired as part of an attack action. Any creatures within 25 ft of the target cease to be [Invisible] for one [Round], and are also [Revealed] and [Dazzled] for that [Round]. You may target a square when using this bullet.

Wax Dove

Used as a free action, a Wax Dove restores HP equal to your KDM. You cannot use more than 5 Wax Doves per [Round] (you run out of free actions).

Armorpiercer Rune

Your next attack ignores item bonuses to AC, deflection bonuses to AC, and any kind of damage resistance (but not immunity).

Relic Consumables

Pistol Cufflinks

This beautiful paired set of cufflinks affects an entire [Scene]. During the [Scene], whenever you kill an opponent or knock one unconscious, it drops 1 Wax Dove in addition to any other loot.

Greater Consumables

Twin Runebullets

Loaded into a gun as a swift action, these two bullets can then be fired as part of an attack action or individually. Both shots made this way explode in a 10 ft radius, dealing damage as per that attack to all opponents caught within the blast.

IV Skill-Games

Skill-Game Encounters

Skill-games run on the bidding system detailed in Non-Combat Encounters under Social Combat, but they use special rules to determine the winner of an encounter. Unlike social encounters, the party acts as a single entity in skill-game encounters.

A single bidding match in a skill-game is called an Action Round. In an Action Round, both parties pick an Action for which they want to bid from the skill-game's Action Set. Bidding takes the form of a single bidding round, done double blind. The easiest way to do this is to have both parties write down their respective actions and bids on a piece of paper, then reveal them at the same time. The winning party gets to take its action. Rather than merely tracking the high bid, look up the difference in the bids in the relevant Action Table for the winning party. Participants in a skill-game cannot take actions aside from those listed in the accompanying action set.

After each Action Round, competing parties roll a series of skill checks; the number of checks and possible skills that can be rolled are listed in each encounter. These checks represent the means by which a party prepares for the next action round (such as trying to put on an act to fool an interrogator), so each party chooses the skill checks it will attempt. Each character in a party rolls for a skill check, with the highest result being used. These are not opposed checks. Rather, they are rolled against a flat DC that is set individually for every skill-game encounter. If a skill check exceeds the encounter's DC, the party gains a token. Tokens can sometimes be gained in other ways specific to each skill-game encounter.

Skill-game encounters have varying conditions under which they may end. Most of the time, you cannot simply walk away from a skill-game encounter as you would with a social encounter.

Sniping Skill-game

Number of Skill Checks per Action Round: 3

Skill List: Stealth, Larceny, Acrobatics, Athletics, Bluff, and Engineering

A sniping encounter occurs when two parties with long-range weapons engage in battle. Whenever a shot needs to be fired (as a result of the Snipe or Bait actions), the party must choose one person to be the actual shooter.

The only mechanism for leaving a sniping encounter is movement out of [Extreme] or into [Close] range. Otherwise, the encounter ends only when one party has been killed or surrenders.

Sniping Action Set

Hide: The entire party takes cover, disappearing from view. The opposing party cannot use Snipe against a Hidden party, but may use any other actions freely.

Move: Moving serves two purposes. It closes (or increases) range between the parties, and as long as you get to move at half speed or faster, it reveals one Hidden party. If range is reduced to [Close] for at least one character, or extended past [Extreme] for all characters, the duel ends. If range is [Close], a combat encounter begins.

Snipe: Shooting at your enemy is key to any sniping engagement. Snipe attacks that automatically hit also automatically use the maximum Deadly Aim value (usually equal to the sniper's Base Attack Bonus). Snipe deals [HP Reduction] rather than damage, except it's possible to reduce a creature below ½ of its maximum HP using Snipe. A creature reduced to 0 HP in this way is [Dead], at which point all of its [HP Reduction] inflicted by Snipe expires.

Bait: Bait is useful when you want to flush out an enemy that is fond of hiding. Most dedicated snipers use the Assassin or Smiting tracks as a mechanism for reducing aiming penalties from Bait.

Trap: Cunning snipers can lure enemies into a disadvantageous situation in order to strengthen their own position, but it's a difficult trick to pull twice. This action is a good way of gaining multiple tokens quickly, since your opponent's skill checks will be penalized. Each party may use Trap only once in a given sniping skill-game.

Sniping Action Table

Action Result

Hide **Won Bid by 1:** Hidden for one Action Round, but the other party has a general idea of your location

Won Bid by 2: Hidden for one Action Round

Won Bid by 3: Hidden for two Action Rounds

Move **Won Bid by 1:** Move at ¼ speed

Won Bid by 2: Move at ½ speed, and reveal a hidden party

Won Bid by 3: Move at ¾ speed, and reveal a hidden party

Won Bid by 4: Move at full speed, and reveal a hidden party

Snipe **Won Bid by 1:** Make a single shot

Won Bid by 2: Make a single shot, which counts as a critical hit if it hits

Won Bid by 3: Automatically hit with a single shot

Won Bid by 4: Automatically hit with a single shot which counts as a critical hit

Bait **Tie:** Each party makes a single shot

Won Bid by 1: Each party makes a single shot. The opposing party suffers a -5 to their attack roll

Won Bid by 2: Each party makes a single shot. The opposing party suffers a -5 to their attack roll and loses two tokens if the attack misses

Action Result

Trap **Won Bid by 1:** Opposing party suffers a -3 penalty to all rolls for the next Action Round

Won Bid by 2: Opposing party suffers a -4 penalty to all rolls for the next Action Round

Won Bid by 3: Opposing party suffers a -4 penalty to all rolls for the next two Action Rounds

Interrogation Skill-game

Number of Skill Checks per Action Round: 3

Skill List: Diplomacy, Perception, Intimidate, Bluff, Medicine, and History

In interrogations, sooner or later, the person being interrogated will crack. Thus, interrogators accrue a single token automatically at the start of each Action Round.

On the other hand, breaking a subject can take a lot of time, particularly if you want information that's actually actionable instead of fake confessions. Thus, interrogation uses time and information as scoring resources. The goal of the party under interrogation is to stall as long as possible. Action Rounds, then, are a unit of time. In general, the interrogators should have six Action Rounds before time starts running short on them, so gauge how long an Action Round takes based on that criterion.

Interrogation does not generally allow the interrogated party to walk away from bidding, but can become a normal social combat encounter if both parties consent. Tokens transfer if this switch is made.

Interrogation Action Set

Because the goals of the parties in play are asymmetric, the options open to them are different. To this end, the set of actions is tailored differently for each party.

Lie: Good lies are hard to come by, but they work, and torture simply doesn't. At least not if you need actionable intelligence. Lies are the stock in trade of most interrogations, where they are used to build elaborate architectures of logic and belief. A solid lie needs to be

planted in fertile soil, so this action must be used before you actually tell a lie, then “cashed in” when the lie is made. The Lie can be used by the party being interrogated against a successful Extract, or by either party as part of a Concession. It is not necessary to use this action for lies that aren’t false pieces of information or false guarantees; those kinds of lies are made with a Bluff check, as usual.

Extract: This is the action that the interrogating party uses to gain the information they want. If the party being interrogated has a Lie prepared, they may feed a completely false piece of information that round instead of revealing tidbit of informations, pieces of actionable intelligence, or deep dark secrets.

Stall: Information is useless if it comes too late to act upon, so the party being interrogated wins if they can hold out until that point – or until the cavalry comes to rescue them. The interrogators may also use this option, but most of the time they won’t find it useful.

Concession: Sometimes, you need to promise people things before they’re willing to betray their side. Guarantees made as part of concessions must be kept, or at least appearances of keeping them must be made. If the interrogators have a Lie prepared, however, they don’t have to abide by their promise.

Leverage: Unlike the other options common to skill-games, Leverage needs more than just tokens. To use Leverage, shockingly, you actually need a lever. It might be a family member they don’t want harmed or killed or an arm they don’t want broken, but good leverage isn’t easy to find. Generally, it’s very hard to use Leverage more than once in an interrogation. Only interrogators may use Leverage.

Trap: A trap represents a skilled ruse designed to lull the other side into a false sense of security. Trap negatively impacts the opposition’s ability to pass the skill tests that occur between actions. This means that they accumulate fewer tokens, which makes it an ideal way to solidify an existing advantage. A party may only use Trap once in a given interrogation.

Interrogation Action Table

| Action | Result |
|-------------|---|
| Lie | <p>Won Bid by 2: You may divulge a piece of information or make a guarantee that is false</p> <p>Won Bid by 3: Two lies or false guarantees</p> |
| Extract | <p>Won Bid by 1: You extract a tidbit of information</p> <p>Won Bid by 2: You extract a piece of actionable intelligence</p> <p>Won Bid by 3: You extract two pieces of actionable intelligence</p> <p>Won Bid by 4: You extract a deep dark secret</p> |
| Stall | <p>Won Bid by 1: The next action round cannot be Extract</p> <p>Won Bid by 2-3: The next action round cannot be Extract or Concessions</p> <p>Won Bid by 4: Extract cannot be used again in this interrogation</p> |
| Concessions | <p>Won Bid by 0-2: The interrogators gain a piece of actionable intelligence in exchange for a small guarantee</p> <p>Won Bid by 3: The interrogators gain a deep dark secret in exchange for a large guarantee</p> |
| Leverage | <p>Won Bid by 0-2: You blew it and good. All your rolls are made at a -1 penalty for the duration of the interrogation</p> <p>Won Bid by 3: The party being interrogated loses two tokens</p> <p>Won Bid by 4: The party being interrogated loses two tokens and may no longer Stall</p> |
| Trap | <p>Won Bid by 1: Opposing party suffers -3 to all rolls for one Action Round</p> <p>Won Bid by 2: Opposing Party suffers -4 to all rolls for one Action Round</p> <p>Won Bid by 3: Opposing party suffers -4 to all rolls for two Action Rounds</p> |

Parkour Skill-game

Number of Skill Checks per Action Round: 2

Skill List: Athletics, Acrobatics, and Geography

Each party starts a Parkour skill-game with three tokens.

After each bid for an Action Round is made, compare the highest move speed of the fastest member of each, which acts as the party's move speed. For every un-bid token each party holds, that party's move speed is increased by 5 ft. The faster party gains an additional token at this point.

Each action has one action it automatically beats, one action it automatically loses to, and three actions where the bid is resolved normally.

Whenever a party wins a bid in the Parkour skill-game, that party gains a number of tokens equal to twice the difference between its bid and the other party's. If a party's action automatically beats an opposing party's action, the winning party gains a number of tokens equal to twice its bid instead. Unlike other skill-games, the action chosen has no implications other than narrative ones.

Tokens for Parkour skill tests are handed out in secret. The game is won by the first party to hold fifty tokens.

Parkour Action Set

Potshot

Automatically Beats: Jump

Automatically Loses To: Take Cover

Jump

Automatically Beats: Fake-Out

Automatically Loses To: Potshot

Fake-Out

Automatically Beats: Run

Automatically Loses To: Jump

Run

Automatically Beats: Take Cover

Automatically Loses To: Fake-Out

Take Cover

Automatically Beats: Potshot

Automatically Loses To: Run

V Ensemble

Contacts

Here are a few rough (and un-statted) characters that you can use to give the PCs some street contacts.

Masanori

Masanori is an elderly acquaintance of the PCs, and something of an expert on the Kami. He used to be a scholar of the arcane at a local university, but was forced out after an incident involving a younger female student, the exact details of which were never really released. Since his “early retirement,” Masanori has been rather friendly with the neighborhood kami, earning himself a decent standing in the local community. His memory isn’t what it once was though. As such, talking to him is often an exercise in patience. You’ll eventually hear what you wanted to know, but you may have to listen to any number of tangentially related topics first.

Takeshi

Takeshi is a young man who would really love to be a gang member. He’s got the drive and the criminal connections, and his heart’s in the right (or wrong, to be more accurate) place, but...well, he’s just too weak, and he’s no good at keeping secrets. The Yakuza don’t take aggressive action against him because beating up someone like Takeshi is a demeaning waste of fist, and because he never really gets any truly valuable information. He does hear a lot of rumors though, and makes a tidy business on the side telling people what he hears, whether it’s true or not.

