

Kuei-Jin



'Reflections'
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Genre & Mechanics

2022



DARK PACK

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Approval/Disallow

- **Dharma 7+:** pc disallowed, npc approval
- **Dharma 6+:** pc approval, npc approval, higher than advanced powers are disallowed for PCs
Custom Content: notify
- **Vampire bloodlines Gaki / Bushi:** disallowed
- **Akuma:** Approval
- **Ambassador Merit:** Approval
- **Court Appointment Merit:** Approval
- **Mibasham, non-Face of the Gods possessing Prayer Eating, non-Tempest of the Inward Focus possessing Inward Way or Tempest of Inward Focus:** PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
- **Bone Flower Powers (Spider's Caress, Bitter Yin Blessing, Bitter Yin Cloud, Taking the Face, Gentle Yielding, Taking what is Given) possessed by non-Bone Flowers, Thrashing Dragon Powers (Animal Form Dragon Dance, Eightfold Yang Barrier, Gender Change, Fur and Fangs, Thousand Lice Spies, Polong), Crane Powers (the Fire which Illuminates) possessed by non-Cranes, Devil Tiger powers (Spit Blood) possessed by non-Tigers, Phoenix powers (Blush of Life Restored, Clothed in Life) possessed by non-Phoenixes:** PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
- **Hell-Weaving, Bile Shintai:** PC: Coord Approval – NPC: Coord Notify – Coordinator: Kuei-jin
- **4th Age Elemental Shintai:** PC: Disallowed – NPC: Coord Approval – Coordinator: Kuei-jin
- **Kuei-jin Custom powers, combos, secret techniques:** PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
- **Vampiric Powers of the Gaki and Bushi vampire bloodlines, including Rift and Kiai:** PC: Disallowed - NPC: Disallowed - Coordinator: Kuei-jin
- **Bakemono Rite, Conciliatory Doorway Ritual, Eating the Scorpion, Inquisition of the Prying Magistrate, Memories of Torments Unexperienced, Mist of the Lotus, Reading the Leaves of Wisdom, Rite of Beseeching Remembrance, Ritual of the Invisible Mask, Shitting Down the Dragon's Neck, Shroud over Death, Speak with Local Beasts, Stoking the Demon's Fury, The Ritual of Guarded Alliance, The Ritual of the Black Peony, Tithing to the Ancestor, Wisdom of the Spirit Ways:** PC: Coord Approval – NPC : Coord Notify – Coordinator: Kuei-jin

- **Crowning the Ancestor, Embracing the True Death, Loose the Wandering Spirit, Memorial to the Merciless Ministers, Purifications of Rice and Garlic, Reeds in the Cycle of Seasons, Ritual of Heavenly Defilement, The Breathing Mask, The Inauspicious Gate, The Righteous Hunt, Welcoming the Penangallan:** PC: Banned – NPC: Coord Approval – Coordinator: Kuei-jin
- **Translated Necromancy Rites:** PC: Coordinator Approval, Giovanni and Kuei-jin - NPC: Coordinator Approval - Coordinator: Giovanni and Kuei-jin
- **Kuei-jin Custom rites:** PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
- **Non Kuei-jin with Linguistics: Kaja, except Wu Lung and Akashic Brotherhood:** PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-jin
- **Lore: Kuei-jin above 3:** PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Kuei-jin
- **Creature Type Dhampyr:** PC: Notify - NPC: NA- Coordinator: Kuei-jin
- **Creature Type Jin Hai:** PC: Disallowed - NPC: Coordinator Approval
- **Creature Type Yulan-Jin:** PC: Notify - NPC: NA- Coordinator: Kuei-jin



Introduction

So you want to play Kuei-jin!



Kuei-jin is a problematic genre. To put it plainly, it was written in the 1990s by white guys from the US. The primary inspirations were '80s movies about the “yellow menace”, Japanese Anime, Hong Kong Action films, and campy mainland Wuxia dramas. It's apparent in the way some of the dharmic philosophies are described, which can read more like a fortune cookie rather than something de-

scended from the real-world philosophies of Southeast or East Asia. It's noticeable in the outsized focus on China and Japan, with sporadic mention of Korea, and almost total neglect of Southeast Asia. Even the name is odd – Kuei/Gui comes from the Chinese word for ghost, -jin comes from the Japanese word for person, so the name of the group comes across a bit like Los Monster Hermanos or Les Hommes de Blut. Now, it's 2021, and with the much wider reach of the internet, we have a lot more information available than when this game was written. Frankly, it can be a very fun game, as long as you're careful to be respectful of the real people and cultures you are representing.

Cultural Appropriation

“So I'm white and want to pretend I'm not”

The majority of OWBN players are white Americans, with a large minority of Brazilians. Kuei-jin are, almost definitionally, from somewhere in Asia. So, how do you portray someone from another culture?

Carefully.

Playing someone from another culture takes a lot of research. This is not a bad thing! It's fun to learn, and Asian cultures have thousands of years of history, literature, art, and philosophy which are rarely taught in the U.S. So, when creating your character, and throughout the process of play-

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ing your character, take the opportunity to dig into and experience this vast wealth of culture. The internet has opened up a vast array of media – it’s easy to find thousands of hours of drama, modern or historical, from China, Korea, Japan, and India. Vietnam, Myanmar, and Thailand are a bit tougher, but can still be found easily. Good translations of classical poems and works of literature are readily available with a bit of Google – no longer do you have to dig through a university library. Don’t just stick to Wikipedia. The internet has opened up a vast wealth of information, even for cultures where you don’t speak the language.

One of the most important things is to remember the humanity of other cultures. Players will often fall into the trap of portraying a caricature – the wise martial arts master, the hard-bitten cop, the geisha. Avoid this at all costs. There’s nothing worse than a white dude pretending to be Chow Yun Fat in a kimono with a bad accent. Remember that while they may come from a different culture, and have a different understanding of history and of the world, they are fundamentally a person, like you. You wouldn’t show up to game playing Sean McPaddy, dressed like a leprechaun, drunk on whiskey, and getting into fistfights about religion. Think of that Krusty the Clown sketch with him saying ME SO SOLL, and do not do that. Play someone who is not a caricature.

Remember that there is no such thing as “Asian Culture”, or God forbid, “Oriental”. In the U.S. we understand that the Irish and the Scottish and the French and the Italians and the Germans and the Poles and the Russians have different cultural traditions. If you’re descended from one of those cultures, you may even know the cultural clashes between Bavarians and North Germans, or Parisians and Occitans and Gascons, or Ulster and Irish. In the same way, China is not Japan is not Korea is not Vietnam is not Thailand. Shanghai is not Shaanxi is not Hebei is not Guangdong. Different provinces and towns have different dialects, cultural traditions, and foods. White Wolf made the mistake of having a single, monolithic culture for all of China and for all of Southeast Asia.

So, go study, read, watch, and talk to people who are of that culture, and remember that good characters are not stereotypes of their culture. You don’t need to have all of that sorted out as soon as you start – it’s okay to get the broad brushstrokes in place, then fill in finer details as they come up in play.

What Do I Actually Do in Game?

Playing Kuei-jin, you're almost certainly the minority in your game. At the time of this writing, there is only one game in OWBN which is primarily Kuei-jin. You will likely be alone, or one of a small handful. So, some recommendations:

You are a backup character. Most of the game is “about” the other characters you interact with. You fill a role similar to Giovanni in a Cam or Sabbat game – a cultural outsider, potentially dangerous, with an unusual and almost unique skill set. You are not the main dish, you are a supporting condiment.

Have a reason to be there. Why did a 20-years-dead Chinese scholar come to Columbus, Ohio? There are relatively few games in OWBN with a large enough Asian population to support a group of Kuei-jin, or to support native Kuei-jin rising. San Francisco, New York, LA, Chicago, and that's about it. You've decided to leave your native culture, leave your own supernatural society, and live with a bunch of super-powerful people who find you dangerous and weird. Why? Some sample reasons to consider: Maybe your human descendants immigrated and you are very concerned about them, maybe you're on some mission (and what do you do when it is completed?), maybe you were exiled from your society (what horrible thing did you do that you have to hide among foreigners?), maybe you're very independent and are trying to learn more about the world (what keeps you from moving on?). Similarly, avoid “Kill Whitey” as a trope. While colonialism has a lot to answer for, and nearly every Asian country has been given plenty of reasons to be angry at westerners over the last two centuries, you are playing someone who has deliberately decided to surround yourself with westerners. If you make it obvious that you hate them, nobody will want to hang out with you and you'll be very bored standing outside of the game and trying to come up with reasons why you know where Elysium is again when you keep calling the Prince “gaijin.” The STs probably don't really get your rules. The other players certainly don't. So, be absolutely above board. Everyone knows what Presence 3 does. They probably don't know what Obligation 3 does, and they are relying on your interpretation and honesty. If you go beyond what the book says, that's cheating and you will eventually get caught. A lot of the Kuei-jin rules are unclear – they were not solidly playtested, never got a second edition, and have some odd interactions. Talk through all of your powers with the STs. Get clear rulings on things like: which tests are static and which are opposed, how your powers interact with kindred, werewolves, and whatever monster they plan on dropping on Elysium that week, and how your P'o should be portrayed. Reach out to the Coord's office if you need help.

You can bring in a lot of complications with easy access to wraiths and spirits. Talk to your STs and make sure they're fine with this being a part of their game. If you're playing in a low-powered "Sons of Anarchy"-inspired Anarch game, they probably don't want a Shinto priest summoning spectres and cutting deals with river dragons, but might be just fine with someone from Vietnam who woke up in the body of a dead American GI and snuck back to the U.S. to escape from the hell of warfare, unaware of any of this Kuei-jin stuff. On the other hand, if your region typically goes for high fantasy and high power plots inspired by comic books, they'll probably be just fine with you mining Chinese cultivation novels for inspiration for your world-shaking Taoist magic and forbidden martial arts.

Rules

Clarifications and New Content

Willpower: Laws of the East gives two contradictory statements on how much Willpower a Kuei-jin can have. It is recommended that STs allow a Willpower cap per the following table:

Dharma	Willpower Max
1	4
2	6
3	8
4	10
5	12

Similarly, page 112 of Laws of the East states that PCs must have extremely high P'o ratings to learn Intermediate or Advanced Demon Arts. This is an error. It is recommended that the STs allow a PC as many points in any given Demon Art as they have in P'o (subject to dharmic maximum, as usual). This brings them more in line with the rules for Soul virtue caps and balance starting on page 200. While this is not binding, it is strongly recommended. It is also worth examining that any time difficulties are set based on virtue ratings or Willpower, as they are fertile ground for house rules. For example, the test to advance in dharma involves a static challenge of virtue vs Willpower. For any other than starting characters, Willpower is likely to be higher than even a focused virtue, as players are



incentivized to keep their virtue pairs relatively balanced, and Willpower can reach 10. If this becomes an issue in your game, you may wish to house-rule that the tests are made against a difficulty of half Willpower – rolling 5 dice vs a 9 makes more sense than throwing chops for a 5 vs a 9.

Dharma and Social Positions

You may have noticed that to be a Mandarin takes Dharma 6, which is out of reach for most PCs, requiring coord approval and a lot of ic work. This means that it's difficult to have a PC "Prince", the status game is very limited, etc., etc. To clarify, this is true in Asia. Far-lying courts may declare someone politically a "Mandarin" prior to them reaching Dharma 6. It would be profoundly unusual for anyone below Dharma 5 to be declared a Mandarin. They do not receive the same level of Social respect as a real Mandarin (or the bonus Social traits for hitting Dharma 6), but in the barbaric, culture-less wasteland that is North and South America, you have to learn to adapt.

Areas with a heavy Asian population (San Francisco, New York, Chicago, LA) may still require Dharma 6, but those who run what passes for Kuei-jin society in other places may call themselves Mandarins and hold authority over those areas, so long as they don't mind the bemused smiles of their more enlightened "peers" when they travel back home.

The Resplendent Crane Advantage is exactly the same as spending Willpower for any other Dharma. The suggested replacement is that once per game session they may automatically use their dharmic advantage without the cost of a Willpower.

The heretical dharmas did not receive LARP mechanical writeups in a mainline book, but they were published in Mind's Eye Journal #7, which is now available on DrivethruRPG. For the Flame of the Rising Phoenix and Face of the Gods, it is recommended that the bonus Social Trait(s) allow them to exceed their normal maximum.

Players and STs will note that Devil Tiger enlightenment is purely a matter of luck, as both PC and ST are testing the same trait against the same target. Potential solutions vary, and are up to the ST – rather than giving a mechanical advantage, the Coord's office recommends giving Devil Tigers more opportunities for a test than given to most other dharmas. In the closing days of the world, moments of both grace and tribulation come more easily to Devils than any others.

Backgrounds

Library

Library is a new background introduced in order to lessen the need of Elder Kuei-jin, and plays into the highly literate nature of the various Dharmas (even the Devil Tigers have their books on Demons). Library consists of a series of tomes, scrolls, and even more esoteric things that function exactly as a Mentor for teaching things. Unlike a Mentor, it does not require favors for use. It might, however, be stolen, or the PC may be required by their court to lend pieces of it to other Kuei-jin. Raising its rating can be a great story hook, as many traditional wuxia dramas center around the quest to discover an ancient scroll containing forgotten techniques. A Mentor, too, might have a Library of their own, allowing the granting of wisdom beyond even their years (thus allowing the teaching of Advanced Disciplines without a need for ubiquitous KJ elders).

Merits

One potential issue with Kuei-jin is relatively limited development in Chi and Soul virtues, emerging from the mechanics. Constantly losing control to your P'o is limiting, and you test against your P'o to gain enlightenment, so Hun, Yin, and Yang must be at least equal to P'o. At the same time, P'o must be 5 to get access to Aegis and win ties in combat. Their sum cannot be more than 10, for PCs. Thus, all Kuei-jin PCs are likely to end up at Hun, P'o, Yin, and Yang 5. This doesn't match the flavor text, in which the dharmas typically focus on a particular soul or Chi virtue. As a result, I recommend allowing a merit similar to Calm Heart:

Focused Virtue (3 point Merit)

The PC, through extensive meditation, has gone beyond the normal limits of their enlightenment. They may raise one of their Chi or Soul Virtues one point, increasing the Pair Maximum by one beyond the usual dharmic maximum (11 total for dharma 1-5).

The Kindred of the East book presented several merits intended to represent Kindred positions within the Kuei-jin court. These merits have been reworked for use in the primarily Kindred environment of One World by Night:

Out of Place (3 point Flaw):

You do not fit in with the local culture. Your dress, mannerisms, and speech are perceived as foreign and unpleasant. At best, you will get polite, patronizing interest or curt responses. You're much more likely to have everyone take you for an easy mark – criminals and locals will take

advantage of you whenever they feel like they can get away with it. You have a two Trait penalty with non-supernatural residents of the area, it costs roughly twice as much to live in the area as it would a native, and all uses of Influence take twice as long as normal. Not all foreigners need to take this flaw. Taking it signals to your Storytellers that you want cultural tension and racism to play a part in your character's story. Note that this was presented as a 6 point flaw in the Laws of the East, but has been reduced. It was much more difficult to live as a westerner in some areas of the world in the '90s than it is now, this flaw is primarily intended for Asians in western cities as opposed to the other way around, and even rural areas in the west are likely to be more accommodating and less isolating for a recent Asian immigrant than they would have 20 years ago.

Ambassador (1 point merit)

This merit represents several different things:

If taken by non-Kuei-jin, it represents that they have been granted permission by the Quincunx, or a similar organization, to be present in the court. This will allow them to speak, to make petitions of the Mandarins, and to visit or even live in the territory of that court, pending approval from the local authorities. They are effectively considered to hold one phantom point of Status, though they are profoundly unlikely to be granted any more. This merit may be removed by an appropriate office-holder in the organization which granted the Status.

If taken by one of the Kuei-jin, it represents that they have been granted permission by the Camarilla, or by the Sabbat, to be present in the court. This will allow them to speak, make requests to the local authorities, and visit the territory of that court, pending approval from the local authorities. They are effectively considered to hold one phantom point of Status, though they are profoundly unlikely to be granted any more. This merit may be removed by an appropriate office holder in the organization which granted the Status.

Note that, in either case, the treatment of the Ambassador is determined by the local authorities. Many areas are suspicious of strange supernatural creatures from other societies, and while the Kuei-jin courts are not currently at war with the Camarilla, Sabbat, or Anarch Movement, there is certainly tension. Similarly, while it would be possible to buy this merit to represent arrangements with groups of Fera, western Werewolves are likely to be extremely suspicious of Asian undead with mild to serious wyrm-taint showing up and claiming to be friendly.

Court Appointment (2/4 point Merit)

You have been given a formal duty and responsibility within one of the courts of the Kuei-jin. In games which focus on Kuei-jin society, this is not recommended – it is intended for games which

primarily focus on Kindred politics, to represent that the holder has some significant authority within a society which is primarily NPCs. The 2 point version reflects a position such as Minister of Rites or Thunder, with significant responsibilities and moderate power within a specific sphere of society, while the 4 point version represents a position such as Mandarin or Investigating Censor, with broader authority and the ability to sit in judgment over other members of the society.

P'o Natures

There are many extra sources of Natures for Kuei-jin to use, but only one book listing a handful of P'o Natures. Here are a few extra for potential use:

The Actor

Your P'o is driven to seek attention. The P'o attempts to take over when acting on reason has left you unnoticed, and you have the opportunity to act on emotion. It may do so by revealing the truth, sharing deep secrets of your heart and of those around you in a way guaranteed to cause tragedy. It may do so by “confessing” lies, but remember, it seeks attention and drama, not punishment. When you emerge from Shadow Soul, you're likely to find yourself in the bedroom of that one weird Thrashing Dragon, with the secret intrigues of your wu-mates spread around the court. You're unlikely to come out of Shadow Soul to find that you've confessed to being akuma.

