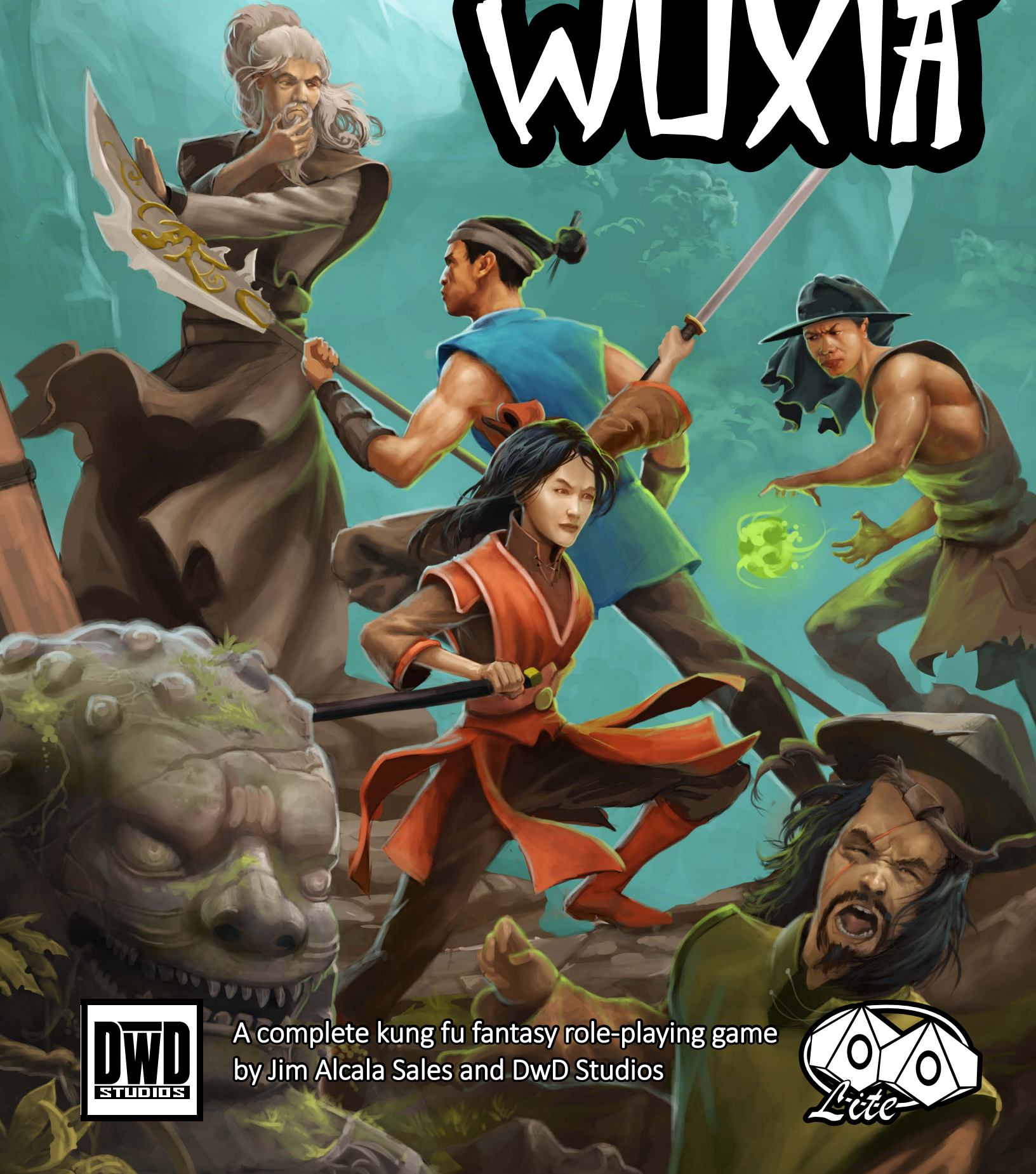


ART OF WUXIA



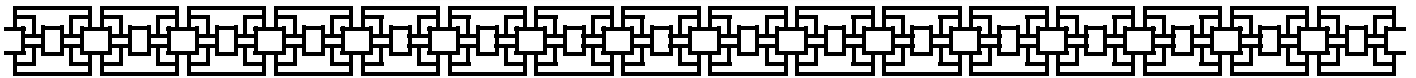
A complete kung fu fantasy role-playing game
by Jim Alcala Sales and DwD Studios



Art of WUXIA

A kung fu fantasy role-playing game

武侠艺术

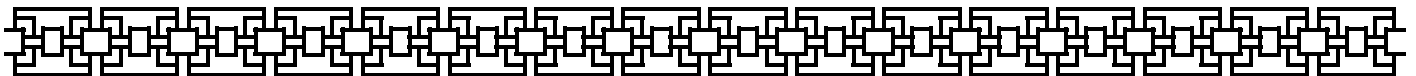


Dedication

To my wife and love of my life, Tina, who steadfastly supported me and this crazy idea through everything; even when the Pillars of Heaven shook and the poison arrows fell from the sky.

About the Author

Jim grew up watching Shaw Brothers movies. He received many small injuries trying make-believe lightness skills, fictional training methods, and improvised weapons practice. This only fueled his love for the talent of the actors/actresses, directors, fight choreographers, script writers, set designers, special effects artists, and camera operators of wuxia film. Today, he and his wonderful wife Tina enjoy watching wuxia movies and television shows, both old and modern. This game is his love letter to wuxia across the spectrum from classic kung fu to high fantasy xianxia. He hopes you find what you need here to make your own wuxia stories and heroes.



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FOREWORD



Wuxia xiaoshuo and *pian*, “heroic fiction” and “heroic cinema,” have been the main stays of Chinese popular entertainment. As both a traditional China scholar and a *wuxia* novelist, I have long had an interest in this popular genre. And thus, found it both humbling and exciting that Jim Sales, the author of *Art of Wuxia*, invited me to write the foreword to his game. I must first confess that I am no gamer. So when Jim sent me this rulebook, I was fascinated by the amount of work, thought, and imagination he has brought to this game and this genre.

So let me begin with the “scholarly” part of this essay. The primary meaning of the character *xia* in ancient China was “to use strength to help people.” It became synonymous with the word “chivalry.” I tend to eschew the use of traditional European terminology in dealing with East Asian culture, and especially the term “knight-errant” to refer to the *xia*.

In China, the character *xia*, first used disparagingly by the eminent Legalist philosopher, Han Fei-zi (ca. 280-233 B.C.E.), described a class of fighters, as their chief characteristic was the use of their strength to help others. Han Fei-zi disparaged them because he was a “law and order” advocate who disliked the *xia* tendency to impose their own sense of justice. The character *you*, to roam, to wander, was appended to *xia*, becoming the combination, *youxia*, as these fighters tended to wander over the land helping others. In my fiction, I have translated *youxia* as “wandering blades” since I write about heroes who were famous for their use of bladed weapons. From this, *wuxia* comes to be literally translated as the “martial use of strength to help others” or, perhaps, “martial chivalry.” But this “strength” was not always “martial.” A sense of balance – strength and intellect – was always a prime characteristic of the most renown *xia*.

Jumping ahead in Chinese history, roughly a millennium to the 9th century C.E., the *xia* start to take a form in fiction and poetic literature which we can recognize in contemporary cinema and literature: they are armed with a deadly array of weapons and fighting techniques and they are gender “blind” in that swordswomen have entered the fray! And, most of all, they are now understood as heroes defending the oppressed.

So what does all this have to do with a role-playing game? *Art of Wuxia* strikes me as the gateway to this wonderful, gender-neutral heroic genre through the development of a game playing camaraderie that would make any *xia* die for, as such friendships were at the heart of the *xia* sense of justice. So a roll of the dice here brings adventure, excitement, and friendship – Ah, a perfect home for the wandering heroes of the *wuxia* tradition! Enjoy!

— Albert Dalia
www.wanderingblade.com



Being the winner of a fight or being declared
stronger does not bring peace. Only helping
those who cannot help themselves does.
- Ti Long, Wandering Hero





Welcome

Original BareBones™ Fantasy game welcome: *Welcome to the BareBones Fantasy role playing game. This game takes advantage of the d00Lite™ system, a fast and simple set of game mechanics created by Dwd Studios. Expect more games using this same system.*

That is how the original BareBones Fantasy role playing game opened. A lot has happened since then. Many adventures and gaming supplements have been published for the BareBones Fantasy role playing game along with the Covert Ops™ espionage and FrontierSpace™ sci-fi games. All are based on the same d100Lite foundation that has proven so successful at many gaming tables.

Art of Wuxia™ (pronounced roughly *woo-sha*) takes the things that made the previous games great and brings a new genre, complete with cinematic wuxia action. In this book you'll find everything you need to play kung fu heroes in classic adventures ranging from defending their martial arts sects to traveling the lands as wandering xia fighting evil sorcerers, mad emperors, and more. In the same way that BareBones Fantasy reflected a pseudo European mythology, so too, Art of Wuxia reflects a pseudo Chinese mythology as depicted in high-flying action films. In fact,

Art of Wuxia gives you the tools to bring the excitement of classic wuxia films to your gaming table.

If you've played any of our previous BareBones games you'll find everything you are looking for in the same places. New to BareBones? No sweat. Start reading and you'll be running your first wuxia game in no time. Example: want to know more about gaming in a wuxia setting? See page 5 where we show you the (t)ropes.

The Golden Rule

The GM (Game Master) is in charge! Anything not covered by the rules contained in this book is up to the GM to decide. Anything covered in this book is up to the GM to use, ignore, or modify. Many games have evolved away from this, creating a generation of rules-lawyering; this game embraces the Golden Rule as a core concept.

Ten Venom, Sword Swinging, Fist Flying, Fireball Flinging Art of Wuxia!

Players

All you really need to know for now is contained on the following pages and in the Characters chapter. If you want to stop there, go ahead! You'll learn the rest during game play. If you want to know more about the game system before you begin play, go ahead and read the Basics chapter as well. The rest of the book is for the GM (Game Master) only.

What is Wuxia?

Wuxia tales are some of the oldest stories told. They are marked by honorable heroes who fight evil, wherever they find it. The action is full of melodrama, incredible swordplay, and high-flying kung fu. The word "wuxia" loosely translates to "martial heroes." The *xia* (or *heroes*) of these stories wander the lands righting wrongs, fighting for righteousness, removing oppressors, and bringing retribution for past misdeeds to villains of all types.

Just as BareBones Fantasy loosely reflects the myths and stories of medieval Europe, Art of Wuxia loosely reflects the myths and stories of ancient China, especially as portrayed in wuxia films.

In the wuxia genre, heroes often save small villages from evil doers and find themselves up against a corrupt government and its officials. The code of the heroes often forces them to live as outlaws, despite their noble character.

Three Tenets of the Virtuous Hero

Players are expected to create heroic characters that follow the three tenets of the virtuous hero to a greater or lesser degree. The tenets perfectly fit the wandering adventurers so common in this genre. Evil characters are strongly discouraged. There are enough villains in the world.

- 1) **Resolute** – you must be willing to fight and die for your beliefs.
- 2) **Truthful** – you must honor your word, no matter the cost.
- 3) **Just** – you must always strive to help the downtrodden and less fortunate.

Setting Tone

The tropes section below provides a selection of classic features to expect in the wuxia genre, but it only goes so far. In addition to these characteristic features, wuxia stories require strong emotional content (love, revenge, justice, jealousy) and these emotions are taken seriously, not tongue-in-cheek. If you approach the emotional content with sincerity you'll grasp the main concept of wuxia storytelling, the honest portrayal of human emotions in a fantasy martial arts world, much more quickly.

Wuxia stories embrace the beautiful. The settings are beautiful. The fights are beautiful. The love, courage, vengeance, and anger are beautiful. Describe your actions with beauty and you'll make the game more enjoyable for you and your fellow players. Dial your fantasy game up and you'll be on the right track.

If you risk yourself to help others, facing dangers with bravery, then you follow the code of the virtuous hero. You can help one person, a family, a village, or the whole world. The more dangers you face, the more arduous the task, the greater hero you become. Notice that I said nothing of your martial skill.

– Liu Lo, Bowing Dragon Monk

Tropes of the Wuxia Genre

- Authorities are corrupt.
- Teahouses (inns) are frequently destroyed in fights.
- Everyone but heroes and villains wear plain clothes and hair styles.
- Heroes and villains often meet up, no matter how big the countryside.
- Folks have a lot of stuff hidden up their sleeves or in their waistbands.
- A dying person will often have just enough breath to name their killer.
- Old masters are dangerous.
- Market stalls rarely survive street fights.
- Battles are either very short, or very long.
- Villains and their lackeys often use poison.
- The market butcher will always be fat, so will the local corrupt official.
- Heroes only become great martial artists AFTER they leave their school.
- Some of the greatest treasures are secret manuals describing the weaknesses of martial styles or containing arcane lore.
- Word of mouth travels ridiculously fast.
- Women disguised as men are only noticed when their long hair is revealed.
- Eunuchs are always evil masterminds.
- Anything can be used as a weapon, even one's sleeves.
- Incredible leaps and rooftop chases are possible.
- Blind martial artists are seldom hindered.
- Nerve strikes can paralyze.
- Everyone wants revenge.
- "Brother" or "Sister" can also mean friend or loyal companion.
- Elders are treated with great respect.
- Meditation is key to cultivation (leading to immortality).
- Talking in the third person is not considered odd.
- A commonly played instrument is the zither.
- Martial arts experts can run on water.
- Women are just as common in the martial world as men.
- Expect opposed martial schools.
- Evil sorcery exists, as do restless spirits, plotting demons, and clever alchemists.
- The heroes are frequently surrounded and outnumbered.
- The names of attack styles are often shouted out in combat.
- Qi energy is real.
- Expect love triangles.
- Beware treacherous advisors.
- It is all about saving people from corrupt officials, bandits, the ravages of war, famine, curses, ghosts, demons, and sometimes, themselves.

Kung Fu

The term kung fu in this work primarily refers to martial arts, but can also refer to any endeavor that takes a great deal of dedication, time, and mastery to do well. Commenting that someone's "kung fu is strong," means they are a martial artist of great skill. To say that "my chef's kung fu is good" is saying that the chef is an excellent cook. But still...it may also mean you should not complain about the food!

Dice

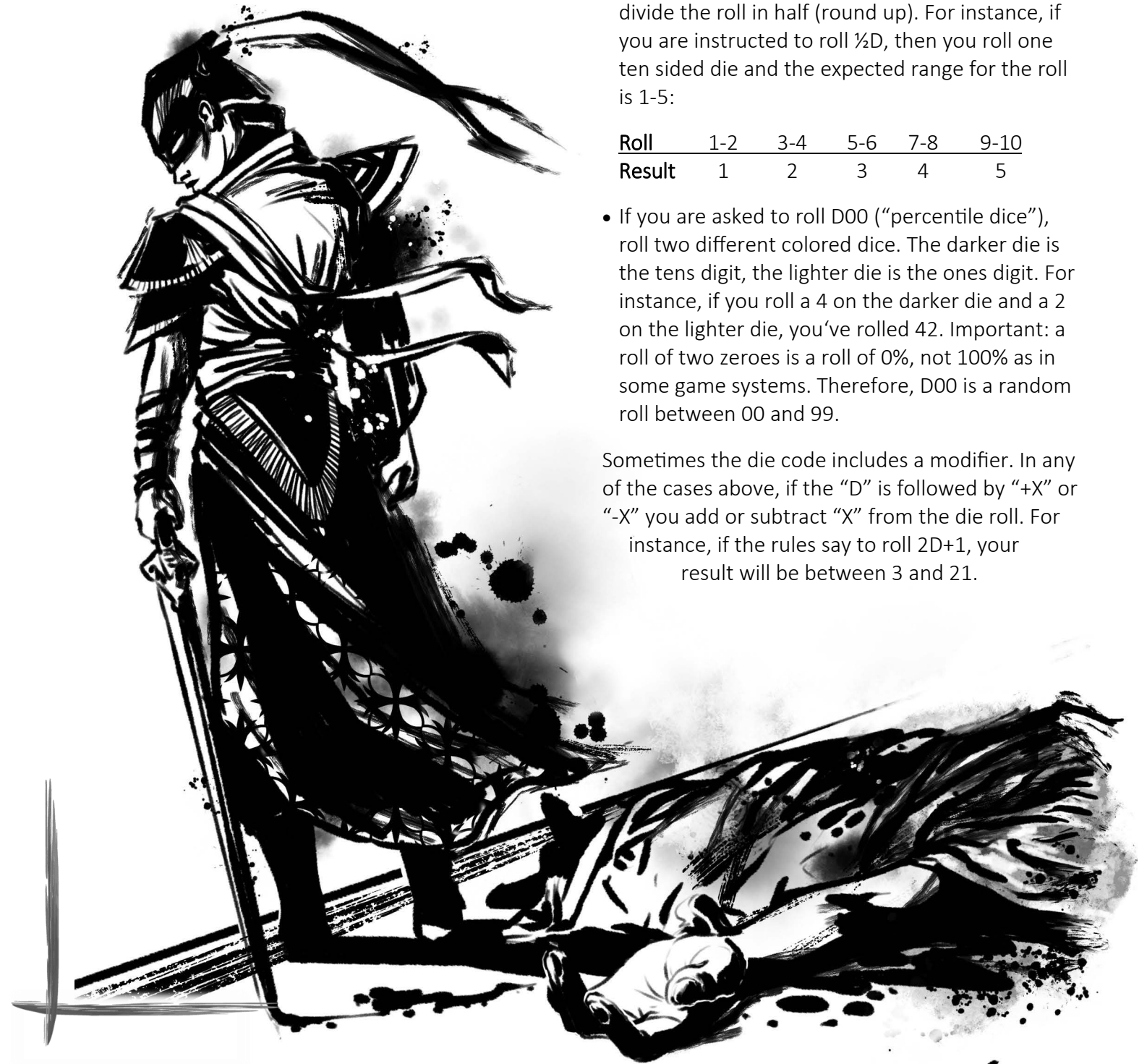
Two ten-sided dice are used in this game system and are abbreviated "D" within the scope of these rules. There are three main uses for this versatile die:

- If you are instructed to roll 2D, then you simply roll two dice and add them together. Note that a roll of "0" is 10, not zero.
- If the "D" is preceded by "½" then it means you divide the roll in half (round up). For instance, if you are instructed to roll ½D, then you roll one ten sided die and the expected range for the roll is 1-5:

Roll	1-2	3-4	5-6	7-8	9-10
Result	1	2	3	4	5

- If you are asked to roll D00 ("percentile dice"), roll two different colored dice. The darker die is the tens digit, the lighter die is the ones digit. For instance, if you roll a 4 on the darker die and a 2 on the lighter die, you've rolled 42. Important: a roll of two zeroes is a roll of 0%, not 100% as in some game systems. Therefore, D00 is a random roll between 00 and 99.

Sometimes the die code includes a modifier. In any of the cases above, if the "D" is followed by "+X" or "-X" you add or subtract "X" from the die roll. For instance, if the rules say to roll 2D+1, your result will be between 3 and 21.



Abilities

Characters are rated by four abilities, each having its own score.

- **STR** (strength) is used to lift objects, wield melee weapons, resist poisons, or determine how much damage you can take.
- **DEX** (dexterity) is used to jump over a pit, shoot an arrow, or dodge out of harm's way.
- **LOG** (logic) is used to perceive threats, or solve puzzles.
- **WIL** (willpower) is used to bluff a guard, finesse a king, resist some spells, persuade, or intimidate.

The score for each ability starts in the range of 35 to 80 and is determined during character creation, but you can raise an ability score over 100 using cultivation points (CP). To succeed at an ability check, you must roll less than or equal to your character's ability score using D00.

Skills

A skill is a category of knowledge and training. It is rated with a level from 1 to 6. There are ten skills:

- **Alchemist** — doctor, creator of concoctions.
- **Detective** — investigator, cultivator of contacts.
- **Diviner** — seer, reader of fortunes.
- **Leader** — tactician, strategist, commander.
- **Mystic** — spiritualist, master of qi energy.
- **Scholar** — diplomat, historian, reader of signs.
- **Scout** — hunter, tracker, survivor of the wilds.
- **Sorcerer** — spellcaster, creator of enchantments.
- **Thief** — deception, disguise, stalker of shadows.
- **Warrior** — warrior of specific kung fu style(s).

The guard and scabbard top form a yin-yang symbol on a Wodan master's sword. When they draw their sword the circle is broken. There is a deep lesson there.

— "Night Tiger" of Sage Mantis Clan

Having level(s) in a skill indicates that your character is "skilled" - otherwise your character is "unskilled." Characters can attempt actions associated with the Detective, Scout, Thief, and Warrior skills unskilled. However, actions associated with the Alchemist, Diviner, Leader, Mystic, Scholar, and Sorcerer skills cannot be attempted unskilled; you must have at least one level.

In addition to a level, each skill has a score. The score is calculated based on an ability score and the skill's level, specific to each skill's description. In order to make a skill check, players need to roll less than or equal to their skill score on D00. More info on skills can be found in the Skills section (see page 13).

Action Checks

There are many types of rolls or checks you may be asked to perform in the game: ability checks, skill checks, resistance checks, etc. These are all covered in more detail in the Basics section (see page 55). For now, it is important enough to understand that all of these checks follow the same basic rule: you must roll less than or equal to a score on your character sheet using D00. That's it! Now get your dice and a blank character sheet and look to the next page... it's time to make a character!

You must be a friend to those in need, even if
you have just met them. If they have troubles,
then you have troubles. Their villain is your
villain. This is the most important ideal.

— Golden Sparrow Pei, Wodan Sword Sister



人物

How players create and develop their characters

Character Creation

During character creation keep the following three goals in mind: create a hero that wants to go on adventures with other heroes, make the character fun to play, and be sure they are fun to play with.

1 Roll Ability Scores

Roll 5D and add 30 to determine ability scores for STR, DEX, LOG, and WIL. Allocate these results as desired among your four abilities. Optional: If the GM prefers, instead of rolling abilities simply allocate the following scores: 50, 55, 60 and 65.

Jack grabs a blank character sheet and five ten-sided dice. He starts the creation process by rolling ability scores. He rolls 5D, which results in 30 and adds 30. He records 60 on a piece of scratch paper and repeats three more times until he has the following scores: 60, 55, 48, 56.

Jack pictures his character as someone with a troubled past who has turned things around and now travels the lands and seeking to right wrongs. He decides that he wants a very agile character so chooses to put 60 points in DEX. He expects to do a lot of fighting so puts 56 in STR. He decides that his character has been gullible in the past so puts 48 in WIL and 55 in LOG.

2 Select Skills

- Select one primary skill (P) your character excels in and record "+20" in the P/S column on your character sheet. If this is the Warrior skill, this will apply to all future Warrior skills you put levels in.
- Select one secondary skill (S) (different from your primary) that you are good at and record "+10" in the P/S column. If this is the Warrior skill, this will apply to all future Warrior skills you put levels in.
- Place "+0" in the P/S column for all other skills.
- Finally, read the skill descriptions starting on page 13. Place a "1" in the Level column of any two skills. Note that some skills require you to specify something (an alchemical expertise, contact, career path, spell, or kung fu style).

Jack decides that his character definitely stole things while he was a beggar. While his character isn't defined by those deeds, he was pretty good at it. He chooses Thief as his secondary skill and records "+10" in the P/S column for the Thief skill. Jack likes the idea of playing a monk who focuses on fighting more than meditation so he records "+20" in the P/S column of the Warrior skill. He records "+0" in the P/S column for all other skills.

人物 CHARACTERS

Jack notices the Warrior skill requires him to choose a kung fu style. He reads over the style descriptions and finds one that matches his character concept. He records "Wodan Style" in the Warrior skill entry, then places a "1" in the Level column for this skill.

Since he has a level in Warrior, he then gets to choose a kung fu technique. He really likes the idea of a quick and agile swordsman, so he chooses Vivacity, allowing him to use his DEX score when calculating his melee score. He also notes that his style is an internal style. He records that he can leap 5 spaces as part of movement in the special abilities section on his character sheet. Finally, he decides to mark a "1" in the Level column of the Sorcerer skill and chooses one spell to add to his arsenal.

3 Calculate Skill Scores

Record the "Score" (chance of success) for each skill. Each skill's score is calculated as shown below. Always round in favor of the character. Record scores for Detective, Scout, Thief, and Warrior even if you have no levels in these skills:

- **Detective** score: half LOG +10 per Detective level
- **Scout** score: half LOG +10 per Scout level
- **Thief** score: half DEX +10 per Thief level
- **Warrior** has two scores. Melee Warrior score: half STR +10 per Warrior level. Ranged Warrior score: half DEX +10 per Warrior level.

If you selected one of the following as a starting skill, calculate it as follows. Record 0% for any of these skills in which you have no levels:

- **Alchemist** score: half LOG +10 per Alchemist level
- **Diviner** score: half LOG +10 per Diviner level
- **Leader** score: half WIL +10 per Leader level
- **Mystic** score: half WIL +10 per Mystic level
- **Scholar** score: half LOG +10 per Scholar level
- **Sorcerer** score: half WIL +10 per Sorcerer level

Note: Remember to add any P/S bonuses, unless your skill score is 0%.

Jack calculates his character's skills as follows: he records 28% for Detective (55/2), 28% for Scout (55/2), 34% for Sorcerer (48/2+10), 43% for Thief (65/2+10), 63% (65/2+10+20) for his melee Warrior score (Vivacity lets him use DEX instead of STR) and 63% (65/2+10+20) for his ranged Warrior score. He records 0% for all other skills since they cannot be used untrained and he does not have any levels in them.

4 Specify Descriptors

Descriptors are phrases or words that describe something prominent about your character. Some are negative such as "always irritable" or "drinks too much ale." Others can be positive such as "likes to sing" or "smooth with the ladies." Specify one positive/beneficial and one negative/hindering descriptor for your character. Some examples: skilled woodsman, afraid of magic; sexy as hell, sucker for a pretty face; charming, speaks with slur. You'll earn cultivation points (CP) by demonstrating your character's descriptors during a game session.

Jack decides his character is nervous around authorities so always talks in the third person when speaking with anyone in a position of power. He chooses this as his negative descriptor. Deciding that the teachings at Wodan temple forever marked his heart, his character will always try to be optimistic. This is his positive descriptor.

In discussing this with his GM, he finds out that talking in the third person in the Longzhi setting is not considered odd at all. Jack considers this and then changes his descriptor to "Always talks in the third person, but stutters when confronted with authority." He figures this will make a poor impression and his GM agrees.

To be a good person can take a lifetime of deeds. To be a bad person takes but a single thought.

— Magistrate Ji Tong

5 Moral Code

In this step you will define your character's behavioral traits. See page 45 for more details.

Jack decides his character is Very Kind (he thinks of others first), Somewhat Focused (the teachings of the monks have finally started to sink in), Somewhat Selfish (he had so little for so long that he makes sure he gets his fair share, and he gets it first), Somewhat Deceitful (he is private about his past), and Very Brave (can't save a stranger if you are cowardly).

Then Jack reads that wuxia heroes are passionate and none of his moral codes are listed as "Totally." He decides to change Very Kind to Totally Kind. And while he is at it he changes his last moral code to Totally Brave. Jack has a much better picture of how his character views and interacts with the world.

6 Equipment and Money

Choose any 6 items from the equipment lists beginning on page 42: weapons (including ammo), armor, animals (including a saddle, bag, tack, and harness), and equipment. You may not select any item whose value is more than 100 taels (tl). In addition, you begin play with a coin purse containing 2D tl.

Jack asks his GM if the characters will be traveling often and the GM says yes, definitely. Jack picks a jian (longsword) and a survival pack, which looks really useful. He picks a riding horse which includes the saddle, bag, tack, and harness. He picks up some thieves' tools (you never know) and an extra jian in case his breaks or is stolen. Nothing prevents him from taking a ranged weapon, but he sees that his style only teaches the jian. Besides, he is totally brave, so why would he be fighting from afar? He decides not to take a ranged weapon. Finally he chooses a flute. He decides his character likes to play the flute and is pretty good at it.



7 Final Details

- **Body points** (BP) are equal to your STR/2. For instance a STR of 52 provides 26BP. You gain 10BP at rank 2 and at each rank thereafter.
- **Initiative** (INIT) starts at 1. Add +1 if your LOG is 65 or greater, add an additional +1 if your DEX is 65 or greater.
- **Damage Reduction** (DR) is determined by your armor and may be affected by some spells or techniques.
- **MOV** (see movement page 57) begins at 8, add +1 if your STR is 65 or higher, add +1 if your DEX is 65 or higher. Apply your armor penalty, if any.
- **QI** is 3 unless you have a level in Mystic, in which case you start with 4.
- **Weapon** score is equal to either your melee or ranged Warrior score, depending on the type of weapon. Weapon damage is determined by your weapon type (or kung fu skill if applicable). For each 5 points of STR above 55 add +1 to melee damage (62 STR provides +1 damage, for instance). For each 5 points of DEX above 55 add +1 to ranged damage. You can apply the DEX bonus to melee if you have the Vivacity kung fu technique.
- **Unarmed** score is equal to your Warrior melee score. Unarmed damage is equal to $\frac{1}{2}D$ (or use your kung fu skill if applicable). For each 5 points of STR above 55 add +1 to unarmed damage.
- **Rank** starts at 1 for all characters (see page 47).
- **CP** (cultivation points) begin at 0 for all characters.
- Choose name, define gender, eyes, hair, quirks, etc. If you are having trouble picking a name see Common Names in Longzhi, page 144.
- Define your character's background by filling out the 'Backgrounds and Plots' page found at the back of this book. It will ground your character in the setting and provide you, your fellow players, and the GM with great gaming ideas you can start using immediately.

Just Ask!