Yuji

Yuji is a Yakuza gang member, but his loyalty is somewhat shaky of late. The recent disruptions in the Yakuza’s hierarchy have put him on edge, so now may be a good time to shake him down for some information. He’s still

loyal to the local Yakuza, and is something of a yes man, so while he won’t actively finger them, he may still have some information he’s willing to share on things he’s heard about Ayaka, Tokyo, and the cops. Trying to force him to squeal on the local Yakuza, however, will rile him up: he may give information, but he is not, and doesn’t want to be considered as, a traitor to his gang.

Eiko

Eiko is a young girl who runs errands around the local community. Her father owns a printing shop down the street. There are rumors that he has mob connections, and is involved in the street wars in a big way, but there has never been any proof.

Eiko is a friendly girl. She puts on a fairly oblivious face, but she definitely hears some things from her father’s meetings, and those with an ear to the ground know this and have worked hard to get on her good side. She doesn’t share anything that might implicate daddy, but she doesn’t mind telling a few stories to her “friends.”

Nori

Nori is a neighborhood widow who is rumored to – *ahem* – “entertain” interested gentlemen. She dismisses such accusations, but there may well be truth behind them. Either way, she knows a lot of what is going on in the area, even some things that really shouldn’t be known by anyone but the parties involved. She’s friendly enough, but she knows not to play one side against the other too much, lest she get caught in the middle of something far nastier than she can handle.

Enemies by Encounter

Encounter 1: The Okonomiyaki Raid

| | |
|------------------|----|
| Support Sergeant | 29 |
| Corrupt Cop | 29 |

Encounter 2: The Way is Barred

| | |
|-------------|----|
| Corrupt Cop | 29 |
| Bulldog | 30 |

Encounter 5: Mean Streets

| | |
|--------------|----|
| Yakuza Grunt | 30 |
|--------------|----|

Encounter 6: En-gagement

| | |
|------------------|----|
| En, Demon Sniper | 30 |
|------------------|----|

Encounter 8: Twin Terrors

| | |
|---------------------|----|
| Masumi, Assassin #1 | 32 |
| Akane, Assassin #2 | 33 |

Encounter 9: Warm Yakuza Welcome

| | |
|----------------|----|
| Yakuza Grunt | 30 |
| Yakuza Mobster | 34 |
| Yakuza Chef | 35 |

Encounter 10: Yakuza Bonanza!

| | |
|-----------------------|----|
| Yakuza Grunt | 30 |
| Kazuhiko, Yakuza Boss | 35 |
| Yakuza Kami | 36 |

Encounter 11: Gardening & Chrysanthemums

| | |
|-------------------------|----|
| Ayaka, Fire-haired Miko | 37 |
| Ayaka's Summon | 38 |
| Masumi, Assassin #1 | 32 |
| Akane, Assassin #2 | 33 |

Encounter 12: Blood and Petals

| | |
|-----------------|----|
| Hadou, Red Oni | 38 |
| Budou, Blue Oni | 39 |

Encounter 13: Up on the Rooftops

| | |
|-----------------|----|
| Hadou, Red Oni | 38 |
| Budou, Blue Oni | 39 |

Encounter 14: Finish Him!

| | |
|-----------|----|
| Black Oni | 40 |
|-----------|----|

Optional Encounter A: Police Station

| | |
|-------------|----|
| Beat Cop | 41 |
| Desk Jockey | 41 |

Surplus Enemies

| | |
|------------------|----|
| Kitsune Assassin | 42 |
| Kitsune Killer | 43 |

Enemies Alphabetically

A

| | |
|-------------------------|----|
| Akane, Assassin #2 | 33 |
| Ayaka, Fire-haired Miko | 37 |
| Ayaka's Summon | 38 |

B

| | |
|-----------------|----|
| Beat Cop | 41 |
| Black Oni | 40 |
| Budou, Blue Oni | 39 |
| Bulldog | 30 |

C

| | |
|-------------|----|
| Corrupt Cop | 29 |
|-------------|----|

D

| | |
|-------------|----|
| Desk Jockey | 41 |
|-------------|----|

E

| | |
|------------------|----|
| En, Demon Sniper | 30 |
|------------------|----|

H

| | |
|----------------|----|
| Hadou, Red Oni | 38 |
|----------------|----|

K

| | |
|-----------------------|----|
| Kazuhiko, Yakuza Boss | 35 |
| Kitsune Assassin | 42 |
| Kitsune Killer | 43 |

M

| | |
|---------------------|----|
| Masumi, Assassin #1 | 32 |
|---------------------|----|

Y

| | |
|--------------|----|
| Yakuza Chef | 35 |
| Yakuza Grunt | 30 |
| Yakuza Kami | 36 |



Stat Block Icons: Legend stat blocks use three kinds of icons. A shield next to a block denotes that it contains defensive statistics. A glowing sphere means that the block contains a simple spell-like ability, usually used to deal damage. A sword means that the block contains a melee or ranged attack. Additional swords refer to how many attacks the creature gets in an attack action: full-sized swords are attacks at full attack bonus, while small swords are attacks at a -5 penalty. If a creature wields multiple weapons, it may alternate freely between them during its attack routine.

Support Sergeant

EL3 Mook (Elite)

Mechanist Savant

| | | | |
|-----------------|-------|-------|--------|
| -1 | 5 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 57 | 17 | Fort +3 | Ref +3 | Will +3 |
| HP | AC | Awareness 16 | | |



| ATTACK ACTION | | | |
|---------------|--------|--------|--|
| +5 | 1d6+6 | Rifle | |
| ATK | DAMAGE | 130 ft | |



| ATTACK ACTION | | | |
|---------------|--------|-----------|--|
| +6 | 1d6+6 | Riot Club | |
| ATK | DAMAGE | 5 ft | |

Abilities: Str 8 Dex 8 Con 8 Int 10 Wis 16 Cha 16

Skills: Bluff +4, Diplomacy +4, Perception +4

KOM: Wisdom (+3) **KDM:** Charisma (+3)

Activated Abilities

The Littlest Automaton^{SU}: The Support Sergeant may place an automaton anywhere within 130 ft as a move action. The Support Sergeant is limited to one automaton. It is a stationary entity with no combat relevant statistics, and does not take up any meaningful space on the battlefield. As long as an automaton is within 50 ft of him, it radiates a 25 ft wide aura that acts as an extension of his

Assemblage. At the end of the Support Sergeant's turn, the automaton adds 6 points to his Assemblage pool.

Passive Abilities

Front Line Assemblage^{SU}: The Support Sergeant projects an aura called the Assemblage, with a radius of 30 ft. At the beginning of each [Encounter], the Support Sergeant's assemblage pool starts with 9 points. Any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each [Encounter], the pool empties.

Corrupt Cop

EL 3 Mook (Minion)

| | | | |
|-----------------|-------|-------|--------|
| +3 | 5 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |

| | | | | |
|----|----|--------------|--------|---------|
| 57 | 17 | Fort +3 | Ref +2 | Will +3 |
| HP | AC | Awareness 13 | | |



| ATTACK ACTION | | | |
|---------------|--------|--------|--|
| +6 | 1d6+6 | Rifle | |
| ATK | DAMAGE | 130 ft | |



| ATTACK ACTION | | | |
|---------------|--------|-----------|--|
| +6 | 1d6+6 | Riot Club | |
| ATK | DAMAGE | 5 ft | |



Abilities: Str 8 Dex 16 Con 16 Int 10 Wis 8 Cha 8

Skills: Acrobatics +4, Larceny +4, Stealth +4

Bulldog

EL3 Mook (Grunt)

| | | | |
|---------------|-------|-------|-------|
| +0 | 5 ft | 30 ft | SMALL |
| INIT | REACH | SPEED | SIZE |
| [Animal] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 57 | 17 | Fort +3 | Ref +3 | Will +3 |
| HP | AC | Awareness 16 | | |



| ATTACK ACTION | | | |
|---------------|--------|------|--|
| +5 | 1d6+6 | Bite | |
| ATK | DAMAGE | 5 ft | |

Abilities: Str 16 Dex 10 Con 8 Int 8 Wis 16 Cha 8

Skills: Athletics +4, Intimidate +4, Perception +4

Yakuza Grunt

EL 3 Mook (Grunt)

| | | | |
|-----------------|-------|-------|--------|
| +3 | 5 ft | 30 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 57 | 17 | Fort +3 | Ref +2 | Will +3 |
| HP | AC | Awareness 13 | | |



| ATTACK ACTION | | | |
|---------------|--------|-------|--|
| +6 | 1d6+6 | Knife | |
| ATK | DAMAGE | 5 ft | |

Abilities: Str 10 Dex 16 Con 8 Int 8 Wis 8 Cha 16

Skills: Larceny +4, Intimidate +4, Stealth +4

Feats: Tell Them Still Angry

Passive Abilities

Tell Them, Still Angry^{EX}: On death, the yakuza grunt explodes, inflicting 12 points of [HP Reduction] upon all creatures in a 35 ft radius. This effect lasts for the rest of the [Encounter] or 10 [Rounds], whichever is shorter.

En, Demon Sniper

EL 6 Legendary Demon Rogue

Smiting/Assassin/Demon

| | | | | |
|-----------------------------|-------|-------|-------|--------|
| +2 | 10 ft | 35 ft | 35 ft | MEDIUM |
| INIT | REACH | SPEED | FLY | SIZE |
| [Legendary] [Outsider] type | | | | |



| | | | | |
|---------------------------------|----|---------------------------|--------|----------|
| 91 | 22 | Fort +8 | Ref +8 | Will +13 |
| HP | AC | Awareness 15 (Darkvision) | | |
| [Resistance 6] to [Electricity] | | | | |



| ATTACK ACTION | | | |
|------------------------|-----------------|---------------|--|
| +16 | 2d6+14+7 [Cold] | Ghostly Rifle | |
| ATK | DAMAGE | 160 ft | |
| Doesn't need to reload | | | |
| Sneak Attack +2d6 | | | |
| Skirmish 6 | | | |
| Musketeer | | | |



| ATTACK ACTION | | | |
|-------------------|-----------------|-------|--|
| +13 | 2d6+14+7 [Cold] | Claws | |
| ATK | DAMAGE | 10 ft | |
| Sneak Attack +2d6 | | | |
| Skirmish 6 | | | |

Abilities: Str 8 Dex 14 Con 20 Int 10 Wis 8 Cha 24

Skills: Acrobatics +8, Athletics +5, Bluff +18, Larceny +8, Engineering +6, Stealth +8

Feats: I Am Not Left Handed, Shadow Blink, True Names, Musketeer

KOM: Charisma (+7) KDM: Constitution (+5) BAB: +6

Legendary Abilities: Magic Bullet, Ironmonger

Items: Light Armor, Grim Fragment, Quicksilver Brooch, Coldfire Ingot, Ghostly Rifle

Consumables: 1 Granite Spike, 1 Dust Bullets, 1 Twin Runebullets

Activated Abilities

Demon Magic^{SLA}: En can use *see invisibility* once per [Encounter].

I Am Not Left Handed^{EX}: Each [Round] of combat in which En makes an attack roll, she gains one focus

point. She may spend focus points to reduce an opponent's AC by one per focus point spent. This does not require an action. Focus points and their effects expire at the end of each [Encounter].

Musketeer^{EX}: If En uses the Deadly Aim maneuver with her rifle, her first shot of the [Round] deals +7 extra damage.

Sceptre^{EX}: Once per [Quest], En can gain a token in a social encounter, but not in another kind of encounter that uses tokens, such as a sniper duel. She takes a -2 to Bluff checks until she receives another use of Sceptre from her boss, at which point she can use this ability again.

Shadow Blink^{EX}: As a swift action, En can add the [Teleport] descriptor to her movements until the beginning of her next turn. Until then, she does not provoke attacks of opportunity by moving, except from opponents who threaten her square at the beginning of movement. En cannot use the Acrobatics skill to avoid those attacks of opportunity.

True Names^{EX}: Twice per encounter, En may use either one of the following effects as an immediate action:

Name of Shadow: En can [Blind] an opponent for the duration of his or her current action.

Name of the Sunset: En can become [Invisible] for one [Round].

Passive Abilities

Sneak Attack^{EX}: When En deals damage to a [Flat-footed], [Shaken], [Frightened], or [Panicked] target, she deals an additional 2d6 [Precision] damage.

Slayer's Sense^{EX}: En can ignore [Concealed] and [Fully concealed] when attacking an enemy against which she has previously dealt sneak attack damage in the [Encounter].

Skirmish^{EX}: When En misses on an attack roll against an opponent, she adds a +1 bonus to her attack rolls for the duration of the [Encounter]. This bonus stacks with itself, up to a maximum of +6.