The Hero

Your P'o is sick of all the evil in the world. It's time to make a name for yourself, time to become what you are destined to be, time to take your place alongside Zhang Fei and Li Kui. It may attempt to take over whenever you back down from a challenge. It's going to make sure you're in, all in, committed to proving your superiority and your ultimate destiny. You're likely to emerge from Shadow Soul to find that you've vowed to hunt down the akuma that threatened the court, drank all of the Mandarins' wine toasting their health, and punched one of the Thunders for saying you were too drunk to fulfill your promise. With a very minor shift and a bit more modern perspective, this P'o nature could be called “The Magical Girl”.



The Hikikomori

Your P'o knows the world is dangerous. Everyone is against you, hell is going to win, there's no use trying. It may attempt to take over any time you spend Willpower. It's going to get you out of danger, back home, where you can be safe. Don't talk to other people, don't interact, don't try. You know if you put effort into something you're just going to fail.

The Innocent

Your P'o believes nothing bad can happen to it. This is similar to the Fool or the Monkey, but subtly different- rather than acting without thought, or distracting itself with pleasure, this P'o simply blames others for all of its problems. It may attempt to take over when you take the blame for the actions of another. In addition to the complication of not giving the wronged party any "face", it will proceed to act in a childish or irresponsible manner as long as it is out, and continue to blame others for those actions. After all, if everything is someone else's fault, then it cannot do anything wrong.

The Lover

Your P'o loves you. It is the only one who can really understand you, who can appreciate you, who understands all your faults and all your sins and loves you anyway. It may attempt to take over whenever you show emotional intimacy with another, and will seek to drive them away through whatever means are available, up to physical attacks if they insist on getting between it and you. Then you can be together, forever.

The Salaryman

Your P'o knows you have to work and fit in to get by. Work, work, work. Nothing but work. Get up, begin your work, continue until it's time to sleep. Go to court with everyone else, don't speak up or stand out, the tall nail gets hammered down. It may attempt to take over whenever you are falling short on a responsibility, or whenever you do not have a responsibility to which you are committed. You may have spent some time in the Wicked City, but your P'o has also learned to avoid ambition – ambition is the surest sign that someone is trying to supplant the boss. You don't want to be the boss. You're a good worker.

The Senior Student

Your P'o has worked hard to get here, and endured everything, and won't tolerate those young people who have no respect or understanding for the way of the world. The P'o attempts to take over when it has an opportunity to abuse a younger or weaker Kuei-jin with minimal consequences. It is driven by its own abuse, believing that the only reason the Hun has any strength is because of the torment it endured. This abuse may well be physical, but is more likely to be mental or emotional – this P'o can be charming, even inspiring, but will ultimately make those around it utterly dependent upon it or drive them away, perpetuating the cycle of abuse.

Abilities

Linguistics

Kaja: Kaja is the tongue of the Third Age, more ancient than all of recorded human history. It has generally only been preserved by particularly learned Shen such as the Kuei-jin and certain Mage Groups. It is thus coord approval to learn for non-Kuei-jin (With the exception of Mages of the Wu Lung and Akashic Brotherhood). It is primarily used in a handful of ancient texts, as well as ritual writing and some highly formalized court writing, and finding someone who can pronounce the ancient tones properly is a rarity. Remember, the books say that most Kuei-jin don't have access to it either, particularly outside the Quincunx.

Lore

These are the suggested levels for Kuei-jin and Dharmic Lore based on the 7 point scale used in many games, with the assumption that KJ PCs receive an invisible bonus of 2 levels. Dharmic lore works similarly for members of the Dharma. Characters with the Kanbujian flaw should buy that flaw off to receive that bonus. Most of the teachers of Kuei-jin lore should be Kuei-jin, and the highest levels are rare even among Kuei-jin, restricted to only the most knowledgeable scholars and likely held only by loremasters of the Bone Court.

Kuei-jin Lore

Lore x1

- You are familiar with the basics of the Kuei-jin condition. Some are mindless, some eat flesh, some drink blood, some steal breath. The more ancient and powerful the Kuei-jin, the more refined their eating habits and mind.
- Some Kuei-jin can be staked, some cannot. Those who look more monstrous can be staked with wood, but those who look more humane with metal.
- Kuei-jin are extremely religious, even if their religions are those of twisted monsters.

Lore x2

- You are familiar with the claims that properly following the religions of the Kuei-jin (called Dhar-mas) lead the Kuei-jin to power, rather than age alone.
- If you are a Kuei-jin you understand your balance, and have a vague understanding of the other possibilities. If you are not Kuei-jin you have a vague understanding that Yang vampires are weak to metal, Yin Vampires are weak to Wood, and balanced vampires have no such vulnerability.

- You can name a general stereotype of the Dharmas that readily come into contact with your nationality (the Dharmas of Xue in China, The Face of the Gods in India, etc.)
- You are familiar with the History of the Sect of your area (or the area in which you studied this lore.)
- You are familiar with claims that the Kuei-jin have returned from the Yomi. If you are Kindred you could readily believe such claims are just extended superstition to cover odd and peculiar rites involving frenzy. If you're KJ, you certainly know the truth of this firsthand.
- You have a vague understanding of the cycle of ages.
- You have some understanding of the mythic "founder" of your personal area, most likely Xue and his teachings.
- You know the titles and protocol of the local sect.
- You know Akuma is a term the Kuei-jin use for unrepentant servants of hell. Being declared one can get you destroyed or outlawed by the courts. You've heard that some cruel ministers will conspire to declare innocent Kuei-jin Akuma.
- You know there is something called direction which has some vaguely perceived stereotypes and expected social roles based on astrological signs.
- You have heard a one-sentence summary of the disciplines commonly available to your dharma and sect (the ones in the corebook.)
- You know Kuei-jin do not have ghoul servants, as kindred do.

Lore x3

- You have an extensive understanding of the histories and protocols of the local sect, you are familiar with broad stereotypes of the other sects in the Middle Kingdom.
- You are familiar with a general stereotype of the Dharmas not local to you (A Quincunx Kuei-jin at this level would be familiar with the broad stereotypes of the Heresies for example.)
- You are extensively familiar with the nature of Kuei-jin Balance.
- You are extensively familiar with the concepts of Direction and what they mean in KJ society.
- You are familiar with broad swaths of Kuei-jin history starting with Xue (or another mythic founder) and leading up to modern times.
- You are familiar with the existence of rites, and might be able to sum up the generalities of basic and common rites, though knowledge of the specifics of them requires the relevant background.
- You know that Akuma are considered servants of hell, but have heard rumors that while the term is used politically, it is sometimes accurate - there may be something to the whole "servants of the Yama Kings" thing.
- You know Kuei-jin often have wraith or spirit servants.
- You know the details of Kuei-jin nature and understand how they function. For example, you are

aware they can use life sight and death sight.

- You Know dhampyr exist and can be produced by Yang-aspected Kuei-jin.
- A person with this level of Lore may qualify for learning Kaja (pending other secondary concerns.)

Lore x4

- You have an understanding of the history of the Kuei-jin from the time of the Wan Xian to the present day.
- You are familiar extensively with the nature of the Dhampyr, age, capabilities that they may weave Joss.
- You know the details of how Kuei-jin nature interacts with other types of supernatural creatures. For example, you are aware they are immune to the kindred blood bond.
- You are familiar with the generalities of the more esoteric and sorcerous rites.
- You are familiar with the concept of alternative techniques for common Disciplines and can give a one-sentence summary of the more esoteric disciplines (like Miabsham.)
- You know some disciplines were lost during the transition of 4th to 5th age as were some rites. You can name the most heavily active Bodhisattva in the middle Kingdom along with the Ancestors of many major courts, you know who all the August Ancestors are along with the Daimyo of the Uji.
- You have heard many tales of Kuei-jin and Kin-jin interaction, from the wars in India and the Mongol conquest to the ancient legends of Zao-lat.
- At this level of understanding, you owe a KJ Court a Trivial boon for the effort (or equivalent to whatever body provided the stolen Lore.)

Lore x5

- There are few legendary figures in Kuei-jin history you cannot name, from the founder of the Rising Phoenixes to the Queen of Flesh who invented Flesh Shintai.
- At this level, you understand extensively how Zao-lat poisoned the relationship between the two types of vampires, how his thieving nature along with his thieving brood are the foundation of this ancient feud.
- At this level, you have likely read from many translations of ancient tomes. You can debate dhar-mic philosophy fluently.
- You understand that the rites and disciplines lost in the changing of ages were not lost by mere ignorance and violence but rather by fundamental changes in the nature of reality, you know the Scorpion eaters have lost many disciplines as well having gained new and horrific ones, you are concerned about what this says about the future.

- At this level, you have read more ancient tomes and owe a major boon to a Kuei-jin court (or equivalent to whatever body provided the stolen lore.)

Lore x6

- A Kuei-jin of this level of understanding has a firm grasp on the powers that were available to the Wan Xian. They are familiar with the reincarnation of the Jin Hai into the Dhampyr. They have also heard tales that some of the Jin Hai survived their supposed extinction; these beings would be more ancient and powerful than any Kuei-jin alive today... or perhaps just extremely ancient mortals learned in many arts. Who knows how history has touched these creatures.
- A Kuei-jin of this level of understanding requires a Blood boon held to the Bone Court.

Lore x7

- A Kuei-jin of this refined understanding has read the most ancient tomes of their race, they have personally memorized the words written down by Xue himself. There is no secret found in the Middle Kingdom unknown to them of Kuei-jin nature.
- A Kuei-jin of this level of understanding requires a Life Boon held by the Bone Court.

Dharmic Lore

This is a broad outline of the 10 or so dharmic lores

Dharmic Lore x1

- You are familiar with broad tenets of the Dharma and can name some of the major figures in its history.

Dharmic Lore x2

- You are familiar with the major works that have shaped the Dharma, along with major figures in its history, you have an intricate understanding of your sect (or the sect that taught you the lore) and a broad if stereotyped view of major sects in the dharma.

Dharmic Lore x3

- You are familiar with common techniques held as “proprietary” to the Dharma (Rites, Disciplines, etc). You have a more nuanced understanding of other major sects in the Dharma. You may be familiar at this point in passing with minor or heretical sects of the dharma.

Dharmic Lore x4

- At this level, you are familiar with the minor and heretical offshoots of the Dharma.

Dharmic Lore x5

- At this level, the scholar has heard some of the rumored secrets of the Dharma, though they cannot determine the validity one way or the other.

Dharmic Lore x6

- This is a true scholar of the Dharma, familiar with the intricacies of some of the greatest secrets of the Dharma.

Dharmic Lore x7

- There are no secrets of the Dharma this member does not know.

Other Creatures of the Night

Dhampyr and Yulan-jin received minimal write-ups for LARP rules in the main-line rule books. Both appear briefly in Mind's Eye Journals. As those rules are readily available on drivethrurpg, they will not be reprinted here.



Dhampyr receive the optional special power that they can manipulate their joss to a greater extent than others. As a simplified mechanic when interacting with other genres, it is recommended that they receive a joss pool equal to their humanity traits. They may expend points of joss to receive a retest on a single challenge which might result in them coming to harm. More expert dhampyr may learn active uses of Joss which allow them to use the retests on any challenge, or expend points of joss to increase their traits in one category for a scene beyond their natural cap. Joss is regained one point per day, and expending the last point causes the dhampyr to test for Shadow Soul.

Note also that dhampyr, the children of Yang-imbalanced Kuei-jin, are not dhampir, the children of thin-blooded vampires. Their powers and merits are not interchangeable or designed for each other. Per published material, they cannot be kinfolk, kinain, or mages.

Yulan-jin pose a challenge to play, and are not recommended for player characters. Any time they go into torpor, they need to obtain a new body. If you are going to play one, think in advance how you will manage to convey with costuming when you inevitably come back in a new body.

Disciplines

Kuei-jin Discipline learning is significantly more complex than Kindred learning. Kuei-jin lack any natural aptitudes by blood or sect and thus must learn things the hard way. Of course, some Disciplines are harder to grasp than others. Thus Disciplines are divided into several categories.

The First Category is the Demon arts (other than Hellweaving), which require no tutor and may be raised up to P’o Rating (limited of course by Dharma rating – no elder disciplines allowed for PCs!). Your P’o has much to teach you if you will only listen, and the power of wickedness comes easily.

The Second Category is the Shintai Arts, which may be raised to the second intermediate level without a tutor. It is recommended that learning the Advanced powers take guidance, either by a mentor, a library, communion with spirits, or extensive meditation and plot.

The Third Category is the highly ritualized arts found in both Chi and soul arts. Disciplines of this category require teaching to be raised no matter the level, just as an “out of clan discipline” for kindred. Gaining an Advanced discipline in this category thus likely requires a favor done for a court, an elder, or access to a rare library (and many exciting and dangerous journeys to obtain that access).

The Fourth Category are powers which are held by the various heretical Dharmas and alternate powers developed by specific courts or dharmas. Possessing these powers can often be dangerous. As they are considered either proprietary or heretical, learning them can be a short route to gaining the enmity of a sect or even being declared akuma. Note that per the book, custom or rare powers are very common for Kuei-jin to possess, but are kept secret within particular sects or even wus. Several have been included in this packet. STs are encouraged to create more. The KJ Coord office is always happy to collaborate in the development process.

The Fifth Category are powers which require modification of the soul to possess. It is impossible to learn Bile Shintai without undergoing the rites to become a Scorpion Eater, and it is impossible to learn Hellweaving without signing a pact with hell. The forgotten shintai of the 4th age are out of the reach of all those bound to live in the fallen 5th world, including PCs.

Category	Discipline	Approval	Teacher?
1	All Demon Arts other than Hellweaving	ST Approval	None required
2	All Shintai except Bile	ST Approval	None required, but recommended for Advanced level.)
3	Chi Arts (Equilibrium, Feng Shui, Tapestry, Yin and Yang Prana) Soul Disciplines (Chi'iu Muh, Cultivation, Internalize, Obligation, Tzu Wei)	ST Approval	Yes
4	Mibasham, Prayer Eating, Inward Way, Tempest of Inward Focus, Custom or Alternate Powers (e.g. Spider's Caress, Bitter Yin Blessing, Bitter Yin Cloud. Animal Form Dragon Dance, Eightfold Yang Barrier, Gender Change, Fur and Fangs, Thousand Lice Spies, the Fire which Illuminates, Gentle Yielding, Taking what is Given, Taking the Face. Blush of Life Restored, Clothed in Life, Spit Blood.)	ST Approval Coord Notify to possess out of sect /dharma	Yes, the teacher must be of appropriate sect or dharma
5	Hell Weaving, Bile Shintai, 4th Age Shintai	Coord Approval	Yes, student and teacher must be of appropriate sect or dharma



Some of the Disciplines in Laws of the East have what seem to be errors. The following errata is not meant to be binding but, rather, to give help in supporting house rules.

Retests

Most of the powers in the Laws of the East do not have a listed retest. This does not mean there is no applicable retest. Use common sense; if in doubt it's probably Occult or Athletics.

Form Powers

It is generally recommended that PCs are not allowed to have more than one form power, one Chi form/mantle, and one kata active at a time. Thus, a PC could not have Yin Mantle, Yang Mantle, Jade Servant of the August Personage active at once, or Demon Shintai, Unleash the Beast Spirit, and Ch'ing Shih active at once, or Dragon Dance, Distant Death Kata, and Bone Dance active at once. The only exceptions recommended are those explicitly described in the rules (e.g. Dragon Dance and Animal Form Dragon Dance), and possibly Demon Shintai combined with other form powers – the time spent in hell made the form assumed through Demon Shintai nearly a native form for the P'o. Use common sense, and check with your STs for the local level of game balance – Modifying your 6 armed giant demon form to have a tiger's head and clumps of blood-matted fur is cool and fitting, particularly for a devil tiger from India, but having your aura rippling with Yin and Yang energy while you simultaneously do an energetic and bestial dance, flex calmly and dramatically, and sway languorously just makes no sense.

Demon Arts and Other Powers

The Tabletop Kindred of the East book includes a statement that Soul disciplines other than Chi'iu Muh cannot be used while using Demon Arts. Laws of the East states that the character may use no other disciplines while using Black Wind, but that other powers may be maintained. These two together can be unclear. The Coord Office recommends that the two in conjunction be understood to mean that other powers cannot be activated during the bonus actions granted by Black Wind, similar to how Mental and Social disciplines cannot be used in Celerity actions in many games. If your Storytellers do wish to heavily restrict the use of Black Wind, they are advised to at least allow other Demon Arts.

Bone Shintai

Five Poison Cloud is an intermediate discipline. Bone Shintai should not have 1 intermediate power and two advanced powers.

Bone Shintai and Yin Prana have a very similar invisibility power, and as both are likely to be acquired by Kuei-jin investing in Yin powers, it is recommended that the storyteller allow the two to work in conjunction if both are acquired. This would allow the instant activation and lower cost of Shrouded Moon (Yin Prana 1) and faster movement and usage in well-lit areas of White Tiger Corpse (Bone Shintai 2) to stack after paying the cost of one power. In addition, while Obfuscate and Auspex grant bonus traits to remain invisible or to detect the invisible, no similar mechanical effect is listed in the Laws of the East. It is recommended that users of Shrouded Moon and White Tiger Corpse receive their permanent Yin rating as bonus traits in challenges to reveal them, and

that those using the Hun to sharpen their senses to pierce invisibility receive their permanent Hun rating as bonus traits.

Equilibrium

Master the Flow: The meditation for two minutes need only be done once per scene, after which the Kuei-jin may freely chop to transfer Chi as the power describes.

Cultivation

Two Become One: This power lasts for a scene, not forever.

