



Kitsune

NINE TAILS

An OWbN Hengeyokai Packet



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A WORD FROM THE COORDINATOR

This packet has been assembled by a team of individuals who, while not descending from any Asian culture, have attempted to do their due diligence in regard to research and proper respect for the various peoples and cultures involved in the creation of this document.

An additional note is that the Kitsune, by nature, are very political - being assassins for Gaia that seek to topple nations who are violating the Laws of Heaven. Very few people want politics bleeding into their escape games. Even in this packet, some of the Kitsune which are described are very connected to the current (as of the time of writing) geopolitical landscape. We strongly recommend that both players and STs of such characters be extra cognizant of how heated political plots and backgrounds can get.

THE LAWS OF HEAVEN

- I command you to destroy that which harms Gaia.
- I command you to aid your brothers, your sisters, and that which serves Gaia.
- I command you to revere Your Mother, Myself, your Aunts, your Uncles, and Our Favored Servants.
- I command you to keep your duty first in your heart, and to listen for my teachings.
- I forbid you to exterminate the humans.
- I forbid you to make war on your brothers and sisters.
- I forbid you to break your word.
- I forbid you to commit suicide for reasons of honor.
- I free you to do anything else necessary to achieve our goals.

OVERVIEW

ABOUT

Kitsune are Gaia's assassins, having been tasked by Luna to purge nations of those who do not follow the Laws of Heaven. Since they were created after the Fourth Age, they were never part of the Impergium, and their Koto form does not invoke the Delirium. Kitsune can enter the Umbra just as easily as Garou through various reflective surfaces. Though they are not considered to have a specialty like the other changing breeds, the kitsune's strength lies in their versatility. Not only are they able to learn Gifts of their own, but they may also learn those of any other Changing Breed so long as they have a teacher. When Kitsune frenzy, it is always a fox frenzy.

Kitsune do not have any regenerative abilities and all damage is considered aggravated damage. They may still soak damage from aggravated sources in the same way as Garou. Kitsune may also attempt to soak damage from silver. Any damage not soaked in such an attempt is lethal; otherwise, silver affects them the same as Garou. When in Koto or Juko form, a Kitsune's teeth deal aggravated damage.

One advantage Kitsune have is a long lifespan. Every time they go up in rank and gain a tail, their lifespan doubles. Bai Mianxi is the only Kitsune to have attained nine tails but any Kitsune who gets all nine tails is considered to be immortal. Most of the time, the tails are not visible and a Kitsune can hide or reveal them by succeeding in a Gnosis challenge versus the local Gauntlet rating.

Any Kitsune that does not join the hengeyokai courts and follow the Way of Emerald Virtue have the renown categories of Chie (Cunning), Toku (Honor), and Kagayaki (Glory). Similar to Garou, Kitsune have five forms. Hitogata is their human form, Saumbuhenge is their near human form, Koto is the war form, Juko is a wolf-sized fox form, and Kyubi is their fox form. The vast majority of Kitsune have red pelts, but a few have grey pelts. There are also rumors of arctic and sand kitsune.

Birthing Pains are a curse that plague the Kitsune as giving birth to one is a supernaturally painful process and the pain is shared by both parents no matter the distance. For a Kojin or Roko kit, the non-Kitsune parent has a 90% chance of death while the Kitsune parent has a 10% chance of death. There is a possibility that both or neither parents will die, and the odds should be rolled separately. If both parents survive, a close friend, family member, or someone related to the household will die instead. For a Shinju birth, both parents have a 50% chance of death with the same penalty if both parents manage to survive. A mating between two Kitsune also only has a 10% chance of producing a shifter, the child otherwise being a normal human or fox. Should a Kitsune mate with another shapeshifter, the offspring could be a human or animal of either shifter but will never be a shifter themselves. For this, the Kitsune parent has a 50% chance of death and the non-Kitsune parent has a 30% chance of death.

HISTORY

Kitsune consider themselves the youngest of the changing breeds. They first appeared during the Fourth Age, which is early history of mankind. After the War of Shame, Gaia saw Bai Mianxi, the White-Faced One, and chose her to lead the kitsune in service to Gaia and the Laws of Heaven. Luna had warned her to be respectful and keep her eyes down as Gaia was already angered by the other changing breeds, but like all foxes, Bai Mianxi could not help but engage in an attempt at trickery.

First, Bai Mianxi tried to offer information in exchange for avoiding servitude, but Gaia told her that her Corax and Bastet have already told her all the secrets that could be offered. Then, she attempted to make a bet with Gaia that she intended to cheat at, but Gaia, having the Corax and Nuwisha, saw the trickery coming and Bai Mianxi failed. Lastly, Bai Mianxi offered to fight a champion, but Gaia saw her Gurahl and Garou and refused, saying that Bai Mianxi would be no use to her torn to shreds.

Frustrated, Bai Mianxi raised her head and looked Gaia in the eyes to tell her that if all her other children were better than the Kitsune at everything, then they were not needed and should be free to go about their lives. Gaia's rage at the insolence nearly brought the entire area around them to ruin, but Luna stepped in, pleading for Gaia to look into Bai Mianxi's heart and realize that the same qualities that infuriated her would be those that she would most value when brought to her service. And so, Gaia bore into Bai Mianxi's soul, causing the fox to faint.

When she awoke, Gaia promised her three things. First, in return for obedience and service, the Kitsune would be the best at something one day. Second, that she would help the Kitsune survive, even though the Sixth Age. Third, that in the last Ages of the world, they will have earned their freedom. Bai Mianxi realized that she had gotten a better bargain than any of Gaia's other children and reluctantly agreed. Upon returning to the physical world, she found that time had moved differently. Her lover, Prince Inari, was gone, her court was scattered, and she saw that many of the other changing breeds were being maimed, slaughtered, and for some, driven to extinction.

