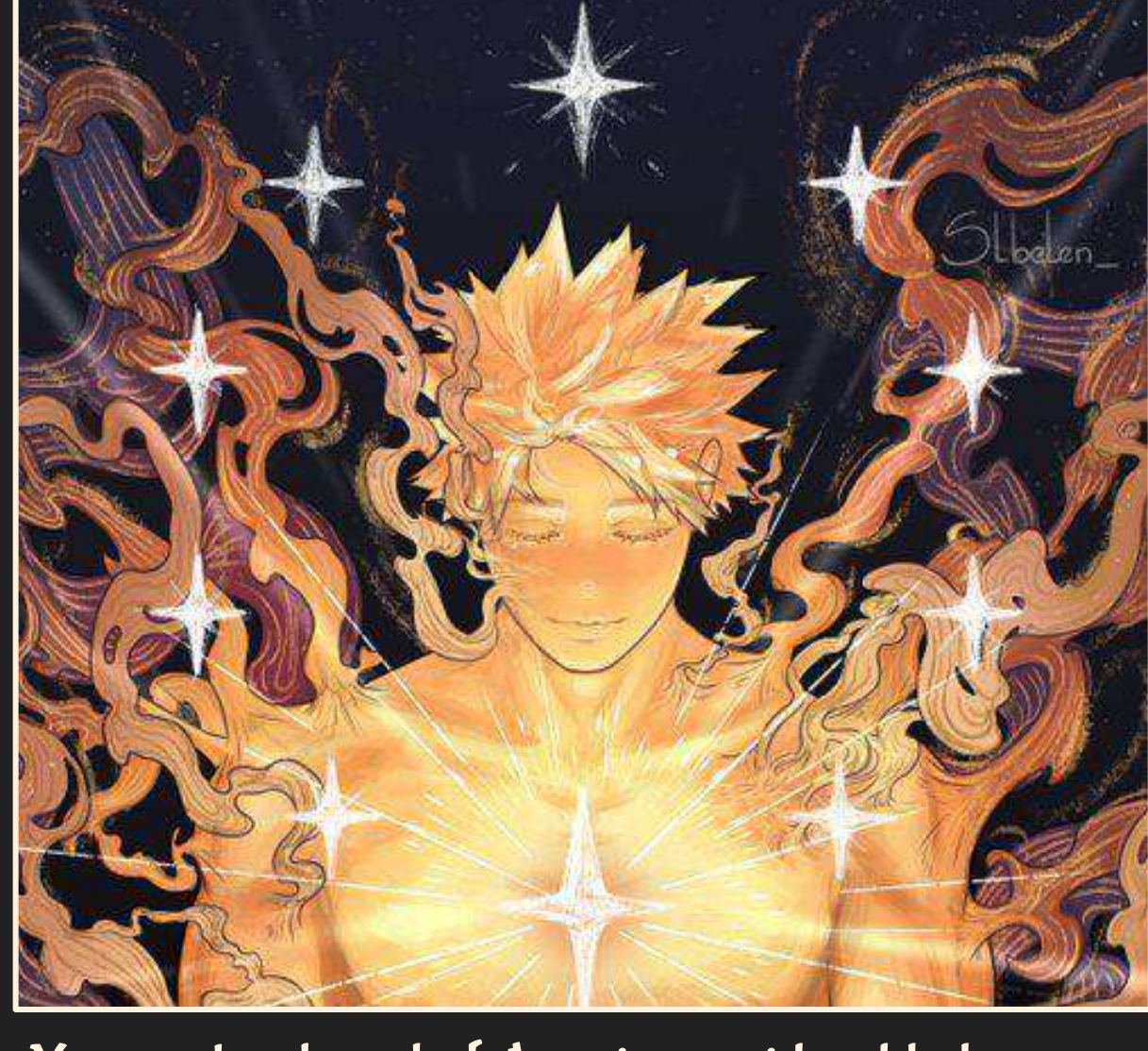


Benevolent Alterations

Pure Pool



Your natural pool of Aura is considerably larger than expected, suffused with surging reserves beyond its natural capacity. Your heart is uncorrupted by evil sources of power, and your Aura flows from a determined, honorable soul.

Gain ♦x4 in your **Aura Reserve** .

−3 AP

Corrupt Pool



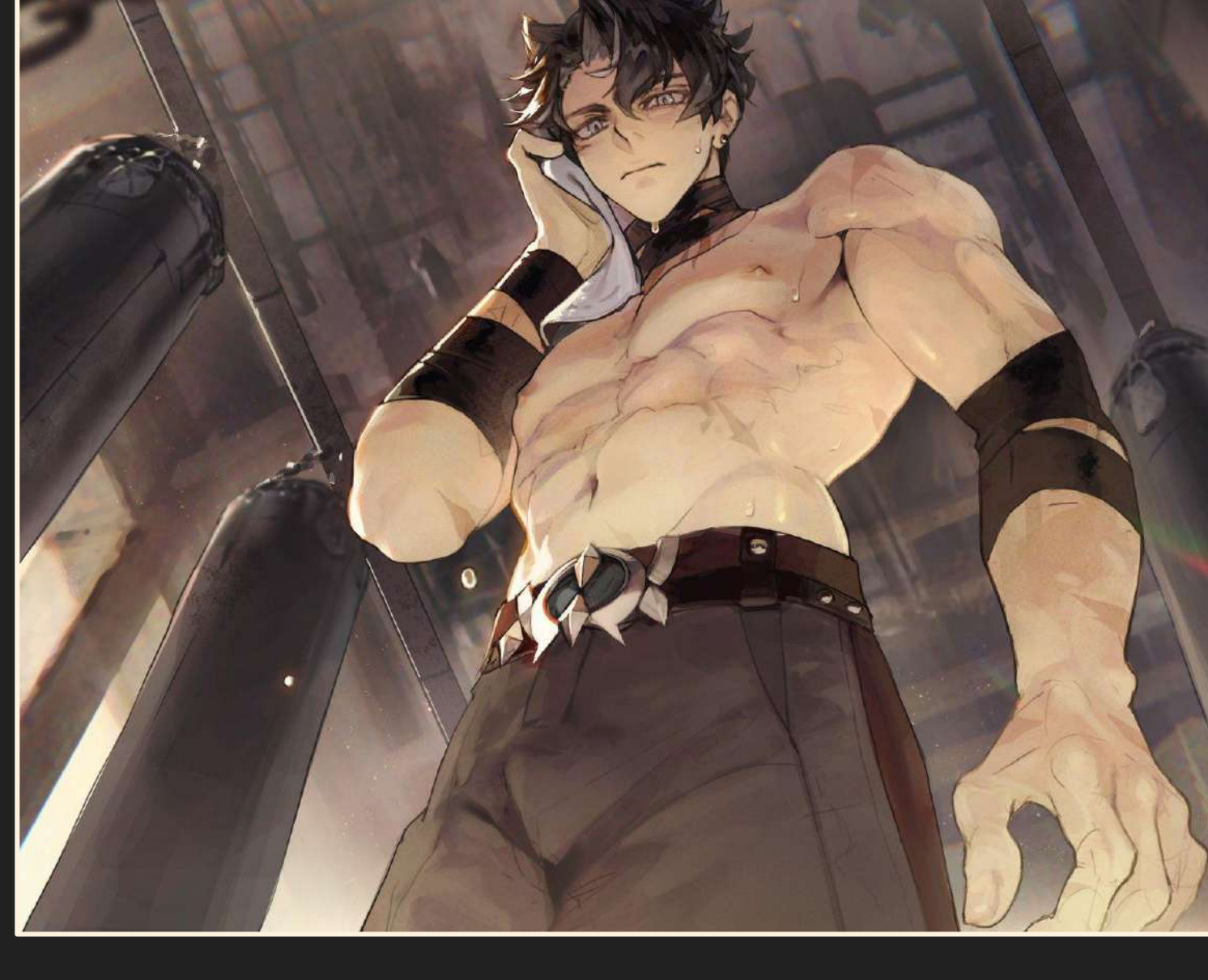
Your Aura is suffused with massive reserves of unstable energy at a terrible price. How the Corrupt Pool will affect you varies from person to person, though it's almost never good. Your heart is brimming with chaos, and your Aura flows from a soul full of ruthless ambition.

Gain ♦x4 in your **Aura Reserve** . Gain ♦x6 instead if you also have "Demon Seed".

Take one **Malignant Alteration** 's effects that you don't already have, with no points gained.

−1 AP

Hard Training

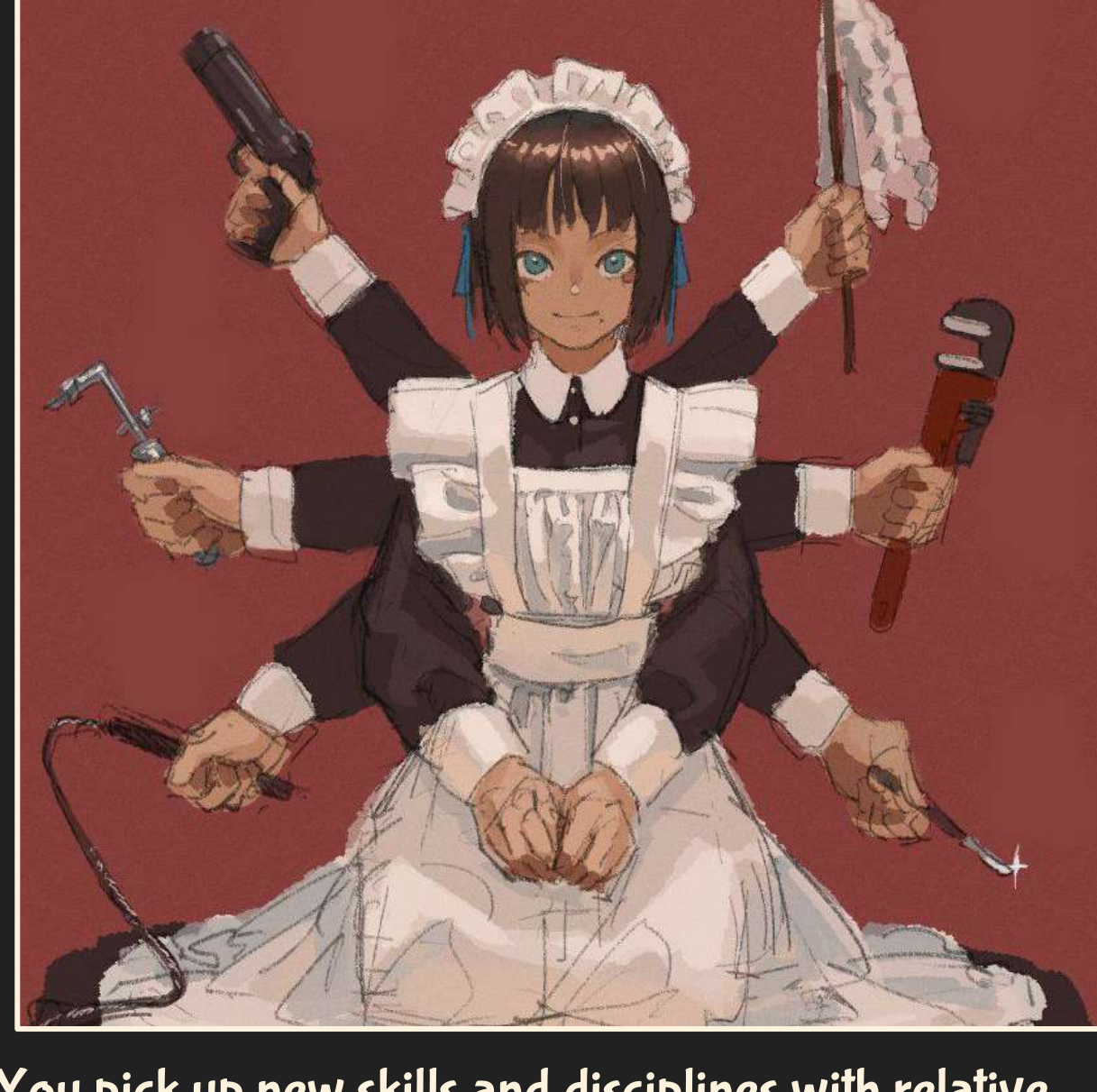


You've poured sweat and tears into maximizing your capabilities through sheer willpower and grit, obtaining hard-won skills that complement your strategies and talents. You're more prepared than Kofuko-san could have possibly anticipated for the work of your Conscriptio, and begin your adventures well equipped.

Gain 3 **Initiate Trainings** or 2 **Master Trainings** for (0 AP).

0 AP

Fast Learner

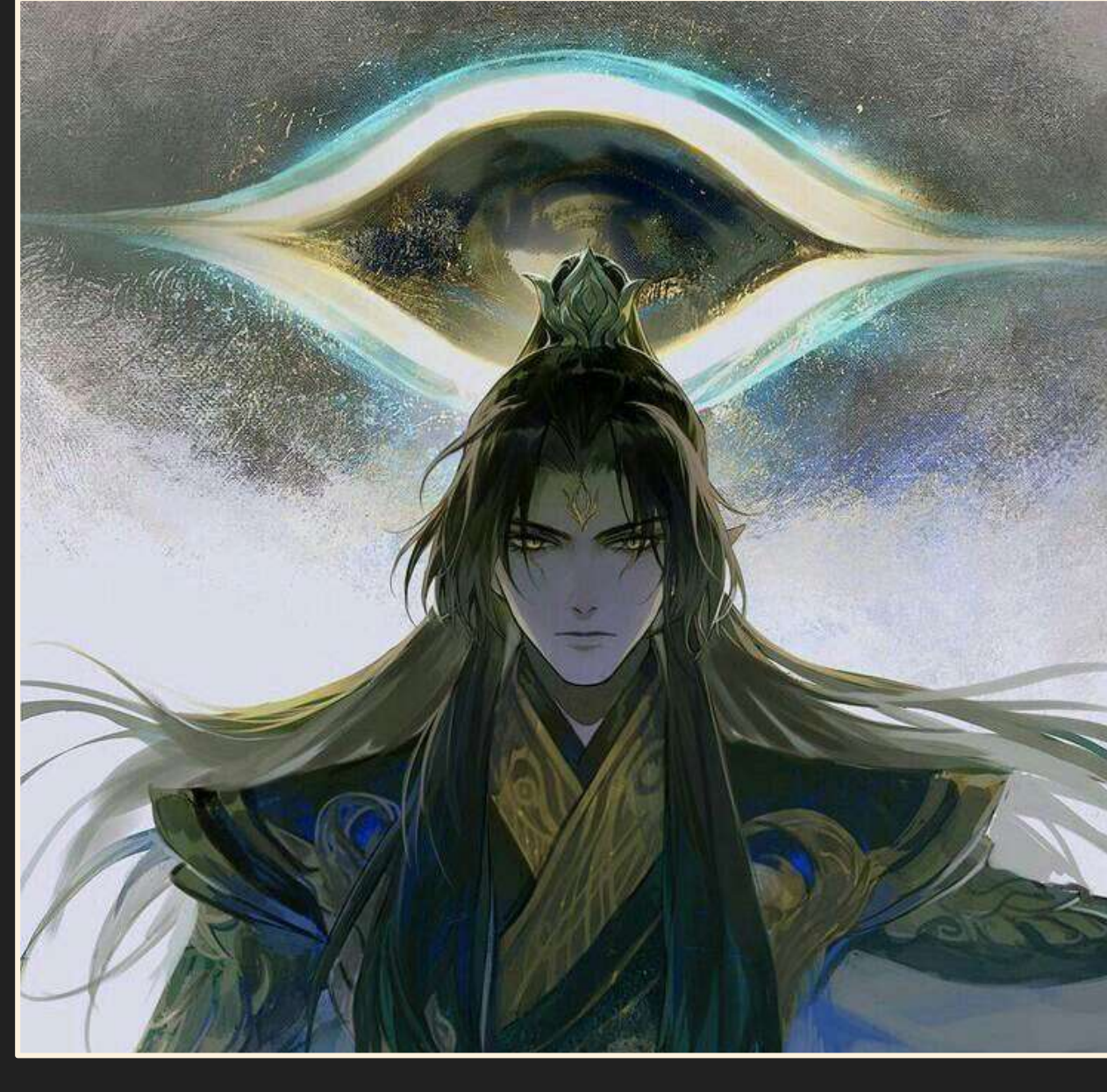


You pick up new skills and disciplines with relative ease, with the bulk of your knowledge informing you on what skills might complement the ones you already have. You're a true renaissance man, a scholar of all subjects, and that knowledge can give you a critical edge in anything from martial arts to histories to espionage.

Gain one **Initiate Training** for (0 AP) with each **Master** or **Legend Training** you obtain, including those that are free.

−3 AP

Sacred Fountain

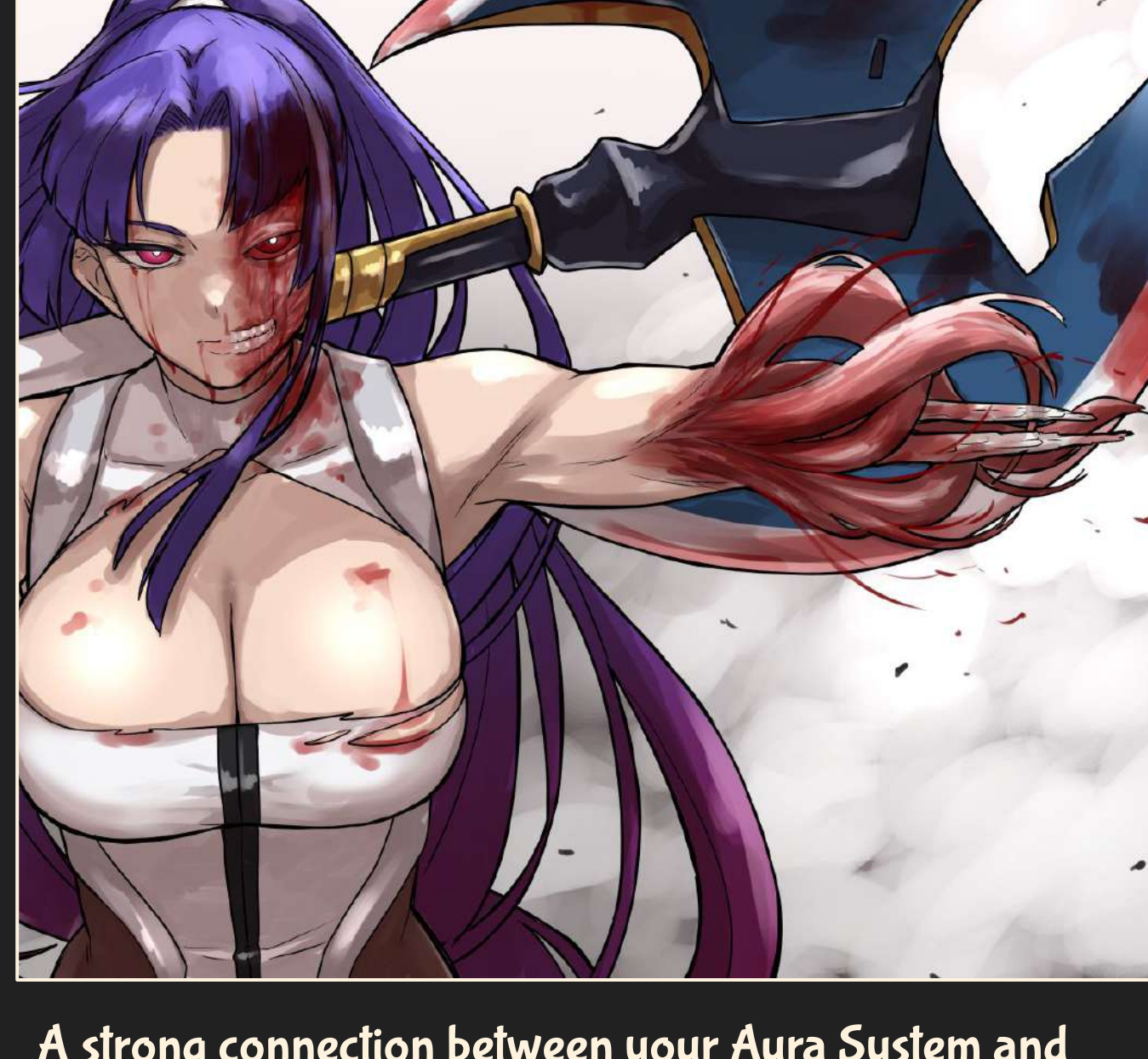


You're a living wellspring of gushing, thrumming Aura, and you recover it with freakish efficiency. Your leylines are vast enough to withstand constant, brutal dissipations of Aura and bounce back like it's nothing. Whatever your stated **Aura Recovery** window is, cut it in half. If it would take 18 to 24 hours to recover your Reserve, it now takes 9 to 12 hours, and so on.

With stronger Networks, this trait can allow you to overuse Techniques again and again and recover the dissipated Aura almost as fast as you expend it, especially if recirculation speeds up your regeneration even further. In long fights and critical situations, your monstrous Aura circulation is a lifeline.

−3 AP

Rebirth



A strong connection between your Aura System and your physical anatomy lets natural Aura regeneration also regenerate your body. At whatever rate your Aura would naturally replenish, your body will also restore from physical damage. At the bare minimum Aura regeneration, this ensures the Rebirth can fully restore your body from any injuries in twenty-four hours. With every option for Aura regeneration in your favor, the Rebirth can visibly heal flesh wounds in real time, and mends even amputation in less than an hour. For the sake of healing, the time it would take to restore your entire **Reserve** is the same time it would take to restore your full body. With a full **Reserve** , the Rebirth will still restore you even though you aren't actively generating energy.

−5 AP

Resilience



Your body endures unimaginable punishment to keep you standing. You find yourself miraculously surviving things that would cripple others for life. Torn limbs, bones snapped in two, guts spilling from your midsection or holes in your chest can barely even faze you, much less kill you. You're immune to poisons in doses that could kill a dozen people and purportedly incurable diseases. You aren't bothered by exhaustion, traumatic stress or life-and-death scenarios, letting you keep your composure in any situation.

−2 AP

Prana Vulture



Your soul leeches from others, growing in strength when others fade and die. Whenever you are directly, physically responsible for a soul being violently sent into the afterlife, your natural Aura recovery rate skyrockets by more than an order of magnitude. You can extend the duration in a kind of domino effect by killing more people, though the rate of restoration won't be augmented by the breadth of your massacre. And, as an added bonus, it feels absolutely incredible. The rush of ending life is ecstasy beyond comparison to you.

