

AN EXCERPT FROM SHADOWS & SHOWDOWNS

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ONI NEIGHBOR

Oni, a yōkai, ogre, or troll of Japanese folklore

A threatening local that can be used to escalate tensions in rough neighborhoods

In a rundown tenement block of the City Slums or Blue-Collar Residential, and especially if you don't keep the noise down, you might come face-to-face with the The Oni Neighbor.

This is that notorious Projects neighbor everyone is afraid of and no one wants to approach. Rarely seen picking up the newspaper in his shorts and sleeveless shirt, he keeps to himself unless you disturb him by making a noise or loitering, or, gods forbid, intentionally knocking on his door (for example to ask for milk or collect fees).

Naturally ill-tempered, the Oni neighbor is quick to anger and reveals his demonic horned face, so most visitors end up running down the corridor screaming. He's a firm believer in educating intruders, so those who dare stand their ground and face him end up getting a beating.

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HURT OR SUBDUE 4

- **Demonic Invulnerability:** When the Oni Neighbor takes a status of physical harm or subdue, reduce its tier by 3.
- Get Lost: Once per scene, the Oni Neighbor shouts at a PC or NPC (or a group of them), trying to scare them away with his terrifying visage (terrified-3).
- **Grouchy Neighbor:** When the Oni Neighbor enters the scene, give him *infuriated-3* if you made him mad or *grouchy-2* if you didn't.
- Get even angrier than before, revealing his demonic face (terrified-3)
- Punch, slam, kick, throw, or bash someone (sore-all-over-3)
- Reach for his unbreakable baseball bat, a kanabō club Relic
- Use his horns and claws to tear through defenses (burn one appropriate tag)
- Shout at someone through the walls or door to shut the hell up, or he'll come out

FREE PREVIEW