Bai Mianxi realized that the world was in a terrible state and that she needed to whole-heartedly accept her duties. She went to Luna and asked what she could do to help. Luna commanded her and the Kitsune to engage in assassination of nations that no longer held the Mandate of Heaven, since the violation of these laws led to the state of the world. Luna told her that in order to set things right, those who refused to abide by the laws must be purged. Bai Mianxi agreed, and since then the Kitsune have used manipulation and assassination to shape the politics of the Middle Kingdom.

CULTURE

Kitsune are one of the only breeds that do not have any sort of equivalent or representative in Western Culture. They consider themselves exclusively hengeyokai, having started in China, Japan, and Korea. For the most part, they are content to stay within their home countries, though they do sometimes travel to Western nations. Because so many of them have stuck to such a small portion of the world, their culture is relatively homogenous in structure and in the way their rites are performed.

Kitsune tend to organize themselves in groups of one, two, or four, being the only ones in the Middle Kingdom who see four as an auspicious number. Very rarely do they ever gather in any larger numbers such as for courts or moots. They tend to see such large gatherings as both a waste of time and too perfect an opportunity for anyone wishing to do them harm to strike at many targets all at once. Kitsune also honor spirits as individuals rather than groups, so there is no need for group rites.

The Kitsune do not engage in Fox specific discussions in gatherings that involve non-Kitsune, so elders do see the need to occasionally meet. Such meetings are kept brief and resolve issues as quickly as possible. Once this happens, information is then passed along from Fox to Fox. Kitsune are generally so well connected that information sent this way can spread through the entire Middle Kingdom within a week.

LEXICON

Bakemono: A formor; fomori

Batsu: A Kitsune's closest friends and allies

Beast Courts: A formal term for hengeyokai society; all Eastern shapechangers who follow Gaia are honorary members, while some pledge themselves entirely to the Courts' law

Byakko: A white-colored fox; usually a servant of Inari

Centipede: The Wyrn

Chie: Wisdom

Court: A hengeyokai sept

Doshi: One of the Four Paths; Kitsune Sorcerer

Eji: One of the Four Paths; Kitsune Warrior

First Goddess, The: The Mother, The High Blue Empress of the River of Stars, the Emerald Mother, the true Queen before Na Kua, Gaia

Genko: A black-colored Fox

Go-en: Kitsune-go for contact and favor networks

Gukutsushi: One of the Four Paths; Kitsune Dream-weaver or Illusionist

Hengeyokai: “Changing Phantom”. Any shapeshifter of the East; in particular, those bound to the Beast Courts

Hitogata: Homid form for Kitsune

Inari: A powerful Shinto Kami; Greater Incarna associated with Kitsune

Ju-Fu: Kitsune paper and rune magic

Juko: Form of a wolf-sized fox, the equivalent of the Garou Hispo form

Jyu-ho: All Fox magic

Kagayaki: Glory

Kataribe: One of the Four Paths; Kitsune Poet

Kiko: Spirit Fox; a second rank Kitsune.

Kojin: Human breed Kitsune

Koryo: “Haunting Fox”: A third rank Kitsune

Kuei-jin: Undead ghouls; vampires

Kuko: “Air Fox”; a Kitsune who serves the Wyrn

Kyubi: A Kitsune's vulpine form.

Laws of Heaven: Rules given to the Kitsune by Gaia at the inception of their Breed. Almost all Kitsune recognize their authority, even if they are not bound by the Mandates of the Beast Courts.

Mandates, the: Similar to the Garou Litany, a series of laws handed down to the Beast Courts from Gaia.

Nine-tails: Another term for Kitsune

Nogitsune: “Wild Fox”; A Kitsune without rank, usually a Kit

Reiko: “Ghost Fox”; a fourth rank Kitsune

Roko: Fox breed Kitsune

Sambuhenge: The rarely used Glabro form of Kitsune

Sempai: Mentor; teacher or organization of teachers

Sentai: Kitsune version of a pack; usually four werefoxes, sometimes with a fifth non-Kitsune

Shen: Supernatural beings, specifically those of Asian origin

Shakko: A red-colored Fox

Shijin: “Poet”; Follower of the Kataribe Pathfinder

Shinju: Pure breed Fox; offspring of two Kitsune

Silver Lady, the: Luna

Sunset People: Westerners, including the non-Hakken Garou

Tamamono: Gifts

Tenko: “Celestial Fox”; a fifth rank Kitsune

Toku: Honor

Ways of Emerald Virtue: A communal Renown system upheld by those sworn to the Beast Courts

White-Faced One, The: Bai Mianxi; the First Kitsune

Yakan: “Fox”; a first rank Kitsune

Yojutsu: Hedge magic

Yomi: Power of the Wyrms. Yomi spirits of Yin are Specters; Yomi spirits of Yang are Banes.

Zhong Lung: Lizard-shifters, known to the Western Changing Breeds as the Mokolé

PLAYING A KITSUNE BREEDS

KOJIN

Kojin are the human born Kitsune. They are generally hyperactive children and become clever and manipulative adults. Even before they are able to speak, Kojin know there is something special and different about them.

Starting Gnosis: 3

Starting Gifts: Persuasion, Seduction, Smell of Man

ROKO

Roko are fox born Kitsune who are most often raised among normal foxes so the kit can experience a more natural environment. They tend to have an urge to discover new places and experience new things.