Tapestry

Chi Shaping is a very versatile power which, as written, has a “mother may I” nature. Remember when adjudicating its effects that it is versatile, but it is an intermediate power, and is not true magic. Uses of it require at least five minutes to set up, and are limited in area of effect and duration. It should, however, be able to affect the powers of other supernatural creatures, not only of other Kuei-jin. For example, a defensive spiral should protect against any magic powers (including blood magic, Hedge magic, True Magic) which directly affect the user.

Example uses

- Defend against specific categories of effects, granting a free retest for a specific individual within the affected area.
- Improve or hurt luck, giving an extra trait or a one trait penalty to broad categories of individuals or specific types of actions.
- Temporarily trap a spirit, as described.
- Unweave an existing and active magical effect, with a Mental challenge against the creator of the effect. More advanced powers may be more difficult to unweave, and the effects of the ritual cannot be undone (e.g. you can unweave a spell causing an earthquake, but not repair the building, or you can interfere with the raising of a caern but not destroy the caern itself after the raising is complete).
- Interfere with or augment flows of Chi, temporarily raising or lowering the rating of a dragon nest and raising or lowering the difficulty of drawing power from the ambient environment for elder Kuei-jin or Mages using the Prime sphere.

Storytellers are recommended to turn repeated use of these powers into a longer-term story, as frequent interruption and modification of the Chi flows of an area can have a larger impact on the environment, starving and angering some spirits while others feast, benefiting and harming the

life of neighborhoods, and drawing the attention of other supernatural creatures in touch with the flow of power in the spiritual world.

Chi'iu Muh

Spirit Eating- While a shen may spend a Willpower to resist having their soul consumed, this does not mean they may spend a Willpower to resist having it ripped from their body, only that they may expend a Willpower to delay the destruction of the soul. The suggestion here is that the Kuei-jin may attempt to destroy the soul every fifteen minutes and 1 Willpower will grant a 15-minute reprieve. The Shen may continue to spend Willpower until the Kuei-jin either gives up, either runs out of Willpower, or for any other reason the Kuei-jin is forced to relinquish the soul. It is recommended that Kuei-jin who have used this power must also spend Willpower periodically to keep the extra soul within their body, and cannot keep more than one other person's soul at a time.

Internalize

Blood Yoga- In games which use the Dark Epic rules for meditation, it is recommended that the ST waive the 1 hour time and allow this power to be used to regain the point of Willpower as an instant effect.

Converted Disciplines

The following are recommended conversions for Disciplines which never received a LARP conversion. If different rules work better for your game, please feel free to house-rule.

Chi Arts

Feng Shui

(KotE Companion Page 48)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm, even if they are not a Kuei-jin or Dhampyr. It is also rumored that Kin-jin thaumaturges have stolen this power for use for their magics, though surely their hubristic attempts to weave joss must damage the connection between Heaven and Earth.



Basic: Wind Water Eye

A Kuei-jin who knows this power intimately understands the flow of Chi in the area, they make a simple Mental challenge difficulty 6 (retest occult or Feng Shui if Feng Shui is used as an ability in your game). If successful, the Kuei-jin gains the benefits of Trace the Dragon's Blood rite along with knowing what Chi dominates the area, where it pools, and if it has been affected by anything (Rites, Rituals, Thaum, and True Magick, along with the obvious things like Tapestry may all leave signs in the ambient Chi flow).

Once the Kuei-jin has successfully observed the ambient Chi of the area they may alter it via placement of room decor. They must make a second Mental challenge (Difficulty again 7) and work at least an hour altering the decor of the room. If successful, they may choose to do one of two things. They may bend joss to favor a particular action (roughly the narrowness of a specialization in an ability). If they do so, anyone partaking in that particular action gains one level of ability appropriate to it or one trait (chosen by the Kuei-jin at the enacting of this power). Conversely, the Kuei-jin may weave joss against a specific ability, making people acting on it one trait or retest down (determined by the Kuei-jin when enacting this power). No one is immune to this power and it remains in effect until the room's decor is altered.

Any Kuei-jin who has this power can automatically sense when it has been used on an area, and anyone who has an appropriate Ability (such as Occult, Feng Shui, or a specialty on a Crafts: Architecture or interior design skill) may make a Mental challenge with a difficulty equal to the Mental Traits of the creator, and a retest of the appropriate ability, to notice what has been done.

Basic: Broom of Heaven

Kuei-jin who know this power may use it to cleanse an area of spiritual defilement, such as uses of Hands of Darkness, cracks in the Wall, and defilement from overuse of feeding on ambient Chi, but not including larger scale and permanent damage caused, by things such as Chi Rifts and more excessive tampering by the Yama Kings. The Kuei-jin makes a Mental Challenge against a difficulty based on the traits of whatever defiled the area. Remember that this is a Basic power; attempting to overcome the effects of higher-level powers make take time, effort, and expenditure of influences to permanently modify the energy of an area. This power will cleanse spiritual energy, rather than a physical material, so cleaning up a heavily polluted superfund site will take a lot of work with bulldozers first. If Hiroshima and Nagasaki could be fixed with a Basic power, they would have been already.

Intermediate: Hand of Darkness

A Kuei-jin who knows this power may bring immediate bad fortune down upon an area. They make a Social challenge, retestable with Occult or Portents, against a static difficulty of 9. If successful, any actions in the area take a two Trait penalty. The power lasts for one night, but a point of Willpower may be spent to make it last for a week, and rumors speak of master practitioners who can make the effect permanent. The user of this power is not immune to it. Appropriate mystical abilities, such as Broom of Heaven, should be capable of removing or weakening the effect.

Intermediate: Inharmonious Alignment

This power allows the Kuei-jin to interfere with the feeding on ambient Chi in an area by elders. It may affect the regaining of other supernatural energy (such as Gnosis, Glamour, Quintessence, or Pathos) at Storyteller's discretion, though it will never interfere with the taking of Blood or Breath.

The Kuei-jin makes a Social Challenge, retested with occult or Feng shui, against a static difficulty of 9 for the duration, supernatural energy may not be gained from the ambient environment. The duration of the effect is equal to that of Hand of Darkness, and it may be countered in a similar fashion.

Advanced: Chi Ward

The ultimate power available to Running Monkeys and Jina, a Kuei-jin who knows this power may create a barrier that exists on all levels of reality (Dreaming, Umbra, Shadowlands) which bars the passage of any supernatural being by any means.

The Kuei-jin spends a point of Willpower and makes a Mental challenge against a static difficulty of 9. If successful, the barrier lasts for one scene. As long as the ward lasts, the Kuei-jin may spend points of Yin or Yang Chi to extend the period by 1 hour, but the ward may not last past dawn. This power requires a certain amount of conscious control. While it doesn't hinder the Kuei-jin from doing other tasks, if they are rendered unconscious or enter the little death (or final death) this power is shut down.

Demon Arts

Note: As Demon arts these follow the rules as shown on page 141 in Laws of the East.

Iron Mountain

(KoTE companion page 59)

This Discipline works as the Kindred Discipline Fortitude. The first time in a scene that the Kuei-jin tests down damage, fills in the extra health level granted, or uses Aegis, the Kuei-jin must check for Shadow Soul.

Kiai

(KoTE Companion page 60)

Note: All powers of this discipline require a loud shout to function.

Basic: Focusing Shout

The use of this power does not constitute an action. As a part of another action, such as an attack or Physical challenge, the user spends a point of demon Chi and makes a Mental challenge against a difficulty of 9, retest occult or portents). they shout, focusing themselves, and receive a number of unnamed bonus traits equal to their P'o for use on the chosen action. This action must be suitable for the P'o and must happen as the power is used, or on the turn immediately following.

Basic: Aspect of the Timid Sparrow

The use of this power does not constitute an action. As a part of an attack, the Kuei-jin spends a point of Willpower and chooses a target with whom they are engaged in melee or hand-to-hand combat. They then make a Physical challenge with a difficulty of twice the target's courage, Yang rating, Rage, or other appropriate virtue, with a retest of intimidation). If successful, the target is down three Traits to resist physical attacks the Kuei-jin initiates for the remainder of this round and the next.

Intermediate: Ngilai

A Kuei-jin who knows this power may spend one point of Yin Chi to invoke it. They pick a target and make a static Physical challenge against a difficulty of the opponent's Physical Traits, retesting with intimidation. If successful, the target must flee the presence of the Kuei-jin for a number of turns equal to the Kuei-jin's Po. Any supernatural being that has a special fear condition (Fox frenzy, wave soul, etc) must also check for that with difficulty equal to the Kuei-jin's Po, and mortals with less than 2 stamina-related traits drop dead from a heart attack. Shen may ignore both

the need to flee and the need to check for wave soul by spending a point of Willpower, but are considered 1 trait down for every two points of the Kuei-jin's Po, rounded up, on all actions for the duration they would have needed to flee.

Intermediate: The Song of the Tormented Soul

A Kuei-jin who uses this power spends a point of Willpower and enters into a Mental contest with a target (retest with expressions) for a number of Challenges equal to the Kuei-jin's Po. The effect is determined by the number of successes. At the storyteller's discretion, this power may be less effective on those who feed on negative emotions, such as spectres, akuma, banes, and demons. It is recommended that they receive a free retest on each challenge.

- 1 success, the victim is down 1 Social trait on all actions for the next hour.
- 2 Successes, the victim is down 1 trait on all actions for the next six hours.
- 3 Successes, the victim is down 2 traits on all actions for the next 24 hours.
- 4 Successes, the victim is down 3 traits on all actions for the next 3 days.
- 5 successes, the victim is down 3 traits on all actions for 1 week, and may enter a berserker rage, commit suicide, or other appropriate actions based on the character.

Advanced: Greater Ngilai

This works as the intermediate power but affects all enemies within earshot. Any who spend a Willpower to resist fleeing are down one trait for every point of the Kuei-jin's P'o, rather than one per two points.

Shintai Arts

Blood Shintai (variant)

Spit Blood (Devil Tigers Page 64)

This power may be taken as an alternative second basic power for Blood Shintai. The Kuei-jin spends a point of Yin or Yang Chi to charge the blood and spits it at a target with an opposed Physical challenge, retested with Athletics or firearms. If successful, the target takes half the Chi virtue of the Chi trait spent in damage, rounded up. This power may be used to attack spirits of the appropriate type (Yin for Ghosts, Yang for Umbral spirits). Ghosts lose Corpus equal to the damage done while Umbral spirits lose power.

Beast Shintai (KoTE companion Page 69)

Note: as many of these powers are built around domination and subjugation of Animals rather than communication, more harmonious paths are fertile ground for rare or custom powers.

Basic: Cower before the Beast

A Kuei-jin with this power may cause the most intimidating of natural beasts to cower before them; they automatically succeed on any test to cause a natural animal to flee their presence. They may spend a point of Yang Chi and make a Social challenge, retested with animal ken or intimidation, to affect supernaturally enhanced animals such as ghouled beasts. Fully supernatural creatures, such as Changing Breeds in their animal form, are not affected and are unlikely to be impressed.

Basic: Animal Spy

A Kuei-jin with this power may possess an animal, much like the Kindred power of Subsume. The Kuei-jin stares into the beast's eyes and makes a Social challenge against a difficulty of 7, retesting with animal ken. If successful, the Kuei-jin possesses the body of the beast while their body lies limp and unconscious (much like Subsume the Spirit). Unlike Subsume, the Kuei-jin may not use any of their supernatural powers when possessing a beast, merely guiding it where they wish. This power requires a fairly high order beast to function (birds and mammals are in, fish and bugs are out, reptiles are debatable).

Intermediate: Conjuring the Animal Kami

The Kuei-jin spends a point of Yang Chi and makes a Social challenge against a difficulty of 6, retesting with intimidation. If successful, the Kuei-jin may summon a number of animals up to their Social trait maximum. They may specify the type of animal much like the Animalism Power Beckon.

Intermediate: Sway the Beast

A Kuei-jin with this power may gain command of a beast for a particular period of time. They make a Social challenge against a difficulty of 6, retesting with intimidation). The Animal is then theirs to command for one hour. This duration may be extended by spending a point of



Willpower for each additional hour, but may not last past dawn. The Kuei-jin may also spend a Willpower point after using Conjuring the Animal Kami to make a similar test and gain command of all the creatures they have just summoned with a single challenge.

Advanced: Unleash the Beast Spirit

When a Kuei-jin first learns this power, they must pick an animal totem, which may never change. The Kuei-jin may now take the form of a half man half beast (of the totem creature chosen), similar to the forms of changing breeds. It costs the Kuei-jin one Willpower and takes three turns to transform.

This new form grants the Kuei-jin a few benefits, as determined in when the power is purchased. The form grants extra traits to reflect the prowess and abilities of the form, typically raw Physical traits, but potentially including mental abilities and extra features. Refer to demon shintai or flesh shintai features and Gangrel, Nosferatu, and Tzimisce Merits and Flaws for inspiration for mechanics for such additions. Extra points in appropriate abilities are also allowable (athletics on a monkey form, for instance). It is recommended that the form grant no more than 9 points in total traits, abilities, and merits, of which no more than 6 should be traits. Particularly thematic flaws or negative traits are also appropriate, but no more than 3 should be used – creating the Beast Spirit Form should be fun and flavorful, not an exercise in min-maxing. Sample creatures include Wolf (+6 Physical traits, claw natural weapons, huge size, -3 negative Social traits), Crane (+3 Physical traits, +3 Social traits, winged flight), Carp (+4 Physical traits, +2 Mental traits, improved mobility in water).

Smoke Shintai (KotE Companion p 71)

Basic: Smoke without Fire

This power enables a Kuei-jin to increase the volume of smoke generated by a flame. They spend a point Yang Chi and make a static Social challenge against a difficulty of 7, retesting with stealth. An initial success doubles the volume of smoke. The Kuei-jin may spend additional actions increasing the volume multiplicatively, for a maximum of their Yang virtue in rounds. The smoke from a single cigarette would likely require at least two extra rounds to conceal something the size of a person, but a larger source can be effective much more quickly and easily. Moderate amounts of smoke should cause a 2 trait penalty to all visual perception challenges and half the distance of ranged weapons, and can be overcome by Heightened Senses. Thick, dense smoke should increase the penalties to 4 traits, halved for those with heightened senses.

Basic: Words of Smoke

A Kuei-jin with this power is a consummate liar. They may spend a point of Yang Chi to receive a 2 traits bonus on all Social challenges involving deception for a scene.

Intermediate: The Hampering Smoke of Chou Zeng

This power enables a Kuei-jin to blind a target. They spend a point of Yang Chi and make an opposed Physical challenge against the Target, retesting with survival). If successful, the target is blinded for a number of turns equal to the Kuei-jin's permanent Yang.

Intermediate: Wisp Maya

This power enables the Kuei-jin to create illusions from smoke (provided they have sufficient quantities). The Kuei-jin spends a point of Yang Chi and makes an opposed Social challenge against a target, retested with subterfuge. If there is no opponent, they may make a static test against a difficulty of 7. If successful, the illusion seems genuine, though any Physical contact will immediately reveal it as false. If an observer was not present when the illusion was created, they may attempt to see through it by making an opposed Social challenge with the creator, as above.

Advanced: Volcano Fist

A Kuei-jin with this power may spend a point of Yang Chi to make one of their fists glow with molten magma. Their very touch now does 2 levels of damage to flammable objects, and their punches with the fist gain 2 levels of damage along with converting all damage done by that fist to aggravated.

Storm Shintai (KoTE companion page 71)

Basic: Conjure the Duke of Wind

The Kuei-jin may command the winds to blow with this power; they spend a point of Yang Chi and make a Physical Challenge against a Difficulty of 6, retested with portents or occult. Success raises or lowers the speed of the wind by ~10 mph, increasing or decreasing the speed of flying movement by 2 steps, and walking movement by 1 step. The Kuei-jin may continue to concentrate for as many rounds as their Yang virtue, increasing the speed by another 10 mph each round.

Basic: Thunderbolt's Kiss

A Kuei-jin with this power spends a point of Yang Chi and their hand courses with the power of lightning. On the next successful hand-to-hand attack, they may choose to discharge this bolt adding half their permanent Yang (rounded up) in lethal damage to it, with a maximum of three.

The Kuei-jin may not accidentally set this off by touching things or being touched; they choose when the lightning strikes. The Kuei-jin may use this power on the same turn as they attack, or may hold the charge as long as they wish.

Intermediate: Thunderbolt's Caress

This power allows the Kuei-jin to throw bolts of lightning at those within a number of yards equal to Permanent Yang + Storm Shintai level. The Kuei-jin spends a point of Yang Chi and makes an opposed Physical challenge, retested with athletics or firearms. If they succeed, the bolt of lightning does a number of levels of lethal damage to the target equal to half their Permanent Yang, rounded up. The visual effect of this can be anything from throwing a blast at someone to lightning jumping from the eyes of the Kuei-jin to their target.

Intermediate: Cloud Chariot

This power allows the Kuei-jin to command the winds to fly; they spend a point of Yang Chi and make a static Physical challenge, with a difficulty of 6, retesting with meditation). They then fly for a scene, with a speed of ~30 mph, or 6 steps per round.

Advanced: The Flight of the Dragons

The Kuei-jin with this power may alter the weather. They spend a point of Yang Chi and make a static Physical Challenge, with a difficulty of 6, retesting with occult. Severity and area of effect may be increased by spending additional rounds concentrating on the power, up to a maximum of Yang virtue. Each round spent increasing the area doubles the effect (0 extremely localized, 1 one mile, 2 two miles, 3 four miles, 4 8 miles, 5 16 miles). Severity ranges from minor effects up to and including typhoon level effects (5 rounds spent).

Soul Arts

Mibasham (KoTE Companion p 76)

Note: Mibasham may not be used on targets with a higher dharma rating than the user. While many of its powers require words which may be overheard by others present, they only target one observer, and do not function unless the observer can hear the user.