−4 AP

Harem Mode



Something within you draws hordes of eager lovers, so much that they are willing to give up on romantic exclusivity and share you. Your love mob won't protest if you cheat, pick favorites, objectify or otherwise dehumanize them. Any existing obligations, sexual orientation, or sense of dignity are forgotten, all just to line up and join the faceless masses of your harems. You'll probably collect many more romantic partners than the ones offered, and can build them with choices in this CYOA for other **Romantic** Relationships. You might even have multiple harems if you put in some minimal effort.

You can have unlimited **Romantic Relationships** in the **Relationships** section.

You may choose 4 **Romantic Relationships** for (0 AP).

Incompatible with **Lone Warrior**.

−1 AP

Mystic Beauty



You're stunningly, unnaturally gorgeous and everyone wants a piece of you. Even Spirits who usually don't have any sort of mortal attractions to speak of might get hot under the collar for you. Phone numbers are thrown like confetti at you. Casual conversations are interrupted by drooling and gawking. Even people who hate your guts want your body. This trait is tied to your soul, and will return with time even if your body changes.

Romantic Relationships cost (−1 AP) or (−1 EP), and you can choose either for each Relationship.

All **Companion Relationships** have the benefits of **Romantic Relationships**, and vice-versa.

0 AP

Charismatic



You've got the gift of a silver tongue, and people follow your leadership regardless of where you lead them. Others are convinced that you have a great destiny that will change the course of history, and you're inclined to believe them. Rising through established organizations or forming your own would be as natural as breathing.

You may have unlimited **Companion Relationships** in the **Relationships** section.

You may choose 2 **Companion Relationships** for (0 AP).

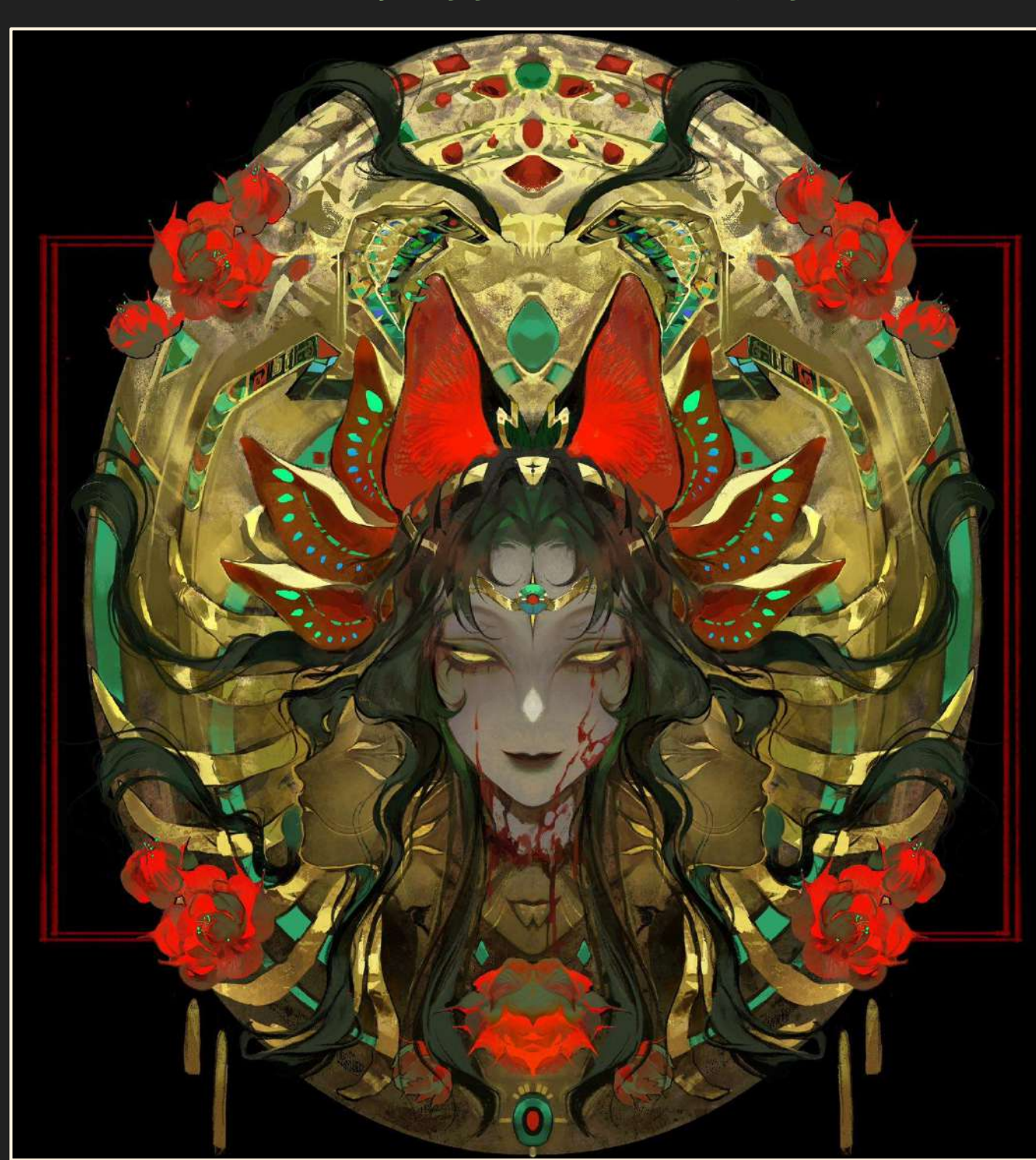
Further **Companion Relationships** cost (−1 AP) each.

You may create a **New Sect** in the **Factions** section.

Incompatible with **Lone Warrior**.

−2 AP

Limitless Meridians

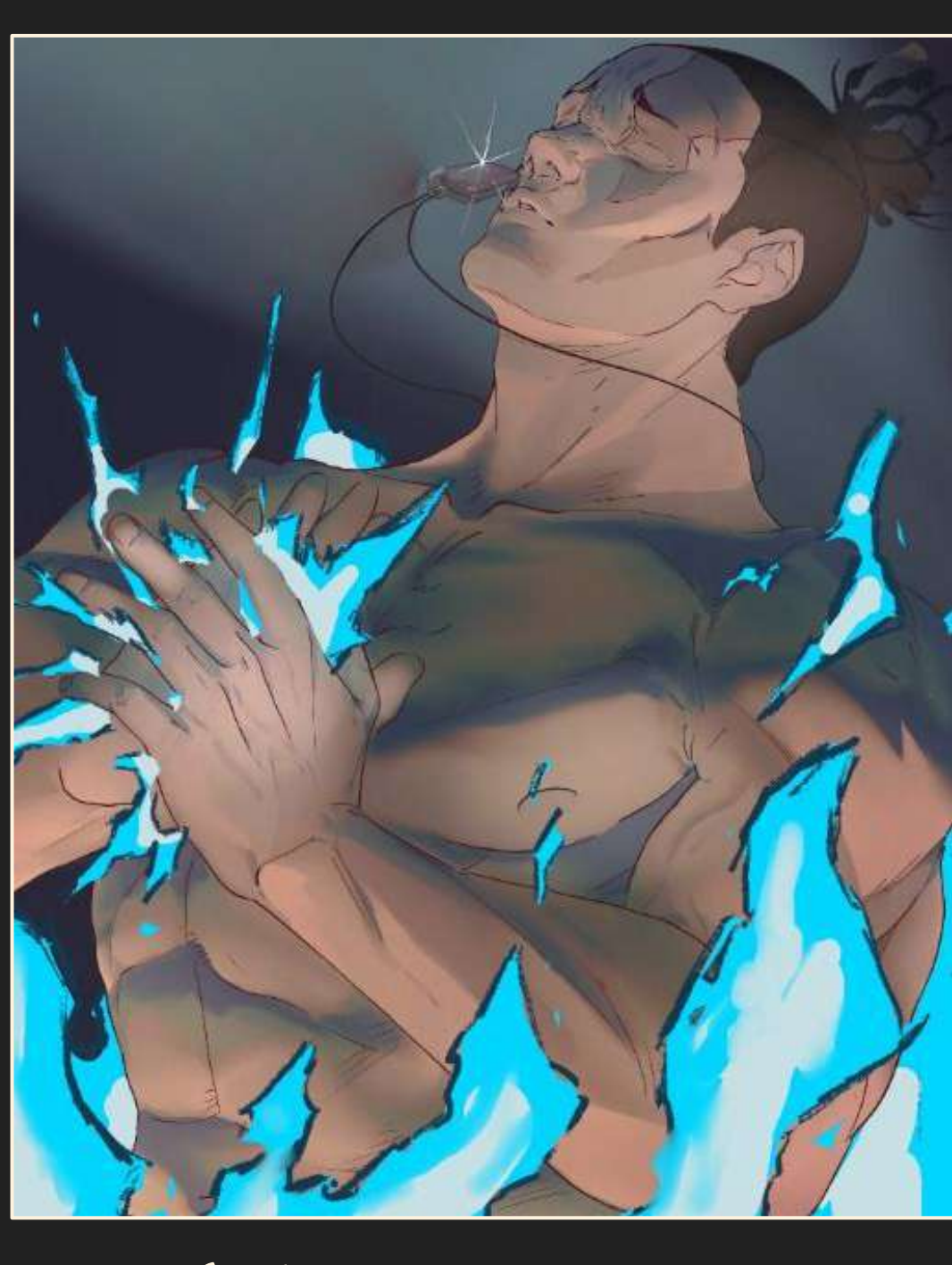


Your Aura System is spread perfectly across your meridians, allowing you to obtain an unlimited number of high-level Affinities (**Technique types**). This is a very rare oddity, and it gives you the genetic potential to reach the highest peaks of every **Technique** under the sun. The Affinities a person has are usually hard limitations based on their bloodline, and you simply have all of them. Genetically speaking, you're a golden opportunity for the Dynasties of Youdu if they can secure your genes.

Ignore the Affinity limits from your choice of **Aura System** . You are limited to Four G3 or lower Affinities instead.

−3 AP

Eccentric



The most powerful Aura users tend to also be a little strange. You have something bizarre about you that gives you special talents, likely rare and detrimental. It could be some sort of strange trait of your Aura System, an idiosyncrasy of your personality or history, or something else, depending on what brand of freak you are. Whatever it is, your inherent weirdness puts you a cut far above the normies.

Take one *Malignant Alteration* 's effects you don 't already have, with no points gained.

+6 AP

Artifact Armory



You are the inheritor of a priceless collection of mystic curios and artifacts to aid you in your goals. These include weapons and tools that will greatly enhance your abilities as a fighter, explorer or scholar, brimming with special effects and enchantments. Once they 're in your hands, they can be stolen, sold, broken or bartered if you 're in the right circumstances.

Weapon Traits cost *(-1 EP)* or *(-1 AP)*, and you can choose either for each Trait.

You gain *(+8 EP)*.

-3 AP

Perennial Lotus



Your Aura is the crucible of your life force, and its interconnections with your soul and body can prevent and even reverse the withering curse of aging. When your **Aura Reserve** is completely full, you do not age in body or soul with the passage of time, and maintaining unused Aura in your **Reserve** will slow the process of aging without outright halting it. With no Aura remaining, you will age normally. Most curiously, you can actually turn back the clock of aging by engaging with your *Recovery Disposition*, gaining lifespan proportional to how long and gratuitously you engage with it. You can also reverse your aging through other means of naturally accelerating your Aura Recovery, gaining more lifespan the greater your rate of Recovery is hastened. There are a number of Techniques which use the wielder 's lifespan as a resource, and with the Perennial Lotus you can recoup those lost years. If you make use of the Lotus assiduously, you may be able to live far longer than most mortals, or even indefinitely.

-3 AP

Inhumanity



Your newly altered body comes with an unnatural trait sculpted to suit your own design. Though this trait can provide all kinds of benefits, it has a distinctive appearance that makes you stick out obviously in a crowd. Possibilities that include an unnatural enhancement to one of your senses, a dramatic change in your stature or bodily proportions, anatomical changes to optimize your jumping height, sprinting speeds or dexterity, changes and additions to your skeleton, nerves and organs, or even the incorporation of weapons and unnatural structures into your physiology. Changes beyond these examples can also be tailored to fit your own ideas, within reason. This trait is tied to your soul, and will return with time even if your body changes.

You can choose this Alteration multiple times.

0 AP

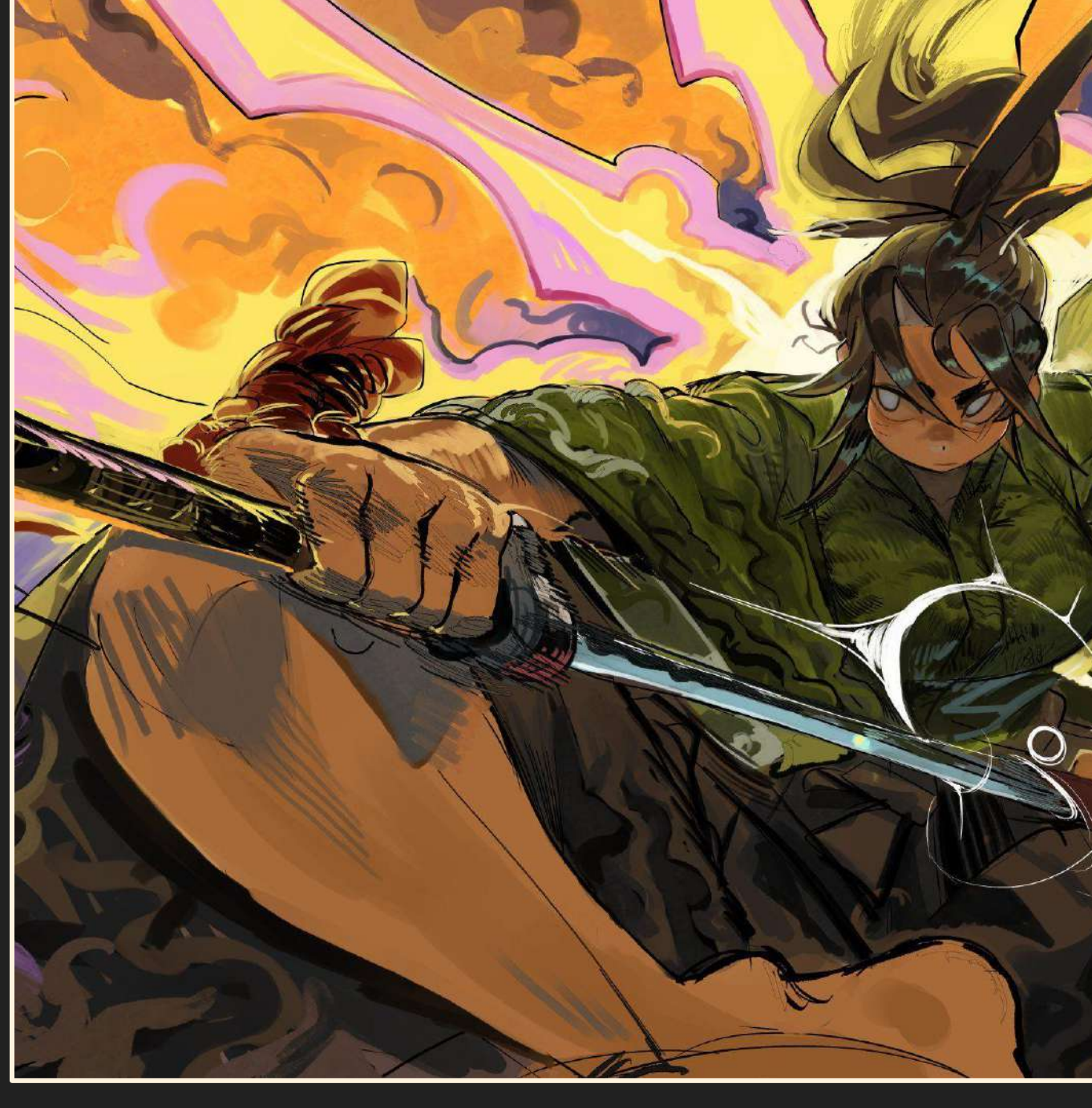
Prodigy



You are second to none in raw potential. You will learn new Techniques twice as fast, and future training will expand your **Aura Reserve** twice as quickly. Abilities that legendary fighters found impossible to master are yours for the taking with a little practice. If you reach the limits of your talent, you 'll become one of the most powerful Aura users in Youdu.

+2 AP

Heavenly Instrument



You have obtained talent and skill with a certain weapon which eclipses all compare, binding yourself to the weapon with your very soul. If you aren 't trained in the weapon at all, you 'll still likely be able to contend with the great masters by sheer natural gifts. If you are especially educated in how to use it properly, you 'll be head—and—shoulders above even the best in the City Between, to say nothing of your prowess if you 've spent a lifetime training. In the face of supernaturally durable opponents, enhanced speed, and the whole panoply of labyrinthian Techniques, your sheer acumen allows you to contest foes far out of your league by deadly skill alone. You are so interlinked with your weapon that for the purposes of any and all Techniques your Heavenly Instrument is an extension of your body. This includes enhancements to your strength, durability, regeneration, and speed, as well as contact-based Techniques.

Select one weapon that you own, and make it your Heavenly Instrument. A Heavenly Instrument can have up to 5 Weapon Traits. You can choose this Alteration multiple times.

0 AP

Pure Body

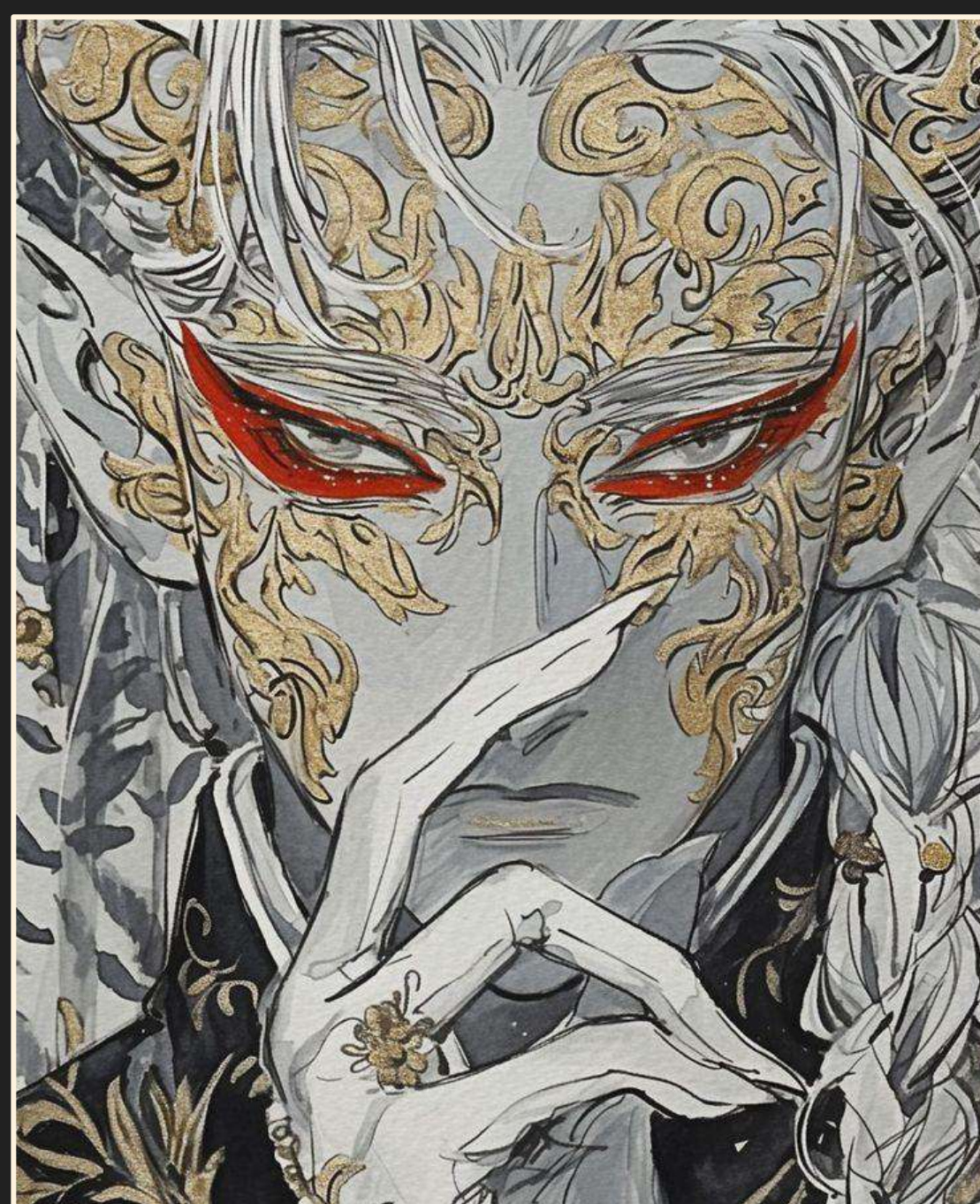


Your Aura System is sealed from the inside, forcing all of its energy and power to concentrate inward. Practically speaking, almost all Release Techniques are impossible for you to learn, but the few you can learn will flood your body with the excess energy, greatly amplifying speed, strength, resilience and dexterity. The results are as powerful as the restrictions are severe. The more of your **Aura Reserve** is Devoted to your Techniques, the greater the surge of enhancements to your body, with more powerful Arts providing greater magnification. If you have a massive **Reserve** Devoted entirely, your body will experience explosive feats usually only possible through the powers you are excluded from. Your Aura also is impossible to sense or detect through normal means, since none of it can leak into the atmosphere.

You can only choose options that are "Martial Arts", "Weapon Arts" and "Improvisation Arts" in the Release Techniques section, including "Secret" Variants. You can still choose Techniques that require your Race or are free through your Race.

+5 AP

Special Technique



You 've learned a variant on an existing Technique with your own personal twist. Your unique touches can range from a change of appearance to a significant reshuffling of its stated mechanics, complementing your style and strategies in ways it couldn 't before. Any changes you make in your Special Technique should be reasonably balanced. The original and your Special Technique should be better or worse in different situations, but neither should be objectively better than the other in most scenarios. It can be an improvement in the context of your personal arsenal of abilities, but not an improvement in its own right.

