

GOLDEN SKY Stories

PORTRAIT



HUMAN FORM :

Short, with well-kept hair, glasses, and a small hand-made book bag.

NAME : Maru

TRUE FORM : Tanuki

AGE : 14

(BOY / GIRL)

POWERS

Money (2) Copy (10)
 Bogey (8) ^{Tanuki} Drumming (12)
 Become Anything (8) Dream Vision (16)

HENGE (1) Mysterious Powers

ANIMAL (3) Run, Feel, Hide

ADULT (1) Use Machines, Knowledge, Hide Feelings

CHILD (3) Play, Wheedle, Get Protected

WEAKNESS

● Carried Away ↔ ○ Tanuki Dance (12)

● Cowering ↔ ○ Swell ()

● _____ ↔ ○ _____ ()

ADDITIONAL POWER



DREAMS

TRUE FORM

CONTENTS

CONNECTIONS

CONTENTS

PARTNER

YOU (Affection)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Acceptance)	TOWN
YOU (Rivalry)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Family)	AMI
YOU (Trust)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Admiration)	KORO
YOU (Respect)	■ □ □ □ □	☆	□ □ □ □ ■	(Trust)	DAICHI
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____

WONDER

FEELINGS

PARTNER CONTENTS

THREADS

_____ ()	_____ ()
_____ ()	_____ ()
_____ ()	_____ ()
_____ ()	_____ ()

MEMORIES :

TRANSFORMATION COST

Day : +4
 Evening : +0
 Night : +2

Human : +4
 Tail : +2
 Ears & Tail : +0

RAISING CONNECTIONS

1 : 5 Dreams*
 2 : 5 Dreams*
 3 : 5 Dreams

4 : 8 Dreams
 5 : 12 Dreams

* free with Impression Check

CONNECTION CONTENTS TABLE

Contents	Description
Like	You like them, for whatever reason. <i>Note:</i> The strength of this kind of connection can only go as high as 2. If you want to raise it to 3 or higher, you'll have to change its contents.
Affection	You like them. You're lonely when they're not around. You want to be with them.
Protection	You want to protect them. You feel you need to be there for them.
Trust	You trust them. You go to them when you need help.
Family	You've lived with them for a long time. You understand them very well.
Admiration	You want to be like them. You want to be like that too.
Rivalry	You don't want to lose to them. You see them as a rival. You see them as competition.
Respect	You think they're amazing. You think they're great.
Love	You're in love with them. You love them a lot. Just thinking about them makes your heart pound. <i>Note:</i> This kind of connection must be of strength 2 or higher. If it has a strength of 1, you'll have to pick a different contents.
Acceptance	You accept them; you give them a place to belong. <i>Note:</i> This is only for the town and local gods. You must have the narrator's permission to select it.

ACTION CHECK GUIDELINE TABLE

#	Guideline
2 or Less	You probably don't need to do a check.
3-4	Well, I'm sure you can get by.
5-6	You can manage if this is something you're good at.
7-8	Normally, this'll be impossible.
9+	No way!

COST TO STRENGTHEN CONNECTION

To	Costs
1	5 Dreams (0 with Impression Check)
2	5 Dreams (0 with Impression Check)
3	5 Dreams
4	8 Dreams
5	12 Dreams

SURPRISE TABLE

#	Effect
1-2	The person cries out then and there.
3	The person runs away as fast as they can.
4	The person is paralyzed and can't move.
5+	The person faints and falls down.

TRANSFORMATION COST TABLE

Time of Day	Form (Except Birds)	Form (Birds)
Morning/Daytime +4	Completely Human +4	Completely Human +4
Evening +0	Tail +2	Small Wings +2
Night +2	Ears and Tail +0	Wings That Look Like They Can Be Used to Fly +0

GOLDENSKY Stories

PORTRAIT

HUMAN FORM :

Light-skinned, with unruly hair and worn-looking clothing.