Basic: Lens of the Self

The Kuei-jin may use this power to reveal the Nature or P'o Nature, Shadow Archetype, or Legacies of a target. They spend a point of Chi (Yin or Yang) and make an opposed Mental challenge

against the target, retested with empathy. If successful, the Kuei-jin learns what they want to know.

Basic: Pors'dan

A Kuei-jin with this power utters a riddle so cryptic and confusing the target must figure it out. They spend a point of Willpower and make an opposed Social challenge against the target, retested with enigmas. Targets already engaged in combat receive a bonus of three traits to resist this power. If the Kuei-jin wins, the target is down two traits on all challenges for the remainder of the scene.



Intermediate: Stepping Stones

A Kuei-jin with this power may enter the Yin, Yang, or even Yomi worlds. They spend a point of Willpower and make a Mental challenge against a difficulty equal to the local wall, retesting with occult. If successful, the Kuei-jin may bodily enter the other realm immediately. This power grants them no special protection or powers, and they must make a similar challenge to leave that realm. Of course, leaving some realms is likely to be even harder, and leaving Yomi is the stuff of legend. Persistent rumors in the courts say that Kuei-jin of particularly rarified Dharma (7+) may be able to use this power to enter the Heavenly Realms. But if they could, how would they be received?

Intermediate: A Stumble on the Path

A Kuei-jin with this power may simulate an act of blindness for another. They spend a point of Willpower and make an opposed Mental challenge, retested with subterfuge, against the target. Success causes the target to make a check as if they were struck with a moment of blindness. If they fail this challenge the target is considered to have lost 2 levels of Dharma for the night, but the next evening they are returned to their full measure of Enlightenment. While this power similarly affects Mages who are considered down two levels of Arête for the night, it has no mechanical effect upon beings that are not empowered by enlightenment, though it causes them to question their world view for the night. PCs such as kindred on paths of enlightenment should roleplay accordingly.

Advanced: Riddle of Maya

A Kuei-jin with this power may reveal a piece of their understanding of the true nature of reality. The Kuei-jin utters their explanation and makes an opposed Social challenge, retested with occult. If successful, the target loses a number of temporary Willpower equal to 10 minus the Local wall rating (thus losing 3 in most cities). The self-worth of the Kuei-jin is similarly bolstered and they may regain a number of Willpower points equal to half of those lost by the target (rounded up). This power may only be used on a target once per night.

Tzu Wei (KoTE Companion p 78)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm. It is also rumored that Kin-jin thaumaturges have stolen this power for use for their magics, though surely their hubristic attempts to weave joss must damage the connection between Heaven and Earth.

Note 2: Uses of powers of this discipline do not stack with themselves, though they may stack with other powers in the discipline (such as Fate of the One and Fate of the Wu).

Basic: Fate of the One

This allows the Kuei-jin to chart a proper horoscope of the target. The Kuei-jin makes a static Mental challenge against the target, retested with rituals or occult. Success means they know what days and times are lucky for the target. If the target follows the advice of the Kuei-jin, they are considered to have 1 level of Horoscope for a specific task. For the purposes of this background, the lucky number for non-Kuei-jin is 5. If the target is misadvised or chooses to ignore the advice, they are down one trait on that task.

A Horoscope requires charts, occult paraphernalia, and, most importantly, time. It requires at least 15 minutes of game time to use this power, granting the benefit for one night. With a more accurate horoscope and the expenditure of a point of Willpower, greater durations can be achieved. If a full night is spent preparing the horoscope, the benefit lasts until the new year. A target may only have one reading of this power active on them at one time.

Basic: Joss Weaving

This allows the Kuei-jin to take fate into their hands. The Kuei-jin once more casts a chart, this time spending a point of Willpower and making a static Mental challenge against a difficulty of 7 traits, retested with occult or portents. If the target is correctly advised, they are considered to be one trait up on all challenges for the night, or if the target is poorly advised or ignores it they are 1 trait down on all challenges for the night.

This power, much like the previous one, requires 15 minutes to cast. A full horoscope, taking at least one night of work, must have been cast for the target within the last year.

Intermediate: Fate of the Wu

This works as the Power Fate of the One, but may target a group working on a particular endeavor. This group may be no larger than 12 people.

Intermediate: Grand Duke's Theorem

The Kuei-jin spends a point of Chi. As long as they are facing the proper direction any action they take that night has 2 bonus traits. If they are facing the opposite direction they are down two traits, but the Kuei-jin may spend a point of Chi to negate this penalty for one action. No test is required to initiate this power.

Year Direction

- 2021 North Northeast
- 2022 East Northeast
- 2023 East
- 2024 East Southeast
- 2025 South Southeast
- 2026 South

Extrapolate from there for flashbacks, time travel plots, or cases where the KJ coord doesn't revise this packet. Note that the pattern follows a 12 point compass, rather than a 16 point.

Advanced: Realigning the Stars

The Kuei-jin spends a Willpower and makes a static Mental challenge against a difficulty of their permanent Willpower, retestable with occult. On success, they gain 5 levels of horoscope for the night. Conversely, the Kuei-jin may bend fate against another and make all of their levels of Horoscope spent for a night. The target receives 5 "Unlucky" negative traits in all trait categories, minus one for every level of their horoscope which was lost to this power. These traits last for one night.

The Heretical Arts

Inward Way (Heresies of the Way p 49)

Note: this Discipline can only be learned by those on the Heretical Dharma Tempest of the Inward Focus, and unlike most disciplines, its level may not exceed Dharmic Enlightenment.

Basic: Inner Balance

This power functions exactly as the Equilibrium power Master the Flow. If both powers are possessed, the Mental trait cost is waived.

Basic: Rest Upon the Blade

This power grants the Kuei-jin a number of benefits:

- They may meditate for a number of days equal to their Dharma rating without needing to feed. If they move so much as a finger, the trance is broken.
- The Kuei-jin may spend a point of Yang Chi and add their dharma rating to any attempt to resist mental domination or to overcome fear.

Intermediate: Scales of Need.

This power functions exactly as the Equilibrium power Shift the Balance. If both powers are possessed, the Willpower cost is waived.

Intermediate: Feed the Soul

This power allows the Kuei-jin to rearrange their Hun and P'o virtues. It takes several hours to enact this power and these hours must be spent in isolation. They spend a point of Willpower and make a Willpower challenge (Difficulty of the virtue being reduced). If successful, the Kuei-jin alters their virtues as they wish. It is strongly recommended that XP be conserved - P'o converted into Hun costs 1xp per level, Hun converted into P'o grants 1xp per level. A Kuei-jin who uses this power may succumb to soul imbalance.

Advanced: Flowing with the Tao

A Kuei-jin with this power may take the form of pure Chi. They enter this state by spending 3 turns concentrating and spending a total of 2 points of Yin Chi and 2 points of Yang Chi. Once they have spent the last point of Chi, their body becomes pure Chi. They are incorporeal and invisible except to those who may sense Chi. Their senses no longer function as normal; they only sense the flow and pools of Chi, though they may detect creatures by the Chi contained within them (functions

as the Chi'iu Mui power Chi sight without mortal perception). They may enter dragon lines and ride them as per the Tapestry power Ride the Dragon. This form may last a number of days equal to their Dharma rating.

The Kuei-jin may not enter the spirit worlds and are not considered to be a spirit or wraith. Anything that would force them to enter a different realm will force them to re-materialize. Areas of tainted Chi are potentially dangerous, and entering one risks corruption and will, at the least, force an immediate shadow soul check.

Tempest of the Inward Focus (Heresies of the Way p 50)

Note: Like Inward Way this Discipline can only be learned by those on the Heretical Dharma Tempest of the Inward Focus, and unlike most disciplines, its level may not exceed Dharmic Enlightenment.

Basic: Swirling Winds Style

This functions as the Yang Prana power principle of Motion, with the exception that this power may only be used for martial arts maneuvers. If both powers are possessed, the first Chi spent within a scene is refunded.

Basic: Meditation of Metal

The Kuei-jin spends 1 or more points of Yin Chi, to a maximum of their dharmic rating, and they gain one temporary health level for a scene per point spent. They may also reduce all incoming damage by one point per source for a scene. For every point spent after the first, they gain the negative trait slow or clumsy as their body becomes more metallic.

Intermediate: Kata of Mounting Fury

This works as the Yang Prana power, Dragon Dance however it may only be used with martial arts maneuvers. If both powers are possessed, there is no cost to activate the kata.



Intermediate: Fighting Cloud Style

A Kuei-jin with this power spends 2 points of Yin and Yang Chi, once the power is active, they are light as a feather, may run up walls, jump three times as far, and gain an extra kick attack per turn for the remainder of the scene. In addition, incoming damage from martial arts or brawl attacks is reduced by one for the remainder of the scene.

Advanced: Illusion Shattering Strike

The player of the Kuei-jin announces their intent to use this power and then may spend a number of points of Chi equal to the Character's Dharma rating, potentially exceeding the number of Chi which they can normally spend in a turn. They then strike a spiritual entity manifesting in the mortal world (ghost, demon, spirit, etc.) with a standard Physical challenge. If the strike hits, the spirit loses a number of Willpower points equal to the Chi spent. If the Spirit loses its last point of Willpower in this manner, it disperses back into the spirit world to reform, even if it does not possess that charm, causing the spirit great pain and likely earning the Kuei-jin an eternal enemy.

Prayer Eating (Heresies of the Way p. 77)

Note: This discipline is almost exclusively in the hands of the Face of the Gods Dharma and is outlawed in all "civilized" Courts. The Passion Bloodflower sect of the Thrashing Dragons and Brilliant Coals Devil Tiger Sect are also rumored to allow the study of its secrets, but the Discipline is still officially banned in the Scarlet Courts.

Basic: Hear Prayers.

This allows the Kuei-jin to hear prayers directed at them. The Kuei-jin must relax (a Physical challenge, difficulty 7 retest meditation). Once in this state, the Kuei-jin may hear prayers directed at them within a number of mile radius equal to appropriate soul virtue (Hun for prayers of positive and constructive results, P'o for prayers of hate, jealousy, or vengeance)

Basic: Prayer Appraisal

The Godling stares into the eyes of their devotee and knows what they truly desire. The Kuei-jin makes a static Mental challenge, retested with Empathy, against a difficulty of the petitioner's Willpower. If the devotee is actively involved in praying to the Godling, the devotee is considered two traits down during this. Note: This power works across the Wall. With success, the Kuei-jin knows if the petitioner is sincere, and understands the reasons behind their prayers (Such as "I want my grandmother to get better... So she will put me in her will."). If the Kuei-jin spends a Mental trait, they may also determine the petitioner's Nature, True Name, permanent Willpower rating, thoughts, and feelings, if they've ever lied to the Kuei-jin, or are under a supernatural com-

pulsion and may spend an additional point of Willpower to know all of their thoughts, memories, and spiritual or supernatural bonds such as the blood bond. Even memories which have been edited or suppressed become clear to the Kuei-jin, and the source of a supernatural bond is quite evident.

Intermediate: Fulfill Prayers

The Kuei-jin at this level may bend fate itself to answer the prayers of their devotees. They spend a point of Chi and make a Mental challenge (difficulty equal to the local wall, retest crafts). For a duration of days equal to the Kuei-jin's Dharma rating, the Devotee is considered 1 trait up and gains one free retest per scene when acting towards their prayer, likewise, the Kuei-jin is one trait up and gains one free retest per scene in which they work towards granting the devotee's prayers. Simple prayers may simply come to fruition via an act of supreme fortune (this should be rare but is an option for STs).

Intermediate: Prayer Eating

The Kuei-jin officiates over a ceremony dedicated to themselves, lasting at least an hour. At the height of the ceremony, they spend a Willpower and make a Social challenge against a difficulty of the highest Willpower present (2-4 for most humans), plus one per ten attendees. For every ten worshippers, they gain a point of Chi, but even a single unfaithful worshipper will ruin the result. This Chi may be of any type, Yang, Yin, or Demon, as appropriate to the ceremony conducted. Most will give a mixture of Yang and Yin, but a marriage, funeral, or horrific sacrifice may be all of one type.

Advanced: Unbreakable Soulbonds

With this power, the Kuei-jin creates a fanatical devotee. Nothing that can be done to the Devotee will break the absolute devotion, save death. They will die rather than give up secrets. Of course, such a pawn is difficult to make. The Devotee must be a true believer, likely represented by a code of honor with the Kuei-jin on it. The Kuei-jin must have fed from the believer 10 times using prayer eating (Blood and breath do not count). They then spend a point of Willpower and make a challenge using a pool equal to their Hun and P'o added together vs. the target's permanent Willpower. If successful, the target is bonded to the Kuei-jin until their death on a level unmatched by Soul or Blood bonds. The Kuei-jin is the pawn's god and they will have nothing before the Kuei-jin.

Bile Shintai

Note: These Disciplines may not be learned by any except those on the “anti” Dharma of the Scorpion Eaters, who may not possess the standard elemental shintai. Corrupted versions of other powers, such as Beast or Storm Shintai, are rumored, and left as an exercise to the storyteller wishing a truly memorable antagonist.

Poison Shintai (Heresies of the Way p 123)

Basic: Stinging Touch

The Kuei-jin spends a point of Chi and covers part of their body with a sickly acid, for the rest of the scene attacks from that body part do aggravated damage.

Basic: Inharmonious Excretion

This power functions as the Blood Shintai power Blood Akemi but has no healing effects. Rather than working by neutralizing blood it causes the target to be overcome with vomiting.

Intermediate: Flow like Sewage

The Kuei-jin spends a point of Yang Chi and all their hard boney parts become soft and malleable, their flesh flowing like sludge. This power does not take an action to activate, and functions for 3 turns, during which they may squeeze through small openings. All bashing damage is reduced to zero, and all lethal damage is reduced by half. This power has no effect on aggravated damage.

Intermediate: Bilious Expectoration

The Kuei-jin spends a point of Chi and one action generating the mass inside them. Once it is formed, they may spit it a number of yards equal to their Physical traits, requiring a Physical challenge to hit, retested with athletics. Inorganic matter takes 1 level of aggravated damage from this attack, while organic matter takes 3. For the next three turns, the effect will continue to burn through the target, continuing to inflict damage unless somehow removed or neutralized.

Advanced: Phlegmatic Sting

After touching the target, which may require a Physical challenge, the Kuei-jin may spend one Willpower and one Yin Chi. The target takes an additional three levels of lethal damage, beyond any caused by the touch itself. For each level of damage, one point of the target's Chi, or similar resource, becomes tainted, likely killing any living target. So long as the tainted Chi remains in the target's system, the Kuei-jin may spend points of Yin Chi to do levels of lethal damage, one for one but subject to the usual cap on Chi expenditure per round, regardless of range, as an uncontested action.

Decay Shintai (Heresies of the Way p 124)

Basic: Stink of the Grave

The Scorpion Eater spends a point of Yin Chi and infuses their body with the decay of the grave. The disgusting nature of this removes all Appearance related Social traits they have for the scene and grants them the negative traits Repugnant x3. In exchange for this, all mortals who see them must make Willpower check difficulty 7 or be frozen in terror. Even if successful the mortal is down one trait on all actions as the stench overcomes them. Supernatural beings that need to breathe are also down one trait, while those who have heightened senses of smell are down two.

Basic: Deadly Waft

This power functions as the White Tiger Corpse power in Bone shintai, however, they leave a disgusting scent trail behind that may be used to track the Scorpion Eater. The Eater may spend an additional point of Yin Chi to reduce this to a faint whiff but even then those with heightened senses or animals may be used to track them. If both this power and the Yin Prana power Shrouded Moon are possessed, the cost to assume the state is removed.

Intermediate: Bone Shrapnel

A Scorpion eater with this power may cause penny-sized chunks of the target's bones to shatter, sending shrapnel into their body. After spending two points of Yin Chi and successfully touching the target, which may require a Physical challenge, the target takes three levels of lethal damage that may be soaked normally (though armor provides no defense).

Intermediate: Splenetic Exhalation

This Power functions as Bone Shintai Power Five Poison Cloud.

Advanced: Harbinger of Decay

This power enables the Scorpion eater to transform a mortal or animal into a monstrous killing machine dedicated to their will. The Eater spends three points of Yin Chi and then bites the target. The Target falls into a coma after a number of turns equal to their stamina-related traits. The next night the target awakens as a mindless hungering monster, attacking anything it can other than the Scorpion Eater. The Target gains the traits Quick, Brutal and Stalwart as long as it's affected by this power, which may exceed their normal cap, and receives three temporary health levels of armor. The Target takes 2 levels of agg every night after the first until it dies. Only mystical means (such as Blood Atemi) might be capable of curing someone suffering from this condition. The Target may spend a point of Willpower to resist attacking someone for one turn.

Radiation Shintai (Heresies of the Way p 124)

Basic: Treacherous Earth

The Scorpion Eater may twist the lines of Chi in an area to bind a target to the ground. The Eater spends a point of Yang Chi and makes a Social challenge against the target's Physical traits, retested with intimidation. If successful, the Target is rooted to the spot for one scene. Whatever part of their body was touching the ground is incapable of movement. Supernatural beings may expend a point of their supernatural power (Blood, Quintessence, Gnosis, Pathos, and Chi, etc) in order to escape being bound in this fashion with a full round of concentration.

Basic: Repulsive Touch

The scorpion Eater makes themselves repugnant to the Ten Thousand Things, a disgusting being outside the cycle. They spend two Yin Chi and make a Social challenge (difficulty 6, retest occult) after which they become intangible for the entire scene. Their swim speed and jump speed are tripled as even air and water are disgusted by them. They cannot touch or be touched, cannot initiate Physical challenges requiring contact, and most Physical challenges cannot be initiated against them. The Scorpion Eater is still affected by mental and spiritual powers as normal.