Your hero is larger than life in the wuxia tales your gaming group will tell together. Take your favorite things from wuxia movies and TV series and incorporate them into your character's background, style of kung fu, how they dress or what weapons they carry. Work with other players to tie some of your backgrounds together. Have both your characters been wronged by the same villain? Have you thought of a weapon you just got to have but it isn't on the weapons table? Work with your GM to create it. Of course it should come with a cool backstory on how you acquired it and perhaps who wants it back! Your GM has information on weapons of ingenious design that can surprise your opponent. There is no reason you couldn't trade a couple of starting equipment options for such a weapon. Talk to your GM.

Now for Jack's character's final details...

- *Jack's character has 56 STR which gives him 28 BP (56/2).*
- *His initiative is 2; 1 to start, +1 for a high DEX.*
- *He may leap 5 spaces because his Wodan Style is an internal power style which gives him Lightness (see page 20).*
- *His MOV is 8.*
- *His melee score is 63% with his jian. His ranged score is 63%. His unarmed score is also 63%.*
- *His STR is not high enough for any bonus damage so he records his jian damage as 2D+1 and his unarmed damage as 1D (normally $\frac{1}{2}D$, but he has one level in the Warrior skill so he uses the kung fu damage table as it is better in this case).*
- *He records Rank as 1 and Earned CP as 0.*
- *Jack chooses a name (Swift Smile Shen), fills out the 'Background and Plots' page at the end of this book, and defines how his character looks and acts. He then shares his background story with the other players.*

SKILLS

Alchemist

This skill represents training and expertise in the properties of substances as well as how they interact with the body and human physiology.

Score: half LOG +10 per Alchemist level. Cannot be attempted unskilled.

Level	Title
1	Herbalist
2	Apothecary
3	Doctor
4	Physician
5	Alchemist
6	Master Alchemist

- **Alchemy** – Select one alchemical expertise (antidotes, catalysts, debilitating substances, deadly substances, explosives, or medicines) for each level in the Alchemist skill. Attempting the use of alchemy requires an alchemist kit. See page 21 for details.
- **Diagnose** – Used to identify the likely causes of medical conditions (including poisoning). If attempted without an alchemist kit or clinic/hospital, the skill check is made with a hard penalty (-20). The alchemist can determine most causes of illness by checking the patient's pulse. They may also observe, listen, and even smell the patient or the wound. They will often ask questions of the family to determine the type of yin-yang imbalance.
- **Wound Mending** – A successful skill check can instantly restore 1D BP plus 2BP/alchemist level to a wounded character. A character may only benefit from one wound mending check per encounter (assuming the character was injured during the encounter), regardless of the number of alchemists present. Wound mending requires either an alchemist kit or clinic/hospital.
- **Surgery** – A successful skill check in a properly equipped medical facility allows the alchemist to restore 3D lost body points plus 2BP/Alchemist level to a wounded character. This takes ½D hours and the patient will be unconscious for a minimum of 24 hours, or longer at the GMs discretion.

Detective

This skill represents training and expertise in seeking the truth, spotting clues, interrogating prisoners, and making arrests. It is a common skill for spies, information brokers, and constables.

Score: half LOG +10 per Detective level.

Level	Title
1	Officer
2	Examiner
3	Investigator
4	Inspector
5	Detective
6	Master Detective

- **Detect Clues** – Used to spot clues, gather and sort information and facts, or work out complex puzzles from known details.
- **Interrogation** – Used to receive truthful answers while questioning captives through a variety of techniques. Interrogation usually requires a contested skill roll against the target's WIL.
- **Shadowing and Trailing** – Used to follow or watch people in a manner that doesn't call attention to the detective. Shadowing someone is similar to stealth except no real hiding is taking place. This is the art of blending in, of knowing how to avoid being obvious, while keeping sight of the suspect.
- **Connections** – You know how to make contacts. An accomplished investigator is only as good as his information sources, and he may have a number of contacts equal to his Detective level. The player and GM work out the details of the contacts. They may be informants, snitches, friends, family, or allies of any sort. They may exist in high or low places and may or may not be able to offer assistance or information when sought. The detective can drop a contact to replace him/her with another if the story and GM permit. This is helpful when adventures take place in distant locales where certain informants become unavailable or less useful.

Diviner

This skill represents the knowledge and art of reading signs, fortunes, and the flow of the universe, so that one may choose the best course of action.

Level	Title
1	Fortune Teller
2	Augur
3	Soothsayer
4	Astrologer
5	Seer
6	Master Diviner

Score: half LOG +10 per Diviner level. Cannot be attempted unskilled.

- **Hunch** – Once per encounter you may attempt to make anyone reroll the dice (such as for an Ability or Skill check or even a damage roll). This includes the GM. You must be able to communicate to your fellow players for this to work (representing a shouted warning or timely push for example). This may be done out of turn but multi-action penalties apply.
- **Foresight** – Once per game session you may attempt to place a handy object in the world. For example, you might place a rope or ladder that you can easily retrieve. Generally, the item can be worth no more than 100 taels per Diviner level. Some things may be more difficult than others depending on your location. Some things may require some additional action. For example, you want to place a boat that will take you and your group to your chosen destination. To reach the boat you may have to make a forced march to another port or you may have to wait a day for the boat to take you somewhere.
- **Reading** – You may ask the GM a number of questions equal to your Diviner level each game session. The GM will give you a truthful answer. Attempting a reading requires a diviners kit (tortoise shell, incense, Diviner's Book of Changes, and fortune sticks) and a few minutes of time. Some examples of the types of questions you may ask are listed below:

* *Is this person kind or cruel? (Ask a question about any one Aspect of someone's moral code. Answer includes Dedication, see Moral Code, page 45.*

- * *When did this person die?*
- * *Where did this person die?*
- * *How did this person die?*
- * *Where is ...? (Detect where someone or something is. Diviner is drawn in the direction if within 1 mile. Otherwise they may locate something on a map.)*
- * *Is there magic on this being/object/place?*
- * *Is there something concealed here/nearby?*
- * *What are they saying? (Hear something happening up to 100 feet away.)*
- * *What do I see? (See something happening up to 100 feet away.)*
- * *What is the weather going to be like? (Determine weather for the next 2 days.)*
- * *Is this real? (Detect if an illusion is at work.)*
- * *Is this trapped? (Detect if there is a trap.)*
- * *Is this poisoned? (Detect poison.)*
- * *Is what he/she is saying the truth?*

- **Identify Convergence Point** – You have noted a metaphysical crossroads of intersecting destinies. Which path do you take? Using this ability will help you decide. Let your GM know when you are doing this. Attempting to identify a convergence point requires a diviners kit, 2 qi. If successful you are "drained" (see Drained Condition, page 65). The 2 qi used may not be recovered until the Convergence Point is resolved. A Convergence Point may be abandoned at any time. If abandoned, your qi may be recovered normally and your strength returns (i.e., the drained condition is removed) in one week. Only one Convergence Point may be identified at one time. A second Convergence Point may not be identified until the duration of the previous one has expired, even if it was abandoned early. Your GM has further information on this ability.

Identify Convergence Point Duration

Level 1	1 hour or Encounter	Level 4	2 days
Level 2	½ day	Level 5	1 week
Level 3	1 day	Level 6	1 month

Leader

This skill represents experience and training on the battlefield - both personal and epic.

Score: half WIL +10 per Leader level. Cannot be attempted unskilled.

Level	Title
1	Protector
2	Defender
3	Guardian
4	Knight
5	Warlord
6	Highlord

- **Battle Commander** – Before initiative is rolled you may make a skill check and, if successful, choose one of the benefits below to be in effect until the turn ends. Does not count as an action.
 - * Tactics – Your team gains +1 initiative.
 - * Assault – You find weaknesses in enemy defenses such as a missing scale exposing soft flesh, an unarmored area on an opponent, troop deployments that lack shields, fragile bricks in a castle wall, etc.
 - * Inspire – You grant +5 to hit and damage per Leader level to adjacent allies.
- **Guardian** – If an adjacent ally is hit, you may choose to intercept the blow taking the damage, your DR does not apply. No skill check required.
- **Leader** – You attract followers for a specific mission. At Leader level 3 you attract ½D followers, at Leader level 4 you attract 1D, at Leader level 5 you attract 2D, and at Leader level 6 you attract entire armies.
- **Warlord** – On your turn choose one effect which lasts until the turn ends. This counts as an action. No skill check required.
 - * Rallying Cry – You and your allies that choose to gain +10 to hit and damage if they accept a -20 penalty to all resistance checks.
 - * Courageous Word – You and your allies gain +20 to a LOG or WIL resistance check against dark powers, magic, fear, etc.
 - * Tactical Strike – If you outnumber a foe 2:1 in melee, you or your ally makes two attacks against the foe and chooses which attack roll to keep. In addition to taking damage, the foe is knocked prone. This counts as a single action.

Mystic

This skill represents years of devotion to an ascetic way of life and cultivation of senses to interact with the natural qi of the world.

Score: half WIL +10 per Mystic level. Cannot be attempted unskilled.

Level	Title
1	Novitiate
2	Brother/Sister
3	Priest
4	Chant Leader
5	Chief Monk
6	Abbot

- **Qi Focus** – You get one bonus qi at levels 1, 3 and 6 of the Mystic skill. Additionally, you may use qi healing and transfer qi abilities (see Qi, page 19-20) without any levels in the Warrior skill.
- **Harmony Sense** – You can detect spirits and demons within 10 spaces per level, detect areas of strong positive/negative qi, or detect the general moral auras of people, creatures, and areas. Each different use of Harmony Sense requires a separate skill check. It is not passive; a player must declare the intent.
- **Spirit Sword** – By spending one qi you may “charge” a spirit sword you are touching. A spirit sword is a wooden sword (jian) adorned with mystic symbols. At Mystic level 1 you can construct spirit swords for free. With a charged spirit sword, anyone may attack demons and ghosts as if they had a magic weapon. The spirit sword stays charged for one day.
- **Wards** – You can erect wards around an area, room, or entire building. Ghosts or demons cannot enter the area you ward if they are of a lower rank than you. This ward takes 10 minutes to establish. You can also ward an entire town if it has one or more torii gates. Wards must be placed on each of the town’s torii gates (if there is more than one) and each ward takes one hour to establish. Both kinds of wards will last for one month.

人物 CHARACTERS

Scholar

This skill represents knowledge and skill gleaned through a weighty education and steady access to books, legends, and lore.

Level	Title
1	Student
2	Cultivated Talent
3	Researcher
4	Scholar
5	Promoted Scholar
6	Master Scholar

Score: half LOG +10 per Scholar level. Cannot be attempted unskilled.

- **Diplomat** – You receive +5 per Scholar level to an ability check for any of the following: knowledge of cultural etiquette or social nuances, influence others with social grace and tact, foster goodwill, encourage negotiating in good faith, courtly etiquette required to interact with royalty, persuade others to your way of thinking, and similar social or diplomatic interactions. Additionally, you learn one additional language per Scholar level.
- **High Scholar** – At each even Scholar level, you choose a career path and gain +10 to skill checks involving that path. Examples of career paths include: administrator, calligrapher, jewelry, trader, librarian, games of skill, poet, historian, heraldry, performer, or others as allowed by the GM.
- **Historian** – You recall some obscure legend or fact about famous places, people, or things. You may identify bloodlines, trace nobility, understand symbolism, etc.
- **Signs & Portents** – Once per game session, you may ask the GM a single yes/no question about the setting, story, or its people. The GM must answer honestly.

Scout

This skill represents training or experience as an outdoorsman, ranger, animal handler, wilderness survivalist, etc.

Score: half LOG +10 per Scout level.

Level	Title
1	Runner
2	Tracker
3	Warden
4	Scout
5	Pathfinder
6	Ranger

- **Animal Handling** – You may befriend, calm, agitate, or train naturally occurring animals.
- **Navigation** – You know which way is north and can determine your location on a known map, decipher maps, create maps, etc.
- **Stalking** – You can detect tracks, learn information from them, ignore penalties associated with terrain, and move with stealth in wilderness.
- **Survival** – You may craft objects from natural materials, find shelter, build fires, gather food, identify drinkable water, identify and disarm natural traps and hazards, etc.

Sorcerer

This skill represents the strength of will in the use of magical powers and creating objects of power.

Score: half WIL +10 per sorcerer level. Cannot be attempted unskilled.

Level	Title
1	Acolyte
2	Adept
3	Mage
4	Warlock
5	Sorcerer
6	Grand Sorcerer

- **High Sorcery** – You know a number of spells equal to your Sorcerer level (see Spells, page 24).
- **Low Sorcery** – You may perform any one of the following once per round, no skill check required:
 - * Create a 5-space globe of light
 - * Create an audible illusion
 - * Create a small, obviously magical, illusory visual effect
 - * Cause small objects to perform their tasks - such as mops, brooms, dishes, etc.
 - * Enhance the volume and impressiveness of your voice or the voice of another within 5 spaces
 - * Mend small rips/tears in common items
 - * Other simple/minor magical tasks the GM allows
- **Raw Talent** – You can detect magic or read magical writings. You must declare that you are detecting magic; it is not automatic. You can move small objects with your will. No skill check required.
- **Enchantment** – You can create magic items with spells or abilities. It takes days to weeks to create enchanted items (see Magic Item Creation, page 68).



Thief

This skill represents the expertise a rogue or thief learns through use of talent and opportunity.

Score: half DEX +10 per Thief level.

Level	Title
1	Footpad
2	Cutpurse
3	Burglar
4	Robber
5	Thief
6	Master Thief

- **Deception** – You lie convincingly, forge documents effectively, disguise yourself or others realistically, impersonate others believably, etc.
- **Security Systems** – You can identify or disarm traps, pick locks, perform small mechanical repairs, etc. Use of this skill requires thieves' tools.
- **Sleight of Hand** – You can pick pockets, palm objects, etc.
- **Stealth** – You can hide and remain unseen and unheard. You gain +5 per Thief level to hit and damage if you are attacking from stealth.

Disguise

Disguise plays an important role in wuxia stories. It is used for all kinds of information gathering and deception. It is especially important if your character's likeness has been placed on a wanted poster.

The Deception ability of the Thief skill is used for disguise. If you disguise yourself as a member of the opposite sex you gain a +20% to your Thief skill roll. In addition, anyone trying to see through your disguise receives a hard penalty (–20) to their roll.

A Thief of 6th level may place himself or herself in any encounter in which they weren't otherwise present. To do so they must make a deception (Thief) roll and spend 1 qi. If successful, they appear in the encounter as a servant, guard, or other minor NPC.

Warrior

Unlike the others, this skill describes as many fighting skills as there are kung fu styles. This skill represents training or experience as a kung fu expert, mercenary, soldier, or xia.

Level	Title
1	Novice
2	Pupil
3	Expert
4	Shifu (teacher)
5	Champion
6	Master

This skill can be used as an untrained fighting score; you just won't have any kung fu techniques or other benefits of training.

When designating the Warrior skill as a primary or secondary skill, apply the bonus to all Warrior skills you take in the future.

Score: Note this skill has two scores as follows; melee equals half STR +10 per Warrior level (includes unarmed combat), and ranged equals half DEX +10 per Warrior level (includes thrown weapons).

- **Marksman** – Includes the use of bows, darts, thrown daggers, needles, etc.
- **Melee** – Includes the use of swords, clubs, daggers, and other held weapons as well as unarmed combat.
- **Kung Fu** – When you first take a level in Warrior, choose a kung fu style (see Kung Fu Styles of Longzhi, page 33). The name of the style is added to the name of your skill (i.e., Warrior of the White Lotus Style). You know a number of techniques taught by your school equal to your Warrior level.
- **Kung Fu Damage** – Weapons taught by your kung fu style and your unarmed attacks do more damage as you increase your Warrior skill. See Kung Fu, page 31.



QI

In Art of Wuxia, qi is used to do very heroic things. You start each game day with your maximum, normally 3 qi. You can spend qi to gain one of the benefits listed below. Spending qi is never considered an action.

Basic Qi

The following uses of qi are available to anyone that has qi to spend.

- **Back for More** (1 qi) – If your character dies, they are out of the action for the current game session. You have until the next game session to decide if you want to keep your character or bring in a new one. If you want to keep your character, your character's qi score drops by one (permanently) AND you must come up with an extraordinary tale of how your character survived. Your character starts the next game session with only 10BP.
- **Dig Deep** (1 qi) – If you are reduced to 10BP or less during combat, spend 1 qi to draw upon your deep reserves of power and energy. You instantly recover 10BP (representing either complete focus or desperation) and your current qi is set to 2. Whether this increases or decreases your current qi is irrelevant. At the end of the encounter, you lose 20BP and your qi is drained to 0.
- **Draw Upon Qi** (1 qi+) – Add +10 to any action roll for each qi spent.
- **Final Parry** (1 qi) – Your weapon or shield is destroyed but you block your foe's blow, even if it was a critical success! This is a good reason to carry a weapon or use an improvised one.
- **Heroic Pose** (1 qi) – Anyone can declare a heroic pose by spending 1 qi. Both heroes and their enemies can initiate a heroic pose, but only one individual per side can declare a Heroic Pose and only once per game session. When the Heroic Pose is called each player gives a short

If you follow your heart, you will have no need to regret your decisions.

– Morning Sun Warms the Dew

description of how awesome their character looks at that moment as they try to impress and intimidate their foes.

Once the Heroic Pose is declared the current turn ends immediately and one of the following options goes into effect (chosen by the player who declared the Heroic Pose):

- * Team Spirit – all friendlies get a +10 bonus to all actions during the new turn.
- * Enemy Intimidation – all enemies take a -10 penalty to all actions during the new turn.
- * Refocus – all friendlies get +1 INIT during the new turn.
- **Tempt Fate** (1 qi) – Reroll a bad action roll you just made. You must use the results of your second roll.
- **Other** (qi cost varies) – Spend one or more qi to do something creative that you and your GM agree is similar in effect to the examples above.

External Power Qi

The following uses of qi are available to warriors trained in external kung fu styles. They are only available to warriors trained in internal styles at Warrior level 4 and above.

- **Chaff Before the Wind** (1 qi) – For one turn, each successful melee or ranged attack you make will kill or knock out (player's choice) 1 minor NPC for every 5 points of damage as long as you would be able to move adjacent to them (melee) or they are within range and you have enough ammunition. They do not get DR for armor and they do not make resistance rolls.



- **Qi Strike** (1 qi+) – Add +5 damage per qi spent to a successful attack, even after you roll damage.
- **Shake it Off** (1 qi+) – You immediately regain 5BP for each qi spent. This can only be done on your turn.

Internal Power Qi

The following uses of qi are available to warriors trained in internal kung fu styles. They are only available to warriors trained in external styles at Warrior level 4 and above.

- **Qi Healing** (1 qi) – You can use qi to heal wounds (5BP per qi, 10min/qi). You may also attempt to expel a poison from yourself or another. To expel a poison, spend 1 qi and make a WIL roll (-20 for mild, -40 for moderate and -60 for strong poisons). Expelling poison takes 10 min per attempt.
- **Lightness (special)** – You may leap 5 spaces per Warrior level during your movement. This is in addition to your regular MOV. At Warrior level 3 you may run on water but will sink if your turn ends while you are still on the water. At Warrior level 4 and above you may move along vertical walls and fight in/on trees. In addition, you take half damage from falls or being thrown/hurled. At Warrior level 6 you may stand and fight on

water. You do not spend any qi to use lightness but you must have 1 qi available, 2 if you are wearing armor or carrying another.

- **Transfer Qi** (1+) – You may transfer 1 qi to another hero for every qi you give up. This takes 10min/qi transferred.

Regaining Qi

Besides regaining qi each day, once per game session a character may meditate to regain qi. For each two hours spent meditating, the character can regain one qi with a successful WIL check. A critical success means that the character has recovered one additional qi point. Certain areas may modify this roll.

For Example: Areas of strong qi such as a monastery may give a bonus to your WIL check whereas a burned out village where many people died may give a penalty.

Losing Qi

Qi may also be reduced by events and unfortunate circumstances. Several diseases will weaken your qi, reducing your daily maximum. Some evil spirits feed on qi, draining it from their victims.

ALCHEMY

With an hour's work, suitable equipment (alchemist kit or shop), and proper ingredients an alchemist can create medicines, poisons, antidotes, and even explosives. With a successful Alchemist skill check the alchemist can create a number of uses (one dose, poison to coat one weapon, one bomb, etc.) of an alchemical item equal to half their Alchemist level.

Poisons and antidotes are rated by their strength. At Alchemist level 1, Mild poisons and antidotes can be created. At Alchemist level 3, Moderate versions can be created. And, at Alchemist level 5, Strong versions can be created.

The alchemical expertises listed below have a few standard features.

Materials – lists the cost to the alchemist when crafting the substance. This cost remains the same even when the alchemist can craft more than one use due to having a high skill.

Difficulty – some alchemical substances are more difficult than others to create, applying a penalty to the alchemist skill roll.

Types – alchemical substances come in many forms. Some are consumed, such as a liquid or pill that is swallowed, or a vapor that is inhaled. Some alchemical substances can be applied to weapons and can be effective in the rigors of combat. Some very insidious substances need merely be touched to apply their effects.

Resistance – this lists the ability check and any penalties needed to resist the alchemical substance.

Duration – how long the effects of the alchemical substance last.

Market Value – this is how much one can expect the alchemical substance to sell. Deadly Substances, Debilitating Substances and Explosives can only be purchased through illicit markets.

Antidotes

Materials: 25tl
 Difficulty: Standard
 Types: Consumed (liquid, vapor, or pill)
 Resistance: None
 Duration: Instant
 Market Value: Mild 100tl, Moderate 200tl, Strong 400tl, specific antidotes cost whatever the market will bear

General antidotes are broad-range concoctions used to treat poisons of various strengths and are used when a particular poison cannot be identified.

A general antidote has a 60% chance of success. This chance is modified by +20 if the antidote is stronger than the poison it is countering or -20 if it is weaker. If an antidote works, any ongoing conditions/damage stop but damage remains (normal healing methods apply). If an antidote fails to work, only a stronger antidote has a chance of working.

A poison-specific antidote can be created with a standard Alchemist skill roll if, and only if, the poison has been identified. Poisons can be identified with a successful Alchemist skill check, so long as a sample of the poison is available. If a sample is not readily available, the alchemist must examine the victim carefully and suffers a hard penalty (-20) to the skill check to identifying the poison. If the poison is identified, a specific antidote can be created with another Alchemist skill check. An antidote made to counter a specific poison has a 95% chance of successfully counteracting the poison.

Catalysts

Materials: 400tl per catalyst
 Difficulty: Special
 Types: N/A
 Resistance: None
 Duration: None

An Alchemist with this expertise may add one or more catalysts to improve their alchemical creations. This is done while the alchemical item is being crafted and increases the difficulty of crafting the item (-20 to skill check). More than one catalyst can be added to an alchemical item, but cost and difficulty increase with each addition. The effect of each catalyst depends on the type of alchemical item created.

Antidote:

- Improve – increase general antidote effectiveness by +20, specific antidotes are 100% effective

Debilitating Substance:

- Block qi – no use of qi or natural healing until neutralized
- Disguise poison – add hard (-20) penalty to identify
- Extend duration – additional day/Alchemist level
- Gas – inhaled substances affect everyone within one space of where it was opened (burst 1)
- Knockout – replace condition with unconscious and duration for this effect becomes encounter.
- Unique ingredient – reduce antidote effectiveness by -20 (hard penalty)

Deadly Substance:

- Combine effects – add a debilitating substance effect to a deadly substance, the duration of each effect will be different.
- Delayed effect – onset delayed up to one month

- Disguise poison – add hard penalty to identify
- Extend duration – poison lasts two more turns
- Gas – inhaled substances affect everyone within one space of where it was opened
- Insidious – hard penalty to resistance checks
- Unique ingredient – reduce antidote effectiveness by -20 (hard penalty)

Explosive:

- Disguise – explosive appears as candle or other lit object
- Intensify – area of effect extends 5 spaces from target space

Medicine:

- Improve – increase effectiveness to cure diseases by 20%
- Intensify – add +2BP healing per Alchemist level

At the GM's discretion other unique effects can be created with special ingredients obtained through a quest.

Debilitating Substances

Materials: 25tl
 Difficulty: Standard
 Types: Consumed, touched, or weapon
 Resistance: STR -20
 Duration: 1 day/Alchemist level
 Market Value: Mild 200tl, Moderate 400tl, Strong 600tl

Debilitating substances are poisons which apply standard conditions (see page 65) to the target. At Alchemist level 1, poisons which apply the Dazed, Slowed, or Weakened condition can be created. At Alchemist level 3, poisons which cause the target to be Deluded, Fatigued, or which reduce an Ability score by -10 can be crafted. Finally, at Alchemist level 5, poisons that paralyze or stun their targets can be created.

Deadly Substances

Materials: 200tl
 Difficulty: Hard penalty to craft
 Types: Consumed, touched, or weapon
 Resistance: STR -20
 Duration: 1+1 turn/Alchemist level
 Black Market Value: 400tl/D of damage x turns

An Alchemist with this expertise crafts poisons that do 1D damage per 2 Alchemist levels. The poison causes damage each turn for a number of turns equal to 1 + 1 per Alchemist level or until the victim succeeds at a resistance check. The victim may make a resistance roll upon first making contact with the poison and as their first action on each of their subsequent turns.

Explosives

Materials: 100tl (1tl for firecrackers and signal rockets)
 Difficulty: Hard penalty to craft
 Types: Explosive
 Resistance: DEX -20
 Duration: Instant
 Market Value: 1D damage 150tl, 2D damage 300tl, 3D damage 700tl

Alchemists may make noisy explosives that do damage to anyone within 3 spaces (burst 3). Damage is 1D per 2 Alchemist levels. Explosives may be thrown with a range of 10 or set with a fuse for a timed detonation. Alchemists may also make obscuring smoke bombs that do no damage but block sight within 3 spaces of the target space for ½D turns.

An Alchemist with this expertise can make firecrackers and signal rockets at a material cost of only 1tl and with no penalty to the Alchemist check to craft them.

If you must defeat another to prove that you are strong, then you are indeed not strong. If using violence will not solve a problem, then using violence will prove you are weak. If you show your opponent that they would have died but you chose not to kill them, then they will understand the world better, and perhaps no longer be your enemy.

— Ninth Blow Sheng

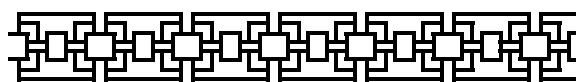
Medicines

Materials: 50tl (5tl for minor ailment cures)
 Difficulty: Standard for broth, vapor, or tea; -20 for pill
 Types: Consumed or inhaled
 Resistance: None
 Duration: Instant
 Market Value: 100tl/D of healing or +10 Ability

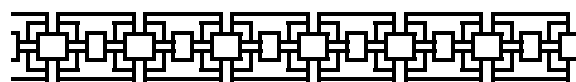
Medicines cure ailments or heal BP damage caused by physical injuries. Medicines can be broths, teas, or vapors, which must be consumed immediately upon creation. Pills are more difficult to create, but their potency lasts and they are easy to carry. A patient can benefit from one dose of medicine per hour.

An Alchemist with this expertise can make medicines that cure mild ailments (headaches, flu, rashes, etc.) and may attempt to treat diseases. Otherwise the medicine created by an alchemist can cure 1D BP/Alchemist level. Pills can also be made which boost one Ability score by +10 for the duration of one encounter.





SPELLS



Aid

Range: Touch / 10 spaces
 Usage: 1/turn
 Duration: Until encounter ends
 Resistance: None

Effect: Target receives +10 per Sorcerer level to one Ability chosen by Sorcerer when the spell is cast: STR, DEX, LOG, or WIL. This bonus affects all things derived from the Ability (such as body points, initiative, chance to hit, etc.). At Sorcerer level 3, this spell can be used at a range of 10 spaces. At Sorcerer level 6, the spell can affect up to 4 targets within 10 spaces, or all 4 Abilities on a single target. This spell does not stack when used on the same Ability on a target. However, multiple Abilities on a single target can receive aid.

Genre Examples: A mystical glowing character appears on the target's forehead. A yin-yang symbol appears briefly on the ground under the target's feet. The caster touches several points on the target's back with two fingers to charge his qi meridians.

Animate

Range: 5 spaces per level
 Usage: Varies
 Duration: 1 day per level
 Resistance: None

Effect: Animate bones and even suits of armor to work or fight for you. You can create (if suitable materials are present) an animated creature of a rank equal or lower than your own rank. You may animate a total number of creature ranks each day equal to your Sorcerer level.

A Sorcerer may make an animated creature permanent at the cost of being drained (see Drained Condition, page 65). If the animated creature is killed the STR does not return.

A critical failure during casting means a spirit takes control of the object. Roll D00 – 0-5 good spirit or demon, 6-99 evil spirit or demon.

Genre Examples: A sorcerer creates hopping corpses to remove the dead from a battlefield. You animate a jade suit of armor to guard your house.

Blessing/Curse

Range: 5 spaces per level
 Usage: 1/day per level
 Duration: Until encounter ends
 Resistance: WIL

Effect: Normally, you interpret the result of a D00 roll using the darker die as your tens digit and the lighter die as your ones digit. When cursed you interpret the dice whichever way provides the worst result for all resistance rolls. When blessed you interpret the dice whichever way provides the best result for all resistance rolls.

Genre Examples: Blessings; A golden glow appears around the target. A shaft of light shines down on the target. A white aura swirls around the target. Curses; A baleful rune appears on the target's forehead. Translucent red thorny vines appear to wrap around the victim's body. A blade of doom hovers over the target. An evil cultist breathes out a black cloud which enters the victim's mouth.