NAME : Koro

TRUE FORM : Dog

AGE : 12

(BOY / GIRL)

POWERS

Doggie (0) It's All Right (6)
Sticking Close (4) Substitution (8)
Petting (6) Howl (10)

HENGE (2) *Mysterious Powers*

ANIMAL (1) *Run, Feel, Hide*

ADULT (3) *Use Machines, Knowledge, Hide Feelings*

CHILD (2) *Play, Wheedle, Get Protected*

WEAKNESS

● Clumsy ↔ ○ Perseverance (4)

● Honest ↔ ○ Sorry (8)

● _____ ↔ ○ _____ ()

ADDITIONAL POWER



DREAMS

TRUE FORM

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CONNECTIONS

CONTENTS

PARTNER

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YOU (Admiration)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Trust)	<u>MARU</u>
YOU (Protection)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Affection)	<u>AMI</u>
YOU (Protection)	■ □ □ □ □	☆	□ □ □ □ ■	(Admiration)	<u>REIKA</u>
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
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PARTNER CONTENTS

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Night +2	Ears and Tail +0	Wings That Look Like They Can Be Used to Fly +0

GOLDENSKY Stories

PORTRAIT

HUMAN FORM :

Tall and thin, with long hair and distracted eyes.

NAME : Ami

TRUE FORM : Bird

AGE : 13

(BOY / GIRL)

POWERS

Little bird (0) Gift of Wings (8)

Wings (2) Rumours (10)

Wind Song (4) Down pillow (12)

HENGE (3) Mysterious Powers

ANIMAL (2) Run, Feel, Hide

ADULT (2) Use Machines, Knowledge, Hide Feelings

CHILD (1) Play, Wheedle, Get Protected

WEAKNESS

● Delicate ↔ ○

● Distant ↔ ○

● _____ ↔ ○ _____ ()

ADDITIONAL POWER

○ Tranquility (6)

○ Twilight (20)

○ _____ ()



DREAMS

TRUE FORM

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YOU (Family)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Rivalry)	<u>MARU</u>
YOU (Affection)	■ ■ □ □ □	☆	□ □ □ ■ ■	(Protection)	<u>KORO</u>
YOU (Like)	■ □ □ □ □	☆	□ □ □ □ ■	(Admiration)	<u>REIKA</u>
YOU ()	□ □ □ □ □	☆	□ □ □ □ □	()	_____
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Raccoon dogs are the animals most skilled at changing form, even among the henge. They can change not only into a human form, but into monsters, specific people they know, and inanimate objects like rocks or even vehicles. Fallen leaves can become money, and the very scenery itself can change around them. In any case, whether it's a human form or something completely different, raccoon dogs are the most skilled of henge when it comes to transforming.

A raccoon dogs' role is to use their powers to get through difficult circumstances by bewitching people and transforming themselves. Their calm, warm demeanors can also help set the mood.

RACCOON DOG POWERS

Money (2)

You can make leaves, acorns, and so on appear to be money. It only works in the evening or at night, and the "money" will turn back into leaves and such at dawn.

Bogey (8)

You can change into a monstrous form to scare humans. People and henge who see you like this will be Surprised. When you use this power, you get a special +1 bonus to Henge for causing Surprise. You can decide what kind of monster you turn into.

Become Anything (8)

You can turn into a tool or a natural object, such as a teapot or a stone. Also, if you change back suddenly you may be able to Surprise people. If you pay double the cost (16 points), you can become something big enough to hold several people, like a car or a shack. However, this power does not let you become liquid, gas, flame, or living things.

Copy (10)

You can change into a copy of a person you know. You can't change into someone you don't know. Also, once you've changed, if you talk to someone who knows the person you're copying, you have to beat their Adult attribute (or the strength of their connection to that person) with a Henge check, or they'll realize you're a fake.

Tanuki Drumming (12)

You can call your other raccoon dog friends and have everyone drum on their bellies together. This can only be used in the evening or at night. People appearing in the scene who hear the drumming sound have their Adult attribute go down to zero, and electronics and other civilized devices stop working. This effect lasts until the scene ends.

Dream Vision (16)

You can surround someone with illusions and enchant their senses. One person is completely ensnared by these illusions, and they'll believe they're in a completely different place. Other people can, of course, see reality, but the victim has to beat your Henge attribute with their Henge or Adult attributes to break through the illusion. This power lasts until you cancel it or the scene ends.

WEAKNESS

Cowering

You are timid and easily scared. Any time you are subjected to Surprise, you'll faint, regardless of your check result. Your transformations won't come undone when this happens, but you won't be able to move unless someone carries you.

Gullible

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

Glutton

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even if you have other things to do.

Carried Away

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Relaxed

You move slowly and you just can't help it. You can't put your Animal attribute above 1 when you create your henge, and if you want to raise it for a check, you have to spend 1 extra point of Feelings.

