

Gumiho 구미호

Three hundred li farther east is Green-Hills Mountain, where much jade can be found on its south slope and green cinnabar on its north. There is a beast here whose form resembles a fox with nine tails. It makes a sound like a baby and is a man-eater. Shanhaijing - Guo Pu

Quote: Why, it asks us to *stay off the grass!* What a clever conceit. Tell me my dear, would you like to step off of this boring path, and dance in the green with me for a moment?

A group of foxes once left the confines of the wild, and entered a partnerships with the moon and the Green Mother and all of the other Celestials. They traded their wild-magic for an unnamed task and entered a term of service to await a horrifying and bloody death. The Gumiho was not among that group. The Gumiho are Nogitsune and Huli-Jing- the wild foxes, far removed from the courtly good graces of their fellows.

Unlike the Other Obake tribes, the Gumiho were never mortals with Shinma spirits or little Gods. They were foxes wild and born, and their animal hungers for magic reflect this. The wildest and most magical of the Obake Tribes, the Spirit-Foxes walk in places that even demons fear to tread. In fact, if there is any fear to be had at all, the insatiable Gumiho are the first ones to step in. Their hunger for the unseen and taboo places demands that they explore. Especially if it means that something exciting will come of it. Keep in mind, no Gumiho is stupid however, and if something isn't cool enough to merit their attention, they can easily walk away regardless of either rules or peer pressure...

Like the proverbial curious cat and the satisfaction involved, the rewards of overstepping boundaries far outway any risk. Each Gumiho's mouth waters for the magics and tricks of the other worlds. And for every fifth level of a different art that a Gumiho completes, they get another tail. Each Tail is a sign of mastery, and only the most fresh-faced sport only one.

Appearance: In all forms, Gumiho is attractive and dapper; sporting the heights of fashions these days. *In Hotei Form* Both male and female of the species boast sharp rakish features and warm radiant smiles that melt hearts. They have bright smiling eyes, and their attentiveness to the emotions of others is what sets them apart



from their fellows. They are just so damned *nice*...

The Wani Form is that of a fox-headed and sharp-toothed Hsien, shorter than their fellows, but with none of the over-bearing and stuffy nature that the Hsien are known for. (at least that's what the Gumiho tell you).

The Beast Form is that of a handsome fox- Red, white, silver or grey- with intelligent eyes and a mischevious smile.

Fox

Strength: 2, Dexterity: 3, Stamina: 2

Notes: - Attacks: Bite: Str +1 for (Aggravated) can also use the mouth as dextrously as her hands (Wielding a knife with the mouth is always a treat).

The Mask of the Shentai manifest itself as a glowing red, silver, black, or white fox with bright green eyes, and tails that glow like fire. The fox is easily the size of a small cottage, and to look into the eyes is to look upon the wisdom of the ages...

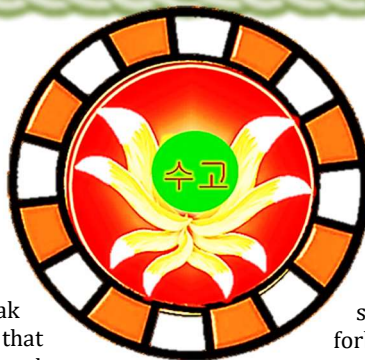
Lifestyle: Gumiho are hungry for all that life has to offer, and that hunger is often filled. They are passionate and fun, ensuring them success in the pursuit of romance. They are clever and idealistic, ensuring them a bounty of friends. In both the World of the Hsien, and amongst their mortal constituents, there is no shortage of allies to be had. For this reason, perhaps,

do the Gumiho pursue so much more. No secret is too dark to be searched out, and no kink is too taboo as to be tasted. The worst of the Gumiho take those self-same allies along for the destructive ride.

Changing: It costs no Glamour/Yugen for a Gumiho to change form.

Hsien-Tsu Gumiho are playful and care-free, pursuing a life of fun with an insatiable curiosity that can get them into trouble if they aren't careful - and they rarely are. They are also devious, greedy and capable of far more than their playful demeanor lets on.

Hsien-jin Gumiho have used their good graces to win over enough hearts. Enough so that they rarely have to struggle too much. They have plans within plans, and everyone they interact with may be a piece of the puzzle.