Starting Gnosis: 5

Starting Gifts: Burrow, Cricket Leap, Heightened Senses

SHINJU

Shinju are metis Kitsune and, unlike many of their changing breed counterparts, are not considered a curse. They are often raised in the court of their parents and learn about their destiny very early on. Because they are raised on stories of greatness, they frequently grow up to become extremely arrogant and perfectionists.

Starting Gnosis: 4

Starting Gifts: Sense of the True Form, Sense Wurm, Truth of Gaia

PATHS

The Path of a Kitsune is not determined by any celestial being or time of birth but is instead something chosen by the Kitsune when they attain their first rank. When they are given the Rite of the Crossroads, they choose an element that determines their Path. While some changing breeds have a possibility to change their auspice, no matter how frowned upon it is to do so, the Kitsune are unable to go through any such Rite. This does not include the Rite of the Second Face which gives them a Court Auspice in addition to their given Path.

KATARIBE

Kataribe are largely builders and poets. They have a love of crafting, knowledge, lore, songs, and poetry. Most Kitsune who follow the Way of Emerald Virtue tend to be Kataribe. While the other paths have some degree of offense in their ways, the Kataribe are almost exclusively productive than destructive.

Corresponding Element: Nendo (Clay) Earth and Water

Starting Rage: 2

Starting Gifts: Beast Speech, Fable, Truth of Gaia

GUKUTSUSHI

The Gukutsushi are less concerned with the physical and focus more on mastery of the mind and illusion. They are able to be physicians or healers as well as tricksters. They have great understanding of psychology and have made their minds a formidable weapon.

Corresponding Element: Kiri (Fog) Water and Air

Starting Rage: 2

Starting Gifts: Clear the Mind, Mother's Touch, Open Seal

DOSHI

Doshi are the sorcerers of the Kitsune, masters of magic and spirit. They have a slight trace of Yomi energy within them and will detect as minorly Wyrn-tainted. They believe that evil can be a weapon against evil and will bind Banes or use magic considered tainted for the greater good. They have vast knowledge of the Centipede and use it to their advantage. Unlike the Kataribe who immerse themselves in the ways of the Courts, Doshi tend to live alone and are the most likely to fall.

Corresponding Element: Inazuma (Lightning) Air and Fire

Starting Rage: 3

Starting Gifts: Blessing the Blade, Sense Magic, Spirit Speech

EJI

Eji are the holy warriors of the Kitsune. While Kitsune are assassins for Gaia, Eji consider themselves surgeons that will cut away anything that threatens the Emerald Mother. They have great respect for life and will go out of their way to protect the innocent but when they find a servant of the Centipede they will kill without emotion.

Corresponding Element: Yogan (Lava) Fire and Earth

Starting Rage: 4

Starting Gifts: Razor Claws, Resist Pain, Sense Hostility

RENOWN

By and large, Kitsune do not care about renown. It just doesn't matter to them that much to them. Their primary reason for keeping track of renown is because of hengeyokai customs and traditions. Rank, on the other hand, means everything to Kitsune. Rank is granted when the Kitsune attains another tail as granted by Luna. Only when a Kitsune is found to be worthy in the eyes of the spirits does Luna grant them a tail. Kitsune may not lie about their tails, though they can hide them. Since it is impossible to fake their tails, any exaggeration is easily proven. Any Kitsune who leaves Gaia's service may not grow a new tail, no matter how powerful they get in service of their new master.

Each time a Kitsune advances in Rank beyond Rank One, they acquire a new tail. They can hide or manifest their tails by making a Static Gnosis Challenge against the local Gauntlet. Currently no rules exist for Foxes with more than five tails as the advancement for Kitsune takes a very long time.

Coordinator note: The gaining of a tail for ranks 1-4 is Coordinator Notification and 5+ is Coordinator Approval

CHIE

Chie, pronounced chee-yay, is closest associated to Wisdom. It also means intelligence, talent, ingenuity, cleverness, and cunning. Kitsune use Chie when evading or destroying their opponent through cleverness, emphasizing cunning ruses, clever tricks, intelligent application of both Tamamono and Ju-Fu Gifts, disguises, tricks and traps, and other evidences of a sharp mind and an insightful heart.

ACTS OF CHIE

Using tricks to avoid an unwinnable fight

Infiltrating an enemy lair with tricks

Using tricks to maintain the Veil

Destroying a powerful enemy with tricks

Stealing a Gift from an enemy

Leading enemies into a trap

Tricking enemies

Using tricks to escape a near death scenario

Teaching Ju-Fu to another Kitsune

Stealing a Gift

Teaching Tamamono to another Kitsune

Reach a deal in which you have to give almost nothing

Come out ahead in a deal

Using a trick to escape from danger

Learning Ju-Fu from another Kitsune

Tricking another changing breed

Defusing a high-tension situation

TOKU

Toku is the Kitsune equivalent of Honor. Toku also means virtue, moral strength, ethical integrity, and similar qualities. Kitsune earn Toku for living their lives according to the principles of Gaia and Luna. They lose Toku for deeds that earn the distaste of the Foxes. Kitsune do not quibble about backstabbing or ambushing a huge and monstrous opponent; they do, however, look down upon neglecting one's Sentai or ignoring the needs of a young kit.