Teasing

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

ADDITIONAL POWER

Swell (8)

You can make your body become massive to Surprise people. People (and even henge) who haven't seen this power in use before can be Surprised by it. If this is the case, you get a bonus of +2 to your Henge attributes for Surprise checks.

Carelessness (6)

You can calm people down by showing your clumsiness. You can only use this power when you've gained Dreams for being clumsy. Everyone who saw your clumsiness (though no more than three narrator characters) gets 2 points of Dreams.

Stomach Worm (8)

When your stomach is empty, you can make it emit a soothing rumbling sound. When finishing one scene without eating anything, you can use this power during the next scene. If anyone present has a Protection, Affection, or Family connection to you, you can increase their connection to you by 1 (to a maximum of 4).

Tanuki Dance (12)

You can do an odd dance for the enjoyment of others. People who see you dance must make an Adult check of 4 or higher, or they'll drop whatever they were planning to do and burst into laughter. Everyone who laughs in this way gains 3 Dreams.

Rest (0)

You can take it easy in order to increase your power to change. You can gain 6 points of Wonder at the end of a scene you didn't participate in.

Mischief (0)

You like doing mischief, and everyone loves you for it. When you Surprise someone, you can gain as many points of Dreams as there are other participants (including the narrator).



Dogs are the best at getting along with humans. More than any other kind of henge, they think like people.

Dog henge can do all sorts of things. A dog's special abilities are for protecting people close to them. They can take someone's place, put a friend at ease, and howl to drive off a stranger, all to protect someone important to them. Of course, for a dog, the most important thing is finding that special person.

A dog's role is to be a bridge between the other animals and people. Your other friends can't help but think like animals, so try to help them understand what people think and feel.

DOG POWERS

Doggie (0)

You are an ordinary dog, the kind people see everywhere. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

Sticking Close (4)

When you come to like someone, you can help them calm down. You can even use this at the same time as an Impression Check. When you're both appearing in the same scene and you use this power, they receive Feelings equal to the strength of your connection to them.

Petting (6)

Being petted makes you happy. When someone is in the same scene as you and pets you, you can gain Feelings equal to the strength of your connection to them. You can't just decide to use this power; you need someone participating in the scene to actually pet you.

It's All Right (6)

By licking someone's face and such, you can make them feel better. This lets you cheer them up after they've been Surprised, lost a quarrel, or otherwise had something get them down.

Substitution (8)

When it looks like someone is in danger, you can take their place. If you use this power, you can enter a scene even if you weren't participating in it before and put yourself in the line of fire. If it does turn out to be something dangerous, the narrator may have you get hurt and receive thanks for this act of sacrifice.

Howl (10)

By suddenly barking and giving chase, you can scare off other henge. When you use this power, if your Animal is higher than someone's Adult, they will be Surprised. Henge who are Surprised by this power will return to their true animal forms regardless of their current state.

WEAKNESS

Collar

You have a master, and you cannot disobey this person. Regardless of the strength of your connection to him or her, you cannot go against your master.

Clumsy

You're not very good at doing things efficiently or taking care of yourself. Your Adult attribute has to be zero, and you can only use 1 point of Feelings on a given Adult check.

Honest

You're a very honest dog who just can't lie. Throughout every story, you can't tell lies at all, not even lies that would be kind.

Shy

You are a bashful dog who has trouble with getting to know new people. When making an Impression Check, reduce the strength of the resulting connection by 1. However, this only applies to people you're meeting for the first time, so you can make a normal Impression Check if you have a Thread to that person.

Naïve

Being such a pure, innocent dog, it's not in your nature to distrust or dislike others. You cannot show dislike or distrust towards others during stories. (There's room for a little bit of give and take, but you still can't seriously think of people that way.)

Scary

You are a scary dog with a large body, and perhaps a fearsome bark. When you make Impression Checks, the strength of the other person's connection to you is reduced by 1. However, this only applies to people you're meeting for the first time, so you can make a normal Impression Check if you have a Thread to that person.

ADDITIONAL POWER

Home (0)

At the start of each story, you have a connection with your master with a strength of 2 each way. You can only raise this connection after a scene where your master has appeared. Please discuss with the narrator the kind of person your master is.

Perseverance (4)

You have the ability to persevere through pretty much anything. If you use this, you can ignore Surprise. (You must declare that you are persevering.) Also, you can use this power to persevere through your own Weaknesses.

Sorry (8)

You're such a good kid that for the most part, if you apologize, you'll be forgiven. By using this power, people will forgive you for almost any non-fatal mistake, but your words and attitude must be properly apologetic.

