

# KAPPA 河童

"Every Day I smoke two hundred cigarettes and one hundred cigars and drink a bottle of whisky and three bottles of wine with dinner. And dinner is meat. Raw meat." Dick Anger – Nextwave

**Quote:** You like cucumbers? I do... Come here and I'll share this one with you, right up your 穴! Hah!

Perhaps the most well-known of the Obaake the Kappa are also known as gatarō, gawappa, kawako, kawappa, kawatora, komahiki, mizuchi, suiko, and a score of other names across the whole of the Middle Kingdom. Perhaps their pervasiveness is due to their penchant for hovering close to water sources... much like the mortals they ridicule, harangue and haunt for their Glamour/Yugen. There are stories about that Kappa are stupid enough to respond to a low bow from another Shinma, and spill thusly. While it is true that politeness is returned in kind from this Obaake family, none are so stupid as to risk their own lives for the sake of propriety.

Not necessarily bad, there is still a certain Goblinsness that places these Shinma in the unsavory families of Asian Fae. They are seedy, uncouth, and belligerent. They also revel in their reputation. They tell stories about their own unsavory ends in order to bolster their ill-standing. One of their favorites is that they will suck the shirikodama (a mythical magical organ) out of a drowned victim's anus.

Despite their low social standing, they are still reverent. When approached with respect, and politeness, they will respond with the same in turn. They are deeply reverent of those who faithfully wear the cloth. They will even go so far as to help a local community that might be down on its luck, helping local fishermen and the like, or leaving food on the doors of the poor. Just don't tell anybody about it okay? They don't want to ruin their good name...

**Appearances:** In Mortal Mien, the Kappa is a googly eyed and scrawny little booger. They go bald early on, even the little girls of the species. They have wide teeth with wide gaps and thin flat lips. They aren't in the running for the Miss Middle Kingdom awards.

In *Wani Form*, they appear as long-limbed and stooped monsters. They have webbed hands and feet, a thick rubbery shell on their back and nasty pebbled greenish skin. The most obvious change is the ubiquitous bowl of water on their head.

The *Beast form* of the Kappa is that of a largish Snapping Turtle with a row of spikes and spines along its thick Green and Black shell.

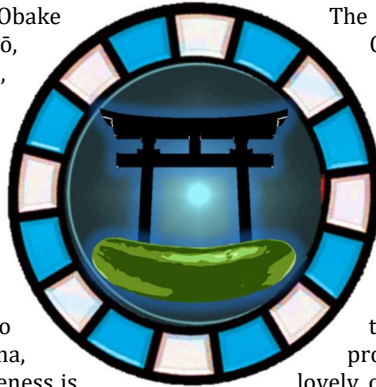
## Snapping Turtle

**Attributes:** Strength -1, Dexterity -1, Stamina +3,

**Attacks:** Bite Str+2

**Notes:** When a Kappa succeeds on a bite attack in this form, it automatically grapples it's victim. Those that attempt to grapple the Kappa take their own str -2 damage due to the claws, spines, and spikes on the shell.

*\*This dexterity boost is in addition to the +3 in water as per luck*



The Kappa's *Mask of the Shentai* form manifests as a Great Lion turtle with long whiskers, fiery eyes, and a great snapping beak. It easily dwarfs its foes, and roars angrily at all who invade its watery abode...

**Lifetsyles:** The Kappa are content to live out their watery lives in peace and quiet. They may come on land to harass strangers, or to purchase some pickled cucumber every now and again, but are more than happy to just enjoy their solitude. If they are properly wooed (with promises of fun, scaring mortals, or those lovely lovely cucumbers) then they can be bosom buddies. Of course they are still going to be irritating little goblinsque prats... but that is the price for their friendship.