Intermediate: The Bowels of the Earth

This power Functions as the Jade Shintai Power Placate the Earth Dragon, with one exception: difficulty is not based on the strength or weakness of the Wall but rather the toxicity of the area. A Toxic Waste dump would be automatic while a pristine mountain patch might be actively impossible. Industrial parts of a city would be difficulty of 6 or lower, most residential areas difficulty 7, and normal wilderness would be 9.



Intermediate: Burn Out

The Scorpion Eater channels the ambient radiation of the industrialized world to power a mechanical device. They touch the device and make a static Physical challenge (difficulty 6). On a success they may then expend a number of Physical traits (up to 5) to power a device (1 would be cellphone, 5 might be a jetliner or semi truck). The device functions for a number of hours equal to the Eater's Yang rating Plus one out per additional Yang Chi Spent. Once the effect ends the Device is ruined and cannot be repaired.

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Advanced : Destroy with a Touch

The Scorpion Eater may call upon the weaknesses and impurities of the earth itself. They spend a point of Willpower and then a variable number of points of Chi; for each point spent, they may destroy 1 cubic meter of earth or earthen material, liquifying it or causing it to crumble to dust. A Scorpion Eater with sufficient knowledge may use this power to much larger effect. For instance, the architecture skill may allow the Scorpion to find the key points in a building to collapse it with a Mental challenge at a Chi cost determined by the ST. A knowledge of geology and an area with localized fault lines, may be able to cause a minor earthquake of a magnitude no greater than 6, potentially knocking over objects in the local area and even damaging poorly constructed buildings or breaking windows in the immediate area. It is likely felt in a wider area, though people in earthquake-prone regions may not remark on it if they were not in the immediate vicinity.

Disease Shintai (Heresies of the Way p 125)**Basic: Acrimonious Flesh**

The Scorpion Eater, after successfully touching a target (this may require a Physical challenge), spends a point of Yang Chi, after which over the next six hours the target breaks out in hideous boils, flesh lesions, etc. This causes the target to lose all Appearance related Social traits for the duration of this power, and causes them to gain the negative Social trait repugnant x3. The duration of this effect is equal to the Scorpion Eater's P'o rating in days. A Supernatural being may spend 3 traits of supernatural power (Blood, Chi, and Glamour, Gnosis, etc) to heal this condition.

Basic: Dead Hands

This power functions as the Flesh Shintai power Detach limb

Intermediate: Fevered Delirium

This power Functions as the Flesh Shintai Power Lotus Cloud, however, the visual effects are more akin to a fevered dream than any euphoria, the weakness also manifests as illness rather than anything else.

Intermediate: Servile Plague

This power Functions as the Flesh Shintai Power Pelesit, however, it manifests as mosquitoes, fleas, and maggots growing from the Scorpion Eater's Flesh.

Advanced: The Soul of Sickness

The Scorpion Eater spends two points of Yang Chi to activate this power. They may for a scene be the carrier of any disease the Scorpion Eater wishes. They may use any previous power in Disease shintai as a vector of this disease. Any target encountering the vector must make a static Physical challenge against a difficulty of the Scorpion's Physical traits to fight off the disease. A failure causes the target to lose one health level and 3 Physical traits per day until they die. Mortal medicine cannot cure this horrific disease, but supernatural effects may at the Storyteller's discretion. A supernatural being who catches this disease may spend five points of their supernatural power (Gnosis, Glamour, blood, etc) to cure themselves. Doing so does not grant immunity to the vector, but multiple exposures on the same day do not inflict the damage multiple times. The vector chosen is the only vector for the disease – those infected generally cannot spread the disease further on their own.

Balefire Shintai (Heresies of the Way p 126)

Note: All uses of this power are accompanied by the smell of burning flesh, garbage, or rubber.

Basic: Burning Kiss

The Scorpion Eater spends a point of Chi and touches a target, potentially requiring a Physical challenge. If successful, the target's flesh and blood become corrupted, rendering them acceptable for feeding by the scorpion eater and a regular source of tainted Chi. The target is considered down two traits on all actions for the remainder of the day from this lingering sickness.

A supernatural being who has been affected by this power may make a static Physical challenge against a difficulty of 5 to expel their corrupted essence, losing a number of points of their supernatural power (Blood, Chi, Gnosis, etc) equal to the Scorpion's P'o. Until they do so, they are down two traits on all actions.

Basic: Baleful light

This Functions as the Ghost Flame Shintai Power Goblin Spark.

Intermediate: Death Breath

This power Functions as the Ghost Flame Shintai Power Goblin Scorch.

Intermediate: Invading the Dragon

This Power Functions as the Tapestry Power Riding the Dragon, with the following exceptions, the Scorpion Eater may spend 5 Chi traits while in transit to corrupt the line making it impossible for

non-Scorpion Eaters to use it for the entire night. Shen who are able to sense dragon lines may make an opposed Mental challenge, retested with occult, to track the Scorpion Eater through the Line they have defiled.

Advanced: Body of Burning Filth

This power functions as the Ghost flame Shintai power Goblin Body, but also allows the Scorpion Eater to temporarily corrupt a Dragon's nest. The rite Shitting down the Dragon's Neck is needed for permanent defilement. The Scorpion Eater spends a variable number of Chi, and must meditate on the Nest for a number of hours equal to the Chi spent (if the Scorpion Eater is interrupted, round down the time spent). For each point of Chi spent the Dragon's nest is tainted for 2 days (so if the Scorpion Eater spent 5 points of Chi and 5 hours there the nest is corrupted for ten days). Suffice to say this makes the Scorpion Eater quite unpopular with other supernatural beings who are either incapable of ingesting such tainted Chi, or are tainted by it.

Custom Powers



The KOTE companion mentions that there are many more hidden disciplines throughout the Middle Kingdom, special techniques of particular Wu, hidden Sects, etc. While a Kuei-jin of less dharmic rating than 6 is typically incapable of developing a New Discipline (and thus beyond PC hands) it might be of interest for an ST team to introduce one

of these secret techniques either for antagonists or as prize to ultimately be won by the PCs. The suggestion of this office is, if a PC is interested in developing a combination power, that the Kuei-jin has a dharmic rating one higher than the highest level discipline in the combo. If the PC is interested in developing an alternative discipline technique they first must have the level in question, and a Dharmic rating one higher than the power the Kuei-jin wishes to create. The Ties of the Wu may overcome this; a perfect wu of Dharma 5s could potentially create their own 5 level discipline (or make alternative techniques for a discipline of the first 5 levels). Such is the power of such a configuration.

The creation of new Disciplines should take a year for combos or alternative techniques and a potential new discipline should take at least two years for development. New Techniques and Disciplines are expressly prohibited from copying the tricks of another supernatural being (no

making KJ Temporis). If you wish to draw inspiration from the power set of another supernatural, contact the relevant coordinator early in the development process.

Below are examples of custom powers developed by OWBN players and by the coord's office. Remember, also, that custom powers are spice, not the main dish. Compare them to special techniques in wuxia dramas. Each organization may have its own special, secret techniques, but they guard them with jealousy, and rarely, if ever, teach them to outsiders. A PC set on collecting the secret techniques of many different courts, sects, and wus is a fine goal, particularly in a smaller game with a lot of travel, but is likely to make them a lot of powerful enemies. Note also that as they are custom powers, the power level is highly variable. Players, do not assume your storytellers will allow you to acquire them! They may have a different idea of game balance than the creators.

Dianxue (Chi Art)

This discipline relies on traditional Chinese acupuncture and meridian points. Any seeking to learn it must have an appropriate Medicine ability at the same rating as the Discipline. Many of its powers require a touch, which may require a Physical challenge, and may be performed as part of an attack, either unarmed or with a martial arts weapon such as a needle. Even a thin knife is too wide in blade to manage the precision required.

Basic: Meridian

The first step is to understand the flow of Chi within the body. The practitioner may augment their natural Life Sight power. If they choose, they may use Life Sight on a target whose wrist they are touching without spending the usual point of Yang Chi. If they do spend Yang Chi, then they may additionally examine the aura of a target. With a static Mental challenge, they may determine creature type, any wounds, physical flaws, diseases, Physical traits, and Physical negative traits, as well as any active supernatural powers which modify those characteristics.

Basic: Strike the Center

By touching a pressure point, either with a needle or a single finger, the Kuei-jin may disrupt another's energy. On a successful Physical challenge, the target receives the negative Physical trait of Sickly. They may receive additional levels of this negative trait on subsequent attacks to other pressure points, but no more than the Kuei-jin's levels in the Medicine ability. If they already have Sickly traits from other sources, those are included in determining the maximum number. As an action, the target may resist by expending a Willpower point to remove one negative trait.

Intermediate: Treatment

By interacting with energetic flows of the body, the Kuei-jin may treat diseases and poisons. Non-supernatural diseases and poisons may be cured over the length of a scene with a static Mental challenge, based on severity of the condition. Long term ailments, such as those represented by negative traits or flaws, will recur within a month unless permanent XP is spent to buy off the negative trait or flaw. Note that this power can only cure physical ailments, rather than spiritual – the taint caused by nuclear warfare or the powers of Yomi might be temporarily eased, but cannot be removed by simple medicine. Aggravated damage may also be converted to Lethal by spending one Willpower per level of damage.

Intermediate: Stunning Touch

With a touch, the Kuei-jin may anaesthetize or paralyze the body of their foe. This power requires the expenditure of two Chi, though either Yin or Yang may be used. After a successful Physical challenge, the target is paralyzed. Typically, they also cannot feel pain, but particularly cruel Kuei-jin may choose to only partially block the acupoint, allowing sensation, but not control of the body. If the target wishes to shake off the effects, they may spend a point of Willpower as an action to make a Mental challenge against the Kuei-jin, retested with Medicine. If they have taken damage in that round, including any damage in an attack used to activate this power, they may make this test without the cost of an action or a point of Willpower.

Advanced: Rupture the Heart

With a touch, the Kuei-jin may disrupt Chi flows through the heart. This power will typically kill a mortal, but will only seal the Chi of one of the shen, preventing them from using their source of supernatural power (Chi, blood, rage, glamour, etc) until the power is shaken off. Again, a Physical challenge is required, as well as the expenditure of a Willpower point. The target may resist using the same mechanics as above for Stunning Touch.

Book of Songs (Chi Art)

This discipline relies on music for its techniques. Students must have an appropriate musical ability at the same level as the discipline, and must have access to a musical instrument. While it is rumored that elders of the wu which developed the power have figured out how to harness its powers simply through the voice, that ability is out of the reach of jina.

Basic: Song of Harmony

Through long hours of practice, the character receives an innate sense of musicality. They have perfect pitch, are considered to have the merit Acute Hearing, and are up two traits on all non-

supernatural challenges involving hearing and music. This power, once learned, is considered always active.

Basic: Song of Cleansing

By playing a calming song, the Kuei-jin may soothe troubled souls. Spend one point of Yin Chi and make a static Social challenge against a difficulty of the local Wall rating. Anyone hearing the song who is in Shadow Soul, Fire Soul, or a similar state, may test again against their original difficulty to resist or ride the state. They also receive a two trait bonus on any challenges involving concentration.

Intermediate: Song of Discord

By playing a loud, discordant note or chord, the Kuei-jin may attempt to counter another supernatural effect requiring sound. They spend a Yang Chi, and play the note to interrupt another's action, losing their next action in exchange. Doing so makes them the target of the power, and turns the power into an opposed challenge against them. They have the advantage of receiving the two bonus traits from Harmony on this challenge and protect their allies, but otherwise place themselves at potentially significant risk. If the effects of the power are unclear or ambiguous when targeted on an individual, or the power would otherwise not affect them, they instead take one point of aggravated damage.

Intermediate: Song of Turmoil

By subtly weaving incorrect notes into another song, the Kuei-jin may spiritually harm the listener. This power requires the expenditure of a point of Demon Chi and a successful Social challenge, retested with Music. On their target's next test for Shadow, Wave, or Fire soul, their next Willpower challenge, a moment of blindness, a humanity or path check, or any similar spiritual resistance roll, they face far greater danger as their own Chi-fueled subconscious works against them. If they succeed on the challenge, they take three points of aggravated damage as their body burns with repressed negative emotions, and they must retest the success. The turmoil created by this power is patient and subtle, and may wait weeks or months to strike if the Kuei-jin does not provoke it themselves. Any power which reveals spiritual taint may reveal the impending crisis. Make sure to tell a storyteller of subtle uses of this power.

Advanced: Song of the Soul

At the mastery of this discipline, the Kuei-jin may channel their Chi through their music. By expending a point of Willpower and starting to play, for the remainder of the scene, their powers may be activated by their music. This allows many powers to remove their line of sight or touch

restrictions, though it does not remove any challenges normally required by the power, physical or otherwise, or modify their cost. This may also obscure who is responsible for the power, or even the use of a supernatural power, if its effects are not obviously visible. For example, powers such as Yin and Yang Mantle may be used to attack spirits who can hear the music without the obvious bolts of energy. Awareness challenges will still detect the use of a supernatural power, and the music itself must, of course, be audible, which may give even the most oblivious a clue to the source of their woes. All normal costs of power activation are still required, so while this power could allow targeting of multiple listeners, if the power does not typically target multiple targets at once, it will rapidly grow very expensive, and may take several rounds of playing music and expending Chi before the power takes effect.



Coils of Soma (Chi Art)

The Khmer people were founded by a Brahmin, who brought Buddhism from India and fell in love with a Naga Princess, Soma, who became his wife. Since that time, the Naga, and the waters of the Mekong River, have been celebrated in Khmer art and festivals. This Chi Art combines the studied movements of Martial Arts Kata with use of Yang Chi. Coils of Soma uses Performance: Dance as a retest, unless otherwise specified.

Basic: Soma's Dance

With few graceful body movements, the Kuei-jin becomes more like the Naga they seek to emulate. By spending 1 Yang Chi, they receive two additional, temporary levels of the Martial Arts ability until the end of the current scene. These levels may be split between Hard, Soft, and Weapon styles as the Kuei-jin prefers, may exceed normal maximums, and may be bid or used just like any other levels of the Martial Arts ability.

Basic: The Mekong in Flood

The Mekong delta is the home of the Naga; during the rainy season, the great river swells up and over the riverbanks, and after each rush of water, more sand and stone erodes. By the time the storms are finished, entire banks may have disappeared. Like the rising waters of the great river, the Kuei-jin's attacks overwhelm their opponent. After making a successful attack using the Mar-

tial Arts ability, the Kuei-jin may bid two Physical Traits to make an immediate, reflexive follow-up Martial Arts attack against the same target Character. The Mekong in Flood may be used no more than once each round.

Intermediate: Diverting the Flow of Chi

Beings who wield the various forms of Chi are self contained eddies in Creation, small vortices of power; with the precise, snake-like strikes of this technique, those small whorls in Creation's flow may be interrupted, diverting the Chi to the Kuei-jin's righteous use. When making an attack using the Martial Arts ability, the Kuei-jin may spend 1 Willpower to also steal 3 points of Chi, of the appropriate type, from the target and add it to their own pool (Yang/Gnosis from Hengeyokai, Yin/Pathos or Blood from Wraiths or Kin-jin, etc).

Intermediate: Spirit Whirlpool

Just as a sinking ship creates a vortex that sucks down fleeing survivors, the Kuei-jin's graceful, serpentine dance can create a similar effect in the medium of Creation's Chi flows: a temporary whirlpool of Chi that hinders incorporeal beings. The Kuei-jin spends 1 Chi (Yin to affect Wraiths, Yang to affect Umbral Spirits, or Demon Chi to affect Demons or Yama Kings) and 1 Willpower to engage all incorporeal characters within ten steps in a mass Social Challenge (retest Performance: Dance). Any such beings bested in the challenge halve their movement, unless they move toward the Kuei-jin. In addition, any incorporeal characters with Willpower less than the Kuei-jin's permanent Willpower score are unable to act entirely while the effect remains in place. The Kuei-jin must bid an additional two traits on any other actions they take while Spirit Whirlpool is in effect, and may dismiss the power at any time. This power explicitly crosses the Wall when used, to affect both the Yin and Yang Worlds.

Advanced: Chi Dousing Wave

Smothering an opponent with the dowsing power of pure water, the Kuei-jin attempts to metaphysically drown and put out their opponent's magic using a wave of Chi. After making a successful Martial Arts attack, the Kuei-jin spends 1 Willpower and 1 Chi of either type. For the remainder of the current round, all the target's active powers (not passive, like Fortitude) of lower level than the Kuei-jin's Dharma are immediately quenched and cease to operate. Such powers may be reactivated in the meantime, and return at full strength at the end of the round.

Custom Techniques

Bending Blood to Will

(Blood Shintai 4, Obligation 4)

The Kuei-jin may now command the very blood in a target's body, using it to puppet their movements with but a thought. The Kuei-jin must spend 1 Yang Chi and 1 Willpower, then defeat their target in a Social Challenge (retest Empathy). If the Kuei-jin is successful, they may dictate their target's physical actions for the duration of the Scene - and, in the case of Kindred, their Blood expenditures, as well. Doing this, however, uses up the Kuei-jin's own action. As a result, opponents with supernatural speed (Rage, Celerity, etc) may be able to 'power through' the Kuei-jin's control if they come to a point in the round where the victim has an action, and the Kuei-jin has none to command them. This power has several other limitations: it will not work on creatures with no blood in their body (Spirits, Wraiths, vampires with no blood left in their pool, Kuei-jin who subsist only on breath or osmosis), and the target may continue to struggle against the Kuei-jin's control by spending a Willpower and attempting a new Social Challenge every time the wielder of this Discipline attempts to dictate their movements. When such a victim has no Willpower remaining, their body is a slave to the Kuei-jin's commands for the remainder of the scene. Note that, for purposes of determining whether the user gains the +3 Social Trait bonus from an active use of Authority, this power counts as Obligation.