ACTS OF TOKU

Spending one year in a Mountain Sentai

Spending one year in a Court

Serving in Inari's Messengers voluntarily

Assassinating a corrupt leader

Surviving the Birthing Curse

Spending one year in a leadership position

Defeating a Kuko

Acting as a mediator between Kitsune

Bringing a fallen shifter back to Gaia

Removing a corrupt leader nonviolently

Performing Rite of the Crossroads

Teaching Rite of Opening the Eyes to other shifters

Assisting in removing a corrupt leader

Teaching a stolen Gift to another Kitsune

Performing Rite of Opening the Eyes

Learning a Rite from another shifter

Joining a Mountain Sentai

Helping to raise a kit

Joining a Wave Sentai

Joining a Court

Teaching another shifter the Mandates of Heaven

Teaching another shifter the Way of Emerald Virtue

Taking steps to protect non-kinfolk foxes

KAGAYAKI

Kagayaki is most closely associated with Glory. Kitsune are often awarded Kagayaki for distinguishing themselves in the eyes of other shen. They also earn Kagayaki for performing good deeds where people that matter can see them. The Kitsune anticipate another War of Shame and want to get in as many good graces as possible to ensure their survival.

ACTS OF KAGAYAKI

Serving as an Ambassador for a year
Holding a leadership position in a Dragon Nest for a year
Leading a peace talk
Defeating fallen shifter
Defeating a powerful enemy
Acting as a mediator between different groups
Working with Namebreakers
Working with changelings
Defeating a group of major enemies
Working with western Garou
Helping defeat a lower rank fallen shifter
Working with Hengeyokai shifters
Starting a public charity
Studying under a non-Kitsune
Attending Court meetings
Holding a prominent public position
Donating to charities
Volunteering for extra responsibility

RENOWN CHARTS

DOSHI

Rank	Chie	Toku	Kagayaki
1 (Yakan)	2	1	0
2 (Kiko)	4	3	0
3 (Koryo)	6	5	1
4 (Reiko)	8	7	2
5 (Tenko)	10	9	3

BJI

Rank	Chie	Toku	Kagayaki
1 (Yakan)	1	1	1
2 (Kiko)	3	2	2
3 (Koryo)	4	4	4
4 (Reiko)	7	5	5
5 (Tenko)	8	8	6

CUKUTSUSHI

Rank	Chie	Toku	Kagayaki
1 (Yakan)	2	1	0
2 (Kiko)	3	3	1
3 (Koryo)	6	4	2
4 (Reiko)	8	6	3
5 (Tenko)	10	8	4

KATARIBE

Rank	Chie	Toku	Kagayaki
1 (Yakan)	1	1	1
2 (Kiko)	3	3	1
3 (Koryo)	5	5	2
4 (Reiko)	7	7	3
5 (Tenko)	9	9	4

CAMPS

INARI'S MESSENGERS

The Messengers are the closest thing to a camp the kitsune have with members devoted to serving their elders and following the specific duties they are given. They tend to view camps as little more than unnecessarily cliques that do little more than serve some purpose that the members are not meant to. Kitsune, instead, say they are “too young to misinterpret their role”. Members of Inari’s Messengers instead are more monastic in the sense of setting aside their personal goals to follow the orders of their elders for the duration of their service. The Messengers do not spend their lives in service but instead are a member until Luna sees fit to grant them another tail, at which point they are considered to have spent enough time with the Messengers. Most will leave at this point, but some remain in the order. Members frequently join as penance for improper behavior though some are indebted to an elder who send them to the Messengers in order to repay their debt.

BACKGROUNDS

Kitsune are able to get backgrounds of Ancestors, Fetish, Resources, Rites, and Totem without any modifications. Pure Breed is effectively useless for Kitsune and therefore they cannot take any points in it. Kitsune also have a variation of Allies, Contacts, Kinfolk, and Mentors.

Batsu are the Kitsune's allies. Kitsune consider themselves defined by their Batsu in both who they are and what they stand for. This replaces the Allies Background and most Kitsune will have at least three dots.

The Kinfolk Background is replaced by Clan. The Kitsune's Clan is a group of family, Kin, and friends who know about Kitsune and their purpose. While most are likely to be Kinfolk, there are others that are chosen who are outside of the direct family.

Go-en is a network of minor contacts. Instead of having one important contact, Kitsune generally have multiple sources from a variety of different walks of life that they can use in multiple situations. These networks should provide the Kitsune with an assortment of information in most circumstances.

Sempai is the Kitsune equivalent of a Mentor but may also represent a group of hengeyokai instead of a single individual. A Sempai could be a family member, court Sentai, or a Gai'nan as examples. A single dot Sempai could be a Kiko or Iron Rank official or an inexperienced or distant Sentai while a five dot Sempai could be a Kitsune with six or more tails, a Gai'nan to an important court, or a legendary Sentai.

FORM BONUS TRAITS

Hitogata: No adjustment

Sambuhenge: Graceful, Tireless. Negative Trait: Callous

Koto: Graceful x2, Energetic x2, Resilient, Discerning. Negative Trait: Callous

Juko: Graceful x2, Nimble, Enduring x2, Resilient, Wiry. Negative Trait: Feral x2

Kyubi: Agile x2, Nimble, Lithe, Enduring, Tenacious, Observant, Vigilant. Negative Traits: Feral

LORES

Dots of Lore	Role and Gaia	Culture	History	Powers and Weaknesses
1	Kitsune have no role	Shinju are respected	Originated in Asia	Kitsune are tricksters
2	-	Kitsune do not hold Moots nor have any dedicated Dragon Nests	-	Kitsune have origami magic
3	-	Lifespan doubles with every tail	-	Kitsune have sorcery powers
4	-	Doshi have permanent Wyrms Taint	Bai Mianxi angered Gaia and Luna	Everything is considered aggravated damage
5	Kitsune are assassins for those who violate the Laws of Heaven	Kitsune are willing to make friends with everyone to avoid another War of Shame	Gaia has personally promised to keep them alive through the Apocalypse	Kitsune are able to learn or steal nearly every Gift.

