

Dokkaebi 도깨비

"If you believe in the invisible deity, why can't you believe in the desperation of humans? That is what humans call a will – the power to change their own fates. A man's desperation can open any door. Maybe one door that opens in such a way could become a variable in the deity's plan."

Kim Shin in Goblin (Guardian: The Lonely and Great God)

Quote: Good job mortal. You were kind and generous, and I really enjoyed my time with you. Consider me a friend. Next time you need something, just hit me up, I got your back.

Dokkaebi, or Tokkaebi, are simple and kindhearted Korean goblins of the old world. Perhaps the most gregarious of the Hsien Tribes, they easily have a place in the Gasin families amongst the Tennoyo, Daruma, and other fun cousins.

Few things in this great great world truly trouble the Dokkaebi. They enjoy traveling, wrestling (rarely to cause harm, always in fun), fine dining, and all the great things that life has to offer. They love helping kindly mortals and rewarding humans as kind and gregarious as they themselves are. Greedy and unkind individuals, however, can really get their goat.

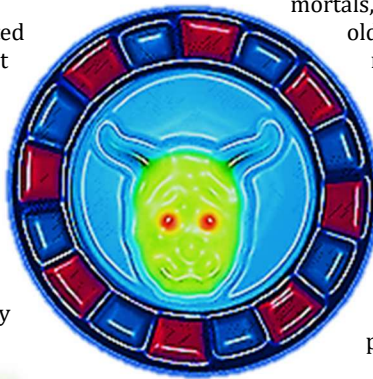
Those few rare specimens (mortal, fae, or otherwise) who harbor ill-will, espouse stinginess, or are simply ass-hats to their fellows, earn the Dokkaebi's enmity. While the Dokkaebi don't enjoy being around such individuals, they take great delight in cutting such individuals down to size.

Appearance: In Hotei-Mien, the Dokkaebi appear as shortish figures with big eyes, big smiles and a sort of hard to describe goofiness. Not ugly per-se, just off.

In Wani-Mien, they appear as brightly colored (any color) short figures with horns and tusks and big bright eyes (any color). They sport a shock of unruly hair (again, any color) and wear as little clothing as they can get away with.

The Mask of the Shintai- appears as a towering figure, reminiscent of an Oni, with bulging flaring eyes, a mouth full of wicked fangs, and body all bedecked in tall blue flames.

Lifestyle: The Dokkaebi spend their time travelling between here and there and help others as needs must. They prefer a life of roaming if they can muster it. One can find them on the road, camping out in the forests, or even squirreling themselves in and out of cities. They prefer to ally themselves with kind-hearted



mortals, especially those that yet remember the old ways. Occasionally a certain greedy mortal (or otherwise) attracts their ire, and it's always good for a laugh to see the interaction between the two. If they feel the need is great enough, many will ally themselves with other Hsien, especially their Gasin cousins. But most prefer mortals.

Hsien Tsu Dokkaebi are bug-eyed little dears with a gentle disposition, but a penchant for wrestling and the like (tests of physical prowess are always fun).

Hsien-Jin Dokkaebi are bug-eyed older folk with a gentle disposition, but a penchant for wrestling and the like (tests of physical prowess are always fun). Little has changed.

Glamour Ways: Dokkaebi regain Glamour/Yugen from the gratitude of those mortals helped more-so than their prayers for help. But the Dokkaebi are glad to be of service either way.