Select one Release Technique that you know, and make it a Special Technique. You can choose this Alteration multiple times.

0 AP

Signature Technique



In your favored Technique, you have a natural talent that leaves some of the strongest Aura Users in the dust. Your Signature Technique is empowered to the point of madness, with an increased raw power much greater than what 's explicitly stated. A Signature Technique is a class above its usual limits and potency, even if it would otherwise be pretty weak. Some Techniques have obvious room for improvement, where others don 't. In whatever ways it can, your Signature Technique will be superior to the baseline.

Select one Release Technique that you know, and make it your Signature Technique. You can choose this Alteration multiple times.

0 AP

Spirit Blood

An ancestry among the Spirits gives you certain beneficial traits beyond the scope of human biology. Select two of the following, or one if you are not a "Yokai":

Toughened: Your ancestors spent centuries maximizing their strength and body mass to their physical limits. You gain muscle much easier than others, and are unusually tall.

Horned: You were born with a bone structure designed to withstand incredible forces, especially around your cranium. Bone fractures and breakages will require almost ten times as much force to inflict on you. If you have horns, they are needle-sharp and nearly indestructible.

Armed: You have four arms instead of two, allowing you to perform hand signs and postures to enhance your Techniques while wielding twice as many weapons at once.

Seen: You have a third eye at the center of your forehead, increasing your field of vision to 270°, enhancing your reactions, and allowing you up to three "Eye" Techniques instead of just two.

Sharpened: Your eyes are designed for the eternal conflict of the darkness. Your eyesight is dramatically enhanced beyond that of a human's, and you can see perfectly in the dark.

Inebriated: You automatically obtain the Alcohol Recovery Disposition, owing to the drunken exploits of your demon ancestors. You still get to choose another Recovery Disposition, and if Alcohol is chosen again, its benefits for Aura regeneration are doubled.

Craved: Your blood reeks of a sex demon's lusty heat, and this allows you to automatically obtain the Love Recovery Disposition. You still get to choose another Recovery Disposition, and if Love is chosen again, its benefits for Aura regeneration are doubled.

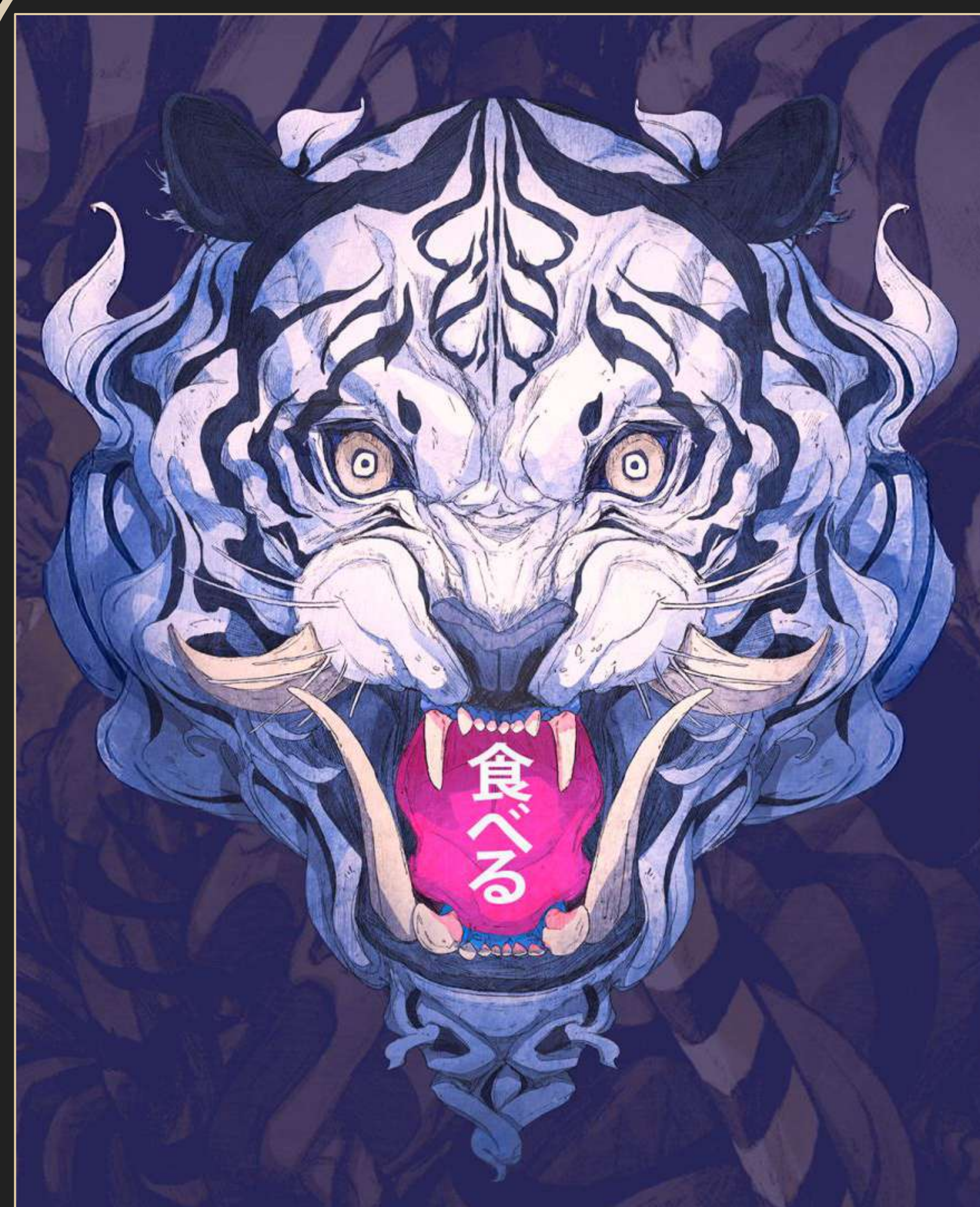
Sullied: You have the sensually tempting looks of a succubus or incubus. Being around you for too long will break most people's will, and you're treated more favorably by the opposite sex.



You can make any cosmetic alterations to your body you'd like related to your Spirit ancestry. This can be vestigial horns, tails, altered skin tones, forked tongues and more. If you are not a "Yokai", you count as one for all intents and purposes in the Release Techniques section.

–1 AP

Animal Blood



You can make any cosmetic alterations to your body you'd like related to your animal affinity. Cat ears, antlers, iridescent feathers, running down your forearms, facial alterations, bovine endowments, body fur and sharpened canines are all examples. If you are not a "Shapeshifter", you count as one for all intents and purposes in the Release Techniques section.

–1 AP

An animal ancestry gives you the edge over some lesser human faculties. Select two of the following, or one if you are not a "Shapeshifter":

Prey's Reflex: Your reflexes are dramatically enhanced like those of prey animals. You have the reaction time of a housefly, and can respond to danger much quicker than most of your opponents.

Beast's Wings: You possess a set of insect-like, feathered or leathery wings that can fold into your back. They aren't practical for gaining more than a few feet of height on their own, but they can be used as effective gliders and break falls with grace.

Parrot's Tongue: You speak the four animal languages: the Hair Tongue to speak with mammals, the Scale Tongue to speak with reptiles and amphibians, the Feather Tongue to speak with birds, and the Shell Tongue to speak with shellfish, arachnids and insects.

Bear's Slumber: Many animals go into a long, static slumber to maintain their health in hostile climates. You do much the same as a light nap. You automatically obtain the Sleep Recovery Disposition. You still get to choose another Recovery Disposition, and if Sleep is chosen again, its benefits for Aura regeneration are doubled.

Lion's Appetite: The ruthless hunger of animals has kept them alive and competitive in the harshest environments on earth. You've inherited their bottomless stomach, automatically obtaining the Hunger Recovery Disposition. You still get to choose another Recovery Disposition, and if Hunger is chosen again, its benefits for Aura regeneration are doubled.

Monkey's Tail: You have a prehensile tail that can be used to hang onto branches, wield weaponry, grapple or activate any contact-based techniques.

Tiger's Claw: You have a set of razor-sharp retractable claws embedded in each of your fingers that you can exude at will. These are useful both for dealing bloody blows in hand-to-hand combat and as climbing tools.

Beastial Pheromones: Your body exudes a powerful cocktail of scents that drive compatible mates wild. You're immediately more alluring as a partner, and the weak-willed flock to you like moths to a flame.

Undead Blood

Some element of your physiology is enchanted with necromantic Alchemy, giving it certain advantages over purely living flesh. Select two of the following, or one if you are not an "Undead":

Vampire Body: Your body's age is realigned to match that of your soul, giving your form a natural lifespan of 160 to 200 years. The majority of this extended life is spent in your physical prime.

Vengeful Tracing: Your undeath is the result of a powerful desire for vengeance against those who wrong you. If someone causes you physical harm, you're able to track their movements and location for days afterward.

Lich's Rattling Bones: Your organs and muscles are no longer necessary to keep you animate and moving around, though you can still die if they fail for a long time. So long as your skeleton is undamaged, you'll be able to continue moving that part of your body regardless of injury.

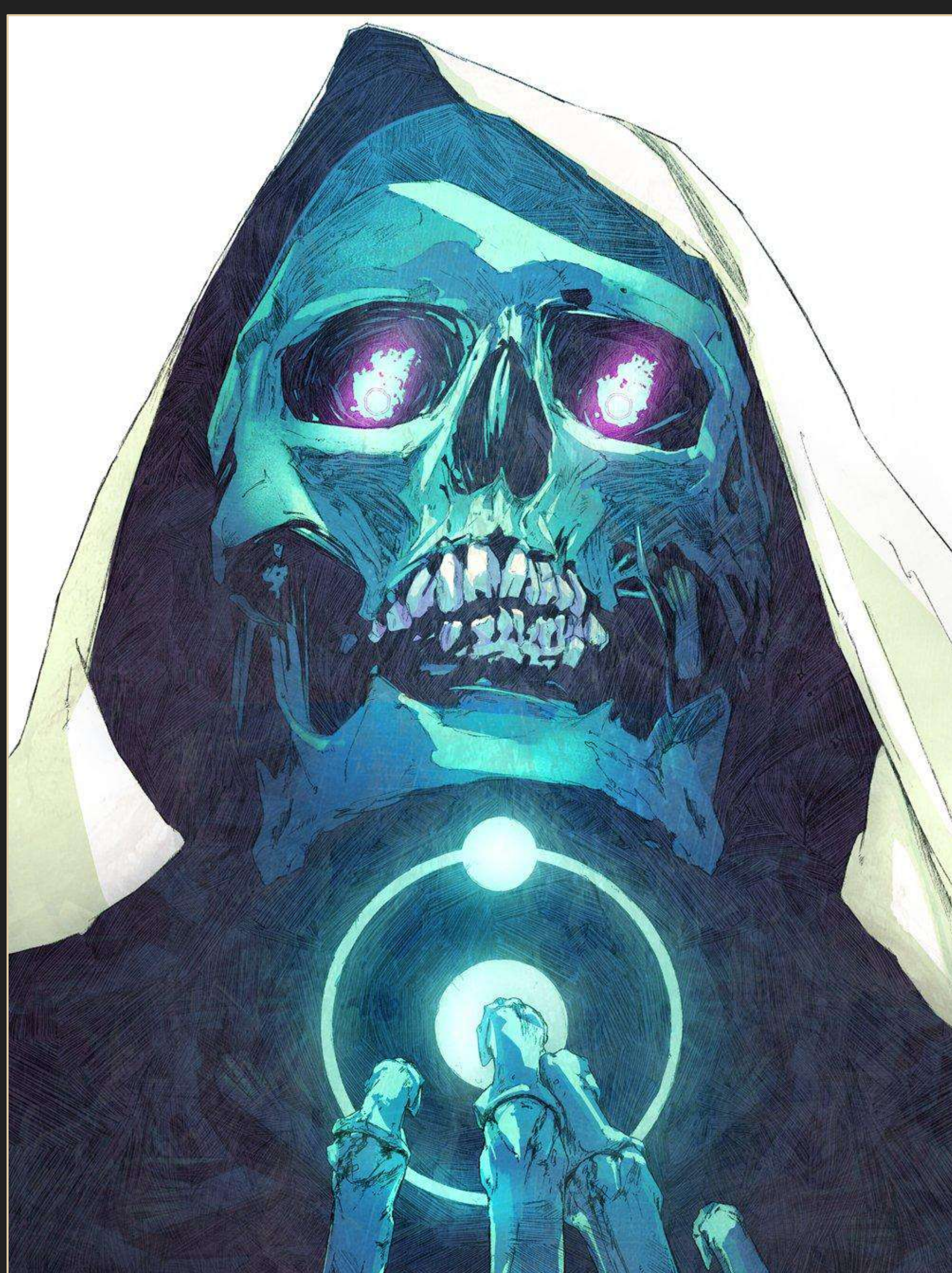
Careful Embalming: You are immune to the effects of poison and disease by virtue of being already dead. Acids or substances that physically degrade your body can still hurt you, but practically all other toxins are ineffective.

Ghoulish Flesh: The skin over your bones can become semi-translucent, and you can choose whether it is as clear as ice or as opaque as normal skin as the situation requires.

Ruminating Tomb: You've had plenty of time to consider your long life, and spent ages in the silence of a tomb or coffin. You automatically obtain the Meditation Recovery Disposition. You still get to choose another Recovery Disposition, and if Meditation is chosen again, its benefits for Aura regeneration are doubled.

Prickling Death: Being shackled to decaying flesh is no cakewalk, and you feel your fair share of aches and agonies through the unnatural circumstances of your undeath. You automatically obtain the Pain Recovery Disposition. You still get to choose another Recovery Disposition, and if Pain is chosen again, its benefits for Aura regeneration are doubled.

Porcelain Countenance: You have the pale, pristine visage of the enfolded, prepared painstakingly for the grave. While it might be a little uncanny, your beautiful appearance is without blemish and flawlessly proportioned.

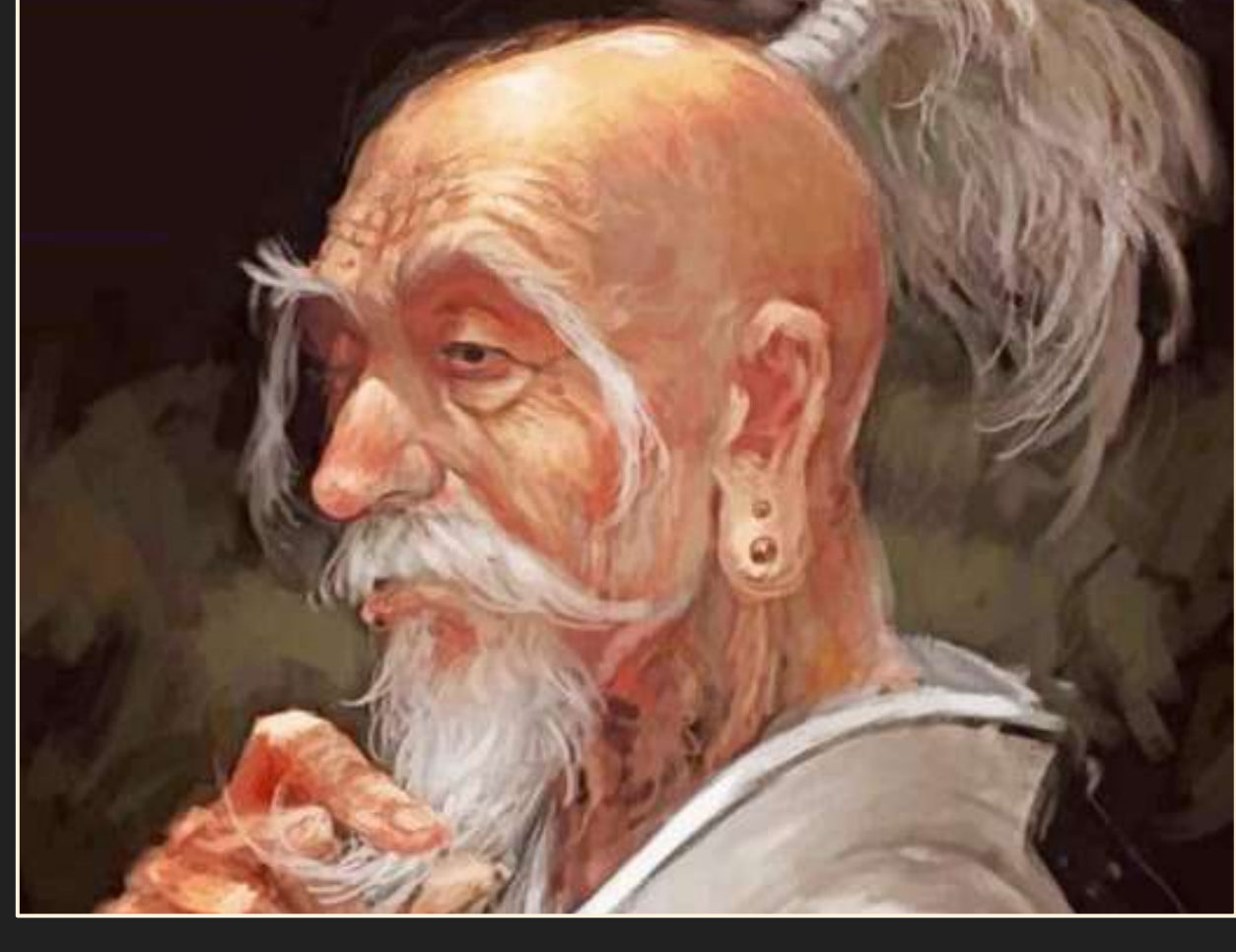


You can make any cosmetic alterations to your body you'd like related to your undeath. Stitches on your head, graying skin, extended vampiric fangs, and so on are all examples of additions you might have. If you are not an "Undead", you count as one for all intents and purposes in the Release Techniques section.

–1 AP

Malignant Alterations

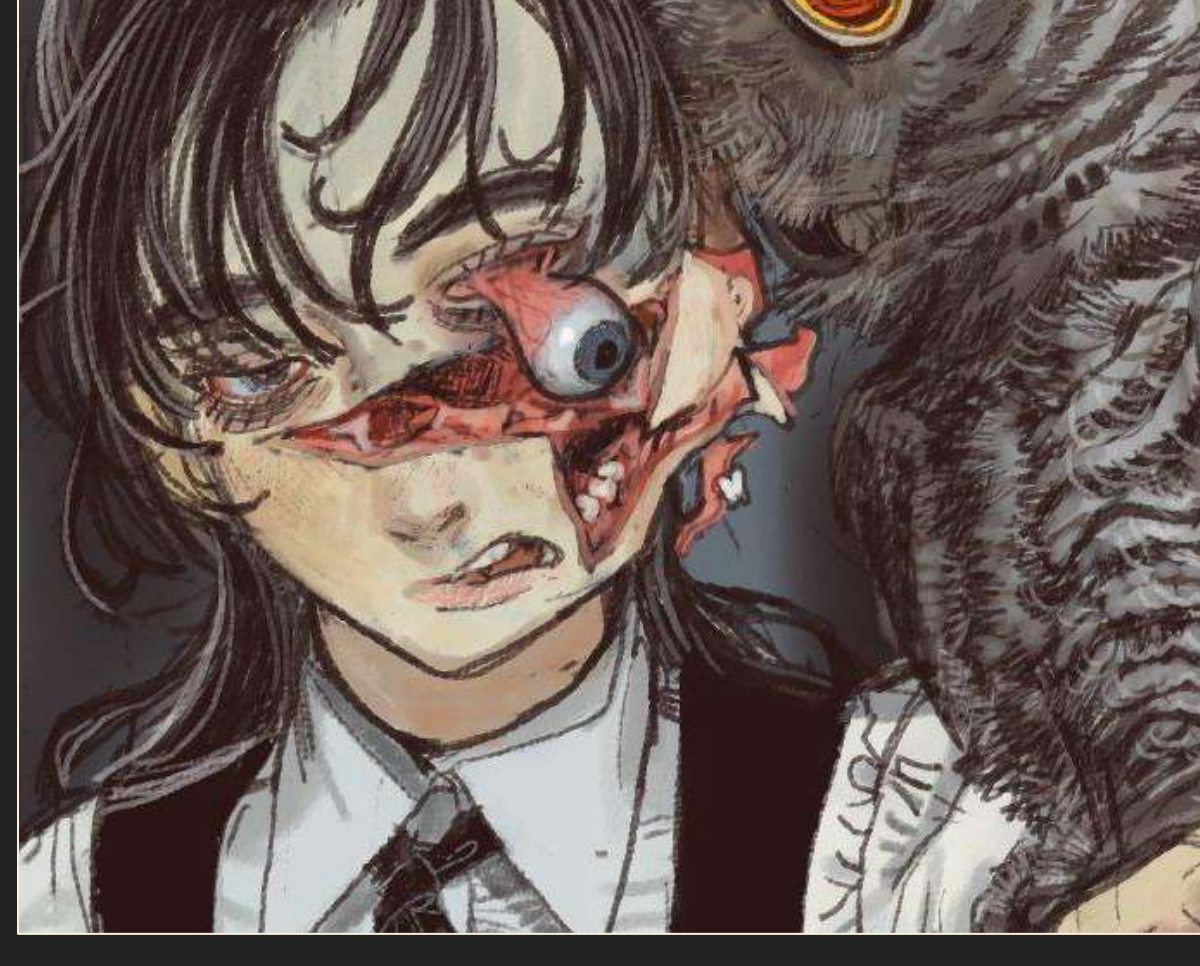
Age Disjunction



You've been placed in a body with a completely different age than the one you had before. You can choose whether your body is dramatically older or dramatically younger, but whichever you choose, you'll be physically crippled compared to an adult in their prime. If you're engaging in behavior inappropriate for your age—drinking, gambling, etc.—you might find yourself in legal trouble. Age Disjunction only changes your physical body's age, and not your soul's, a distinction that is sometimes relevant. Certain Techniques might be able to temporarily fix this curse, but only time can change your body's age permanently.

+3 AP if significantly older, or
+5 AP if significantly younger.

Memory Tampering



Most memories of your first life have been wiped clean. The few that remain, only the strongest and most important, are a brief slideshow of childhood events, frequented locations and important relationships, the bare minimum required so that 'you' are still 'you' after the fact. You do not remember your choices or meta-knowledge, nor what changes Kofuko-san has made.