I Believe in You (6)

You can stay true to your feelings and you keep on believing in someone special to you. You can use this power at the end of a scene. When you use this power, everyone you have connections to receives Feelings equal to the strengths of your connections to each of them.

I Love Everyone (0)

You truly love the whole world from the bottom of your heart. You start each story with a connection to "Love For Everyone" at a strength of 3. (You do not get a connection back.) You can only raise this special connection at the end of a story. Also, if the Narrator approves, you may well be able to start a connection from "Everyone."

Go Away! (8)

By barking and chasing, you can scare someone and drive them away. Make an Animal check. If it's higher than their Animal, they will leave the scene. However, you cannot use this against friendly henge.



BIRD POWERS

Surveying the land below from high in the sky, birds are the most mysterious of henge, and the most distant from humans. Their outlook is a little different even from other henge, and they have their own peculiar way of thinking.

Birds can fly through the air with ease. Furthermore, they can make others fly, and spread rumors on the wind. Despite these abilities, they have many weaknesses. They're very forgetful, they can't see at night, they have difficulty walking, and they have more trouble understanding people than most.

When a bird flies through the air, it makes people take notice, even if the bird had no such intention. That is the role of the birds.

Little Bird (0)

You're an ordinary little bird, the kind of animal that people see all the time. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

Wings (2)

You have wings that let you freely fly through the sky. You can also carry things that are smaller than yourself. Furthermore, when you are running away or searching for things, add 2 to your attribute. However, you cannot use this power when you are in full human form. This effect lasts until the end of the scene.

Wind Song (4)

You can call on the wind to blow how you wish. If you use this power, you can make the wind blow in an unnatural direction, such as making a piece of paper in the air move how you want. You can cause sudden, powerful gusts too, but not so strongly as to damage things like a typhoon.

Gift of Wings (8)

You can make it so that a human or another henge can fly. You can only use this on people and henge with whom you have a connection. Whoever you use this on can effectively use a bird's "Wings" basic power by spending 2 Wonder or Feelings until the end of the scene.

Rumors (10)

You can spread rumors through the town. However, you cannot spread rumors that are directly hurtful to someone or that deviate too much from the truth. There is no numerical significance to using a rumor, but depending on what it's about, it can potentially help someone (but that doesn't mean you can go speaking ill of people).

Down Pillow (12)

By embracing someone with your downy feathers, your hearts become closer. This strengthens that person's connection to you by 1. However, you can only use this power while you have wings, and you can only use it on a given person once per story.

WEAKNESS

Night Blindness

You can barely see at night or in dark places. You can't make Animal checks at night at all.

Eyeball

You have a weakness for eyeball patterns. (In Japan, these are used like scarecrows.) Any time you see a large eyeball pattern (large concentric circles of different colors, etc.), you're automatically affected by a level 7 Surprise. Needless to say, you can't get close to things with such patterns by yourself.

Bird Brain

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your bird henge will forget.

Delicate

You're not very good at doing things on the ground. Whether in animal or human form, you cannot do any checks relating to physical activities (especially with Animal) unless you're using your wings to fly.

Chatter

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course).

Distant

You are distant from the mundane world, and you think differently from humans. The required result for Impression Checks goes up by 2 for both you and people making connections to you.

ADDITIONAL POWER

Found It (10)

You have sharp eyes that let you see exceptionally far. If the narrator agrees, you can use it to find an object or person you need to locate in the area. (Actually getting to the thing or person once you've spotted it is a separate matter, however.)

Flock (14)

You can get many other birds to come help you. This will bring out a number of birds equal to the sum of your Henge and Animal attributes, times two. However, with so many birds in one place, you cannot use your Little Bird power. If you and your friends don't do a good job of hiding, you'll probably Surprise people you meet.

Trust the Wind (4)

You go into action putting your trust into luck, and come out on top. When you use this, you gain 3 points of Feelings.

Tranquility (6)

By embracing someone, you can give them peace of mind. If someone is Surprised, has lost a quarrel, or is otherwise troubled, you can cheer them up and bring them out of that state.

Listen Up (4)

You can inform your friends of things you've realized or seen even when they're far away. When you use this, you can relay information even to people who are not appearing in the same scene. You can also use this to cheer up people who are in another scene from far away.

Twilight (20)

You can cause night to fall suddenly. This works regardless of the time the narrator has described. Until the current scene ends, it becomes night, and henge can use their powers at half the usual cost.