

Appendix H: Inu Yasha



Series Summary

Inu Yasha is the latest successful manga epic by Rumiko Takahashi, the author and artist who in the past has brought us One Pound Gospel, Urusei Yatsura, Ranma 1/2, and the Mermaid Saga. Inu Yasha is set primarily in Japan's feudal age, or Sengoku period. Obviously, the Fuzion edition of the game Sengoku, by Gold Rush Games, will be of some importance in running an Inu Yasha game. Anyway, let's get on to the synopsis of Inu Yasha.

Kagome Higurashi is the resident of a Tokyo temple with a 1,000 year history. Her grandfather is the keeper of the shrines on the property. On her 15th birthday, as she sought to get her cat out of the shrine housing the Bone Eater's Well. A youkai bursts forth from the mystically sealed well, dragging her down into it and into the ancient past.

Once in the past, she discovers several grave things about herself. First, she learns she is the bearer of the Shikon no Tama, the Jewel of the Four Spirits. Second, she discovers she is the reincarnation of a powerful Mikko, Kikyo, and lastly, she meets Inu-Yasha, the dog-eared Hanyou who will eventually become not only her protector, but her first love as well.

In the past, the Shikon no Tama is freed from its imprisonment in her body and stolen by Youkai. In an effort to recover it, she accidentally shatters it as she slays the Youkai that stole it. The shards of the stone spread across the lands, and she is forced to recover them. While Inu-Yasha has the strength to recover them, only Kagome has the power to see the shards.

Over the course of these efforts, she would fight many youkai, recover many shards, make many friends, and discover the dark secrets behind both the Shikon no Tama and the evil Naraku who seeks it out.

In addition to this book, the various Sengoku books from Gold Rush Games will also be of great use for running such a campaign, as the Sengoku game provides in-depth detail of the culture, society and history of the era Inu Yasha is set in.

This appendix will be modified as Inu Yasha continues publication.

Additional Rules Modifications

"Monsters as Characters"

One thing Inu Yasha does is present a mix of powerful characters of multiple species. Kagome, Sango and Miroku are all human, as Kikyo was at one point. Inu Yasha is a halfbreed. Sessho-Maruo, Kikyo and most others are Youkai. This presents a bit of a dilemma with the long standing RPG traditions of "no monsters as player characters". However, in Inu Yasha, the humans have well proven they can stand their ground against the Youkai, so there is no reason why players should be forbidden from creating Youkai or Hanyou as characters. Well, there is one reason; such characters shouldn't be used as an excuse to play and "evil character". Inu Yasha is good at heart, not evil, and his goal is to change himself with the Shikon no Tama so he will no longer be an outcast. His brother, Sessho-Maruo, isn't presented as overly evil. Had he been, Kagome would have died in her first encounter with him. Eventually, he even takes an orphan child under his wing in an effort to discover why his father had a soft spot for humans.

So if a player wants a youkai character, they'd better have a damn good reason for associating with humans beyond "they make good slaves/food/cannon fodder/whatever".

Refereeing

From the beginning, many might wonder how exactly to run a game using the setting of Inu Yasha. Obviously, players can use the story characters, but that will be problematic considering the disparity of power between them all. Most will overlook the most important fact in the storyline: Both Miroku and Sango both knew of the Shikon no Tama and were collecting shards on their own when they encountered Inu Yasha and Kagome for the first time. There's no reason why the PCs cannot be yet another group hunting for the shards in order to destroy them. Additionally, the story provides plenty of backstory that can influence this as well. 50 years prior to Kagome's arrival in the past, Sango's village was guardian of the Shikon no Tama, repeatedly losing and recovering it over the course of several centuries. There is no reason why a campaign cannot be set prior to Inu Yasha and Kikyo's fateful encounter. Additionally, Sango considers herself the last of the Youkai Taijiya, though she cannot be absolutely sure that one or of the less skilled members of her village had not been dispatched to help some other village when her home was destroyed. After all, by the time she returned to her village, Inu Yasha and company had buried all the villagers that had corpses survive the youkai assault, so no one can truly be sure how many people were consumed.

New Talents, Perks, Privileges, and Complications

Purity (20) - This talent need not manifest outwardly, as in bearing an innocent manner. Rather it is having a pure and good heart with the power to placate the angry, tame the wild, or purify evil. In Inu Yasha, both Kagome and Kikyo possess purity in the form of purifying evil. They can in fact use the power upon items, making them equally pure and useful as weapons. Another example is Princess Nausicaa of the Valley of Wind, whose purity manifested in the ability to fly like she had wings and to communicate with and calm animals and insects. A third example would be Beldandy from Ah, My Goddess! Her purity is an ability to placate anyone experiencing any sort of negative emotions with only a smile.

Demon Blood (Varies) - Demons occasionally breed with humans, resulting in Hanyou children, half man, half demon. The demon blood is a powerful thing, that, if it does not grant immortality, it will grant a greatly extended life. Youkai cannot take this; it is meant only to present itself as a benefit for humans descended from Taiyoukai.

- At 15 points, the hanyou will live at least 200 years and has REC x 2.
- At 30 points, the hanyou will live at least 500 years and has REC x 3.
- At 45 points, the hanyou will live at least 1000 years and has REC x 4.
- At 60 points, the hanyou is truly immortal and will recover from any wound at REC x 3. The best a Mikko can hope to do is to seal such a Hanyou into a state of suspended animation, as Kikyo did to Inu Yasha. Hanyou so

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sealed tend to equate the state with death.

Spirit Drain (Varies) - This is both a perk and a complication. The character gains sustenance from souls it captures. There are two ways this works; either the character entraps the souls and uses their energy, or the character consumes the souls, a far more powerful but evil option.

Entrapment Spirit Drain (25 points): The character gains 1 point for increasing stats for every 10 souls entrapped within the character. These points only last as long as the soul is kept trapped. If it is released for any reason, be

it theft by another Spirit Drainer, exorcism, or willful release, the points gained will be lost. Stealing souls from another spirit drainer is a WILL vs WILL contest.

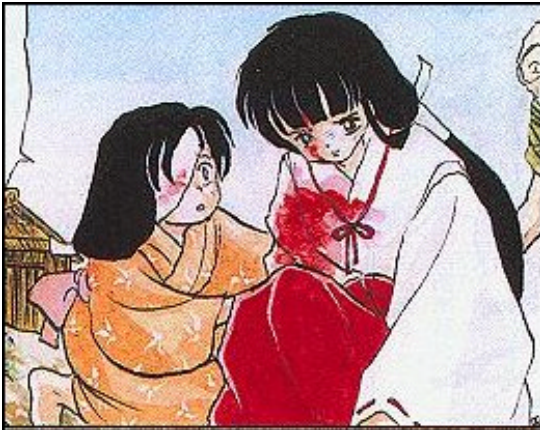
Consuming Spirit Drain (35 Points): The character gains one point for every five souls consumed. This point lasts for one full month before the spirit drainer must feed again. The advantages are that the points gained cannot be lost until they wear out.

In either case, the character can also use the energy of a newly obtained soul to regenerate, thereby healing all physical wounds they suffer from.

New Templates

MIKKO

In Rumiko Takahashi's works, there is a bit of disregard for proper historical examples. The most blatant disregard is the Mikko. Historically, they were merely shrine maidens, little more than caretakers for a shrine or temple. Throughout Takahashi's works, the Mikko have been maiden priestess warriors for fairly powerful capacity. Sakura, the Mikko/School Nurse from Urusei Yatsura was highly skilled as an exorcist and diviner. And in Inu Yasha, Kikyo represents an even more powerful Mikko, one who regularly battles with demons and has the capacity to purify the evil in the Shikon no Tama.



Mikko are the temple Maidens and Shrine Priestesses of many ancient shrines and temples spread throughout Japan. While today they perform the usual religious services and tend the holy places, they are typically shadows of their predecessors in ages long past. During the feudal era, the Mikko were maiden protectors of the holy shrines and temples (and the villages in which such holy places

resided), fighting back the evil of invading hanyou, youkai and shinma. Many were known for their pure hearts and spirit, which could on occasion be used to purify items contaminated with evil energies (yoruyouki). Like the historical examples, these Mikko must also maintain their purity, meaning she will lose her power once she takes a lover or husband.

Skills: Demon Lore, Mikkyo, Shinto, Archery, Swords, Rhetoric, Leadership, Incense Ceremony, Herbalist, Folklore,
Options: Danger Sense, Acute Special Sense (Detect Youkai), Damage Deflection, Find Weakness.

Equipment: The Mikko is highly respected by the community she lives in, and is therefore well cared for, so most mundane things she requires will be available when she needs it. She will also have a sword and/or bow & arrows, which she has likely crafted herself, or at the very least maintains very lovingly and regularly blesses.

