

DARUMA 達磨

“Seven times down eight times up like the Daruma doll...”

The Way of the Warrior—Chris Bradford

Quote: Do you see the enemy? I see it. It is not those others across the battlefield... no, it is Fate. Be like Xi Wang Mue the Tiger Goddess, and punch Fate right in the Jimmy.

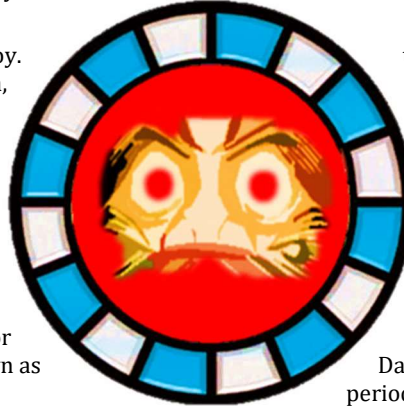
The Daruma is an Omocha: A toy. Though named after the Bodhidharma, the founder of the Zen sect of Buddhism, he is the equivalent of the Western-Kitten Poster that reads “Hang-in-There.” He can symbolize success, tenacity, and is considered a talisman of good-luck. He has been commercialized by many Buddhist shrines to signify goal setting and is sometimes equated as a Get-well card. For all of this, the Omocha Kwannon-Jin known as the Daruma just keeps on Trucking.

Barely more than an Inanimae, Both male and female of this Kwannon-Jin (both with fashionable facial-hair too) serve as Generals, Motivational-Speakers, and other positions where their big voices and infectious enthusiasm serve their fellows. They are loud-mouthed, wide-eyed, and happy. It is hard not to love them for all that they are. Even when serious there is something comical about their appearance, and even their wild-eyes and unsettling scowls leave their enemies tittering rather than quaking in fear.

Most unique about the Daruma (and probably the reason why they are so determined) is that they know that there are three great things that they will accomplish in their life-time as a HSien. From the moment of their Chrysalis, they begin to understand, and from their first brush with this understanding their eyes light up (see Lifestyles below). While Westerners might overlook these round and pudgy clowns, the Hsien know better. The Daruma have a purpose under Heaven (three actually) and no one can accomplish it but them.

Appearances:

Daruma in all forms are dumpy and peculiar looking. Their *Hotei Form* is squat, round, red-faced, and hairy. The men sport stylized beards and mustaches (and even the females have a few whiskers that they



try to get rid of). Their eyes appear dull and listless, according to their age.

In *Wani form*, they grow even rounder. They are pear-shaped and tall, usually over 7 feet. Their faces are now crisscrossed with red and white kabuki make-up, and their eyes are wide and leering. Their most unusual feature is their mouth. It is wide open, and easily covers half of their face. A great lolling tongue and thick spaced teeth move hypnotically up and down while the Daruma yells great things. They tend to dress in period wear such as kimonos and the like, all

festooned with kanji, hiragana, and other older glyphs from long forgotten languages. They look like great red and tattooed balls screaming over the battle-field. The eyes are also more evident (*see Seeming ages directly above*) and one can tell how far away from meeting with fate the Daruma lies.

The *Mask of the Shentai Form* appears much like the Doll, save only as large as the Daruma's own Charisma. The higher the Charisma rating, the larger and more intimidating the Mask of the Shentai form. With those Daruma with a rating of 5 being as large as a cottage.

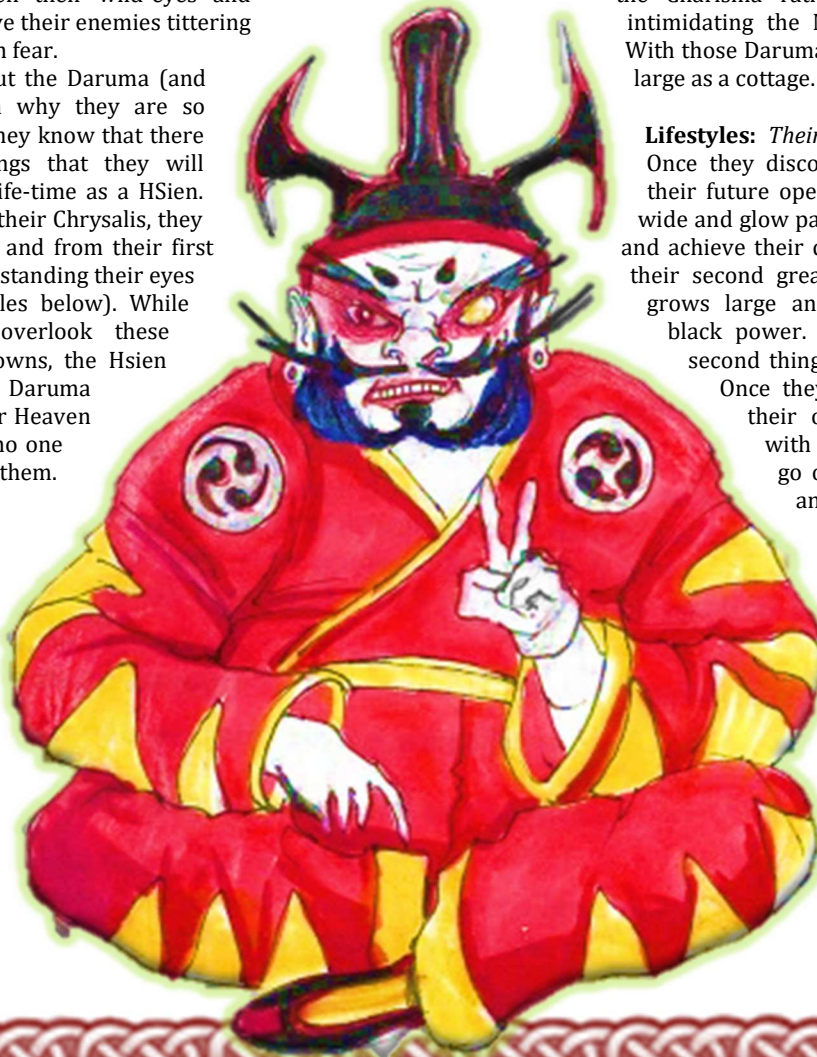
Lifestyles: Their life is summed up thusly.