*Hsien-Tsu Kappa* are grating, maniacal, messy, nasty little pissants with all the manners that the Gods gave a rock... They are also sensitive about it. If they are scolded for their behavior they will find a quiet wet place, hide, and cry their googly little eyes out. If someone takes the time to offer the hand of friendship and tolerant understanding, then they can win the Kappa's loyalty for life. Unfortunately few other Shinma are patient enough to offer this hand.

*Hsien-Jin Kappa* have seen, done, and pissed on it all. A lifetime of scaring mortals, eating cucumbers, and even fighting Demons have left them bitter and jaded. They are also perhaps the wisest of the Obaake families... If others would take the time to listen, they might learn this as well.

**Glamour Ways:** Kappa regain Glamour/Yugen from mortals swimming and enjoying water sports. Although they prefer to engage in harmful pranks to coax fear out of those same swimming mortals. Nothing is as satisfying to the Kappa as a pulling under a toddler and letting them almost drown... And then those sweet sweet prayers that the Gods rescue the little tyke...

**Unleashing:** Kappa Unleashings are accompanied by the smell of fresh mud and dead fish and rotten cucumbers and isn't particularly pleasant. For exceptionally successful Cantrips cast, these smells may also bring with them a feeling of dread...

**Affinity:** Prop *-or-* Kwannon-Jin **Fortune:** Water

**Yin:** 1 **Yang:** 3

## Luck

**Heroes in a Half Shell (*Hāfusheru no Eiyū*):** The Shells on the Kappas back are extraordinarily strong and allow for soak that few other Dreaming creatures can boast. The shell has a soak of +3 damage at all times. Though this only protects its back and

front, of course, no arms, legs or head. In addition, the Kappa itself begins with a free dot of stamina at character creation.

**Aqua Teen (*Suisei Tin'eijā*):** Creatures of the Middle Kingdom's Water-ways, the Kappa are nigh untouchable when in their natural habitat. They receive a +3 to all Dex rolls while in water. In addition, they are supernaturally sneaky when underwater, and thusly can never botch a stealth roll while submerged.

#### Curse

**That damned Bowl-Head (*Ano Bōru No Atama*):** The bowl on the Kappa's head is it's livelihood, and few Kappa run the risk of losing any water from it. Most Kappa stay close to the water, and of those that do, insane preventions are taken to ensure proper fluid levels. Wrapping saran-wrap around the head is one such method (and no Kappa is open about the results of those exploits). If a Kappa does lose any water, they will automatically lose one health lever per turn until they can get themselves refilled.

**Those Damned Cucumbers (*Akirameta Kyūri*):** Cucumbers are a Kappa's kryptonite. They love the deep green color, they love that melony musky scent, and they especially love that crisp watery crunch. When faced with the fresh crunchy veg, they must make a willpower roll (difficulty 8) to avoid stealing it, running away to the water, and enjoying its grassy-flavored refreshment.

In addition, in a Heavenly Mandate (not unlike the Celtic Geasa) If they eat a cucumber with a person's true name inscribed on it, they are forbidden to harm that individual.

**Asahi creeps up on the shore and insults your heritage before allowing for some civil discourse on his Shinma comrades.**

**Daitengu:** Ninjas? No such thing. There are quick and stealthy asshats in the mountains. But they're not ninjas.

**Gong-Zu:** Lusty and ravenous pigs in every sense of the word. At least the wild ones can admit it. The domesticated ones are a bunch of liars, though, and would never admit it.

**Hsigo:** They call us creepy? Then they, whoever they are, have never met the winged monkeys.

**Gumiho:** Tricky and obnoxious and jealous of the Moon courts. At least you know what to expect.

**Jurogumo:** Beautiful music I'm sure, but I can't hear it down there, now can I? Lucky for me.

**Suzume:** Hah. Clever little bitches. I don't have a wallet, now do I? We have nothing they want, and for that we are friends.

**Gasin:** Boring.

**Bakemono:** Obnoxious

**Yaoguai:** Holier-than-thou

**Hirayanu:** Sycophants.

**Kamuii:** Pretentious

**Sunset People:** Dumb