En, simply put, is a demon – a demon with a big, long gun, an easy grin, long black hair, and surprisingly sharp teeth. Her – En's gender is indeterminate, but likely female judging from its figure, so we'll use the feminine even though it's not really important – skin is alabaster white, and her eyes are jade-green and gleam with predatory hunger. None of this is important though. What's important is that En is immortal in a very literal sense. She was once a part of the Court of Heaven, although she was cast out millennia ago. Either way, killing her isn't particularly permanent, although she considers it a point of honor that she never returns to a contract if it has previously caused her death.

Mostly, En sees her contracts as a way to give her life some sort of goal now that she is, in effect, an obsolete part in a forgotten bit of the world's design. She's reckless in pursuit of her targets, although she tempers her recklessness with the cold efficiency of a killer who has had centuries upon centuries to hone her skills. People who see only this side of her consider her an emotionless, heartless killing machine.

Yet for all of this brutality, En is actually a much more complex character. She actually takes enormous interest in mortals and in mortal life, and when not on a contract, her great joy is to see it, to experience it, and to try to emulate it. Since she is no longer a part of the spirit world, En feels very alone, uses these moments to forget that, if only for a short while. She picks up human hobbies (dropping them for the next thing almost as quickly), tries to cook (although she does not need to eat, nor can she actually distinguish the taste of good food from bad), listens to jazz music and J-Pop because she thinks those are what humans like, and cobbles together outfits and decorations from things she buys in the streets. When not hunting a target, En would really, truly like to find friends: she doesn't have any that she can remember, and that loneliness eats away at her.

You see, En has a bit of a problem. Her otherwise eidetic memory fades out at 80 years back, and every day more and more of her past slips away into that gaping maw. For whatever reason, she can never remember more or less than 80 years. She's tried everything, keeping vast archives of journals, rows upon rows of scrolls, parchment, clay tablets, and modern notebooks, but it is never enough. Fire, calamity, and even linguistic drift eventually claim the memories, and many of the oldest

parts of the archives are simply illegible to her, written in a language she has long since forgotten.

And so En tries to live life to the fullest, attempting to enjoy the time she has as much as possible before it inevitably slips away from her, leaving her alone and desolate once more. Whenever possible, she avoids introspection and moves on from the past. En is a creature of the present, and she is vibrant and often bizarre as a result. She sees nothing wrong in hunting a target mercilessly one moment (as she does love the thrill of the chase), and then turning around and chatting like old friends the next. It's not that she's merciful, but simply that she sees no reason why one should let the past temper the future. She also cannot understand that her job as an assassin may make people uncomfortable around her, or that her targets might not want to associate with her aafter an unsuccessful contract. For her, the past is completely irrelevant with regards to relationships in the now. We explore this concept fully in Encounter 7: En-gagement.

What En truly wants, and doubts she will ever find, is someone who, like her, is neither kami nor mortal, someone who can be at her side for eternity as lover or friend. She wants someone who will endure for as long as she will, who can remind her of the memories she will, in time, forget...or someone with whom she can make enough new memories that she will cease to miss those that slip by her.

Masumi, Assassin #1

EL 5 Kitsune Barbarian

Path of Destruction/Heroica/Assassin

| | | | |
|----------------------|-------|-------|--------|
| +2 | 10 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Magical beast] type | | | |

| | | | | |
|----|----|---|--------|---------|
| 90 | 22 | Fort +11 | Ref +3 | Will +6 |
| HP | AC | Awareness 16 (Tremorsense 30ft, Darkvision) | | |



| ATTACK ACTION | | |
|-------------------|----------------|--------|
| +11 | 2d6+9+8 [Fire] | Dagger |
| ATK | DAMAGE | 10 ft |
| Sneak Attack +2d6 | | |



| ATTACK ACTION | | |
|---|----------------|---------|
| +11 | 3d4+9+8 [Fire] | Shotgun |
| ATK | DAMAGE | 150 ft |
| Sneak Attack +2d6 +1d4 damage within 35 ft | | |



Abilities: Str 22 Dex 14 Con 20 Int 10 Wis 12 Cha 8

Skills: Athletics +12, Larceny +7, Stealth +7, Ride +7, Perception +6

Feats: Senseshift Magus, The Earth Cracks, True Names

KOM: Strength (+6) **KDM:** Constitution (+5) **BAB:** +5

Items: Heavy Armor, Fury Stone, Black Ankh, Coldfire Ingot

Activated Abilities

Cleave^{EX}: As a swift action, if Masumi hits an opponent with a melee attack, she can make a [Bonus attack] by applying the melee attack's attack roll to another opponent within 10 ft. If the result hits that opponent, she does normal melee damage to the second opponent as well.

Whirlwind^{EX}: As a standard action, Masumi can attack every opponent within 10 ft. She makes one attack roll and uses the result against each. These attacks do not result in critical hits and cannot be combined with or generate [Bonus attacks].

Guile^{EX}: As a move action, Masumi can increase Akane's critical range to 15-20 for one [Round]. She cannot use this ability if Akane has already used Guile this [Round].

Senseshift Magus^{SLA}: As a standard action, once per [Scene], Masumi may swap locations and appearances with a target within 35 ft if that target fails a Will save (DC 18). The alteration of appearance is not an illusion, lasts until the end of the [Scene], and is perfectly exact and completely cosmetic.

True Names^{EX}: Twice per encounter, Masumi may use either one of the following effects as an immediate action:

Name of Shadow: Masumi can [Blind] an opponent for the duration of his or her current action.

Name of the Sunset: Masumi can become [Invisible] for one [Round].

Passive Abilities

Sneak Attack^{EX}: When Masumi deals damage to a [Flat-footed], [Shaken], [Frightened], or [Panicked] target, she deals an additional 2d6 [Precision] damage.

Slayer's Sense^{EX}: Masumi can ignore [Concealed] and [Fully concealed] when attacking an enemy against which she has previously dealt sneak attack damage in the [Encounter].

The Blade and the Bow^{EX}: Masumi's partner is Akane. Masumi adds 2 to damage rolls with any weapon as long as Akane is alive. This bonus is not included in the stat block.

Akane, Assassin #2

EL 5 Kitsune Monk

Discipline of the Serpent/Tactical Insight/Mechanist Savant

| | | | |
|----------------------|----------------|----------------|----------------|
| +2 INIT | 10 ft REACH | 30 ft SPEED | MEDIUM SIZE |
| [Magical beast] type | | | |

| | | | |
|----------|----------|--------------------------------------|--------------------|
| 72 HP | 21 AC | Fort +6 Awareness 21 (Darkvision) | Ref +5 Will +12 |
|----------|----------|--------------------------------------|--------------------|



| ATTACK ACTION | | |
|---|--------------------------|-------------------------|
| +12 ATK | 1d8+8+6 [Cold] DAMAGE | Unarmed Strike 10 ft |
| +1d8 [Precision] damage Critical Range 18-20 | | |



| ATTACK ACTION | | |
|--|--------------------------|-------------------|
| +12 ATK | 3d4+8+8 [Cold] DAMAGE | Shotgun 150 ft |
| Critical Range 18-20 +1d4 damage within 35 ft | | |



Abilities: Str 10 Dex 12 Con 18 Int 14 Wis 22 Cha 10
Skills: Stealth +6, Arcana +7, Engineering +7, Geography +7, Medicine +7, Perception +12
Feats: Senseshift Magus, To Iron Married, True Names
KOM: Wisdom (+6) **KDM:** Constitution (+4) **BAB:** +5
Items: Heavy Armor, Oakstone Shard, Quicksilver Brooch, Coldfire Ingot

Activated Abilities

Stunning Fist^{EX}: Twice per [Encounter], Akane can force an opponent that she hit with a melee attack to immediately make a Fortitude save (DC 18) or be [Stunned] for 1 [Round]. Akane can only use this ability once per turn. Akane may use this ability after she resolves the attack and damage, to avoid wasting a use on a slain opponent.

The Littlest Automatons^{SU}: Akane may place an automaton anywhere within 150 ft as a move action. Akane is limited to one automaton. It is a stationary entity with

no combat-relevant statistics, and does not take up any meaningful space on the battlefield. As long as an automaton is within 50 ft of her, it radiates a 25 ft wide aura that acts as an extension of her Assemblage. At the end of Akane's turn, the automaton adds 6 points to her Assemblage pool.

Senseshift Magus^{SLA}: As a standard action, once per [Scene], Akane may swap locations and appearances with a target within 35 ft if that target fails a Will save (DC 18). The alteration of appearance is not an illusion, lasts until the end of the [Scene], and is perfectly exact and completely cosmetic.

True Names^{EX}: Twice per encounter, Akane may use either one of the following effects as an immediate action:

Name of Shadow: Akane can [Blind] an opponent for the duration of his or her current action.

Name of the Sunset: Akane can become [Invisible] for one [Round].

Guile^{EX}: As a move action, Akane can increase Masumi's critical range to 19-20 for one [Round]. She cannot use this ability if Masumi has already used Guile this [Round].

Tactical Insight^{EX}: As a move action, Akane can attempt a Knowledge check (DC 14) of the relevant type against her enemy (Medicine against a humanoid, for example). If there are several enemies of the same type, the ability affects all of them; enemies covered by different Knowledge skills require another skill check (and another move action). If Akane succeeds on the check, she and allies who can see or hear her gain the benefits of one of the abilities below. Akane cannot make more than one Knowledge check of the same kind in an [Encounter]. The effects of a Tactical Insight ability expire at the end of the [Encounter], with new Knowledge checks necessary the next time Akane encounters that opponent.

Combative Precognition^{EX}: Akane and her allies gain either a +3 bonus to attack rolls or a +3 deflection bonus to AC against enemies affected by her Knowledge check. Akane chooses which bonus to apply when activating Tactical Insight.

Psychological Warfare^{EX}: Akane and her allies gain a +2 bonus to Bluff, Diplomacy, Intimidate, and Perception rolls against enemies affected by her Knowledge check.

Passive Abilities

Front Line Assemblage^{SU}: Akane projects an aura called the Assemblage, with a radius of 50 ft. At the beginning of each [Encounter], Akane's assemblage pool starts with 18 points. Any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each [Encounter], the pool empties.

The Blade and the Bow^{EX}: Akane is Masumi's partner. Akane adds 2 to damage rolls with any weapon as long as Masumi is alive. This bonus is not included in the stat block.

Yakuza Mobster

EL4 Mook (Operative)

| | | | |
|-----------------|---------------|----------------|----------------|
| -1 INIT | 5 ft REACH | 40 ft SPEED | MEDIUM SIZE |
| [Humanoid] type | | | |

| | | | | |
|--------------|----------|---------|--------|---------|
| 52 HP | 16 AC | Fort +4 | Ref +4 | Will +4 |
| Awareness 13 | | | | |



| ATTACK ACTION | | |
|---------------|-----------------|-----------------|
| +6 ATK | 1d6+8 DAMAGE | Rifle 140 ft |



| STANDARD ACTION | | |
|--|---------------------------------------|---------|
| 3 DAMAGE | Missile Storm ^{SLA} 35 ft | At Will |
| Against all known opponents in range Targets are [Revealed] for 1 [Round] | | |



Abilities: Str 16 Dex 8 Con 16 Int 10 Wis 8 Cha 8

Skills: Bluff +5, Larceny +5, Intimidate +5

Feats: Recon, You Will Falter

KOM: Strength (+3) **KDM:** Constitution (+3)

Passive Abilities

Displacer Gear^{EX}: The Mobster has a 20% [Miss chance] against incoming attacks..

Recon: Each party member can take a 5 ft step at the beginning of an [Encounter], before the first [Round] of combat, even if they are surprised.

You Will Falter: Effects that would cause an opponent within 60 ft to recover at least 2 HP instead cause that opponent to recover one less hit point. This affects [Fast healing]. This effect stacks with up to five other instances of You Will Falter, but the minimum healed by any reduced ability is one.