+3 AP

Fanservice

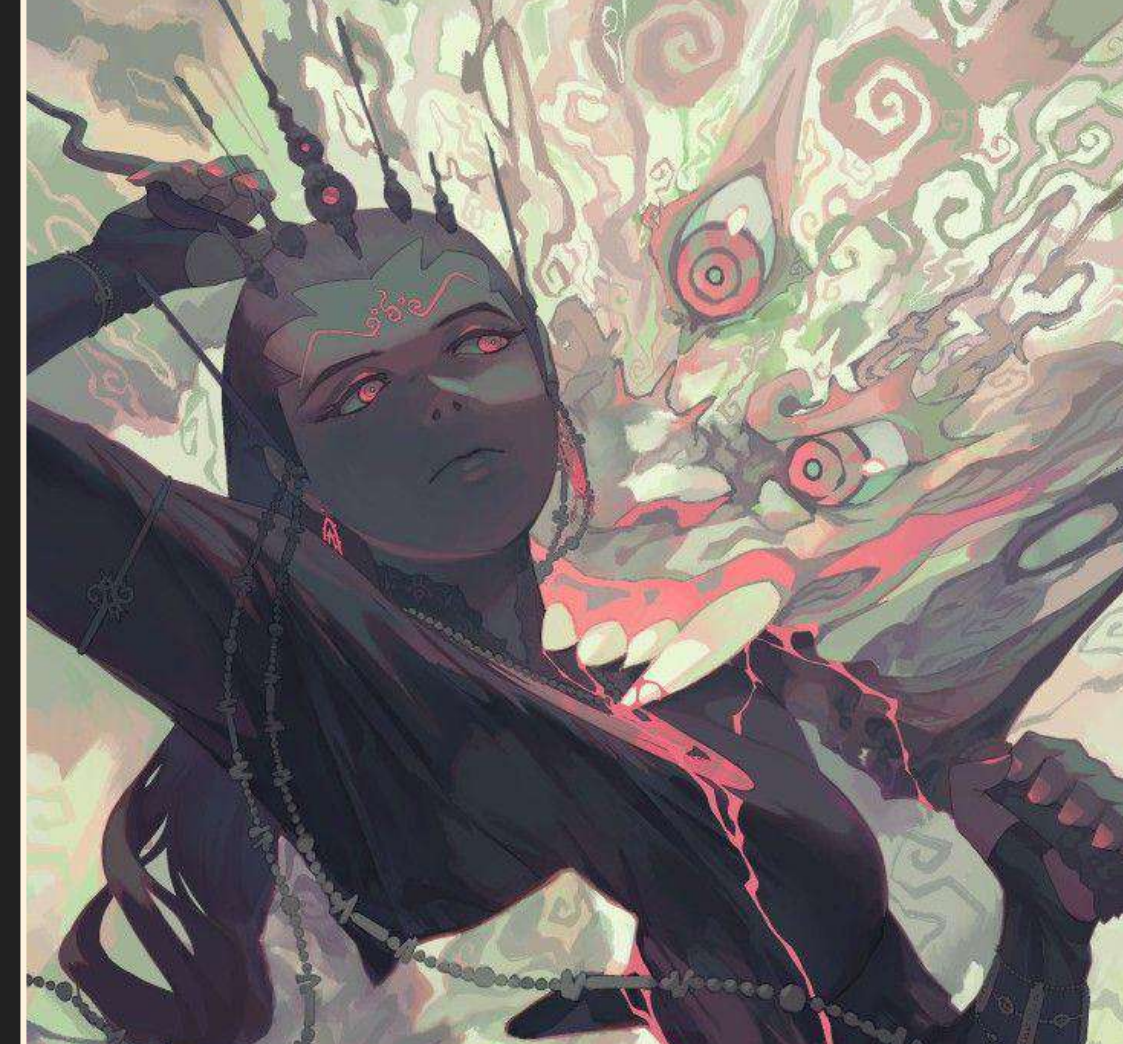


The mysterious forces of the audience's sexual frustration will ensure you're put in as many explicit situations as possible. You will get wrestled into all sorts of intimate positions, pose sensually without realizing it, and generally endure a lot of barely-disguised fetish material at your expense. Incidental wardrobe malfunction and bondage follow you like the plague.

If you're male, expect to tear off your shirt a lot and fall into borderline homoerotic situations to get the fangirls going. If you're female, your clothes will be smaller than a swimsuit. You won't ever be forced into actual sex or full nudity unless you go along with it, but if something can devolve into flagrantly suggestive parody, it probably will.

+4 AP

Delicacy



Your Aura is unusually delectable to beings hungry for your worship, bringing great power and satisfaction to anyone who drains you. Yokai who can drain Aura will prey on you like vultures, and powerful, dangerous Spirits will be naturally drawn to your location like flies to a corpse. If you aren't already an Aura Slave, many will try to capture you and make you into one.

+4 AP

Code of Conduct



Your new body is bound by a restricting vow, and will physically stop itself if you try to break it. The vow must bind you to a limiting moral rule that impedes you in battle or society. A vow of celibacy, a vow to never kill, or a vow to never have possessions are some good examples, but another will suffice if it will genuinely impede your behavior and your goals frequently.

+2 AP

Klutz

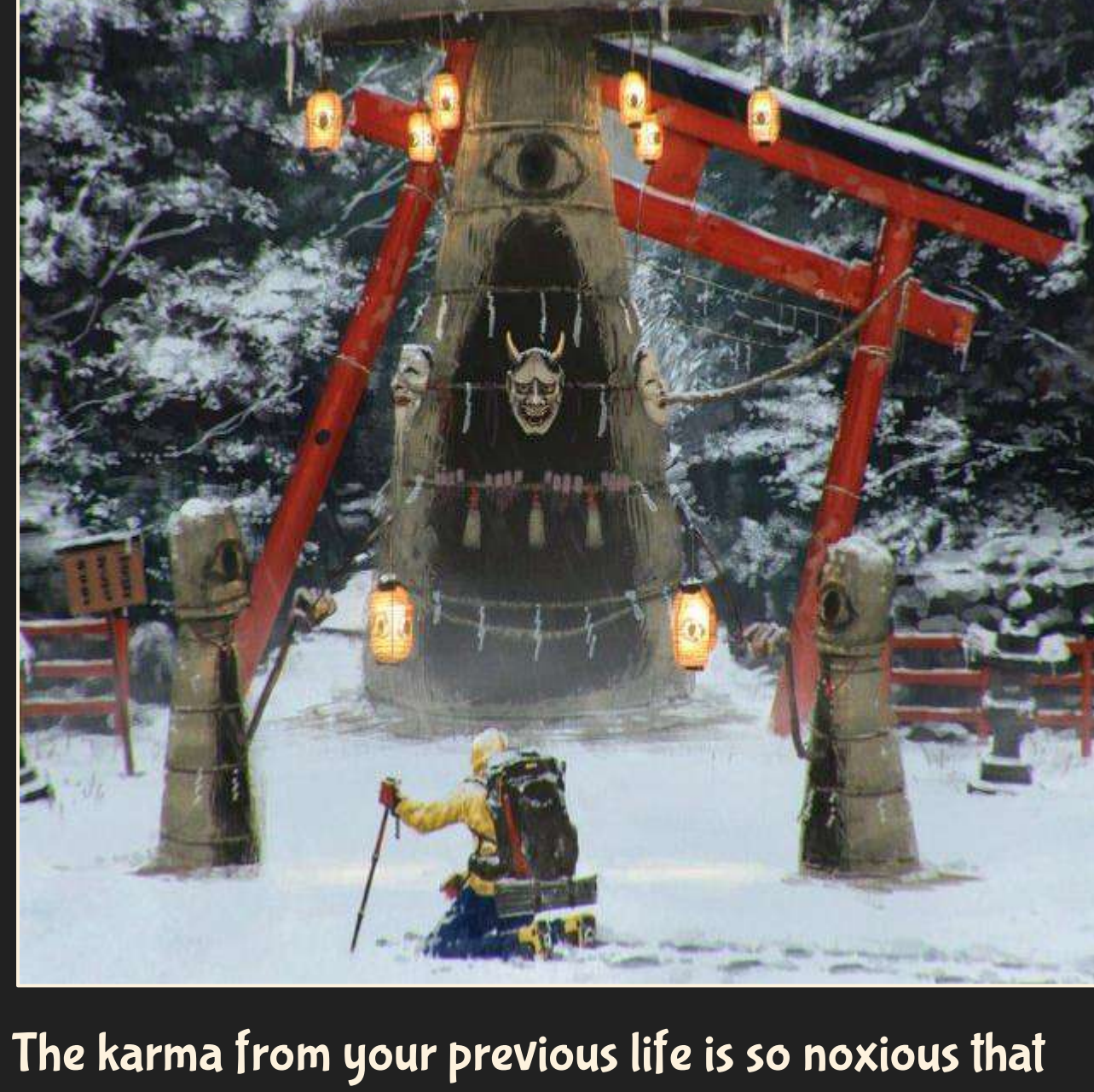


You're the living embodiment of an ostrich on roller skates. You flip, tumble, crash and fall with all the grace and balance of an airborne brick. While this is all fine when you occasionally drop a plate or bruise your knees, it's absolutely debilitating in a place like Youdu, where martial prowess and athletic coordination are lifelines. Aura tricks and training can help to a certain extent, but never so much that you aren't easy to topple with a well-placed strike or a particularly strong gust of wind.

You cannot choose options that are "Martial Arts", "Weapon Arts" or "Improvisation Arts" in the Release Techniques section, including "Secret" Variants.

+5 AP

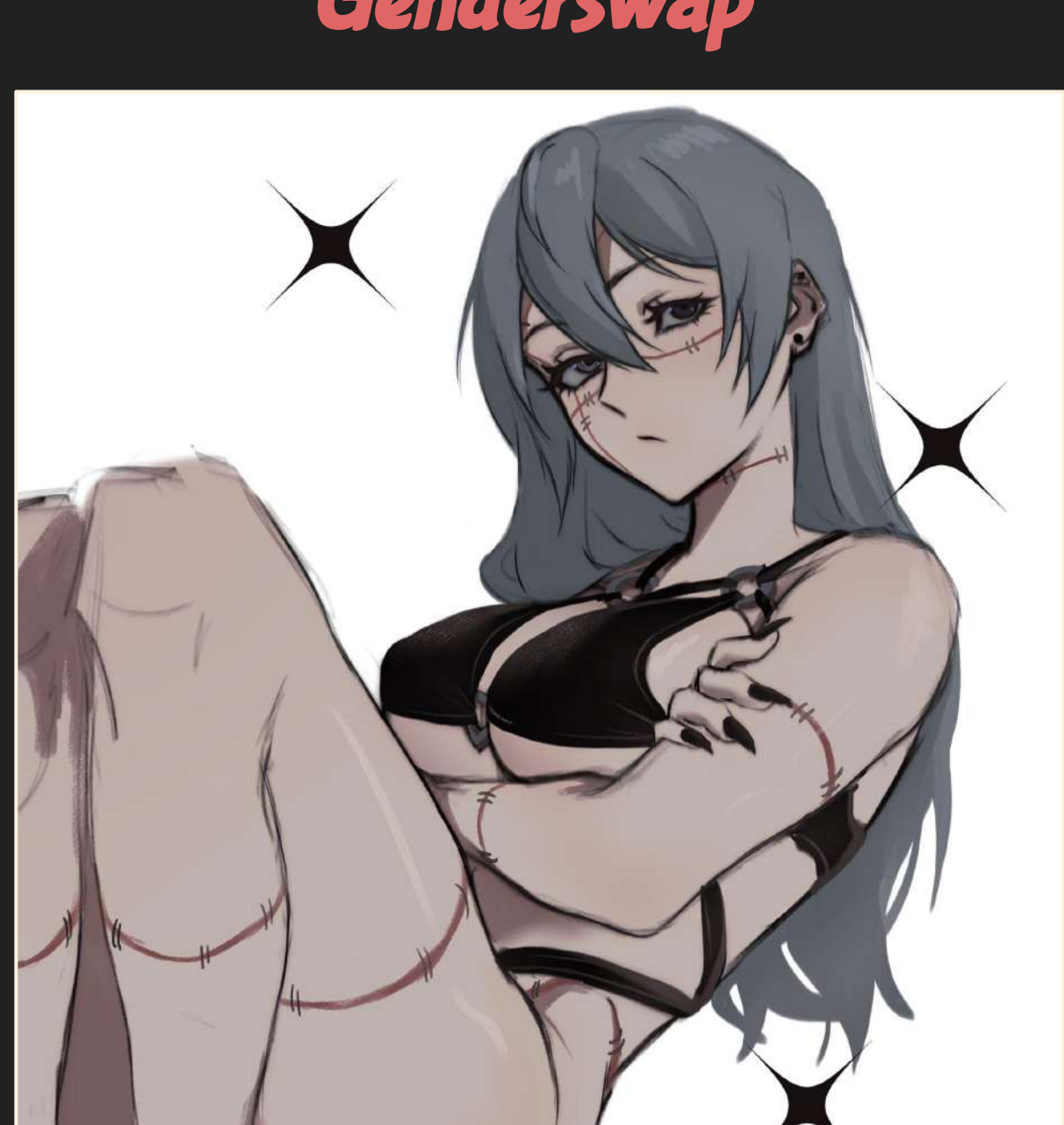
Karmic Outlaw



The karma from your previous life is so noxious that you're ipso-facto outside the law. You're a kill-on-sight criminal to the authorities, and you will have no protection from the law if someone tries to harm you. People are free to rob you, kill you or enslave you with no legal repercussions. Whatever you did, it's bad. Bad enough that you deserve this.

+7 AP

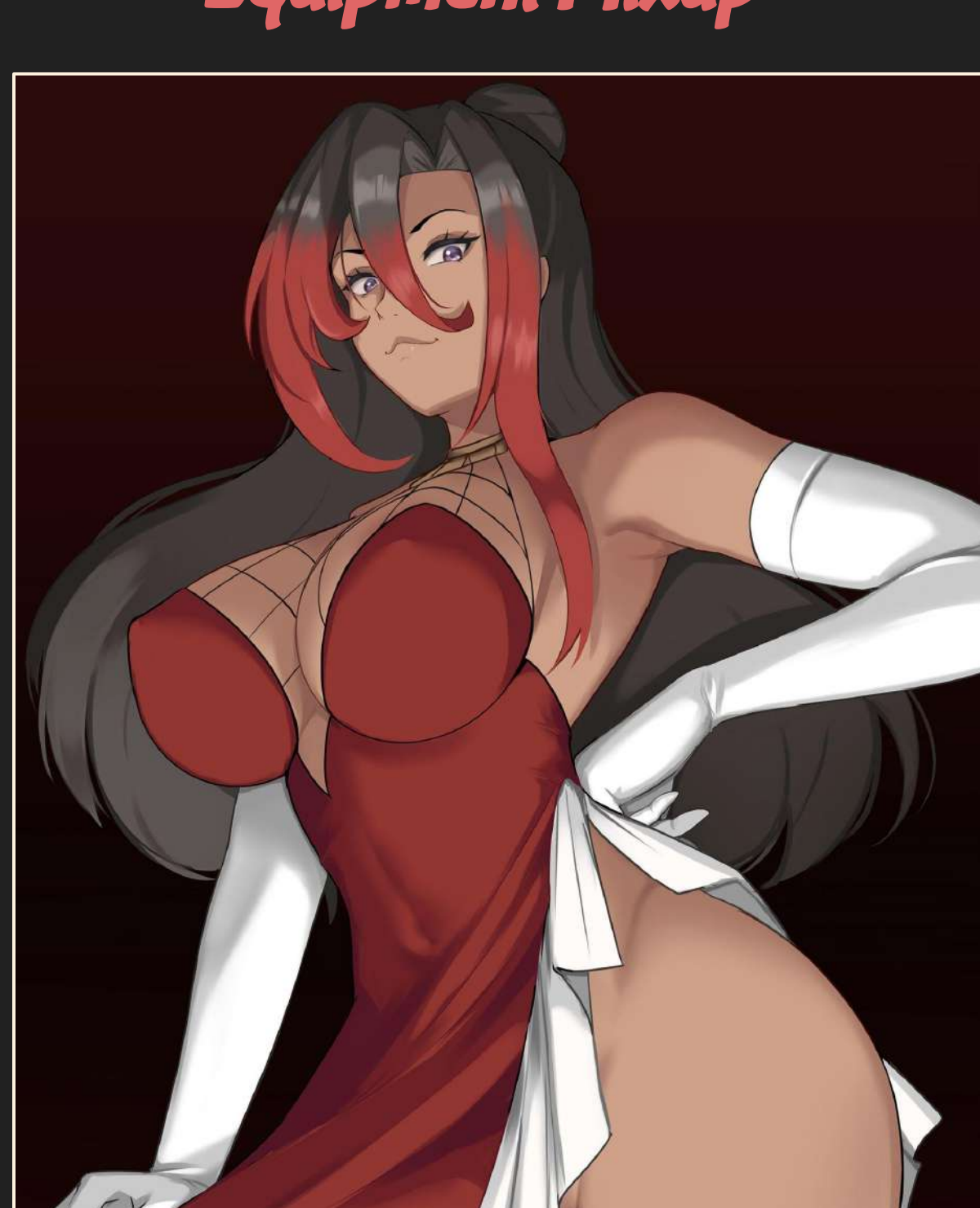
Genderswap



Your new body's sex is the opposite of what you'd be most acclimated to, whatever that entails. Your personality hasn't shifted at all, but you'll probably catch yourself adjusting your posture and mannerisms to better fit in. Expect some rapid swings in behavior. Some Techniques might be able to temporarily fix this curse, but only for an exceedingly short time before its effects return.

+3 AP

Equipment Mixup



Your new body is sporting an endowment opposite to what your appearance suggests. While it might be more manageable than Genderswap, it's also a little more mortifying to most people. Then again, if you're afflicted with Genderswap, you might as well keep one familiar thing from your old body. Serious relationships will only be practical with very understanding—or maybe perverse—souls. Some Techniques might be able to temporarily fix this curse, but only for an exceedingly short time before its effects return.

+2 AP

Sealed Power



Your new body comes in two forms, one for regenerating Aura and one for using it. In the first, your Techniques and powers are weaker than normal, and you have access to only half of your **Aura Reserve** for the sake of Release Techniques, rounded down. To tap into your true power, you need to perform a complex transformation sequence that will change you to a visually striking battle form. While you can use Techniques at a much higher capacity in this form—higher even than you would without the Sealed Power—you can't regenerate Aura naturally while in it, and must transform back to normal to start this process.

+5 AP

Hellfire Debt



You have a huge moral liability on your shoulders, and will face punishment in the afterlife if you can't perform enough good deeds to repay it. Somehow, you've racked up anywhere between seventeen and fifty thousand years of postmortem punishment, which will be inflicted on your soul before your next incarnation if it isn't balanced out with good karma. Better than eternity, but still something you'd be wise to clear up before you kick the bucket. Further bad deeds bring you more Hellfire Debt than a good deed takes away.

+4 AP

Trouble Magnet

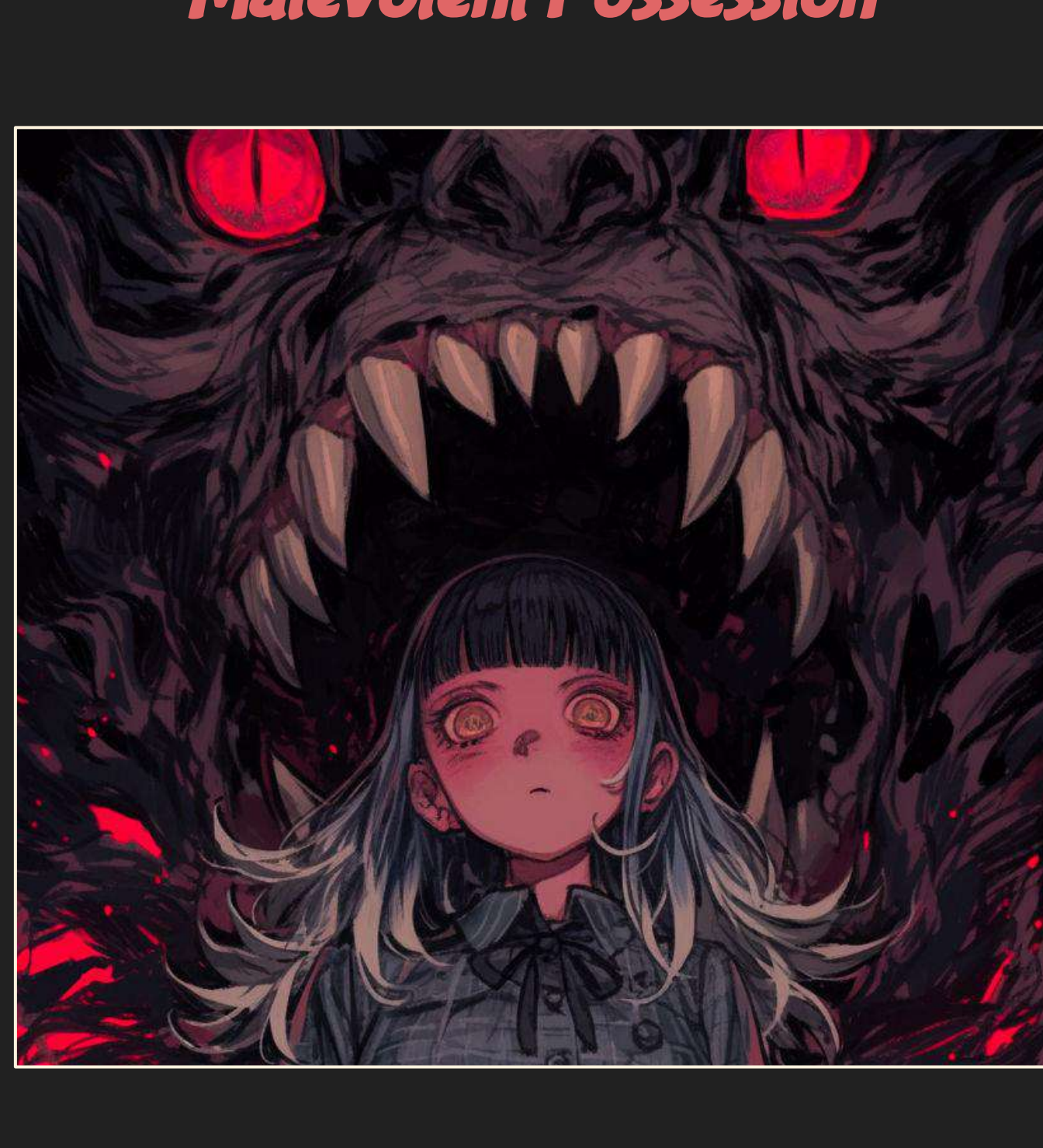


Conflict is attracted to you like a gravitational pull. You'll have about double the number of combat encounters you could ever be reasonably expected to stumble into, and much more than that if you don't take every precaution to avoid fights. If a chance encounter could spark a violence, it probably will. You face hostility and life-threatening struggles every time there's even a remote possibility of one. If you're particularly powerful, the Trouble Magnet tends to draw people and circumstances that would pose a serious threat to you instead of random or weak opponents.