Charm

Range: 5 spaces per level
 Usage: 1/turn
 Duration: 1D turns per level
 Resistance: WIL + 10 per rank

Effect: Cause target to become friendly, flee, confused, fall into a deep slumber, etc. (exact effect decided by sorcerer). If cast outside combat the effect lasts 2D hours, rolled by the GM. Can be used on multiple targets; for each target after the

first, there is a +5 bonus to resist. For instance, trying to charm a group of 5 targets results in each receiving a bonus of +20 to resist. A target whose rank is more than twice the Sorcerer's level cannot be charmed. Some targets, such as golems, cannot be charmed. Charming an already charmed target is resolved as a contested Sorcerer skill contest with the sorcerer who cast the initial charm spell. Consult your GM if you are re-charming targets already under your own charm spell.

Genre Examples: The sorcerer talks with great authority. A sorceress reads from a dragon scroll and those listening fall under her sway. A sorcerer's breath bends others to his will.

Commune

Range: 5 spaces per level
Usage: 1/hour
Duration: Concentration
Resist: None

Effect: Communicate verbally with a target (dead, alive, inanimate) as long as the target has the ability to communicate, even if it is in a language the caster normally would not understand. The communication is bidirectional. At level 4 communicate with unintelligent plant and insect life (only yes/no answers). At level 6, caster can cast commune on himself permanently at the cost of being drained (see Drained Condition, page 65). The spell lasts as long as the caster concentrates. If cast on another sorcerer, this spell allows telepathic communication, even if the target moves out of the spell's range. Being trapped within a wrought iron cage cancels this form of communication.

Genre Examples: Burning incense and chanting allows communication with the target. The sorcerer can simply speak the language of the target.



人物 CHARACTERS

Conjure

Range: 1 space
Usage: 2/day per level
Duration: 1D turns per level
Resist: None

Effect: Conjures into existence a usable mundane object. It comes from an unknowable place and cannot be a specific or named thing unless it is owned by the caster. You can conjure a spear, but not Lord Chow's Red Jade Spear. The more people value or covet an object the more difficult it is to conjure. GMs could apply a penalty to the Sorcerer skill check based on the gold piece value of the conjured item (-10 per 100tl), how heavy it is (-10 per 100 pounds), or how far the object might need to travel. Conjured item remains for 1D turns per caster level if cast in combat, 2D hours outside of combat. At level 6 the conjured item may be made permanent at the cost of being drained (see Drained Condition, page 65).

Genre Examples: The caster simply finds something that wasn't there a moment ago. Mist appears and then quickly disperses revealing the conjured object. A gateway appears and strange hands push the object into this world.

Dispel

Range: Sight
Usage: Unlimited
Duration: Instant
Resistance: Special

Effect: Cancels one spell effect created by another sorcerer. Receive a penalty equal to -10 times the Sorcerer skill level of the enemy sorcerer. Can also be used to interrupt and cancel a spell being cast if you have initiative and hold your action until an enemy sorcerer attempts a spell. Note that any spell which was made permanent at a cost of becoming drained cannot be dispelled unless the Sorcerer also is drained (see Drained Condition, page 65).

Genre Examples: Mystical symbols appear in the air and drain or disperse the targeted magics. The sorcerer appears to draw the targeted magics into himself or some object.

Divination

Range: Special
Usage: 1/hour
Duration: Concentration
Resistance: None

Effect: Sorcerer sends his senses (one at Sorcerer level 1, two at level 3, three at level 6) elsewhere at a speed of 10 spaces each turn. Senses can pass through all materials with the exception of lead. Beware where your senses are sent, you may not like what you learn!

Genre Examples: Eyes turn white, tongue becomes forked and tastes the air.

Dominion

Range: 5 spaces per level
Usage: 1/day per level
Duration: 1D turns per level
Resistance: WIL + 10 per rank

Effect: This spell overpowers the will of an opponent, allowing the caster to seize control of the victim. The victim is along for the ride, able to perceive what is happening but unable to stop it. Once dominated, the victim stands blankly. The sorcerer can then, in subsequent turns for duration of the spell, rifle through the target's memories to experience them (one memory per turn, no skill check), alter or delete them (requires additional Sorcerer skill check), or even mentally command the victim to perform actions (any action strongly against the morals of the target allows a new resistance check). A metal helmet encasing the target's head gives a +10 to resistance checks, and any form of the protection spell immunizes a character against this spell.

Genre Examples: Using string puppets to control others, manipulating the shadows of others to control them, pure mind control.

Entangle

Range: 10 spaces per level
Usage: Unlimited
Duration: 1D turns per level
Resistance: DEX

Effect: Causes target area (burst 2 x Sorcerer level) to become overgrown with something that impedes movement or entangles foes. Effect can be sheets of ice, webs, tangling roots, vines, etc. Anyone within or entering the target area may attempt to resist the effect by making a resistance check. A successful check allows one-half movement. Otherwise targets are immobilized (see Immobilized Condition, page 65) until the duration of the spell expires. Effect lasts up to 1D turns per Sorcerer level if cast in combat or 2D hours outside of combat. At Sorcerer level 6 the duration can be made permanent at the cost of being drained (see Drained Condition, page 65).

Genre Examples: The ground produces earthy hands, which grip their targets. Small whirling winds entrap the target. The target is bound in a glowing bubble or hardened ice encases them.

Hinder

Range: 5 spaces per level
Usage: 1/turn
Duration: Until encounter ends
Resistance: WIL

Effect: Target receives -10 penalty per Sorcerer level to one Ability chosen by sorcerer when the spell is cast: STR, DEX, LOG, or WIL. This penalty affects all things derived from the hindered Ability (such as body points, initiative, chance to hit, damage, etc). At Sorcerer level 3 the caster may affect 2 targets. At Sorcerer level 6 up to 10 targets may be affected, or it may be cast to place a single target into a paralyzed state permanently

You must be able to forgive and have a good heart. You must put yourself in the shoes of others so that you may understand them. You must have the courage to help those in danger

— Yu Wang, Hero of Cloud Arrow Battle

(until dispelled). This spell does not stack when used on the same Ability on a target. However, multiple Abilities on a single target can be hindered.

Genre Examples: The evil sorcerer breathes out a dark green cloud that blocks the target's qi meridians. Magical needles that strike qi meridians appear to greatly weaken your foe.

Illusion

Range: Sight
Usage: 1/turn
Duration: 1D turns per level
Resistance: LOG

Effect: Create illusions that fool the senses of all who perceive (one sense at Sorcerer level 1, two at level 3 and three at level 6). Viewers believe the illusion is real and are affected by it (for instance, someone who believes the illusion of an offensive strike thinks he is damaged by it). A resistance check allows someone to see through the illusion. The illusion lasts up to 1D turns per Sorcerer level if cast in combat or 2D hours outside of combat. At Sorcerer level 6, the duration can be made permanent at the cost of being drained (see Drained Condition page 65).

Genre Examples: Wispy forms appear out of a mist or minds see only what the sorcerer wants them to see.



Offensive Strike

Range: 10 spaces per level
Usage: Unlimited
Duration: Instant
Resistance: DEX

Effect: Cause damage equal to 1D at every odd Sorcerer level to everything within 3 spaces of a target space (burst 3). If attacking a single target, add +1D damage. If the sorcerer uses the space he is in as the center of the spell, he takes no damage. Normal armor will not absorb damage from an offensive strike unless the caster wishes it to (though enchanted armor will). If the sorcerer prefers, he may cast this spell to charge a weapon to cause additional magical damage. Any weapon can be charged (an arrow, bolt, sword, fist, foot, etc.), and the effect will be unleashed on the next successful attack (in addition to the weapon's normal damage).

Genre Examples: A villain spits acid or breathes fire or creates deadly echoes, spirit shouts, or elemental attacks. A Wodan swordsman creates numerous glowing swords which lunge forward and swoop to attack his opponents, or creates one mighty blade which streaks down from the sky to hit one target.

Protection

Range: 10 spaces per level
Usage: 1/turn
Duration: Until encounter ends
Resistance: None

Effect: Constructs a field of protection around the Sorcerer or his designated target within range. Target receives +10 per Sorcerer level to resistance checks against spells or against physical attacks (caster's choice). At Sorcerer level 3 this spell can be cast to add DR5 to any existing armor until the encounter ends. At Sorcerer level 5 it can be cast to add DR10. Each of these would be a separate casting (one casting to provide a bonus to spell resistance, another for physical resistance, and another for damage resistance). At Sorcerer level 6 the spell can be made permanent at the cost of being drained (see Drained Condition, page 65). The drained condition is applied three times if the sorcerer opts for all three protections.

Genre Examples: An orange (or any color) globe appears around the target. Celestial or demonic armor appears on the target.

Purify

Range: 0
Usage: 1/day per level
Duration: Special
Resistance: WIL + 10 per rank

Effect: Causes all spirits and demons within the affected area (burst 5x Sorcerer level) to be revealed and revert to their corporeal forms until the end of the encounter. Additionally, it immediately causes 2D damage per Sorcerer level to all affected spirits and demons. Damage occurs regardless of whether the spirit or demon was corporeal or incorporeal when the spell was cast. This also allows the subject of a spiritual or demonic dominion another resistance roll versus the domination effect. The sorcerer can forego causing damage if he chooses (useful for situations in which you just want to reveal a spirit or demon and not attack them).

At Sorcerer level 3, the spell also temporarily prevents spirits and demons from entering the affected area for 1D turns per Sorcerer level in combat or 1D hours per Sorcerer level out of combat.

At Sorcerer level 6, the sorcerer can purify one building or area (cursed graveyard, etc.) by removing persistent evil magic and spirits at the cost of being drained (see Drained Condition, page 65). This will also prevent spirits and demons from entering the area if they are of a rank less than the sorcerer.

Genre Examples: Mystical symbols are drawn in the air or appear on the ground surrounding the seated sorcerer. A bell is rung and incense sticks are burned, the bell's tone seeming to push the incense smoke to the boundaries of the spell.

Spirit Link

Range: 2 spaces per level
Usage: 1/day
Duration: 1/week per level
Resistance: WIL

Effect: The sorcerer links his spirit to another. If one is suffering, the other knows it and the spirit link will guide them to each other. This could allow a powerful sorcerer to use the transport spell to teleport to the location of the linked spirit. At Sorcerer level 3, the linked pair may share qi. If the qi is not willingly shared, a second resistance roll is allowed to break the link. At Sorcerer level 4 the spirit link allows the caster to link body points such that damage or healing that happens to one happens to both. At Sorcerer level 6 the link may be made permanent at the cost of being drained (see Drained Condition, page 65).

Genre Examples: Both ends of a red thread are tied around a finger of each person and once cast the thread disappears but each can sense the connection to the other. A ritual is performed over two ornate cups of tea and the two that consume share a white glowing aura that lasts for only a few seconds.

Telekinesis

Range: 2 spaces per level
Usage: Unlimited
Duration: Concentration
Resistance: STR

Effect: Every sorcerer can move small things with his will (see Raw Talent, page 17), but that ability is limited to small objects weighing only a few pounds. This spell allows the caster to extend an invisible arm and hand out from his body up to 2 spaces per Sorcerer level. The character can make telekinesis spellcasting checks to deflect arrows, hurled spears, or other missiles in place of a resistance check. He can also do anything which he could normally do with a normal hand and arm. The arm can be quite powerful, possessing a STR score as shown on the table. The spell lasts as long as it is being concentrated upon. When the

Level	STR Score	Max Lift	Punch Damage	Wall/Dome
1	30	130 lbs	½D	—
2	50	220 lbs	½D	DR6
3	70	380 lbs	½D+3	DR10
4	90	670 lbs	½D+7	DR15
5	110	1,160 lbs	½D+11	DR20
6	130	2,030 lbs	½D+15	DR25

sorcerer is damaged or significantly interrupted, the caster must make a WIL check or the spell effect drops. If the invisible arm is used to strike at a foe, it causes damage appropriate to the STR score of the spell. The caster can create static shapes such as domes or walls (2 spaces per Sorcerer level) in order to deflect damage, however, if any damage gets through the DR, the spell effect drops. Note that sorcerers cannot lift or hold themselves aloft with telekinesis; for such effects, see the transport spell.

Genre Examples: The sorcerer uses hand gestures to guide the effect. A steely-eyed sorcerer furrows his brow and wills objects to move.

Transform

Range: 5 spaces per level
Usage: 2/day per level
Duration: Varies
Resistance: STR

Effect: Target is transformed into another living creature whose rank is equal to or less than the target's own rank (of reasonable size). Lasts 1D turns per Sorcerer level if cast in combat or 2D hours outside of combat. For instance, a rank 3 human-sized target could be turned into a goblin or a centaur, but not a dragon. At Sorcerer level 3 the effect lasts 1 day and at level 6 it may be made permanent at the cost of being drained (see Drained Condition, page 65). Transform can also be used to reshape non-living matter into a new shape. Up to 50 pounds of material can be transformed per Sorcerer level. The new shape will retain its mass even if its volume is reshaped. It

cannot be changed from one type of matter to another (lead to gold, for instance). It will simply be shaped by the will of the sorcerer and retain that shape for 2D hours. At Sorcerer level 3 the duration is 2D days. At Sorcerer level 5 the spell can transform one type of matter into another (wood to leather, lead to gold). At Sorcerer level 6 the duration can be made permanent at the cost of being drained (see Drained Condition, page 65).

Matter affected by this spell can be detected as magical by a sorcerer's raw talent skill ability if the sorcerer is examining it specifically. It is not possible to transform a living being into a nonliving object, or vice-versa.

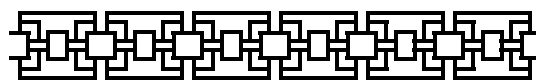
Genre Examples: A mist surrounds the target and clears to reveal the new form. The new form tears itself out of the old one. The target morphs to the new form.

Transport

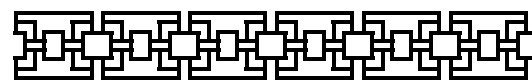
Range: 5 spaces per level
Usage: 1/turn
Duration: Varies
Resistance: DEX

Effect: Target can levitate 1 space each turn while concentrating. At Sorcerer level 3 the target may levitate at his MOV for 1D hours. At Sorcerer level 4 he may fly twice his MOV for 2D hours. At Sorcerer level 5 he may be blinked to any space within sight. At Sorcerer level 6 he may be teleported anywhere in the world that the sorcerer is familiar with. At level 6 a transport gateway can be made that links two locations. This gateway is permanent and can be used by anyone who knows of it. A transport gateway is created at the cost of being drained (see Drained Condition, page 65).

Genre Examples: An exotic beast appears and carries the target through the air. A small cloud descends and allows the target to step on it and be born away. A giant sword appears and the target rides it into the sky.



KUNG FU



Fighting and kung fu go hand-in-hand in the wuxia genre. All warriors have some skill in kung fu. Whenever you take your first level in a Warrior skill you must choose a kung fu style. The style you choose will determine the kung fu techniques you can freely choose as you level up your Warrior skill. It also defines the weapons (if any) taught by that style. If you wish to learn another style you'll need to choose the Warrior skill again at first level. Think of it this way, while Alchemist, Mystic, and Scout each represent one skill, the Warrior of the Ascending Dragon Fist Style is one skill and the Warrior of the Pouncing Panther Style is another skill. If your Warrior skill is a primary or secondary skill, all Warrior skills you choose in the future will also be primary or secondary.

Kung Fu Damage

When using weapons taught by your kung fu style, or when fighting unarmed, use the better damage value from either the Kung Fu Damage table shown here or the Equipment table (page 42).

Warrior Level	Kung Fu Damage
1	1D
2	1D+2
3	1D+4
4	2D
5	2D+2
6	2D+4

Advantages of

Mastering a Style of Kung Fu

Masters (Warrior level six) may scribe kung fu manuals to pass on their knowledge (see Training Manuals in this section). For masters, improvised weapons do not automatically break after the third turn of combat (see Improvised Weapons, page 32). However, they still break on a critical failure. Lastly, a master may add a seventh technique along with the sixth one for gaining a level in their fighter skill. This seventh skill represents a culmination of all of their training. They gain this seventh skill for free (no CP cost). When teaching students or scribing manuals they may replace one

Fight when we must. Protect the innocent.
Eliminate villains. Meet our obligations.

– Code of the Wodan Sect

of the normal techniques of their style with their own contribution for the normal total of six techniques taught.

Learning Kung Fu Techniques

You may learn kung fu techniques not taught by your style in several ways. You may change schools, collect other techniques, or learn them from secret training manuals.

Change Schools – The first, and easiest way to learn techniques not taught by your style is to choose to start at level one with a new Warrior skill, new sifu (teacher), and new style that has the techniques you wish to learn. Note that your previous sifu is unlikely to take you back after practicing at a rival school. You also have to convince the sifu of the new school that you are worthy.

Technique Collector – You may incorporate other kung fu techniques into your style if you can find a willing teacher or a training manual. This is not easy as most teachers only want dedicated students who will carry on their kung fu style's legacy. Provided you find a willing teacher, this costs 10 cultivation points and may require a favor, a quest, or money. A new kung fu technique collected in this way can now be used with the Warrior skill of your choice. You may only add a number of "foreign" techniques equal to your rank.

For Example: Wang Chee (Rank 3) may learn a maximum of three kung fu techniques from another style and incorporate them into his Warrior of Bandit Beating Staff style or his Warrior of Wodan style.

Advantage of Knowing Several Kung Fu Styles

It may be handy to be able to switch kung fu styles if your opponent knows a secret weakness of your style. You have an interesting choice: do you become an expert in one style, or do you diversify by learning other styles?

Training Manuals – In your travels you may find rare training manuals. Some contain only a single kung fu technique, while others may contain entire kung fu styles. By diligently studying the philosophy, technique descriptions, and diagrams in the manual, you may teach yourself the kung fu described in the manual. This allows you to spend cultivation points on an individual technique as described in Technique Collector above. If the training manual contains an entire kung fu style you may start a new warrior skill and begin spending CP on the new skill as you teach yourself as in Change Schools above.

Knowing More Than One Kung Fu Style

Keep track of Warrior skills separately. You will use your highest level Warrior skill in most fights and mix techniques freely from all the styles you know. Any level dependent effects are based on your highest Warrior level. The only time you would not use your highest level Warrior skill score would be if your opponent knows the secret weakness of your best style. You could then switch to a lower level kung fu style and not use any techniques from your main style to avoid the penalties your opponent would otherwise inflict on you.

Secret Weaknesses

You may learn the secret weakness of a kung fu style. When fighting someone with that style their defense will always have a hard penalty (-20)

against your attacks! To learn the secret weakness of a style you must find a teacher (Sifu level or higher) who knows the secret or discover a secret manual that reveals the weakness and spend 5 cultivation points.

Internal and External Styles

All kung fu styles are classified as either internal styles or external styles.

Internal styles teach breathing, meditation, and qi cultivation first, and then teach weapons and unarmed combat. Internal styles may use Qi Healing, Lightness, and Transfer Qi beginning at Warrior level 1.

External styles develop agility, strength, weapons, and combat skills first, and then teach breathing, mediation, and qi cultivation. External styles may use Chaff Before the Wind, Qi Strike, and Shake it Off beginning at Warrior level 1.

Weapons Taught

Each style teaches how to use certain weapons. With a weapon taught by your style you may use the damage based on your Warrior skill level (Kung Fu Damage table, page 31) or the damage listed on the Equipment table (page 42), whichever is better. When using a weapon that is not taught by your style, you must use the damage listed on the equipment table. You can add a weapon to your style at the cost of 5 cultivation points.

Improvised Weapons

In wuxia stories, everything can be used as a weapon. Improvised weapons last for three turns or until a critical success or failure is rolled, whichever comes first, before they are destroyed and become useless. If you are a kung fu master (level 6 Warrior skill) your improvised weapons do not automatically break on the third turn of combat.

Kung Fu Styles of Longzhi

The following list of kung fu styles are the most common styles found in Longzhi. Other rare styles certainly exist. Some styles have the Deadly Attack and Distant Strike techniques. These may be taken multiple times. In such cases the student may decide to take one technique several times while never selecting other techniques. This is normal and encouraged.

Ascending Dragon Fist

Style Type: External
 Weapons: Iron Wrist Rings
 Techniques: Deadly Attack, Explosive Attack, Iron Skin, Multiple Attacks, Power Attack and Power Defense

Favored by tough pugilists, this style teaches few weapons. Rather it teaches how to take hard blows from blunt weapons, how to dodge sharp-edged weapons, and how to hit like a hammer.

Bandit Beating Staff

Style Type: Internal
 Weapons: Club, Dagger, Staff, Three-Section Staff
 Techniques: Blind Fighting, Danger Sense, Feint, Keep at Bay, Multiple Defenses, and Roll with the Impact

This style is taught by the Beggar Sect. The staff is used to strike at the head and feet while elbows and knees are used to strike the body. Staggering and spinning out of reach helps in their defense. This style teaches many methods of getting out of danger.

Bowing Dragon

Style Type: Internal
 Weapons: Staff, Iron Wrist Rings, Spear, Three-Section Staff, and Meteor Hammer
 Techniques: Arrow Cutting, Qi Resistance, Counter Attack, Disarm, Meditation, and Power Defense

This style is taught exclusively to Bowing Dragon Monks. They practice humility and study the harmonies of qi. Many of Bowing Dragon monks have levels in the Mystic skill. Their renowned Bowing Dragon style combines kicks, back fists, knee strikes, use of the staff, and a few exotic weapons.

Fiery Dragon

Style Type: External
 Weapons: Chain Whip, Crescent Moon Knife (pairs), Iron Wrist Rings (both wrists), Lajatang, and Nunchaku (single or pairs)
 Techniques: Accupoint Strike, Danger Sense, Move-By, Multiple Defenses, One Against All, and Two-Weapon Fighting

This energetic style uses close-in strikes, accupoint strikes, and short quick kicks. It is taught in all areas of Longzhi.

Flying Daggers

Style Type: Internal
 Weapons: Dagger, Jian, Shortbow, and Star
 Techniques: Accupoint Strike, Blind Fighting, Danger Sense, Deadly Attack, Feint, and Hidden Weapons

This style is taught by the White Lotus Assassins. Standard blocks, punches, and kicks round out this style's exceptional melee and thrown knife techniques.

Flying Serpent

Style Type: Internal
 Weapons: Bian, Fang (Dagger), Spear, and Whip
 Techniques: Hold, Move-by, Reverse Hold, Roll with the Impact, Throw and Vivacity.

This kung fu style is marked by fluid snake-like movements to confuse and coil around a foe.

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Golden Fist

Style Type: External
Weapons: Bian, Crossbow, Battleaxe, Dao, Kwandao, and Spear
Techniques: Accupoint Strike, Defender, Disarm, Mighty Blows, Take Down, and Whirlwind Attack

Golden Fist is taught to imperial troops. It is a solid fighting style, if a bit unimaginative. The style is now common as many retired soldiers have opened kung fu schools.

Honorable Way of Thunder

Style Type: External
Weapons: Chui, Greataxe, Greatclub, Greatflail, Two-Handed Sword, and Maul
Techniques: Defender, Explosive Attack, Mighty Blows, Power Attack, Unblockable Attack, and Whirlwind Attack

This style uses the “Big Sweeper” flail (greatflail). The striking end of the flail is quite heavy (often studded) and the handle is at least 2-4 times as long. The unarmed skills of this style emphasize powerful stomps and elbow strikes. It is taught throughout the empire. Practitioners tend to be large and strong.

Judgment of the Dark Court

Style Type: Internal
Weapons: Bian, Dark Judges Brush, Jian, Lajatang, and Whip
Techniques: Blind Fighting, Counter Attack, Disarm, Feint, Suspension, and Swiftess

The Dark Judges are a very secret organization. Only whispers of them are ever heard. What is known is that they work for someone powerful and kill without mercy. They operate in the dead of night, wearing all black clothing and veiled hats to hide their features.

Law of a Thousand Strikes

Style Type: External
Weapons: Staff, Dart, Nunchaku, and Javelin
Techniques: Counter Attack, Distant Strike, Explosive Attack, Multiple Attacks, One Against All, and Whirlwind Attack

A style emphasizing strong short strikes with the staff and flying kicks and staff sweeps. Law of a Thousand Strikes is taught throughout the lands.

Path of One Hundred Flying Eagles

Style Type: Internal
Weapons: Javelin, Jian, Longbow, and Shortbow
Techniques: Arrow Cutting, Deadly Attack, Multiple Attacks, Power Attack, Swiftess, and Vivacity

This style combines maneuverability with rapid arrow shots that can knock other arrows out of the air.

Peach Blossom

Style Type: Internal
Weapons: Dagger, Dart, Jian, Needle, and Shortsword
Techniques: Accupoint Strike, Arrow Cutting, Hidden Weapons, Improved Landing, Multiple Attacks, and Vivacity

Favored by dancers, minstrels, and temptresses, this style relies on subtle movements and hidden weapons. Long sleeves and loose-fitting clothing are used to hide weapons and misdirect opponents. The Jianmei or “Sword Sister” sect teaches this style of kung fu to its members.

Killing someone in revenge will force someone from their family to kill you. Then someone from your family will be obligated to kill that person and so on and so on down through the years creating whole rivers of blood that never end. Only forgiveness can dam such a flood.

— Resplendent Cat

Pouncing Panther

Style Type: External
 Weapons: Butterfly Sword (pair), Lajatang, and Shortbow
 Techniques: Deadly Attack, Power Attack, Swiftess, Two-Weapon Fighting, and Unblockable Attack.

This style is less common than the others in this list. Its teachers are secretive. It emphasizes a sudden and lethal attack to end the fight quickly. It is said that some of these techniques were stolen from the White Lotus Assassins who do not share their secret techniques. All students of the Pouncing Panther style take the Deadly Attack technique at least twice. This is why this style only teaches five techniques.

Red Crane Wodan

Style Type: Internal
 Weapons: Dagger, Jian, Staff, and Star
 Techniques: Battle Magic, Qi Resistance, Danger Sense, Distant Strike, One Against All, and Whirlwind Attack

A branch of the Wodan Monks practices this unique kung fu style, mixing sword and sorcery to deadly effect. All Wodan monks are known to right wrongs in the world, but the Red Cranes are active hunters of evil. They tend to work alone but sometimes join like-minded groups.

Reveling Scholar

Style Type: External
 Weapons: Bian, Dart, Jian, Shortsword, and Spear
 Techniques: Counter Attack, Disarm, Feint, Instant Stand, Multiple Defenses, and Power Defense.

This style feigns the appearance of a swaying and staggering drunkard. The practitioner is not drunk but is using very deceptive techniques to draw his opponents in and lower their defenses.

Shower of Flowers

Style Type: External
 Weapons: Dagger, Dart, Needle, and Star.
 Techniques: Deadly Attack, Hidden Weapons, Multiple Attacks, One Against All, Unblockable Attack, and Vivacity

This style combines agile kicks and knife-hand strikes with small hidden, thrown weapons.

Soaring Dragon in the Sky

Style Type: External
 Weapons: Staff, Dao, Spear, and Axe (any type)
 Techniques: Danger Sense, Deadly Attack, Instant Stand, Keep at Bay, Multiple Defenses, and Power Attack

This common saber style is favored by mercenaries, bandits, and many escort services. It is easy to learn though not very elegant.

Spiraling Wind Storm

Style Type: External
 Weapons: Butterfly Sword, Dagger, and Nunchaku
 Techniques: Hold, Instant Stand, Meditation, Power Defense, Reverse Hold, and Throw

This style teaches one to use the energy of others and then add more external energy to devastate them.

Ten Styles of Life Taking Swift Sword

Style Type: Internal
 Weapons: Dart, Jian, Shortsword, and Needle
 Techniques: Counter Attack, Disarm, Multiple Attacks, Two-Weapon Fighting, Unblockable Attack, and Vivacity

The Lustrous Phoenix Society made this style famous. It is favored by those that use agility over strength; the melee weapons are often used in pairs.

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Tiger Strike

Style Type: External
Weapons: Crescent Moon Knife (pair), Hook Sword (pair), Kwandao, and Trident
Techniques: Blind Fighting, Explosive Attack, Improved Landing, Iron Skin, Multiple Attacks, and Two-Weapon Fighting

This style is fast and furious. It has short quick kicks and lightning fast punches with arm and foot blocks. Tiger Strike is synonymous with the Red Tiger Clan kung fu sect. Their students are taught to seek out fights (not necessarily lethal) to better their skill.

Tsun Blade

Style Type: Internal
Weapons: Chain Whip, Dart, Jian, and Hook Sword
Techniques: Counter Attack, Improved Landing, Instant Stand, Move-By, Multiple Attacks, and Multiple Defenses

Named after one of the five great heroes, this style uses close-in sword blocks and resting the flat of the blade along the body or limbs to block attacks followed by swift thrusts, kicks, and sweeps. This style is very good at taking advantage of an opponent's mistakes. The Red Pelican Sect is known for using this kung fu style and their roots may originate with the famous hero Tsun.

Unrelenting River

Style Type: External
Weapons: Butterfly Sword (pair), Chui (pair), Handaxe (pair), and Iron Wrist Rings (both wrists)
Techniques: Qi Resistance, Iron Skin, Multiple Defenses, Power Defense, Roll With The Impact, and Two-Weapon Fighting

This style teaches its students to weather all attacks to survive and finish off the opponent.

"Everybody was kung fu fighting!"

— Carl Douglas

Unyielding Wall

Style Type: Internal
Weapons: Dao, Dart, Hook Sword, and Javelin
Techniques: Arrow Cutting, Defender, Feint, Move-By, Multiple Defenses, and Unblockable Attack

This style favors the use of a shield and dao. The shield is just large enough to cover the whole body when crouching. The wearer can roll with the shield between their body and the opponent to maximize defense while getting in close melee range. The shield is used to block attacks as well as hide attacks.

Willow Blade Song

Style Type: Internal
Weapons: Dart, Jian, and Shortsword
Techniques: Arrow Cutting, Distant Strike, Hidden Weapons, Meditation, Roll with the Impact, Take Down

A style marked by darting movements and whipping of the sword blade, followed by close-in backhand punches and strikes with elbows and knees. With these fast movements come a weaving and circling motion much like that of the branches of a weeping willow tree.