Yakuza Chef

EL5 Mook (Elite)

Battle's Tempering

| | | | |
|-----------------|----------------|----------------|----------------|
| +3 INIT | 10 ft REACH | 40 ft SPEED | MEDIUM SIZE |
| [Humanoid] type | | | |

| | | | | |
|--------------|----------|---------|--------|---------|
| 90 HP | 19 AC | Fort +4 | Ref +4 | Will +4 |
| Awareness 14 | | | | |

| ATTACK ACTION | | | |
|---------------|------------------|-------|--------|
| +7 ATK | 1d6+10 DAMAGE | Rifle | 150 ft |

| ATTACK ACTION | | | |
|---------------|------------------|--------------|-------|
| +7 ATK | 1d6+10 DAMAGE | Meat Cleaver | 10 ft |

Abilities: Str 8 Dex 16 Con 10 Int 16 Wis 8 Cha 8

Skills: Intimidate +7, Larceny +7, Medicine +7

KOM:Dexterity (+3) **KDM:** Intelligence (+3)

Activated Abilities

Dive for Cover^{EX}: Once per [Encounter], if the Yakuza Chef makes a successful Reflex saving throw against an

attack that normally deals half damage on a successful save, the Yakuza Chef instead takes no damage.

Kazuhiko, Yakuza Boss

EL6 Mook (Miniboss)

Esoterica Radica/Reign of Arrows/Demo Man/
Smiting

| | | | |
|-----------------|----------------|----------------|----------------|
| -1 INIT | 10 ft REACH | 45 ft SPEED | MEDIUM SIZE |
| [Humanoid] type | | | |

| | | | | |
|--------------|----------|---------|--------|---------|
| 105 HP | 20 AC | Fort +5 | Ref +5 | Will +5 |
| Awareness 15 | | | | |

| ATTACK ACTION | | | |
|---------------|------------------|-------|--------|
| +8 ATK | 1d6+15 DAMAGE | Rifle | 160 ft |

| ATTACK ACTION | | | |
|---------------|------------------|-------|-------|
| +8 ATK | 1d6+15 DAMAGE | Sword | 10 ft |

| ATTACK ACTION | | | |
|---------------|----------------------|--------------|-------|
| +8 ATK | 6d4 [Acid] DAMAGE | Acid Grenade | 40 ft |

Swift or move action to prepare one grenade
Target must make Reflex save (DC 16) or catch
[On fire]

If Kazuhiko prepares a grenade but doesn't throw it by the end of her turn, the grenade explodes and she must make the save VS catching [On fire] herself

Abilities: Str 8 Dex 8 Con 10 Int 16 Wis 8 Cha 16

Skills: Athletics +8, Larceny +8, Perception +8

Feats: Exit Stage Left, Wake

KOM: Charisma (+3) **KDM:** Intelligence (+3)

Activated Abilities

Exit, Stage Left^{EX}: Once per [Encounter], Kazuhiko may trade a swift action for a move action.

Flash-bang^{EX}: As a move action, Kazuhiko can prepare a flash-bang for use. There are two uses for it:

Flash Grenade: As a ranged attack, Kazuhiko can throw the grenade at a square within 40 ft (requiring no attack roll). All creatures within a 10 ft radius of the square must make a Reflex save (DC 16) or be [Blinded] and [Deafened] for two [Rounds].

Flash Missile: As a ranged attack, Kazuhiko can fire the grenade from his rifle. On a hit, in addition to the rifle's normal damage, his target must make a Fortitude save (DC 16) or be [Blinded] and [Deafened] for one [Round].

When to Hold^{EX}: Twice per [Encounter], as an immediate action, Kazuhiko may gain a +2 bonus to his Armor Class or to his Fortitude, Reflex, or Will save until the beginning of his next turn.

Return Fire^{EX}: Once per [Round], if Kazuhiko is attacked by an enemy less than 40 ft away, Kazuhiko may make a ranged attack against that enemy. If his attack hits, it does 6 damage and leaves his target [Flat-footed].

Wake^{EX}: Up to twice per [Round], when Kazuhiko moves through a square that is adjacent to an enemy, that enemy takes 3 damage and is pushed 5 ft in a direction of Kazuhiko's choice.

Passive Abilities

Playing it Right^{EX}: Kazuhiko can take 10 on Athletics and Larceny checks regardless of circumstances.

Dead-eye^{EX}: Kazuhiko adds 9 [Precision] damage when making ranged attacks against a [Flat-footed] opponent.

Skirmish^{EX}: When Kazuhiko misses on an attack roll against an opponent, she adds a +1 bonus to her attack rolls for the duration of the [Encounter]. This bonus stacks with itself up to a maximum of +6.

Yakuza Kami

EL5 Mook (Elite)

Fortune's Friend

| | | | |
|-----------------|-------|-------|--------|
| +3 | 10 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Outsider] type | | | |

| | | | | |
|----|----|--------------|--------|---------|
| 90 | 19 | Fort +4 | Ref +4 | Will +4 |
| HP | AC | Awareness 14 | | |



| ATTACK ACTION | | |
|---------------|--------|---------------|
| +7 | 1d6+10 | Spirit Energy |
| ATK | DAMAGE | 150 ft |



| ATTACK ACTION | | |
|---------------|--------|---------------|
| +7 | 1d6+10 | Spirit Strike |
| ATK | DAMAGE | 10 ft |



Abilities: Str 16 Dex 8 Con 16 Int 10 Wis 8 Cha 8

Skills: Bluff +7, Diplomacy +7, Intimidate +7

Feats: Three Body Collision, Exit Stage Left

KOM: Charisma (+3) **KDM:** Constitution (+3)

Activated Abilities

Improvisation^{EX}: As a swift action, the Yakuza Kami can gain a +2 bonus on attack rolls, saving throws, ability checks and skill checks until the beginning of its next turn. The Kami can grant this bonus to an ally within 35 ft instead, if it wishes.

Passive Abilities

A Little to the Left^{EX}: Once per [Encounter], if the Kami would be reduced to negative hit points, it is instead reduced to 1 hit point and immediately gains a move action.

Three Body Collision^{EX}: If the Yakuza Kami bullrushes an opponent into a solid object, that opponent takes 5 damage. The Kami's bull rush DC is 15.

Ayaka, Fire-haired Miko

EL 5 Legendary Human Shaman
Incantation/Shaman Spells/True Mage/Bastion

| | | | |
|-----------------------------|-------|-------|--------|
| +1 | 10 ft | 35 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Legendary] [Humanoid] type | | | |



| | | | | |
|----|----|--------------|--------|----------|
| 60 | 19 | Fort +7 | Ref +2 | Will +11 |
| HP | AC | Awareness 21 | | |



| STANDARD ACTION | | | |
|---|--------|----------------------------|-------|
| +9 | 8d4+6 | Incantation ^{SLA} | |
| ATK | DAMAGE | At Will | 40 ft |
| This ability may be used to heal instead of damage, in which case an attack roll is not necessary | | | |

Abilities: Str 10 Dex 10 Con 14 Int 12 Wis 22 Cha 16

Skills: Athletics +5, Bluff +8, Intimidate +8, Diplomacy +8, Perception +12

Feats: My Name Is War, Livers Need Not Apply, Open Lesser Binding

KOM: Wisdom (+6) **KDM:** Charisma (+3) **BAB:** +3

Legendary Abilities: Indestructible, Summoner

Items: Heavy Armor, Quickstone Shard

Activated Abilities

Imbue Spell^{SLA}: As a swift action, Ayaka can channel a spell that either has a Target listing of a single creature or has a listed Incantation version through her Incantation ability. The Incantation ability takes a standard action to activate as normal, but includes the spell's casting time if the casting time is 1 standard action or less. Ayaka expends the spell slot as normal, but the spell targets only the creature targeted by her Incantation. The spell has no save, even if it normally would grant a save, but is wasted with no effect if she misses with the ranged attack for her Incantation. Unless otherwise noted in the spell description, the spell works exactly as it would if cast normally.

Ayaka may only channel a single spell through any Incantation. If Ayaka imbues a spell into a healing Incantation, the target may choose to ignore the effect of the imbued spell.

My Name Is War^{EX}: Each [Round] of combat in which Ayaka makes at least one attack roll or spends a standard action to activate a spell, spell-like, or supernatural ability, she gains one focus point. As an immediate action, Ayaka may spend three focus points to copy the effects of one ability as it is being used by her or an ally, but she does not gain focus from using that ability. Ayaka may only copy 1st or 2nd circle effects. Focus points and their effects expire at the end of each [Encounter].

Livers Need Not Apply^{EX}: Ayaka may take a move action to heal 5d4 HP. This ability may only be used 4 times per [Encounter]. As a separate move action, Ayaka may recover a use of this ability.

Summoner^{SU}: By expending all her actions for a turn, Ayaka may create a Minion anywhere within 10 ft of her. These Minions die when she dies, and collapse completely into dust at the end of the [Encounter]. The Minions use the statistics of the Ayaka's Summon, below.

Spellcasting: Ayaka's spells have save DCs of 18. Ayaka knows the following spells:

1st Circle (6/[Scene]): Cure Light Wounds, Sanctuary

2nd Circle (5/[Scene]): Acidic Blade, Cure Moderate Wounds, Resist Elements

Passive Abilities

The Shield^{SU}: Ayaka can project a 20 ft radius emanation called a Bastion, turned on or off with a swift action. While the emanation is active, any beneficial spells of first or second circle currently affecting Ayaka also affect all allies within the Bastion. This does not persist once the ally leaves the Bastion. Dispelling attempts automatically affect the original copy. Thus if successful, they remove the spell from Ayaka and by extension the whole Bastion.

Indestructible^{EX}: Ayaka takes half damage from any non-elemental source.

Ayaka's Summon

EL 4 Mook (Minion)

| | | | |
|-----------------|-------|-------|--------|
| +0 | 5 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Outsider] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 72 | 18 | Fort +4 | Ref +4 | Will +4 |
| HP | AC | Awareness 14 | | |



| ATTACK ACTION | | | | |
|---------------|--------|---------------|--|--|
| +6 | 1d6+8 | Spirit Energy | | |
| ATK | DAMAGE | 140 ft | | |



| ATTACK ACTION | | | | |
|---------------|--------|---------------|--|--|
| +6 | 1d6+8 | Spirit Strike | | |
| ATK | DAMAGE | 5 ft | | |

Abilities: Str 10 Dex 16 Con 16 Int 8 Wis 8 Cha 8

Skills: Acrobatics +5, Larceny +5, Stealth +5

Hadou, Red Oni

EL 5 Legendary Human Ranger

Iron Magi/Path of Destruction/Tactician spells

| | | | | |
|-----------------------------|-------|-------|-------|--------|
| +6 | 10 ft | 35 ft | 35 ft | MEDIUM |
| INIT | REACH | SPEED | FLY | SIZE |
| [Legendary] [Outsider] type | | | | |



| | | | | |
|----|----|----------------------------------|---------|---------|
| 60 | 21 | Fort +7 | Ref +10 | Will +3 |
| HP | AC | Awareness 16 (Tremorsense 30 ft) | | |



| ATTACK ACTION | | |
|---------------|--------|--------|
| +12 | 2d6+6 | Katana |
| ATK | DAMAGE | 10 ft |
| Sword | | |

Abilities: Str 10 Dex 22 Con 14 Int 18 Wis 12 Cha 10

Skills: Acrobatics +11, Athletics +5, Stealth +12, Arcana +9, Engineering +9, Perception +6

Feats: The Earth Cracks, The Sun Grows Dim, My Shadow Grows Long

KOM: Dexterity (+6) KDM: Intelligence (+4) BAB: +5

Legendary Abilities: Indestructible, The World Twists

Items: Heavy Armor, Quicksilver Brooch, Obsidian Ring, Wings of Faith

Activated Abilities

Cleave^{EX}: As a swift action, if Hadou hits an opponent with a melee attack, he can make a [Bonus attack] by applying the melee attack's attack roll to another opponent within 10 ft. If the result hits that opponent, he does normal melee damage to the second opponent as well.

Whirlwind^{EX}: As a standard action, Masumi can attack every opponent within 10 ft. She makes one attack roll and uses the result against each. These attacks do not result in critical hits and cannot be combined with or generate [Bonus attacks].

My Shadow Grows Long^{SU}: Hadou may make one of his attacks each [Round] as a ranged attack while still using his melee weapons. This attack has a range of 35 feet.

Sword^{EX}: All opponents struck by Hadou have their move speed reduced by 10 ft until the end of the [Encounter]. In addition, this ability can be discharged as a free action after hitting a foe, in order to reduce the AC of one opponent within 35 ft by two points. This penalty lasts until the end of the [Encounter].