TAMAMONO (GIFTS)

Kitsune have a natural affinity to learning Gifts and Rites from other shifters. Instead of spending an extra Trait to learn an outside Gift or Rite, Kitsune learn these powers at the same cost as they do their own Gifts, provided they find someone willing to teach them the Gift.

GENERAL

BASIC

CHI SENSE

Per *Hengeyokai MET*, page 217

ISHIN DESHIN

Per *Hengeyokai MET*, page 217

MOON DANCE

Per *Hengeyokai MET*, page 217

SCENT OF RUNNING WATER

Per *Laws of the Wild Revised*, page 124

SENSE MAGIC

Per *Laws of the Wild Revised*, page 147

SPIRIT SPEECH

Per *Laws of the Wild Revised*, page 126

INTERMEDIATE GHOST SPEECH

As the Theurge Gift: Spirit Speech – *Laws of the Wild Revised*, page 126, except allowing communication to those in the Yin Realm, whether demons or spirits of the dead.

PUPPETEER'S SECRET

Per *Hengeyokai MET*, page 218

SHADOW-FAN-FLOWERS

Per *Hengeyokai MET*, page 214

**ADVANCED
POSSESSION**

Per *Hengyokai MET*, page 218

BREED

KOJIN

BASIC

JAM TECHNOLOGY

Per *Laws of the Wild Revised*, page 118

PERSUASION

Per *Laws of the Wild Revised*, page 118

SEDUCTION

Per *Hengeyokai MET*, page 204

SILVER TONGUE

As the Fianna Gift: Glib Tongue - *Laws of the Wild Revised*, page 138

SMELL OF MAN

Per *Laws of the Wild Revised*, page 118

STAREDOWN

Per *Laws of the Wild Revised*, page 119

INTERMEDIATE DISQUIET

Per *Laws of the Wild Revised*, page 119

FORGETFULNESS

Per *Hengeyokai MET*, page 205

RESHAPE OBJECT

Per *Laws of the Wild Revised*, page 119

SPIRIT WARD

Per *Laws of the Wild Revised*, page 119

TONGUES

Per *Hengeyokai MET*, page 205

**ADVANCED
ASSIMILATION**

Per *Laws of the Wild Revised*, page 120

CALL TO ALLIES

Per *Hengeyokai MET*, page 205

ROKO
BASIC
BURROW

Per *Laws of the Wild Revised*, page 120

CRICKET LEAP

As the Silent Striders Gift: Great Leap - *Laws of the Wild Revised*, page 145

HEIGHTENED SENSES

Per *Laws of the Wild Revised*, page 122

SCENT OF SIGHT

Per *Laws of the Wild Revised*, page 122

SENSE IMBALANCE

Per *MET Hengeyokai*, page 119

TEN CHI

Per *Hengeyokai MET*, page 206

**INTERMEDIATE
BLIND**

Per *Hengeyokai MET*, page 206

CARRION CLOTHES

Per *Hengeyokai MET*, page 206

CATFEET

Per *Laws of the Wild Revised*, page 123

FOREST LORD

As the Lupus Gift: Beast Life - *Laws of the Wild Revised*, page 123

NAME THE SPIRIT

Per *Laws of the Wild Revised*, page 123

**ADVANCED
ELEMENTAL GIFT**

Per the Lupus Gift - *Laws of the Wild Revised*, page 123

SONG OF THE GREAT BEAST

Per *Laws of the Wild Revised*, page 123

SHINJU

BASIC

CALL TO DUTY

Per *Laws of the Wild Revised*, page 128

FLOW OF AURA

Per *Hengeyokai MET*, page 207

IMPERIAL AUTHORITY

Per *Hengeyokai MET*, page 207

PAST WHISPERS

Per *Hengeyokai MET*, page 207

SCENT OF THE TRUE FORM

Per *Laws of the Wild Revised*, page 128

SENSE WYRM

Per *Laws of the Wild Revised*, page 121

INTERMEDIATE DISTANT WHISPERS

Per *Hengeyokai MET*, page 208

EYES OF THE CAT

Per *Laws of the Wild Revised*, page 121

ROLL OVER

Per *Laws of the Wild Revised*, page 128

SCENT OF BEYOND

Per *Laws of the Wild Revised*, page 129

WISDOM OF THE ANCIENT WAYS

Per *Laws of the Wild Revised*, page 129

**ADVANCED
IMPERIAL OBLIGATION**

As the Philodox Gift: Geas - *Laws of the Wild Revised*, page 129

MARIONETTE

Per *Hengeyokai MET*, page 208

PATHS

DOSHI

BASIC

BLESSING THE BLADE

Per *Hengeyokai MET*, page 208

BLOOD OMEN

Per *Hengeyokai MET*, page 209

BREATH OF YU-CHIANG

As the Black Fury Gift: Curse of Aeolus - *Laws of the Wild Revised*, page 134

COMMAND SPIRIT

Per *Laws of the Wild Revised*, page 126

EXORCISM

Per *Laws of the Wild Revised*, page 127

GHOST SPEECH

As the Theurge Gift: Spirit Speech – *Laws of the Wild Revised*, page 126, except allowing communication to those in the Yin Realm, whether demons or spirits of the dead.

NAME THE SPIRIT

Per *Laws of the Wild Revised*, page 123

SENSE MAGIC

Per *Laws of the Wild Revised*, page 147

SENSE WYRM

Per *Laws of the Wild Revised*, page 121

SHADOWS AT DAWN

Retest: Subterfuge

Cost: 1 Gnosis

Taught by: Ancestor Spirits

This Gift is helpful for ensuring secrets do not stay with others for long. The user first imparts some lore or knowledge and then spends 1 Gnosis Trait and makes a Mental Challenge vs the Target. If successful, the information completely vanishes from the Target's mind at the next sunrise.