HOUSHI

While the Mikko is typically bound to a particular location, the Houshi is a wandering priest or monk who spreads the word, traveling from village to village, temple to temple, shrine to shrine. Much like the Mikko, the Houshi is the foe of all Youkai and helps anyone they encounter who is in need. While the Mikko leans most heavily into the traditions of the Shinto, Houshi tend more towards the practice of Buddhism, and can be as fallible and flawed as the average man.

Skills: Demon Lore, Mikkyo, Shinto, Onmyodo, Social, Staves, Herbalist.

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Options: Danger Sense, Acute Special Sense (Detect Youkai).

Equipment: Houshi typically live off the land, having little more than their robes, sandals, holy staff, and a bit of money. When they enter a village, they will typically arrange shelter with the local temple or shrine, or hunt for youkai infesting a home or two in the village, exorcising the spirits in return for a decent meal and a place to sleep for the night.

YOUKAI TAIJIYA

The Youkai Taijiya - Monster Exterminator. In the age of sengoku, these hermit-like clans were responsible for the protection of villages that did not possess a temple or shrine large enough or important enough to be home to a Mikko. When a youkai rampaged near the village, the elders could dispatch a messenger to summon one or more Taijiyas to protect the village and hopefully eliminate the threat as well. The Youkai Taijiya fight fire with fire - they collect the remains of the youkai they exterminate, using the carcasses, bone, fang, claw, hide, whatever they could, in order to create powerful weapons capable

of harming or killing the monsters they hunted. The Youruyouki, or monster energies of the carcasses would permeate the weapons and armor, strengthening them without the need to have them enchanted.



Skills: Demon Lore, Swords, Staves, Smithing, Surveillance, Bind Wounds, Herbalism, Hand-to-Hand Evade, Ranged Evade, Tracking.

Options: Danger Sense, Acute Special Sense (Youkai Detection), Damage Deflection, Strong Immune System.

Equipment: Armor and weapons made of the flesh of youkai.

New Magical Powers

Arrow of Purification - Used by both Kikyo and Kagome, they can empower normal arrows with the capacity to inflict grievous harm to youkai. For lesser common youkai, the arrows virtually mean certain death. For most unique but weak youkai, these arrows are crippling. And for taiyoukai, it wounds are serious, but not crippling and rarely lethal. (Lethal Attack 4, Affects Only Youkai, Reagent, Focus Through, Religion: 1 END, 1 CP)

- 15 The arrow becomes heavy, -2 to hit and half range, otherwise acts normally.
- 20 The arrow does 4D6 killing damage
- 30 The arrow does 8D6 killing damage

Arrow of Sealing - Once struck by this arrow, any youkai will lapse into a state of suspended animation until the arrow is removed. The state of suspended animation is brought about by reducing the youkai's STR to 0 (or by up to 12 points). This spell is extremely difficult to cast. (Restraint 5, Adjust Characteristic 3, Affects Only Youkai, Permanent, Focus Through, Reagent, Religion, Lengthy Casting Ceremony: 100 END, 56 CP)

- 25 The seal will fail at some point after one year passes.
- 35 The seal will weaken and fail at some point after 50 years pass.
- 45 The youkai is sealed permanently, or until a sufficiently powerful mikko removes the arrow.
- 50 The spell will reduce STR by up to 18 points.
- 55 Rather than sealing the youkai, it is instead slain and its spirit dispatched to the next world.

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Word of Binding - Using a necklace as the medium, the Mikko can bind a youkai with the necklace, its power triggered by a trigger word, meant as a means to control the youkai through physical pain. In Inu Yasha, the example of this is the necklace worn by Inu Yasha, triggered when Kagome speaks the word "sit". Inu Yasha's body is slammed into the ground with sufficient force to leave a sizable depression. (Stun Attack 5, Enchantment, Duration 1 Year, Triggered, Stun Only, Affects Only Youkai, Focus Through, Reagents, Religion: 25 END, 15 CP.)

25	When triggered, the spell will cause 3D6 stun damage.
35	When triggered, the spell's effects will cause 5D6 stun damage.
45	When triggered, the spell will cause 6D6 stun damage, and the duration is two years.

Air Void This magical effect is more of a curse doomed to eventually consume its victim. Effecting the victim's hand, it creates a powerful void which sucks in immense volumes of material and disintegrates it. If used for too long a period, the void will expand, eventually consuming the victim as well. The void can only be sealed with a religious seal. The Air Void will generate a great gale force wind as it sucks things in and will suck in anything not secured within 100 meters before it. Anything sucked in will suffer 15D6 damage from disintegration each phase until destroyed. Each time use of the void exceeds a minute, it will begin harming the user. For each phase beyond a minute, the wound will cause 1D6 damage to the user. If any of the dice rolled come up with a 6, the void expands, raising the Disintegration value by 1 and increasing the damage the Air Void will do to the user by 1D6. (Disintegration 15, Change Environment 10, Apportation 4, Duration: Permanent: 9200 END, 123 CP)

50 or less	The spell fails, consuming its target.
80	The Air Void is not permanent, instead lasting 1d10 months.
120	Functions normally.
150	Functions normally and becomes an inherited curse, passed on to any and all offspring of the victim. It can only be stopped by killing the original source of the curse.

New Psychic and Demonic Powers

Claws of Rending Steel - One of several powers possessed by Inu Yasha. By invoking this power, the claws on his hands gain incredible strength, capable of rending steel, shattering trees, and tearing crevasses in the earth. (Lethal Attack 7, Gesture, Associative: 13 END, 5 CP).

15	+3D6 KD to HtH attacks.
25	+7D6 KD to HtH attacks.
35	+10D6 KD to HtH Attacks.

Claws of Blood The second power possessed by Inu Yasha. By steeping his claws in his own blood until they are dripping wet, he can then slash, flinging his blood a great distance while empowering it with the same strength his claws bear. (Lethal Attack 7, Range 7 [128m], Penetrating, Armor-Piercing, Self-Harm, Reagent, Gesture, Associative, Focus Through: 17 END, 10 CP).

15	3D6 KD ranged attack.
25	7D6 KD ranged attack
35	10D6 KD ranged attack.

Soul Shattering Iron Claw A third power of Inu Yasha, little more than a more powerful form of the Claws of Rending Steel. (Lethal Attack 10, Gesture, Associative: 19 END, 8 CP).

20	+5D6 KD to HtH attacks.
30	+10D6 KD to HtH attacks.
40	+15D6 KD to HtH attacks.

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Miasma Virtually all youkai possess this ability to some extent. It is the ability to radiate evil energy. This energy, frequently taking the form of vapors, is extremely destructive, burning living materials and corroding everything else. It must be constructed on a case-by-case basis, as a Continuous Lethal Attack with Area of Effect and Hole in the Middle (protecting the generating youkai). A giant centipede might have Miasma at lethal Attack1 and Range 0 [Touch], totaling 8 END, 10 Diff, and 5 CP, while Nataka's Miasma could engulf an entire castle and destroy it within hours (Lethal 10, Range 9 [500m], Hole in Middle: 37 END, 35 Diff, 25 CP)

Diff	Half damage
Diff +10	Full damage
Diff +20	Double damage or double area of effect.
Diff +30	Double damage and area of effect.

Hallucination A psychic power most common to the Kitsune-Suki, Like Shippo. It is an ability to take a small prop, be it something like a fist full of leaves or a toy top, and from them generate large scale illusions. For instance a toy top may suddenly appear large enough to crush someone. (Metamorph Size +5, Metamorph Form +5, Illusionary, Stun Only 1, Duration 1 min., Focus Through, Reagent: 12 END, 16 CP)

15	The illusion is created, but the items retain their original size.
25	The illusion operates properly. Any damage caused is stun only.
35	The illusion lasts several minutes, and experiences Metamorph Mass as well, resulting in true physical harm.

Characters

Kagome Higurashi - Kagome Higurashi led a normal life until she fell into the Bone Eater's Well on her fifteenth birthday and was transported to the Sengoku Era of Japan (1467 to about 1600). After she arrived she was attacked by a youkai called Mistress Centipede and while she was running away, she accidentally freed the hanyou named Inu-Yasha, who had been sealed under a spell for 50 years.

Soon after meeting, the village that Kagome landed in learns that she holds the Shikon no Tama or Jewel of the Four Spirits, in her body. The jewel is soon extracted and accidentally split into dozens of small shards. Inu-Yasha wants to reunite all the parts so that he can become a full-blooded demon. Kagome goes along with him in order to help keep the shards out of the hands of other more corrupt demons. It is a match forced upon both of them. Kagome has not the strength to recover the shards by herself, and Inu-Yasha has not the ability to sense or locate the shards.

Kagome and Inu-Yasha's relationship gets off to a very rough start. Kagome reminds Inu-Yasha of Kikyo, the woman that cast the spell on him, and with whom he was in love. Later, much to Kagome's surprise, everyone learns that she is in fact the reincarnation of Kikyo. Throughout their adventures, the two become closer, but once Kikyo is resurrected by Urasue, their relationship gets put on hold while Inu-Yasha tries to sort out his feelings for Kikyo.