The Sun Grows Dim^{SU}: Hadou can craft small mundane objects out of shadow. Each object takes a swift action to draw together. They fade to dust within twenty minutes. Hadou may also create little servitors – tiny, harmless shadows that can roam up to five miles away. These creatures are unable to affect the world around them and have only very limited vision (15 foot darkvision, allowing them to avoid running into obstacles), but Hadou can use them as proxies and interlocutors for social skills.

Chain Components: When taking an attack action, Hadou can replace one attack with the following effect:

A Cadence of Blows^{EX}: Reduce the AC of a single op-

ponent within [Melee] range by one, and increase Hadou's AC by one. This stacks up to five times, and expires at the end of the [Encounter].

Chain Finishers: If Hadou's Attack Chain is 2 or longer, he may activate one of these abilities as a swift action. Hadou may [Teleport] 5 ft for every point in his [Attack Chain] either immediately before or immediately after he uses a [Chain Finisher], though he provokes attacks of opportunity if he does so. Using a [Chain Finisher] resets the Attack Chain.

A Cadence of Blows^{EX}: Reduce the AC of a single opponent within [Melee] range by one, and increase Hadou's AC by one. This stacks up to five times, and expires at the end of the [Encounter].

Howl of the North Wind^{SU}: The Howl may be used three times per [Encounter]. All enemies within 20 ft of Hadou are [Blown away] (Reflex DC 18 negates) and take 5 damage.

Spellcasting: Hadou's spells have save DCs of 16. Hadou knows the following spells:

1st Circle (5/[Scene]): Entangle, Magic Missile

2nd Circle (4/[Scene]): Fog Cloud, Glitterdust, Invisibility/Silence

Passive Abilities

Attack Chain: Every time Hadou makes a successful attack or uses a [Chain Component], his Attack Chain increases by 1, which affects which [Chain Finishers] he can use.

Hadou always uses Flurry (at the normal -2 penalty) against opponents he is sure to hit, in order to build up his Attack Chain faster.

Indestructible: Hadou takes half damage from any non-elemental source.

The World Twists: Opponents attacking any ally within 15 ft of Hadou in the first 2 [Rounds] of combat suffer a 50% [Miss chance].

Budou, Blue Oni

EL 5 Legendary Human Paladin

Judgment/Discipline of the Crane/Mechanist Savant

| | | | |
|-----------------------------|-------|-------|--------|
| +1 | 10 ft | 75 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Legendary] [Outsider] type | | | |

| | | | | |
|----|----|--------------|--------|---------|
| 72 | 23 | Fort +11 | Ref +2 | Will +9 |
| HP | AC | Awareness 20 | | |



| ATTACK ACTION | | |
|---|-----------|--------------|
| +14 | 12 [Fire] | Blaze Bolter |
| ATK | DAMAGE | 600 ft |
| Attacks everyone within 20 ft of target | | |



Abilities: Str 22 Dex 12 Con 14 Int 10 Wis 10 Cha 18

Skills: Acrobatics +6, Athletics +11, Bluff +9, Diplomacy +9, Perception +10

Feats: Sniper, Exit Stage Left, Breakneck Pace

KOM: Strength (+6) **KDM:** Charisma (+4) **BAB:** +5

Legendary Abilities: Indestructible, Windblessed

Items: Heavy Armor, Fury Stone, Grim Fragment, Blaze Bolter

Activated Abilities

Mercy^{SU}: Once per [Encounter], as an immediate action or part of another immediate action, Budou may prevent up to 15 damage that would be dealt to any ally within 25 ft. This can only be done as the damage is being dealt, but may be activated after Budou knows exactly how much damage a given effect will deal.

The Littlest Automatons^{SU}: Budou may place an automaton anywhere within 160 ft as a move action. Budou is limited to one automaton. It is a stationary entity with no combat relevant statistics, and does not take up any meaningful space on the battlefield. As long as an automaton is within 50 ft of him, it radiates a 25 ft wide aura that acts as an extension of his Assemblage. At the end of Budou's turn, the automaton adds 6 points to his Assemblage pool.

Shield^{EX}: Budou can discharge his Shield as a free action, to deal 11 damage to all opponents within 35 ft. However, he loses the passive benefits of Shield.

Passive Abilities

Exit, Stage Left^{EX}: Once per [Encounter], Budou may trade a swift action for a move action.

Front Line Assemblage^{SU}: Akane projects an aura called the Assemblage, with a radius of 50 ft. At the beginning of each [Encounter], Akane's assemblage pool starts with 18 points. Any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each [Encounter], the pool empties.

Indestructible: Budou takes half damage from any non-elemental source.

Knowing^{SU}: Budou is aware of the moral and ideological predilections of any sentient creature within a radius of 25 ft. This effect is an emanation, is not a divination effect, and is always on. It does not automatically penetrate [Invisibility], [Concealed], or stealth, but if Budou can otherwise circumvent these effects, Knowing will function unimpeded. Likewise, Budou becomes aware in a limited sense of likely major moral consequences of his actions. This takes the form of prescient flashes of meaningless images, and while reliable, it is not deterministic.

Windblessed^{SU}: Ranged attacks made against Budou from 160 ft or further simply fail, unless the source is [Legendary].

Shield^{EX}: An opponent who strikes Budou with a melee attack takes 5 damage.

Black Oni

EL 6 Legendary Human Paladin

Utter Brute/Mechanist Savant/Shaman spells

| | | | |
|-----------------------------|-------|-------|--------|
| +2 | 10 ft | 35 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Legendary] [Outsider] type | | | |

| | | | | |
|----------------------|----|--------------|--------|----------|
| 126 | 26 | Fort +12 | Ref +6 | Will +12 |
| HP | AC | Awareness 21 | | |
| [Fast healing] 5 | | | | |
| Immune to [Bleeding] | | | | |



| ATTACK ACTION | | |
|---------------|----------------|----------------|
| +13 | 2d6+5+7 [Cold] | Unarmed Strike |
| ATK | DAMAGE | 15 ft |



| ATTACK ACTION | | |
|--------------------------|-----------------|---------|
| +12 | 3d4+10+7 [Cold] | Shotgun |
| ATK | DAMAGE | 160 ft |
| +1d4 damage within 40 ft | | |



Abilities: Str 12 Dex 14 Con 20 Int 10 Wis 20 Cha 10

Skills: Acrobatics +8, Athletics +7, Perception +12, Stealth +8

Feats: Weaponized, Optimistic Viscera, Cheerful Hemoglobin, Blacksmith

KOM: Wisdom (+5) **KDM:** Constitution(+5) **BAB:** +6

Legendary Abilities: Collateral Damage, Bigger

Items: Shield, Oakstone Shard, Knuckleduster, Coldfire Ingot

Consumables: 1 Firebrand, 1 Hollow Horn, 1 Gloss Armor

Activated Abilities

The Littlest Automatons^{SU}: The Black Oni may place an automaton anywhere within 160 ft as a move action. The Black Oni is limited to one automaton. It is a stationary entity with no combat relevant statistics, and does not take up any meaningful space on the battlefield. As long as an automaton is within 200 ft of him, it radiates a 25 ft wide aura that acts as an extension of his Assemblage. At the end of the Black Oni's turn, the automaton adds 6 points to his Assemblage pool.

Spellcasting: The Black Oni's spells have save DCs of 18. He knows the following spells:

- 1st Circle (7/[Scene]): Bless, Obscuring Mist
- 2nd Circle (5/[Scene]): Cure Moderate Wounds, Frost Blade, Resist Elements
- 3rd Circle (3/[Scene]): Holy Smite

Passive Abilities

Unforgiving^{EX}: As the Black Oni dies, he may take a standard action or use an ability that requires no action to activate.

Front Line Assemblage^{SU}: The Black Oni projects an aura called the Assemblage, with a radius of 200 ft. At the beginning of each [Encounter], the Black Oni's assemblage pool starts with 18 points. Any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each [Encounter], the pool empties.

Bigger & Collateral Damage: All area effects produced by the Black Oni are quadrupled in size.

Beat Cop

EL 3 Mook (Grunt)

| | | | |
|-----------------|-------|-------|--------|
| +3 | 10 ft | 30 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 57 | 17 | Fort +3 | Ref +2 | Will +3 |
| HP | AC | Awareness 13 | | |



| | | | |
|---------------|--------|-----------|--|
| ATTACK ACTION | | | |
| +5 | 1d6+6 | Riot Pole | |
| ATK | DAMAGE | 10 ft | |

Abilities: Str 16 Dex 10 Con 8 Int 16 Wis 8 Cha 8
Skills: Ride +4, Medicine +4, Nature +4
Feats: To Pierce The Heavens

Activated Abilities

To Pierce The Heavens^{EX}: Once per [Encounter], as a swift action, the Beat Cop may either:

Render the squares within 10 ft impassable. Anyone caught inside the aura may opt to be pushed outside of the effect. The Beat Cop's reach then becomes 20 ft.

Render foes within his reach unable to move out of his reach.

Each effect last two [Rounds] and is a [Binding] effect.

Desk Jockey

EL 3 Mook (Striker)

| | | | |
|-----------------|-------|-------|--------|
| -1 | 5 ft | 40 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |

| | | | | |
|----|----|--------------|--------|---------|
| 32 | 15 | Fort +3 | Ref +2 | Will +3 |
| HP | AC | Awareness 13 | | |



| | | | |
|---------------|--------|--------|--|
| ATTACK ACTION | | | |
| +5 | 1d6+6 | Rifle | |
| ATK | DAMAGE | 130 ft | |



Abilities: Str 8 Dex 8 Con 8 Int 16 Wis 16 Cha 10
Skills: Geography +4, History +4, Medicine +4

Kitsune Assassin

EL5 Mook (Miniboss)

Professional Soldier/Iron Magi/Battle's Tempering/
Earth Elemental

| | | | |
|----------------------|----------------|----------------|----------------|
| +5 INIT | 10 ft REACH | 40 ft SPEED | MEDIUM SIZE |
| [Magical Beast] type | | | |

| | | | | |
|---------------------------|----------|---------|--------|---------|
| 90 HP | 19 AC | Fort +5 | Ref +5 | Will +5 |
| Awareness 14 | | | | |
| [Damage reduction] 4 | | | | |
| Ignores difficult terrain | | | | |

| ATTACK ACTION | | |
|---------------|-----------------|-----------------|
| +7 ATK | 1d6+8 DAMAGE | Rifle 150 ft |

| ATTACK ACTION | | |
|---------------|-----------------|-----------------|
| +7 ATK | 1d6+8 DAMAGE | Dagger 10 ft |

Abilities: Str 8 Dex 10 Con 18 Int 16 Wis 8 Cha 8

Skills: Stealth +7, Arcana +7, History +7

Feats: Senseshift Magus, Optimistic Viscera

KOM: Constitution (+4) **KDM:** Intelligence (+3)

Activated Abilities

Chain Components: When taking an attack action, the Assassin can replace one attack with the following effect:

A Cadence of Blows^{EX}: Reduce the AC of a single opponent within [Melee] range by one, and increase the Assassin's AC by one. This stacks up to five times, and expires at the end of the [Encounter].

Chain Finishers: If the Assassin's Attack Chain is 2 or longer, she may activate one of these abilities as a swift action. The Assassin may [Teleport] 5 ft for every point in her [Attack Chain] either immediately before or immediately after she uses a [Chain Finisher], though she provokes attacks of opportunity if she does so. Using a [Chain Finisher] resets the Attack Chain.

A Cadence of Blows^{EX}: Reduce the AC of a single opponent within [Melee] range by one, and increase the Assassin's AC by one. This stacks up to five times and expires at the end of the [Encounter].

Howl of the North Wind^{SU}: The Howl may be used three times per [Encounter]. All enemies within 20 ft of the Assassin are [Blown away] (Reflex DC 16 negates) and take 5 damage.

Earthspike^{SU}: Once per [Round], the Assassin can spend a move action to deal 9 damage to each adjacent opponent via a burst of small spikes. This is a [Ground] effect.

Reap the Whirlwind^{EX}: The Assassin can prepare up to two traps at a time. Deploying a prepared trap in combat requires a swift action. A trap remains functional throughout an [Encounter], with some exceptions. Traps are normally visible, but can be concealed with the Larceny skill.

Tanglefoot Paste: Atomized in a fine mist throughout the air, this paste covers up to five squares within 35 ft of the Assassin at time of deployment. Each affected square must touch at least one other affected square. Targets entering these squares must make a Fortitude save (DC 15) or stop their movement and become [Flat-footed] until their next turn.