Glamour Ways: Gumiho regain Glamour/Yugen whenever mortals over-step their bounds or break the rules, and prays for forgiveness. A child that steals a cookie, a celibate priest looking too hard at a nubile young maiden... as long as there is some regret to be had, or possible punishment to be doled out, the Fox refuels their magic.

Unleashing: Cantrips cast by the Gumiho are accompanied by a strange smell of fruit-somewhere between sweet plums or sour peaches. It smells faintly of alcohol, and can be overpowering to those unfamiliar with it. Unusually dark cantrips cast by the Gumiho bring with them far-away yipping, screaming, and howling, and a wave of flickering shadows that dance across the scene.

Kwannonn-jin Fortune: Void *-or-* **Affinity:** Actor

Yang: 3, **Yin:** 1

Luck:

5-Times Blessed (*Daseos Beon Chugbog*): The Gumiho are inheritors of a spiritual pedigree far removed from the stilted and jaded 'little-god' courts of the other Hsien. They are Demons and Gods in their own rights, and the other Shinma be damned. This pedigree allows for greater skills in magic even from their beginnings. At character creation, a Gumiho begins with 5 levels in any one Art. This means that only one art can be taken at once (though other levels of other arts can be bought with freebie points).

Curse:

Old Faiths (*Godae Jong-Gyo*): Gumiho will go out of their way to attack people of the Cloth, insulting them from afar. This is for a good reason – for secretly the Fox-Spirits fear the priests and monks of their native religions. Any priest, Buddhist, Shinto, or other- have powers over the Gumiho. Any Magical art, cantrips, spell, etc... that a Gumiho directs against a person of religion, is forever at +2 difficulty.

In addition, should such a religious person make a demand of a Gumiho, they must meet a willpower roll (Difficulty 5 + Monk's true Faith rating) or else be bound to acquiesce.

This power extends to the Mongolian Shamans and Abrahamic Faiths of the Gumiho's Stomping Grounds. Devout Athiests, however, are ripe for the picking...

No Borders (*Byeog-I Eobsda*): If the Monks, Priests and Shamans are so dangerous for the Foxes, why then do so many of them continue to seek out the Holy-ones to pick on? The truth of the matter is that no Gumiho can resist something dangerous. Whether it is a forbidden magic-weapon not to be touched, a reigning Kuei-Jin warlord squirrelled away in a tower, or simply a "Don't touch" button, the Foxes want to mess around. The Foxes must succeed on willpower roll or else violate the rules. The Difficulty varies from a simple 6 (*Stay off the grass*) to a 9 or 10 (*this super-cool silver sword is possessed by a ghost, who will curse you if you touch it*).

Johnny Paper pulls a long sip of Plum-Wine, smiles for the tourists, and offers jokey criticisms of his fellow Go-Beasts...

Kappa: They may pretend to be bad, but that is because their heart is so hurt when people tell them they aren't good. It would be sad if it wasn't so funny. Just watch them act evil, and pretend that they are. It helps them feel wanted.

Jurogumo: Do not stop to Drink. Do not listen to their words. Do not look at them from a distance. They are not safe. And for us to say such, that should tell you something.

Daitengu: As pretentious as we are, and just as likely to admit it as well. We have the Kitsune, and they have the Green Mother's Tengu. The Daitengu and us are good friends.

Suzume: Hide your wallet up your butt, and point them towards somebody who looks wealthy. That is the only way to keep your moneys.

Gong-Zu: It is not so good to be divided. Yet they are split into the wants, and the pretend not to wants. Guess which ones we foxes like more?

Hsigo: Like the Wizard, yes? In the book with the green woman and such. They are real. And far more clever than you realize. Great fun.

Bakemono: At least some of them know how to have fun. It is stupid fun of course, with people getting hurt. But it is fun none-the-less.

Gasin: At one time they may have meant something, now they are just broken fragments of a fleeting dream.

Hiranyanu: You say servants, I say flunkies.

Kamuii: You say elementals, I say ass-hats.

Yaoguai: Boorish navel-gazers who don't know how to have fun. Being good is just an excuse for their fear of letting go.

Kitsune: The Daughters of the Emerald Mother may bear blood-ties, but their arrogant ways won't earn our friendship.

Vulpecula: There are so many of us, we should be a great force. Luckily, none of us can agree long enough to do anything productive. Lucky for you, yes?