Once they discover their first great thing, their future opens up and their eyes grow wide and glow pale white. They go to meet it and achieve their destiny. Once they discover their second great thing, one of their eyes grows large and shines with an intense black power. They go out to meet the second thing and achieve their destiny.

Once they discover the third thing, their other eyes starts to shine with a jet-black precision. They go out to meet the third thing and achieve their destiny.

After the third thing has been met, they know that their time on this mortal coil is over, and come back home, content in knowing what it is to have conquered Providence.

Hsien-Tsu Daruma are odd little ducks. They pour themselves into duties and studies, in hope that they can



discern what Fate has in store for them. Their eyes in this age are white and blank, a testament to them discovering their first great thing.

Hsien-Jin Daruma are bright and eager as they enter their second age. Much more mature (or so they tell themselves) they seek out their second great thing. By this age, one of their eyes is dark and vibrant, like obsidian thunder.

Fukigen Daruma are unique in that they represent a third age. This is called Grumps for Westerners and is an age in which they head forth to meet their third great thing. They know that their fate is sealed, and both eyes materialize black and foreboding, as they plan on how best to meet their destiny.

Glamour Ways: Daruma gain Glamour/Yugen whenever they can help someone overcome obstacles, and help mortals answer their own prayers. Teaching a child to tie their shoes, or helping a general best strategize their platoon, nothing is too small or too large for the Daruma.

Unleashing: Cantrips cast by the Daruma are accompanied by a frantic feeling of excitement, and the smell of fire-works. Many also claim that that they taste ume – *sour plums*. The Daruma claim that this is simply the taste of victory.

Kwannon-Jin Fortune: Earth *-or-* Affinity: Actor
Yin: 3 Yang: 1

Luck:

"Seven times down, eight times up" (*Nanakorobi Yaoki*): A Daruma is a plucky Kwannon-Jin and can endure a lot of hardship without breaking a smile. While not quite eight times, a Daruma can spend a point of Glamour/Yugen to reset their health. Massive amounts of damage will slow them down, but even all the way to incapacitated, a Daruma can shrug it off and gain all her health back. They are limited to how often they can do just this per story (not session) and it is based on seeming.

Hsien-Tsu Daruma can do it once, Hsien-Jin twice, and the Fukigen 3 times.

Get up Rise (*Oki Agari*): Daruma can share their pluck and determination with their allies, allowing for unheard of feats of physical and mental prowess. A Daruma can give odd finger gestures (such as making the okay sign, or by showing an outward facing V) or yelling odd phrases (such as *YAPPARI*, *Â YOKATTA*, or *YATTA*). These serve as a sort of bunk, and the Daruma rolls his Charisma at a difficulty of the local shroud, gauntlet, wall, rating. The amount of successes on the roll is added to extra dice to be shared by everyone in the party. If 4 successes are rolled, then everyone in the



party has 4 dice to share, for whatever roll they are going to make. This can only be done once a day.

Curse:

Dumpy (*Zunguri shita*): Due to the comical appearance, and somewhat podgy build of the Daruma, they are somewhat limited in scope. They can never have more than 1 in appearance, and they can never have more than 2 in dexterity.

Three Great Times (*San Dai kai*): A Daruma has three great things to do in his life. He isn't exactly sure what they are, (although backgrounds such as Dream may give clues), but they loom heavy on the horizon. Each of the things is greater than the last and grows more and more dangerous. When the last great thing is completed, the Daruma will lose his Fae essence. This is akin to the Dark-Fate flaw, save that the Daruma doesn't fear it. They instead look forward to conquering not only that Great Thing, but meeting all the destiny and danger involved head on.

Captain Tamago opens his mouth wide and laughs about victory before launching into a monologue.

Bàofēngyǔ: Onward my Storm Warriors! For the Glory of Heaven!

Dokkaebi: Mysterious allies that can frighten our enemies: I am glad they are with us.

Enenra: The smoke-Shen are speedy couriers, and the fastest under Heaven: I am glad they are with us.

Hanayomeningyo: Beautiful courtesans and deadly spies: I am glad they are with us.

Shinigami: Proof that death is nothing to fear: I am glad they are with us.

Tennyō: The bravest warriors and the mightiest of sentries: I am glad they are with us.

Zashiki-Warashi: Clever little housekeepers, but with the ferocity of Eagles: I am glad they are with us.

Obake: Wonderful enemies with the fierceness of Nature.

Yoagui: Wonderful allies with finesse unequalled

Kamui: Noble commanders and leaders without equal: I am glad they are with us.

The Hirayano: A whole slew of talents and abilities: I am glad they are with us.

The Bakemono: Clever allies and worthy opponents.

The Sunset People: There are some things we may learn from them, and there is much they can learn from us. Someday I hope they will be with us.