Wodan

Style Type: Internal
Weapons: Dagger, Jian, Staff, and Star
Techniques: Qi Resistance, Defender, Disarm, Distant Strike, One Against All, and Whirlwind Attack

The Wodan Monks meditate in hidden mountaintop monasteries in Mount Wodan. There they practice qi cultivation and their Wodan style of martial arts. Many Wodan monks have levels in sorcerer. This style is marked by rapid kicks and punches and single or twin swords.



Kung Fu Techniques

Each kung fu technique listed below has a generic name representing whole groups of kung fu techniques that have the same effect. For example, Blind Fighting might use hearing to compensate for darkness or actual blindness. It might instead involve sensing air currents, smells, or even the qi of others. Kung fu sects have their own unique names for these techniques.

Accupoint Strike

The character with this technique attacks an opponent as normal but, instead of causing damage, has managed to apply pressure to a nerve center. This knowledge of accupoints allows the character to paralyze any one limb or cause muteness. With a critical success, the paralysis can be total (immobilized) except the victim can still talk. The paralysis wears off in one hour but can be removed immediately by application of another accupoint strike. This technique can only be used with an unarmed attack.

Arrow Cutting

Using this technique, the martial artist does not take a hard penalty to resistance checks against ranged attacks (i.e., he receives a full DEX check).

Battle Magic

This technique blends sorcery into kung fu moves allowing a spell to be cast without incurring a multi action penalty. This spell is truly extra; free and clear of multi-action penalties. It still counts as an action.

Blind Fighting

This is the ability to fight unhindered in total darkness or otherwise blinded. The character receives no penalty when fighting hand-to-hand in the dark or in dense smoke or fog, as long as he is still able to hear or otherwise sense his opponent.

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Counter Attack

Whenever a character who knows this technique makes a successful resistance check against (or is missed by) an opponent in unarmed or melee combat, he may immediately make a melee attack against the attacker. This counts as an action and multi-action penalties apply.

Danger Sense

You get a second LOG check for surprise situations and when attacked from stealth. This technique also cancels the hard penalty to resist hidden weapon attacks.

Deadly Attack

This technique adds +2 to the damage of your kung fu style's weapon and unarmed attacks. If this technique is taken more than once, the damage bonus stacks.

Defender

You may make physical resistance rolls for anyone adjacent to you, even if they fail their resistance roll.

Disarm

You are good at sending your opponent's weapons flying. With a successful attack roll you knock something your opponent holds $\frac{1}{2}D$ spaces away in a random direction. With a critical success, you now have what they were holding. Two-handed weapons and iron wrist rings impose a hard penalty (-20) to the attack roll. This attack does no damage.

Distant Strike

You can "hit" opponents with melee attacks at a range of 10 spaces. You may learn this technique multiple times, each time increasing the range by 10 spaces.

Explosive Attack

Your melee attack does $\frac{1}{2}D$ damage and knocks all adjacent opponents back 1 space per Warrior

level. Those attacked may make resistance rolls as usual but at a hard penalty. If the rank of an opponent is half your Warrior level or less, they are knocked prone as well. You may do this once per turn.

Feint

Your kung fu style excels at misdirection. Once per turn you may declare any successful attack a feint. If your opponent fails his resistance roll you do $\frac{1}{2}$ damage. If your next attack (in this turn or the next) against that same opponent is successful, treat it as a critical success.

Hidden Weapons

Daggers, darts, needles, stars, and other small improvised weapons can be used as hidden weapons. Attacks from these weapons are hard to defend against. Hidden weapons impose a hard penalty on resistance rolls. They also impose a hard penalty to discover them on a person. The danger sense kung fu technique cancels the hard penalty to resist hidden weapon attacks.

Hold

Any character can put another character into a hold with a successful contested Warrior skill check, but characters who know this technique get the added advantage of inflicting unarmed attack damage to the held enemy each turn the hold is maintained. Victims may break free of the hold by winning a contested Warrior skill check.

Improved Landing

The character can slow his fall and spin his body to land safely. With a successful Warrior skill check, you take no damage from falling (10 spaces per Warrior level) or from being thrown/hurled. This technique only works if the character is conscious and can move freely when he lands.

Instant Stand

Any character can drop prone without using an action, but this technique allows the character to

stand up from prone without using an action. The character can spring to his feet instantly and act normally. He can do this out of turn when making a resistance check so as not to be caught prone.

Iron Skin

The martial artist with this technique has hardened his body against damage by building up his muscles and callouses. He effectively has very light armor at Warrior level 1, light armor at Warrior level 3, and medium armor at Warrior level 5. If wearing armor, treat the overall DR as one level higher than the best of iron skin or the armor worn to a maximum DR of 1D+2 (heavy armor).

Keep at Bay

When using a long weapon (staff, chain whip, flying claw, kwandao, lajatang, meteor hammer, spear, trident, whip) you may attack out of turn if an opponent attempts to move adjacent to you. If you damage the opponent you move him one space away (you chose the space). If he still has MOV left he may try again and you may try to keep him at bay again.

Meditation

This technique teaches advanced meditation and breathing. You recover one bonus qi when you meditate (see Regaining Qi, page 20). In addition, this technique allows a character to enter a meditative trance. Each hour of this meditative trance is equal to two hours of sleep. A character is aware of his surroundings while in the trance.

Mighty Blows

This kung fu technique takes advantage of all the power possible from melee weapons designed for two-handed use. You may add 1D to the damage you cause with any weapon designed for two-handed use. Alternatively, you can make one mighty blow at two foes adjacent to each other and cause normal damage to both targets. Both foes must defend against the attack separately.

Move-By

The character can sprint and attack as a single action. You make one melee attack roll. If successful, you sprint (double your MOV) and attack one target along your path without stopping. If unsuccessful, you move only 2 more spaces than your normal MOV and miss your intended target. If your movement takes you past multiple opponents, you can make an attack against each, but multi-action penalties apply. Opponents may not press the attack against a character using this technique.

Multiple Attacks

Characters who take this special technique get an extra attack per turn that may only be used for melee or ranged weapon attacks. This attack is truly extra; free and clear of multi-action penalties. It still counts as an action.

Multiple Defenses

Characters who have this technique get one additional resistance roll versus physical attacks per turn. This defense is truly extra; free and clear of multi-action penalties. It still counts as an action.

One Against All

You have trained to fight multiple opponents attacking at once and from many directions. You do not suffer a hard penalty when outnumbered.

Power Attack

You can increase your damage by decreasing your accuracy. For each -10 penalty to attack that you accept, you increase your damage by +2. You can do this on as many attacks as you like on your turn.

Power Defense

You no longer suffer a hard penalty when fighting armed opponents without a weapon. This technique is always in effect.

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Qi Resistance

Your inner qi is quite strong and able to repel magic. You gain +10 per Warrior level to resistance checks against spells.

Reverse Hold

If a character with this technique is held (even by an opponent using the hold technique) he may make an unarmed attack roll to reverse the hold, placing his opponent in a hold instead. This can go on for some time when two skilled combatants place one another in holds and reverses in many sequential rounds. Also, don't underestimate the power of using reverse hold followed by the throw technique.

Roll with the Impact

You gain DR equal to your Warrior level x2 when you roll with the impact to avoid an attack. You must move ½D spaces away from your enemy when you do this. Your enemy chooses the direction. This DR stacks with any other DR you may have.

Suspension

This ability allows you to enter a state of suspended animation. While sitting or reclining, you can lower heart rate, breathing, and all biological activity to the point that you appear to be dead. You state the duration of time you wish to remain in suspension at the outset. The duration must be short enough that you won't starve or die from dehydration. When the duration ends, the character awakens as if from a deep sleep. A successful Alchemist or Detective skill check can detect the false death-like state, but only after a very thorough examination.

Swiftness

You can substitute your Warrior score for your DEX when attempting to sprint if your Warrior score is higher. Additionally, you may add your Warrior skill level to your MOV score. This is always in effect.

Take Down

Successful use of this technique knocks an opponent to the ground (prone) directly in front of you in addition to causing your normal damage. You may do this to an opponent once per turn.

Throw

Using this technique you can hurl a foe a fair distance. A successful attack roll against a held enemy allows you to hurl the victim up to 1D spaces in any direction you choose. Unless the victim falls onto something soft, he suffers normal falling damage and is prone.

Two-Weapon Fighting

You are skilled at fighting with a one-handed melee weapon in each hand. Gain +10 to your melee score and +10 to physical resistance checks when fighting with two one-handed melee weapons.

Unblockable Attack

An attack may be declared unblockable once per opponent per encounter. Defenders must roll a critical success on their resistance roll to defend.

Vivacity

You can use your DEX score to calculate your melee Warrior skill rather than your STR score. This newly calculated score replaces the old one, and is used for all aspects of the Warrior skill. This represents a different style of fighting, relying on speed and grace rather than power and brutality.

Whirlwind Attack

You make a single attack roll and if successful hit all adjacent foes. Those attacked may make resistance rolls as usual. One damage roll is used for all opponents. May be used once per turn.

Naming Your Techniques

If you call out the name of your kung fu technique you gain +10 to your attack roll or resistance roll versus a physical attack. You may use this only once per turn. To gain this bonus, you need to impress your GM with your technique's name. To help you get started here is a table you can use. Pick a name from each column (or roll once on each column) to come up with a special technique name. The Blind Fighting technique, for instance could be called Owl Eyes, Sight of the Cat, or Snake Tastes Air.

Technique Name Generator

00	Double	Snow	Combo
01	Roaring	Ultimate	Sanctuary
02	Mystifying	Mountain	Pounce
03	Blazing	Demon	Elbow
04	Irreverent	Altering	Correction
05	Magnificent	Temple	Smack
06	Dazzling	Steadfast	Defense
07	Glorious	Monkey	Way
08	Leaping	Diving	Stomp
09	Blind	Goat	Crush
10	Running	Waterfall	Wallop
11	Savage	Ox	Swat
12	Ascending	Shadow	Fingers
13	Enduring	Hawk	Edge
14	Dancing	Rapid	Shroud
15	Stunning	Hill	Comet
16	Blue	Skull	Kick
17	Overwhelming	Road	Force
18	Sublime	Tiger	Axe
19	Fat	Morning	Staff
20	Lazy	Lady	Fan
21	Whirling	Ancestor's	Caress
22	Standing	Void	Reversal
23	Terrible	Fox	Whip
24	Grabbing	Guard	Gale
25	Exploitive	Star	Spring
26	Lethal	Serpent	Flip
27	Seducing	Five Finger	Cut
28	Luminous	Slab	Spray
29	Excellent	Beggar	Club
30	Devastating	Rat	Pose
31	Proud	Jade	Sword
32	Dreaded	Thunder	Palm
33	Flaming	Pond	Pole
34	Yellow	Rising	Stroke
35	Virtuous	Plum Blossom	Flare
36	Red	Spider	Pelt
37	Enticing	Master	Despair
38	Waddling	Lake	Wind
39	Peaceful	Horse	Claw
40	Lustrous	Qi	Pound
41	Impressive	Poison	Blade
42	Exploding	Storm	Heart
43	Spiraling	Balancing	Stance
44	Invincible	Iron	Buffet
45	Deepest	Secret	Charge
46	Valorous	Dark	Jab
47	Honorable	Scholar	Trap
48	Humbling	Sleeve	Bite
49	Imperial	Willow	Way

50	Lofty	Tree	Fist
51	Pious	Wheel	Thrust
52	Fortunate	Knife	Sabre
53	Beguiling	Devouring	Stab
54	Lucky	Monk	Clout
55	Three	Sky	Throw
56	Glittering	Snow	Silence
57	Invisible	Death	Punch
58	Darkest	Dagger	Breath
59	Gleaming	Mantis	Mirage
60	One Thousand	Falcon	Slap
61	Splendorous	Snake	Attack
62	Raging	Whirlwind	Grab
63	Poetic	Rabbit	Wound
64	Grazing	River	Advance
65	Strange	Path	Drive
66	Sneaky	Lotus	Smash
67	Thundering	Wicked	Lash
68	Transcendent	Turtle	Hand
69	Burning	Butterfly	Deflection
70	Laughing	Stick	Hammer
71	Ten	Spine	Cyclone
72	Calming	Wasp	Spear
73	Vicious	Cat	Block
74	Irradiant	Eunuch	Head
75	Celestial	Hero	Touch
76	Seven	Bandit	Chop
77	Drunken	Sun	Slice
78	Destroying	Fish	Wrath
79	Heavenly	Young	Arrow
80	Brilliant	Dragon	Brush
81	Amazing	Still	Slug
82	Spooky	Cricket	Slash
83	Resplendent	Breeze	Gamble
84	Sacred	Phoenix	Blow
85	Unerring	Blizzard	Shield
86	Ancient	Restoring	Bash
87	Spinning	Inarguable	Shock
88	Ruinous	Ghost	Knee
89	Deceptive	Needle	Pummel
90	Insane	Moon	Sting
91	Descending	Paradise	Strike
92	Accurate	Crane	Foot
93	Enlightened	Wave	Vengeance
94	Delightful	Sage	Sweep
95	Unblockable	Water	Shove
96	Tricking	Feared	Snap
97	Shining	Dreaming	Split
98	Fine	Obvious	Talon
99	Undeniable	Distant	Wall

EQUIPMENT

Weapons

Weapon	Type	#Hands	Range	Attribute**	Damage	Cost
Battleaxe	M	1	--	STR 50	2D+2	10tl
Bian (Hard Whip)	M	1	--	STR 55	2D	20tl
Butterfly Sword	M	1	--	--	1D+2	15tl
Chain Whip/Flying Claw	M	1	3	DEX 60	1D+1	12tl
Club	M	1	--	--	1D+1	1tl
Chui	M	1	--	STR 65	2D+4	12tl
Crescent Moon Knife	M	1	--	DEX 60	1D+3	5tl
Crossbow*	R	2	80	--	2D+2	15tl
Dagger/Dark Judge's Brush	M/R	1	10	--	1D	2tl
Dao (Heavy Sabre)	M	1	--	STR 55	2D+2	12tl
Dart/Star	R	1	15	--	1D	2tl
Greataxe	M	2	--	STR 70	3D	40tl
Great club	M	2	--	STR 55	2D	15tl
Hammer/Mace	M	1	--	STR 45	1D+3	8tl
Handaxe	M/R	1	15	--	1D+2	2tl
Hook sword	M	1	--	DEX 60	2D	20tl
Improvised, Small†	M/R	1	10	--	1D	--
Improvised, Medium†	M/R	1	5	--	1D+3	--
Improvised, Large†	M/R	2	3	STR 65	2D	--
Iron Wrist Rings	M	1	--	STR 70	+3 unarmed	5tl
Javelin	R	1	30	STR 45	1D+2	2tl
Jian (Longsword)	M	1	--	STR 50 & DEX 50	2D+1	15tl
Kwandao	M	2	--	STR 55	2D+3	12tl
Lajatang	M	2	--	STR 50 & DEX 50	2D	12tl
Longbow*	R	2	100	STR 60	2D+3	35tl
Maul, Great Flail, Warhammer	M	2	--	STR 50	2D+3	10tl
Meteor Hammer	R	2	3	DEX 70	2D+2	5tl
Needle*	R	1	10	--	1	1tl
Nunchaku	M	1	--	DEX 55	1D+3	5tl
Shortbow*	R	2	60	STR 50	2D+1	12tl
Shortsword	M	1	--	--	1D+3	8tl
Spear/Trident	M/R	1	20	STR 50	2D	10tl
Staff	M	2	--	--	1D+3	4tl
Three-section Staff	M	2	--	DEX 55	1D+2	8tl
Two-handed Sword	M	2	--	STR 65	2D+4	40tl
Unarmed (no kung fu)	M	1	--	--	½D	--
Whip	M	1	3	DEX 65	1D+2	3tl

* 20 ammo cost 1tl.

** Damage reduced by 1D if any minimum attributes not met.

† Lasts only 3 turns then breaks, also breaks on a critical success or failure.

†† Damage applies to all within 3 spaces of target space.

Bomb	Damage ††	Cost
Small	1D	150tl
Medium	2D	300tl
Large	3D	700tl

Armor

Armor	Examples	DR	STR*	Cost
Very Light	Heavy Furs, Leather Cuirass	1-2	45	50tl
Light	Leather, Lamellar Cuirass	½D	55	200tl
Medium	Ceremonial, Full Lamellar	1D	65	550tl
Heavy	Mirror Armor, Mountain Pattern	1D+2	75	1250tl
Very Heavy	Dragonplate, Demonplate	1D+4	95	5000tl
Shield**		--	--	10tl

* MOV cut in half & prevents casting spells or thief skills unless minimum STR is met.

** Grants +20 to physical resistance checks, cannot be used with 2-handed weapons.

Animals

Animal Companions	Cost
Bird, pigeon or song bird/hawk	1tl/30tl
Dog, domestic/guard	4tl/25tl
Monkey	15tl

Mount	Capacity	Cost*
Donkey	150 lbs.	8tl
Mule	650 lbs.	25tl
Riding Horse	450 lbs.	75tl
War Horse	600 lbs.	250tl

* Add saddle, bag, tack & harness for 25tl.

Services

Hirelings	Cost (per day)
Alchemist, Magical advisor, etc.	20tl
Archer (Rank:1-3)*	2tl x Rank
Artist (novice/pro/expert)	3/15/50tl
Craftsman (novice/pro/expert)	2/10/25tl
Sailor/Captain (Rank:1/5)*	2tl/50tl
Servant (unskilled/skilled)	1tl/5tl
Footman (Rank:1-3)*	1tl x Rank
Horseman (Rank:1-3)*	4tl x Rank
Sellsword (Rank:3-5)*	5tl x Rank

* Minor NPC with a score equal to 40+10xRank.

Medicines

Medicine	Cost
Cures for Minor Ailments (fever, headache, rash)	20tl
Mild Poison Antidote (Mild poisons 60%)*	100tl
Moderate Poison Antidote (Moderate poisons 60%)*	200tl
Strong Poison Antidote (Strong poisons 60%)*	400tl
Pill of the Ox (STR)**	100tl/+10 bonus
Pill of Unmatched Grace (DEX) **	100tl/+10 bonus
Pill of the Focused Scholar (LOG) **	100tl/+10 bonus
Pill of Unwavering Determination (WIL) **	100tl/+10 bonus
Heavenly Pill (1D Healing)***	100tl/1D Healing

* If an antidote fails to work, only a stronger antidote has a chance of working thereafter.

** Lasts one encounter. Rarely available as +40 or above (Max +60).

*** Rarely available as 4D Healing or more (Max 6D)

General Equipment and Costs

General Equipment	Cost
Alchemist Kit (50tl materials)	85tl
Backpack/Rucksack (empty)	2tl
Barrel, wooden	1tl
Book (50 pages, blank)	1tl
Blanket or bedroll	1tl
Block and tackle	5tl
Boat (river/sail)	1,000tl/4,000tl
Boots (simple/fine)	5tl/10tl+
Box, small/large	10tl/30tl
Bowl (small/large)	1tl/3tl
Building (small/large)	250tl/2,000tl
Candles (10)	1tl
Cart/Wagon	55tl/200tl
Case, map or scroll	1tl
Castle (small/large)	20,000tl/200,000tl
Chest, small/large	2tl/4tl
Clothes (simple/fine)	1tl/25tl+
Crowbar	2tl
Diviner kit	50tl
Fan (simple/fine)	1tl/12tl
Firecrackers (long strip)***	2tl
Flask or Vial	1tl
Flint and steel	2tl
Grappling hook	1tl
Hammer	5tl
Incense (9 sticks)	1tl
Incense (ceremonial burner)	5tl
Ink stick	2tl
Iron manacles w/key	5tl
Iron pot	1tl
Junk (ship small/large)	12,000tl/32,000tl
Ladder, 10-foot	1tl
Lantern	9tl
Lock	20tl
Meal (simple/great feast)	1tl/5tl+

* Examples: Erhu, flute, drum, and pipa

** Contains: Backpack or satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, and a water gourd

*** Scares away rank 1 spirits and demons

General Equipment	Cost
Mirror, steel/silver	10tl/25tl
Oil (1-pint flask)	1tl
Musical instrument * (simple/fine)	20tl/200tl
Palace	1,000,000tl
Paper (10) & Brush	2tl
Pole, 10' bamboo	1tl
Raft/small boat	10tl/55tl
Rations (per day)	1tl
Room, Inn (simple/good)	5tl/15tl
Rope (50ft)/Chain (10ft)	1tl/10tl
Sack, small/large	1tl/2tl
Saddle, Bag, Tack, & Harness	25tl
Satchel, small/large	1tl/2tl
Shoes (simple/fine)	2tl/5tl+
Signal Rocket	3tl
Spade or shovel	2tl
Spectacles & protective case)	5tl
Spikes, iron (12)	1tl
Spyglass	1,000tl
Stable mount	2tl
Stakes, wooden (10)	1tl
Suanpan (abacus)	4tl
Survival pack**	10tl
Tea, serving	Usually free
Tea Set (simple/fine)	5tl/15tl
Tent (small/huge)	10tl/50tl
Thieves' tools	30tl
Torches (12)	1tl
Water/Wine gourd	1tl
Whistle	1tl
Windchimes***	3tl
Wine (bowl/jug)	1tl/3tl+
Wok (small/large)	3tl/10tl
Writing Kit (simple/fine)	3tl/50tl
Zither (simple/fine)	50tl/300tl+

Gambling Item Cost

Gambling Item	Cost
Cards	1tl
Dice	1tl
Dominoes	2tl
Fighting Cricket	5tl
Mahjong tiles	5tl
Weiqi (go)	8tl

MORAL CODE

This alignment system is provided to give players a compass to guide their character's moral choices. During character creation, you'll need to define your character's moral code. Simply pick one of the words from the "Dedication" column of the following table and match it to each row of the "Aspect" column.

Dedication	Aspect
	Kind or Cruel
Somewhat	Focused or Unfocused
Very	Selfless or Selfish
Totally	Honorable or Deceitful
	Brave or Cowardly

Wuxia heroes are passionate

You must have at least one "Totally" dedication. Record each aspect along with your chosen dedication on your character sheet (for instance: Very Kind, Totally Focused, Somewhat Selfish, Very Honorable).

WIL Checks

This system isn't designed to force players to behave themselves. It is designed to help provide consistency to the behavior of a character. Normally, players can play their characters however they wish. But still, sometimes you may want (or need) to violate your character's moral code.

If players act contrary to their character's defined moral code GM's should feel free to ask them to make a WIL check to continue their action. Modifiers to this WIL check may exist based on the situation (GM decides). If a player frequently acts against his character's moral code, the GM should determine an appropriate response (perhaps a slow shift towards another level of dedication, such as Very Selfless to Somewhat Selfless).

Good vs. Evil

Being kind or cruel isn't about being good or evil, it's about how you treat others. A focused or unfocused character isn't about good or evil, it's about how you plan your character's actions. Being honorable doesn't mean you're necessarily good either (there is indeed honor among certain types of thieves). However, what thief could survive without being deceitful when necessary?

Self-will vs. Nature

Character races have self-will and their actions and choices lead them down paths that can be good, evil, or somewhere in-between. Because of this self-will, a character race is neither fully good nor completely evil and is therefore unaffected by any effect applying to/against good or evil targets. Creatures lack self-will and instead have a nature that dictates their actions. Creatures are good, evil, or neutral. A good creature is selfless, will do good deeds, and would sacrifice itself for a worthy cause. An evil creature is selfish, cruel, deceitful, and will act in a manner that spreads evil. A neutral creature has a set behavior (like a horse) or pre-programmed behavior (like a golem). Some creatures have a nature of "varies" in their stat block – which means individuals of that creature type may be any one of the three natures, decided upon by the GM or identified in the adventure write-up. For example: in your setting you may have good, neutral, and evil types of ghosts.

There is one simple sentence I can give you so that you will know how to keep on the path of right. Always blessings, never curses. Follow it and you shall stay true.

– Clever Szu,
Abbot of The Bowing Dragon Temple

CHARACTER DEVELOPMENT

Cultivation Points (CP)

Players earn cultivation points (CP) for their characters as they play the game. Between sessions, they spend CP to improve their characters.

Earning CP

At the end of each game session, the GM should go through the following checklist. Each player earns 1CP for each category that applies. They can earn 2CP in the role-playing category.

- **Ability or Skill** – 1CP if you made an ability or skill check (successful or otherwise).
- **Role-playing** – 1CP for each descriptor you demonstrated.
- **Virtuous Hero** – 1CP if you passionately demonstrated at least one of the three tenets of the virtuous hero (Resolute, Truthful, and Just).
- **Oath Fulfilled** – 1CP if you fulfilled a meaningful vow you made to someone and this vow put you at risk in some way.
- **Victory** – 1CP if your character engaged in at least one combat where they weren't knocked-out, captured, or otherwise incapacitated.
- **Success** – 1CP if the story had a main goal and it was achieved during this session.

Training

Your GM may require you to spend time and/or money on a teacher in order to gain levels in new skills or to improve your ability scores. Your GM also may want to accelerate your character development with a Training Montage, more details in the GM section page 136.

Spending CP

Spend CP to increase your character's abilities and skills.

- **Skills** – To buy levels in skills, it costs a number of CP shown in the table at right (note that you must buy level 1 before level 2, level 2 before 3, etc.). You may not skip levels, even if you have enough CP to raise a skill by 2 levels. Highest skill level is 6.

Skill Level	CP Cost
1	3CP
2	6CP
3	9CP
4	12CP
5	15CP
6	18CP

- **Abilities** – To increase your character's abilities up to 100, simply spend CP on a 1:1 basis. For example, if your STR score is 55 and you spend 3CP, your STR score becomes 58. Make sure you re-calculate BP, INIT, MOV, skill success rates, and damage bonuses when increasing related abilities. Extremely high scores are more expensive to increase. Increasing an ability score above 100 costs 2CP per point, and increasing an ability score above 120 costs 4CP per ability point.
- **Additional Spells** – Spend 5CP to learn a new spell from a book of spells.
- **Languages** – To learn a new language, spend 1CP. To learn it well enough to sound like a native, spend another 1CP. (See Languages, page 66).
- **Kung Fu** – To learn a kung fu technique that is not part of your style or learn a kung fu style's secret weakness, spend 5CP (provided you find a teacher or secret manual).
- **Weapons** – Add a weapon to your kung fu style for 5CP.
- **Sworn Brother/Sister** – Spend CP to form a bond with one or more companions. Cost varies (see Sworn Brother/Sister, page 47).

Rank

Rank assists GMs in determining the relative experience of a character and is used to balance challenges. To determine your character's rank, use the table below. It should result in a scale from 1 to 7.

	Rank
Highest Skill Level	
Level 2-3	+1
Level 4-5	+2
Level 6	+3
Second Highest Skill Level	
Level 3-5	+1
Level 6	+2
Highest Ability Score	
50-99	+1
100+	+2

- **BP Increase** – At rank 2 and at each rank thereafter you gain +10BP.
- **Rank Title** (optional) – Players may wish to use a title to represent the general experience of their characters. Your character's highest skill level determines your title. See the table listed for each skill starting on page 13.

Sworn Brother/Sister

It is common in Longzhi to call people that are roughly the same age as your parents "Uncle" or "Auntie." If they are elderly, they are called "Grandfather" and "Grandmother." These are common terms of respect. In Longzhi, if there is a peer you trust, you may refer to him or her as "brother" or "sister." This is very common among those of the same kung fu sect.

Sometimes, however, these ties run deeper. Two or more heroes may feel their connection is so strong that they want to declare an oath to reflect their special bond. This ceremony is performed at a small shrine or sacred place. Sometimes it is done in front of other members of the same sect, or as a public event. Special herbs are often held and incense sticks are burned. Each person making

The Ties That Bind

If a sworn brother/sister is killed, the living members of the bond are "dazed" for a number of months equal to the number of years they were sworn, one month minimum. Multiple dazed conditions apply if multiple sworn brothers/sisters are killed.

the vow kneels down, states their name, and makes an oath to their ancestors, the heavens, local gods, witnesses, and other significant people. They swear a vow that they will share in all of each other's joys and triumphs, and bear the burden of each other's pains and defeats.

Sworn Brothers/Sisters watch out for each other, take care of each other, and share each other's obligations to family and sect. A debt of one is a debt of the other. An insult to one is an insult to the other.

Each character must spend 5CP for each of their new brothers/sisters to form the bond. If three characters wanted to become sworn brothers/sister they would each spend 10CP. A new member may be added to a bond but all participants must pay the total cost. A character can only be a member of one bond.

Sworn Brothers/Sisters gain the abilities below when near each other (same building/location):

- **Combine Qi** – sworn brothers/sisters may pool their qi when in the same area.
- **Taking on the Burden** – a sworn brother/sister may transfer damage or poison from another sworn brother/sister to himself with 10 min time. This costs 1 qi.
- **Unity** – sworn brothers/sisters heal at double the normal rate when in the same area.

SAMPLE CHARACTERS

Brash Tough Brawler

Mighty Bahu or "Big Boss" as he is called, is a loud, almost thug-like brawler who cares deeply about his friends. He loves to show how strong he is..

1
RANK

Moral Code: Somewhat kind, somewhat unfocused, somewhat selfish, somewhat honorable, totally brave.

Descriptors: Brash (self-assertive in a rude, noisy and overbearing way), Very Protective of Friends

		Skills	LEVEL	P/S	SCORE
STR	72	Detective			22 %
DEX	57	Scout	1	S	42 %
		Thief			29 %
LOG	44	Warrior of the	Ascending Dragon Fist		
		(melee)			66 %
WIL	33	(ranged)	1	P	59 %

Weapons

Unarmed 66, 1D+5

Abilities

Qi Abilities: Back for More, Dig Deep, Draw Upon Qi, Final Parry, Heroic Pose, Tempt Fate, Chaff Before the Wind, Qi Strike, Shake it Off

Kung Fu Techniques: Deadly Attack

Equipment

- Riding horse: saddlebag, tack, and harness
- Survival pack: satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, water gourd
- crowbar
- Flask of wine x2
- Set of dominos (for gambling)
- 13tl



"But if I punch first, they won't punch back!"