Rival Relationships in the Relationship Section give (+3 AP) instead.

+5 AP

Malevolent Possession



Your new body will be shared with a powerful, cruel Spirit who can take control of you in moments of weakness and talks to you in your head. When this Spirit is in control of your body, your power and capabilities grow far beyond what you're naturally capable of, but it will be impossible to control your actions while the Spirit's violent impulses wreak havoc in your body. You can only relax control when your moment of weakness ends or an outside circumstance suddenly snaps you back to reality. Even when you are in control, the Spirit will whisper to your most violent and depraved instincts and exert subtle influences on you. If your body changes, the Spirit will remain attached wherever your soul goes. If you can find a way to subjugate or neutralize the Spirit, it will still remain but will be more controllable.

+4 AP, or +7 AP instead if you also have "Corrupt Pool"

Lifelink



Your **Aura Reserve** is tied directly with your life force, and it causes you physical pain to dissipate Aura for supernatural Techniques. In small doses, this pain is nothing more than a dull ache. When you begin to reach the limits of your energy pool, you'll be racked with excruciating, torturous agony. If you're ever completely drained of Aura, you'll fall into a coma, barely breathing and suffering serious health consequences if done repeatedly. Any unnatural means of restoring your **Aura Reserve** will wake you from the coma, as will medical care.

+7 AP

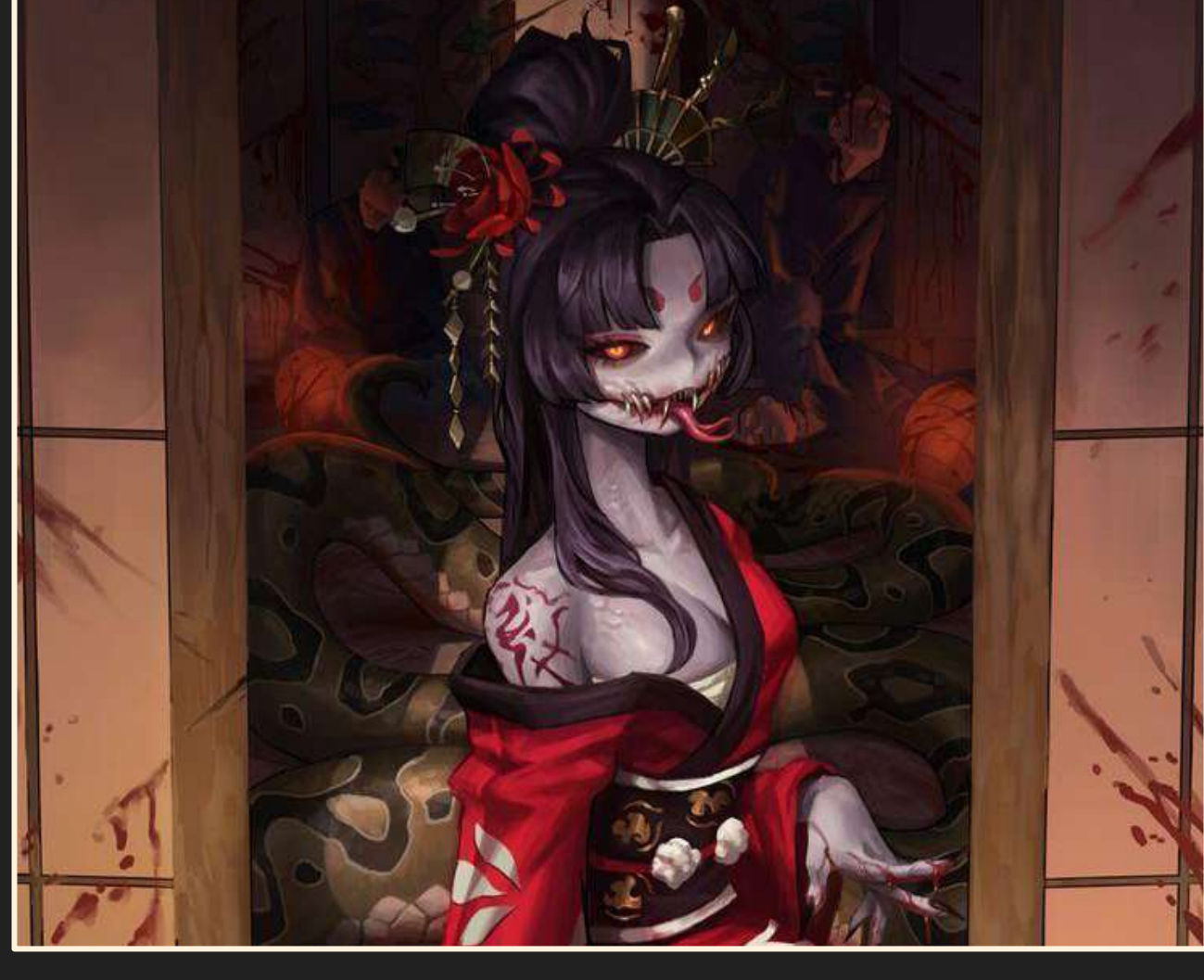
Quirk of Personality



Your behavior is marred by a fatal foible. Your pride and arrogance might lead you to throw caution to the wind, your rage might make you easy prey to your enemy's taunts and goading, your reckless love of battle might result in frequent injuries, or your tactical obsessions might lead you to overpredict a foe's next move. As long as your Quirk of Personality has ramifications on the field of battle and in social situations, you could be afflicted with any behavioral idiosyncrasies that make sense for you.

+1 AP

Old Grudges

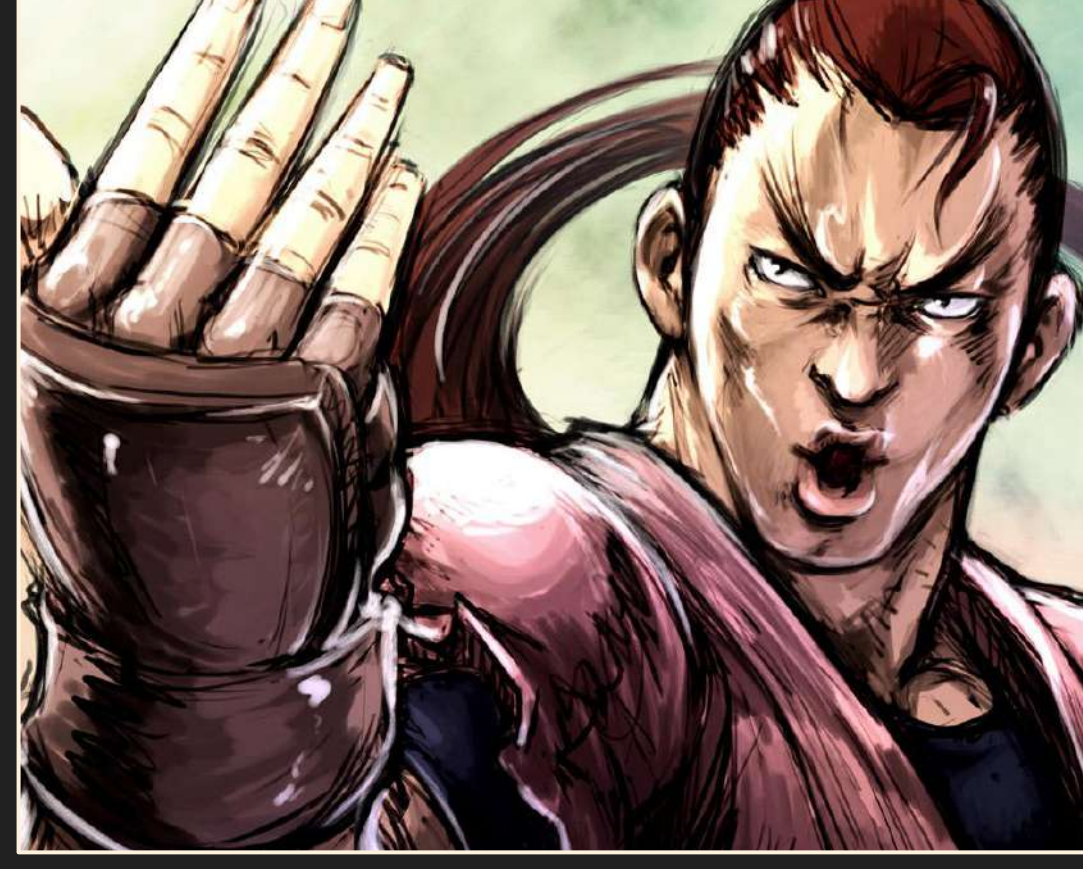


When you died, it was no accident. There are a great number of powerful people who are very pleased that you were dead and buried. Whoever killed you, however they did it, they're still lurking in the City Between. If they found out you'd been miraculously plucked from death's door by Kofuko, they'd undoubtedly try to send you knocking again. It's up to you to keep a low profile and make your second chance count. Or, if you're brave, maybe this is the perfect opportunity for posthumous revenge.

You can choose up to three **Factions** that are your **Nemeses**. If other players have created a 'New Sect', you must take **at least one** of them as a **Nemesis**.

+3 AP

Magmatic



Something about your overblown pride and ego just really gets under people's skin. You always have some clever quip or cocky one liner to leave your opponents stuttering over themselves or fuming from the ears. That tendency has netted you no shortage of enemies. There's plenty of people who have dedicated a great deal of time and energy to impede your goals, and still others who are willing to rally behind you purely because your ego is so locomotive.

You may choose up to **3 Rival Relationships** in the **Relationships** section.

You may create a **New Sect** in the **Factions** section.

+1 AP

Lone Warrior

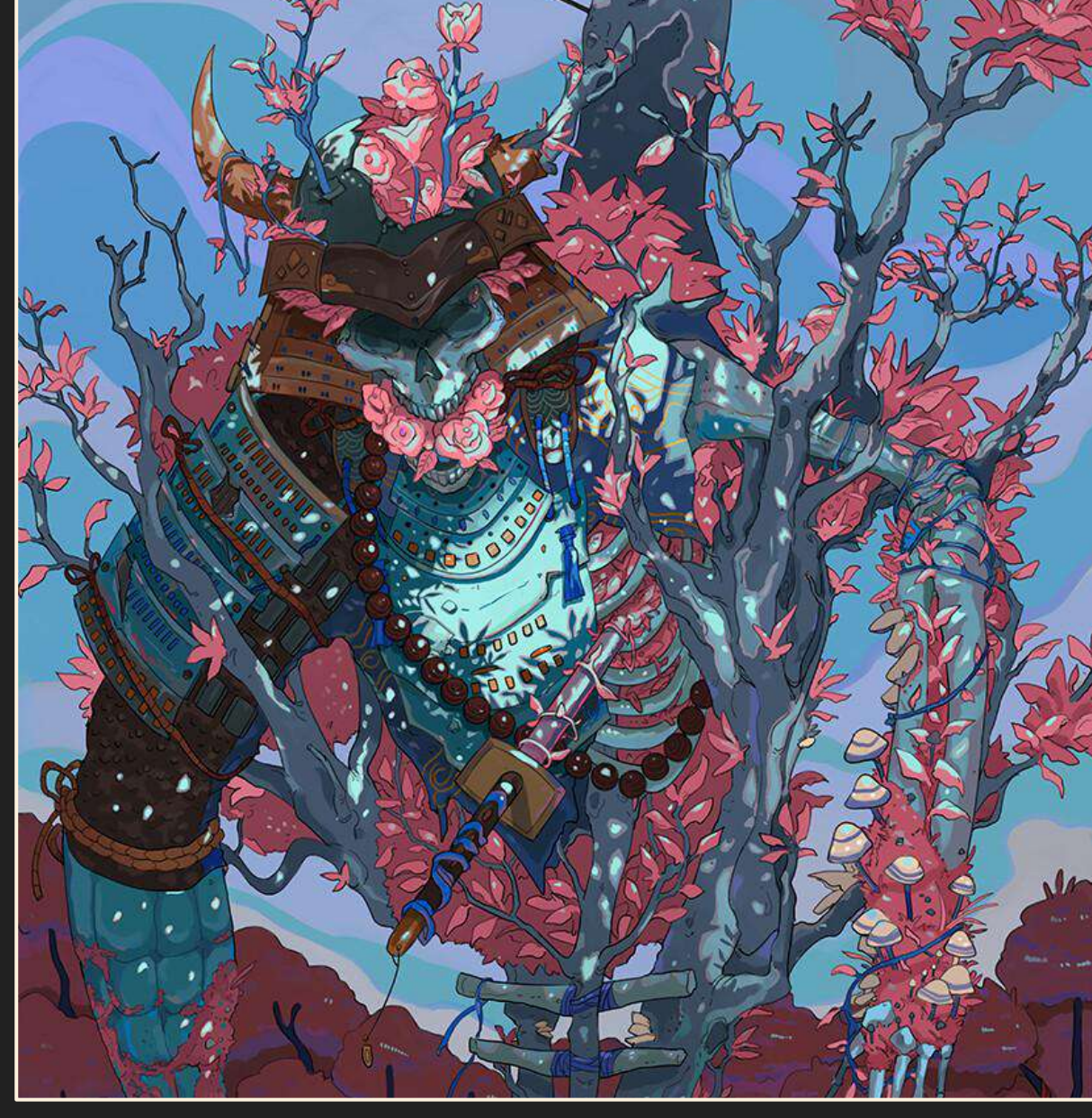


You exclusively work alone. You have no friends, no lovers, and no allies. You're too dangerous to work with, or you want to escape earthly attachments, or maybe you're just an antisocial psycho. Regardless, no one will ever fight alongside you in battle or join your adventures. If you do have social relationships, they're more like distant acquaintances, people who know of you but never really understand you.

You cannot take **Companion** or **Romantic Relationships**.

+3 AP

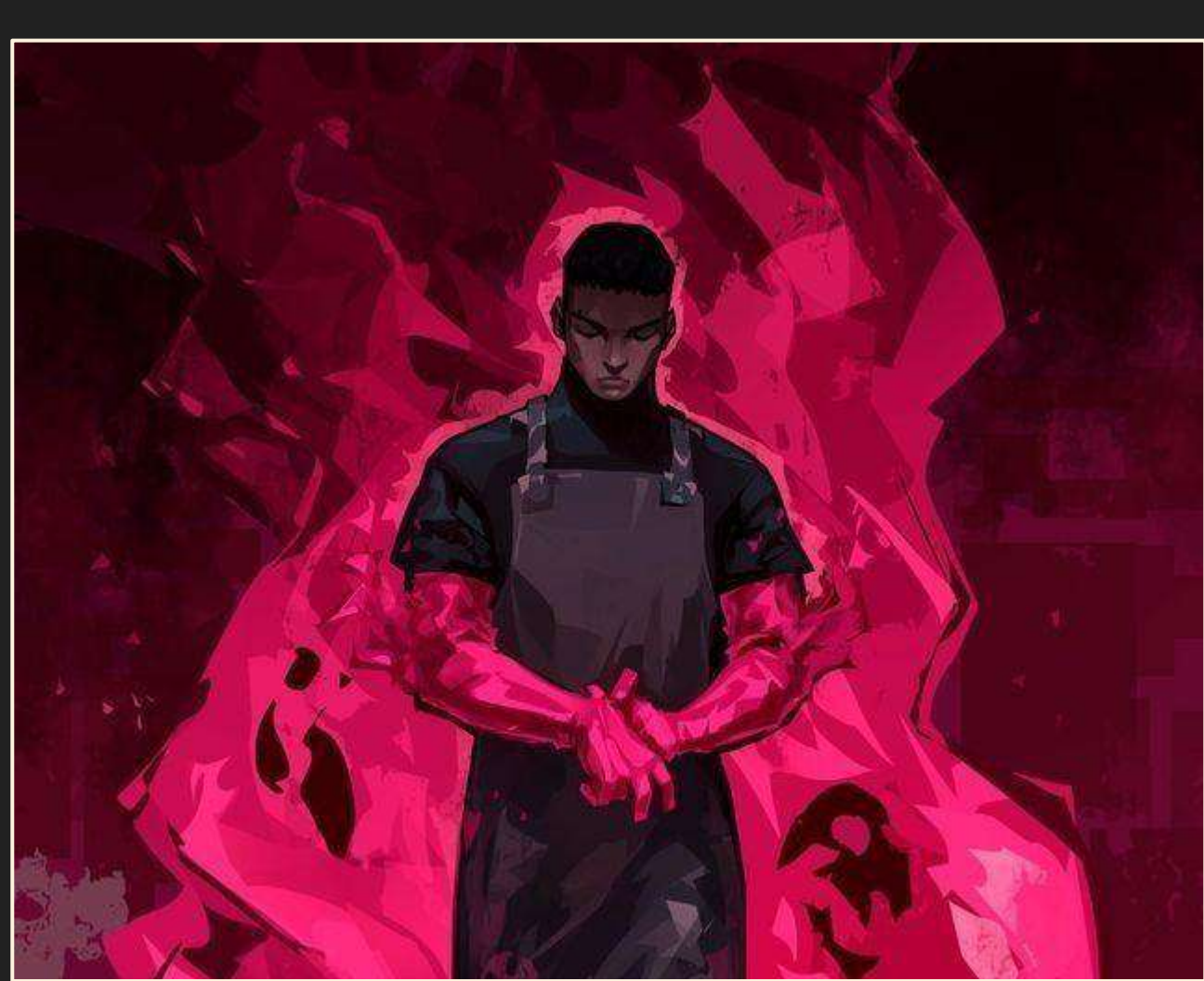
Withering Blossom



Your ability to use Aura isn't going to last forever. As time goes on, the connections of your Aura System will get weaker and thinner, and by the end you won't be able to use Techniques at all. In the meantime, your powers will diminish in potency, your natural Aura regeneration will slow, and your pool of energy will fade. Training and medicine can greatly slow—but never halt—this decay. If you have a dream to achieve, you're on a clock. Whether it's measured in decades or years, you'll eventually see yourself become completely cut off from your current strength.

+8 AP

Overtime

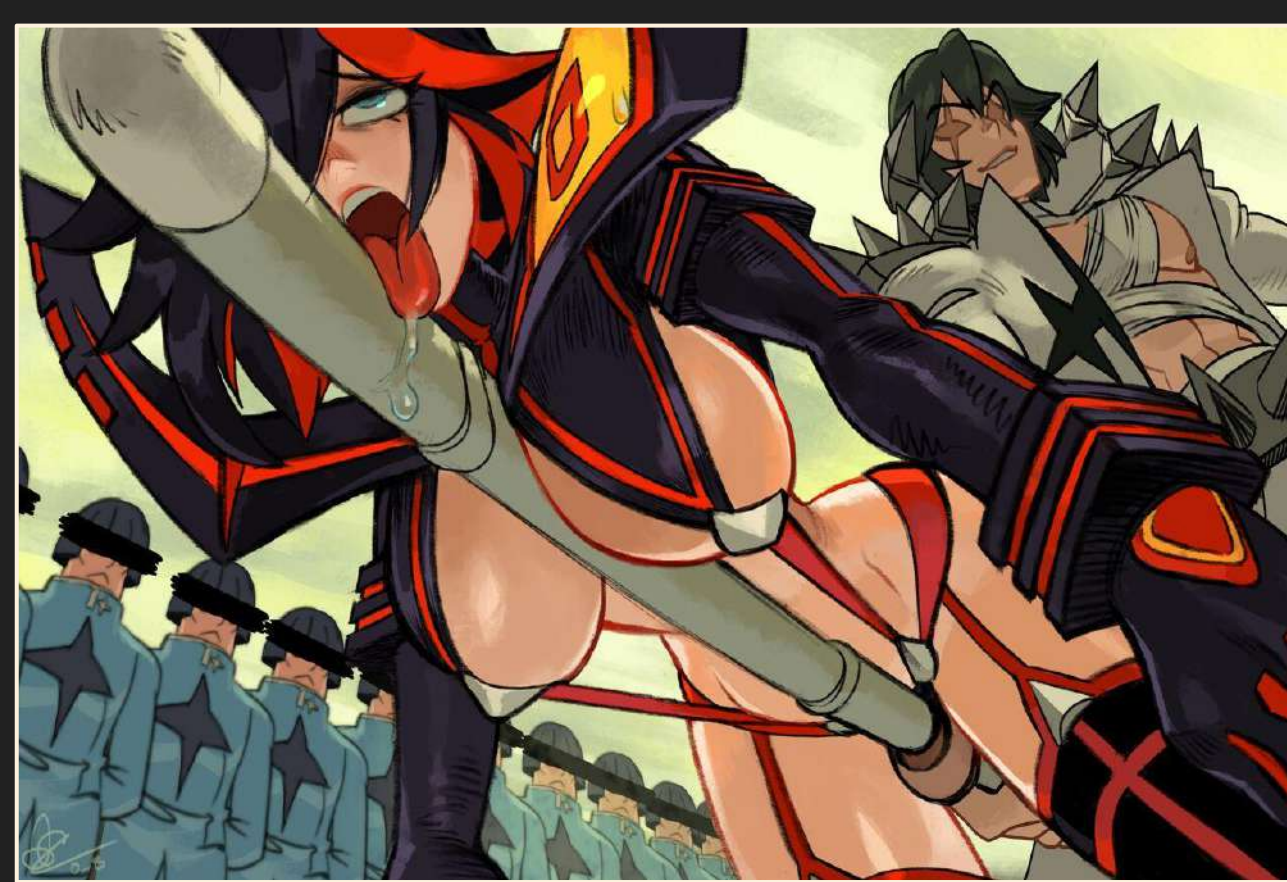


A bureaucratic mixup has set you with two **Conscriptions** instead of one. You'll have to work long hours to complete your occupational goals, and you won't have much time for training, rest or leisure—activities critical for developing as an Aura user. Constant exhaustion and conflicts of interest between your careers are inevitable. Navigating them simultaneously is a nightmare of logistics, and potentially a source of real peril.