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Kagome's bravery and her (sometimes) excellent marksmanship with her bow and arrow are a constant asset to the group of adventurers in their quest to reunite all the shards of the Shikon Jewel. More importantly, as Kikyo's reincarnation, Kagome has also inherited the power to purify evil. When she touches a shard of the Shikon no Tama, it's color will change as the evil within is consumed, and the arrows she fires from her bow are often capable of destroying at least one youkai when they strike. As an incarnation of Kikyo, Kikyo's various talents eventually appear within Kagome; first the Purity, the the skill at archery, and eventually the Seeking Arrow Okuden.

Kagome means "woven bamboo pattern" in literal translation. It seems that the name came from the principles of Yin and Yang. Higurashi has no decernable translation.

INT	2	WILL	5	PRE	4	PSY	3	TECH	2	REF	4	DEX	4
CON	4	STR	2	BOD	4	MOV	3	DED	-	PIE	-	KI	-
END	40	HITS	20	SD	8	KD	1	ED	8	STUN	20	REC	6
RES	15	SAN	65	SORC	5	RUN	9	LEAP	1.5	SWIM	3	LUCK	6

TALENTS, PERKS, COMPLICATIONS: Purity

SKILLS: Archery +3, Shinto +1, Bind Wounds +3, First Aid +3, Herbalism +1

OKUDEN:

MAGIC: Arrow of Purification +3

PSYCHICS:

EQUIPMENT: Bicycle, backpack full of clothes, modern food, and enough first aid supplies to do a combat medic proud.

Inu-Yasha - Inu-Yasha is the protagonist of our story. He is the son of a demon and a human, and the brother of Sessho-maru. Fifty years ago, Inu-Yasha was pinned to a tree by an arrow and placed into seal in a state of suspended animation by Kikyo, a priestess he loved deeply.

Five decades later, Inu-Yasha was freed when the arrow was pulled out by Kagome, a reincarnated version of his former (and now deceased love) Kikyo. Harboring a deep feeling of betrayal from what had happened he unwillingly aided Kagome in her search for the Shards of the Shikon no Tama.



During their quest Inu-Yasha has discovered that Kikyo has been brought back to live, and the reason she attacked him... it was all set-up by the evil demon Naraku who sought the power of the Shikon no Tama. Now Inu-Yasha must make amends with Kikyo, who blames him for her death and sort out his feelings for Kagome. Kikyo, after discovering the truth, seeks first to simply exist, the redirects her murderous hatred on Naraku, leaving Inu-Yasha's unwanted amends to his sense of obligation to her.

Also of interest, because of Inu-Yasha's mixed parentage, one night each month, he becomes a normal human. This occurs the first night of the new moon.

Inu means "dog", while "Yasha" means "demon".

INT	2	WILL	7	PRE	6	PSY	3	TECH	1	REF	6	DEX	6
CON	7	STR	6	BOD	6	MOV	6	DED	-	PIE	-	KI	-
END	70	HITS	30	SD	14	KD	2	ED	14	STUN	30	REC	13
RES	21	SAN	95	SORC	6	RUN	18	LEAP	3	SWIM	6	LUCK	8

TALENTS, PERKS, COMPLICATIONS: Demon Blood (60pt)

SKILLS: Swords +3, Tracking +5, Endurance +3

OKUDEN:

MAGIC:

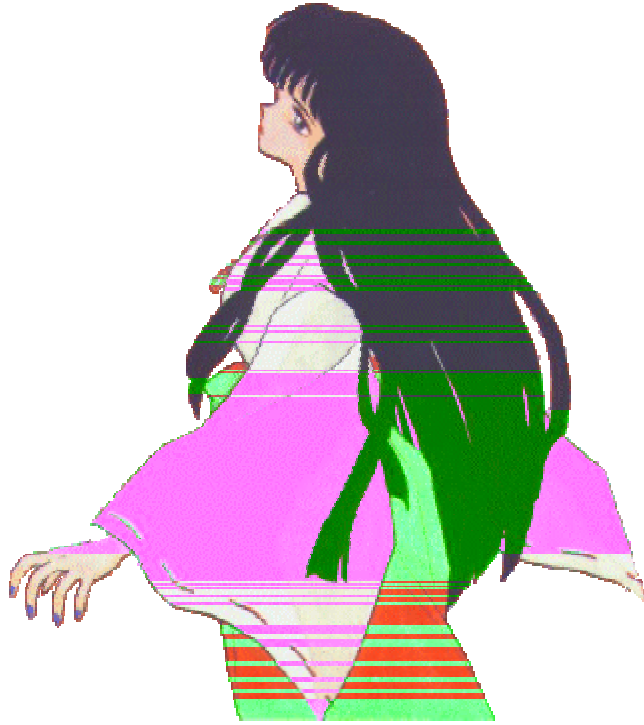
PSYCHICS: Claws of Rending Steel +8, Claws of Blood +5, Soul Shattering Iron Claw +4

EQUIPMENT: Fire Rat Fur Robes

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Kikyo - Kikyo was a priestess charged with guarding the Shikon no Tama from falling into the wrong hands. Demons from across Japan traveled to Kikyo's small village in an attempt to steal the jewel from her and gain incredible powers.

One of those demons was the Hanyou Inu-Yasha, who repeatedly attempted to steal the jewel. Neither he, nor Kikyo ever attempted to harm one another in the process, and eventually they began to grow close. Kikyo believed that they were both similar because they had to mask their humanity. She felt that she could not be a normal human because if she was, she would be slaughtered by demons. Inu-Yasha refused to acknowledge his human side, and was trying to become a full-blooded demon with the aid of the Shikon Jewel.



Because of their similar situations they began to grow very close. Kikyo realized that if Inu-Yasha

would use the jewel to become human rather than a demon, they could both lead normal lives. The jewel, once finally used for a good purpose, would become pure and vanish, thus freeing Kikyo of her obligations as the Shikon's protector.

On one fateful day, Inu-Yasha appeared before Kikyo and brutally attacked her and took the Shikon Jewel. Betrayed and confused, Kikyo used the last of her powers to put Inu-Yasha in a sleep-like state for over fifty years. After completing this, she died.

Fifty years later, Kikyo was revived by the Ogress Urasue. Upon meeting Inu-Yasha again, he began to realize that their stories did not match-up, and that he never attacked her. It is later revealed that Naraku disguised himself as Inu-Yasha in order to steal the jewel. Unable to believe this, Kikyo still seeks to kill her former lover, Inu-Yasha.

Kikyo means "bellflower" The name also came from the principles of Yin and Yang. The name "Kikyo" symbolizes five fundamental elements in the principle.

The below statistics represent Kikyo when she was alive.

INT	4	WILL	6	PRE	6	PSY	5	TECH	3	REF	5	DEX	5
CON	5	STR	3	BOD	4	MOV	4	DED	10	PIE	10	KI	5
END	50	HITS	20	SD	10	KD	1	ED	10	STUN	20	REC	8
RES	18	SAN	90	SORC	7	RUN	12	LEAP	2	SWIM	4	LUCK	9

TALENTS, PERKS, COMPLICATIONS: Purity

SKILLS: Archery +5, Shinto +6, Bind Wounds +4, Herbalism +5

OKUDEN: The Archer's Path, Seeking Arrow

MAGIC: Arrow of Purification +6, Arrow of Sealing +4, Word of Binding +4

PSYCHICS:

EQUIPMENT: Shinto Robes, Bow, Quiver with arrows

The below statistics represent Kikyo after her resurrection as a youkai.

INT	4	WILL	8	PRE	6	PSY	7	TECH	3	REF	6	DEX	6
CON	7	STR	4	BOD	6	MOV	5	DED	10	PIE	10	KI	6
END	70	HITS	30	SD	14	KD	2	ED	14	STUN	30	REC	11
RES	24	SAN	100	SORC	9	RUN	15	LEAP	2.5	SWIM	5	LUCK	10

TALENTS, PERKS, COMPLICATIONS: Purity, Entrapment Spirit Drain

SKILLS: Archery +7, Shinto +7, Bind Wounds +4, Herbalism +5

OKUDEN: The Archer's Path, Seeking Arrow

MAGIC: Arrow of Purification +8, Arrow of Sealing +6, Word of Binding +4

PSYCHICS:

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EQUIPMENT: Shinto Robes, Bow, Quiver with arrows

Kaede - Kaede is the younger sister of Kikyo, the protector of the Shikon Jewel. After her sister's death, Kaede lived on, and continued to lead the village in her sister's absence.

As decades passed, Kaede grew older, and upon the arrival of Kagome many memories of her deceased sister resurfaced. Once Inu-Yasha was freed, Kaede struck up an uneasy friendship with Inu-Yasha, and trusted him to help Kagome find the pieces of the Shikon Jewel. At some point during the fifty years between Kikyo's death and Kagome's arrival, Kaede lost one eye, probably while battling a youkai.