— "Big Boss" Mighty Bahu

Brother Shan has learned that there are many kinds of people on his journey to learn more about the world. Some, like Mighty Bahu, are a bit rough around the edges. Brother Shan is optimistic and has taken monk vows (no meat, alcohol, poor lifestyle).

1
RANK

Descriptors: Optimistic, Monk Vows (no meat, alcohol, poor lifestyle)

WIL 44

Equipment

- *Riding Horse (saddlebag, tack & harness)*
- *Survival pack:
satchel, bedroll, flint & steel, 10 days rations, rope,
torches, water gourd*
- *Staff*
- *Wooden sword (spirit sword)*
- *Small bowl (for offerings)*
- *Paper and quill*
- *Ink stick*
- *11 tl*



— Brother Shan

人物 CHARACTERS

Xia

Meilie, or “Smiling Tiger” as she is known, wanders the world looking to right wrongs. She has been trained in the military and the constabulary. She is a fine leader. Meili can’t turn down a challenge and is unaware of her good looks.

1
RANK

Moral Code: Very kind, very focused, somewhat selfless, totally honorable, very brave.

Descriptors: Can’t turn down a challenge, Unaware of her good looks.

		Skills	LEVEL	P/S	SCORE
STR	58	Detective	1	P	62 %
		Leader	1	S	50 %
DEX	53	Scout			32 %
		Thief			27 %
LOG	64	Warrior of the	Not trained in any style		
		(melee)			29 %
WIL	59	(ranged)			27 %

Weapons

Unarmed	29%, ½D
Dao	29%, 2D+2
Spear	M: 29%, R: 27%, 2D

Abilities

Qi Abilities: Back for More, Dig Deep, Draw Upon Qi, Final Parry, Heroic Pose, Tempt Fate

Kung Fu Techniques: None; not trained

INIT MOV

1 8

DR

0 29 BP

3
QI

Equipment

- Riding horse: saddlebag, tack, and harness
- Survival pack: satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, water gourd
- Manacles w/key
- Dao
- Spear
- Signal rocket
- 11tl



“Many think they leave no clues to their villainous deeds. I enjoy showing them their error.”

— “Smiling Tiger” Meili

Lee Jielee, also known as “Dancing Shadow,” is on the run after overhearing a conspiracy to kill the Emperor and replace him with a concubine’s son. Lee Jielee is never serious and overly curious.

1
RANK

Descriptors: *Never serious, overly curious.*

WIL 41



- *Survival pack:*
satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, water gourd
- *Darts x4*
- *Thieves' tools*
- *19tl*



— Lee Jielee

人物 CHARACTERS

Xia and Monk of the Wodan Sect

Lee Fang hunts the world for evil to put down. Fang is known as "The Mountain Wind." He always honors his word and has taken monk vows (fight evil, defend the weak). He has recently been reunited with his sister who ran away from home.

1
RANK

Moral Code: Somewhat kind, very focused, somewhat selfless, totally honorable, very brave.

Descriptors: Always honors his word, Monk Vows (fight evil, defend the weak).

		Skills	LEVEL	P/S	SCORE
STR	57	Detective			26 %
		Scout			26 %
DEX	52	Sorcerer	1	S	52 %
		Thief			26 %
LOG	52	Warrior of the	Wodan Style		
		(melee)			
		(ranged)	1	P	59 %
WIL	64				56 %

Weapons

Unarmed 59%, 1D
Jian 59%, 2D+1

Abilities

Qi Abilities: Back for More, Dig Deep, Draw Upon Qi, Final Parry, Heroic Pose, Tempt Fate, Qi Healing, Lightness, Transfer Qi

Kung Fu Techniques: Distant Strike

Spells: Offensive Strike

Equipment

- Riding horse: saddlebag, tack, and harness
- Survival pack: satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, water gourd
- Jian
- Firecrackers (long strip)
- Oil (1-pint flask)
- 15tl



"Evil, if you are here, know that I will bury you."
— "The Mountain Wind" Lee Fang

Scholar and Alchemist

Yi Minzhe was happy working in a big city apothecary. That changed abruptly when a young woman on the run from assassins needed his help. Yi Minzhe is calm under duress but tongue-tied around women.

1
RANK

Moral Code: Very kind, totally focused, somewhat selfless, very honorable, somewhat cowardly.

Descriptors: Calm under duress, Tongue-tied around women.

		Skills	LEVEL	P/S	SCORE
STR	53	Alchemist	1	P	58 %
		Detective			28 %
DEX	54	Scholar	1	S	48 %
		Scout			28 %
LOG	56	Thief			27 %
WIL	52	Warrior of the	Not trained in any style		
		(melee)			27 %
		(ranged)			27 %
Weapons					
INIT MOV		Unarmed	27%, ½D		
1	8				
Abilities					
DR		Qi Abilities: Back for More, Dig Deep, Draw Upon Qi, Final Parry, Heroic Pose, Tempt Fate			
0	27 BP	Kung Fu Techniques: None; not trained			
		Alchemical Expertises: Medicines			
3 QI					

Equipment

- Riding horse: saddlebag, tack, and harness
- Survival pack: satchel, bedroll, candles, flint & steel, 10 days rations, rope, torches, water gourd
- Alchemist kit
- Weak health pill x2 (1D BP)
- 13tl



"Your wounds will heal, but did you know that you've been poisoned?"

— Yi Minzhe

"Utmost sincerity can influence even metal and stone."
— Master Koon of Immortal Sky Swords Sect



规则

Game concepts every player should know

Actions

When your character performs an action for which a chance of failure exists (such as sweet-talking a guard, climbing a slippery wall, etc.), roll D00 and compare the result to your ability or skill (exactly which ability or skill is determined by GM) and any other modifiers (based on external circumstances, your race, rank, or items). If you roll equal to or lower than the number, you have succeeded in your action or check. It's that simple!

Automatic Success/Failure

Regardless of the chance of success, any reasonable action succeeds on a roll of 00-05. Similarly, any action with a reasonable risk of failure will do so on a roll of 95-99.

Critical Success/Failure

Any time you roll doubles and succeed in your roll, you have achieved a critical success. With non-combat rolls something helpful happens. The specifics of that helpful something are determined by the GM. For example: in combat that could be giving a player a choice of adding 2D more damage or placing a condition (see page 65) on their opponent. However, any time you roll doubles and fail in your roll, you have a critical failure and something bad happens. Many times weapons go flying in

wuxia stories. Most critical failures on attack rolls result in the attacker being disarmed. Your character's weapon may fly off $\frac{1}{2}$ D spaces in a random direction. This becomes a great time to show off your unarmed skills. When a weapon doesn't go flying it is often broken. Magic weapons are never broken this way. There should be plenty of extra weapons or things that can be used as improvised weapons lying around however, so you need not remain unarmed for long. Critical successes and failures can be great plot points in an adventure if used creatively by GMs.

Contested Actions

Some actions, as determined by the GM, may be contested. In other words, your opponent also gets to make a skill or ability check to see if you succeed. For instance, trying to pick a pocket might be detected if your opponent makes a successful LOG check. Trying to wrestle a dagger out of someone's grasp might be handled by contested STR checks. A chase sequence might be handled by a series of contested DEX checks around critical obstacles. In such cases, there must be a clear winner (so if you both pass your check, the contest continues, turn by turn, until someone fails).

Resistance Checks

These are made in reaction to some threat to your character. The threat may come in the form of a physical attack, mental power, falling rocks, dragon breath, magical fire, poison, etc. A resistance check is an ability check that, if successful, negates or reduces the threat. Resistance checks are actions, and typically carry a multi-action penalty if they are not the only actions your character attempts in a turn. Your GM will let you know if there is a modifier (bonus or penalty) and which ability or skill to use.

Multiple Actions

Success gets harder to achieve as you take more actions in a turn. Each action you take after your first (in the same turn) results in a cumulative -20 to skill and ability checks. For instance, if you attack (your first action), you have no penalty. If you both attack and defend in the same turn (two actions), you have no penalty to the first action but a -20 penalty to the second. If you attack, defend, run, and jump you have a -20 to the second action, -40 on the third, and -60 on the fourth. Very experienced characters can accomplish a lot more in a turn than inexperienced characters, and that's what makes them epic!

Getting Hurt

Body points (BP) represent how much damage your character can sustain before collapsing. Each time you take damage, subtract the damage rolled from your body point total. When creatures reach 0 they are dead. When characters reach 0 they are unconscious for the rest of the battle. After the encounter you must make a STR check. If you succeed, your character wakes up with 1BP and a nasty headache. If you fail, your character is dead. See the qi ability Back for More on page 19 for other options.

Getting Healed

After a fight, if a character can be treated, up to 5BP of damage which was recently sustained may be immediately recovered. Wuxia heroes recover quickly. Characters heal naturally 2BP/Rank each day. Note that if they have taken damage from weather exposure or starvation they will need to address those concerns. Natural healing will not help in those cases.

Time

Normally time isn't tracked by the GM (if he says its night, its night; if he says its dinner time, start looking for a meal). However, once the characters get into trouble, the GM starts referring to time in "turns." A turn is an abstract unit of time, possibly what you see in a single frame of a comic book.

Initiative

When the GM starts tracking turns he will ask for a roll to determine who gets to act first. We call this "initiative" (INIT). Roll your character's initiative dice and pick the highest die rolled. For instance, if you have an INIT score of 2, you roll 2 ten-sided dice and pick whichever number is higher. Actions are resolved in order of highest to lowest, although a character could hold his action if desired. Ties are resolved however the GM wishes. Initiative is rolled at the beginning of each turn in combat. A character holding his action might choose to act at any point and has the ability to interrupt the actions of others.

Tracking Multi-Action Penalty

When you roll your initiative, place the die you roll on the "+0" at the top of your character sheet. Each time you make an action or resistance check, advance the die to the next penalty. This way, you keep track of your initiative and your multi-action penalty at the same time!

Movement and Range

This game uses an abstract unit of measurement called “spaces” to measure distance. If using miniatures, a space could be measured in inches, meters, or the width of a quarter. The GM will let you know how far you are from something. For instance, on one map representing a dungeon room the GM might rule that each one inch square represents one space; on another map representing larger scale situations, he may rule that each one inch square represents 2 spaces. Terrain also affects movement. The GM will let you know if moving through certain types of terrain slows your character.

MOV: A character can move his listed MOV, in spaces, as a free action.

Sprinting: A character can double his listed MOV by making a DEX check. If unsuccessful, he moves only 2 additional spaces. This can only be tried once per turn and counts as an action.

Stealthy Movement: A character moves at half his normal MOV rate when sneaking. This counts as an action since it must be combined with a Thief skill check.

Swimming: A character can swim half his listed MOV rate.

Weapon Range: Weapons are ineffective beyond their listed Range.



Combat

On your turn tell the GM what action your character is taking. Some suggested actions are sprint (see above), attack, use a spell, or perform any other action you can think of (the GM will tell you if you must make a check to complete your intended action). If you try more than one action, subsequent actions incur multi-action penalties (see page 56).

Attacking: To attack, you roll D00 and must roll less than or equal to your listed chance to hit (which is explained in character creation). Your opponent gets to make a resistance check (see page 64) to block or dodge your attack. If your opponent fails his resistance roll or chooses not to resist, you get to roll for damage.

Damage: If you hit, roll to determine how much damage is dealt. Your damage roll is determined primarily by your Warrior level or weapon damage from the Equipment table (page 42). See the Kung Fu Damage table on page 31 for the damage caused by trained Warriors. This damage total is subtracted from your opponent's body points. If you reduce your opponent to OBP, well, you don't have to worry about him anymore. The victor of the fight decides if the defeated is killed or knocked out when they reach OBP.

Damage Reduction (DR): If your opponent has DR from armor, iron skin, a spell, or some other source, he may subtract his DR from the damage he would have sustained. Sometimes armor is tough enough to absorb all the damage from an attack! Note that normal armor does not protect against spells, only magic armor does.

Press the Attack: When an opponent you are adjacent to (and fighting) tries to move away, you may either take an immediate attack (normal multi-action penalties apply) or, if you have not yet moved, you may move with them providing you have the ability to follow them. *Example: this would not work if your opponent uses lightness to get away and you do not have lightness.*

Get Creative!

During combat, don't think you're bound to simply rolling dice and felling foes. Be imaginative. Think tactically. Speak for your character, issue challenges to enemies. Be brave and creative. Encounters with enemies will be more memorable if you enjoy the process and have fun. So much of this book encompasses rolls and making checks, but don't feel confined by them!

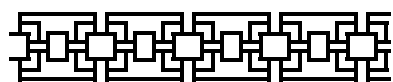
You may not press the attack if your opponent injures you before moving away.

Spells

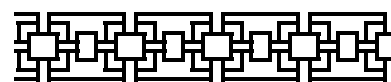
Using: To cast a spell, your character must have at least one hand free, be able to speak freely, and succeed in a Sorcerer skill check. Sorcerers can cast any number of spells (if their Usage allows) in a turn; each counts as an action.

Effect: The special effect (appearance, type of energy, sound, etc.) of any spell is described by the player at the time of use, and can affect how the spell looks and interacts with the environment. For instance, a character may cast Offensive Strike as a fire blast this turn, but next turn might cast it as a bolt of lightning. The mechanics of each work identically, but while the fire blast might ignite materials easily set aflame, the lightning bolt might travel along conductive surfaces to affect others as the GM permits.

Learning: Only characters with levels in the Sorcerer skill can learn spells. Besides learning one spell per Sorcerer skill level they may also find rare spell tomes. If studied for 1 month the sorcerer may learn the spell and add it to his collection at the cost of 5CP. Once a spell is known, the character may use the spell as often as its Usage allows (see individual spell effects). Additionally, anyone can cast spells from spell scrolls (see page 75).



EXAMPLE OF PLAY



The group has just arrived in Willow City on a fine warm day. It is a sprawling and bustling waterfront town along the Willow River. The group came here looking for a friend who had sent them an urgent plea for help via carrier pigeon. You were to meet your friend at a teahouse in the North Gate District near Brown Duck Pagoda. You find the place and the proprietor seats you all at a square table in the middle of the main floor. Other guests are enjoying their dishes of fish, vegetables, noodles, and steamed buns.

"Swift Smile" Shen is played by Jack. He is a Warrior and Sorcerer who seeks out evil wherever he can find it, to put it to the sword or spell. Swift Smile Shen's outward demeanor is a happy-go-lucky character but inside he is all about the hunt.

Lu Mei is a distracted and always-hungry alchemist and diviner played by Gracie. Her art in divining is not yet fully developed but she is confident in her skills. She takes a wait-and-see approach to fights.

"Three Storms" Hua, or just "Three," is the leader of the group and is played by Kim. Three keeps track of everything the group needs from shelter while traveling, to threat assessment, to unit tactics. She is overly serious.

Da Tong was trained as a government spy (Thief skill). Dennis plays him as an observant and quick witted professional. He is a clue finder and is good in a fight.

GM: "As you sit down at your table the proprietor asks you if you are waiting for anyone else or would this be all."

Three: "We are waiting on a friend, his name is Fung Wen."

GM: "The proprietor says, 'Then I have a message for you. I'll be right back. Hot tea is in the pot on the table. Help yourselves.' The proprietor scurries off to the main counter. He comes back

a moment later placing a cup of chopsticks on the table and says he'll fetch the message now."

Three: "There, we should find out where Fung Wen is when we get the message. We finally get a good meal. I wonder if they sell supplies here, we'll need to stock up if we have to travel soon."

Lu Mei: "I pour myself some tea and grab some chopsticks from the cup. I'm ready to eat! I search in my satchel among my books. I've got to have a leftover snack in there somewhere. Say! This tea is good!"

Swift Smile: "I want to get a read on the proprietor. I'd like to use Harmony Sense and get a general idea of his moral aura."

GM: "Sure, go ahead."

Swift Smile: Rolls a 13 easily below his Mystic skill of 45. "Got it!"

GM: "The proprietor is somewhat selfish and cowardly and very deceitful. In fact, you get a really bad feeling about him."

GM: "The proprietor goes back to the kitchen, he should be back to take your order shortly."

GM: "A few minutes goes by and..."

Lu Mei: "Has the proprietor come back? I'm hungry."

GM: "No, in fact, you don't see him at the counter. You've been waiting a few minutes now."

Da Tong: "I subtly get out of my chair and head over to the window. I assume this teahouse has open windows and doors since it is a fine warm day?"

GM: "Yes, the teahouse doors are folded back and all of the windows are propped open. You can see down the busy street. People are walking to and fro. You see several ruffians push people

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aside as they make a beeline for the teahouse entrance. What do you do? Oh and go ahead and make a Thief roll for stealth."

Da Tong: "I signal to Three that we've got trouble coming. Then make my stealth roll. I got it!"

GM: "As the ruffians pour into the room, and there are quite a few of them, you see they are all armed with heavy sabers called dao. The proprietor is with them and pointing at you. The rest of the patrons scatter out the doors or to the far corners of the room."

Dennis (playing Da Tong): "I thought so, a fight!"

Kim (playing Three): "How did you know?"

Dennis (playing Da Tong): "This is a teahouse, we always have a fight in a teahouse!"

GM: "Ok, you are not surprised because of your lookout and yes, Kim, Three can use one of the Leader's pre-initiative abilities but first, Gracie, I need you to make a STR resistance roll for Lu Mei at a hard penalty, -20."

Gracie (playing Lu Mei): "The tea? The tea is poisoned?"

Gracie rolls and gets a 22, well below her STR score of 40. And since it is doubles she has a critical success.

GM: "Since you got a critical success you notice that there is poison on the chopsticks, not the tea. In fact, you are sure the tea is fine."

Lu Mei: "They almost got us! I'm ready for action, Three what do we get?"

Kim rolls her Leader skill and gets a 45, exactly what she needed! She lets everyone know that Three is using the Battle Commander, Tactics option so everyone gets +1 initiative.

GM: "Ok, you made the roll but what does Three do, how does she improve everyone's initiative?"

Three: "I indicate with a quick hand gesture who should attack where."

GM: "Everyone roll initiative!"

Everyone rolls and the order is: Da Tong, Swift Smile, Three, the bad guys, followed by Lu Mei.

GM: "Da Tong, in the initial rush it doesn't look like the villains noticed you. What do you do?"

Da Tong: "How many of them are there?"

GM: "Looks like over a dozen. And yes, they are minor NPCs."

Da Tong: "I'm going to make myself inconspicuous over here in the corner."

GM: "Make a Thief roll for stealth."

Da Tong: "00! 00! Best crit success you can get!"

GM: "How about this, since you were already over by the window and not noticed let's say this critical success gives you stealth AND it doesn't count as an action?"

Da Tong: "Could I just treat it as I'm in stealth and haven't started my turn yet?"

GM: "That works. Sure. Ok, Da Tong is over by the window and slightly out of view. The bad guys don't notice him for now. Swift Smile, Three is in front of Lu Mei, bad guys are closing in all around. What do you do?"

Jack (playing Swift Smile): "Can I get a clear shot at the bad guys at the door without hitting any innocents with an Offensive Strike spell?"

GM: "Yes, they are largely clustered at the doorway. Any other location and you'd have to use the single target option or hit bystanders."

Swift Smile casts Offensive Strike and misses by 5, but spends 1 qi to increase his skill number by 10 making it a success! A large area near the doorway is filled with translucent blue swords that slash and stab at the villains.

GM: "Seven baddies lie dead near the doorway. Only six and the proprietor remain. The proprietor was hit but survived the spell. What does Swift Smile do next?"

Swift Smile: “I cast again, a success. I touch Lu Mei on the shoulder and she gets an orange shimmer to her. Lu Mei, I cast protection on you so you now have +5 damage reduction. I’m not going to take any more actions. I need to save something for defense.”

Gracie (playing Lu Mei): “Thanks!”

GM: “All right that brings us to you, Three. The baddies are closing in.”

Three: “I’m going to attack the thugs, not the proprietor. I want to capture him and to find out what is going on.”

Three rolls and misses. She spends qi to tempt fate and rerolls, another miss.

Lu Mei: “I’m going to use Hunch and have Three roll again, I can use it out of my turn but it still counts as an action for the multi-action penalty thing. I see she is about to miss so I shove the table into the villains path and this creates an opening for Three.” [Gracie rolls] “A success!”

Three: “Thanks and I got a hit! Finally!”

Three does enough damage to take down a villain, attacks again taking another down. She attacks one more time but the -40 multi-action penalty is too much and she misses with a critical failure.

GM: [to Three] “You overextended yourself and one of the ruffians gets a free attack on you. You take 14 damage. Remember to reduce that for any armor you are wearing. The villains go next. The proprietor sees that more than half the ruffians are down and he runs out the door and is fleeing down the street. Swift Smile, three ruffians are attacking you and three are attacking, well...Three.”

GM: Rolls and the bad guys get two more hits on Three dealing another 19 damage and one hit on Swift Smile doing only 6.

GM: [to Da Tong] “Two of your companions are injured, there are six bad guys remaining.”

Three: “I’m ok, get that proprietor.”

Dennis (playing Da Tong): [Thinks for a moment] “Ok, I got this. I’m attacking from stealth right?”

GM: “Yes you are.”

Da Tong: “Great! I spend a qi for Chaff Before the Wind. I attack with my darts I keep in my sash. A success. With the extra damage I get from stealth, and these are weapons taught by my kung fu style, I do 26 points of damage, enough to take out 5 of them!”

GM: “What does this look like?”

Da Tong: “Since I’m in stealth, no one sees me throw. Suddenly 5 of the bad guys have darts sticking in them and they stiffen, then fall to the floor.”

Other Players: “Yeah!”

Dennis (playing Da Tong): “Chaff before the wind lasts the whole turn, right?”

GM: “Yes, it does.”

Da Tong: “I throw again and [he rolls a success] um, the last guy is really, really dead.”

GM: “All the ruffians are down. Are you doing anything else?”

Da Tong: “Yeah I want to follow the proprietor!”

Lu Mei: [To Da Tong] “Wait! Use this!” [To the GM] “Lu Mei hands Da Tong a current and accurate map of the city streets!”

GM: “What? When did you acquire this?”

Lu Mei: [smirking as she rolls her dice] “I picked it up from a vendor earlier when we first entered town. I thought it might come in handy.”

Gracie (playing Lu Mei): “I used Lu Mei’s Foresight ability to get the map.”

GM: “Nice! Sounds good to me.” [And play continues]

It is unsafe to sheath a sword while anger is still
near the heart.
— “Moon Snake” of Red Pelican Sect,
Ranked 23rd in the Wulin



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Important stuff only the GM needs to know.

Rulings Not Rules

This is a rules light game. There will not be a rule for everything that can occur in your games, and you will need to make decisions and judgements based on the circumstances the heroes find themselves in. With consistent GM judgment geared toward the group's play style, and fun as the goal, the rest will take care of itself. But still, here are some suggestions to help you master your game.

Success Modifiers

Actions that are fairly easy should be given a positive modifier while harder actions should be penalized.

For instance, shooting an arrow through a window the GM might say: "Make your attack at -10." The player would subtract 10 from his character's chance to hit.

Difficulty	Modifier
Easy/Routine	No Roll
Normal	--
Challenging	-10
Hard	-20
Very hard	-30
Improbable	-40
Yeah, Right...	-60
Impossible	No Roll

Simple Ad-hoc Modifiers

For each situation that would aid a character, grant a +10 to the chance of success. For each situation that would hinder a character, impose a -10 to the chance of success. Many aiding and hindering situations might apply to a single roll. This is a quick and dirty method that avoids using a table during gameplay.

Breaking Things

Characters and creatures are not the only things that have body points. Walls, carts, doors, etc., have them too. When a thing reaches OBP, it no longer functions as originally intended. Many objects get broken in wuxia fights. If it's important to know how many body points an object has, use the following guidelines. Things break easily in wuxia action!

Size	Examples	Body Points		
		Wood	Stone	Iron
Small	barrel, chest, chair, etc.	2	5	20
Medium	door, large crate, table, etc.	5	10	40
Large	wall, cart, row boat, shelter, etc.	20	20	80

Resistance Checks

Normally the ability used for any given resistance check is defined in the game. You should allow a player to make a resistance check if he chooses unless the game rules specify otherwise.

- **STR** – an effect that is to be endured and resisted through pure durability. Examples: resisting poison, environmental exposure, etc.
- **DEX** – an effect that is to be avoided through nimble feet, diving for cover, etc. Examples: dodging, parrying, or blocking attacks, diving free of an explosion, etc.
- **LOG** – an effect that is to be resisted through dramatic intellectual insight, keen perception, etc. Examples: resisting certain mental attacks, confusion, overcoming flash blindness, etc.
- **WIL** – an effect that is to be resisted through sheer force of will, counteractive presence, etc. Examples: defending against magical mind powers, maintaining control in the face of great fear, etc.

Some additional considerations apply:

- **Shields** – +20 to resistance checks against physical attacks.
- **Critical Success** – only a critical success resistance check can block an attacker who rolled a critical success. The Final Parry qi ability can be used to block a critical success at the cost of 1 qi and the player's weapon or shield.
- **Hard Penalty** – A character has a hard penalty to his resistance check if any of the following circumstances are true. These are examples, others may exist.
 - * Your opponent hits you with a weapon in melee and you have no weapon.
 - * You are hit with a ranged weapon (such as a sling, arrow, etc).
 - * You are outnumbered two to one or more in melee (2:1).

- * You are unaware of the threat. Some examples: a spell cast from the shadows (and you are not watching for such a threat), taking a swig of poisoned wine (instead of just taking a small taste first), a thief attacking from stealth, etc.

When a character has a hard penalty, their resistance check is at -20. For instance, a character avoiding an arrow would make a resistance roll using DEX (in this case DEX of 50) and subtract 20. They would need to roll a 30 or less on D00.

Getting Hurt

Anyone can get hurt by sword and spear; however there are other ways a character can get hurt. Note that DR does not protect against these types of damage.

- **Acid** – Assume one of three damage grades: mild (1D), moderate (2D), or severe (3D). Damage is sustained each turn of exposure. In the turn after exposure ends, receive half damage.
- **Dehydration** – A character can go without water for 3 days. On the third day and each day thereafter the character takes 1D dehydration damage and is fatigued. Although not heroic, your character can indeed die of dehydration. Each day spent with ample water restores 5BP of dehydration damage.
- **Environmental Exposure** – Assume one of three damage grades: mild (1D/hour), moderate (1D/minute), or severe (1D/turn). While exposed, a character is considered fatigued. This includes exposure to heat, cold, or other environmental effects determined by the GM.
- **Falling** – For each 10 feet above the ground or for each 10 feet of distance thrown, a character suffers 1D damage when he hits the ground.
- **Fire** – Assume one of three damage grades: mild (1D), moderate (2D), or severe (3D). Damage is sustained each turn of exposure. Flammable objects have a 50% chance to catch on fire and continue to cause 1D damage each turn until fire

is put out. Factors such as water, dry wood, or dousing in oil may modify the roll as the GM permits.

- **Holding Breath** – A character can hold his breath (to avoid drowning, breathing in toxic gas, etc.) for a number of turns equal to STR/2, half that if engaged in combat or other strenuous activities. Each turn thereafter he takes 1D damage (from water or toxic inhalation, suffocation, etc.).
- **Starvation** – A character can go without food for 3 weeks. Each day thereafter the character takes 1D starvation damage and is fatigued. Each day spent with ample food restores 5BP of starvation damage.

Conditions

A character can have one or more conditions applied to him due to getting hurt (see above), spells, traps, creature abilities, and other effects. The term “stacks” means that the conditions are cumulative.

- **Bleeding** – The character takes 2BP damage at the end of each round until healed (any amount of healing) or the wound is otherwise treated.
- **Blinded** – The character cannot see, has a hard penalty to physical resistance checks, is not able to flank opponents in melee and suffers -40 to attack when targeting foes.
- **Dazed** – The character has a -10 to all actions. The condition stacks; for instance, a character that is already dazed and is then affected again is now at -20 to all actions. Also stacks with fatigued.
- **Deluded** – The character perceives something that is not real (determined by the GM).
- **Drained** – while drained the character has -10 to STR. This condition lasts until removed by spending 10CP. Multiple drained conditions stack.
- **Fatigued** – When a character is exhausted (from lack of sleep, being encumbered, starving, environmental exposure, etc.) he suffers a -20 to all actions until he eliminates whatever factor has fatigued him. The condition stacks; for instance, a character that is already fatigued and is then affected again is now at -40 to all actions. Also stacks with dazed.
- **Hostage** – All actions are at an improbable penalty (-40) until freed. The hostage may only act before hostage taker with a contested DEX roll. This is an action for the hostage but not the hostage taker. A hostage taker may inflict double max damage on the hostage if they attack. Such attacks are easy (+20).
- **Immobilized** – The character cannot move but is aware and can continue to perform other actions.
- **Paralyzed** – The character is immobilized, aware of his surroundings, and cannot take any actions except to resist the effect which caused this condition.
- **Petrified** – The character has turned to stone, has DR20, is unaware of surroundings, and cannot move or take actions.
- **Prone** – The character is on the ground, is at a hard penalty in DEX-based resistance checks, and suffers a hard penalty to attacks with melee or thrown weapons.
- **Slowed** – The character moves at half his normal MOV rate.
- **Stunned** – The character can take only a single action each turn (no multi-actions).
- **Surprised** – The character is assumed to roll a 1 for initiative and suffers a -10 penalty to any action that turn (stacks with dazed and fatigued).
- **Unconscious** – The character falls prone, is unaware of his surroundings, and cannot take any actions for the duration of the encounter.
- **Weakened** – All damage the character deals is halved.