You must choose two **Conscriptions**, taking their benefits and requirements additively.

+3 AP

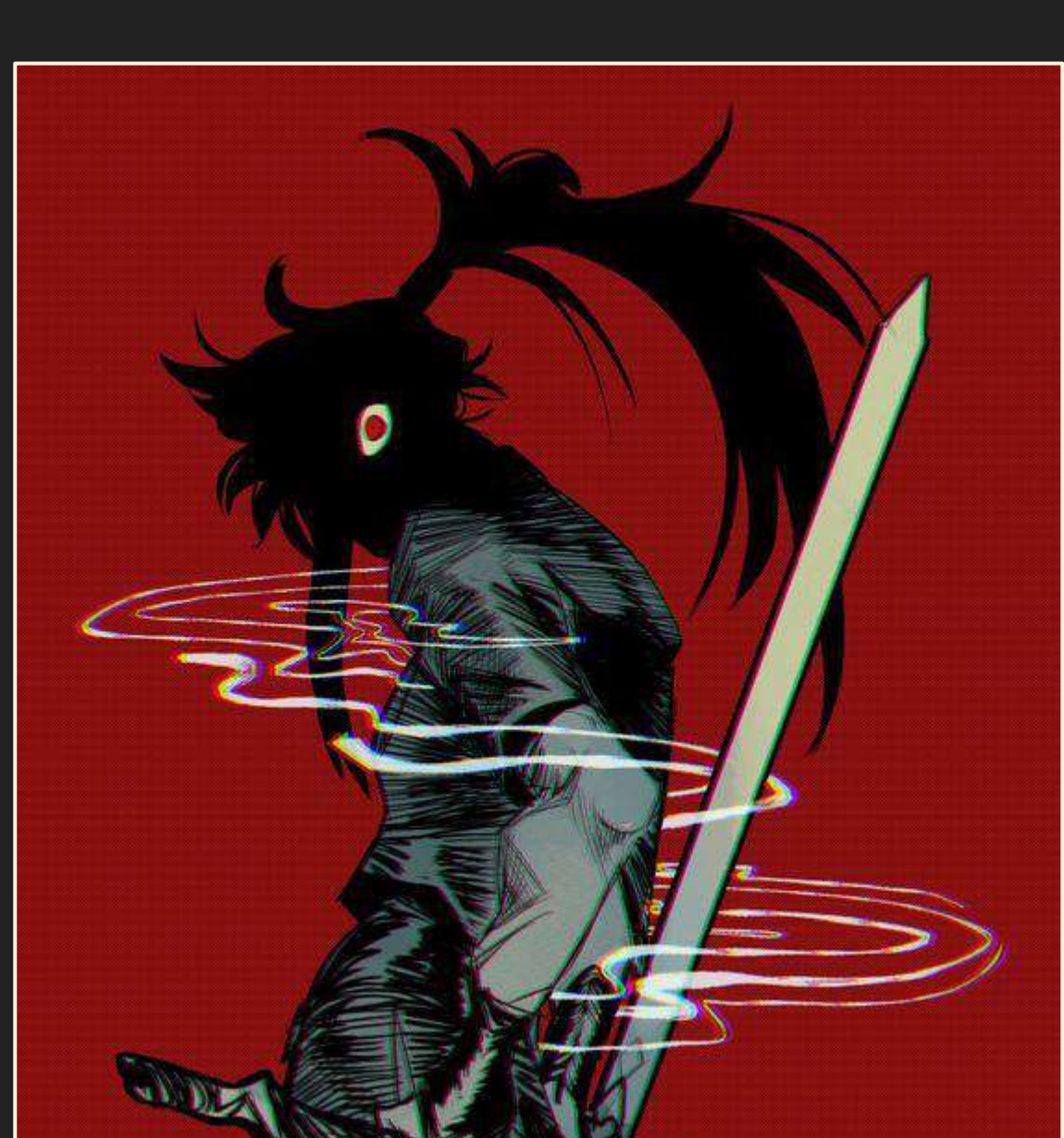
Sadomasochist



You experience pain and despair as mind-blowing, addictive ecstasy that gets stronger and stronger the more terrible the situation becomes. This is drastically worse for your performance in battle than normal pain, and tempts you into total forfeiture and agony. You'll make excuses to give up the fight, take unnecessary damage or bow to the enemy without even thinking about the consequences. It takes serious, concerted discipline just to win a bout or get your injuries properly treated. If you really fall off the deep end, you might jump into the jaws of death with electrifying glee.

+5 AP

Demon Seed



Within you is a roiling core of malice and cruelty so violent and burning that rituals and practices designed to ward off evil Spirits can actually harm your soul. It takes a special and rare degree of internal darkness to be so afflicted, and you are constantly bombarded with urges toward depravity and carnage. Common purifications such as prayer drums, sage and salt, holy mantras, sacred bells and water sprinklings will rapidly and agonizingly drain your **Aura Reserve**. Your **Reserve** will be siphoned more slowly and tortuously while you reside on sacred grounds, in holy places, or in the presence of venerated symbols and icons. Those who can sense Aura will note the deep, chasmic darkness within you, and likely deduce that these means are effective at putting an end to your mayhem.

+4 AP

Vice



You're completely addicted to a particular decadence, with no possibility of breaking the habit for good. You might be a stumbling drunkard, or a chronic opium smoker, or a gambler, or a drooling pervert, or a gluttonous pig. When presented with the opportunity to indulge your vice, even when you know it's wrong, disadvantageous, or a trap set by your enemies, you won't be able to stop yourself. It takes unbelievable willpower to stop yourself even when unprompted. If you're deliberately tempted, you'll always fail to resist.

+5 AP

Ambivalent Alteration

(Optional)

Kofuko-san's sorcery might be able to give you a few additional benefits if he weren't being so careful to preserve the integrity of your soul. With this choice, he will waive all caution and carve an Ambivalent Alteration, giving you both the effects of a **Malignant Alteration** and a **Benevolent Alteration** in one stroke. The benefits and complications of this choice are thematically melded, and are probably directly related. You can only choose this option once.

Gain the effects of a **Malignant Alteration** you don't already have, with no points gained.

You can choose one extra **Benevolent Alteration**.

If you choose this option, your base **Aura Reserve** is decreased by **♦x5**. You cannot choose options in the 'Meridian Expansions' section. There are consequences to meddling with the soul...

Aura System

Your **Aura System** determines the flow and connection of your energy, including how much **Aura** you have in your **Aura Reserve** , how quickly it regenerates, how much exhaustion you suffer from, and how well it can support multiple **Affinities** (i.e. *types of Techniques*). Certain **Aura Users** are **Generalists**, and their **Aura System** spreads thinly across many kinds of powers. Others are **Specialists**, and their **Aura System** is densely compacted into a few kinds of powers at greater aptitude.

Choose one of the following.

Shallow Specialist (+5 AP)

Your **Aura System** is densely clustered in a specific **Affinity**, with only minimal branches extending to other areas. Even in this focused center of thrumming connections, your **Aura** flow is average at best, exhausted by overexertion and pulled to threads by powerful **Release Techniques**. It usually takes a full day to regenerate your entire **Aura Reserve** , without much recirculation to speed up the recovery process. You can speed up your recuperation by a few hours through your **Recovery Disposition**, though not more than that. Dissipating most or all of your **Reserve** in a rapid burst is highly inadvisable, as the delicate connections can take days or even weeks to convalesce from the traumatic overflow, stunting recovery significantly. The visual **Aura** around your body when you're using your abilities is somewhat weak, and would be hard to notice with the naked eye.

You are limited to...

One G3 or lower **Affinity**.

One G1 or lower **Affinity**.

All others are GO.

Your initial **Aura Reserve** is ♦x20



Shallow Generalist (+5 AP)

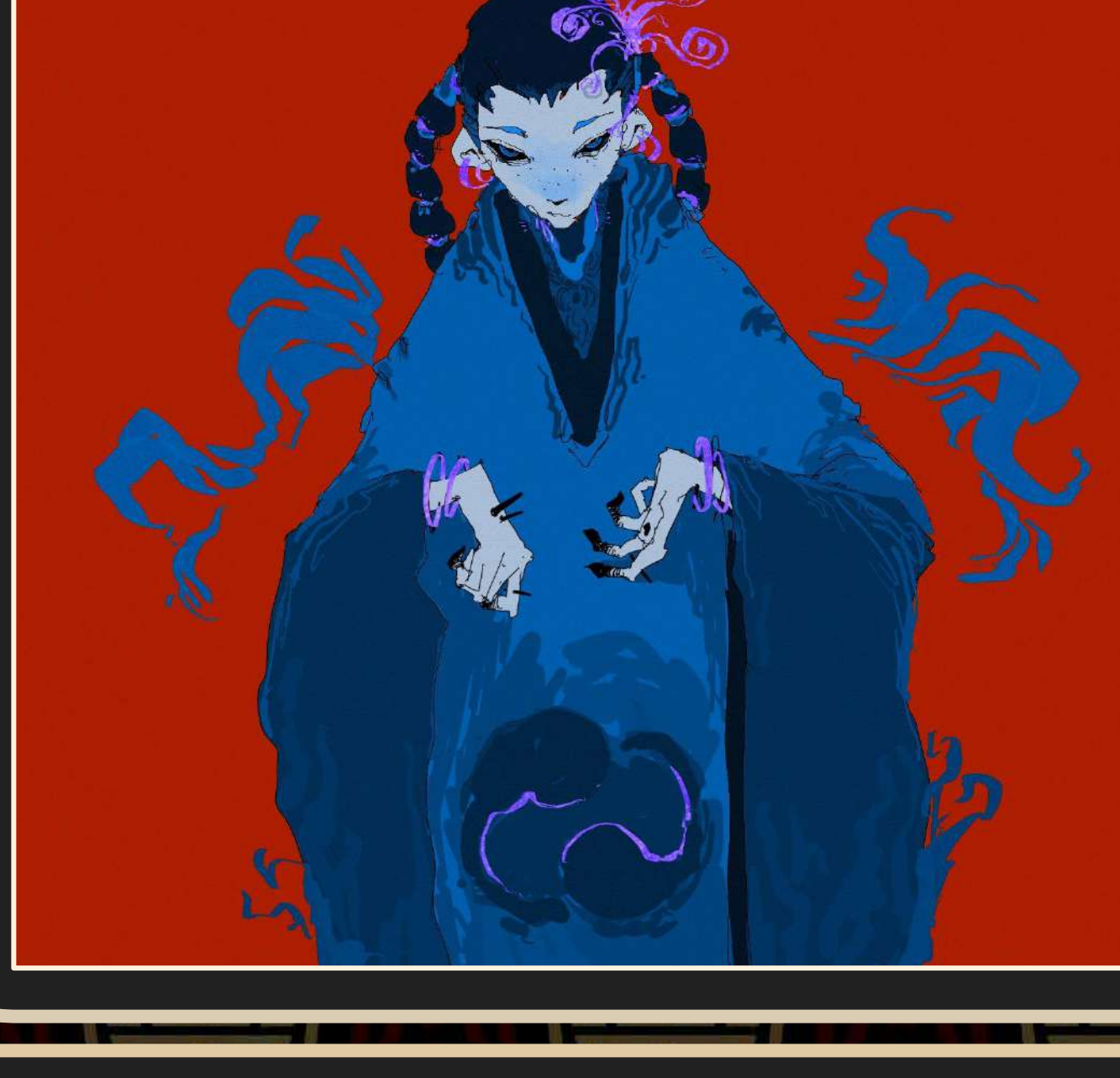
Your **Aura System** is thinly dispersed across many **Affinities**, with only the number you can attain being particularly noteworthy. The capacity of your meridians and the leylines between them are equally unremarkable, and are all too quickly depleted if you aren't strategic with your **Techniques**. It takes around a full day to recover your **Aura Reserve** after full depletion, and the only way to improve that slow, plodding regeneration is through your **Recovery Disposition**. Even then, you'll probably only recover a few hours faster. If you abuse your **Reserve** by dissipating most or all of it in rapid succession, you run the risk of hurting the delicate connections of your **System** and stunting your recovery for days or weeks afterward. The visual **Aura** around your body is thin and subtle when you use your powers, usually only noticed by those actively looking for it.

You are limited to...

Three G2 or lower **Affinities**.

One G1 or lower **Affinity**.

Your initial **Aura Reserve** is ♦x20



Deep Specialist (-3 AP)

You have a concentrated **Aura System** in only a few **Affinities**, but the few ley lines that extend across disciplines are gushing with energy. Your meridians are considerably deepened, and you can draw on wells of strength beyond what many **Aura** users can hope to achieve. It takes about twelve hours to regenerate your entire **Aura Reserve**, and recirculation ensures that you recover about twice as quickly when you have more than half of your **Aura Reserve** remaining, and three times as quickly if only little of your **Aura Reserve** is emptied. Your **Recovery Disposition** can improve your overall regeneration by a few hours if you adhere to it carefully. While it's still inadvisable to dissipate your **Reserve** en masse, your **System** is robust enough to bounce to a normal recovery rate with a few days of **Recovery**. A coat of visual **Aura** surrounds your body when you're in the midst of your powers, strong enough that even non-**Aura** users can clearly see it.

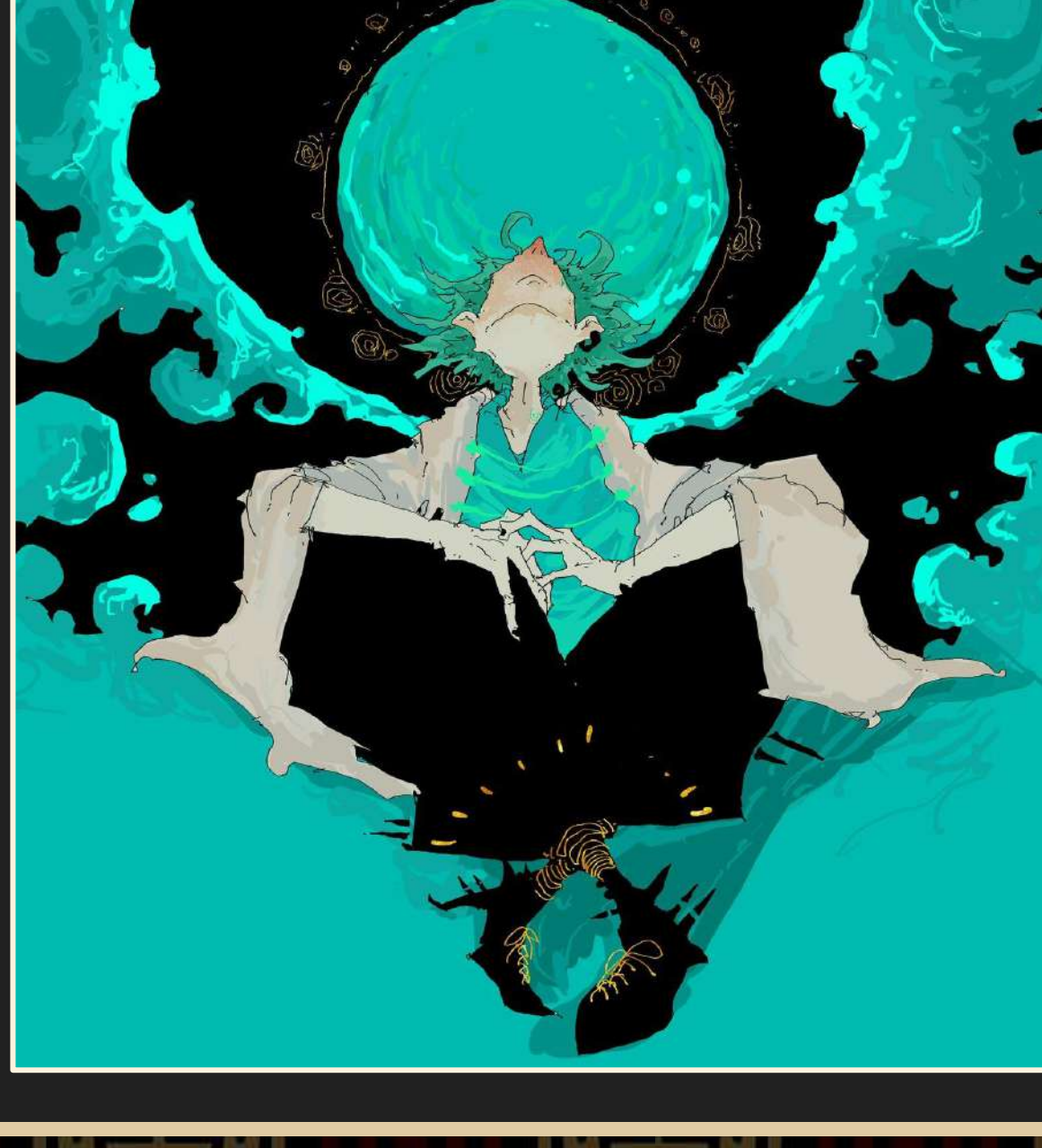
You are limited to...

One G3 or lower **Affinity**.

One G2 or lower **Affinity**.

All others are GO.

Your initial **Aura Reserve** is ♦x25



Deep Generalist (-3 AP)

You have a strong, well-spread **Aura System** across every **Affinity**, possessing the potential to acquire mastery in all, but truly prodigious greatness in none. You have the deep, potent meridians of a brilliant cultivator, with enough talent to overcome most opponents through your natural gifts. It takes roughly twelve hours to completely regenerate your **Aura Reserve** if it is drained completely. Strong recirculation in your meridians can help you recover twice as fast if you have at least half of your **Aura Reserve** remaining, and three times as fast if the vast majority of your **Aura Reserve** remains. Your **Recovery Disposition** can improve these periods by a few hours with diligent application. If you brashly dissipate your entire **Aura Reserve** over a very short period, you can damage your recovery rate for the next day or two, though not more than that. The visual **Aura** that cloaks your body when you use your powers is large and clear even to people who aren't **Aura** users.

You are limited to...

Four G2 or lower **Affinities**.

Your initial **Aura Reserve** is ♦x25

Vast Specialist (-10 AP)

Your **Aura System** is impenetrably compacted into specific **Affinities** so densely that you're able to achieve the pinnacle feats of more than one. This is a once-in-a-generation trait whose rarity cannot be understated. Within these dense leylines, **Aura** roils and crackles electrically beneath the surface, providing a sea of energy to use your **Techniques** with. Your **Aura Reserve** fully regenerates from total expenditure in a matter of around four hours, and the more **Aura** you have in reserve, the faster you recover. Small dissipations of **Aura** can be recovered within minutes, and with half your **Reserve** remaining, you can recover the remainder in less than an hour. As long as you don't do so multiple times in a day, you can fully dissipate your entire **Reserve** without damaging your recovery. When your powers are in motion, a tidal wave of visual **Aura** surrounds your body, strong enough to even create unstable physical effects in the environment around you.

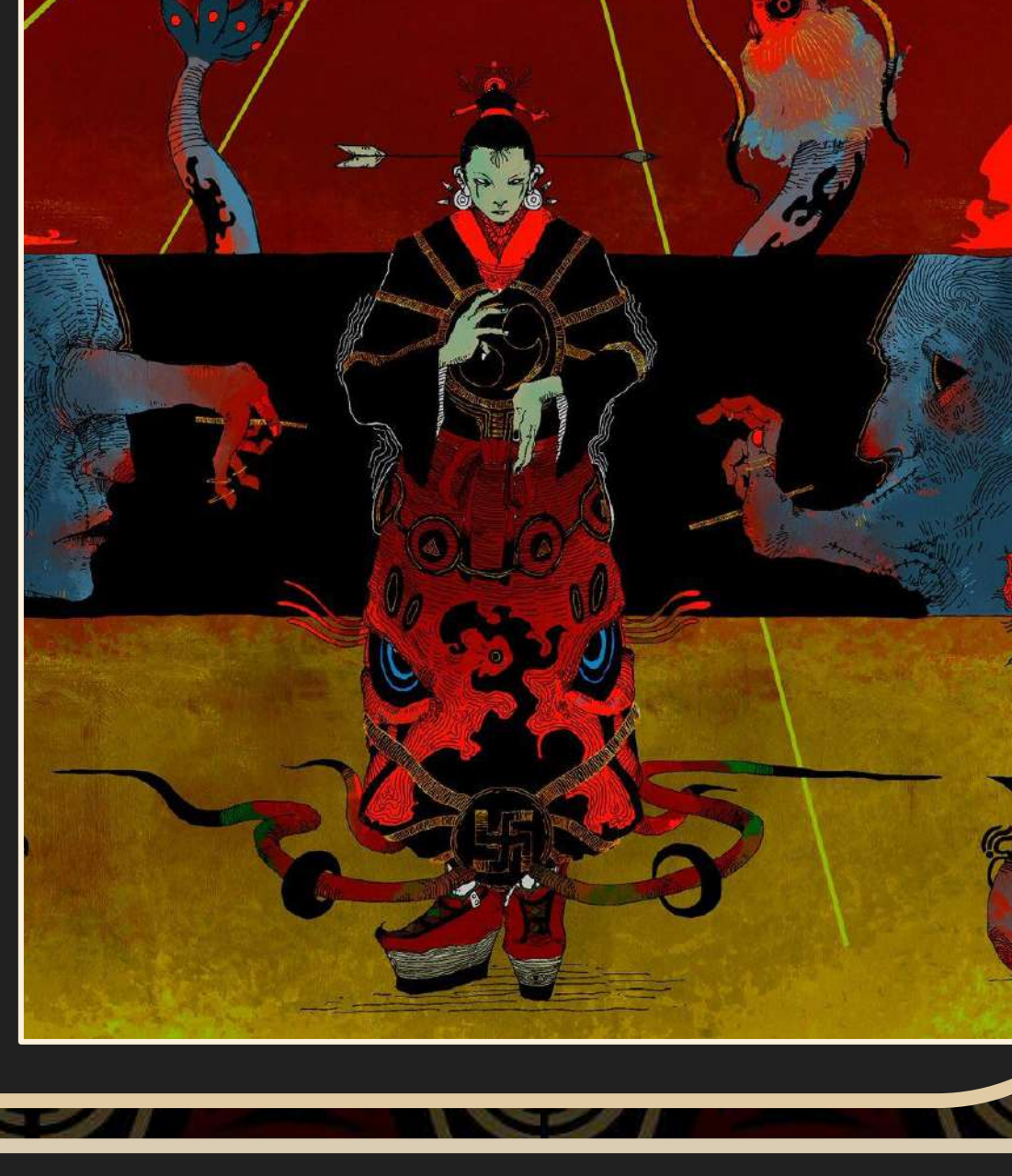
You are limited to...