SHROUD

Per *Lams of the Wild Revised*, page 147

SPIRIT SNARE

Retest: Occult

Cost: 1 Gnosis

Taught By: Owl Spirits

The Kitsune casts out an invisible, mystic net which entangles hostile spirits, confounding them with a mixture of magical force and long broken but still potent Gaian law.

The player spends one Gnosis point and makes a Mental Challenge as an attack directed at a spirit within 30 feet, which can be defended against normally. Rather than inflicting damage, this attack reduces the spirit's effective Willpower by two for the purpose of all combat actions for the rest of the scene. Multiple applications of this Gift don't stack.

SPIRIT SPEECH

Per *Lams of the Wild Revised*, page 126

SIGHT FROM BEYOND

Per *Lams of the Wild Revised*, page 126

**INTERMEDIATE
BY THE LIGHT OF THE MOON**

Per *Hengeyokai MET*, page 209

EXORCISM

Per *Laws of the Wild Revised*, page 127

GRASP THE BEYOND

Per *Laws of the Wild Revised*, page 127

PULSE OF THE INVISIBLE

Per *Laws of the Wild Revised*, page 127

SPIRIT DRAIN

Per *Laws of the Wild Revised*, page 127

SPIRIT WARD

Per *Laws of the Wild Revised*, page 119

SWARM OF SERVANTS

Per *Hengeyokai MET*, page 210

ADVANCED

FERAL LOBOTOMY

Per *Laws of the Wild Revised*, page 127

THE MALLEABLE SPIRIT

Per *Laws of the Wild Revised*, page 127

SEAL OF INARI

Per *Hengeyokai MET*, page 210

EJI
BASIC
BOLT

Per *Hengeyokai MET*, page 211

ENDURING WARRIOR

Per *Hengeyokai MET*, page 211

FALLING TOUCH

Per *Laws of the Wild Revised*, page 132

RAZOR CLAWS

Per *Laws of the Wild Revised*, page 132

RESIST PAIN

Per *Laws of the Wild Revised*, page 128

SENSE HOSTILITY

Per *Hengeyokai MET*, page 211

SENSE OF THE PREY

Per *Laws of the Wild Revised*, page 124

SPIRIT OF THE FRAY

Per *Laws of the Wild Revised*, page 132

**INTERMEDIATE
CALL OF THE DEAD**

Per *Hengeyokai MET*, page 211

ELEMENT MELD

Per *Hengeyokai MET*, page 212

SONG OF FEAR

Per *Hengeyokai MET*, page 213

SORCEROUS BITE

Per *Hengeyokai MET*, page 213

WEAK ARM

Per *Laws of the Wild Revised*, page 129

**ADVANCED
DRAGON ALLY**

Per *Hengeyokai MET*, page 213

FIRE IMMUNITY

As the Ahroun Gift: Kiss of Helios - *Laws of the Wild Revised*, page 133

GUKUTSUSHI

BASIC

BLUR OF THE MILKY EYE

Per *Laws of the Wild Revised*, page 124

CLEAR THE MIND

As the Children of Gaia Gift: Calm - *Laws of the Wild Revised*, page 136

DREAMSPEAK

Per *Laws of the Wild Revised*, page 130

FAN-SHADOW ROBE

Per *Hengeyokai MET*, page 214

MOTHER'S TOUCH

Per *Laws of the Wild Revised*, page 126

OPEN SEAL

Per *Laws of the Wild Revised*, page 124

SILVER TONGUE

As the Fianna Gift: Glib Tongue - *Laws of the Wild Revised*, page 138

SHADOW-FAN-FLOWERS

Per *Hengeyokai MET*, page 214

TAKING THE FORGOTTEN

Per *Laws of the Wild Revised*, page 125

INTERMEDIATE DISTANT WHISPERS

Per *Hengeyokai MET*, page 208

EBISU'S FINGERS

As the Ragabash Gift: Gremlins - *Laws of the Wild Revised*, page 125

LIAR'S CRAFT

Retest: Subterfuge

Cost: Social Traits (Variable)

Taught By: Fox Spirits

The Kitsune can tell the most outrageous of lies and have them accepted as truth - for a while, at least.

The character first tells his lie, then the player makes a Mental Challenge against the target (or the highest Mental Traits + Subterfuge against a group). If successful, the Kitsune may expend 1 Social Trait per individual (subject to normal limitations) in order to convince the listeners. Since the challenge is made after the lie is told, this Gift always carries some element of risk.

MOON-FAN-FACE-SHADOW

As the Glass Walker Gift: Doppelganger - *Laws of the Wild Revised*, page 141

WHELP BODY

Per *Laws of the Wild Revised*, page 125

ADVANCED MADNESS

Per *Laws of the Wild Revised*, page 121

MIST ON THE WATER

Retest: Survival

Cost: 1 Willpower

Taught By: Fog Spirits

This Gift transforms the Kitsune into a ghostly outline of himself, allowing him to pass through anything except silver as though he were incorporeal. He may communicate and strike opponents normally. He cannot be harmed by anything physical except silver; all other incoming attacks of a physical nature pass through him.

The player spends one Willpower point and makes a Gnosis Challenge against the Gauntlet to instantly transform the Kitsune into a ghostly form. Each current Gnosis allows the Kitsune to stay in that form for one turn, though the user may change back at will. The character cannot regenerate while in this form.