Effects

Effects are standardized definitions of how characters can be affected by things (creature abilities, traps, etc). After the effect's name (poisoned stinger, howl of fear, stonegaze, etc.) is the chance to hit an opponent (if any), followed by range, usage, duration, resistance, and effect (a list of conditions, damage values, special rules, etc). Don't worry, it all makes sense in use.

- **%** – Chance to hit an opponent or activate ability. If omitted, assume no roll is needed.
- **Range** – Defines how far away the ability can be used. If "0" then the effect is centered on the user. A "burst" or "line" affects an area. For instance: "range 10 (burst 3)" affects area up to 10 spaces away and all within 3 spaces of designated space; "range 0 (line 3)" affects anyone in a straight line up to 3 spaces away from user. If omitted, assume a range of 0.
- **Usage** – Defines how often the ability may be used. "1/encounter" means once per encounter; "1/turn" means once per turn; "1/2 turns" means once every other turn, etc. If omitted, the ability is unlimited.
- **Duration** – Defines how long the effect lasts. If "continuous" and the character fails his resistance check, he suffers the effect until his next turn where he may attempt another resistance check. If omitted, effect is immediate (like damage from a sword).
- **Resistance** – Defines which ability is used to avoid or negate all or a portion of the effect. If "none" then no resistance check is permitted and the character immediately suffers the effects. If omitted, GM determines.
- **Effect** – A list of conditions, damage values, special rules, etc., which apply to a character if he fails his resistance check.

Example 1: An unlucky character is hit with "Poison Sting - 55%, duration continuous, resist STR-20 (poison), effect 1D and poisoned

(slowed, weakened)". If the attacker hits a character (55% chance) the character takes 1D damage (immediate). He then makes a STR-20 resistance check for the poison, if he fails he is slowed (half MOV), and weakened (causes half damage) every turn. Each turn he may attempt a new resistance check to cancel both effects.

Example 2: A character falls victim to a demon lotus's "Hypnotic Scent – resist WIL-30, continuous, effect lured to plant and surprised. Range ½ mile." The character will continue to walk to the demon lotus after failing his WIL resistance check -30.

Descriptors

Players are encouraged to demonstrate their descriptors during a gaming session. Doing so grants a CP for each descriptor demonstrated. It is your job not only to keep track of character descriptors but to weave them into the story and help adapt them as the character's story unfolds.

For example: A character has the descriptor "talks in the third person, but stutters when talking with authority." The deeper aspect to this descriptor is that the player has decided he will no longer stutter with authority figures once he defeats the magistrate that had his family murdered. If he succeeds in this, perhaps he will refer to figures of authority in the third person when in face-to-face conversations.

Languages

If language is important to your setting consider having each nation and creature speak a unique language. For purposes of simplicity you can assume everyone you want the players to be able to communicate with speaks "youshi" – a type of common-language found throughout the lands. Language is a plot tool and when used effectively, can allow for fun role-playing encounters. See the Longzhi setting chapter for commonly used languages.

Mode of Transport*	Plains/ Desert	Hills/ Desert	Forest/ Jungle	Marsh/ Mountains
Walking**/Sedan Chair	10	10	8	5
Mounted	20	15	10	5
Cart/Wagon	15	15	10	--
River	15 downstream, 5 upstream			
Ship	40 with trade-winds, 20 against			

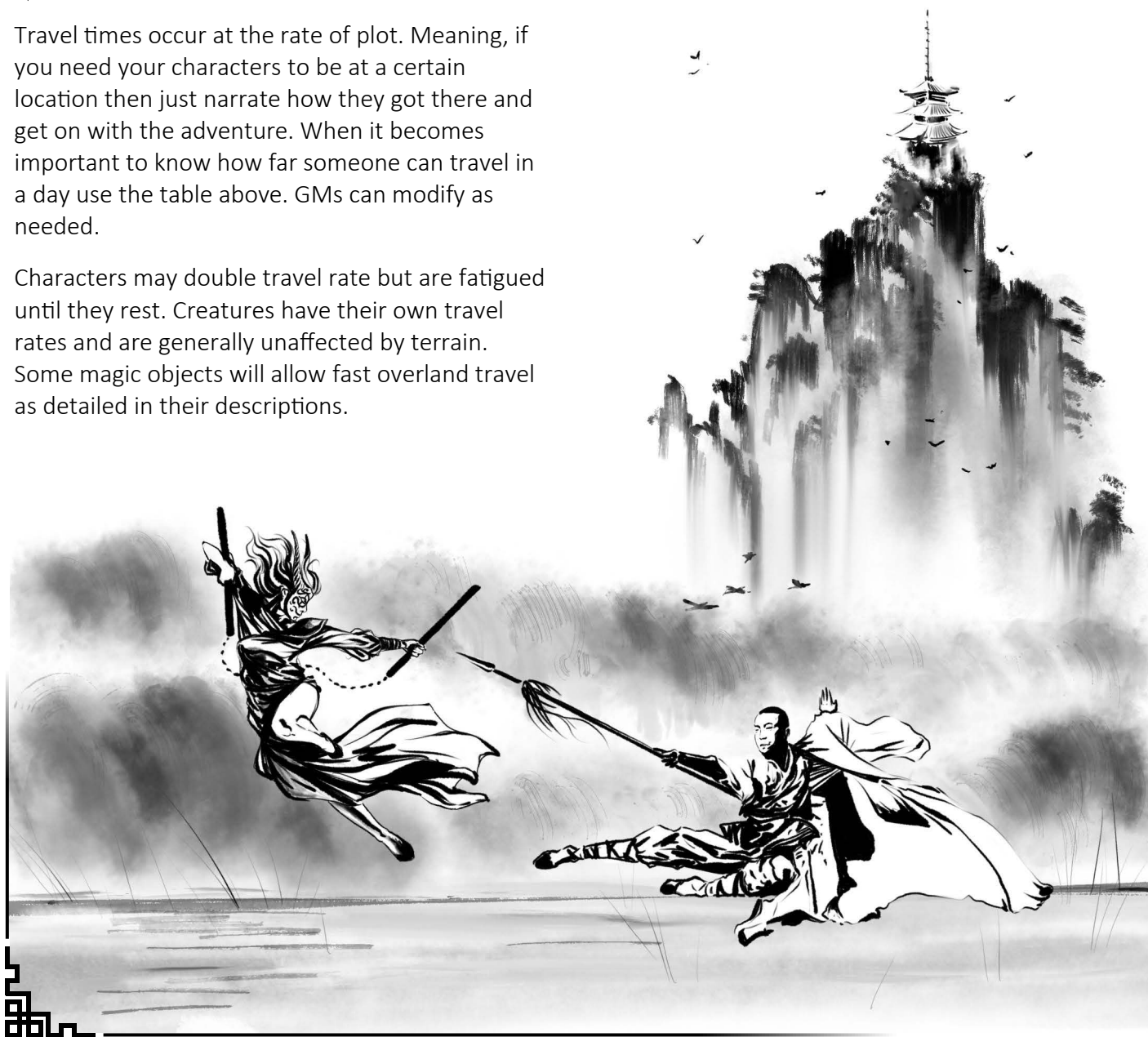
* All travel rates in leagues per day.

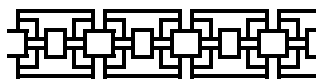
** A warrior with access to the Lightness qi ability can add 5 leagues per day for each qi they spend.
A warrior with the Swiftiness kung fu technique adds 5 leagues per day.

Travel

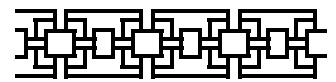
Travel times occur at the rate of plot. Meaning, if you need your characters to be at a certain location then just narrate how they got there and get on with the adventure. When it becomes important to know how far someone can travel in a day use the table above. GMs can modify as needed.

Characters may double travel rate but are fatigued until they rest. Creatures have their own travel rates and are generally unaffected by terrain. Some magic objects will allow fast overland travel as detailed in their descriptions.





MAGIC ITEM CREATION



There are three general types of magical items: magical objects, alchemical potions and pills, and spell scrolls. Alchemists can create potions and pills, while Sorcerers can create magical objects and spell scrolls. The creation of alchemical potions and pills is covered on pages 21 to 23, while the creation of magical objects and spell scrolls is covered here.

Magical Objects

The player describes the effect(s) of his proposed magic item to the GM. Each effect should be assessed by the GM and categorized into one of four power ratings below:

- **Minor** powers are simple, similar to what a level 1-2 skill could accomplish. Any sorcerer can create magic items with minor effects.
- **Moderate** powers are substantial, similar to what a level 3-4 skill could accomplish. A sorcerer must be at least level 3 to create magic items with moderate effects.
- **Major** powers are epic, similar to what a level 5-6 skill could accomplish. A sorcerer must be at least level 5 to create magic items with major effects.
- **Wondrous** powers are earth-shattering and setting-defining and should be permitted only with great care in a GM's campaign. If permitted at all, a Sorcerer would have to be level 6 to create magic items with wondrous effects.

Once the GM determines the power category of each effect the item has, the player may negotiate, such as reducing the effects or availability (only usable at night, etc.) of the magic item to try to lessen the GM's assessment to a lower power rating.

Point Cost

In the end, the abilities of the item should be listed and a power rating assigned to each effect. Use the table below.

Cost	Description
+1	Each minor power
+3	Each moderate power
+7	Each major power
+15	Each wondrous power
+0	Item is immobile (wall, door, statue, etc.)
+1	Item is portable or can be portable with some level of effort
+2	Item is wearable or difficult to take away

The point total determines several things:

- For every 5 points rounded down, the GM specifies one special ingredient the player must acquire for the item. (5pts = 1 special, 8pts = 1 special, 14pts = 2 special, etc.) Acquiring special ingredients should involve a short quest.
- Mundane ingredients cost 100tl times the point total.
- The ritual takes a number of weeks equal to the point total minus the character's Sorcerer level, minimum 1 week.
- After the above requirements are met, the player makes a Sorcerer skill check with a penalty equal to 5 times the point total (Skill check penalty = 5 x points). If the Sorcerer skill check succeeds, the item is created; otherwise, the item is not created. Regardless of the outcome, all ingredients, costs, and time were spent and are not recoverable.

Limitations - Some minor items have conditions which limit the item's functionality or usefulness. This is done to reduce the point cost of the item; for each limitation, reduce the point cost of the item by 2 points.



Examples of limitations: only used once per day, only used in sunlight, only used by a specific gender, only used by a certain bloodline.

Examples:

Veiled Hat of Disguise: A player has a character that is wanted by the provincial authorities and keeps running into them. He wants a veiled hat that, when the veil is pulled down, will disguise his face and voice. The GM analyzes the power and decides it's similar to what a low-level Sorcerer could do with an illusion spell. She asks the player how good he wants the illusion to be. They discuss this until they decide that a -20% chance to see through the illusion is what is needed. Since this is a wearable item and is something a level 2 Sorcerer could do with the illusion spell, the point cost is 3 (+1 for minor power and +2 for wearable). This means it will cost 300tl in mundane ingredients and require no rare or exotic special ingredients. It will take 1 week to perform the ritual to create this handy item (the Sorcerer is level 2), and the Sorcerer skill check will be penalized only -15% (5 x 3 points).

Scabbard, Fury of the Jade Court: A player wants a magical scabbard that imbues her sword with awesome elemental power such as fire or lightning. She'd like it to do this whenever she wants, and it should do +3D of

damage once per day. The GM analyzes the power and decides it's similar to what a high-level Sorcerer could do with an offensive strike spell to affect an area, but a mid-level Sorcerer if attacking one target and also limited to once per day. This is a wearable item with a moderate/major power. The GM and player talk about it some more and decide that an area lightning blast centered on the caster (who takes no damage as per the spell offensive strike) occurs when a sword is drawn and the sword then has a lightning offensive strike applied to the weapon for its next successful attack. They decide that the damage for both the area effect and strike with the sword will be 3D of damage. The GM looks at the damage again (3D of damage is what a level 5 Sorcerer could do, which would make this a major power (7pts). 3D of damage to a single target is what a level 3 Sorcerer could do, which would be a moderate power (3 points). The GM decides to split the difference and make it 5. The item is wearable (+2 points). Since this item can only be used once per day, instead of unlimited use like a sorcerer, the GM decides this is a limitation and reduces the cost by 2 points. The cost will be 500 taels in mundane ingredients and one special ingredient (a lightning rod from a temple), a level 5 Sorcerer could create it in 2 weeks at a -25 skill roll penalty.

Sample Magical Items & Potions

What follows is a selection of pre-created magic items for use in your campaign. Use them as you wish. Many magical objects take the form of worn items such as belts, hair pins, hats, robes, etc.

Battle Scroll – The Battle Scroll is a legendary artifact. There are six parts or “chapters” as they are called. Each chapter is made of lacquered bamboo strips stitched together and rolled up for easy storage. Each chapter is a training manual for a particular kung fu technique. The bearer of the chapter may use the kung fu technique simply by carrying the chapter in their hand. They can study the chapter to learn the technique and add it to their style. Such techniques are free additions to the character’s style. In addition each chapter may be used as a weapon in combat and is treated as if it were a weapon taught by the user’s style. If more than one chapter is found, they may be joined together with a simple act of will. Joined chapters provide all their techniques to their bearer. If all six chapters are joined they confer a secret technique (Divine Strategy, see page 130). This secret technique is automatically learned by the wielder of the completed Battle Scroll upon the completion of their first combat encounter where they use the complete Battle Scroll. At the end of the encounter the Battle Scroll will separate into its individual parts and those parts will scatter to the far ends of the world. The phrase in bold is the name of the Battle Scroll chapter: **Divine Impenetrable Defense** (Arrow Cutting), **Sense the Wind’s Whispers** (Danger Sense), **Scatter the Unruly** (Explosive Attack), **The Undeniable Lure** (One Against All), **Thunder Builds Upon the Mountain** (Power Attack), **Dismiss the Ill-mannered** (Throw).

Blessing of the Heavenly Pillar – These bracelets with one small pearl are given to those who have helped the Old Gods in some way. The wearer

gains 2 extra qi. Anyone in your group you allow can use the qi when they need it.

Brass Wu Lou – A small brass gourd carved with symbols of longevity and life. It usually has a red good-luck tassel. If kept by the bedside of a sick or injured person, they will recover an additional BP per day of rest.

Celestial Bag – Each day the owner of this bag may reach in and draw forth an elixir that heals 2D BP, or a pill that is a universal antidote to poisons. It may only be used once per day, and the item drawn forth lasts only a few moments.

Demon Bag – A demon bag contains elemental essences; wind, fire, that kind of thing. A Sorcerer can reach into the bag and pull forth an elemental essence while casting offensive strike for bonus damage dice. A demon bag provides bonus damage dice equal to the number in its name. A three-demon bag contains 3D worth of bonus damage per day that a Sorcerer may use with offensive strike. The Sorcerer can choose how many bonus damage dice are used per casting of offensive strike. These bonus damage dice replenish each day.

These bags were originally created by the evil Ming Sorcerers. Only a few have survived through the centuries. It is rumored that there is a counterpart to these bags known as celestial bags.

Demon Mask of Terror – When worn this mask exudes an aura of terror. All those within 20 spaces of the wearer must make a Will resistance roll with a –40 penalty due to the power of this artifact. If the resistance roll is successful, the victim is dazed while within the aura. If the resistance roll is failed, the victim is paralyzed until no longer within the aura. A critical success on the resistance check makes the target immune to the power of the mask forever. A critical failure results in 4D damage, the victim is knocked unconscious, and suffers the deluded condition on waking. This usually results in the victim being unable to perceive horrific things especially dangers to

themselves. The Ming Sorcerers made great use of these masks in their conquests.

Destiny's Flame – This is a powerful and unique sword crafted long ago by an immortal. It appears to be made of Heavenly fire jade. Its color transitions from yellow at the hilt to red at the tip, and there appears to be a flickering flame beneath the surface of the blade. It is warm to the touch. When attacking with Destiny's Flame, if a critical success is rolled make a second free attack roll with no additional multi-action penalty. If this second attack is successful, then every potential target in the path of the attack (up to 13 spaces) takes 3D damage. (Tabletop hint) A handy way to do this is to simply put a ruler down on the table on the opposite side of the target mini from the attack. Any target touching the ruler takes 3D damage. If the second attack is a critical success, all enemies within 3 spaces of the path (or ruler) take an additional 3D damage and are prone. If a critical failure is rolled during the second attack, the sword vanishes, and appears somewhere else in the world.

Dragon Sabre – This unearthly weapon reflects the power of its bearer. It does an extra 1D of damage at Rank 2, 4, and 6. This is a powerful weapon that grows with its user. It is unique.

Earth Splitting Kwandao – This is said to be the lost weapon of an immortal. On a critical success it does an extra 2D of damage and then all damage is doubled. It is also capable of making three Distant Strike attacks per day.

Favor of Chow Lightning Sword – The favor of Chow Lightning sword takes the form of a token of authority with the words, "A favor for a friend" written on it. Once per game session, the spirit of Chow Lightning Sword appears in a clap of thunder and interposes himself or his sword to block one attack, even after damage is rolled. This will block any attack on anyone that the user chooses. This costs 1 qi.

Flying Guillotine – This horrifically ingenious device was created by Emperor Tien's Master Sorcerer

near the end of his reign. Only three were created. Used by the Emperor's chief assassins, this terrifying weapon eliminated many suspected traitors. These weapons look like large bowls with a saw-toothed blade around the outer edge. The inner rim hides three curved blades. The flying guillotine is thrown like a discus and controlled with a long sturdy chain. If the bowl lands on the head of the opponent, a short jerk of the chain activates the inner blades. A second quick jerk of the chain and the terrible weapon returns to the thrower, complete with the head of its victim. When the Long came to power most of the flying guillotines were destroyed. A successful attack roll against a minor NPC always decapitates him. A critical success on anyone else results in decapitation.

Flying Guillotine - Ranged, 2 hands, Range 60, STR 60, 2D

Flying Swords – These enchanted weapons were created to help fight the Ming Sorcerers and their demon allies. Not only can they harm demons, but when tossed to the ground and given the proper command they become large enough for two people to stand on. The owner of the sword may then command the sword to fly through the sky. Flying Swords may travel 80 spaces in a turn or two hundred leagues in one day.

Gold Phoenix Hair Pin – This hair pin grants the wearer exceptional grace and poise in social situations. It affords a +10 bonus to WIL rolls to influence others and a +10 bonus to Thief checks to deceive.

Good Fortune of the Iron Pagoda Prayer Beads – Once per scene, reverse the 1s and 10s die numbers of any action roll for any character/NPC. This can be done at any time and does not count as an action.

Greater Prayer Bead Necklace – This object fortifies the wearer with one additional point of qi, even beyond their maximum.

Hat of the Comfortable Beggar – Despite its threadbare appearance, this head scarf prevents

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the wearer from perishing due to exposure to the elements. It does nothing to keep its wearer comfortable, just alive in extreme heat or cold.

Hat of Navigation – Wearing this hat allows the character a second Scout check for navigation should the character's initial check fail.

Hat of the Eminent Scholar – This hat provides a +10 bonus to Scholar checks while worn.

Heart Strings – These red magical threads are used by close friends and family to keep ties with one another. To use them, two people who care for each other each tie one end of the string to one of their fingers. Once connected, if they truly care for each other, the string vanishes. When either of the individuals thinks of the other and wiggles the "tied" finger, the other person can feel the tug and they each get a general idea of how the other person feels and the direction to the other person. Up to 10 such strings may be used by a single person.

Heaven Striking Sword – This sword grants the user the kung fu technique Distant Strike and once per combat can be thrown with a range of 20 spaces. The sword disappears after striking (or missing) its target and reappears in the owner's hand at the end of the owner's turn. It dissolves from the hilt to tip when it disappears and reappears hilt to tip in the hand of its owner.

Heavenly Armor – This armor comes in several styles, but is always lighter than expected. The armor's appearance can be altered at the wearer's discretion and range from very ornate and even glowing, to plain or even of questionable quality. Treat each category of armor as having a STR requirement equal to that of the next lighter armor type. For example, heavy heavenly armor would only require STR 65.

Heavenly Incense – This wonderful smelling incense is often burned in the central area such as a courtyard. Within the dwelling where the incense is used all earthly beings heal at double the normal rate. Furthermore, minor demons (Rank 1-3) may not enter the area covered by the

incense. One stick of heavenly incense lasts for 24 hours and its effects reach 50 spaces in every direction.

Huli Clan Sword – These enchanted jian do normal damage to demons and hostile ghosts (acts as a charged spirit sword). If two or more companions wield Huli clan swords in the same encounter, each rolls the damage dice twice and takes the better roll.

Jade Armor – Said to have been crafted for the Jade Emperor's greatest champion, this exquisite suit of armor — made entirely of green and white jade — can be gifted by Heaven to heroes who exhibit the highest ideals and whose need is the greatest. Once the hero succeeds in his endeavor or dies, whichever comes first, the armor vanishes. Jade armor provides immunity to all weapons. The bearer can still be injured normally by unarmed attacks and spells. This armor has a DR of 2D+2 and feels as light as silk to wear.

Jade Flute – This flute casts charm when played. The user can play the flute even if they have no musical talent. If the user does not have any levels in Sorcerer, use their rank to determine spell effects.

Jade Destiny – The green tinted blade of this unique jian is always ultra-sharp. In battle, the blade ignores any DR from non-magical armor, and half of the DR from magical armor. Jade Destiny is especially effective against inanimate objects, always inflicting maximum damage.

Jade Pendants – These ornate pendants come in pairs and are used among the nobility. They are given to family members. In case the bearers are ever lost or separated destiny is sure to make them find each other someday. They also afford a free (no multi-action penalty) second resistance roll once per day.

Jade Princess Bag of Gifts – These small, ornate silk bags are given to mischievous jade princesses by their mother when they secretly travel to the mortal world. And occasionally, these bags get left behind. If discovered by a mortal, the gift bag can

be used one time before vanishing. You never know what you'll get when you reach inside and say, "Plum candies and pajiwah!" All items vanish after being used. GMs are encouraged to pick an appropriate gift for the situation, or roll randomly if so desired.

Die Gift

- 1 Fan that can change the amount of wind in a 1 mile area
- 2 Hat that when worn can keep all friends out of the rain
- 3 Steamed bun that can feed 50 people
- 4 Heavenly pill (6D BP)
- 5 A boat big enough to carry 8 people, it pilots itself to a chosen destination
- 6 A token granting one wish
- 7 An antidote that cures any poison
- 8 Potion of Heavenly essence (increase qi by 1 permanently)
- 9 A small inn complete with waiter, cook, and proprietor, lasts one night.
- 10 Handful (1D) of weak heavenly pills (2D BP)

Magic Tokens of Authority – These magical tokens can deliver a short message in the voice of the official represented by the token. This gives the bearer even more authority (+20 to WIL to influence others). More information about tokens of authority can be found in the Longzhi chapter (page 159).

Magical Fireworks – These magical fireworks can create amazing, short-lived images and scenes such as dragons, pagodas or even words in the sky. The image is set by the imagination of the user when they light the fuse.

Mandarin Peel Boat – This is a small mandarin orange that when peeled becomes an 8-person boat. You may also eat the orange. The orange never spoils and once the boat is commanded to turn back into an orange by its owner it may be used again whenever peeled.

Mask of Allurement – This mask makes you very attractive but its enchantment only works at night.

Mask of Mystic Sight – This mask allows the wearer to see through illusions and see the invisible and hidden.

Mask of Sight – This blindfold allows the wearer to see if they are blind. It is otherwise a simple blindfold for anyone else.

Messenger Kite – These enchanted paper kites are extremely useful for communicating with others at a distance. You can write a message addressed by name to a specific person on the kite and launch it into the air. It will fly high up into the sky and vanish, only to appear in the sky, one day later, over the message's intended recipient. The kite will float down and land at the recipient's feet. They may reply with their own message and send the kite back to original message sender. The messages written on the kite disappear after being read, and the kites can be used repeatedly.

Minor Demon Mask – When wearing this mask, minor demons cannot see you. They are effectively blind to you (see blindness condition). There are rumored to be more powerful versions that were created by those who rebelled against the Ming Sorcerers.

Minor Prayer Bead Necklace – Once per day the necklace can restore one qi.

Nighthawk's Lockpicks – These black lockpicks provide a +20 bonus to Thief checks to pick locks.

Red Jade Sword – First used by the Ming Battlemaster Thousand Widows Cheng, this sabre has a fiery aura and burns all adjacent enemies for 1D fire damage every turn it is wielded. Anyone wielding Red Jade Sword must make a WIL check each turn or be consumed by bloodlust and attempt to kill everything and everyone within sight. A successful charm or dispel versus a level 5 Sorcerer will free the wielder from this impulse.

Saniang's Nightcloak – This cloak provides a +20 bonus to Thief checks made for stealth.

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Scabbard of the Fray – This scabbard provides a +20 bonus to resistance rolls versus melee attacks when held. The scabbard fits any jian or dao.

Scholar's Hat – Said to have been worn by the Great Scholar who now resides within the Celestial Court advising the Jade Emperor, this hat grants +20 to LOG while worn.

Spirit Oil – When this rare oil is spread on a weapon, ghosts can be effectively attacked with the weapon.

Summoning Bell – Used in ancient times to summon large numbers of ghosts for foul necromantic rites, these extremely large bells are struck once every few moments. The bell's magic summons spirits from many miles around. While the bell continues to ring, the spirits remain enthralled. Other magics are needed to control and direct the spirits.

Token of the Articulate Strategist – Once per day, this magical token can be activated immediately after initiative is rolled and before anyone has taken an action. When this occurs, all enemies of the token wielder are considered to have taken one action for the turn (i.e., they have incurred a -20 multi-action penalty).

Token of the Secret Torii Gate – These enchanted bronze tokens are always adorned with yellow tassels. They are held up and commanded when a traveler is standing just outside a torii gate when leaving a town. The first time the token is used when leaving a town the user and any traveling companions appear outside the torii gate at their destination. While only one hour of time has passed (no matter the distance), within moments of their arrival the weather at their destination (whatever it was) turns suddenly violent, with thunder, lightning, and drenching rain.

The second time this token is used the travelers appear a mile from their destination, but are attacked by minor demons. Again, the weather at the destination will suddenly become stormy.

Upon the third use of this token, the boundary between the demon realm and earth are thinned.

The travelers find themselves on a dark and misty path with a torii gate just visible in the distance. They will be beset by demons until they flee through the torii gate. Once through they will appear at their destination. This time the weather will be normal, no sudden storms.

If the token is used a fourth time there will be a rumble of thunder, but nothing else appears to happen. The travelers remain right where they started and the token of the secret torii gate is forever useless to them.

These tokens are created by a being known only as the Torii Gate Demon. This demon hates that torii gates block spirits and demons. Upon the fourth use of one of these tokens the blessings of a torii gate somewhere in Longzhi are stripped away. That location will be invaded by demons or ghosts, one of which will leave a new token of the secret torii gate in the wreckage.

The only way to stop this cycle is for someone to intentionally use one of these tokens to travel to the domain of the Torii Gate Demon and there defeat him once and for all.

Toy Boat – When the secret phrase is spoken, this toy boat grows into a full-sized boat, sail boat, or even a junk. Each toy boat can only become one type of real boat. When the secret phrase is spoken again, the boat becomes a toy boat once again.

Warding Spirit Bell – These palm sized golden bells come in six ranks of power. The least will prevent a rank 1 ghost from touching the wearer. It will also ring if a ghost of any rank comes within 20 feet.

Water Robes – These multi-layered robes are crafted from several shades of blue silk. They provide DR10 versus fire and the wearer can walk through normal fires without taking any damage.

Willow Blade – These enchanted jian grant 10 spaces of lightness movement to their wielders that can be used even if the wielder does not currently have any qi remaining. Treat the wielder as a level 6 Warrior for purposes of fighting on water, etc.

Spell Scrolls

Each spell scroll is inscribed with a single Sorcerer spell that can be cast by anyone reading the scroll aloud. After the scroll is read aloud, it disintegrates and the reader makes a LOG check. If successful, the spell scribed on the scroll activates. If the effect requires a Sorcerer level, use the reader's Sorcerer level or 1 if the reader does not have levels in the Sorcerer skill. Some scrolls are not "spell scrolls" and have other effects determined by the GM.

Any character with Sorcerer levels can scribe spell scrolls for spells he knows. He spends 1 hour and 1Dx5 taels in materials (various reagents and ingredients that make the ink, quill, and paper able to receive the magic) and then makes a Sorcerer skill check. Success means the scroll is made, otherwise it crumbles to dust. A Sorcerer must rest one hour between scribing attempts or is fatigued until he gets a night's sleep.