Two G3 or lower **Affinities**

One G1 or lower **Affinity**.

All others are GO.

Your initial **Aura Reserve** is ♦x30



Vast Generalist (-10 AP)

Your meridians are a cosmos of churning, pulsing **Aura**, with dense connections spreading in a complex labyrinth that touches every cell of your body. Even without much variance, your **Affinities** are so enormously concentrated that at least one can reach its ultimate potential regardless of how well-spread your leylines are. Your pool of energy is an anomaly among cultivators and sages alike, deep as an ocean and unstoppable as a typhoon. Your **Aura Reserve** can fully regenerate from total expenditure in a matter of around four hours, and is constantly recirculating in thrumming vortices that keep your wells of strength topped off. The more **Aura** you have in reserve, the faster you recover, allowing small bursts of dissipation to regenerate within minutes of using them. If you have half your **Reserve** remaining, you can fully recover the remainder in less than an hour. If you aren't habitually dissipating your entire **Reserve** multiple times a day in rapid bursts, your recovery rate won't suffer from any kind of debilitation. When your abilities are in use, an engulfing shroud of visual **Aura** envelops you, even manifesting volatile expulsions of physical energy throughout the environment.

You are limited to...

One G3 or lower **Affinity**.

Three G2 or lower **Affinities**.

Your initial **Aura Reserve** is ♦x30



Meridian Expansions

(Optional)

Add ♦x1 to your **Aura Reserve**. You can choose this option multiple times.

(-2 AP)

Add ♦x3 to your **Aura Reserve**. You can choose this option multiple times.

(-5 AP)

Add ♦x8 to your **Aura Reserve**. You can choose this option multiple times.

(-10 AP)

Recovery Disposition

Every **Aura User** has an activity that their body is naturally inclined to crave when they need to regain their **Aura**. You'll find whatever *Recovery Dispositions* you don't choose will still aid in restoring your energy, but none quite as effective as what you've selected here.

Choose one *Recovery Disposition*, unless an *Alteration* specifies. Choose two if you are "Human".

Nutrition



The more you eat, the more **Aura** your body will produce. When you're full of delicious, rich food, your **Aura** recovery skyrockets. All of the fats and sugars you consume doing so are burned away in your **Dan Tien**, so as long as you're getting enough calories your dietary balance isn't a concern. When you're out of **Aura**, your stomach will groan with fiery hunger and demand a heaping meal. This method of recovery demands real, physical nutrition, rather than the sustenance provided by some **Release Techniques**.

Alcohol



Drinking liquor makes your **Aura** leylines expand and recover at a breakneck pace, and as long as you're intoxicated, your energy will be regenerating at its optimal rate. You'll still probably feel woozy after drinking too much, but all of the negative health effects of excessive booze will be burned away in the energy crucible of your liver, so you won't have to worry about any long-term health issues for your chronic affair with moonshine. When you're out of **Aura**, you'll begin to get splitting headaches and shivers that only a generous, stiff drink will fix.

Sleep



When you're unconscious, the best remedy is sleep. As long as you're unresponsive, your **Aura** will be recovering at a rapid pace. This tendency makes no distinction between brief naps or comatose sleep marathons, and is a good use of your time during travel or between fights. While you'll probably miss out on the night life, this method of recovery has an immediate, designated time of day for you to conduct it in. When you've exhausted your **Aura**, you'll begin to get droopy-eyed and drowsy. This method of recovery demands real, solid rest, rather than the artificial rest provided by **Release Techniques**.

Love



Physical intimacy is your preferred method of **Aura** recovery, and you'll need another person's affection to restore you to the peak of your battle strength. When you're beginning to run out of **Aura**, your libido will shoot through the roof and refuse to settle down without attention. If that's not something you're up for, platonic displays of love can work too. Just make sure you have someone special in your life showing you intense affection, and you'll be on the path to recovery.

Meditation



You're naturally inclined to serene meditation and mental stillness to recover your **Aura**, with the proper preparations and a lack of stimulus being ideal. Maintaining your posture, inner harmony and breathing pattern will dramatically accelerate the rate of your **Aura** regeneration, and the more tranquil your surroundings, the better your recovery. When you burn through your **Aura Reserves**, you feel tense, restless and easily annoyed, craving time alone without mental occupations.

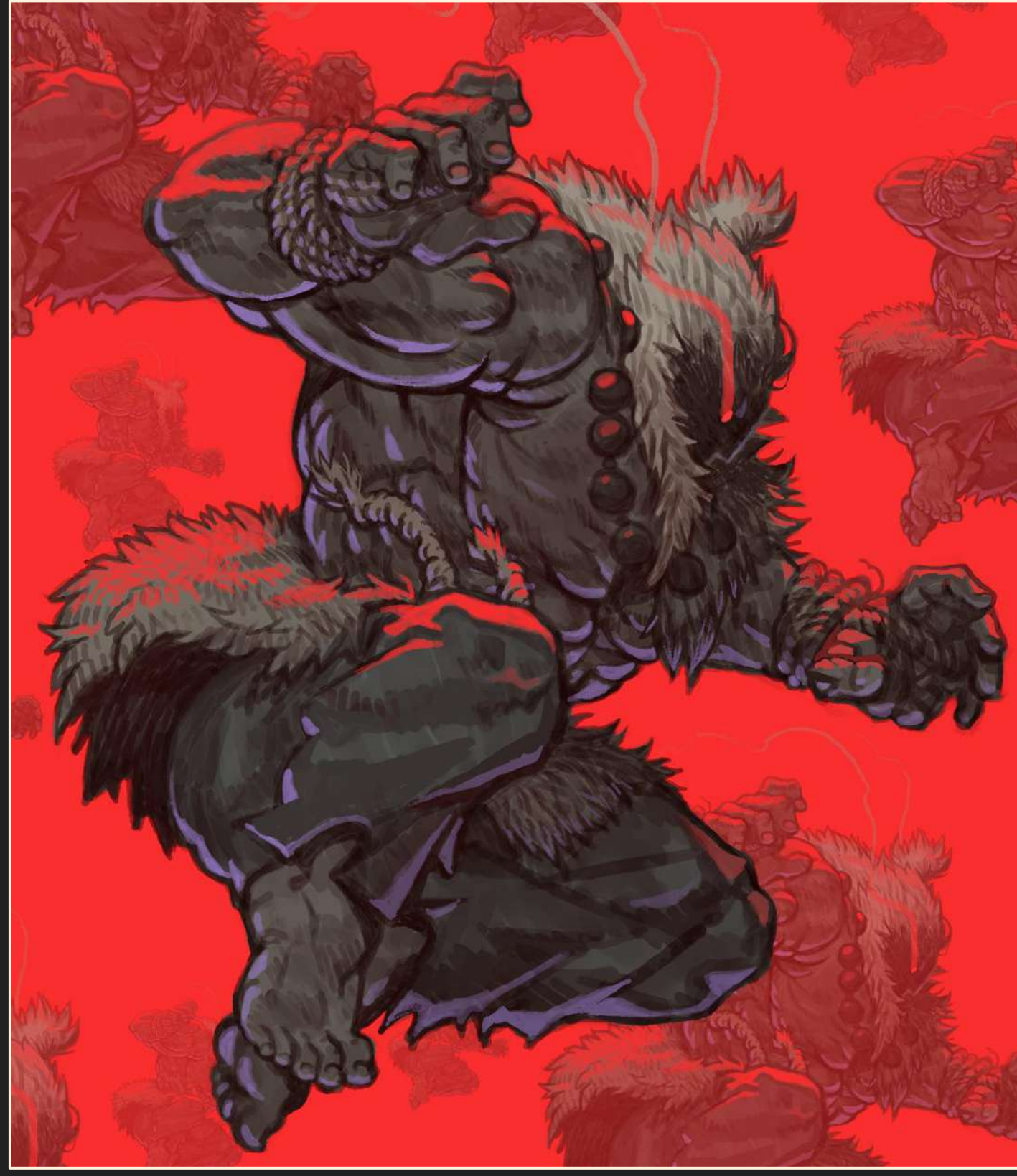
Pain



You draw out your optimal **Aura** regeneration when you're in physical or emotional agony. This synchronizes quite well with the aftermath of long, difficult fights when your **Aura Reserve** is at its lowest, giving you a boost in **Aura** regeneration during your recovery. When you need **Aura** for reasons other than combat, you can increase your regeneration rate through strenuous exercise, self-inflicted injury, or anything else that causes you serious discomfort. When your **Aura** is waning, you'll feel a buzzing, numb sensation that demands rectifying pain.

Aura Affinities

Core



Releasing Aura through **Core** empowers the body of its user with strength, durability and regeneration, and can even transform it beyond human physiology for combat advantages. One's **Core** aptitude is increased through physical training and fitness.

Core G0

You have no natural aptitude in the **Core** Affinity. You're only as strong and robust as the average mortal, with no special enhancements gained by tapping your Aura pool to alter your body. You're probably not in great shape either, whether on the bony or the plushy side of that equation.

+1 AP

Core G1

You have the capacity to learn some limited Techniques in the **Core** Affinity, and while not among true prodigies, the basics are within your grasps. You are probably a person of respectable strength and resilience, and are significantly sturdier than an everyday mortal.

0 AP

Core G2

You have a true talent in the **Core** Affinity, and your body is naturally capable of incredible strength and durability far beyond human limits. You possess more bulk, constitution and strength than your build would suggest, though you're likely quite muscular too.

-1 AP

Core G3

You're a natural behemoth of **Core** Aura release, the envy of martial arts masters generations in the making. Your blows can crush stone and the human body, and your skin is tempered like metal. If you remain consistent in your training, you may be able to attain *Legend Status* like invincible warmongers of old. Your **Core** Techniques release with the power of a rampaging beast, mastered to their utmost potential.

-3 AP

Phase



Releasing Aura through **Phase** can dramatically increase the speed, dexterity, precision and perception of those who use it, as well as manipulate their position in time and space. One's **Phase** aptitude is increased through the cultivation of self-discipline and resolve.

Phase G0

You have no natural aptitude in the **Phase** Affinity. Your acrobatic abilities, dexterity and speed are limited to what a mortal is capable of. Not to be rude, but you're probably lazy and easily distracted, without the focus and attention to detail required for such precise Techniques.

+1 AP

Phase G1

You have enough talent to wield elementary Techniques in the **Phase** Affinity, though you're nothing special among Aura users. Your base speed is at the height of natural capabilities, and you have the reflexes and dexterity necessary to be an effective martial artist or close-combat fighter.

0 AP

Phase G2

You're a true prodigy of the **Phase** Affinity, and your speed, physical dexterity and kinesthetic awareness extends far beyond what a human being is capable of without access to Aura. Powerful distortions of space and abilities that make you lightning-fast can be learned with little trouble.

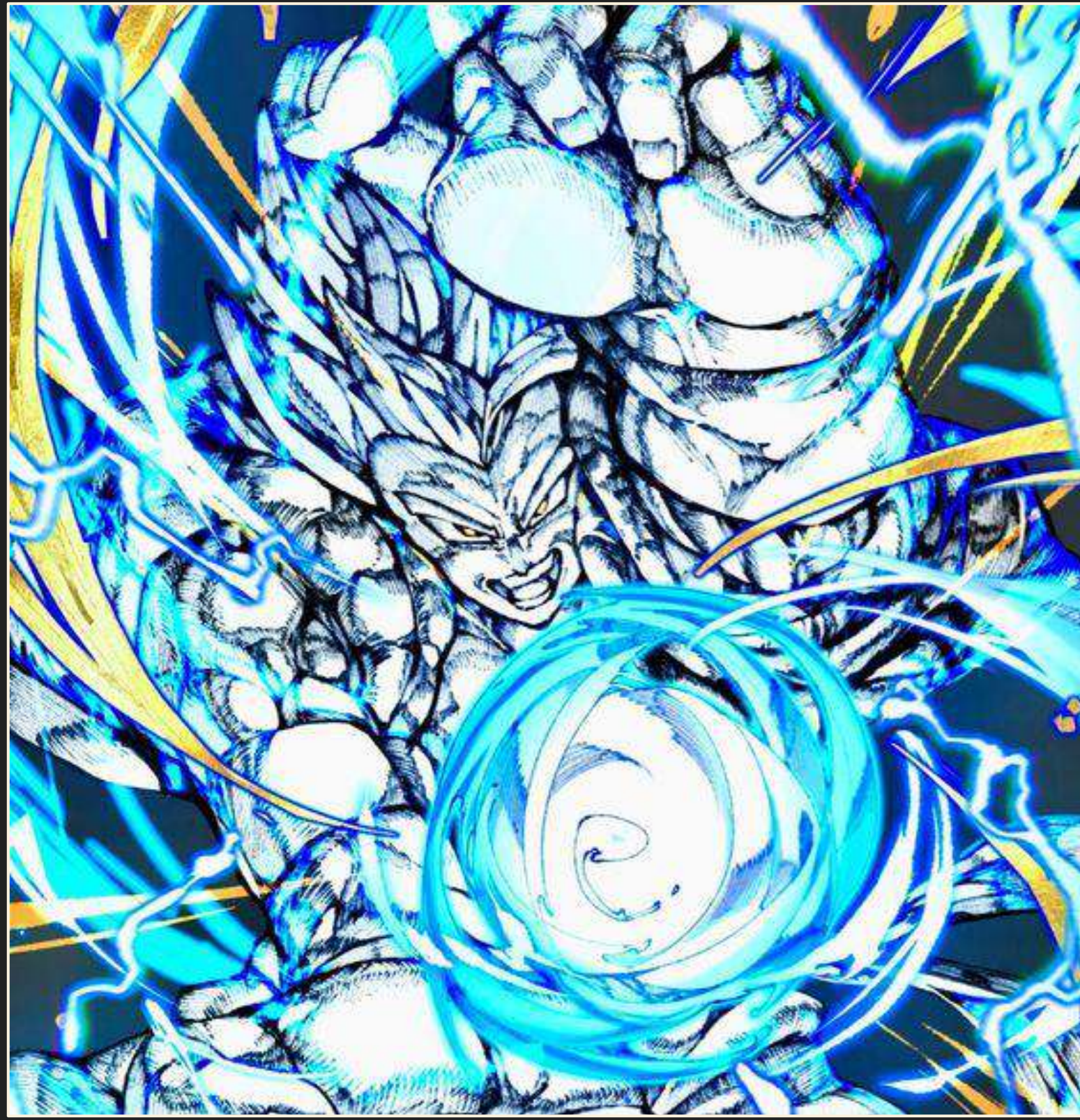
-1 AP

Phase G3

You're a genius of **Phase** Aura release scarcely seen in centuries. You move like a blur, able to catch arrows in your fingertips and fell moths with a throwing dart. You're practically undetectable if you don't wish to be found. *Legend Status* is potentially achievable to you, a level of **Phase** mastery that could change the course of history. When you use **Phase** Techniques, you use them as a practiced master with nearly unapproachable acumen.

-3 AP

Flow



Releasing Aura through **Flow** allows the user to manipulate physical energy and materials, often through specialized *Conduction Techniques*. **Flow** aptitude is increased with knowledge and intelligence through the study and understanding of the natural world.

Flow G0

You're totally inept in the **Flow** Affinity. You have no ability to use specialized Aura Conductions, nor can you manifest raw Aura in destructive waves. You're probably not a very educated person, and you likely struggle with memorization, literacy and mathematical reasoning.

+1 AP

Flow G1

You have the minimal natural ability required to use some of the fundamentals of the **Flow** Affinity, and the mental acumen to make good use of knowledge and experience. Most would consider you quite intelligent and perceptive, capable of what great minds can accomplish.

0 AP

Flow G2

You're extremely talented in **Flow** Aura, and have both immaculate energy control and a suite of senses incomparable to mortal man. Your calculative prowess and perceptive abilities likely follow suit. Powerful manipulations of physical substances and energies are possible to you in ways most Aura users cannot approach.

-1 AP

Flow G3

You're a prodigy in **Flow** Aura release the likes of which is rarely seen in a generation, following from a genius mind far beyond mortals with no access to Aura. You can generate powerful ranged attacks, and shape your Aura into almost anything. You are even capable of attaining *Legend Status*, scarcely witnessed even in old fairy tales. When you use **Flow** techniques, you maximize their power and strategic utility to its greatest imaginable extent with few equals in Youdu.

-3 AP

Alchemy



Releasing Aura through Alchemy allows the user to shape the soul, summon servants, or prepare mystical effects. Alchemy was created by the Spirits, and while they're certainly its most skilled practitioners, they cannot produce Aura to perform Alchemy alone. Alchemy aptitude is increased through religious ceremony, spiritual connection and creativity.

Alchemy G0

You have no natural skill in the subtle arts of Alchemy. Sorcery and controlling Spirits is far beyond you, not to mention that you're just not all that interesting to the Spirits in the first place. You aren't particularly clever, creative or charming, traits they tend to adore in humans.

+1 AP

Alchemy G1

You have the talent required for the rudimentary Techniques of the Alchemy Affinity, and your abilities as a sorcerer are minimal but not abjectly lacking. You're probably a charismatic personality, religiously wisened and an amusing topic to the Spirits.

0 AP

Alchemy G2

Your connection to the Spirits and the religious traditions of ages long past has few equals. Beyond your inhuman charisma, Spirits are naturally charmed by your presence, and are more likely to be obedient to you. Mystical rites, summonings and manipulations of the soul are within the bounds of your acumen.

-1 AP

Alchemy G3

You're a natural sorcerer, capable of incredible feats of Alchemy that most Spirits would find challenging. Enchantments, curses, and mystical concoctions flow from you like water, and your activities are closely attended by the Spirits, eager as ever to form bargains with you. With study, you are capable of attaining Legend Status, something has not occurred in over sixty years. Your command of sorcery puts you among the great Sages of old, if not in title then in prowess.

-3 AP

Training

Training synchronizes with your Aura Affinities. If you're skilled in Core Release and have trained in Athletics, the benefits of doing so will be increased; if you're skilled in Alchemy and have trained in Ceremony, you'll find Spirits favor you more for it, and so on.

You can only gain the benefits of either Initiate, Master or Legend Training in any given discipline. For example, you can't take Initiate Martial Arts and Master Martial Arts at the same time, but can take only one.

Martial Arts



You have been trained in several earthly martial arts, with at least some experience in more obscure disciplines beyond what you've specialized in. You're well-positioned to pick up unfamiliar moves and styles with little trouble. In a world like Youdu, where martial arts are the de-facto method of settling grudges, you'll have a considerable upper hand. If you know a martial arts Technique, you are assumed to know how to use it, though training would bring you to a higher level of skill. Release Techniques that involve martial arts are improved by having real skill in the discipline.

Initiate: You can kick, strike, lunge, grapple and dodge with the skill expected of someone experienced in fighting.

(-3 AP)

Master: You can kick, strike, lunge, grapple and dodge with the mastery of a hardened expert whose livelihood and reputation hinges on their proficiency in unarmed combat. Even opponents with weapons and armor would be easy prey for you.

(-5 AP)

Legend: You are spoken of in hushed whispers. You can stave off crowds of combatants like a human blender, ragdolling your opponents and dodging their strikes at speeds hard for the eye to follow.

(-7 AP)

Cultivation

Initiate: Gain ♦x3 in your Aura Reserve.

(-3 AP)

Master: Gain ♦x6 in your Aura Reserve.

(-7 AP)

Legend: Gain ♦x8 in your Aura Reserve.

(-9 AP)



You've spent much of your prior life in meditation, practicing internal energy redirection and widening channels for Aura to pool and transmute in your Dan Tien. You may have been a monk, a spiritual seeker, or a follower of certain bodily alchemy practices of the East. Your Aura Reserve benefits immensely from such exercises, and your discipline has expanded your available Aura Reserve. The benefits of your Recovery Disposition are enhanced by proper training in cultivation.

Weaponry



You're trained in the usage of one or more weapons. When you have one of your preferred armaments in hand, you're fully ready to kill and defend yourself with it. Depending on your level of training, you might have only mastered the fundamentals through frequent spars and good form, or you may have spilled enough blood to fill an ocean with your weapons of choice. If you own a weapon at all, you know how to use it even without training, but would probably not be using it at its highest level. Release Techniques that involve weaponry are improved by having real skill in their usage.

Initiate: Choose a weapon from the Equipment section that you own. You have years of experience with this weapon, and it feels familiar in your hands.

(-2 AP)

Master: Choose up to two weapons from the Equipment section that you own. With these weapons, you are a disciplined virtuoso, with few who can match you even in large groups. Choose one instead to heighten your skill with it.

(-4 AP)

Legend: Choose up to three weapons from the Equipment section that you own. With these weapons, you're a battle-proven whirlwind of death, dealing killing blow after killing blow with the grace of a cresting swan. Choose one instead to dramatically augment your skill with it.

(-6 AP)

Technique Artistry

Initiate: You have learned a superior set of hand signs and poses to augment the Techniques you know, and their names and Ritual Phrases can manipulate the Technique's optimization through the intonation and volume with which you announce them.

(-3 AP)

Master: You have a greatly expanded set of hand signs and poses for all of your Techniques, some of which are difficult and time consuming for greater effects, while others are effortless and quick to provide immediate utility. Your voice is booming and dramatic when announcing their names and Ritual Phrases, increasing their efficacy as augmentation tools. You are especially skilled at giving new names to different expressions or styles of using a Technique to further enhance them, creating your own special attacks with reallocated priorities and functions.

(-6 AP)

Legend: The Technique conditions you know are much more freeform and unrestricted, since you are a walking encyclopedia of ritual augmentations—even for Techniques you don't know yourself. As long as your Ritual Phrase explains what the Technique does, you can replace the provided one with the phrase of your choice. You know so many hand signs and poses that your body and digits interweave into ridiculously complex shapes that require minimal effort for explosive benefits. You come up with new attack and style names on the fly that skyrocket the efficacy of any special moves you invent on a whim.