Drowning in Blood

(Intermediate Blood Shintai)

You can strike a target in such a way that it disrupts and diverts a victim's blood. By channeling it into the victim's airways and lungs, you can easily drown your foe in their own blood. Make a Physical Challenge to strike your target, using Martial Arts as a retest. If you win, the target's lungs fill with blood. This has several effects:

- Against a vampire, whether Kin-Jin or Kuei-Jin, a full point of blood fills their lungs, becoming unusable for anything else (they lose a blood trait). While their lungs are filled, they cannot speak; this means they may not issue commands using Dominate or Obedience, may not use voice-based attack powers like Kiai or Melpominee, and may not use Magic or Rituals which require verbal components.

For a vampire, it takes a number of rounds (equal to the Martial Arts Style you used in making the attack) of doing nothing else to cough the blood up and be able to draw breath again. If the target vampire has no Blood Points in their system, this power has no effect.

- Against a target who must breathe to live (such as a Mortal, Changing Breed, Changeling, or Mage), in addition to not being able to speak as above, the target immediately drops to the Incapacitated Health Level and must win (not tie) a Simple Test each round or take an additional level of Lethal Damage, until they either receive medical attention/healing or die.
- Against a Wraith, Spirit, or other creature with no physical body or blood, this power has no effect.

Mandate of Hell

(Basic Obligation)

When you are involved in a Social Challenge, you may expend one Social Trait to invoke Mandate of Hell, gaining an automatic retest. You may only use this power once per Social Challenge. You may use Mandate of Hell in a mass challenge, but you must expend one Social Trait for each person retested against.

Radiant Soul

(Chi'iu Muh 4, Iron Mountain 4)

The Kuei-jin's soul is a radiant thing, repelling corruption and taint of all kinds. When the character would be affected by any kind of corruption, including that of Western Demons, Fallen or Infernalists, Tainted Chi, the corruptive assaults of Scorpion Eaters, Radiation, Wyrms Taint or Balefire, or the corruption of the Thousand Hells, they may spend 3 Willpower to ignore the source of corruption completely, including any debilitating effects or damage from such an attack. Using this power manifests as a burst of holy light. Note that this power only protects against corrupting or tainting effects; an Akuma may shoot the Kuei-jin full of holes with an AK-47, and Radiant Soul will offer no protection whatsoever.

Sanguine Bullets

(Flesh Shentai 2)

Not all Kuei-Jin are all for much hand-to-hand combat and some have taken to using guns to fight with. With the lack of the ability to touch your opponent from range, a young Kuei-Jin developed this discipline variant to better support his Wu. System: Spend a Yang Chi trait and 1 health trait to create a bullet from the flesh and blood of the Kuei-Jin that can load into the gun they are holding. This action to load the gun can take a full round to load or a free action if the ability quick reload is expended. The bullet is a one-time use item which on impact is destroyed completely and cannot be returned to the body once used. When the bullet strikes its target on a successful challenge the creator may then activate any of their disciplines that require touch to use. This is limited to one discipline use per bullet.

Skiping Stones

(Mibasham 3, Yang Prana 1)

Whenever the Kuei-jin is attacked, their player may invoke this power by spending one Yang Chi. The Kuei-jin instantly slips into the Yang World (Umbra) as if employing the Mibasham power Steping Stones (with the normal Willpower cost and Mental Challenge), avoiding the attack unless the attacker is also capable of striking spirits across the Wall. The Kuei-jin must be able to perceive an attack in order to evade it with this power, and must also be able to spend Yang Chi during the turn in question - this technique does not permit the Kuei-jin to spend any more Chi per turn than normal, or to spend Yang Chi during a turn in which they have already spent Yin Chi. Finally, depending on the Kuei-jin's location when they step into the Yang World, this may well take them out of the pot and into the fire...



Anqi of Ice and Bone

(Yin Prana 1, Bone Shintai 3)

The Kuei-jin has learned the secret technique of hidden throwing weapons. Normally, Bone Shintai only allows the creation of melee weapons, and is readily apparent to onlookers. With this power, however, the practitioner spends one point of Yin Chi with this power, and may create a number of volleys of throwing needles up to their Yin Prana. These weapons are treated as shuriken but inflict aggravated damage, and are concealed within the Kuei-Jin's body until thrown (1 trait, 1 wound, negative trait Tiny, throw up to Martial Arts level /2 rounded up in a single attack). At the end of the scene, they melt like ice in sunlight, either reabsorbing into the body or leaving no trace.

Hell's Alchemy

(Hellweaving 3, Cultivation 4)

One fundamental weakness of Kuei-jin is their inability to channel both Yin and Yang Chi at the same time. The forces have Yomi have learned to overcome this, channeling all the forces of the world through the crucible of their hell-tainted soul. The akuma may spend one point of demon

Chi and make a static challenge of their P'o against their own Dharma rating. On success, for the remainder of the scene, the akuma may freely spend any combination of Chi types in the same turn.

Shengong's Dowry

(Chi'uh Muh 5, Yin Prana 3)

This power is based around acceptance of surrender, in exchange for something of greater worth in the future. The practitioner may choose to accept a negative fate, spending a Willpower, and declaring after having won a defensive, opposed challenge against an opponent that they have instead lost the challenge. Within one month, they may declare themselves to have won their initial challenge in an opposed challenge against the same opponent without performing a test. Their opponent may retest as usual. This power may only be taught through Spirit Eating – the learner must have had a derangement, point of hun, or point of dharma restored by their teacher, and must use Spirit Eating to similarly help another before this power can be fully learned.

Technique of Radiant Jade

(Jade Shintai 4, Yin Prana 3)

This is a style power, mirroring the motions of the Bone Dance with careful manipulation of internal Chi, coaxing the Chi flows within the user's undead body into a swirling whirlpool, barely visible to observers, which drags the energies of those around the user into the same swirling flows. This stance costs one Yin trait to assume, and cannot be used in conjunction with other stance powers. The user receives one free retest on defensive Physical challenges. If this retest causes them to win the challenge, they steal one point of Chi (or blood, rage, quintessence, etc) from their attacker. If the one attacked has none to steal, they instead lose a point of Willpower, or if they have none of those, take a health level of lethal damage.

Hidden Treasure

(Yin or Yang Prana 4, Tapestry 3)

With this power, the Kuei-jin may hide an object no larger than trench coat concealability Elsewhere. They spend one point of Willpower, and the object immediately vanishes from existence. It cannot be detected by mundane or supernatural powers, and cannot be found except through travel to the most remote reaches of the Umbra, likely requiring a story to find and seek out. The point of Willpower is committed and may not be regained while the object is Elsewhere. The user may, at any time, end the power, causing the object to reappear in their hand, and allowing them to regain the point of Willpower per the usual methods. They may hide as many objects as they wish in this fashion, so long as they have the Willpower to commit. If the user dies while the

object is Elsewhere, it reappears somewhere in the physical world, in a location which is either nearby or significant to the user, and hidden from all viewers. Stories of tomes of forbidden lore or fabled weapons hidden by ancients who reach the Ten Thousand Clouds are a frequent rumor among Jina of the Kuei-jin Courts, and their quests to retrieve the lost treasures of a vanished age are a common subject of tall tales.

Jiu Yin White Bone Claw

(Yin Prana 2, Bone Shintai 3)

This power was created by a legendary Bone Flower Mandarin, exiled by her master for her long hours practicing her skills on human skulls. It relies on refining one's Yin energies, and learning to focus the entropic power of Yin Prana within the bodily manipulation of Bone Shintai. When activating Bone Shintai to grow claws, the Kuei-jin may spend an extra Willpower. Doing so causes the bone claws growing from their fingers to be surrounded in a rippling aura of pure Yin energy. In addition to the standard effects of claws grown with Bone Shintai, the claws grant +3 bonus traits and are considered armor piercing, and may be used to strike at spirits or wraiths, though spirits and wraiths which are not manifested require the expenditure of an additional point of Yin Chi.

Demonic Dissection Technique

(Black Wind 3, Cultivation 5)

This power, rumored to have been brought into the world through forbidden Lotus Bulb Commerce, allows the user to burn off their own enlightenment for a second chance. They call on their P'o, falling into Shadow Soul, and ask them to save them by any means, and remain in Shadow Soul for a full month. By voluntarily lowering their own dharma rating by 1, the user refills all Chi pools and trait pools, restores their Willpower, and removes all current damage, regardless of type. This power may not be used while in Shadow Soul, as it must be accepted willingly. The effects of burning off one's last point of dharma with this power are not commonly known, but would surely be unwise in the extreme.

Wind-Chasing Sword

(Yang Prana 2, Ghost Flame Shintai 2)

This power allows the user to surround their weapon in a whirlwind of flames, and strike across multiple planes of reality. By spending one point of Yang Chi, they may make one martial arts attack which can strike either corporeal or incorporeal creatures. This attack cannot be parried unless the defender can block attacks in all planes simultaneously, pierces all armor and defenses which do not similarly apply to all planes of reality, and deals aggravated damage.

Rites

Rites are divided into four categories:

- **Category 1** rites are generally readily available to all Kuei-jin with the purchase of the “Rites” background.
- **Category 2** rites are considered Dharma or Sect specific and thus are more difficult for outsiders to learn, or that are long forgotten or only known by a small handful of individuals, likely requiring favors to acquire.
- **Category 3** rites are secrets and require coord approval for those outside the group to know, and likewise require favors to acquire.
- **Category 4** Rites are extremely rare and/or powerful and are thus NPC only.

Rite Creation

Any Kuei-jin interested in developing a new Rite must at minimum have a dharma rating of 3 for basic, or 5 for intermediate rites. The process is at storyteller discretion, but should take at least a season for basic rites, and a half a year for Intermediate. Advanced rites may potentially be created by a Wu of Dharma 5 individuals and likely require a year of development.

Necromancy?

Bone Flowers are, in theory, capable of translating Kindred Necromancy rituals as rites. The Korean Jade Court is doing so with the assistance of a handful of surviving Nagaraja. Most translated Necromancy should come from them (through mentors and the like), though it is theoretically possible to perform a similar process with another group who get Necromancy as an In-Clan Discipline. Learning translated Necromantic Rites, either from the Jade Court or by translating them yourself, requires the approval of the Kuei-jin and Giovanni Coordinator. Voodun rites are specifically excluded and cannot be directly translated, as a pact with The Baron is required to learn them, and he and the Ebon Dragon are not on the same page. Other rituals which are strongly associated with a particular necromantic paradigm may be equally outside the capacity of the Bone Flower. Necromantic rituals are learned as rites one level higher (so basics are considered intermediate, and Intermediates are considered advanced).

Rituals, Can They Give Me Free XP?

The Dark Jade Lover Rites (Gentle Repose, the Earth's Embrace and Embracing the Little Death) grant free points in abilities to the character, which can be problematic with org rules on point gain. Instead, it is suggested that Gentle Repose grants an automatic auspicious occasion with a bonus trait to the event, as well as removing any house-rule training time required on abilities. The Earth's Embrace has the same functions as the Gentle Repose, but also functions as a 4 point mentor for purposes of learning new abilities. Finally, Embracing the Little Death has all the functionality of the Earth's Embrace, but also functions as a 5 dot mentor and may be used for the development of traits other than abilities, such as merits. Using these variants or the originals these Rites cannot be used more than once every 6 months, and only one of these rites may be used during that window.

Rite Listing

Rite Name	Category	Sect/Dharma	Source
Behold the Spirit Doorway	1		KotE
Binding Goods	1		KotE
Blood Preservation	1		KotE
Cloak the Dragon's Passage	1		KotE
Construct the Dragon Bone Prison	1		KotE
Creating the River Gate	1		KotE
Embrace the Spirit's Change	1		KotE
Facing the Dynastic Way	1		Blood and Silk
Harmonious Shielding of the Guarded House	1		KotE
Imbuing Jade	1		KotE
Restoring the Dharmic Balance	1		KotE
Rite of Supplication	1		KotE
Speak through the Tongue of the Dragon	1		KotE
Taking the Left-Hand Path	1		KotE
The Way of the Lone Walker	1		KotE

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Rite Listing

Rite Name	Category	Sect/Dharma	Source
Trace the Dragon's Blood	1		KotE
Asserting the Heavenly Privilege of Yang Demon Command	2	Devil Tigers	Dharma Book: Devil Tiger
Assume the Greater Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Awakening the Greater Jade	2		OWBN
Awakening the Lesser Jade	2		OWBN
Beckoning the Unrighteous Spiri	2	Devil Tiger, Thrashing Dragon, Bone Flower, Cerulean Veil, Resplendent Crane, Divine Face	Dharma Book Devil Tiger
Bone Oil Kiss	2	Bone Flowers, Cerulean Veils	Dharma Book: Bone Flowers
Branding the Criminal	2	Cranes	Blood and Silk
Center the Demon	2	Thousand Whispers	Dharma Book: Thousand Whispers
Centipede's Lucrative Channels	2	Thousand Whispers	OWBN
Commune with Itugen	2	Blood Court or Mongolia	Wind from the East
Commune with Tengri	2	Blood Court or Mongolia	Wind from the East
Digesting the Feast	2	Devil Tigers	Dharma Book: Devil Tiger
Donning the Flawless Mask	2	Bone Flowers	Dharma Book: Bone Flowers
Donning the Necklace of Skulls	2	Thrashing Dragons, Devil Tigers of the Scarlet Courts	Dharma Book: Thrashing Dragons
Dragon Scours the Shadows	2	Cranes	OWBN

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Rite Listing

Rite Name	Category	Sect/Dharma	Source
Dream of the Suffocating Cat	2	Devil Tigers	Blood and Silk
Ebon Wardings	2	Devil Tigers	Dharma Book: Devil Tiger
Embracing the Little Death	2	Thousand Whispers	Dharma Book: Thousand Whispers
Fabrication of Elemental Instrument	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons
Gather the Broken Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Gracious Acceptance of the Most Revered Lotus Blossom Gift	2	Bone Flowers	Dharma Book: Bone Flowers
Greeting the Sun	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Harmony with the Night	2	Bone Flowers	Dharma Book: Bone Flowers
Honor the Second Breath	2	Thousand Whispers	Dharma Book: Thousand Whispers
Loose the Wandering Spirit	2	Thousand Whispers	Dharma Book: Thousand Whispers
Prayer for Taking a Life	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Reflecting the Inner Face	2		Shadow War
Rite of Giving Birth	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Rite of Greater Inauspicious Object	2	Devil Tigers	Dharma Book: Devil Tiger
Rite of Little Inauspicious Object	2	Devil Tigers	Dharma Book: Devil Tiger
Rite of the Gracious Courier	2		Shadow War

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Rite Listing

Rite Name	Category	Sect/Dharma	Source
Ritual of a Thousand Cuts	2	Thousand Whispers	Dharma Book: Thousand Whispers
Ritual of Heavenly Defilement	2	Devil Tigers	Dharma Book: Devil Tiger
Savage Joss	2	Devil Tigers	Dharma Book: Devil Tiger
Scarlet Dam	2	Thousand Whispers	OWBN
Sense of the Ger.	2	Blood Court, Mongolia	Wind from the East
Sense the Earth's Sickness	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons
Strength of the Herd	2	Blood Court, Mongolia	Wind from the East
The Ashes of the Phoenix	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Black Silken Pouch	2	Bone Flowers	Dharma Book: Bone Flowers
The Deceptive Jade Chains of Yin Demon Command	2	Devil Tigers	Dharma Book: Devil Tiger
The Earth's Embrace	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Folding Lotus	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Gentle Repose	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Mark of Judgment	2	Cranes	Dharma Book: Cranes
The Scarlet Silk Leash of Yang Spirit Binding	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons

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Rite Listing

Rite Name	Category	Sect/Dharma	Source
The Thousand Eyed Sorcerer	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
The Voice that Compels Truth	2	Cranes	Dharma Book: Cranes
Walk the Spirit Path	2	Thousand Whispers, Cerulean Veils	Dharma Book: Thrashing Dragons
Wear the Lesser Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Bakemono Rite	3	Devil Tigers	Dharma Book: Devil Tiger
Conciliatory Doorway Ritual	3	Cerulean Veils	Heresies of the Way
Eating the Scorpion	3	Scorpion Eaters	Heresies of the Way
Inquisition of the Prying Magistrate	3	Resplendent Crane	Blood and Silk
Memories of Torments Unexperienced	3	Devil Tigers	Blood and Silk
Mist of the Lotus	3	Rising Phoenixes	Heresies of the Way
Reading the Leaves of Wisdom	3	Bone Flowers, Cranes	Dharma Book: Bone Flowers
Rite of Beseeching Remembrance	3	Cerulean Veils	Heresies of the Way
Ritual of the Invisible Mask	3	Thousand Whispers	Blood and Silk
Shitting Down the Dragon's Neck	3	Scorpion Eaters	Heresies of the Way
Shroud over Death	3	Rising Phoenixes	Heresies of the Way
Speak with Local Beasts	3	Thrashing Dragons	Blood and Silk

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Rite Listing

Rite Name	Category	Sect/Dharma	Source
Stoking the Demon's Fury	3	Quincunx	KotE
The Ritual of Guarded Alliance	3	Cerulean Veils	Heresies of the Way
The Ritual of the Black Peony	3	Akuma	Thousand Hells
Tithing to the Ancestor	3	Rising Phoenixes	Heresies of the Way
Wisdom of the Spirit Ways	3	Thousand Whispers	Blood and Silk
Crowning the Ancestor	4	Elder	Blood and Silk
Embracing the True Death	4	Thousand Whispers	Dharma Book: Thousand Whispers
Loose the Wandering Spirit	4	Thousand Whispers	Dharma Book: Thousand Whispers
Memorial to the Merciless Ministers	4	Devil Tiger	Blood and Silk
Purifications of Rice and Garlic	4	Resplendent Crane	Blood and Silk
Reeds in the Cycle of Seasons	4	Thousand Whispers	Blood and Silk
Ritual of Heavenly Defilement	4	Devil Tiger	Dharma Book: Devil Tiger
The Breathing Mask	4	Thrashing Dragon	Blood and Silk
The Inauspicious Gate	4	Boneflower	Dharma Book: Boneflowers
The Righteous Hunt	4	Boneflower	Blood and Silk
Welcoming the Penangallan	4	Thrashing Dragon Devil Tiger	Dharma Book: Thrashing Dragons

Level 0 Rites

Conciliatory Doorway Ritual (Heresies of the way p 101)

This rite has no mechanic. The Kuei-jin merely performs a basic effect (like scattering salt or powdered jade) when entering a door to placate the spirits of the boundary, which allows the use of other Cerulean Veil rites in the future. It costs 1 point to learn for Kuei-jin who are not Followers of the Spirit of the Living Earth, who should receive it for free as a part of their adoption of the dharma.