Tripwire: Stretched across a 30 ft line, the tripwire is deployed within 150 ft of the Assassin, and covers the squares in the line. Those attempting to leave a square covered by the line must make a Reflex save (DC 15) or become [Prone]. A tripwire can only trigger twice before being destroyed utterly.

Fumigator: A fumigator fills a 20 ft radius with a thin gas that has mild hallucinogenic effects. Targets occupying or moving through squares within the area must make a Will save (DC 15) or treat all creatures as being [Fully concealed] due to seeing double for the next 2 [Rounds]. A fumigator dissipates after 4 [Rounds].

A Personal Touch^{EX}: As a standard action, the Assassin may make a ranged attack with a grappling hook (35 ft range, base damage 1d8+3). If the Assassin hits, she does normal damage and activate a trip attempt (Reflex save negates, DC 15). On a failed save, the Assassin's opponent is knocked [Prone], the Assassin can pull him 15 ft closer as a swift action.

Passive Abilities

Attack Chain: Every time the Assassin makes a successful attack or uses a [Chain Component], her Attack Chain increases by 1, which affects which [Chain Finishers] she can use.

Dive for Cover^{EX}: Once per [Encounter], if the Assassin makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Kitsune Killer

EL5 Mook (Miniboss)

Vigilante/Just Blade/Elementalist/Path of Rage

| | | | |
|----------------------|-------|-------|--------|
| -1 | 10 ft | 45 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Magical Beast] type | | | |



| | | | | |
|--------------------------|----|--------------|--------|---------|
| 90 | 21 | Fort +4 | Ref +4 | Will +4 |
| HP | AC | Awareness 18 | | |
| [Resistance] 5 to [Fire] | | | | |



| ATTACK ACTION | | |
|---------------|--------|--------|
| +7 | 1d6+10 | Rifle |
| ATK | DAMAGE | 150 ft |



| ATTACK ACTION | | |
|---------------|--------|------------|
| +7 | 1d6+10 | Just Blade |
| ATK | DAMAGE | 10 ft |



| STANDARD ACTION | | |
|--------------------------|--------------------------------|----------------|
| 5d6+3 | Elemental Burst ^{SLA} | |
| DAMAGE | 40 ft | [Fire] At Will |
| One 5ft square | | |
| Reflex DC15: half damage | | |

Abilities: Str 16 Dex 8 Con 10 Int 8 Wis 16 Cha 8

Skills: Athletics +9, Engineering +7, Perception +7

Feats: Senseshift Magus, Reaver

KOM: Wisdom (+3) **KDM:** Strength (+3)

Activated Abilities

Brutal Kick^{EX}: As a standard action, the Killer may fly up to 45 ft. This movement does not provoke attacks of opportunity. Then, if the Killer is within 10 ft of a target, he may make a single melee attack against the target. This attack deals 2d6+8 damage.

Grim Heritor^{SU}: As a swift action, or part of another swift action, the Killer may form a melee weapon of her choice out of pure energy.

Mental Thrust^{SU}: As a move action, the Killer can force a single opponent within 35 ft to make a Reflex save (DC 15) or be [Blown away] in a direction of the Killer's choosing. If that opponent would pass through the square the Killer occupies, it provokes an attack of opportunity.

Rage^{EX}: As a swift action, the Killer can enter a rage, where her stats change to the following values:

+9 to hit, 1d6+12 damage with all attacks;

Fortitude and Will saves of +5;

Combat maneuver DCs of 18;

+10 temporary hit points;

15 ft reach with Just Blade;

The Killer can rage for up to 3 [Rounds], and may end the rage as a free action. After the rage ends, the Killer is [Fatigued] for as many [Rounds] as she spent raging (minimum 1).

The Killer may not enter a rage while she is [Fatigued] or [Exhausted], or while she is already raging.

VI Pre-Made Characters

Osaka Street Stories provides five premade characters of 4th level for use as player characters. You are not obligated to use these characters – if the players are familiar enough with *Legend*, they should feel more than welcome to build their own characters instead.

Ken: A happy-go-lucky gnome and classic pyromancer, Ken is also no slouch at the negotiating table, and is capable of healing himself and his allies a little bit.

Nakamura: Old Man Nakamura is a tough, surly alcoholic – all positive qualities when it comes to kicking butt. He is adept at both hitting and taking hits.

Kariya: Kariya Firebeard is a feisty dwarf who can bring down her enemies with a flurry of precise and deadly blows while dodging the counter-attack.

Ulluug: Ulluug Al-Gulullg, or “sharptopus” to his friends, is the resident kami of the *okonomiyaki* shop – a well-spring of shamanic magic and deadly claw attacks.

Rivkah: Rivkah is a contemplative halfling monk, though she prefers to contemplate things through the scope of her high-powered rifle. She can pick off attackers before they even get close.

Ken

EL4 Gnome Sage

Fire Elemental/Elementalist/True Mage/Force of Will

| | | | |
|-----------------|---------------|----------------|---------------|
| +2 INIT | 5 ft REACH | 20 ft SPEED | SMALL SIZE |
| [Humanoid] type | | | |

| | | | |
|---|----------|--------------------------------------|-------------------|
| 59 HP | 17 AC | Fort +7 Awareness 15 (Darkvision) | Ref +7 Will +9 |
| Instead of being damaged by [Fire], heals ½ the damage that would have been dealt | | | |



| ATTACK ACTION | | |
|---------------|-----------------|---------------|
| +7 ATK | 2d6+5 DAMAGE | Staff 5 ft |



| STANDARD ACTION | | |
|---|-------|--|
| 6d6+5 DAMAGE | 40 ft | Elemental Burst ^{SLA} [Fire] At Will |
| One 5 ft square Reflex DC18: half damage | | |



| STANDARD ACTION | | |
|--|--------|---|
| 6d6 DAMAGE | 150 ft | Forced Vulnerability ^{SLA} [Fire] 1/[Encounter] |
| Target is [Vulnerable] to [Fire] for 1 [Round] Reflex DC18: half damage and negates [Vulnerability] | | |



| MOVE OR STANDARD ACTION | | |
|-------------------------|--------|---|
| 5 DAMAGE | 150 ft | Flame's Kiss ^{SLA} [Fire] At Will |
| Target is set [On fire] | | |



Abilities: Str 8 Dex 14 Con 18 Int 10 Wis 12 Cha 20
Skills: Acrobatics +6, Larceny +6, Stealth +6, Bluff +9, Diplomacy +12, Intimidate +9
Feats: Guild Initiation, Optimistic Viscera, Troubleshooter
Items: Light Armor
Consumables: Ankh, 3 Healing Potion
KOM: Charisma (+5) **KDM:** Constitution (+4) **BAB:** +2

Activated Abilities

Force of Will^{SU}: At will, as a move action, Ken heals all allies within 15 ft, including himself, for 8 HP.

Sceptre^{EX}: Ken can discharge Sceptre (see below) to gain a token in a social encounter.

Arcane Preparation^{SU}: With 5 minutes of effort, Ken can ward an area 80 ft in diameter for the rest of the [Scene]. Whenever a creature enters this ward, Ken wakes up, if asleep, and instantly knows the creature's general intentions. Ken can exclude specific kinds of creatures (such as small insects or party members) from this effect.

The ward can also be made to repel creatures fitting a general description (race and range of height and weight, or similar). Such creatures need to make a Will save (DC 17) or be unable to enter the warded area.

The contents of the warded area cannot be detected from more than 560 ft away. Creatures further than 140 ft away cannot detect the contents visually, but might be able to hear or otherwise sense what's inside. Attacking from inside the warded area breaks this illusionary effect.

While this ward is in effect, Ken loses the benefits of Goetic Strength (see below) until he reactivates it.

Goetic Strength^{EX}: After spending two [Rounds] activating this ability, Ken is treated as 6th level for the purpose of calculating level-dependent variables of his spell-like abilities for the duration of the [Scene]. This bonus is included in Ken's statistics block.

Passive Abilities

Persistent Inferno^{SU}: At the beginning of Ken's turn, he is healed 2 HP for every enemy within 35 ft that is [On fire], to a maximum of 8 HP per turn.

Troubleshooter^{EX}: Ken can walk away from social encounters with no penalties. The DC of Diplomacy and Intimidate checks made against him is 2 higher than normal.

Kingship^{EX}: At the beginning of a [Quest], Ken can grant each of these three abilities to a different ally (including himself) for the duration of the [Quest] or until discharged:

Sword: All opponents struck by the ally who possesses this ability have their move speed reduced by 10 ft until the end of the [Encounter]. In addition, this ability can be discharged as a free action after hitting a foe, reducing the AC of one opponent within 35 ft by 2 until the end of the [Encounter].

Shield: An opponent who strikes the ally who possesses this ability with a melee attack take 4 damage. This ability can be discharged by the ally as a free action, to create a 35 ft burst surrounding the ally, in which opponents take 9 damage.

Sceptre: The ally who possesses this ability receives a +2 bonus to a social skill of their choice, or to Awareness. When attempting to reason with a hostile creature, the ally may discharge this ability as a free action, gaining a token for the social encounter.

Ken typically uses Sceptre on himself to increase his Diplomacy bonus. Its modifiers are included in the statistics block.

In combat, Ken should open with Forced Vulnerability and Flame's Kiss on the opponent he believes to be the most powerful, and then continue to use Elemental Burst and Flame's Kiss. If his hit points get low, he will spread out the uses of Flame's Kiss among multiple opponents in order to benefit from Persistent Inferno.

In social combat, Ken can use his high Diplomacy skill, combined with discharging Sceptre, to gain two tokens right away, which he can use to try to quickly pressure opponents into concessions.

Nakamura

EL4 Human Paladin

Rage/Utter Brute/Judgement

| | | | |
|-----------------|-------|-------|--------|
| +0 | 5 ft | 35 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |

| | | | | |
|----|----|--------------|--------|---------|
| 73 | 18 | Fort +9 | Ref +2 | Will +1 |
| HP | AC | Awareness 19 | | |

| ATTACK ACTION | | | |
|---------------|--------|----------------|--|
| +7 | 1d4+10 | Unarmed Strike | |
| ATK | DAMAGE | 10 ft | |

| ATTACK ACTION | | | |
|---------------|--------|----------------|--|
| +7 | 10 | Throwing Knife | |
| ATK | DAMAGE | 35 ft | |

Abilities: Str 20 Dex 10 Con 14 Int 10 Wis 12 Cha 14

Skills: Athletics +9, Diplomacy +6, Intimidate +6, Perception +9

Feats: Guild Initiation, Livers Need Not Apply, Weaponized

Items: Fury Stone, Burnished Phylactery

Consumables: Ankh, Rusted Ring

KOM: Strength (+5) **KDM:** Constitution (+2) **BAB:** +4

Activated Abilities

Livers Need Not Apply^{EX}: Nakamura may take a move action to heal 4d4 HP. This ability may be used 4 times per [Encounter]. As a separate move action, Nakamura may recover a use of this ability.

Rage^{EX}: As a swift action, Nakamura can enter a rage, during which his stats change to the following values:

- +10 to hit, 1d4+14 damage with Unarmed Strikes;
- +10 to hit, 12 damage with Throwing Knives;
- AC of 17;
- Fortitude save of +10;
- Will save of +3;
- Combat maneuver DCs of 18;

+8 temporary hit points;

15 ft reach with Unarmed Strikes;

Nakamura can rage for up to 5 [Rounds], and may end the rage as a free action. After the rage ends, he is [Fatigued] for as many [Rounds] as he spent raging (minimum 1).

Nakamura may not enter a rage while he is [Fatigued] or [Exhausted], or while he is already raging.

Mercy^{SU}: Once per [Encounter], as an immediate action or part of another immediate action, Nakamura may prevent up to 15 damage that would be dealt to any ally within 25 ft. This can only be done as the damage is being dealt, but may be activated after Nakamura knows exactly how much damage a given effect will deal.

Passive Abilities

Knowing^{SU}: Nakamura is aware of the moral and ideological predilections of any sentient creature within a radius of 25 ft. This effect is an emanation, is not a divination effect, and is always on. It does not automatically penetrate [Invisibility], [Concealed], or stealth, but if Nakamura can otherwise circumvent these effects, Knowing will function unimpeded. Likewise Nakamura becomes aware in a limited sense of likely major moral consequences of his actions. This takes the form of pre-scient flashes of meaningless images. While reliable, it is not deterministic.