VIOLATION

As the Galliard Gift: Head Games - *Laws of the Wild Revised*, page 131

KATARIBE

BASIC

BEAST SPEECH

Per *Laws of the Wild Revised*, page 129

CENTIPEDE'S BECKONING

As the Galliard Gift: Call of the Wyrms - *Laws of the Wild Revised*, page 130

DISTRACTIONS

Per *Laws of the Wild Revised*, page 130

FABLE

Per *Hengeyokai MET*, page 215

LORE

Per *Hengeyokai MET*, page 215

MINDSPEAK

Per *Laws of the Wild Revised*, page 130

PERFECT RECALL

Retest: None

Cost: 1 Gnosis

Taught By: Weaver Spirits

Memory is an important tool for the Kitsune, and this Gift enhances it to incredible levels. By spending one Gnosis Trait, the Kitsune can recall perfectly any one detail, no matter how small, that she has ever experienced: a name she heard once, a faint scent caught, the PIN number she saw typed in. The detail gained is short, and the context around it is remembered no more than it normally would be.

TONGUES

Per *Hengeyokai MET*, page 205

TRUTH OF GAIA

Per *Laws of the Wild Revised*, page 128

**INTERMEDIATE
KUEI DANCE**

Per *Hengeyokai MET*, page 216

SEEK

Per *Hengeyokai MET*, page 216

SILENCE

Per *Hengeyokai MET*, page 216

UZUME SINGS

Per *Hengeyokai MET*, page 217

SHADOWS BY THE FIRELIGHT

Per *Laws of the Wild Revised*, page 131

WISDOM OF THE ANCIENT WAYS

Per *Laws of the Wild Revised*, page 129

**ADVANCED
ASSIMILATION**

Per *Laws of the Wild Revised*, page 120

FABRIC OF THE MIND

Per *Laws of the Wild Revised*, page 131

JU-FU

Ju-Fu is paper magic mastered by the Kitsune involving binding a kami in origami. Kitsune do not start knowing any paper magic but can learn from other Kitsune who know them. These should be treated as Gifts both in terms of XP cost and what is available to each rank.

BASIC ATTRACTION

Per *Hengeyokai MET*, page 220

ELEMENT CHILD

Per *Hengeyokai MET*, page 220

EYES OF THE WALL

Per *Hengeyokai MET*, page 220

LABYRINTH

Per *Hengeyokai MET*, page 220

LANTERN

Per *Hengeyokai MET*, page 221

PAPER SHELTER

Retest: None

Cost: 2 or 3 Gnosis Traits

This kami is used by Kitsune to provide a small, temporary sleeping shelter when traveling and unable to find or create another place to rest. The Fox makes an origami box and opens one of the sides to use it, allowing it to expand enough for the Kitsune to enter. The shelter will mask itself to fit the environment such as a cardboard box in the city or a small, personal tent or hollow log out in the wilderness. This shelter is only able to comfortably fit the Kitsune but will provide them with a comfortable space that is protected against the elements. The player spends two Gnosis traits and makes a Gnosis challenge against the Gauntlet rating. If successful, the player can spend an additional Gnosis trait to make the shelter invisible to mundane detection.

PAPER SPEECH

Per *Hengeyokai MET*, page 221

SILVER SIGIL

Per *Hengeyokai MET*, page 221

UMEKOCHI'S MOUTH

Per *Hengeyokai MET*, page 221

INTERMEDIATE BANISHMENT

Per *Hengeyokai MET*, page 221

BEAST SHAPE

Per *Hengeyokai MET*, page 222

BINDING

Retest: Occult

Cost: 2 Gnosis Traits

Kitsune use this kami to keep a spirit in place and prevent it from fleeing. The Kitsune fashions a small bracelet of paper chains and activates this ju-fu by making physical contact with the spirit with the chain and wrapping it around one of their limbs. The spirit is held in place for a number of rounds equal to the player's permanent Gnosis rating. To create the kami, the player must spend 2 Gnosis Traits and make a Simple Gnosis Test against 8 Traits. To use the kami, the player must make a Gnosis Challenge against the Spirit being bound.

PAPER BEAST

Per *Hengeyokai MET*, page 222

WALK

Per *Hengeyokai MET*, page 222

ADVANCED GATE

Retest: Occult

Cost: 5 Gnosis Traits

Kitsune are able to use this Kami to create a sort of warp gate between two locations. These locations must be in the same realm. The Kitsune makes a pair of paper wreaths and sets them on a wall they want the doorway to be. These doorways have 1 Health Level once created and can be used by anyone or anything. The player must spend 5 Gnosis Traits and make a Simple Gnosis Challenge to create this Kami and to activate the Kami, they must make a Simple Gnosis Challenge against the Gauntlet rating for both doorways. If one doorway fails, the other is unable to connect.

KIDNAP

Per *Hengeyokai MET*, page 222

PAPER ARMOR

Retest: None

Cost: 2 Gnosis Traits

This Kami provides the Kitsune with a layer of armor as thin and lightweight as paper that provides 2 levels of armor. The Fox creates an origami shield and attaches it to their clothing. The Kami is activated whenever the Kitsune would first take damage. The player must spend 2 Gnosis Traits and make a Simple Gnosis Challenge to create this Kami.

PAPER FLESH

Per *Hengeyokai MET*, page 223

YOKUTSU

Kitsune are adept magicians capable of hedge magic. If you are running or playing in a game that does not utilize crossover mechanics, then it is recommended that you leave this particular set of skills out. However, if you are in a game that is comfortable utilizing Mage/Hunter mechanics, then Kitsune should have access to hedge magic. For more information on hedge magic, consult *Laws of the Hunt Revised* pg. 193.