Basic

Binding Goods (Blood and Silk p 96)

The Kuei-jin spends an entire night casting this rite over a particular object or outfit. They then make a Mental challenge (Difficulty 6 retest occult), and if successful, the item is bound to the Kuei-jin. The item will reshape to fit them as they transform into other forms (such as applications of Flesh shintai or Demon shintai), or disappear if they take the form of an animal. The Kuei-jin may have a number of objects bound to them up to their Hun rating.

Branding the Criminal (Blood and Silk p 99)

A variant on the Rite Mark of Judgment, this grants greater control to the Crane at the cost of subtly. The Crane chooses what character they write (Jackass, rapist, etc) and for the 3 day period afterwards the target not only is down one Social trait on all actions, but generally people treat them as the trait written. This rite affects both Kuei-jin and non-Kuei-jin. While the supernatural character is hidden from mortal view, it is clearly visible to any supernatural being and to Mediums.

Blood Preservation (Blood and Silk p 96)

Unlike Kindred, Kuei-jin are only capable of feeding on flesh or blood before the process of decay sets in and the Chi is lost. This ritual was developed to allow for storage. The Kuei-jin spends thirty minutes over the blood to be preserved and adds various herbs to their taste and depending on the aspect of the Chi to be preserved. They then make a Mental challenge (difficulty 6 retest occult). They may preserve up to their occult rating in Chi traits per casting of this ritual. Each Chi trait requires one pint of blood. This blood is generally bland and tasteless, but a Kuei-jin with

crafts (blood preparation) may use this rite to make particularly enjoyable and delicious brews. A variant of this ritual exists for the preservation of Healing potions that a Kuei-jin can make for mortals; this is also a basic rite and works the same mechanically.

Dream of the Suffocating Cat (Blood and Silk p 97)

The Devil Tiger must have a sympathetic connection to the target of this ritual, construct a facsimile of the target, and perform a twenty-minute ritual over it. The Devil Tiger then makes a static Mental challenge against a difficulty 6, with a retest of occult. If successful, the target must make a static Physical challenge when next asleep, with a difficulty of 8, retested with athletics. If the target fails they are treated as if having the nightmares flaw active for the next night. The Devil Tiger may continue to cast this rite upon a target on successive nights. For each night they do so after the first, the difficulty for the target to overcome is increased by 2 traits up to a maximum of 16. If the Devil Tiger fails to perform the rite, the number starts back over at 8. Sleeping on holy ground or a place blessed by a priest or protected by some other supernatural means of warding will protect against this rite, though it will not reduce the level of difficulty for the target to resist should the Devil Tiger decide to 'wait them out' and keep performing the ritual nightly.

Eating the Scorpion (Heresies of the way p 127)

This is the Rite used to make more Scorpion Eaters. First the Target is shackled, then forced to spend all of their Yin and Yang Chi atop a tainted Dragon's Nest. When the target falls into fire soul from hunger, they are tossed into a pool of tainted Chi (toxic waste is a popular choice). Once the target escapes fire soul, and probably the following shadow soul, they are now a Scorpion Eater and unable to subsist on pure Chi. They must then finish the rite themselves by consuming a live scorpion, allowing them to feed on tainted Chi and setting their dharmic score to 1.

If the Target spends too long coming back to themselves from fire or Shadow soul, or refuses to eat the scorpion, the gang may get bored and toss the failure off in other territory to starve or be disposed of by the locals.

Note: this Rite requires voluntary acceptance. The Target may be coerced into it, but they must freely choose to go through it.

The Mark of Judgment (Dharma book Resplendent Cranes p 64)

The Crane spends ten minutes marking a target's forehead with a mystical ink made of the Crane's blood and gold dust, then makes a static Mental challenge against a difficulty of 6, retested with Crafts: Calligraphy. If successful the target is considered to have a 1-trait penalty to all Social Challenges until they wash their forehead with clean water or three days pass.

The Ritual of Guarded Alliance (Heresies of the Way p 102)

The Cerulean Veil must perform Conciliatory Doorway Ritual on an area for at least one Lunar Month. After which the Veil must purify the doorway in the manner of their upbringing (Shinto, Mongolian etc). They then offer three points of Yin or Yang Chi to the spirit of the doorway and make a number of Social challenges equal to the Chi virtue of the Chi spent (Retest occult difficulty local wall rating). For each success, no one but those chosen by the caster (or those who perform the conciliatory rite) may pass through the door. This Manifests via a Nushi of a rating of three points protecting the doorway.

Rite of the Gracious Courier (Shadow War p 96)

This Rite allows the Kuei-jin to remain unnoticed in a courtly setting. All attending will generally remember that the Kuei-jin was present and behaved appropriately. The Kuei-jin begins speaking softly a mantra and walks very slowly. As long as they continue to do these two things, no one engaged in official court procedure will pay close attention to them. If the Kuei-jin is required to be called to speak before the court, anyone wishing to do so must make a Willpower check, difficulty 8. Failure means the Kuei-jin is forgotten and left alone. This Rite is broken if combat breaks out or anything particularly out of the ordinary ensues.

Sense of the Ger (Winds from the East P 72)

The Kuei-jin must have a ritual piece of food or drink from a ger (traditional Mongolian dwelling place) they make a Mental challenge (difficulty of the local wall, retest occult) if successful they get a mystic sense that they may use as direction to that ger.

Sense the Earth's Sickness (Blood and silk p 102)

This Rite Allows the Thrashing Dragon to sense the unnatural corruption plaguing an area. They meditate and make a Dharma challenge (difficulty 4, if the Kuei-jin is using no mind the difficulty is 3). If successful the Kuei-jin obtains a clue to what is the cause. This may be an actual vision, a compulsive need to paint, a moonlit walk through the area, etc. As noted, the corruption must be unnatural, and must be particularly powerful and fairly poorly hidden as this rite is weak. If the corruption is particularly well hidden the Thrashing Dragon receives only the knowledge that a force is present and beyond the power of this rite to uncover.

Speak through the Tongue of the Dragon (Winds from the East p 72)

The Kuei-jin needs a handmade item of at least crafts 2 quality. They offer the item and a point of Chi to an appropriate spirit and give the Spirit a message of no more than 300 words. They then make a number of Mental challenges equal to their Yang Rating (difficulty 6, retest occult)

for each success the spirit receives one bonus trait towards any challenges needed to deliver the message.

Tithing to the Ancestor (Heresies of the Way, p 24)

This power grants a special connection between the Phoenix and their family (whether by blood or choice). They spend a point of Yin and Yang Chi and then request an oath to aid them from each mortal gathered. They need not know completely what they are being asked, but they cannot be coerced. The Phoenix then makes a number of Social challenges equal to the people gathered (difficulty 6, retest occult or rituals). Each success ties the Phoenix to an individual (these ties may be followed by supernatural powers such as Trace the Dragon's scales or any Chi sight). The Phoenix from then on may freely feed from those individuals via breath-taking even if they do not have the capacity to do so based on Dharma rating. The individuals may not resist.

Intermediate

Awakenings the Greater Jade (OWBN)

The ritualist takes a piece of high quality normal jade, bathes it in purified water, and offers prayers to the jade and its importance under heaven. The ritualist then makes a Mental challenge vs 8 traits to awaken the Jade with abilities based on the color of the jade, retest occult. Failure means the effort is wasted, but the stone is still usable for another try. These powers can be used repeatedly, requiring an additional Chi expenditure.

Black jade: By expending a point of Yin Chi, weapons crafted from this material created deals aggravated damage for the night. If a shapeshifter is struck with the weapon, it drains a point of Gnosis as well.

Red jade: By expending a point of Yin and a point of Yang Chi, the user may gain 1 free retest for combat skills. Talismans crafted from Red Jade may only be used once per story, even if multiple such talismans are owned. This Jade also counts as 1 trait of basic countermagic against Mage Magika targeting the wearer.

Awakening the Lesser Jade (OWBN)

The ritualist takes a piece of high quality normal jade, bathes it in purified water, and offers prayers to the jade and its importance under heaven. The ritualist then makes a Mental challenge vs 5 traits to awaken the Jade with abilities based on the color of the jade, retest occult. Failure means the effort is wasted, but the stone is still usable for another try. These powers can be used only once and then the Jade becomes inert.

Blue or Green: Creates a ward against all Shen. A point of Willpower must be spent to cross the ward. Kuei-jin/Kin-jin who do so must make a static Willpower Chop vs. the user of the Jade or become incapacitated.

Yellow or Gray: By spending a point of Yin Chi, increase unarmed damage by 1 for the scene. Damage is converted to lethal, or aggravated if against changelings. By spending a point of Yang Chi, gain two phantom health levels of armor which soak damage from mystical sources (disciplines, thaumaturgy, even magical claws).

White Jade: Creates a ward against all Shen. A point of Willpower must be spent to cross the ward. Wraiths who do so suffer one level of lethal damage every round they are within the ward.

Bone Oil Kiss (Blood and Silk p 100)

This Rite is used by a Bone Flower to make a Ghost fall in love with them; they must boil a mix of bones, toadstools, and other graveyard fare. They make a Mental challenge (difficulty 9 retest occult) to prepare the concoction. To use it they must apply it to their lips and kiss the ghost on the ghost's lips.



This does not need to be voluntary, but must be lip on lip contact (remember to check for OOC consent, per the bylaws, prior to describing any use of this power). If the Bone Flower successfully kisses their target, the Ghost must make a Willpower check vs. a difficulty of 9 or become hopelessly in love with the Bone Flower, effectively granting the Ghost a Passion of Love towards the Bone Flower Equal to the Bone Flower's Occult rating. This effect lasts until the next New Moon.

Centipede's Lucrative Channels (OWBN)

This beneficial ritual helps expedite forms of requests through the various influence spheres wielded by the Centipede. Where it seems like the sway of others takes time and only so much can be done, the actions of a Centipede using this ritual seem to flow quicker as the various lives they created are called upon to take multiple actions in the same amount of time as a normal

individual. Thus they can accomplish more goals or a larger individual goal by pulling the heart-strings of the influence world.

System: With clever use of technology and connecting to their many lives, the Centipede can call upon their influence to a factor of their full lives they are currently living (Alternate Identity Backgrounds). This factor can never be more than 3 plus the life they are currently living. All actions go through the series of channels, even bypassing normal daytime agencies that would hinder the Kuei-jin's nocturnal lifestyle. This ritual does have a drawback as after it is used the contacts once used in this way can't be used for a full month afterwards.

Commune with Itugen (Winds from the East p 73)

The Kuei-jin finds a natural cave without natural light. They write a long prayer on a pristine scroll and burn it. They then meditate for several hours and make a Physical challenge (difficulty 6 retest occult) If they succeed they receive one of two options (their choice). If they wish Fertility, enough of their Chi traits are converted to Yang in order to temporarily Yang Imbalance them and allow them to sire or bear a dhampir. (If the Kuei-jin is already Yang aspected, consider the next attempt at conception to be automatically successful). Or, the Kuei-jin may wish for the strength of the earth, in which case they gain 3 strength-related Physical traits for the next night.

Commune with Tengri (Winds from the East p 73)

The Kuei-jin finds the highest point in an area and sheds their clothes, they then dwell in that area cold and alone for 4 hours after which they spend 1 Yang Chi and make a Physical challenge (difficulty 6 retest rituals or occult). If they succeed they receive a vision of the bright blue day sky along with answers to a question that has been particularly disturbing them. These answers come in the form of a vision that may be quite vague and confusing (ST's discretion how easy your answers are).

Encircle (Winds from the East p 72)

The Kuei-jin expends a point of Yin or Yang Chi and coats up to 9 arrows with their blood. They then make a Mental challenge (difficulty 6 retest archery). The enchanted arrows grant 2 bonus traits for purposes of hitting a target and ignore all bonuses they have towards cover.

Facing the Dynastic Way (Blood and Silk p125)

This rite allows the ritualist to shift their direction. The ritualist must appear before their wu and court and make a formal petition. Doing so likely requires extensive roleplay, and potentially Social challenges from the elders of the court. Should the ritualist receive the approval of the court, they may shift their direction.

Inquisition of the Prying Magistrate (Blood and Silk p99)

This rite compels a target to tell the truth. The ritualist spends an hour praying at an altar, studying, burning incense, and beating or torturing the subject per traditional interrogation techniques (either symbolically or literally, as the Magistrate's conscience dictates, which may cause a test for fire soul or for frenzy in the subject). The target must be present for the full hour, and must kowtow to the altar, either by force, by supernatural power, or willingly. The ritual does not compel the target to answer or evade a question, but they cannot tell a direct lie so long as they remain sitting or kneeling. There is no test involved unless the target has a power to test against mental compulsion (such as voluntarily allowing their P'o to initiate such a test).

Memories of Torments Unexperienced (Blood and Silk p 97)

The Devil Tiger performs a 15-minute mantra over a sleeping victim after which they enter a Mental contest with the victim (retest occult) if successful the Devil Tiger may enter the dreamscape of the victim and manipulate it as they see fit, this causes no physical damage (this isn't Nightmare on Elm Street) but may cause psychological scarring in the form of derangements and at the very least will probably count as subjecting the target to the Nightmares Flaw. Multiple Kuei-jin may participate and affect the Dreamworld of the victim if they are holding hands with each other when the ritual is cast.

Mists of the Lotus (Heresies of the Way p 24)

The ritualist must create a perfume from Lotus flower; they must prepare the ritual for particular mortals by name. They then have the mortal inhale the mixture; the Phoenix then makes a Social challenge against the mortal's Willpower (retest rituals or occult). If successful the mortal forgets all about anything Kuei-jin. Repeated use of this power grants a cumulative bonus of +1 for the target to resist.

Reading the Leaves of Wisdom (Blood and Silk p 100)

The Bone Flower performs a 15-minute rite over a book of some personal significance and then opens it at random. They make a Mental challenge (Difficulty 9 retest enigmas) to understand their divination, if successful the ST should grant some sort of clue to an upcoming plot or solution to a problem. Answers are often cryptic. If well roleplayed, it is recommended to give the ritualist a free retest related to acting on the results of the divination.

Reflecting the Inner Face (Shadow War p 97)

This Rite calls upon the use of Feng Shui and anyone knowledgeable about Feng Shui may guess its function (Mental challenge, difficulty 9 retest appropriate ability). The Kuei-jin positions two

mirrors making a Mental challenge (difficulty 9 retest occult or rituals) if successful the Mirrors are properly aligned, for the rest of the night any supernatural being using a form of supernatural disguise or stealth will have their true reflection revealed if they step between the two mirrors and only on the mirror they cannot see.

Rite of Beseeching Remembrance (Heresies of the Way p 102)

This rite allows the Cerulean Veil to know the nature of a particular bargain. They must be at the location of that bargain and know at least one participant. This rite requires a handmade sheet of paper, a brush made of fox hairs, and a bronze bowl. The Kuei-jin draws some of their blood and sacrifices 3 points of Yin or Yang Chi. They then make a Social Challenge (difficulty 6 retest occult) if successful the spirit of the bargain is summoned forth. The Spirit uses the brush and blood as ink to write the agreement on the offered paper. This takes an hour at a minimum and may take far longer. If the Kuei-jin seems impatient, falls asleep or in any way angers the spirit for a time period up to the Storyteller the spirit spreads the details of any and all agreements the Kuei-jin enters into across the spirit lands with impunity.

The Ritual of the Black Peony (Thousand Hells p104)

This rite allows a ritualist to enter into a dream contract with hell, forging a lesser Akuma pact. Any use of it requires discussion with and approval from the Demon Coord and Kuei-jin Coord. Come on, do it. Free powers, what are you worried about? Besides, it's just a dream. The court will never know.

Ritual of the Invisible Mask (Blood and Silk p101)

This rite allows a Thousand Whispers to disguise their appearance to match an assumed identity. The rite takes a half-hour to cast, after which they appear as a particular identity. This power cannot be used to imitate a specific person who already exists, but can establish a new identity – if used again, people who saw the ritualist before will recognize them. Each identity must be unique, no clothing or props may be shared. This does not change any characteristics; for example, if the Thousand Whispers is Yin-cycled, they will still feel cold to the touch and be unable to eat, performing activities with organs which the Thousand Whispers does not possess will be challenging, etc. If someone is in a position to notice such an inconsistency, they can make a static Mental challenge against a difficulty of the ritualist's Mental traits to notice that the Kuei-jin is disguised in an elaborate costume. Active supernatural powers will automatically detect these inconsistencies and see the ritualist's true face behind the disguise. Note that this ancient rite has been almost entirely replaced by the modern rite of Wear the Lesser Mask, which allows copying a specific individual and is not as easily pierced.

Scarlet Dams (OWBN)

Developed as the antithesis of Centipedes Lucrative Channels, this ritual causes communications in either forms, letters or other paperwork tendered by the target to become lost in the red tape of bureaucracy. The caster must carve a piece of jade into an effigy (however crude) of the subject when casting this ritual.