(-8 AP)



You've studied your Techniques under the tutelage of a great mentor, and have memorized the ritual components that can shape and modify their designed restrictions. Special hand signs, initiating postures, and phrases that reveal the Technique's functions can shift their balance and utility, and adding complexity, articulation and adjustments can bring out the best in these methods. You'll have a greatly expanded gradient of methods to maximize your abilities with self-imposed preconditions. Release Techniques are easier to teach others when you've been formally trained in the process of augmenting and adjusting them.

Acrobatics



Depending on your level of training, you may simply have an edge in parkour, speed and dexterity, or you may be able to traverse with inhuman agility through obstacle courses designed for lemurs. The better you've trained your acrobatics, the better you are able to move your own bodyweight through space in any environment. It keeps you fast, fluid and flexible in a fight and when you're maneuvering any environment. *Release Techniques that increase your speed and agility are more efficient when you've physically trained to move at high velocities.*

Initiate: You have all the athletic prowess of an experienced gymnast, climbing and leaping and swinging across environments of all kinds by pure instinct.

(-2 AP)

Master: You have the kind of dexterity reserved for cats and spider monkeys. Trees and urban sprawl are your jungle gym, and you traverse them in a blur of motion scarcely any mortal acrobat can follow.

(-4 AP)

Legend: Your ribbonlike motion is closer to a bird in flight than a human aerialist. You put circus trapezists and tightrope walkers to shame and achieve inhuman feats of gymnastic prowess without breaking a sweat.

(-6 AP)

Athletics

Initiate: You've trained your endurance and strength to the level of a competitive athlete, with a hardened physique designed for continual, strenuous exercise.

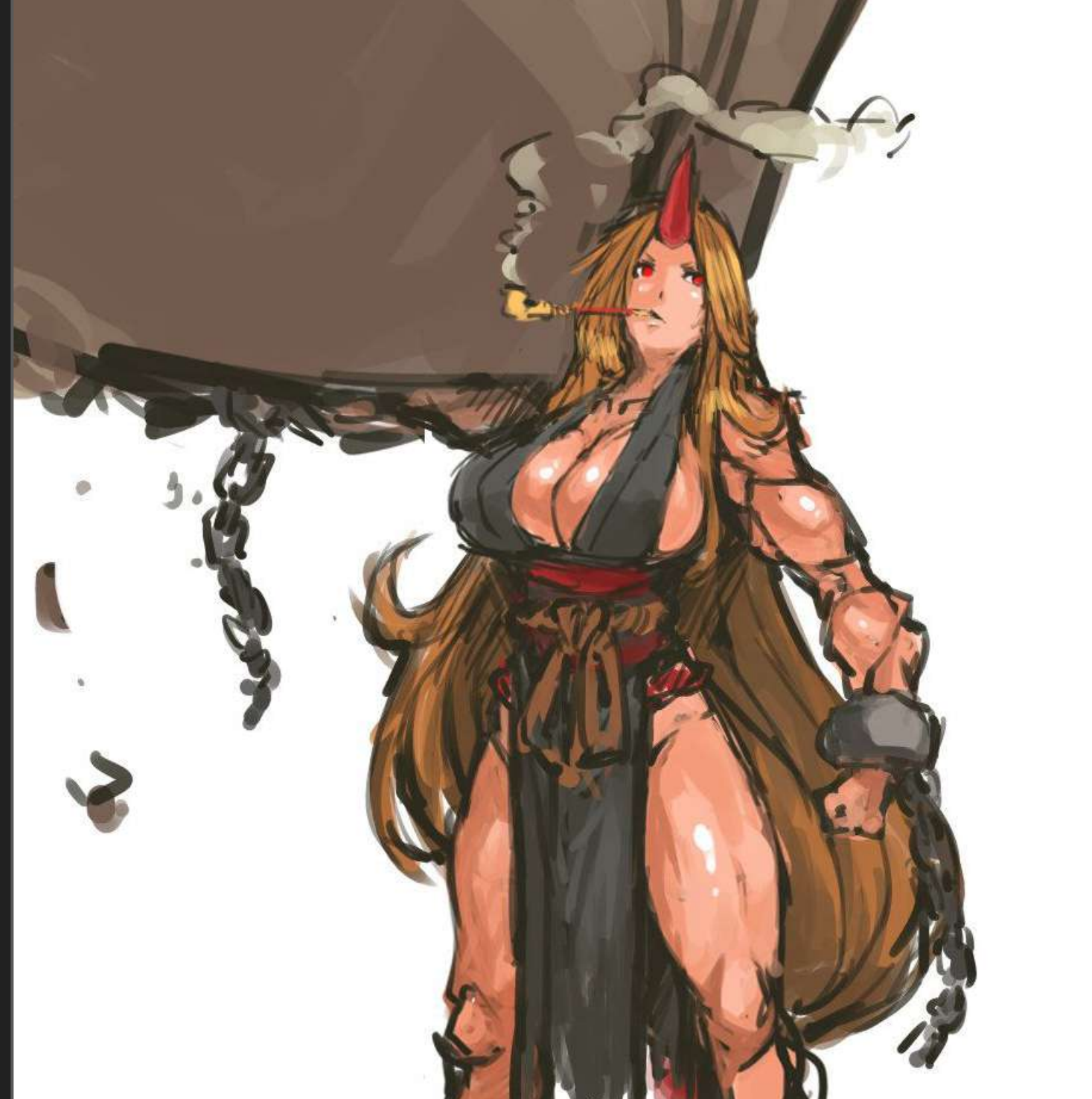
(-2 AP)

Master: You've achieved a level of strength and stamina that most mortals can only hope to achieve with anabolics and performance enhancing drugs. Even without the aid of Aura, you're strong enough to tip over automobiles and punch through drywall.

(-4 AP)

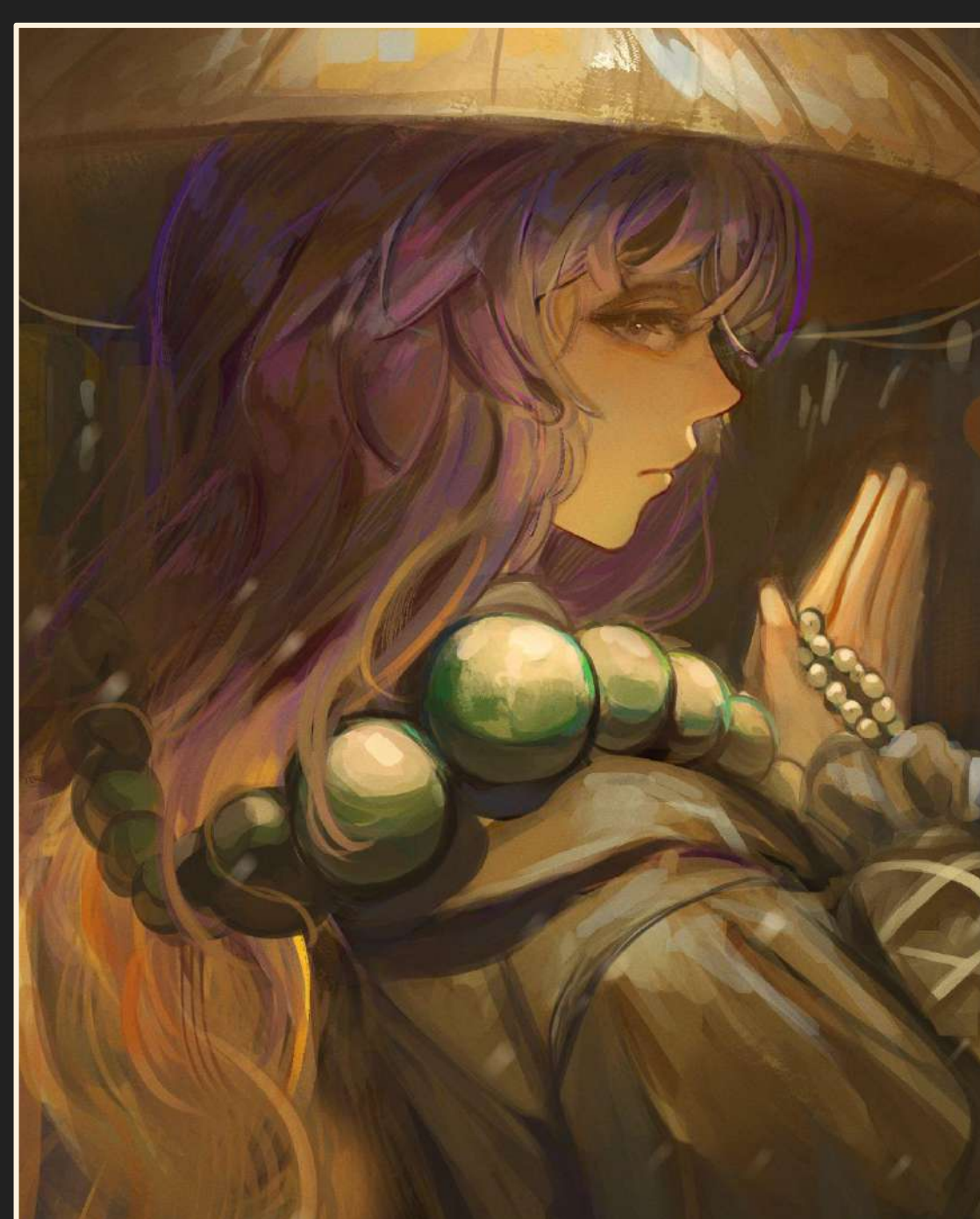
Legend: Your body is a masterpiece of performance, hardened by years of discipline to degrees closer to a great ape than a human being. You can run multiple marathons in a row, dent solid steel with a headbutt, and split wood with your grip.

(-6 AP)



You've honed your body with heavy metal and restrictive diet to achieve an impressive and enviable physique. With some initial training, you'll reach your body's most healthy natural strength, and with years of effort you will reach a size and strength that pushes the very limits of your physiology. Your endurance will also increase with training, from being exhausted after a few sets or miles to effortlessly pumping your muscles to their limits for hours on end. *Release Techniques that increase your physical strength and durability are more efficient when you have a body suited for them.*

Ceremony



Religious and spiritual awareness is a skill worth acquiring in the Dark Capital of the Spirits. Unlike Mortal World, understanding the favors and disavors of Spirits, ways of cleansing curses, practical exorcism, blessings, and the sacred properties of certain offerings can quickly become life and death. Whether or not you actually worship the Spirits is irrelevant. Even if you are fighting against them, it is good to know what you're up against. *Spirits treat those who know their rituals and ceremonies with greater respect and favor.*

Initiate: You have a basic understanding of religious and sacred practices, whether to extract blessings from good Spirits or to turn impure Spirits away. Prayers that send devils fleeing, hand signs that confer good luck, herbs that ease sickness, and so on are all part of your repertoire.

(-3 AP)

Master: You have all the religious and spiritual interconnection of a pious monk. Spirits recognize your wise soul, and you have an extensive knowledge of religious practices that can make the Spirits work with you or leave you in peace. You are formally recognized as a Sage among those who seek your aid.

(-5 AP)

Legend: You're among the foremost experts in dealing with religious and supernatural affairs in the City Between. Before Spirits good and evil you stand untouchable and anointed. Your blessing or curse spells peace or terror. You are treated as a prophet, scholar and saint. For most Spirits, an exorcism from you is impossible to endure.

(-7 AP)

Tactics

Initiate: You've studied the great tacticians of Mortal World and learned their gambits. You haven't mastered the subtle art of improvisation in the heat of battle, but playing by the books is enough to give you a significant advantage in every situation.

(-2 AP)

Master: You have a prodigious strategic genius rarely seen in a century. Your quick thinking and ability to control information between the sides of battle lets you to overcome opponents significantly stronger than you through sheer preparation and cunning.

(-4 AP)

Legend: Your web of strategies extends in so many directions that most people can't even comprehend it. You're able to plan for hundreds or even thousands of possible outcomes for any circumstance, carefully plotting your moves to always come out on top. As long as you have enough time and resources to prepare, you can overcome almost any odds against you, even entire armies. Even the City Between.

(-6 AP)



Strategy in intrigue, martial combat, subterfuge and warfare is a vital lifeline in the heat of the moment, and reacting to changes in the tactical landscape can mean life and death. With a little introductory practice you might have the edge of a chess player against your enemies, and with hardened experience you might be able to defeat a foe far, far stronger than yourself through stroke after stroke of strategic genius. You prepare your plan ten steps ahead of your enemy, anticipating their every move and capitalizing on every advantage at your disposal. *Prior preparations are much more impactful when you incorporate them into complex tactical designs.*

Investigation



A little practice can go a long way in the field of tracking and deduction. With some training, your eye will catch the details most people miss, and with true expertise you'll catch details so minute they can scarcely be said to be there at all. Reading people's facial expressions and body language to discern lies or tracking people and beasts for miles using subtle clues could all be in your repertoire with enough practice. *Precision and acuity in perception can help gather information in a fight.*

Initiate: You have a wide knowledge of the subtle forensic and natural clues that most miss: broken branches along your target's path, hair and sheddings of various monster species, and the scents that indicate human or animal presence. You notice changes and oddities in your environment that indicate surveillance or clandestine activity.

(-2 AP)

Master: You have the kind of tracking and investigative knowledge reserved for criminal pathologists and bloodhounds. You can track prey for miles, determine fingerprints by visual inspection, and make Holmesian leaps in deduction that most people can't understand without ten steps of explanation.

(-4 AP)

Legend: You have an absurd, superhuman ability to gather information from scraps in the environment. You can calculate height and weight from footprints, can tell someone's job by looking at them, can tell the identity of a murderer from innocuous details left by their activities, can track through pure scent, and much more. If information can be gleaned from the environment, you'll acquire it the instant your eyes glaze the scene.

(-6 AP)

Scholarship

Initiate: You have several years experience in a specific discipline of your choice: science, history, literature, medicine, engineering or artistry. You've acquired what amounts to a respectable four-year degree in one of these, along with relevant practical experience.

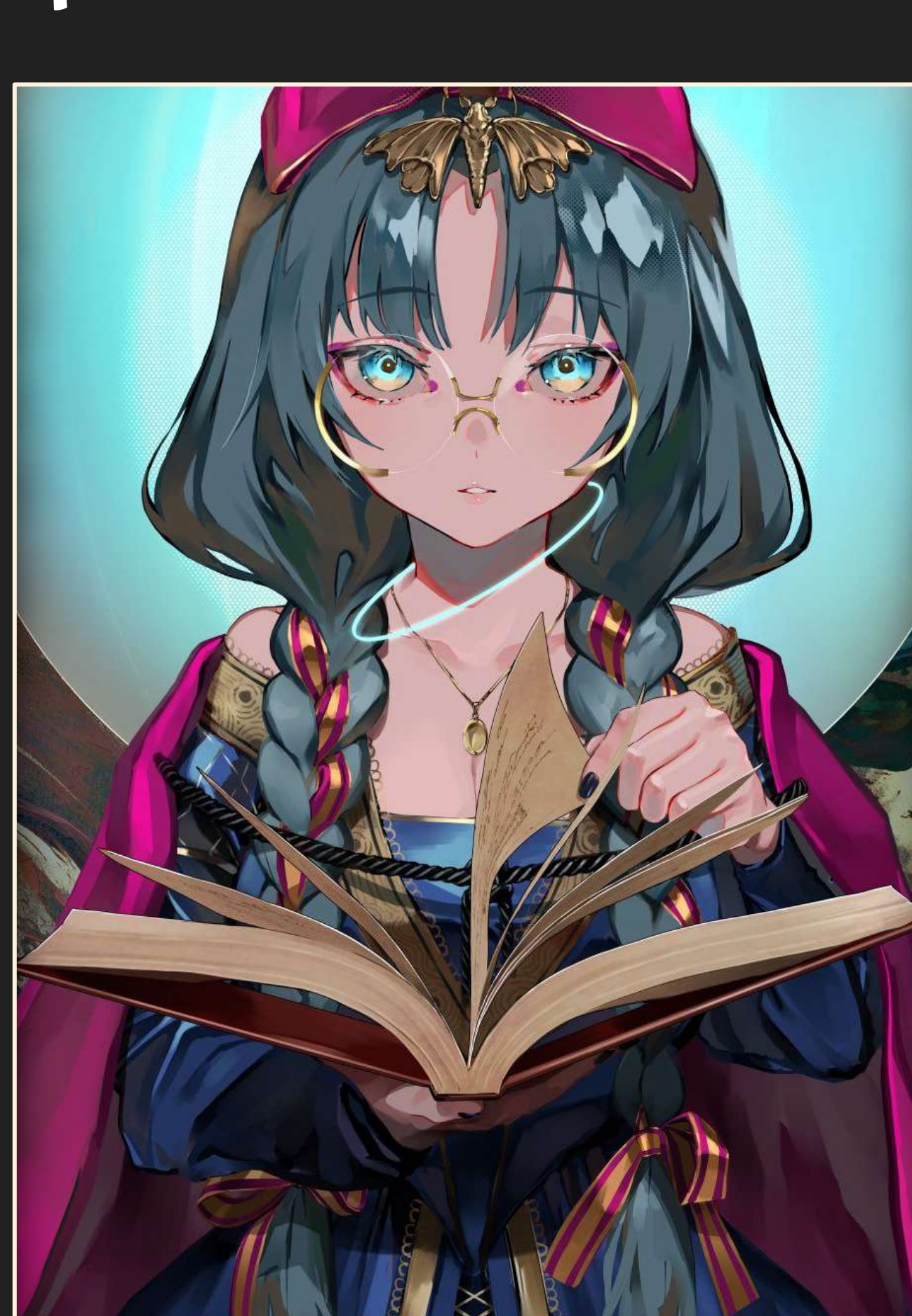
(-2 AP)

Master: Choose two disciplines from the following: science, history, literature, medicine, engineering or artistry. You have the equivalent knowledge of a four-year degree in both. If you prefer, you can choose one discipline with a doctoral degree of expertise. The two you choose will synchronize as well as possible: History and engineering will give you knowledge of historical technologies, science and medicine will give you fine-grained knowledge of individual biochemical reactions in the body, and so on.

(-3 AP)

Legend: Choose three disciplines from the following: science, history, literature, medicine, engineering or artistry. You have the equivalent knowledge of a Master's degree in all of them. If you prefer, you can choose two disciplines with a doctoral degree of expertise instead. Whatever combinations you choose will synchronize as much as possible. Artistry, history and literature might make you a walking encyclopedia of cultural mythologies and religious practices—very useful since you're in the Buddhist afterlife. Science, medicine and engineering could allow you to fundamentally reshape the technological progress of the City Between, if you really wanted.

(-6 AP)



The disciplined pursuit of scholarly knowledge might come to be extremely useful in Youdu, especially if it involves science and technology from Mortal World. If not, sheer discipline and intellectual sharpening will serve you well when learning Release Techniques or creating your own. *Scholarship and knowledge are greatly sought after, and Mortal World advancements are exceedingly rare and valuable.*

Deceit



Disguise, deception, misdirection and planting evidence are all skills taught to spies, assassins, body doubles and counterintelligence workers. Someone skilled in deceit can talk their way into parties, assume alternate identities, accurately conceal their own voice and mannerisms, or convince their enemies that they're allies. *Release Techniques* can be used more strategically in a fight by knowing how best to control information.

Initiate: You're a clever impressionist, liar and actor. You can bluff convincingly to just about anyone and impersonate anyone you're able to convincingly take on the appearance of, both in voice and mannerisms.

(-2 AP)

Master: Your silver tongue can get you almost anywhere and convince anyone of your word. You walk unimpeded into restricted spaces, easily impersonate the voice and mannerisms of anyone, even members of the opposite gender or strange races, and can practically become someone's twin with a change of clothing and hairstyle.

(-4 AP)

Legend: Unless someone has a reason to doubt you, they will likely take your word at face value. You're likely one of the most talented actors and vocal impressionists in the City Between.

When you're in masquerade, even close friends of your alter-ego can't tell you apart. You can project your voice from nearly anywhere in a room to make people hear your voice from different locations

(-6 AP)

Stealth

Initiate: You're a skilled student of subterfuge, and only the keenest eye could catch your hidden acts. Unless someone has a reason to suspect something's amiss, you'll probably go undetected.

(-2 AP)

Master: You're a brilliant talent in the art of stealth, able to hide in plain sight or steal in broad daylight without being caught. With these kinds of skills you could make a professional career out of your hidden genius, and you can explore the City Between's most guarded locations with total impunity. No place—nor object of desire—is denied you.

(-4 AP)

Legend: You are a phantom, gliding through the Dark Capital like a shadow in the night. You're practically invisible to all but the most perceptive observers, and with even the suggestion of cover, darkness or misdirection you become undetectable.

(-6 AP)



The ability to maneuver without being seen or heard is invaluable for assassins, investigators, smugglers and explorers alike. With training in stealth, the shadows will become your friends, and your feet will become light as a stalking panther.

Picking pockets, sleight of hand, concealing weapons or contraband, sneaking through hostile territory and dismantling security systems all fall under this kind of training, in addition to any other kind of physical actions you'd like to keep anyone from noticing. *Release Techniques* designed to conceal and delude are dramatically enhanced by knowing how to conceal yourself physically.

Tinkering

Initiate: You have a natural understanding of gears, cranks and tensions, allowing you to create nearly any kind of machine that doesn't require electricity or combustion to function. Additionally, your skill with metallurgy, leathercraft and smithing allows you to create, sharpen, and temper metal for weapons and armor.

(-2 AP)

Master: Your mind has within it all the engineering highlights of Mortal World up to around the year 1900. Da Vinci's gliders, accurate clockwork, steam engines, radios, cameras, and the ability to record and transmit sound are within your skill set, as well as anything of a similar technological level your mind can conjure.

(-4 AP)

Legend: You have an incredible understanding of finer mechanical and electrical devices, and with adequate tools could recreate computational interfaces, modern signal processing, jet thrusters, ballistic missiles, aircraft, automobiles and real-world weapons and armor. Note that firearms are a strictly illegal commodity in Youdu. You could spend time in jail for producing them, or make a great deal of money selling them on the black market.

(-8 AP)



Tinkering is the art of crafting machinery, weapons, armor and feats of practical engineering. Depending on your skill level, you may be able to create gliders, steam engines, machinations of cogs and wires, or even some of the more complex electronic and mechanical devices from Mortal World. You're good with your hands, and with a little scrap metal and some tools you can create marvels of ingenuity that enhance your fighting abilities, protect you, or provide additional utility. *Crafted weaponry, machinery and hexes* are strategically enhanced by a clever designer's insight.