Kaede is also the one responsible for the prayer beads Inu-Yasha wears around his neck. When he first encountered Kagome he believed that she had something to do with Kikyo, so he attempted to kill her. In order to prevent this, Kaede slipped the beads around his neck, and forced him to respond to the command "sit".

Kaede means "maple tree". It is also one of Rumiko Takahashi's favorite names; a character named Kaede has appeared in at least 4 of her mangas.

INT	4	WILL	4	PRE	4	PSY	3	TECH	2	REF	3	DEX	3
CON	4	STR	2	BOD	3	MOV	3	DED	10	PIE	10	KI	-
END	40	HITS	15	SD	8	KD	1	ED	8	STUN	15	REC	6
RES	12	SAN	60	SORC	5	RUN	9	LEAP	1	SWIM	3	LUCK	7

TALENTS, PERKS, COMPLICATIONS:

SKILLS: Shinto +5, Archery +3, Herbalism +5

OKUDEN:

MAGIC: Words of Binding +5

PSYCHICS:

EQUIPMENT: Shinto Robes, the occasional bows and arrows.



Shippo - Kagome and Inu-Yasha first meet Shippo on a battle field, where he has disguised himself as a spirit, in order to scare the two into giving up their Shikon shards. The reason Shippo needs the jewel is so that he can avenge the death of his father at the hands of Hiten and Manten, the Thunder Brothers.

Shippo is a demon known as a kitsune, or fox demon. He has the the power of illusion, which he uses to decieve and confuse. Shippo's powers also include the ability to change shape. He has used this power to become everything from a bow to a skull and in dire situations, he can use his fox fire to keep his enemies at bay.

Even though he comes across as a bit of a brat, Shippo is really a very kind person, especially when it comes to Kagome. He feels very protective of her because of all she did to help him after his father died. Shippo doesn't exactly feel the same towards Inu-Yasha, as the



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two are constantly arguing or putting down one another. Shippo gets nervous from time to time, but when the chips are down, he can be really brave, and has risked his life on several occasions for his companions.

Shippo means "seven jewels". This name comes from Buddhism.

INT	2	WILL	3	PRE	2	PSY	4	TECH	1	REF	2	DEX	3
CON	3	STR	2	BOD	2	MOV	3	DED	-	PIE	-	KI	-
END	30	HITS	10	SD	6	KD	1	ED	6	STUN	10	REC	5
RES	9	SAN	35	SORC	4	RUN	9	LEAP	1	SWIM	3	LUCK	4

TALENTS, PERKS, COMPLICATIONS: Cowardly

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS: Hallucination +7

EQUIPMENT: Assorted props used in his illusionary magics.

Miroku - Miroku is a lustful monk (Houshi) and quite skilled in combat. Miroku has been known to do some less than holy acts in order to get ahead, and most of his good deeds are preformed for the sake of women or money.

Miroku's grandfather was cursed by Naraku. The story goes that Naraku had transformed himself into a courtesan, and just like Miroku, his grandfather was quite fond of the fairer sex. Naraku pierced his grandfather's hand and that is what brought about the curse. The hole is passed down though each generation, and it widens each year. It continues to do so until it has devoured it's victim. The only way to break the curse is to kill Naraku.

Miroku is also the one that tells Inu-Yasha about Naraku killing a priestess fifty years ago. After hearing this, Inu-Yasha is able to piece together what happened to cause Kikyo to seal him away.

Over the course of the story, Miroku and Inu-Yasha have begun to get along better, the void in Miroku's hand has proven to be a great asset, and his spiritual powers and quite helpful as well. Also of note, Miroku is sometimes seen running scams with a large Tanuki, the Tanuki turns itself into a scary looking demon and Miroku "exorcises" him. They then split the profits from the exorcism. Also over the course of the story, a bit of budding romance starts to develop between Miroku and Sango.

Miroku is "Maitreya" in Sanskrit. Maitreya is a god of Buddhism.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS: Lethal Curse

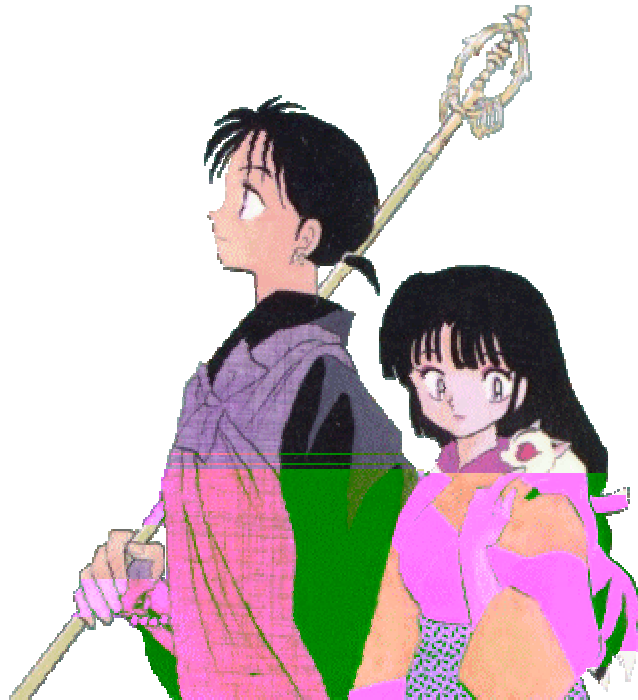
SKILLS: Buddhism +5, Shinto +3, Cooking +2

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT: Air Void, Staff, Monk s robes, fistfulls of Ofuda.



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Sango - We first see Sango the youkai exterminator fighting a giant centipede with her huge boomerang, Hiraikotsu. After killing the centipede she takes a Shikon shard from it and states that the Shikon Jewel was created in her town.

Sango's town is later shown and we are introduced to her father, her pet named Kirara, and her little brother Kohaku. Sango is collecting the Shikon pieces in hopes of finding someone that will be able to purify them.

One night Sango, her father, and Kohaku are called to a castle to exterminate a large spider demon, during the fight, it appears that the demon has been killed, but a small spider jumps on Kohaku. Kohaku kills his father and attempts to kill Sango, but not before the lord of the castle has them both killed. A young man there on business realizes that the lord was possessed and kills him, but it appears to be too late for Sango and Kohaku, so they are buried in the garden. Sango (and unknown to her, Kohaku) manages to survive. Naraku arrives shortly there after and convinces Sango that Inu-Yasha has destroyed her town in his quest for the Shikon Jewel. The entire incident was a plot by Naraku, similar to the treachery he perpetrated on both Inu-Yasha and Kikyo.

After confronting Inu-Yasha and learning the truth, Sango decides to travel with the group in order to avenge her fellow townsfolk. Kohaku now travels with Naraku under his possession.

Sango means "coral". Kirara means "mica", but is the onomopoeia for the sound a stone makes when glittering. Kohaku means "amber".

INT	3	WILL	6	PRE	4	PSY	3	TECH	5	REF	5	DEX	5
CON	5	STR	3	BOD	5	MOV	4	DED	-	PIE	-	KI	-
END	50	HITS	25	SD	10	KD	2	ED	10	STUN	50	REC	8
RES	18	SAN	70	SORC	5	RUN	12	LEAP	1.3	SWIM	4	LUCK	8

TALENTS, PERKS, COMPLICATIONS:

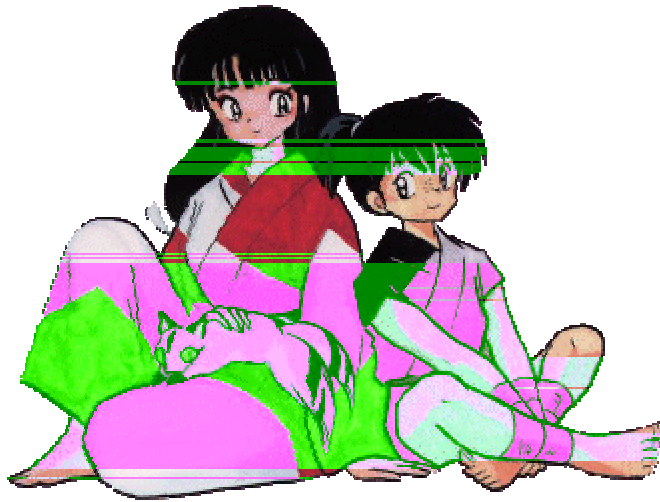
SKILLS: Demon Lore +3, Swords +2, Staves +3, Smithing +3, Surveillance +3, Bind Wounds +4, Herbalism +3, Hand-to-Hand Evade +4, Ranged Evade +4, Tracking +5, Throwing Her Monstrous Boomerang +7

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT: Her Giant Youkai Bone Boomerang (4D6 Damage), Youkai Taijiya gear, robes.