Market Price

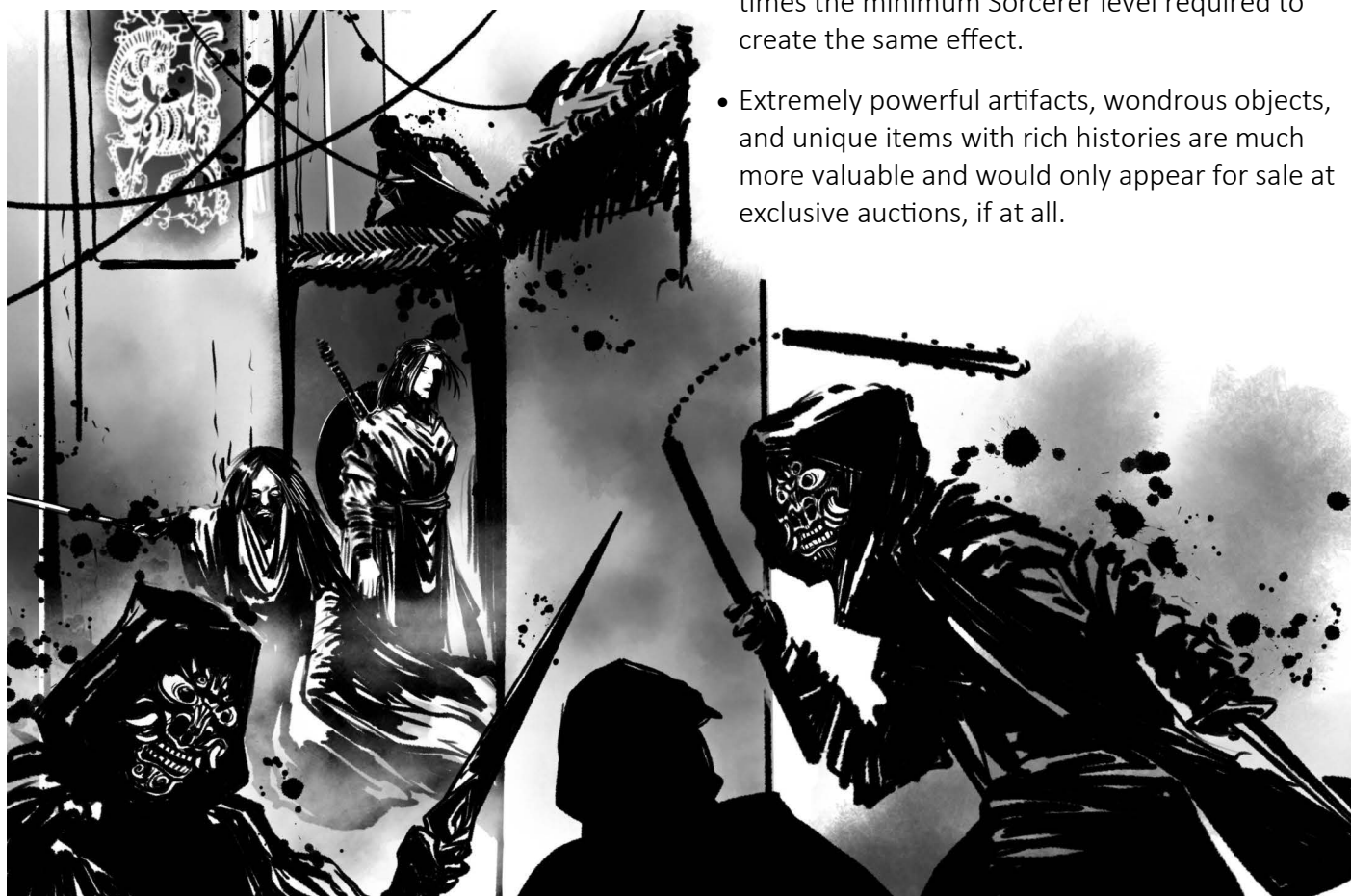
Whether or not magic items are available for purchase in markets is up to the GM. If you need to determine the market price of a magical item, follow these guidelines:

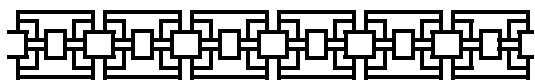
- **Magical items:** 200tl per point, plus 2Dx100tl per special ingredient, plus the original item's cost.
- **Spell scrolls:** 250tl per scroll.

Quick & Dirty Market Price

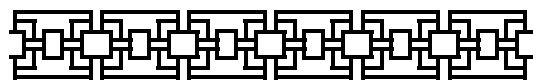
If you'd prefer a more subjective method for market price determination, consider these guidelines:

- Limited use items (potions, scrolls, one-shot items) might cost 50-100tl times the minimum Alchemist or Sorcerer level required to create the same effect.
- Moderately powerful items can cost 500-1,000tl times the minimum Sorcerer level required to create the same effect.
- Extremely powerful artifacts, wondrous objects, and unique items with rich histories are much more valuable and would only appear for sale at exclusive auctions, if at all.





POISON



Listed below are some of the poisons found in the world of Art of Wuxia. These poisons are listed in a standardized format that details their effects. After the name of the poison is listed its strength (Mild, Moderate or Strong), followed by the Resistance check needed to avoid the poison's effects (including penalties if any), the type (consumed, inhaled, touched, or weapon), and finally the effects of a failed Resistance check.

Aunti Po's Unpleasant Revenge

Mild, Resist STR-20, consumed, weakened for 1 day.

Blue Toad Venom

Strong, Resist STR -40, touched, 3D damage for 7 turns, stunned and weakened for 5 days.

Breath of the Orange Turtle

Moderate, Resist STR-30, inhaled (burst 1), unconscious for encounter.

Brown Venom

Strong, Resist STR -20, consumed, 2D damage for 5 turns and weakened for 3 days.

Centipede Sting

Moderate, Resist STR -20, weapon, 2D damage for 4 turns.

Eight Insects Poison

Moderate, Resist STR -20, weapon, 2D damage for 5 turns.

Fourteen Poisonous Grasses and Insects

Strong, Resist STR -40, consumed, 3D damage for 7 turns.

Green Lily Sleeping Powder

Mild, Resist STR -20, consumed, unconscious for encounter.

Green Snake Venom

Mild, Resist STR -20, weapon, 1D damage for 2 turns and weakened for 1 day.

Handsome Chang's Motivator

Strong, Resist STR-40 (made in 1 month), consumed, delayed onset, 3D damage for 7 turns in 1 month unless a special antidote is taken. This antidote will delay the poison for another month.

Minor Secret of the Dark Judge

Strong, Resist STR-40, weapon, fatigued for 5 days and block qi and natural healing until neutralized.

Monkey Scholar

Strong, Resist STR -40, consumed, delusional for 6 days.

Nectar of the Black Speckled Lotus

Strong, Resist STR -40, weapon, 3D damage for 6 turns and weakened for 5 days.

Rat Killer's Poison

Mild, Resist STR -20, consumed, 1D damage for 2 turns.

Sweet Sting

Mild, Resist STR -20, weapon, unconscious for encounter.

Staggering Drunkard

Mild, Resist STR -20, consumed, deluded (drunk) for 1 day.

White Lotus Kiss

Strong, Resist STR -20, weapon, 3D damage for 6 turns and weakened 5 days.

Yellow Marsh Dream

Moderate, Resist STR -20, inhaled (burst 1), all within 1 space of small explosive packet become deluded for encounter. Victims can't recall what happened while under the effects of the poison.

DISEASE

Not only enemies can bring a hero low.

Diseases are common in wuxia stories. Often they are simple diseases that a hero alchemist cures. Sometimes the hero gets sick. Sometimes the disease is the work of an evil sorcerer, or someone returns to the village with a malady they acquired while treasure hunting in a forbidden tomb.

An alchemist must successfully diagnose the disease with a successful Alchemist skill check before he can treat it.

Getting Sick

Usually heroes will find others who need curing, but sometimes even the mightiest heroes become sick. If exposed to one of the illnesses below, have the hero make a STR roll or contract the illness. Most diseases show symptoms within 1 to 2 days of exposure.

Only make these checks if you want some randomness in your game. Don't punish players for exploring the tombs of the dead by having them exposed to Fan Chang Delirium every time they do.

Used in moderation, diseases can be a source of adventure, as the characters work to diagnose the disease and find a cure, or figure out how someone was exposed. Did someone bring the disease back to town because they stumbled into an ancient tomb, or is some evil sorcerer testing the disease on unsuspecting citizens for eventual use in the capital?

Bone Rattles

Symptoms: shaking hands at first, then whole body tremors

Exposure: airborne

Effect: STR roll each day or lose 10 DEX, after the loss of 30 DEX victim becomes paralyzed. If all of DEX is lost, victim is paralyzed permanently. Note: such an unfortunate situation could become a quest for a cure.

Duration: 1D+2 days

Diagnose: Alchemist -20

Treatment: Alchemist -20, success stops DEX loss & paralysis is removed in 1-2 days. DEX recovers in full at end of duration.

Common cold

Symptoms: stuffy nose, mild cough

Exposure: contact with others, airborne

Effect: Dazed

Duration: ½D days

Diagnose: Alchemist +10

Treatment: None, though some symptoms can be lessened with medicine (see equipment)

Common cold with fever

Symptoms: stuffy nose, mild cough

Exposure: contact with others, airborne

Effect: Dazed and Fatigued

Duration: ½D days

Diagnose: Alchemist +10

Treatment: Alchemist, can remove Fatigued within 1 day

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Fan Chang Delirium

Symptoms: delusional, weakened
Exposure: contact with undead
Effect: delusional, STR roll each day or lose 10 LOG. If all LOG is lost the victim is unconscious until the duration of the disease is over.
Duration: 1D+5 days
Diagnose: Alchemist -10
Treatment: Alchemist -20, success removes delirium in 1 hour, LOG recovers 10 per day after illness duration

Gray Wasting disease

Symptoms: skin blisters, eyes turn red and water
Exposure: contact with demons
Effect: STR -20 roll each day or lose 20 STR. If all STR is lost the victim suffers from the Weakened condition but may recover under special circumstances. See Internal Injury under Crippled Avenger page 128.
Duration: 1D+3 days
Diagnose: Alchemist +10
Treatment: Alchemist -20, success stops STR loss, STR recovers 5 per day after illness duration

Pneumonia

Symptoms: difficulty breathing
Exposure: contact with others, airborne, severe exposure to damp and cold
Effect: dazed, fatigued, weakened, STR roll each day or lose 5 STR. At STR 0 the victim perishes.
Duration: 2D days
Diagnose: Alchemist +10
Treatment: Alchemist -10, success stops STR loss, STR recovers 5 per day after illness duration

Severe Flu/Food Poisoning

Symptoms: any of aches, chills, fever, vomiting, diarrhea
Exposure: contact with others, airborne
Effect: Dazed and Fatigued
Duration: ½D days
Diagnose: Alchemist +10
Treatment: Alchemist, can remove Fatigued within 1 day

Spirit Heart Disease

Symptoms: listlessness
Exposure: contact with something that drains qi combined with sadness, or horror
Effect: WIL -40 roll each day or lose 10 DEX, LOG, STR, WIL and 1 qi. If any of these Abilities are reduced to zero the victim falls unconscious for the remainder of the duration of the illness.
Duration: 2D days, disease comes back in 1 month
Diagnose: Alchemist -20
Treatment: Alchemist -10 & spend 1 qi, success stops ability and qi loss for 1 day. Treatment can be repeated each day. Area of qi drain must be purified to completely cure individual. This will require an adventure of its own.

Yellow Pox

Symptoms: yellow poxes on skin
Exposure: contact with filth
Effect: weakened
Duration: 1D+2 days
Diagnose: Alchemist
Treatment: Alchemist -10, victim recovers in 1 day

ADVENTURE IDEA GENERATION

What follows is a system for developing dramatic wuxia adventures. These tables don't create full adventures, but should help to get you started in creating your own epic tales. Just follow the steps below and you'll be well on your way.

1 Story

Roll on The Passion That Starts It All table. Read across or roll randomly for both "Who" and "Wants/Covets/Demands."

2 Conflict

Roll on The Conflict table.

3 Tropes

Roll or pick five things from the Wuxia Tropes table to "flavor" your adventure with themes common to the wuxia genre.

4 Determine Areas

Roll on the Number of Major Encounter Areas table for the number of areas in which the adventure will take place. Think of these areas like acts in a play or chapters in a story. They help define where the adventure takes place, and each area will have its own primary goal and obstacle.

5 Specific Areas

Next, for each area, roll on the Specific Encounter Area table to determine the locations that will be key to your adventure. This is not to say there won't be other areas in your story, but these should be well detailed.

The areas rolled are merely the places where action and story should take place. When you roll an area, begin to ask yourself questions, such as "what kind of fortress?" or "how did the characters get here?" or "what interesting event can I place in this area?"

I've been around long enough to know the stories you've heard are just fanciful tales. Then again, I've traded poems with a dragon who had blue shimmering scales. He gave me one as proof, see?

— Tall Gan, Ranked 40th in the Wulin

6 Determine Area Descriptor

You're bound to roll the same type of area more than once every now and then. Area descriptors help to make each of these areas unique compared to one another. Descriptors also help drive your imagination to a place you might not have considered. Roll once on the Area Descriptor table for each area.

7 Determine Area Objective

Each area will have a primary objective that the players are trying to accomplish. Roll once for each area, then ask yourself some guiding questions and use your imagination to fill in the answers. Guiding questions help to develop specific details, such as "why do the characters need to activate or deactivate something?" or "who stands to gain the most if the heroes succeed or fail?" or "how does this objective specifically relate to the area in which it was rolled?"

8 Determine Area Obstacle

Obstacles stand in the way of the objective. Some will be downright deadly. For each area objective, roll on the Area Obstacle table. Then use your imagination to turn the obstacle into a great scene of action and memorable adventure.

The Passion That Starts It All

D00	Who	Wants/Covets/Demands...
00-01	Alchemist	Rare flower
02-03	Arrogant martial artist	To show off new deadly weapon/skill
04-05	Bandit king	Shipment of treasure
06-07	Beggar	To share a deadly secret in exchange for supper
08-09	Blacksmith	Rare metal
10-11	Captain	New recruits
12-13	Censorate	To find corruption even where it doesn't exist
14-15	Collector	A dangerous beast captured
16-17	Detective	To expose the truth
18-19	Doctor	A cure for a disease
20-21	Escort agency	The best protection for a client
22-23	Fisherman	To know why the fish are missing
24-25	Flower girl	Marry a young official
26-27	Fortuneteller	To hide a dangerous truth
28-29	Gambler	Just one more win
30-31	Governor	A scapegoat
32-33	Governor's daughter	To be recognized for bringing order to the province
34-35	Guard	A bribe
36-37	Inventor	Retrieve a stolen contraption
38-39	Kung fu expert	A duel to improve reputation
40-41	Low ranking noble	Proof of father/mother's false imprisonment
42-43	Mad surgeon	To test out a new poison, oh and cure, yes, a cure, certainly
44-45	Magistrate	To apprehend a criminal
46-47	Magistrate's son	A bride
48-49	Merchant	To sink the fortunes of a rival
50-51	Minister	The Chief Minister's job
52-53	Monk	To reclaim a lost temple
54-55	Mystic	To cleanse a haunting
56-57	Noble	To travel incognito
58-59	Old master	A new student
60-61	Person of wealth	To buy a concubine
62-63	Prefect	To rebel
64-65	Prime Minister	To crush the Grand General
66-67	Prince	To mix with the commoners
68-69	Princess wants	To escape her tedious life at court
70-71	Royal concubine	Revenge for a slight
72-73	Scholar	To travel to a faraway land
74-75	Scout	To clear a road of bandits
76-77	Sect leader	To poison a rival
78-79	Seer	Ancient scrolls of prophecy
80-81	Sorcerer	Something retrieved from a tomb
82-83	Student	To cheat on an official exam
84-85	Swordsman/woman	Help slaying a demon
86-87	The Emperor	A reliable spy
88-89	The Empress	A champion
90-91	Thief	To be proven innocent
92-93	Vigilante	To expose the false claims of the Governor
94-95	Visiting dignitary	A fun diversion
96-97	Wandering Heroes	A weapon back
98-99	Warrior	To sell the secret weakness of a kung fu style

The Conflict

D00	Conflict
00-01	Abduction
02-03	Accusation
04-05	Adultery
06-07	Adversary
08-09	Ambition
10-11	Arson
12-13	Assassination
14-15	Avenger
16-17	Bad habit/addiction
18-19	Bad judgment
20-21	Discovery of a secret
22-23	Discrimination
24-25	Disease
26-27	Excess
28-29	Forbidden love
30-31	Harsh judgment
32-33	Hatred
34-35	Hoarding
36-37	Inheritance
38-39	Justice
40-41	Loss of loved ones
42-43	Murder
44-45	Possession (object/person)
46-47	Protect a secret
48-49	Pursuit
50-51	Quest
52-53	Recovery of someone/thing
54-55	Remorse
56-57	Repayment
58-59	Reprisal
60-61	Retaliation
62-63	Retribution
64-65	Revenge
66-67	Rivalry
68-69	Robbery
70-71	Sacrifice for family
72-73	Sacrifice for ideal
74-75	Sacrifice for passion
76-77	Shamed
78-79	Spendthrift
80-81	Supernatural mystery
82-83	Temptation
84-85	Theft
86-87	Two opposed rights
88-89	Underdog
90-91	Vengeance
92-93	Versus nature
94-95	Versus environment
96-97	Versus religion
98-99	War

Wuxia Tropes

D00	Tropes (roll for or pick 5)
00-01	Revenge
02-03	Love triangle
04-05	Dying person names killer
06-07	Eunuch evil mastermind
08-09	Evil sorcery
10-11	Bandits
12-13	Zither player
14-15	Meditation
16-17	Word of mouth travels fast
18-19	Manual containing secret lore
20-21	Fat official
22-23	Worried innkeeper
24-25	Qi
26-27	Restless spirit
28-29	Market stall destroyed
30-31	Old master
32-33	Teahouse
34-35	Corrupt official
36-37	Important person in fancy clothes
38-39	Poison
40-41	Heroes surrounded
42-43	Opposing martial sects
44-45	Something hidden in a sleeve
46-47	Chance meeting with enemy
48-49	Beggar
50-51	Someone playing a flute
52-53	Female kung fu expert
54-55	Treacherous advisor
56-57	Display of lightness
58-59	Street performance
60-61	Someone talks in the third person
62-63	Improvised weapon
64-65	Disguised as opposite sex
66-67	Blind kung fu expert
68-69	Commoners in plain clothes
70-71	Someone says "Brother" or "Sister"
72-73	A nerve strike
74-75	Qi imbalance
76-77	Fortune telling
78-79	Shouted kung fu technique
80-81	Medicine packet
82-83	Respect for elders
84-85	Fat butcher
86-87	Duel at sunset
88-89	Someone pushed or falls in water
90-91	Railing busted
92-93	Someone strokes their beard
94-95	Sinister laugh
96-97	Tea is served
98-99	Someone bangs a gong

D00	Number of Major Encounter Areas
00-09	2 areas
10-59	3 areas
60-89	4 areas
90-99	5 areas

Encounter Areas

Roll once to determine the Number of Major Areas, then for each area roll a Specific Encounter Area, Area Descriptor, Area Objective, and Area Obstacle.

D00 Specific Encounter Area

00	Abandoned building	33	Gambling house	66	Outpost
01	Alchemist shop	34	Garden	67	Pagoda
02	Ancient ruins	35	Ghost realm	68	Plum/peach blossom grove
03	Antiquities shop	36	Grassy field	69	Pond
04	Aviary	37	Graveyard	70	Potter's shop
05	Badlands	38	Guard post	71	Prison
06	Bamboo forest	39	Harbor/port	72	Rice field
07	Barracks	40	Hideout	73	River
08	Beach	41	Hills	74	River boat
09	Bedroom	42	Ice caves	75	Road or trail
10	Blacksmith shop	43	Inner sanctum	76	Rooftop
11	Bridge	44	Island	77	Sacred place
12	Burrows	45	Jade Emperor's court	78	Sect headquarters
13	Canyon, rift	46	Kung fu school	79	Seer/astrologer's lab
14	Cave system	47	Lava field	80	Sewers
15	City	48	Library	81	Ship at sea
16	Cliff	49	Magic anomaly	82	Silk cloth factory
17	Courthouse	50	Manmade wonder	83	Small village
18	Courtyard	51	Manor house	84	Stable
19	Crossroads	52	Market square	85	Swamp, marsh
20	Crypt	53	Military camp	86	Teahouse, inn
21	Dam	54	Military checkpoint	87	Temple, monastery
22	Demon lands/cursed place	55	Mine	88	Tomb
23	Docks	56	Mountain	89	Tower
24	Dunes	57	Mountain pass	90	Teahouse
25	Farm	58	Narrow streets	91	Tundra
26	Fishing pier	59	Natural wonder	92	Underground
27	Flower house	60	Natural spring	93	Underwater
28	Ford	61	Noble's manor	94	Valley
29	Forest/jungle	62	Oasis	95	Vault
30	Fortress, palace	63	Official's house	96	Very tall grasses/reeds
31	Foundry	64	Official's office	97	Warehouse
32	Frozen lake	65	On a cloud	98	Waterfall
				99	Way shrine

Area Descriptors

D00 Area Descriptors

00	Anger	33	Dusty	66	Scaffolding
01	Bags and crates	34	Echoes	67	Scraping sound
02	Balcony	35	Falling blossoms/leaves	68	Scratch marks
03	Beautiful	36	Fear	69	Screen
04	Billowing silk hangings	37	Feeling of serenity	70	Shadows are wrong
05	Bloodstained	38	Foggy, misty	71	Shelves
06	Brazier	39	Forgotten	72	Shiny, new
07	Breezy	40	Fresh food	73	Singing
08	Broken pottery	41	Greasy	74	Skeletons
09	Burning	42	Howling	75	Smell of incense
10	Burnt books	43	Infested	76	Smell of spices
11	Buzzing	44	Insects	77	Smell of gas
12	Cages	45	Jagged, rocky	78	Smoke
13	Choked with plants	46	Large urns	79	Sound of chanting
14	Clicking sound	47	Light shafts	80	Sound of flute or zither
15	Cluttered	48	Locked	81	Sound of gong
16	Cobwebs	49	Manacles	82	Sound of music
17	Cold	50	Marked path	83	Sparkling
18	Colorful lanterns	51	Maze	84	Stale
19	Covered furniture	52	Moldy	85	Sticky
20	Cramped	53	Moss covered	86	Strange lights
21	Creaky floor	54	Motion	87	Sun-dappled
22	Crowded	55	Movement, corner of eye	88	Sun rising/setting
23	Crumbling scrolls	56	Mystic writings	89	Terracotta warriors
24	Damp and dank	57	Old banners	90	Too quiet
25	Dark	58	Patches of ice	91	Traps!
26	Debris	59	Patches of oil	92	Unclaimed
27	Dilapidated	60	Poisonous	93	Warding signs
28	Dirty	61	Practice weapons	94	Waterlogged
29	Discarded weapons	62	Pristine, clean	95	Whispers
30	Dried flowers	63	Rain/downpour	96	Wild
31	Dripping sound	64	Rats	97	Windy
32	Dung	65	Safe area	98	Worn-away
				99	Wreckage

Area Objective

D00	Area Objective	Description
00-04	Activation	Activate or deactivate something. What are the characters going to activate? Why do they need to activate it? What happens when they do? What happens if they don't?
05-10	Cessation	Stop something that either is about to happen, or is in process now. This objective might require role-playing, combat, or skill use. Someone or something may not wish to be stopped and might work actively against the characters.
11-15	Collection	Several items, creatures, or people are scattered around. Seek and collect; perhaps it's criminals, survivors, or rare items.
16-21	Communication	Characters may need to get help or report an important discovery. Perhaps they need to contact a mercenary group to help clean up a mess they made. Or maybe someone is hurt and they need to contact a distant healer.
22-26	Confiscation	The characters have to take something that is in the possession of someone (or something?) else.
27-32	Creation	Build or assemble something with materials on hand. Random events might be necessary to create dramatic situations.
33-37	Desertion	Flee from this area. The characters might have to sneak, sprint, coerce, or fight their way out of the area.
38-43	Destination	Cross or pass through an area. In a twist, there might be multiple destinations and the characters don't know which path is the correct one.
44-48	Destruction	Something has to be broken, disabled, blown-up, or burned. The item or place to be destroyed will be known, and the method of destroying it should be known (or must present itself).
49-53	Elimination	Defeat someone. Elimination doesn't necessarily mean kill – it may mean you must capture, bind, arrest, or disarm them.
54-58	Exploration	An area where no one has ever been or has not been for a very long time. Mapping the unknown and searching for new things. In some ways it is similar to an information objective, except the player's don't really know what it is they need to learn – they're searching for whatever they might find.
59-63	Information	Learn some fact(s) — evidence to solve a mystery, acquire secret plans, record someone's appearance, find the location of someone, etc.
64-68	Liberation	Liberate a person or group by force or stealth... or help a person or group to perform their own self-liberation.
69-73	Protection	Protect someone or something, guard duty, root out an assassin, deliver something, protect from invasion, etc.
74-79	Relation	Settle/create a dispute, deliver a treaty/threat, or affect the political climate of a region.
80-86	Salvation	Save someone or a group of people who are in danger from total annihilation such as from starvation, a flood or other disasters, natural or unnatural.
87-92	Sanction	Law has been broken or rule violated. Characters are empowered to make arrests or bring justice (but are not totally above the law!).
93-99	Survival	The PC's must survive something. It might be important how they arrived in this area to know what they must survive.

Area Obstacle

D00	Area Obstacle	Description
00-04	Against the clock	Accomplish objective in a short amount of time, requiring creative thinking on the part of the players.
05-10	Captured	Heroes are captured and must escape while still trying to meet their objective. Keep in mind it's not fun to continually be captured.
11-15	Easy mistake	Present a situation where the obvious choice isn't the correct one. It would be easy for them to make the wrong choice, side with the wrong combatant, help a bad guy, etc. Then how do they make things right?
16-21	Endangered innocents	There are innocent people that are endangered... characters have a moral choice to make: pursue the objective or save/aid the innocent people.
22-26	Enemy minion(s)	Either many NPC minions or fewer major NPCs trying actively to prevent characters from meeting the area's objective.
27-32	Enemy monster(s)	Creatures are everywhere - or perhaps the characters are being stalked by one creature or a small pack. Must defeat, avoid, or bypass in some manner.
33-37	Limitation	The character's gear is either limited or lacking; they must improvise or obtain what they need.
38-43	Have to go around	The path through this area to achieve the objective has a major physical obstacle preventing passage.
44-48	Hostile environment	The environment itself is lethal with deadly plants, toxic air, pitfalls, loose footing, quicksand, lava beds, etc.
49-53	Infection	Avoid being afflicted with an effect or disease while trying to accomplish the objective... or perhaps characters get infected and must seek a cure!
54-58	Lost	Navigate a labyrinthine area, which slows the characters down while trying to accomplish their objective.
59-63	Middle of things	Something big takes place in the area, all around the characters. It gets in the way of their objective. Examples: war, revolution, competition, celebration, etc.
64-68	Mistaken identity	Mistaken for someone else or another group. Could be criminals, a child considering them guardians, etc.
69-73	Morale problems	Because of a past problem, or one they just endured, allies begin suffering from low morale. Allies may begin fighting amongst themselves.
74-79	Natural disaster	An extreme disaster of natural origin: sand storms, lava eruptions, landslides, etc., make the objective difficult to accomplish.
80-86	Outmatched	Force is not the answer, fighting would mean death, yet the NPC force that wants them dead isn't going to stop. How do the characters handle impossible odds?
87-92	Persuade other	An NPC who is vital to the area's objective in some way must be persuaded to help.
93-99	Unnatural disaster	Caused by someone using a force that has enormous repercussions.

RANDOM DUNGEON GENERATION

A dungeon is an area for adventuring. It could be ruins, buildings, a fortress, caverns, etc. Delving into a dungeon should have a purpose; otherwise, it is just a bunch of random encounters. The following is provided to inspire your imagination.

1 Difficulty Rank

Determine the difficulty of the area by choosing a rank (1-6). Use this when rolling traps and creatures. You might choose the rank based on the ranks of the PCs to either give them a hard or easy challenge. Or you may base the rank on what you think the dungeon should have based on its location, history or denizens.

2 Dungeon Descriptor

Roll a descriptor for the entire map to describe the overall setting (see the Area Descriptor table on page 83).

3 Draw a Dungeon


























Use the Dungeon Construction table below, or your own imagination, to draw your dungeon. Remember to place entrances, exits, stairs, etc.

4 Stock the Dungeon

For each room, major hallway, entrance, etc.:

- Roll a descriptor (see the Area Descriptor table, page 83).
- Roll or select an option from the Random Dungeon Feature table.
- Roll on the Random Dungeon Contents table. If the result is a trap, treasure, or creature, roll on the appropriate tables provided.

In all cases, you may roll or choose the results. This should inspire your imagination, not replace it. Enjoy the process, apply common sense and make decisions to craft an exciting dungeon that is fun for everyone.

	1-2	3-4	5-6	7-8	9-10
9-10	 HALL	 HALL CORNER	 HALL TEE	 HALL 4-WAY	 DEAD END
7-8	 ROOM 1-WAY	 ROOM 2-WAY	 ROOM 3-WAY	 ROOM 4-WAY	 DEAD END
5-6	 CREATURE	 STAIRS	 TRAP	 LOCKED	 SECRET
3-4	 LAKE	 RIVER	 ROOM-N-ROOM	 ROUND ALCOVE	 OCTAGON
1-2	 ROOM-N-ROOM	 OCTAGON 3-WAY	 Y-WAY	 OCTAGON 4-WAY	 RUBBLE PILE

Dungeon Construction Table

First roll 1D to determine the column, then roll 1D to determine the row, then cross-reference. Note that caverns are just rooms with irregular walls; you can use the same images.



Random Dungeon Feature

D00 Area Descriptors

00 Animal pen	33 Gallery	66 Quarters
01 Armory	34 Game room	67 Refuse
02 Audience chamber	35 Game trophies	68 Restroom
03 Barely furnished	36 Garage (carts and palanquins)	69 Secret
04 Barn	37 Garden	70 Servants room
05 Barracks	38 Gate	71 Shrine
06 Bath	39 Graveyard	72 Smokehouse
07 Bedroom	40 Guard	73 Sound-proof room
08 Bell	41 Hole	74 Sport (archery or other skill)
09 Bestiary	42 Kennel	75 Stable
10 Bird cages	43 Kitchen	76 Statuary
11 Cave	44 Laboratory	77 Stockade
12 Cell	45 Lair	78 Storage
13 Cellar	46 Laundry room	79 Storeroom
14 Chamber	47 Library	80 Tannery
15 Chasm	48 Lobby	81 Theatre
16 Qi focus shrine	49 Map room	82 Throne
17 Cistern	50 Mass grave	83 Tomb
18 Classroom	51 Meditation chamber	84 Tool shed
19 Clinic	52 Mess hall	85 Torture chamber
20 Closet	53 Mine	86 Tower
21 Combat pit	54 Monk cell	87 Training court
22 Courtyard	55 Morgue	88 Trap door
23 Crypt	56 Museum	89 Treasury
24 Desks	57 Music room	90 Trophy room
25 Dining area	58 Observatory	91 Under water
26 Divination chamber	59 Office	92 Vault
27 Dungeon	60 Oratory	93 Visitor room
28 Embalming chamber	61 Pantry	94 Waiting room
29 Empty	62 Parlor	95 Wardrobe
30 Fish pond	63 Pit	96 Well
31 Forge	64 Planning room	97 Workshop
32 Foyer	65 Prison	98 Writing room
		99 Way shrine

Random Dungeon Contents

D00	Contents	Comments
00-16	Trap or Hazard	Refer to Traps on next page or Hazards on page 91
17-33	Treasure	Refer to Treasures section on page 91
34-50	Creature	Refer to Creatures section on page 91
51-67	Roll twice	More to it than meets the eye! Reroll results of 68-99
68-84	Empty	Feel free to litter even empty rooms with false clues, etc.
85-99	Special	Illusion, talking object, teleporting room, secret door, etc.