RISES

Kitsune have very few of their own rites. They generally don't find rites worth their time and when they do need rites, they have no problem stealing or learning rites from other hengeyokai. The only rites that do not work for the Kitsune are ones that are very specifically for certain shifters such as tribal rites for Garou.

BASIC

RITE OF THE OPENING OF THE EYES (MYSTIC)

Per *Hengeyokai MET*, page 223

ADVANCED

RITE OF THE CROSSROADS (MYSTIC)

Per *Hengeyokai MET*, page 224

TOTEMS

PRINCE INARI

Cost: 5

Benefits: One dot of Wits and a variant of the gift Cooking. (Produces rice instead of gruel)

Ban: Followers of Prince Inari may not bring any suffering to fox kits and human children. If killing a fox would bring the kits suffering, the fox must be spared. This does not apply to a corrupted or fallen enemy with children, though followers of Prince Inari are expected to provide some sort of provision to the children to lessen their suffering.

Court: An elaborate temple houses the Court where Prince Inari rules. Statues of foxes and Kitsune decorate the stairs, walkways, and rooftops. At the far end of the complex, a multi-leveled pagoda looks over the affairs of this Court. It is here that Prince Inari may usually be found. Occasionally, he will present himself to the Sentai in another guise: perhaps that of a servant or guard, in order to see what they are truly like.

VULPECULA

Cost: 4

Benefits: Two dots of Stealth and the gift Blissful Ignorance.

Ban: Followers of Vulpecula must hunt, and offer as sacrifice, a goose or similar bird to Vulpecula once a month. These sacrifices must be done at night in view of the stars.

Court: The Court of Vulpecula resides in an overgrown temple deep in the woods surrounded by trees that block out most of the sun. There is a shrine featuring the constellation of Vulpecula in the center of the temple, often surrounded by mist.

KUZUNOHA

Cost: 5

Benefits: The Social Trait: *Graceful* x 2, and the Gift: Beast Speech

Ban: Children of Kuzunoha must never pretend to be something which they are not. She has learned to value honesty about oneself and expects that her followers do the same.

Court: The court of Kuzunoha takes the form of a glade amongst a great forest. Here, various animals meet to exchange pleasantries and share news. Atop a simple, unassuming stump, a beautiful woman or a graceful white fox sits to offer wisdom to whoever seeks her.

PEOPLE BREAKS THE SILENCE

Breaks the Silence is a Kojin Reiko Gukutsushi and one of the few Kitsune agents sent to North America. He came to the States in the mid-2010s to keep an eye on the growing political tensions that were forming in case he needed to act. Breaks the Silence immersed himself in human culture and got a job in the US Parks Department in order to have a low-level government cover. In the late 2010s, he realized the task before him would be too much for a single Kitsune and took to social media in order to encourage resistance using his Path's knowledge of psychology.

SHADOW WEAVER

Shadow Weaver is a Roko Reiko Doshi and a member of Inari's Messengers. He was sent to Korea in order to keep the careful balance in the political tensions between North and South Korea. He mostly works reconnaissance being unable to take more direct action without breaking the veil. He uses his sorcery to help kinfolk stuck in North Korea to flee to South Korea.

BLOOD AND THUNDER

Blood and Thunder is a Roko Koryo Eji serving as a Fist in the Silent Whispers Sentai under Prince Inari. She grew up acutely aware of her destiny and spent every waking moment preparing herself for the life of a warrior. Her second rank was spent in Inari's Messengers as her elders would say, "The only thing sharper than her claws is her tongue." In Inari's Messengers, she served as a bodyguard to Song of Starlight during a diplomatic meeting. She found herself learning much from Song of Starlight and once her service with Inari's Messengers was completed, she joined the Silent Whispers Sentai so she could continue protecting the elder Fox.

SONG OF STARLIGHT

Song of Starlight is a Shinju Legend Kataribe and the Lantern of the Silent Whispers Sentai. She is one of the few who has attained her sixth tail. Song of Starlight spent most of her life traveling around the world listening to the stories of shen and mortals. While many Kitsune believe that there will be an additional War of Shame and want to get in as many good graces as possible beforehand, Song of Starlight is working to prevent it from ever happening by learning all she can of the shen. She is one of the leaders of the Kitsune not associated with the Beast Courts.

BREATH OF LIFE

Breath of Life is a Kojin Legend Gukutsushi serving as a Courtier for the Beast Courts. He has managed to attain his sixth tail and was a member of the Beast Courts for most of his life. Breath of Life initially was sent to the Beast Courts under orders as a member of Inari's Messengers. He joined the order out of a sense of duty to the Kitsune and when it came time for him to leave the Messengers, he stayed with the Beast Courts. He firmly believes that one of the best ways to serve the Kitsune is to make sure they are well represented in the Hengeyokai. At this time, he serves as the Eldest of Eldests for the Kitsune.

PLACES

Since Kitsune do not like to gather in large numbers, they have no dedicated Dragon Nest. There are, however, a couple of places important to them.

INARI MOUNTAIN

Fushimi Inari-taisha is the head shrine of Inari in Fushimi-ku, Kyoto, Kyoto Prefecture, Japan. The shrine is heavily visited by mortals getting as high as two and a half million over three days for the Japanese New Year. The priests and priestesses at the shrine are a mix of mortals and Kitsune, the majority of mortals are part of the Kitsunes' Clan.

ZAO FOX VILLAGE

Zao Fox Village is a dangerous place for Kitsune. The village is run by servants of the Centipede and some Kuko who keep the foxes in poor living conditions and exploit them. The Kuko use the village as a breeding ground for additional Kuko as well imprisoning the kinfolk of Kitsune who have not fallen in order to attempt to blackmail them or turn the kinfolk into agents of the Centipede.