Supporting Characters

Sessho-Maru - Sessho-maru is the half-brother of Inu-Yasha. They can best be described as "estranged", to put it lightly. Sessho-maru dislikes humans, and knowing that his brother is half human seems to be one of the main reasons Sessho-maru dislikes him.

Sessho-maru is often seen in the company of his loyal servant Jaken and a large Oni that he is usually riding on.

Upon hearing that his half-brother had been freed from the spell he immediately began searching for him in order to learn of the location of their father's legendary sword, Tetsusaiga. After a long skirmish, Sessho-maru found out, much to his disappointment that he is unable to wield the Tetsusaiga because of his demon blood. On the other hand, because Inu-Yasha is half human, he can use the powerful sword. After a long battle, Inu-Yasha was able to drive off Sessho-maru and cut off one of his arms in the process.

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Sessho-maru arrived on the scene again later, and with the help of Naraku was able to temporarily use a human's arm in place of his old one to use the Tetsusaiga.

He has recently gained a new travelling companion, a young girl named Rin whom he seems to be taking care of. He has also gained the Tetsusaiga's companion blade- the Tenseiga.

Sessho-maru is more of an NPC than an outright foe. Sessho-maru is completely unconcerned with acquiring even a frgment of the Shikon no Tama, let alone the entire thing. He also begins with the intent of killing his half-brother, yet time and again seems instead to be testing his brother's strengths and rescuing him from his weaknesses. And his guardianship of Rin may be an effort on his part to learn why his father, one of the Taiyoukai lords, would seek to protect such weak creatures as humans. After all, restoring her life was more than sufficient payment for her nursing him back to health.



Sessho means "cruel". Maru is a suffix for masculine names. Sesshoumaru could be also translated as "killing blade".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Kouga - Kouga is the somewhat dim-witted leader of a group called the "Youkai-Wolf Tribe" Kouga is a youkai that has taken human form and leads his pack of wolves.

After running into Inu-Yasha and the others, Kouga realizes that Kagome can see that he has Shikon shards in his one of his arms and both of his legs. Realizing that she can see the shards, he decides to kidnap her in order to help him destroy the Gokuraku-chou's leader. The Gokuraku-chou are youkai that are basically a large head with wings and a human torso on top of their head. Kouga plans on making his tribe invincible by gathering all of the Shikon shards, and he realizes he'll need Kagome to make this happen.



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Later, Kouga decides that he'll "make Kagome his woman" to which Kagome responds with a slap. Kagome tells Kouga that she and Inu-Yasha have feelings for one another, so Kouga explains that next time they meet, he'll kill Inu-Yasha.

After their second battle, Kouga loses the Shikon shard in his arm, and Kagome stops Inu-Yasha from fighting him while he's in such a weakened state. Inu-Yasha takes this to mean that she is returning Kouga's affections, although she doesn't mean it in that way.

Kouga means "steel fang".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Rin - After a particularly difficult battle, Sessho-maru is left extremely injured and alone, a young girl who seems to be unable to speak comes across him and begins to slowly nurse him back to health.

The girl is discovered by her fellow townspeople to be stealing food (for Sessho-maru) and she is severely beaten as punishment. The people say that they are getting tired of dealing with her, and that Rin, as they call her, has not spoken since her parents died.

Rin returns with the food for Sessho-maru, and he takes notice of the beating she has received, he asks her what happened, but she does not answer, and he seems not to mind.

A few days later, Jaken finds Sessho-maru, but just as he does, Sessho-maru smells blood in the air. Deciding to check it out, he finds that Rin has been killed by a pack of wolves (Kouga's wolves to be exact). After frightening the wolves away, Sessho-maru uses the Tenseiga to bring her back to life, and she has travelled with him ever since.

Jaken - Jaken is the loyal servant of Sessho-maru, he is a short, reptilian looking demon. He is often seen carrying the "Staff of Heads" which was originally used to locate the Tetsusaiga.

Jaken is not the cowardly servant that Myoga is. He is often seen getting involved in battles, or dispatching of nuisances when his master, Sessho-maru, doesn't want to get his hands dirty.

Jaken means "cruel".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Myoga - Myoga the flea demon, was once the retainer to Inu-Yasha and Sessho-maru's father, a canine god. After the death of their father, Myoga was told to guard the Tetsusaiga, a powerful sword that belonged to the god.

When Sessho-maru began searching for it, Myoga went in search of Inu-Yasha to ensure it did not fall into the wrong hands. After saving the sword, Myoga stuck around and has continued to travel with Inu-Yasha and serve him somewhat faithfully.

Unlike Sessho-maru's servant, Jaken, Myoga rarely gets involved in any sort of physical battles. He often gets crushed by someone assuming he is a regular bug. One of the

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few abilities he has ever shown, is when he saved Inu-Yasha's life by sucking a Spider Head's venom from his system.

Myoga also is shown to have a great knowledge of other types of youkai. He is often able to identify an unknown demon and provide some background information on them to his companions.

Myoga sounds similar to "strange moth", but Myoga is originally a buddhism term, meaning "unnoticed assistance or protection of the buddha".)

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS: Demon Lore +8

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Nazuna - Nazuna is a young woman whose family was killed by demons. A priest had taken her in and cared for her, and she has become intensely hateful towards all demons, including Inu-Yasha who saved her from falling to her death.

Nazuna is taken back to her home, where the group encounters her caretaker, an elderly monk. Everyone is invited to stay at the temple over night, and the monk relates they story of how Nazuna came into his care.

The monk explains that he has been using his magical powers to shield the temple from demons, and keep Nazuna from being harmed by the Spider Heads that killed her family. After the Spider Heads attack, the monk tells Nazuna to live on with Inu-Yasha and his companions.

After the Spider Heads attack, Nazuna travels back to the temple to try and save the Monk, who it is revealed to have been the leader of the Spider Heads all along. He attempts to make Nazuna believe that because Inu-Yasha and the others brought the Shikon shards to their home, that the Spider Heads attacked and possessed him.

Once the Spider Heads have been destroyed, Nazuna bids everyone farewell and moves to a nearby village.

Nazuna means "shepard's purse".

My personal thoughts on Nazuna are as follows: She seemed to have promise that could have lead to her becoming a main character within the story. Two things prevented this. First, she appeared far too early for her to function as the "only weak link" in the group. At the point of her appearance, Kagome was filling that particular role. Second, Naraku had absolutely nothing to do with the destruction of her village. However, the story has advanced far enough along that she could be brought back as an fairly able apprentice for Sango. And aside from the two shinobi who actually did want to be Sango's apprentices, Nazuna is the only character I've seen in the storyline to have such promise.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

The Higurashi Family - The Higurashi family is a fairly average modern Japanese

family. Like many Japanese families, three generations of Higurashi's live together at

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the Sunrise Shine, which is maintained by Kagome's grandfather. In fact, the house where they current live in present day Japan is on the outskirts of Kadae's village in feudal Japan.

Kagome's grandfather is quite knowledgeable when it comes to demons and spirits. Kagome's mother is not often seen, and her father has yet to be mentioned. It's possible he's dead, or just a busy salaryman that works long hours.

Kagome's little brother, Sota has been fascinated with Inu-Yasha ever since he met him. The Higurashis also have a rather fat cat named Buyo.

Sota means "altar of sacrifice".

Inu-Yasha's Parents - Inu-Yasha discusses his parents very fairly, but from what he has mentioned he did not seem terribly close to either of them, even though he seemed to love them both very much.

Initially, it is never established when or how his father died, but his mother died when he was a young boy. Sessho-maru uses Inu-Yasha's love for his mother in an attempt to kill him and claim the sword of their father, the Tetsusaiga, as his own.

Sessho-maru is able to create a spirit that resembles Inu-Yasha's human mother, and she traps him by lulling him into a false sense of security. This spirit attempts to absorb him, but thanks to Kagome's help, Inu-Yasha is able to fight off the demon before it is too late.

Later on in the story, we learn that Inu-Yasha was actually very close to his mother, raised in her care, but his indifference comes from the way other humans treated both himself and his mother. We also learn that his father died from mortal wounds suffered during a battle to seal away a powerful dragon demon.

Hojo - Hojo is one of Kagome's high school classmates. He seems to be quite popular, and has a bit of a crush on Kagome.

To explain her frequent absence from school, Kagome's grandfather often makes up stories about the many disease that she has come down with, which makes Hojo feel particularly sorry for her.

Hojo is very understanding of Kagome's "illnesses" and believes that when she has to blow him off to fight youkai that it is because she is beginning to come down with something. He has often given her small gifts to help her feel better, and they even went out on a short date once.

Hojo seems to be incredibly patient and understanding, and he never doubts or questions Kagome if she breaks a date with him. All in all, Hojo is helpful to a fault.

Hojo means "assistance, support or aid". A perfect name for this helpful young man.

Oda Nobunaga - Nobunaga is first seen watching cherry blossoms when his pet monkey, Hiyashimaru brings him back a gift. Expecting food, Nobunaga is surprised to see an odd lacy garment which turns out to be Kagome's bra.