Nakamura should rage as early in an encounter as possible, and then use his superior speed and reach to corner opponents and beat them senseless. If the enemy focuses on him, Nakamura can heal some damage with Livers Need Not Apply. If other party members come under fire instead, Nakamura can use Mercy and his Burnished Phylactery to keep them safe.

Kariya

EL4 Dwarf Rogue

Esoterica Radica/Discipline of the Serpent/Acrobatic Adept

| | | | |
|-----------------|-------|-------|--------|
| +2 | 5 ft | 30 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |



| | | | | |
|----|----|--------------|--------|---------|
| 52 | 19 | Fort +9 | Ref +6 | Will +6 |
| HP | AC | Awareness 18 | | |



| ATTACK ACTION | | |
|-------------------------|--------|----------------|
| +7 | 1d8+4 | Unarmed Strike |
| ATK | DAMAGE | 5 ft |
| +1d8 [Precision] damage | | |



| ATTACK ACTION | | |
|---------------|--------|----------------|
| +7 | 1d6+4 | Throwing Knife |
| ATK | DAMAGE | 35 ft |

Abilities: Str 10 Dex 14 Con 20 Int 12 Wis 18 Cha 10

Skills: Acrobatics +6, Athletics +4, Larceny +6, Geography +5, Perception +7, History +5, Medicine +5, Intimidation +4

Feats: Livers Need Not Apply, Slow and Steady, Seven Drunk Immortals

Items: Light Armor, Black Ankh, Oakstone Shard

Consumables: Ankh, 3 Healing Potions

KOM: Wisdom (+4) **KDM:** Constitution (+5) **BAB:** +3

Activated Abilities

Livers Need Not Apply^{EX}: Kariya may take a move action to heal 4d4 HP. This ability may be used 7 times per [Encounter]. As a separate move action, Kariya may recover a use of this ability.

Seven Drunken Immortals^{EX}: As a move action, Kariya may expend three uses of Livers Need Not Apply to heal all allies within 15 ft by 4d4+4 HP.

When to Hold^{EX}: Twice per [Encounter], as an immediate action, Kariya may gain a +2 bonus to her Armor Class or to her Fortitude, Reflex, or Will save until the beginning of her next turn.

Just That Quick^{EX}: Once per round, as an immediate action, Kariya can make a Reflex saving throw to dodge an incoming attack. If the result is higher than 19, treat it as her AC for the incoming attack. She must be aware of the attacker to use this ability, and may not use it against an attacker using Stealth, or who is [Concealed] or [Fully concealed].

Passive Abilities

Playing it Right^{EX}: Kariya can take 10 on Acrobatics and Larceny regardless of circumstances.

Slow and Steady^{EX}: If Kariya would fall [Prone], she instead halves her speed for 1 [Round].

Ulluug

EL4 Demon Shaman

Demon/Shaman Spells/Discipline of the Serpent/
Fire Elemental

| | | | |
|----------------------------|-------|-------|--------|
| +0 | 5 ft | 30 ft | MEDIUM |
| INIT | REACH | SPEED | SIZE |
| [Elemental][Outsider] type | | | |



| | | | | |
|---|----|---------------------------|--------|---------|
| 52 | 17 | Fort +5 | Ref +4 | Will +8 |
| HP | AC | Awareness 15 (Darkvision) | | |
| Instead of being damaged by [Fire], heals ½ the damage that would have been dealt | | | | |
| [Resistance] 4 to [Electricity] | | | | |



| ATTACK ACTION | | |
|-------------------------|--------|----------------|
| +7 | 1d8+3 | Unarmed Strike |
| ATK | DAMAGE | 5 ft |
| +1d8 [Precision] damage | | |
| Critical Range 18-20 | | |



| ATTACK ACTION | | |
|--|--------|----------------|
| +7 | 1d8+3 | Throwing Knife |
| ATK | DAMAGE | 35 ft |
| +1d8 [Precision] damage | | |
| Critical Range 18-20 | | |
| On critical hit, target is set [On fire] | | |



| MOVE OR STANDARD ACTION | | | |
|-------------------------|-----------------------------|--------|---------|
| 5 | Flame's Kiss ^{SLA} | | |
| DAMAGE | 140 ft | [Fire] | At Will |
| Target is set [On fire] | | | |

Abilities: Str 10 Dex 10 Con 16 Int 12 Wis 14 Cha 18

Skills: Acrobatics +4, Athletics +4, Bluff +8, History +5, Arcana +5, Perception +9, Stealth +4

Feats: Shadow Blink, To Iron Married, Swift-hand Throw

Items: Light Armor

Consumables: Ankh, 3 Firebrand

KOM: Charisma (+4) **KDM:** Constitution (+3) **BAB:** +3

Activated Abilities

Shadow Blink^{EX}: As a swift action, Ulluug can add the [Teleport] descriptor to its movements until the beginning of its next turn. It does not provoke attacks of opportunity by moving, except from opponents who threaten its square at the beginning of movement. It cannot use the Acrobatics skill to avoid those attacks of opportunity.

Spellcasting: Ulluug's spells have save DCs of 16. It knows the following spells:

1st Circle (5/[Scene]): Cure Light Wounds, Obscuring Mist

2nd Circle (4/[Scene]): Nature's Power, Flame Blade

Passive Abilities

Persistent Inferno^{SU}: At the beginning of Ulluug's turn, it is healed 2 HP for every enemy within 35 ft that is [On fire], to a maximum of 8 HP per turn.

Ulluug can keep many enemies burning with a combination of Flame's Kiss, Firebrand and critical hits, which in helps compensate for its relatively low hit points. If other Fire Elementals are in the party, they should stick close to Ulluug to mutually benefit from as many burning enemies as possible, or blast one another to recover in a pinch.

Rivkah

EL4 Halfling Monk

Discipline of the Serpent/Discipline of the Crane/
Discipline of the Dragon

| | | | |
|-----------------|-------|-------|-------|
| +2 | 5 ft | 45 ft | SMALL |
| INIT | REACH | SPEED | SIZE |
| [Humanoid] type | | | |



| | | | | |
|--|----|---------------------------|--------|----------|
| 50 | 18 | Fort +4 | Ref +6 | Will +11 |
| HP | AC | Awareness 20 (Darkvision) | | |
| [Immune] to [Fear] and combat use of the Intimidate skill. | | | | |



| ATTACK ACTION | | |
|-------------------------|--------|-------------------|
| +11 | 2d6+6 | Bolt-action rifle |
| ATK | DAMAGE | 1600 ft |
| Doesn't need to reload | | |
| +1d8 [Precision] damage | | |
| Musketeer | | |
| Way of the Gun | | |



| ATTACK ACTION | | |
|-------------------------|--------|----------------|
| +11 | 1d8+6 | Unarmed Strike |
| ATK | DAMAGE | 5 ft |
| +1d8 [Precision] damage | | |

Abilities: Str 12, Dex 14, Con 14, Int 10, Wis 22, Cha 10

Skills: Skills: Acrobatics +6, Athletics +5, Larceny +6, Stealth +6, Bluff +4, Perception +10

Feats: Musketeer, Way of the Gun, Shadow Blink

Items: Light Armor, Oakstone Shard, Small Totem

Consumables: Ankh, 2 Healing Potions, Firebrand

KOM: Wisdom (+6) **KDM:** Constitution (+2) **BAB:** +4

opportunity by moving, except from opponents who threaten her square at the beginning of movement. She cannot use the Acrobatics skill to avoid those attacks of opportunity.

Musketeer: If Rivkah uses the Deadly Aim maneuver with her rifle, her first shot of the [Round] deals +7 extra damage.

Way of the Gun: Rivkah may activate the Trip combat maneuver with her rifle instead of a melee weapon.

Rivkah's long range and excellent perception make her a deadly sniper, and her high speed lets her keep her distance from her foes. While Rivkah has nothing to gain from fighting in melee, her unarmed attacks are almost as deadly as her rifle.

Activated Abilities

Stance of the Falling Star^{EX}: When [Prone], Rivkah can stand up as a swift action.

Shadow Blink^{EX}: As a swift action, Rivkah can add the [Teleport] descriptor to her movements until the beginning of its next turn. She does not provoke attacks of

VIII Battle Maps

Okonomiyaki Shop

Encounter 1: The Okonomiyaki Raid and Encounter 2: The Way Is Barred take place on this map. The PCs will also be here for Encounter 4: Shop Around, making it a possible map for Encounter 5: Mean Streets or Encounter 8: Twin Terrors.

Courtyard Shrine

The shrine is the site of Encounter 11: Gardening & Chrysanthemums.

Ruined Courtyard Shrine

This ruined shrine is the site of Encounter 12: Blood & Petals.

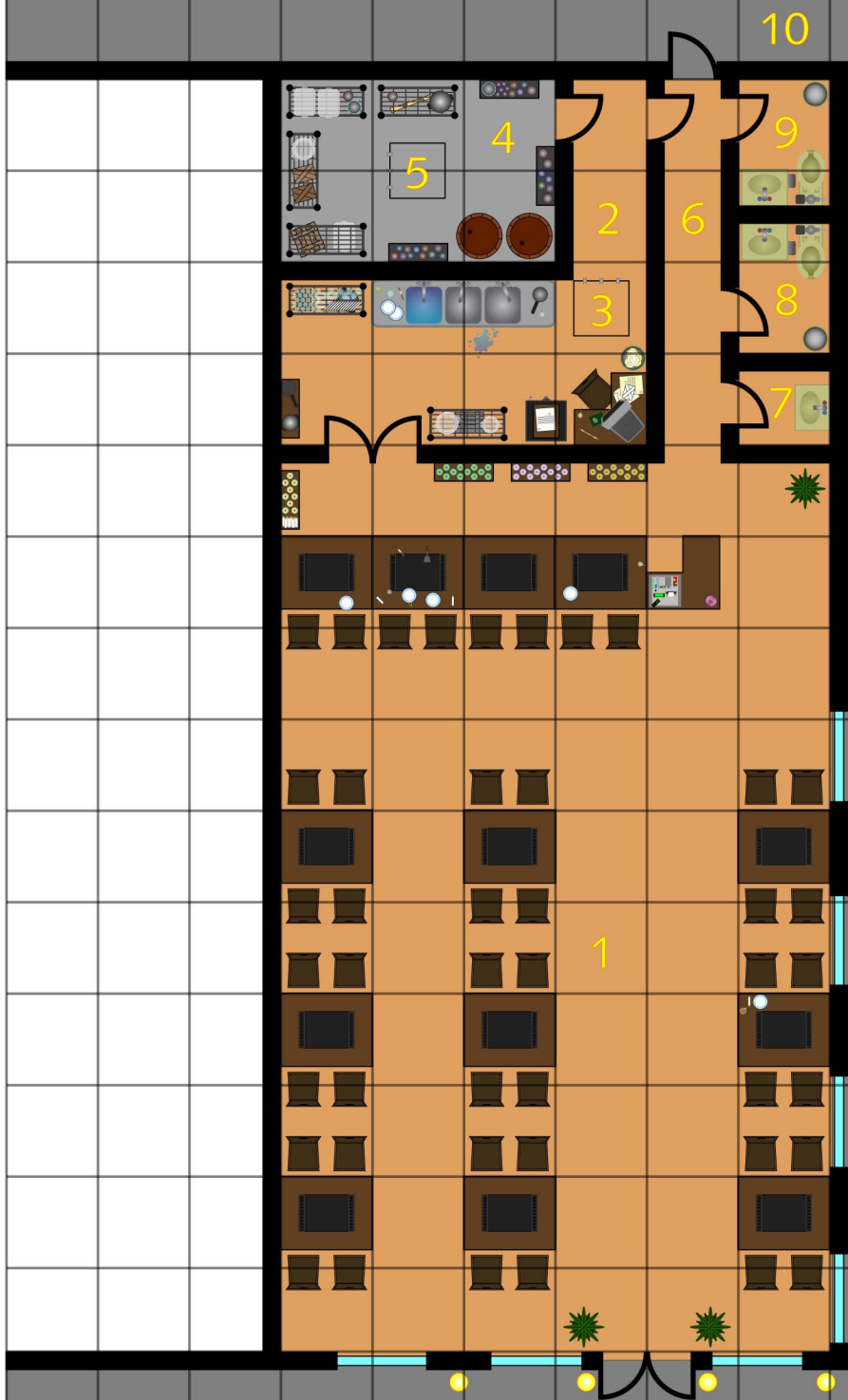
Police Station

This is the map you should use for Optional Encounter A: Police Station if the PCs choose to enter the station through the front door. If they are sneaking in through the basement directly to the archive room, you do not need this map.

