

Uji II

Art by Kii Weatherton



Uji II is an Aasimar Samurai (Paladin) from the same mountain wood as the you. She descends from Uji I, a short serving Emperor from a troubled time in the Dynastic period and the only Emperor of Akiri heritage. She believes her being born a Spirit Touched (Aasimar) is a sign that she was chosen by Uji for some greater purpose. She is a friend of spirits.

Uji II was a Ronin in the Mountain Wood, knowing she was meant to help the land of her great ancestor but not knowing what greater purpose she was chosen for. When she finds out about the pogroms and the feral goblins she decides that stopping it is her great mission.

You first encounter her masked as she helps you and Xoan's folk free the village of Feral Goblins. She collects Kabuki masks.

She enters Ilkthanor with you to join your party, unmasking herself knowing you're one of the villagers who was forced off your land, and believing she shares a goal with whomever gets sent to Shato to get help for the mountain wood region.

Growth: At the beginning she will show a tendency toward jealousy and pride surrounding the idea of herself as special, chosen by the Spirit Uji for great deeds. You can encourage this, or push her to welcome her siblings as she encounters more decedents of Uji I. They have keepsakes of the family she doesn't, making her feel less important and singular. She can decide to send them to the mountain wood to be Ronin and accept them as siblings, or she can fight them for supremacy or simply reject them.

Kreat the Minotaur was an Aasimar of the Uji line like Uji II before he was horribly transformed into a Minotaur by the Holeans. This is the ultimate test of Uji II's pride. He finds his purpose as a Minotaur once again in being a Ronin by Uji II's suggestion if you have pushed her to this attitude previously. He gives her a Kabuki mask.

Uji I's spirit presents itself as a fox. Uji I is alone in being worshiped as an ancestor spirit for his family line and needs others to join him; it is incredibly tiring and lonely to be a lone spirit. He either wants to rest forever, or be joined.

If Uji II has been encouraged to be open to her siblings during the campaign, when she meets Uji I at the end, she will be emotional, feeling that she has done him a disservice thinking of him as a Spirit only, rather than also as family. She sees physical traits of his that she and her fellow descendants have, the shared nose, the hair. This recognition of him as family, and her and the other descendants getting along, is what turns him into the collective spirit of the Uji family, a nine-tail fox.

While Traveling: Uji II will talk about Dynastic history, especially the end of the Hykso line, Uji I's rule and movement of the capital to the Mountain region from Shato, and Daker the Cruel and his line. Her banter is challenging her companions' beliefs and convictions, slyly pointing out contradictions.

Art by Tea Fox
Illustrations