Once he introduces himself as Nobunaga, Kagome is quite shocked and greets him very excitedly. She begins to read from her history book about "the great idiot Nobunaga", but is cut short when Nobunaga says he is not from the Oda clan but the Takeda. At that, Nobunaga begins to walk and falls off a cliff, showing that he is quite an idiot (and probably the Nobunaga of legend).

It turns out that Nobunaga is trying to save his childhood friend and sweetheart from Tsukumo no gama, who has possessed the region's lord and begun kidnapping brides. With the help of Inu-Yasha and Kagome, Nobunaga seizes the day and saves Princess Tsuyu (but doesn't gain her affections).

No means field. Bu means part Na reputation means Ga means moth. Oda means in exchange.

Youkai

Youkai, Taiyoukai, Manonoke, Bakemono, Oni, , Shinma, Hanyou. All words that pretty much describe the same thing; the monstrous demons of Japanese mythology. For ease, I'll be using Youkai as the primary word in referring to them. Youkai are distributed in a different manner than the demons and monsters of other cultures. There are a few general types of lesser

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youkai, and an expansive subset of more powerful and unique youkai to contend with. The lesser youkai are developed as monsters, while the unique ones are developed as NPCs.

Unique Youkai

Naraku - Naraku is one of the most powerful demons in the series, and is the the puppeteer pulling the strings behind the scenes in more than one way. At first he tracks Inu-Yasha and his companions from a distance, but after being detected by Kagome, he is forced to face his foes for the first time.

At first Naraku appears to be cowardly by letting others do his dirty work for him. He states that this is because he is between transformations, and he would be unable to defeat Inu-Yasha in this state. His history with Inu-Yasha stretches back over fifty years, to shortly before Kikyo's death.

At one time Kikyo took care of a badly burned criminal named Onigumo. Onigumo had a twisted love or perhaps more appropriately, lust, for her, but the feeling was not mutual. As Kikyo's love for Inu-Yasha grew, her powers began to weaken, until demons were able to close in on Onigumo. Drawn there by his evil thoughts, the demons recieved Onigumo's sould in a bargain for great power. Before dying he asked that the demons "give him the strength to steal the Shikon Jewel and make Kikyo mine...!"

The demons did this by eating Onigumo and becoming one, and thus Naraku was born. Naraku proved to be more successful in collecting the Shikon shards and uses the power to spawn "detachments", new youkai that supposedly serve him with absolute loyalty.

Naraku literally means "hell".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Mistress Centipede - Mistress Centipede was the first youkai that Kagome encountered. She drug Kagome through the well and back into feudal Japan.

Mistress Centipede was able to sense the Shikon Jewel inside of Kagome, and after biting her, she was able to remove the jewel. This lead to Inu-Yasha being reawakened by Kagome, and attempting to save her, but not before Mistress Centipede was able in injest the Shikon Jewel.

Inu-Yasha was able to dispatch Mistress Centipede even though she was powered up by a complete Shikon Jewel, shortly after this battle, she Shikon Jewel was split after Kagome blasted it with an arrow.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

The Mask of Flesh - While on her way to the Higurashi's shrine, a woman who is planning on getting an ancient family heirloom exorcised gets possessed.

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The heirloom, called the "Mask of Flesh" which resembles a Noh mask, breaks out from its box and attaches itself to the woman's face. The mask was carved from the trunk of an ancient Bodhi-tree that had a shard of the Shikon jewel embedded in it. The story is that once the mask is placed on someone it cannot be removed until the victim dies. The mask is believed to be indestructible, even against fire, and anyone who attempts to destroy it has met with a strange demise.

The Mask of Flesh is able to sense the Shikon shards in Kagome's room and attempts to get them, but not before getting run over by a car that seriously damages her human body. Because of this, the mask begins to hunt down other humans and absorb them into her own body in order to get her strength back.

The Mask of Flesh chases Kagome to a construction site, while Sota runs to the Bone-Eater's Well and calls Inu-Yasha. Inu-Yasha does his best to destroy the demon mask, but while fighting the mask comes very close to landing on Kagome's body and taking it as her own. Thankfully, Inu-Yasha makes a last second save, destroys the mask, and gains another piece of the Shikon Jewel.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

The Thunder Brothers - The two Thunder Brothers, Hiten and Manten are fierce, psychotic murderers. The two are responsible not only for the destruction of an entire army, but for the death of Shippo's father as well. Now Manten wears his pelt as a sash. The elder brother, Hiten may be the more attractive of the two, but he is also the most dangerous. The two brothers are able to fly through the air, Manten rides on a cloud, and Hiten uses a pair of floating wheels.

Kagome manages to save Shippo from Manten, but in the process she lodges an arrow through his face and cuts two precious hairs from his head. This infuriates Manten and he captures her, planning to use her flesh to make a hair tonic. When Hiten learns that Shippo escaped with the Shikon shards, the two go after him and meet up with Inu-Yasha.

As the Hiten and Inu-Yasha rage against each other in battle, Manten attacks Shippo and Kagome and almost kills them before Inu-Yasha throws his Tetsusaiga through his spine, killing him. Hiten becomes infuriated at the death of his brother and eats his heart, adding Manten's power to his own. Mortally wounded, Inu-Yasha is forced to fight using only his scabbard. After Hiten blasts Shippo and Kagome, Inu-Yasha, thinking them to be dead, is able to summon up enough strength to deliver the killing blow against Hiten.

Hiten means correction marks. Manten means perfect score.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC

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RES SAN SORC RUN LEAP SWIM LUCK
TALENTS, PERKS, COMPLICATIONS:
SKILLS:
OKUDEN:
MAGIC:
PSYCHICS:
EQUIPMENT:

Mayu - Mayu is first seen tormenting children in a public park by throwing fireworks at them. The only person able to see her though, is Kagome.

A few days later, when Kagome is taking Sota to the hospital to visit one of his friends from school that was in a house fire, she notices some strange things happening, such as IVs being disconnected. Finally, she notices the little girl under the bed.

Later that night, Sota tells Kagome about how the little boy in the hospital's sister had died in the fire that left him in a coma. She realizes that the girl is Mayu. It's discovered that Mayu believes her mother rescued her brother, and intentionally left her to die in the fire. Believing this is true, Mayu sets out to kill her little brother.

While all this is happening, the Tatari-mokke is preparing to bring Mayu's spirit to the underworld, and unless she finds peace the Tatari-mokke will take her soul to hell so that she can become an evil spirit.

Mayu was but one of many examples within Inu-Yasha of how a human can become a youkai. In her case, she was headed down a road to literally becoming a Mononoke. Apparently, any soul that can manifest itself as something other than a glowing sphere can be considered a youkai as well. Additionally, it seems that in her travels to wherever peaceful souls go in Japanese culture, she learned how to travel back and forth, as she later appears before Kagome's bedroom window, well after her departure with the Tatari-mokke.

Mayu can be translated to mean "cocoon".

Urasue - Urasue is an ogress with a talent for sorcery that comes to claim the bits of bone left in Kikyo's grave. After destroying her shine, and digging up what's left of her, Urasue departs.

Urasue plans to revive Kikyo using her bones and earth from her grave. Urasue brings Kikyo back, and attempts to use her to retrieve the Shikon Jewel for her, but quickly realizes that she is only an empty shell. Urasue comes to the realization that Kikyo's soul has not been restored to her body, because it has already been reborn elsewhere (in Kagome to be exact).

Urasue manages to capture Kagome and force her soul into the Kikyo's body. Kikyo returns to live, and rips Urasue's head off her her body. Urasue still manages to speak and live, but it appears that she dies.

Urasue means "divination".

INT WILL PRE PSY TECH REF DEX
CON STR BOD MOV DED PIE KI
END HITS SD KD ED STUN REC
RES SAN SORC RUN LEAP SWIM LUCK
TALENTS, PERKS, COMPLICATIONS:
SKILLS:
OKUDEN:
MAGIC:
PSYCHICS:
EQUIPMENT:

Kotatsu - Kotatsu is a painter from Kyoto, who had come across a beautiful princess. Upon seeing her, the princess' men attack him and tell him never to defile the princess again by looking at her. Hurt by their words, Kotatsu sets out a plan to have the princess as his own.

Inu-Yasha, Kagome, and Shippo had been following the scent of human livers and ink, and it lead them to Kotatsu. Amazingly he is able to pull a large ogre out of his kimono, and escape. Kagome quickly takes note that Kotatsu seemed to be an ordinary human, but his powers would show otherwise.

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Ultimately it is revealed that Kotatsu is a normal human who was fond of painting scenes from hell. He travelled to battlefields and painted the corpses he found there. On one such occasion, he found a Shikon shard in a pool of blood. Kotatsu took the shard home and mixed it into a vat of his ink. Much to his surprise the ogre he painted came to life and requested that he feed him liver and blood. To keep his great ability Kotatsu begins to murder people in order to bear his demonic creations.