Osaka Streets

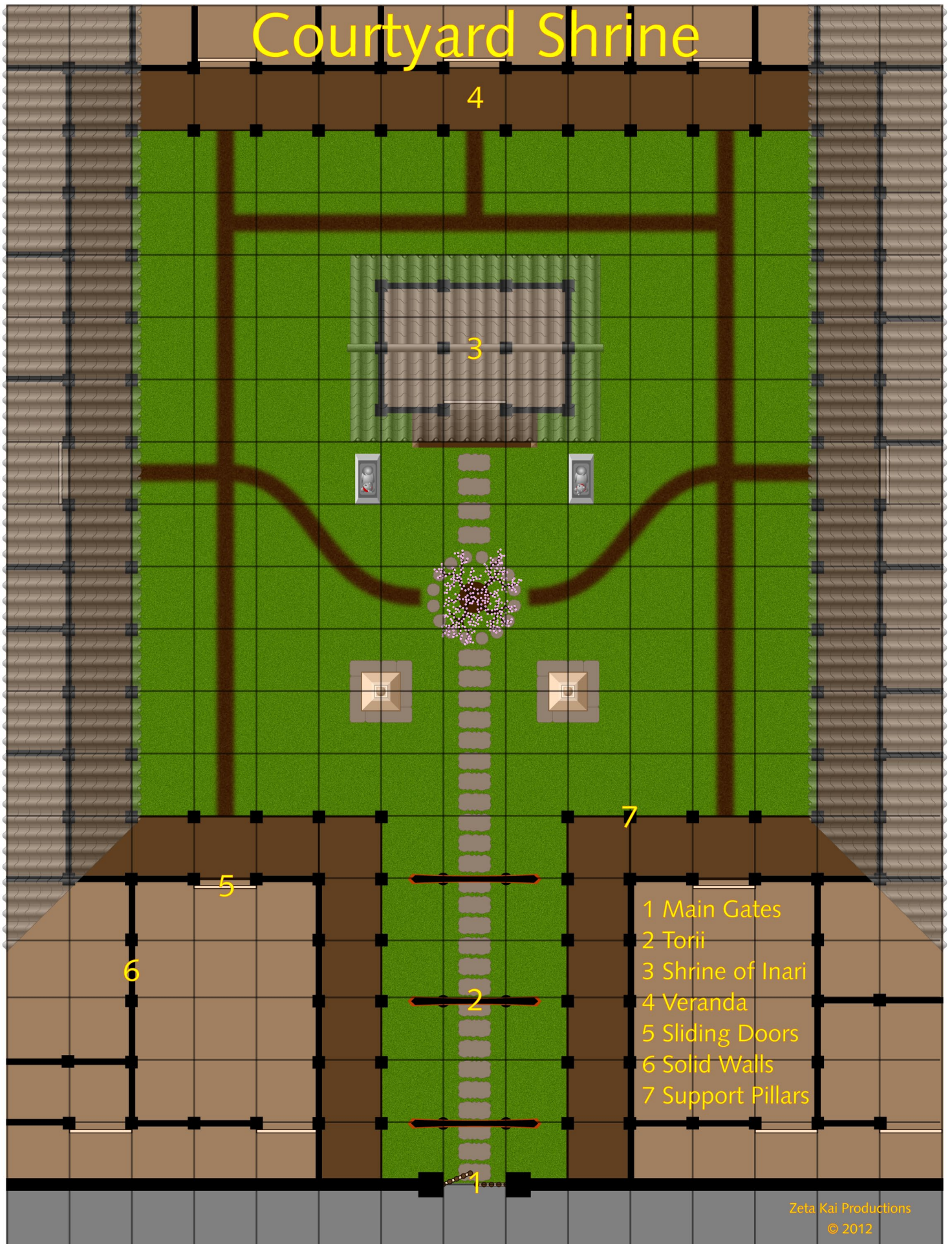
This map is useful for a number of encounters. You can use it if the PCs choose to engage in close-range combat with En in Encounter 6: En-gagement. The map also works for Encounter 5: Mean Streets or Encounter 8: Twin Terrors. One of the rooftops on the map may also be used for Encounter 14: Finish Him!

Okonomiyaki Shop

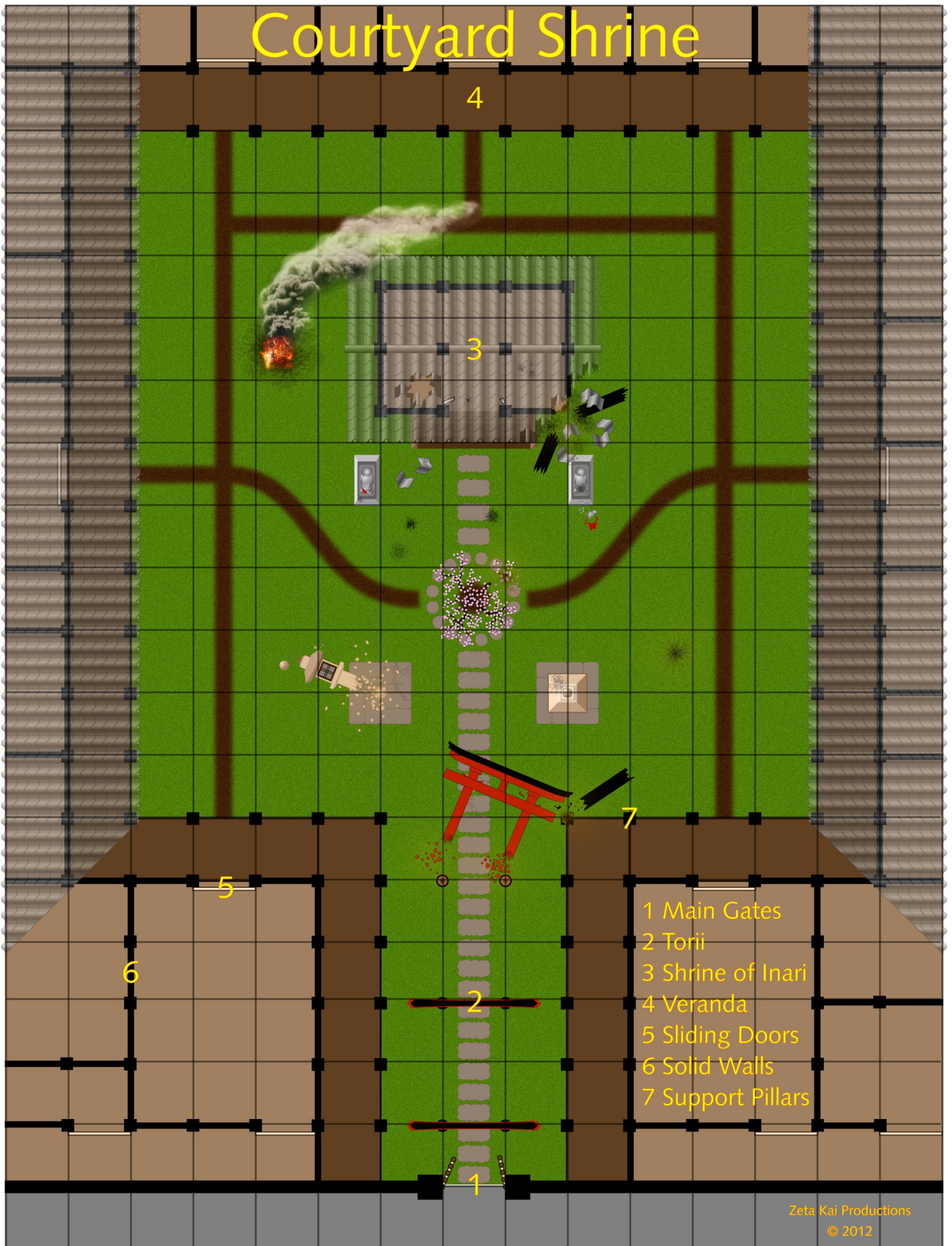


- 1 Dining Room
- 2 Back Room
- 3 Box Compartment
- 4 Walk-In Freezer
- 5 Subway Hatch
- 6 Back Hall
- 7 Cleaning Closet
- 8 Women's Room
- 9 Men's Room
- 10 Back Alley

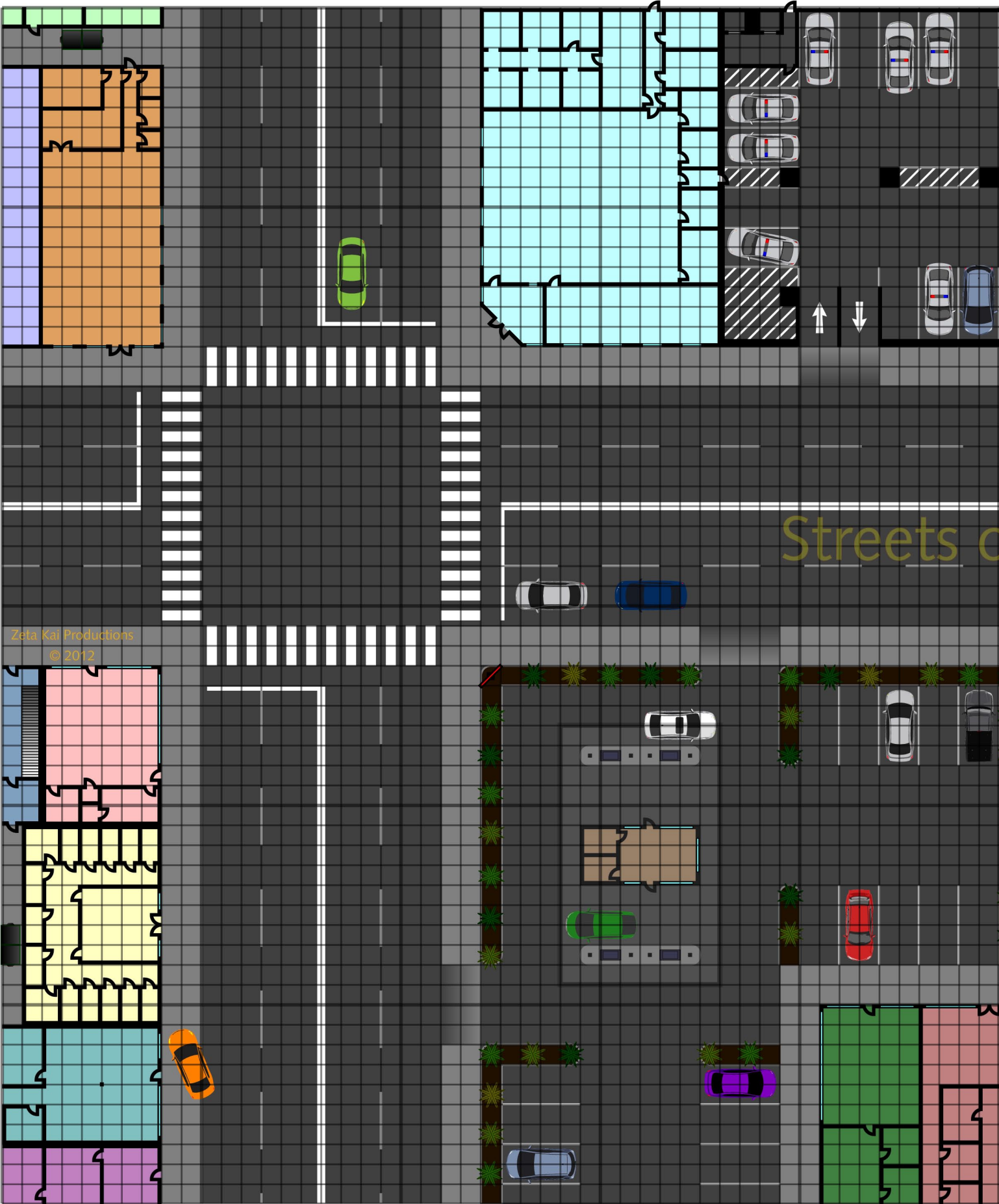
Courtyard Shrine



Courtyard Shrine







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Streets of