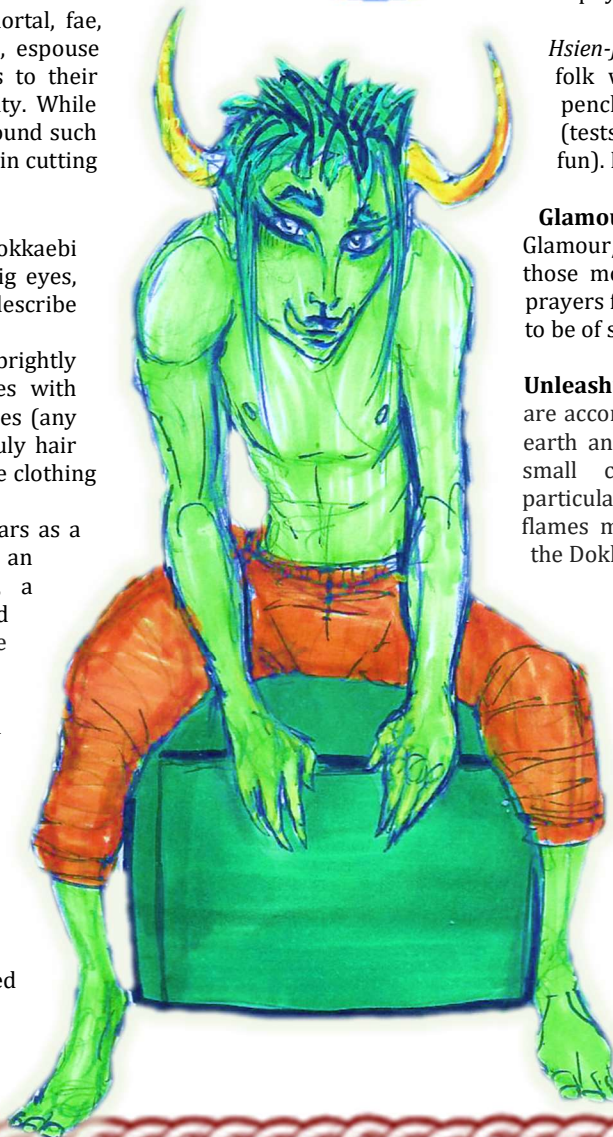
Unleashing-Cantrips cast by the Dokkaebi are accompanied by the smell of upturned earth and cool forest, and the tinkling of small chimes in the distance. For particularly successful Cantrips, small blue flames may spring up on objects around the Dokkaebi.

Affinity: Scene,
-Or-

Kwannon-Jin Fortune: Earth
Yin: 1 Yang: 3

Luck (Birthright):

Little Possession (Jag-eun Soyu): While not as impressive as Chicanery or other Changeling Arts, the Dokkaebi can do a lot with little. The Dokkaebi can possess simple objects and tools or the



like with a successful manipulation roll. While the object is possessed, the Dokkaebi can do nothing else. The object is limited in what it can do. The most is jumping or rolling around, which can be unsettling in its own way.

The more complex the object, the greater the difficulty a rake or hammer would be a 5, scissors and the like 6, more complex machinery higher. Electronics, fire-arms or complex machines dependent on chemicals are always a 10. *If the machine has human blood on it, however, it will lower the difficulty by 2.*

Curse (Frailty):

Jonesing for Justice (*Galmang Gongpyeong*): The Dokkaebi abhor impartiality, despise greed, and oppose inequality at every turn. Whenever faced with someone who exhibits any of these traits (or the Dokkaebi thinks exhibits these traits, it's a tricky world out there) the Dokkaebi must succeed on a willpower roll difficulty 8. If it fails, they immediately plan on teaching said person a lesson. Such lesson may be as innocuous as re-relegating that individuals goods, or as blatant as wrestling that person and lifting his wallet for redistribution.

Tae-soo smiles as sweetly as he can through his tusks and regales us with his opinions on his fellow Gasin.

Bàofēngyǔ: Though they are elementals, they aren't as stuffy as the Kamuii. They are dependable, but oh so serious.

Daruma: If there was one family of Hsien to lead us to war, I hope it would be the Darumas. They are kind and honest and very encouraging.

Enrena: The little-smoke-gods are good friends, if a little flighty. We both like to help people, but they don't take the time to consider how to best help.

Shinigami: They are a frightening family, but a necessary one. I am glad that they are my friends, but also glad that they are usually too busy to visit.

Tenno: These goddesses are the best of all families, better than the rest of Gasin, and much better than the whole of the Kamuii.

Zashiki-Warashi: How droll it must be locked away in the house all day. It seems much better fun to run and play and dance under the big sky.

Hanayomeningyo: The Sunset Families I know of speak of MAAN - NEE - KIN, I wonder if there is any relationship between our princess-brides and those cold fashion dolls in the store-windows?

Baku: So very very scary they are, I am glad that I am good, because If I was evil, I know that they would eat me.

Bakemono: There are so many bad-goblin families, many expect my family to fall into that number. It is not so. We have no desire to harm mortals.

Obake: The bad animal families are worse than the Bakemono because they give most animals a bad name.

Yaoguai: Many call these animal goblin families bad as well. There is a difference between evil and wild. They are wild and should never be confused for anything else.

Hirayanu: They should be good animals, but they spend their time putting their noses up the Kamuii's butt.

Kamuii: Bah. Nobody cares that you are a little fire god, or a little earth-god. You could do with some humility

Sunset People: Are the fairies a joke to you? A Key-chain? A sugary - cereal? Wow, no wonder you are hated.