While trying to get the shard back from Kotatsu, his inkwell spills out and begins to devour him, leaving only his arm and the Shikon shard. Kotatsu was yet another example of how a human can become a Youkai.

"Ko" means "the late" as in deceased. "Tat" means "to be lonely" and "Su" can be translated as a "haunt". A kotatsu is also a little covered table with a heater underneath to warm your feet.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Royakan - Royakan, the Hell Wolf, is summoned by Naraku to kill Inu-Yasha. Royakan is a fairly lazy, and somewhat friendly demon wolf that travels with a pack of three-eyed wolves. He is considered a guardian spirit of the forest near the village near the Bone Eater's Well.

After Miroku sucks some of his wolfpack into his hand, Royakan gets scared and runs away into the mountains. Naraku finds him and puts a plant seed with a Shikon shard imbedded in it onto Royakan's head. Naraku informs him that if he does not kill Inu-Yasha that the plant seed will continue to grow until it rips his skull in two.

Royakan decides to take his chances with Inu-Yasha, and manages to find him in a weakend state because of a previous battle Inu-Yasha had with Sessho-maru. After awhile, Inu-Yasha's strength begins to return, and the tide turns against Royakan.

After Naraku is forced off the battlefield, Ryokan's head begins to split because of the seed, Kagome asks him if he'd like any help removing the Shikon shard, and just as he was about to tell her that only Naraku could remove it, Kagome pulls it out. The vines fall of Royakan, and he happily walks away.

While Royakan possessed a Shikon Shard, it enabled him to bellow and spawn forth dozens of his three-eyes demon wolves. He was also one of the few youkai to survive fighting over a Shikon Shard with the heroic adventurers and Inu-Yasha.

Royakan means oar, arrow, tree trunk.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

Tsukumo-No-Gama - Tsukumo-no-gama is a frog spirit that has possessed a lord, the lords wife relates the story of how shortly after she married her husband he began to act strangely. She explains that her husband collapsed in the garden one day with a fever and he physically changed.

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Upon seeing Tsukumo no gama, Myoga recognizes him as a fairly powerful 300 year old demon. They realize too late what has happened to the disappearing maidens from across the possessed lord's realm. They have all been found enclosed in frog eggs, and many of them have begun to transform into tadpole like creatures in order for the frog demon to consume their souls. During the struggle with Inu Yasha, consuming just a few souls allowed Tsukumo no Gama to completely heal the damage inflicted on it by Inu Yasha.

Like most frogs, Tsukumo no gama is very weak against fire, but since there is only a small candle in the castle, it takes a little ingenuity on Kagome's part. She uses a bottle of hairspray on the flame, and makes it into a blowtorch. The demon jumps out of the lords body, and Inu-Yasha quickly kills Tsukumo no gama and retrieves his Shikon shard.

Tsukumo no gama means "The Immortal Frog".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

The Peach Man - The Peach Man is an ordinary human who has come across a Shikon shard, the shard has given him the ability to eat other people whole. Many people had heard of the legend of an "Old Man of the Mountain" that tended an ancient paradise.

Each of The Peach Man's victim's heads sprout from a tree like a fruit. He uses these heads in the heart of an elixir of youth and longevity. The heads told Inu-Yasha and the others their tragic tale, and so they decide to investigate.

Inu-Yasha attacks head long and leaves the others behind. The Peach Man shrinks Inu-Yasha to bite-size and swallows him whole, just as the full moon is about to shine and take away Inu-Yasha's demonic power.

Kagome, Miroku, and Shippo all find themselves trapped in The Peach Man's miniture garden where he stores other victims while he waits to eat them.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:

SKILLS:

OKUDEN:

MAGIC:

PSYCHICS:

EQUIPMENT:

The Water God - The group comes across a village where human sacrifices are being made to a Water God. As they decide to investigate, they discover a cruel man whom they assume to be a demon. After their first meeting and quick loss, they realize they seem to be dealing with a true God.

Kagome is left alone to protect the child sacrifice, and discovers that her arrows seem to be one of the only things that can harm this demonic man, as he attempts to kill her before she can do anymore harm, Miroku and Sango learn his secret.

The Water God is actually a water snake spirit that lived in the nearby lake who was an attendant of the true God. He tricked the deity and imprisoned her in a sealed cave. His weapon, the Amakoi Halbeard grants him the power of a God.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC

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RES	SAN	SORC	RUN	LEAP	SWIM	LUCK
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TALENTS, PERKS, COMPLICATIONS:
 SKILLS:
 OKUDEN:
 MAGIC:
 PSYCHICS:
 EQUIPMENT:

Yuri of the Hair - Yuri is an oni (or ogre) that has transferred her demon soul into a comb. She collects the skulls of her victims for the hair they possess, as well as hunting for the Shikon no Tama once it returned to the Sengoku Era. Her collection of hair could be animated into an unending, writhing, snakelike mass that could literally travel miles to reach her victims. The nearly invisible strands can ensnare victims and animate them in a puppet-like state, or even be used to dismember a person. With her soul transferred to a comb that is hidden in the first skull she ever collected, her body is far from invulnerable, but nearly indestructible. Last thing of note: A Japanese ogre is nothing like the typical western ogre. Yuri was pretty damn hot compared to what usually gets presented as a visual representation of an ogre.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

TALENTS, PERKS, COMPLICATIONS:
 SKILLS:
 OKUDEN:
 MAGIC:
 PSYCHICS:
 EQUIPMENT:

General Youkai

Anshitsu - A Japanese hermitage for a solitary Buddhist monk. The lonely traveler should be wary of asking for shelter there at night, for it may happen that the gloomy figure who opens the door is only the ghost of the monk who once lived there.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Crow Demon - This is a demonic bird, resembling a crow but with too many eyes and a long, snake-like feathered tail. These large, vile birds are known for feeding upon human flesh, especially that of the youngest and smallest children. They can also eat into the body of an adult human, feasting upon the victim's heart and thereby possessing and animating the corpse that results.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Hoji - An evil Japanese spirit who lives inside an upright pillar (the Death-Stone) standing on the lonely moor of Nau. It will kill the unwary traveler who lies down to sleep near the stone.

INT	WILL	PRE	PSY	TECH	REF	DEX
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CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Ittan-Momen - A mysterious being from Japanese myth that looks like a long white cloth. It frightens people by appearing suddenly in the night. The cloth is wrapped around the mouth and nose of the victim, suffocating him. The word *momen* means "cotton".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Jikininki - In Japanese myth, jikininki are demons, corpse-eaters, who eat dead human bodies. These demons are often the spirits of dead men or women whose greed prevented their souls from entering a more peaceful existence after death. They continue a half-life by devouring corpses. A particular myth tells of a strong-willed priest called Muso Kokushi who once kept watch near the body of a deceased person. Suddenly a jikininki arrived to devour it, but the priest's prayers liberated the demon's soul

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Kamaitachi - A Japanese monster that looks like a weasel, although it moves so fast no one has ever gotten a good look. They usually assault a victim as a team, where the first knocks down the victim, the second slashes him with its teeth, and the third heals the wound. The word *kama* means "sickle" and *itachi* means "weasel".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Kitsune-Tsuki - A fox spirit, or a demon who appears in the shape of a fox, in Japanese mythology. Kitsune-Tsuki ("Fox-Lunacy") is possession by such a spirit. It occurs mostly in women. The fox spirit enters through the fingernails or the breast.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Konaki-Jiji - A Japanese monster that can change its size and weight, often appearing as a baby lying at the side of a road. When a traveler passes by and picks up the baby, the monster returns to its original size, thus crushing the victim. Konaki Jiji means "old man crying like a baby".

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

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PSIONICS:

Kumo - Various Japanese myths tell of huge spiders (*kumo*), bigger than a man, with eyes as big as saucers, sharp teeth, and long legs. These spiders hide in old castles, looking like innocent heaps of clothes. Unwary travelers, seeking shelter and laying down to sleep, will wake up to find themselves imprisoned by huge sticky spider webs. Those webs are too tough to be undone except by magic. One particular myth tells of a miser whose blood was sucked by a gigantic spider until he repented. The hero [Reiko](#) had various encounters with these monsters

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Reiko's Tales with the Kumo - A Japanese hero. Well-known are his various encounters with gigantic [spiders](#).

One day when he was ill, a small boy brought him his medicine every night. This medicine did not cure him but made him sicker, for it was poison. His suspicion aroused, Reiko struck the boy when he came in one night. Quickly the boy threw something at him, which grew into a sticky net, and disappeared through the door. Reiko, enveloped entirely was helpless. Tsuna, Reiko's chief retainer, managed to stop the boy at sword's point, but he threw a web over the retainer too, and fled again. The boy was later found in a cave and killed. It turned out that he was a spider-spirit, a little demon with a magic weapon.