System: The time any single influence action takes to complete is tripled, including mailing documents, applying for licenses, etc. Characters with sufficient influence or the like should still be able to “push things through,” however, though they are likely to experience additional difficulty.

Shroud Over Death (Heresies of the Way p 24)

The Phoenix performs this ritual by first gaining an item significant from their death (a murder weapon if they were murdered for example). They then make a Social challenge against any of their mortal friends and family (difficulty of their Willpower, retest occult or rituals). If successful the mortal does not remember the Phoenix’s death and believes everything is normal. This does nothing to affect any physical evidence (such as obituaries, tombstones, etc)

Speak with Local Beasts (Blood and Silk p 102)

This Rite allows the Thrashing Dragon to call upon the local animal courts (What exactly is an animal court? I’m glad you asked. Elders might argue that it is a hidden truth that modernity has locked away, more cynical but occult learned types might say these are local spirit courts, or aspects of the Dreaming. The ultimate source of how this rite functions should remain mysterious and entirely within ST Hands). On the Night of a New Moon the Thrashing Dragon makes a Social challenge (retest animal ken) the difficulty is generally 9 but may be increased or decreased depending on the actions of the Thrashing Dragon. If they stand at the area in formal robes, speaking with propriety and being generous with food the difficulty might decrease down to 6, however, a Kuei-jin covered in blood while in their Demon Shintai form screaming demands might have a difficulty of 14 or more.

If successful on the following Full Moon the Thrashing Dragon must return to the spot where they cast the ritual. There they will meet with Ambassadors from the various local animals (In cities think rats in formal dress!). The animals will pass along local gossip and problems that such a powerful being might be able to solve. Conversely, the Kuei-jin might be able to wrangle favors from said animal courtiers.



Fera in the area of this effect will sense the invitation, and they might decide to come, though they are not compelled. Should they arrive, the results will be strongly colored by the reputation and previous actions of the ritualist; a werewolf may not appreciate wyrmspawn trying to steal their duties, or might appreciate the positive intent of the rite.

Stoking the Demon's Fury (Blood and Silk p 96)

The Kuei-jin meditates for three hours on the rage of their P'o and righteous anger of their Hun. At the conclusion of this ritual they make a Physical challenge (difficulty 9 retest meditation) if successful they may convert a number of temporary Willpower traits into Demon Chi, this number may not exceed their rating in Meditation. The Kuei-jin must immediately check for shadow soul after using this rite and if they have converted more points of Willpower than their Hun Rating the P'o gains a one Trait bonus.

Strength of the Herd (Winds from the East p 73)

The Kuei-jin meditates one hour on their dharma and then consumes the blood of a Mongolian Steps Pony (nothing else will do!) They make a Physical challenge (difficulty 6 retest rituals or occult). If successful the Kuei-jin becomes bloated with the blood of the horse, their body covered in a red sheen of its blood. For the Next 4 hours the Kuei-jin receives the negative Social traits Repugnant x 3 and may not engage in any Social challenges other than intimidation. Along with this, they gain 3 strength-related Physical traits for the duration.

Strengthening the Crab's Shell (Heresies of the Way p 103)

The Veil purifies the area with a purification wand, then places a jade item on the ground. They then chant a prayer (Mental challenge, difficulty 9 retest performance). If successful they summon a spirit of the boundaries between the worlds. They then make a Social challenge against the spirit (retest rituals or occult). If successful the spirit blesses the item, and may raise the wall (up to a rating of ten) or lower it (to a rating of two). If the Veil is using this ritual to escape the Spirit

may lower the rating to 2 while they pass, then raise the rating to 10 after they pass through. The change in Wall returns to normal per minute of difference (for example if it's normally a rating of 7 and the Veil reduces it to two, it will take 5 minutes to return to 7 each minute gaining one rating).

Advanced

Awakening the True Jade (OWBN)

The Ritualist takes a piece of True jade and bathes it in purified water and offers prayers to the jade and it's sacred place under heaven. The ritualist spends one night carving the stone per level they are trying to achieve and spend a point of the appropriate type of Chi per level they are trying to make. So a rank 5 talisman requires 5 nights of work and 5 points of Chi, in addition to large and incredibly costly precious ingredients). Afterwards the ritualist makes a Mental challenge vs. 3+ the level of the Talisman they are creating (retest occult). Failure means the Chi is wasted and the ritualist must begin from the beginning and the Jade is no longer suitable for awakening. Effect is based on the color of True Jade used.

White or Black: Yin Chi is required and it allows the creation of a Yin Jade Talisman, following the rules within Laws of the East. Weapons made of True Jade deal Aggravated Damage to Wraiths and Spectres if it strikes them.

Red or Green: Yang Chi is required and it allows the creation of a Yang Jade Talisman following the rules within Laws of the East.

Imperial Jade: Creates Yu Ying Jade, allowing it to absorb up to its rating of both Yin and Yang Chi from the ambient environment. The owner makes a Mental test against the local wall of where the Jade is stored to begin allowing it to absorb Chi. Success allows it to absorb one point of appropriate Chi, alternating Yang than Yin, per day. After it is full the owner must wait a week before absorbing any of the Chi or destroy the artifact. If the Jade is not set to absorb Chi it may be used daily to draw Chi out of it, but once it is absorbing Chi again, the owner must wait a week after it finishes.

There are whispers of a version of this rite which can create a talisman capable of storing demon Chi. If such a thing exists, it is likely carefully protected by elder Devil Tigers. And where would you find Jade capable of storing the energies of Hell, if not Hell itself?

The Dragon Scours the Shadows (OWBN)

This Rite allows the Kuei-jin to cleanse an area of corruption or defilement, by means of auspiciously designed Chi lines, provided the Kuei-jin has had the time to study the location thoroughly and tend the Dragon Nests and Dragon Lines in such a way as to repel harmful, defiling beings. The area to be guarded, which must center on a Dragon Nest, and may extend for a radius of up to the Kuei-jin's Feng Shui ability rating in miles, must be cleansed and prepared for at least an hour during the casting of the Rite, with symbols painted around the inside of the area, and aromatic herbs must be burned. One Chi Trait provides 24 hours of protection, while a second Chi Trait provides a week, and a third Chi Trait a full month of protection. This Rite has two effects: First, while this Rite is active, any Creature of Smoke and Shadow which attempts to enter the area is barred from doing so, and forcibly expelled from any body they are possessing at the time. In the event a particularly powerful Daeva manages to overcome this protection and enter anyway, they still find themselves forced to spend a Willpower Trait every Scene they wish to remain. Secondly, the casting of this Rite counts as a cleansing, similar to Feng Shui: Broom of Heaven and Chi'uh Muh: Purification, save that it is a cleansing of Advanced Level, and may be able to cleanse corruption or defilement which would be beyond those powers.

Shitting Down the Dragon's Neck (Heresies of the Way p 127)

This is the power needed to permanently defile a Dragon's Nest. This requires three Scorpion Eaters who each know the Balefire Shintai power Body of Burning Filth. All Scorpion Eaters must expend a combined amount of 40 points of Chi (this may come from the three, or additional gang members who have come along), over the course of the night. Each of the three Scorpion Eaters who have Body of Filth Activated must make three Physical challenges (difficulty 9 retest occult or rituals), and must succeed 2 out of 3 times. If even one of the three fails, the entire ritual fails, the Chi is wasted and they must begin again. After success on the Physical challenges, the three must make three Mental challenges (difficulty 9 retest occult) Each of the Three must win 2 out of 3 times, and again if even one fails this, the ritual fails and the Chi is wasted. Those attuned to Chi flow nearby may detect the rite in progress. Success results in a permanently defiled Dragon's Nest, and likely pollutes the area with corrupted chi, causing those who feed nearby to risk the Defiled flaw (p.119, Laws of the East).

Wisdom of the Spirit Ways (Blood and Silk, p101)

This rite is an ancient predecessor of the Rites of the Dark Jade Lover, most often practiced by Thousand Whispers during the 4th Age. To cast it, the ritualist undergoes traditional funeral preparations, then "dies" and is buried. This allows them to take the Little Death in a ritualistic fashion which does not constitute an act of Blindness. Their body serves as an anchor to the world, and

if it is destroyed, the ritualist is lost forever. Unlike most experiences of the Little Death, this is not a time of nightmares, but a dreamlike state of learning and meditation in which the vampire absorbs the experiences of their last life and wanders the Yin and Yang worlds, receiving tutelage from the inhabitants of the spirit courts. The length of this journey is one night per permanent point of Yin. Mechanically, this journey allows the Centipede to buy appropriate abilities, traits, and virtues as though they had a mentor rated 5. Supernatural abilities may not be purchased with this power.

Master

The Righteous Hunt

The Bone Flower performs a 30-minute ritual that must be within the boundaries of the target's house, they make a Mental challenge (difficulty 11, retest occult) if successful they grant the target the flaw "spectre meat" (p 93 laws of the Hunt), this mark on the target will persist in death where their spirit shall be haunted by the hungry dead. Only atoning for the act that caused the Bone Flower to cast this ritual will remove this effect (Powers that unweave rituals or the awesome phenomenal cosmic power of true magick may be able to remove this effect as well... and it's well within the powers of the Yama Kings to remove this...)

Expert

The Breathing Mask

This elaborate and Expensive rite requires the horn of a Rhino (good luck with that) and various rare ingredients that can only be found in the depths of the Yin, Yang and Yomi worlds. However to the Thrashing Dragon and perhaps others it can be quite worth it.

The ritualist concocts an elixir from the various ingredients (Intelligence check difficulty 12, retest occult) The Elixir may be drunk by the ritualist or another (They must be Yang Imbalanced), it is good until sunrise. At sunrise the drinker becomes for all intents and purposes mortal. They are no longer susceptible to Fire or wave soul (though the P'o still whispers, shadow soul checks remain though the P'o has a one trait penalty) The character is incapable of using disciplines but sex, drugs everything feels the same as when the Kuei-jin was alive. If killed in this state the Kuei-jin suffers little death no matter the cause.

This state lasts until sunset, at which time the Kuei-jin reverts to their normal self. The Kuei-jin must make a Willpower check (difficulty 9) or gain the Addiction flaw in regards to this sensation.

Kuei-jin Quick Reference Cheat Sheet

Chi:

Yang/Yin:

- Max 10, > Virtue = Temp Imbalance.
- If you have 5 or less chi, you are hungry and can frenzy at the sight or smell of blood.
- 2 or less chi and your frenzy difficulty is up 1.

Demon Chi:

- Pool of "Demon Chi" equal to P'o rating, refresh nightly.

Spending Chi:

- 1 to wake up.
- Yin will keep you up for 10 nights (but you look pathy and are down one trait with mortals),
- Yang will give you Blush of Health but only last 1 night.
- 1 to heal 1 lethal or 2 bashing, 3 to heal an agg while you sleep.
- Yang chi can also make an elixir to heal others.
- 1 to gain a physical trait, allowable type of trait determined by which shintai disciplines you have (traits up to dharma level last for one scene, more expire after 1 challenge)
- Health can be used as Chi – see Damage.

Gain Yin / Yang:

- Chi from blood or flesh (usually traits gained are even, but ST can change if it seems appropriate for the feeding scene, Flesh is probably a moment of blindness too).
- At dharma 5, gain chi from stealing breath (physical challenge to make physical contact, test chi virtue vs number of stamina traits, make a number of tests equal to chi virtue.
- Each success takes one chi and deals one lethal which leaves no wound and heals quickly on humans.).

Temp Imbalance:

- If you fail a test on which you had to spend chi you're unbalanced in, make a simple test.
Loss = you explode.
- All excess chi burns off at 1 agg per 2 traits, now test for rotschreck.

Permanent Imbalance:

- Have 3 more traits in one chi or soul virtue than the other. Get a derangement.

Yin:

- Half wound penalties, up one trait to resist frenzy.
- Always have to attune Yin, costs you 1/night to wake.
- 1 trait down on Hun tests, gain negative trait Callous, lose an appearance trait from sunlight damage as you rot.

Yang:

- Take an hour of indirect sunlight or phys traits in minutes of direct sunlight with no damage.
- Down 1 trait to resist frenzy, can frenzy about food or sex.
- Take 1 extra damage from fire.
- Become super hungry at 5 traits.
- Can get pregnant and spread diseases.

Hun:

- Gain neg trait Predictable.
- Cannot spend willpower to auto succeed at static or simple challenges.

P'o:

- Once per session, p'o can test for shadow soul on its own.

States:

Fire Soul:

- Frenzy. Same rules, same triggers.
- Static Yin vs half P'o to avoid, willpower to win automatically.
- No wound penalties in that state, attack everyone without discretion, test for Shadow Soul when you come out.
- Can test P'o vs Hun to enter immediately, but then also need to test again for Shadow Soul immediately too.

Wave Soul:

- Rotschreck, same triggers.
- Static Yang vs half P'o to avoid, willpower to win automatically.
- Run away, test for Shadow Soul when you come out.

Shadow Soul:

- Test whenever violating a dharmic rule, personal honor, coming out of frenzy or rotschreck, first time you use demon arts in a scene, great stress or shame, or p'o archetype.
- Static test of Hun vs P'o (willpower may be spent to succeed automatically), failing causes p'o to take over for a scene and fulfill its archetype.
- While in Shadow Soul, Hun vs 4 lets you remember what happened.
- If you succeed you can spend willpower to modify or delay the P'o's action any given round.

Auspicious Occasion:

- At a moment of great insight, luck, or sacrifice for tenets of dharma, series of tests.
- Cardinal Virtue tests number of times equal to its rating, P'o tests number of times equal to its rating, difficulty is permanent willpower.
- Virtue gets more wins, gain a point of dharma.
- P'o gets more, go into Shadow Soul.

Moment of Blindness:

- Big fuckup or ignore dharmic rule, use the same test as auspicious occasion.
- If the p'o wins, lose a point of dharma.

Kuei-jin Quick Reference Cheat Sheet

Free powers:

- No bloodbonds given or taken.
- No diablerie.
- Eat Food for free.

Ghostsight:

- Spend one Yin, you can see into the shadowlands for a scene by spending a minute in concentration and winning a simple test vs wall rating
- Can spend 3 turns looking at something and test yin vs 4 to see its weaknesses and do an extra damage on next attack
- Can test mental vs mental to see if the target is injured / down blood / sick, can test with crafts or repair to figure out how a broken thing used to fit together.

Lifesight:

- Spend one Yang, you can see into the umbra for a scene by spending a minute in concentration and winning a simple test vs wall rating
- Can sense emotions like aura perception with a simple test
- Can home in on a particular emotion within 20 paces + 1 per mental trait possessed.

Sharpened Senses:

- Concentrate for a minute, get Heightened Senses for a scene.

Spirit Speech:

- Test Hun vs Wall/2 to talk to a spirit / wraith you can see.

Fangs:

- Spend one Demon Chi to grow fangs.
- Spend 2 to get huge freaky maw and be up 2 traits on biting.

Resist Mind Control:

- Static P'o vs 4 to overcome mind control.
- Test for shadow soul if you succeed.

Stepping Sideways:

- Spend 5 minutes of concentration, or 1 chi and 2 minutes, or 3 chi.
- Drop a ritual-enchanted piece of jade carved like you, which shatters when you emerge.
- You and any Kuei-jin you hold hands with (maybe other types of creatures as well, ST call) cross over to umbra or shadowlands (or hell, if you're dumb).
- If someone breaks the jade before you come back out, you better hope you brought a second one.

Damage:

Sunlight:

- You can't spend Yin Chi in sunlight.
- You can withstand 1 minute / yang trait every 24 hours. After that, lose 1 yang per turn, then 1 yin and take 1 agg every turn. At Incap you die.
- Fire does agg, bashing damage is halved.

Health is Chi:

- No such thing as torpor.
- Whenever you spend chi and have none, like when you need to wake up and have no chi, or just when you're fighting way too long and are out of one type of chi, take 1 lethal to use as a point of chi.

Little Death:

- If you get put past incap and it's not all agg, your wraith hangs out near your body.
- Spend 1 point of Chi and (Yin virtue) hours to go back to Wounded and get back up.
- If someone does all your health levels in agg in the meantime, you are dead.

Character Details:

Aspect:

During character creation, choose your aspect:

- Yang: You can be staked by metal.
- Yin: You can be staked by wood.
- Balance: You can't be staked, but are temporarily imbalanced whenever you have 2 more of a chi virtue than the other, instead of 3.

Devil Tiger:

- Bonus: Spend a social trait and make a social challenge to make an "evil side" (eg vampire's beast, wraith's shadow, spectres, etc) like you.
- Weakness: Neg trait Condescending, Impatient, Tactless, or Violent.

Crane:

- Bonus: Once per night meditate for free.
- Weakness: Flaw: Intolerance (some crime)

Boneflower:

- Bonus: Spend a mental trait to make all ghosts notice you, you can talk to them with a whisper and no test, they're up two to talk to you.
- Weakness: No more than 3 "cheerful happy" social traits, shifters get a free retest to find you and probably don't like you for REASONS

Centipede:

- Bonus: Alt identities give you a free retest to avoid having your thoughts or memories read or altered
- Weakness: Neg trait untrustworthy.

Dragon:

- Bonus: Refresh Yang Chi up to permanent willpower with a performance and a spent willpower.
- Weakness: Assigned by the ST one hedonistic activity, failing to do it gives you neg traits Impatient and Oblivious.

Horoscope Background:

- Roll a d10 per level, if you get one of your two lucky numbers then yay good stuff happens.



Conclusion

Thank you to all the players and STs I've gotten to interact with, thank you to everyone who has contributed content to this packet, especially the previous coordinators and the Documents team.

Go have fun. I want to hear your stories.

-Ken Shields, KJ Coord 2016-?, owbn.kj.coord@gmail.com

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