In another adventure, Reiko saw a skull flying before him, then disappearing into a ruined building. Inside the building Reiko found an old hag, entirely white with sagging breasts. A moment later he saw an old nun with a large face. Finally he saw a beautiful woman. As he stared at her, she threw a sticky net over him. He struck her with her sword but its point broke off. Shortly after Tsuna arrived and liberated Reiko from the huge web. The woman had by then vanished. They thoroughly searched the building and found a gigantic spider, with the tip of Reiko's sword sticking out of its belly. When they pulled it out, the monster died. They cut the body open and inside they found numerous skulls, those of the spider's victims. They also found many 'baby' spiders, as large as children, creeping out. They quickly dispatched those, thus liberating the country of the age-old plague of mountain spiders, a race of evil demons.

Nothing Woman - This youkai is formed by the spirit of a mother who lost her child. They are particularly numerous in the era of the warring states, since all too often, a village would be raided and women would be forced to watch their children murdered before their eyes before they themselves were raped and killed by the raiders. A Nothing Woman will latch onto a target, taking the form of the victim's mother on occasion or even inducing an extensive mass hallucination that can affect an entire group, and close in until they can convince the victim to embrace. Once the embrace begins, the victim will lapse into a trance, to be absorbed by the Nothing Woman. Sated and convince she has been reunited with her child, the Nothing Woman will vanish, neither she nor her victim to ever be seen again (unless she lost more than one child).

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Nurikabe - A Nurikabe is, in Japanese folklore, a huge invisible wall that blocks a traveler's way on a road. It is said that a Nurikabe manifests in its visible form and that it looks like a

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huge stone wall with pairs of small arms and legs. When people are walking for a long time without reaching their destination, the delay is blamed on the Nurikabe

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Raiju - A Japanese demon whose name means "thunder animal". It is a demon of lightning in the shape of a cat, badger or weasel. During thunderstorms it becomes extremely agitated and leaps from tree to tree. If a tree shows the marks of lightning, people say that Raiju's claws have scratched it open. The demon likes hiding in human navels, so, if afraid, a person should sleep on his or her belly during thunderstorms.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Sennin - The immortal spirit of a saint living in the mountains in Japanese mythology. This saint, a hermit, who has acquired so much merit by his asceticism that he can perform miracles, such as speaking after death, flying on the back of a tortoise or on a cloud, or causing a gourd to give birth to a horse. Sennings may speak to mortals in dreams or appear in the shape of ordinary men. They are accompanied by their familiars: a toad, a horse, or a tortoise

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Shin-nen-tai Literally meaning manifestation of will , when a person departs the world with a strong desire left unfulfilled, the desire itself can take physical form and remain behind as the spirit of the dead journeys on to the next world. The primary difference between a mere ghost and a shin-nen-tai is the fact that the shin-nen-tai is an actually physical being. Eventually, the desire itself typically fades over time with no soul or spirit to reinforce it, and the shinnentai will eventually fade from existence, typically over a span of a few decades.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Powers possession, sleep manipulation,

Spider Heads - The Spider Heads are a large group of spider demons with human heads. They have overrun a mountain range that Inu-Yasha and the others were travelling across on their search for pieces of the Shikon Jewel.

While staying at a small temple with Nazuna, a young girl they had just saved from the Spider Heads, they are introduced to an elderly monk who invites them to stay the night in his temple. The monk had raised Nazuna because her father had been killed by the Spider Heads.

The monk is later revealed to be the leader of the Spider Heads, he killed Nazuna's father and used her to lure Inu-Yasha to the temple in order to steal the Shikon shards that he had already collected.

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The monk is able to poison a human Inu-Yasha and almost manages to kill everyone, until the sun rises, and Inu-Yasha's demonic powers are restored.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Spirit Snatchers - Also known as Soul Snatchers, they are strange looking creatures, a sort of twenty to thirty foot long, thin, spindly snake with a lizard-like or draconic head and four or six short arms just behind the head. Wingless, they glide quickly through the night air, snatching soul spheres as they drift toward heaven. Normal Spirit Snatchers are harmless to the living, and are used by Kikyo to collect the souls she needs to live. Occasionally, large ones can be encountered. These immense ones measure hundreds of feet in length and tens of feet in diameter, and can and will consume the living while destroying large chunks of the landscape.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Tatari-Mokke - One night, while waiting for the Tetsusaiga's scabbard to be repaired, Shippo, Myoga, and Inu-Yasha notice a demon with many spirits of young children following closely behind.

Myoga explains that what they are seeing is called a Tatari-mokke, and that it is a demon given life by the souls of young children. The Tatari-mokke plays with the spirits of deceased children until they have settled and can move on to the next world.

Kagome later sees the Tatari-mokke following Mayu. Myoga explains that by the Tatari-mokke soothes children's spirits with its flute until they can move safely on to the next world, but if a spirit has not settled by the time Tatari-mokke opens its eyes, it takes the soul to hell and so that it can transform into an evil spirit.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Ten-gu - Tormenting spirits from Japanese folklore. These bogeymen, with their long noses and beaks, live in mountains and forests and are especially after children. Their leader is Sojō-bo

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Tennin - In Japanese Buddhism, an angel or fairy, a heavenly, beautiful person who may appear on a mountain. To meet one, the pilgrim has to climb to the summit

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

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Tenshi - Japanese angels. They are not only the messengers of the gods, but also work for the benefit of people. They prevented the kobo (priest) Daishi from sacrificing his life by throwing himself from a high rock, telling him that a lifetime of teaching the lore of Buddha is better than propitiation.

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Tokutaro-San - A life-size Japanese boy-doll, a child of two years. There is also a girl-doll, called Otoku-San. It is believed that these dolls are alive. Although they cannot talk, they can cry and run away when the house in which they live is on fire. When cared for properly, they bring good luck to 'their' family. They need to be dressed in new clothes regularly and kept in good repair. Treated thus, they may survive the passing of many generations, and cause babies to be born in good health. When they are neglected, however, they will be cross and bring misfortune. When a doll is old, worn, broken and finally declared 'dead', it is laid to rest under an *enoki* tree (see also [Kojin](#))

INT	WILL	PRE	PSY	TECH	REF	DEX
CON	STR	BOD	MOV	DED	PIE	KI
END	HITS	SD	KD	ED	STUN	REC
RES	SAN	SORC	RUN	LEAP	SWIM	LUCK

PSIONICS:

Mystic Items

Tetsusaiga - This is the sword left behind to Inuyasha by his father. Initially it was believed to be a weapon forged by the great Taiyoukai as a weapon meant to protect humans, but it turned out to have a much deeper purpose. The sword was meant to protect Inuyasha from his own heritage, for when Tetsusaiga is away from his grasp and he is sorely injured, his youkai blood rises, reducing him to a feral demon of immense strength. So, in the end, the best place for the sword truly was in the black pearl grave in Inuyasha's left eye. The sword is incredibly powerful, not only enhancing Inuyasha's strength, but also imbuing him with additional powerful abilities.

A wielder of mixed human and demon blood (in other words, a hanyou) can wield this weapon in defense of human life, triggering its transformation from rusted, chipped, and generally worthless longsword to a mighty and glowing blade. In this transformed state, the sword grants the user +2 STR and +2 KD. As the wielder grows more accustomed to using the weapon in the intervening months, it will reveal further abilities.

Tetsusaiga also comes with a magical scabbard. The scabbard is incredibly powerful, functioning as a defensive weapon (+2 KD to a wielder actively using it) and if it becomes damaged, it can call forth Tetsusaiga to return to it.

Shikon no Tama - The jewel of the four spirits, shattered by an arrow strike. The shards of this jewel were flung far and wide. The jewel is immensely powerful, for it binds the spirits of a powerful Mikko of ages long past, as well as the thousands of youkai who fought her in the final, cataclysmic battle in which the jewel was formed from her heart. Youkai seek out the jewel, for amongst their own it is legend that the one who possesses the Shikon no Tama shall be all powerful, ruling over both human and demon.

The mere slivers and shards of the whole jewel exhibit immense and remarkable powers. Sessho-Maru used a shard to attach a human arm to his demon body rather successfully, allowing him to temporarily wield Tetsusaiga. A shard was used on Sango to eliminate the pain she was suffering from her nearly fatal wounds, allowing her to fight Inuyasha as though she were not injured. And a shard restored life to Kohaku, Sango's

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younger brother. Other shards were used to enhance the natural abilities and demonic powers of other youkai who happened upon various shards.

Location

For the most part, the adventures of Inu Yasha occur within an area probably equivalent to modern day Tokyo and its suburbs. In the portions of the story set in the modern era, the Sunset Shrine, managed by Kagome's family, is located within Tokyo's city limits. On the Shrine property lies the Bone Eater's Well. In the Sengoku era, though we have yet to see the troupe visit Edo, the physical location of the Bone Eater's Well remains unchanged and most of the trials and trepidations they face are within a few days foot travel from the well. At most, the greatest distance the group travels is probably no more than 150 miles in any direction at most.