Traps

Traps are used to inconvenience characters, cause damage, mislead, or protect rooms or valuables. Consider the purpose of a trap before placing one in dungeon or wilderness areas. A deadly fire trap in a room that does not protect something important or valuable may not make sense. Steer clear of placing too many traps in expected places or out of place traps such as ice-traps in hot, fiery places. What character would think to prepare for that? Be wary of placing traps in unexpected places such as the middle of a room. If characters come across these, it might slow the game to a crawl while they check each inch of a room for traps.

Like effects on page 66, traps have standardized definitions for how characters can be affected. After the name (poisoned dart trap, spiked pit trap, etc.) is how to completely avoid the trap, followed by notice, disarm, range, usage, duration, resistance (if the trap was triggered), effect (a list of conditions, damage values, special rules, etc.) and a description (if any). Note that conditions and effects have not been repeated here, see page 65-66.

- **Avoid** – The Ability check with modifier to completely avoid a trap. In order to avoid the trap, the character must be aware of it. In some cases GM's will want to explain how to avoid the trap if it's not obvious.

Remember that failure to avoid a trap will trigger it and the target will have a multi-action penalty if he tries to resist its effects.

- **Notice** - The Scout (natural), Thief (mechanical), or Sorcerer (magical) skill check with modifier to notice a trap. Some traps can be noticed by anyone and will specify an Ability check.

Damage is assumed to happen immediately (like damage from a sword) and does not have a lasting duration, unless otherwise specified (typically listed as "ongoing" damage).

How to build a better character trap

Follow these steps to create traps sure to make your master villain stroke his beard and cackle.

1 Category

Select one of ten categorical traps and give the trap a name.

2 Difficulty Rank

Determine the trap's rank based on the rank you chose for the dungeon or what you think the trap should be based on its location or what it is protecting.

3 Trigger

Determine how the trap will be triggered.

4 Determine statistics

Determine which abilities are used to avoid, notice, and disarm. Determine the trap's range, usage, duration, resistance, and effect.

Example: Michelle selects "substance" from the rank 1-2 table and names her trap "Acid Cloud Trap". She decides the trap will be triggered by opening the latch (manual trigger) on a door and determines it will be avoided by DEX-20, noticed by the Thief skill, and disarmed by the Thief skill (no modifiers). She then reads the statistics provided in the rank 1-2 table and modifies accordingly.

Acid Cloud Trap

Avoid DEX-20; Notice Thief+0; Disarm Thief+0; Range Burst 1; Usage 1/2 turns; Duration continuous; Resist STR-10; Effect 1D damage (bypass DR) and Dazed.

Categorical Trap Descriptions

1D	Name	Description*
1	Crush/Slam	Something (perhaps mechanically aided) falls or slams into characters.
2	Detainment	A device designed to slam shut and hold the victim, like a bear trap. Or could be some other physically entangling substance.
3	Gate/Wall	A wall, gate, or door closes and cannot be opened through normal means.
4	Needle/Razor	Poison needle or razor placed somewhere to puncture the unwary.
5	Pit	A pit is concealed or hidden and designed to trap victims, or if fall is high enough, kill them. May have spikes and spikes could be toxic.
6	Shooting Dart	Darts shoot out of wall coated with some sort of toxin.
7	Sliding/Shifting Floor	A section of floor or set of stairs becomes a slide, to deposit victims somewhere dangerous.
8	Spear/Arrow	A spear or arrow shoots out of the wall or other location, could be toxic.
9	Substance	Toxin-ridden air or liquid gusts, pours, or sprays out onto the victim.
10	Blade	A blade swings or chops at the victim. The blade could be toxic.

* Note that there are special/unique traps that require more complex explanations and will exist in published adventures.

Trap Triggers

1D	Trigger	Description*
1-2	Manual	By pulling a lever or turning a crank or pushing a button, etc. Sometimes this is in a place meant to fool people, such as a false door that when pulled, reveals only wall behind it but triggers the trap.
3-4	Trip wire	Designed to detect walking past a certain point.
5-6	Pressure switch	Designed to detect someone stepping in a specific location.
7-8	Concealed	A continuous danger that cannot be easily spotted because of its placement or the existence of obstacles.
9-10	Magical	Might detect specific people or those matching certain descriptions, might require a spoken pass phrase to bypass, etc.

* These are only five examples; there may exist other methods to trigger a trap, limited only by the imagination of the GM.

Rank 1-2 Traps

These traps have the following common statistics: Avoid +0, Notice +0, Disarm +0.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 1	1/encounter	instant	DEX-10	2D damage and dazed for 1D hours
Detainment	Range 0, burst 2	1/2 turns	continuous	DEX	1D damage and ½D each turn trapped (bypass DR)
Gate/Wall	--	1/encounter	continuous	--	--
Needle/Razor	Range 10	unlimited	instant	DEX-10	1D+2 damage (bypass DR)
Pit	--	unlimited	instant	DEX-10	1D damage (bypass DR)
Shooting Dart	Range 10	1/turn	instant	STR-10	2D damage and fatigued
Sliding/Shifting Floor	Range 0, burst 2	unlimited	instant	DEX-10	Prone
Spear/Arrow	Range 10	1/encounter	instant	DEX-10	2D+2 damage and surprised
Substance*	Range 0, burst 1	1/2 turns	continuous	STR-10	1D damage (bypass DR) and dazed
Blade	Range 0, burst 1	1/encounter	instant	DEX-20	2D+3 damage and prone

* Or replace with a mild poison from page 76

Rank 3-4 Traps

These traps have the following common statistics: Avoid -20, Notice -20, Disarm -20.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 2	1/encounter	instant	DEX-20	3D damage and dazed for 1D hours
Detainment	Range 0, burst 2	1/2 turns	continuous	DEX-10	2D damage and ½D each turn trapped (bypass DR)
Gate/Wall	--	1/encounter	continuous	--	Cannot be opened
Needle/Razor	Range 10	unlimited	instant	DEX-20	2D damage (bypass DR)
Pit	--	unlimited	instant	DEX-20	2D damage (bypass DR)
Shooting Dart	Range 10	1/turn	instant	STR-20	2D+3 damage and fatigued
Sliding/Shifting Floor	Range 0, burst 3	unlimited	instant	DEX-20	Prone and stunned
Spear/Arrow	Range 10, burst 1	1/2 turns	instant	DEX-20	2D+2 damage and surprised
Substance*	Range 0, burst 2	1/turn	continuous	STR-20	2D damage (bypass DR) and fatigued
Blade	Range 0, burst 2	1/2 turns	instant	DEX-30	3D damage and prone

* Or replace with a moderate poison from page 76

Rank 5-6 Traps

These traps have the following common statistics: Avoid -30, Notice -30, Disarm -30.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 3	1/2 turns	immediate	DEX-30	4D damage and dazed for 1D hours
Detainment	Range 0, burst 3	1/turn	continuous	DEX-20	3D damage and ½D each turn trapped (bypass DR)
Gate/Wall	--	1/encounter	continuous	--	Cannot be opened
Needle/Razer	Range 15	unlimited	immediate	DEX-30	2D+2 damage (bypass DR)
Pit	--	unlimited	immediate	DEX-30	3D damage (bypass DR)
Shooting Dart	Range 15	1/turn	continuous	STR-30	3D damage and fatigued
Sliding/Shifting Floor	Range 0, burst 5	unlimited	immediate	DEX-30	Stunned, prone and dazed
Spear/Arrow	Range 15, burst 3	1/turn	immediate	DEX-30	2D+2 damage and surprised
Substance*	Range 0, burst 3	1/turn	continuous	STR-30	3D damage (bypass DR) and fatigued
Blade	Range 0, burst 3	1/turn	immediate	DEX-40	4D damage prone and surprised

* Or replace with a strong poison from page 76

Hazards

Hazards are fairly straightforward and should only require some common sense and an ability check. The rickety bridge is a hazard because it's old and dilapidated; if you decide the bridge collapses due to excessive weight have the character make a DEX check or fall, barely able to grab a loose rope. A falling rock hazard can be set off on purpose by an enemy or perhaps simply the clanging of cooking gear strapped to a backpack. Perhaps characters succeeding in a DEX check take 1D damage while failure results in 2D damage. Falling rock slides or weakened building structures bring realistic hazards to any game. It's a dangerous world out there!

Treasure

When a treasure is found, think about the room/hall feature(s) and content(s). The treasure may or may not be guarded, and might be hidden. As always, this collection of tables is meant to help you get your creativity flowing not restrict you.

Roll on the tables on the following page (or select results yourself). Use the column relevant to the dungeon's rank (the more dangerous the dungeon the greater the reward). Don't forget that not all treasure is measured in coins and jewels. Knowledge is a powerful treasure, and might be worth more than you could possibly roll on the treasure tables, to the right person.

Creatures

Any of the creatures in this game can be found in dungeons. Think about the dungeon's original purpose and how it's currently being used. What types of creatures would be appropriate for the story you want to tell? Is it a demon-infested place, the tomb of a Ming necromancer, or a trap-filled treasure vault? All three are dangerous places but would contain radically different creatures. Think of the number of encounter areas you have to work with and fill them in with challenges based on the situation, story, and rank of the characters. Creatures are detailed starting on page 102.



Treasure!

D00	Treasures	Rank:1-2	Rank:3-4	Rank:5-6
00-15	Jewels ¹	4Dx10tl	1Dx100tl	5Dx100tl
16-30	½D Gems ²	2Dx10tl ea.	5Dx10tl ea.	1Dx100tl ea.
31-45	Taels	2Dx10tl	5Dx10tl	1Dx100tl
46-60	Art ³	4Dx10tl	5Dx100tl	1Dx1000tl
61-75	½D Normal Items	varies	varies	varies
76-85	Magic item	varies	varies	varies
86-95	Deed ⁴ /treasure map	1Dx100tl	5Dx100tl	2Dx1000tl
96-99	Roll twice	--	--	--

¹ amulet, hairpin, bracelet, ring, necklace, pin, earrings, brooch, arm cuff, anklet, etc.

² azurite, pearl, onyx, quartz, amber, garnet, jade, topaz, emerald, sapphire, diamond, etc.

³ statuette, silk fan, gold idol, poetry, painting, sculpture, silk painting, rare fabrics, etc.

⁴ deed to business, building, farm, livestock herd, gold claim, token of authority, ship, etc.



D00	Magic Item
00-04	Blessing of the Heavenly Pillar
05-06	Brass Wu Lou
07-08	Celestial Bag
09-10	Demon Bag
11	Demon Mask of Terror
12	Earth Splitting Kwandao
13	Flying Swords
14	Gold Phoenix Hair Pin
15-16	Good Fortune of the Iron Pagoda Prayer Beads
17-20	Greater Prayer Bead Necklace
21-23	Hat of the Comfortable Beggar
24-27	Hat of Navigation
28-31	Hat of the Eminent Scholar
32-35	Heart Strings
36-37	Heaven Striking Sword
38	Heavenly Armor
39	Heavenly Incense
40-41	Huli Clan Sword
42	Jade Flute
43	Jade Pendants
44-45	Jade Princess Bag of Gifts

46-47	Magic Tokens of Authority
48-49	Magical Fireworks
50-51	Mandarin Peel Boat
52-53	Mask of Allurement
54-57	Mask of Mystic Sight
58-61	Mask of Sight
62-65	Messenger Kite
66-67	Minor Demon Mask
68-71	Minor Prayer Bead Necklace
72-75	Nighthawk's Lockpicks
76-78	Saniang's Nightcloak
79-80	Scabbard of the Fray
81-82	Scholar's Hat
83-84	Spirit Oil
85-88	Token of the Articulate Strategist
89-92	Summoning Bell
93	Token of the Secret Torii Gate
94	Toy Boat
95	Warding Spirit Bell
96-97	Water Robes
98	Willow Blade
99	Unique (roll on table below)



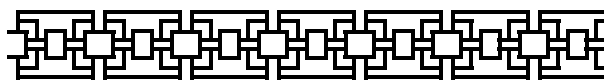
1D	Unique Magic Item
1-3	Battle Scroll (chapter)
4	Destiny's Flame
5	Dragon Sabre
6	Favor of Chow Lightning Sword
7	Flying Guillotine
8	Jade Armor
9	Jade Destiny
10	Red Jade Sword

REWARDS

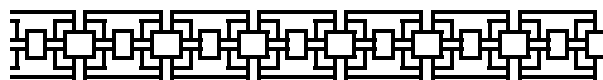
Don't think gold and magic items are the only way you can reward the characters for accomplishing objectives. In addition to ever-valuable cultivation points, player's characters can be granted all sorts of recognition, titles, property deeds, followers, and even divine favor.

If you're creating an adventure and/or dungeon and are stumped for an idea, consider rolling on the following table and weaving the result into your story.

D00	Reward	Comments
00-19	Recognition	Receive a hero's welcome whenever you pass this way.
20-27	Honorary Title	Receive a title that has local significance or wide-spread significance over the realm.
28-35	Property	Receive land, lake shore, ship, or some other type of physical property. Note that giving a character property where people live might require the character to protect, support, and fund his new responsibility.
36-43	Authority	The character is given specific authority, such as judging crimes, commanding people, or exacting obedience from the populace.
44-51	Blessing	A deity blesses the character in some beneficial way. Perhaps its luck (each encounter, re-roll one failed check), or a special ability (intuitively knows when bad weather is approaching, if someone is lying, etc.), or the character can summon help when the odds are against him.
52-59	Favor	The character is granted a single favor by someone with significant funds, ability, or political power.
60-67	Wealth	Reward(s) in the form of tael, gems, artifacts, fine art, etc.
68-75	Followers	The character is given command over and responsibility for one or more lower-rank or minor NPC individuals such as soldiers, mercenaries, scholars, navigators, merchants, etc.
76-83	Expert	The character becomes known as an expert in a field of study. Whether it's combative study, magical, scholarly, or whatever, this character will forever be sought for her expertise.
84-91	Stock	The character is given stock in something tangible that increases his wealth and prestige. Note that stock can lose value, depending on the market, drought in the case of livestock or farming, etc.
92-98	Memorial	The town erects a memorial, banner, or statue in the character's honor. This may be immediate or the character may find out later.
99	Power	Maybe the characters receive some mystic power or ability, perhaps one-use, perhaps one which comes with some grave consequence like immortality. Many adventurers seek to drink the elixir of immortality — perhaps it's time to grant it, and let them learn if it is as sweet as they imagine!



NPCs



Human Villains

Wuxia is always about human passions such as love, betrayal, loyalty, anger, greed, and vengeance. Your main villains should be human. There may be some creatures encountered in your adventures, and having big scary monsters can be fun, but make sure a human villain is always the one your players are trying to defeat.

Minor NPCs/Mooks

Most minor NPCs (also called *mooks* when used as adversaries) are not that important and use these basic guidelines.

- **One Descriptor/Score**— A minor NPC has a descriptor describing his race and profession and a single score. Any task associated with his descriptor has the listed chance of success. Any task not associated with his descriptor has half the listed chance of success. For instance, “Guard 55” has a 55% chance to spot hidden foes or attack intruders, but only a 28% chance to attempt unrelated action checks. Unless the descriptor says otherwise, the minor NPC cannot cast magical spells.
- **Body Points** — Minor NPCs have 5 body points.
- **Initiative** — Assume all minor NPCs roll 5 for initiative.
- **One Attack** — A minor NPC can perform multi-actions, but only attack once per turn. Unarmed damage is always $\frac{1}{2}D$ and they do not have any kung fu techniques.
- **Gear** — A minor NPC only has gear directly related to the routine tasks of his profession. Weapons, armor, and silver in taels should be listed.
- **No Qi** — Minor NPCs do not consciously use qi.

Examples:

- *Desperate Bandit 45 (dagger 1D)*
- *Basic Thug 55 (unarmed $\frac{1}{2}D$)*
- *Tough Thug/Bandit 60 (dao 2D+2, $\frac{1}{2}D$ tl)*
- *Town Guard 55 (spear 2D R20, dao 2D+2, 1Dtl)*
- *City Guard 60 (spear 2D R20, dao 2D+2, leather armor DR $\frac{1}{2}D$, 10tl)*
- *Veteran Soldier (Melee) 65 (spear 2D R20, dao 2D+2, leather armor DR $\frac{1}{2}D$, shield, 10tl)*
- *Imperial City Guard 70 (spear 2D R20 or shortbow 2D+1 R60 or crossbow 2D+2 R80, dao 2D+2, full lamellar armor DR 1D, 1Dx10tl)*

Formations

Centipede Attack Formation, Seven Stars Constellation, Eight Trigrams Circle, and Serpent Coil Command! These are names of formations called out before a group of minor NPC kung fu warriors becomes much more than the sum of their parts.

If a kung fu sect has a master (Warrior level 6) as leader, the master can train his students (mooks) to fight as a group. This takes much time and dedication and only the most disciplined of kung fu sects can use these formations. Only one formation may be learned by a group.

Anywhere from 5-20 minor NPCs can create a formation, but they must always remain adjacent to each other. Treat the formation as a single entity for combat purposes. If the formation is defeated (reduced to 0BP) it breaks apart, leaving half of the minor NPCs dead or unconscious, and the other half dazed for the remainder of the turn. A formation can only be initiated once per encounter.

Simple Mook "Cinematic Slider"

If you want your games to be a little more heroic, don't allow mooks to have critical successes or failures. Their DR does not apply vs. player character attacks, only vs. other mooks. Their weapons only do 1D damage no matter what they are using. This greatly simplifies fights and allows you to fill the battlefield with disposable nobodies that heroes can practice their heroics on.

A formation has stats equivalent to a major NPC whose rank is equal to the number of mooks in the formation divided by 5. Always round down.

If the mooks shout out the name of their formation, then forming up doesn't cost an action. Otherwise getting into a formation is always an action.

Example: 14 tough students of the Red Tigers sect are in a fight and they jump into formation.

- *Red Tigers 60 (dao 2D+2, ½Dtl)*

Once in their formation they have the following stats as a rank 2 major NPC:

- *Devastating Tiger's Paw Unity!*
Attack 70, Damage 1D+4, BP 60, Resist 60, Explosive Attack and Multiple Attacks

If the Devastating Tiger's Paw Unity formation is defeated, 7 red tigers will remain in the fight but are dazed.

Major NPCs

Major NPCs are generally the main opponents of the characters. This is an action packed game. That means you will be going through dozens if not hundreds of major NPCs over the course of an Art of Wuxia campaign. Here are tools to help you create memorable NPCs with a focus on villains. The system here is fast and creates good challenges for the players while saving your time and effort for developing action scenes and plots.

Major NPCs are built much like mooks, but come with more variety and power. As shown in the table below

- **Rank** – The rank of the major NPC.
- **Score** – This is the number to use for the major NPC's skill checks.
- **Skills** – This is the number of skills the NPC has learned. If important, the level of a skill is equal to the number of skills.
- **Damage** – This is the kung fu damage the NPC deals with unarmed attacks and weapons.
- **BP** – Body points.
- **Resistance** – Use this as a generic number for all resistance rolls modified by multi actions penalties, if any.
- **Techniques/Spells** – Pick a total number of kung fu techniques or spells or combination up to the number listed.
- **Qi** – All major NPCs have 2 qi they may use like any character.

Major NPC statistics

Rank	Score	Skills	Damage	BP	Resistance	Techniques/Spells
1	60	1	1D+1	50	55	1
2	70	1	1D+4	60	60	2
3	80	2	2D	70	60	2
4	90	2	2D+1	80	65	3
5	100	3	2D+4	90	65	3
6	110	3	2D+6	100	65	4
7	120	4	2D+8	120	70	5

Villain Descriptors

Major NPCs (those villains worth a name) should stand out. However, they may only show up in a few encounters, so they need descriptors that will make them memorable. The table below holds a few ideas to get you started.

D00	Descriptor		
00-01	Really fat	50-51	Brings a coffin for whomever he duels.
02-03	Big black beard	52-53	Pays for a sumptuous feast for whomever he duels
04-05	Long wispy mustache		
06-07	Tall hat	54-55	Scrawny
08-09	Dresses all in one color	56-57	Gives in at first blow
10-11	Lots of hair pins	58-59	Wears red shoes
12-13	Annoying and constantly laughing	60-61	Carries a fancy umbrella
14-15	Big Muscles (Sleeveless shirts)	62-63	Has a really whiny voice
16-17	Missing some teeth	64-65	Is extremely polite
18-19	Missing an ear	66-67	Loves riddles
20-21	Terrible scar	68-69	Loves gambling
22-23	Burn mark on face	70-71	Missing a hand
24-25	Screams while attacking	72-73	Missing some fingers
26-27	Swaggers	74-75	Has tattoo on bald head
28-29	Threatens/bullies everyone	76-77	Bloodshot eyes
30-31	Has a yes man	78-79	Can't help looking at self in mirror
32-33	Always eating something	80-81	Constantly complaining
34-35	Likes to burn things	82-83	Shouts all the time
36-37	Drunk	84-85	Always fanned by a servant
38-39	Slob, food stains on front of shirt	86-87	Overly polite
40-41	Talks in a slow dumb voice	88-89	Pits friends against friends
42-43	Snickers	90-91	Belittles the opposite sex
44-45	Constantly brushes one thin lock of hair out of his eyes	92-93	Avoids the sun
46-47	Picks his nose	94-95	Pretends to be all knowing
48-49	Dresses in very fine clothes	96-97	Flaunts wealth
		98-99	Derisively names opponent's moves

Example NPCs

On the next couple pages you'll find several pregenerated NPCs. Feel free to use them in the tales you tell. Add any treasure or equipment you feel these NPCs need for the adventure you put them in. Flat Nose Yang will probably lose any treasure you give him, so don't bother.

Double Death Kuai

Rank 1, 60, Warrior of the Golden Fist Style, 1D+1 Damage, 50 BP, Resist 55, Whirlwind Attack

- Double Death Kuai is a killer. He likes getting into fights and killing his opponents. He fights with dao and shield. He doesn't scare easily and will hire on with anyone that allows him to kill.

Fiery South Wind

Rank 6, 110, Thief, Sorcerer, Warrior of the Wodan Style, 2D+6 Damage, 100 BP, Resist 65, Qi Resistance, One Against All, Spells (as 3rd level Sorcerer): Charm, Dominion

Fiery South Wind is one of four brothers engaged in a variety of criminal enterprises including extortion, smuggling, and human trafficking. Fiery South Wind has ties to the sorcerers of Jin and is trying to make a name for himself so he can learn some of their secret magics.

Flat Nose Yang

Rank 3, 80, Thief, Warrior of the Bandit Beating Staff Style, 2D Damage, 70 BP, Resist 60, Danger Sense, Roll with the Impact

Flat Nose Yang has never been mistaken for a bright individual. The world constantly puzzles him. He is a beggar with simple needs and simple goals. He can't count to three and is a poor source of information, as he lacks any skill of discernment. To those in the know he is a capable lieutenant in the Beggar's Sect and is one of their master spies.

Golden Sparrow Pei

Rank 5, 100, Thief, Scout, Warrior of the Tsun Blade Style, 2D+4 Damage, 90 BP, Resist 65, Counter Attack, Move-By, Multiple Attacks

Golden Sparrow Pei is a wandering hero who travels Longzhi righting wrongs and slaying evil doers. She sometimes travels disguised as the man Jin Pei. She is believed to be a member of the Censorate, reporting directly to the Emperor.

Ironbridge An

Rank 3, 80, Leader, Warrior of the Honorable Way of Thunder Style, 2D Damage, 70 BP, Resist 60, Mighty Blows, Unblockable Attack

Ironbridge An is 6 ½ feet of toughness and muscle. He barks orders to his underlings and they obey. He wades into combat at the most strategic time. He is matter-of-fact and brutal. He fights with a massive maul he calls Ironcrusher. Ironbridge An is hired whenever a squad of warriors is needed to teach someone a lesson. Ironbridge An is happy to instruct.



Jang Chay

Rank 2, 70, Warrior of the Tiger Strike Style, 1D+4 Damage, 60 BP, Resist 60, Explosive Attack, Ironskin (DR 1-2)

Jang Chay is a minor villain with a knack for survival. He will give up and spill the beans on whatever scheme he is involved in if it looks like it will save his life. While he has been punished by the law several times, he has a knack for getting involved with the wrong people all the time. He has few skills and when not involved in crime often finds work on the docks as a common laborer.



Last Laugh Yulan

Rank 4, 90, Thief, Warrior of the Flying Daggers Style, Damage 2D+7, 80 BP, Resist 65, Deadly Attack x3.

Last Laugh Yulan always tries to attack from stealth with a bow, only relying on her jian when she has too. She dresses in all black with a circular black veiled hat when "on the job." She will attack and retreat, always fleeing the moment her arrow leaves her bow. She will circle back much later to see if her victim is dead. If not, she'll set up her next ambush. She is a relentless assassin.



Ting Bo and Ting Bi, the Ghost Blades

Rank 4, 90, Detective, Warrior of the Tiger Strike Style, 2D+1 Damage, 80 BP, Resist 65, Explosive Attack, Multiple Attacks, Two-Weapon Fighting

These twin sisters dress all in white and attack with a dao in each hand. They are deadly adversaries and gain a free explosive attack that either one of them may use each turn when they fight side-by-side. They view themselves as above all others as they have a bond that cannot be broken.



Little Minnow

Rank 7, 120, Detective, Scholar, Scout, Warrior of the Law of a Thousand Strikes, 2D+8 Damage, 120 BP, Resist 70, Counter Attack, Explosive Attack, Multiple Attacks, One Against All, Whirlwind Attack

This older man roams the lands of Longzhi. It isn't known who he is allied with or what his goals are, but he is ranked fourth in the wulin by the Lustrous Phoenix Society. He has a white beard and bald head. He wears two javelins on his back and is known to carry nunchaku and darts. He is a quiet man, speaking only when necessary. He absolutely will not abide being interrupted when he is drinking tea or eating. He will oblige challengers only after he finishes. If a fight disrupts his meal or tea, he will kill all offenders on both sides. He believes only in deeds, never words. His reputation is giant among giants.

MASTER VILLAINS

A master villain in the wuxia genre often has a base of power and many troops at their disposal (mooks). They will also have a few lieutenants (major NPCs) or even trained beasts or demons. But the master villain will often be something far more dangerous, able to take on a whole group of heroes at once and give them a serious challenge. These master villains are often very old and they didn't get that way by being weak or stupid.

Reserve master villains for the end of major story arcs. Characters should be at least Rank 3 if they hope to defeat such foes.

Battles with master villains are long and deadly. At least once per turn an attack by the master villain that misses should destroy a table, bench, railing, or even a henchman to reinforce just how powerful they are. A group of heroes may have to flee their first battle with a master villain so that they may try to find another way to defeat this powerful opponent. Master villains love taunting heroes. After defeating heroes in battle, a master villain will often allow the heroes to live, shamed by their defeat and spreading tales of the villain's evil might.

All master villains are really tough

They have pools of body points far exceeding what a character could hope to have. Now, your players might think this isn't fair. It isn't. However, this is a master villain and unless the heroes work together to stop him, he is going to walk all over them and destroy all that they hold dear.

The following table is used to create master villains just as you would major NPCs with the following additions:

- **Qi** – Master villains have a number of qi equal to their rank. Besides normal uses of qi, master villains may also use the following qi ability:
- **Dastardly Deed** (1 qi, each ability usable once per encounter)
 - * Attempt Escape – villain gets one extra free movement. Villain may sprint but this is an action.
 - * Bring in reinforcements – place them where wanted (often surrounding the heroes).
 - * Ignoble Sacrifice – allied normal NPC takes damage instead of villain.
 - * Master Villain Ability – choose one special ability from the master villain's top ability tier or a lower tier.

Master Villain Statistics

Rank & Qi	%	Skills	Damage	BP	Resistance	Techniques/ Spells	Master Villain Ability
3	120	4	2D+2	500	90	5	Tier 1
4	140	4	2D+4	750	95	6	Tier 2
5	160	5	3D	1100	100	7	Tier 2
6	180	5	3D+1	1400	105	8	Tier 3
7	200	6	3D+2	1600	110	9	Tier 3

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Give your master villain one of the Master Villain Special Abilities listed below. These abilities represent pacts with dark powers, consumption of strange and rare alchemical concoctions, use of ancient artifacts, or knowledge of lost kung fu techniques.

Tailor your master villains to your world and story. Feel free to alter these abilities for the needs of your adventure. For example, you may wish to make the counter of the master defense be a magical incense that negates the special DR, or make it a special weapon that not only negates the special DR, but also bypasses the master villain's resistance checks. This last option works really well if the master villain has proven very tough in the past, especially if they killed one of the characters in a previous encounter. If the master villain proves to be too tough, the heroes can always go on a quest to learn how to counter the master villain's special ability. Remember, in many cases, a master villain would much rather defeat the players and let them live in shame than killing them outright. Then again, they might decide to rid themselves of this annoyance once and for all.

Master Villain Special Abilities

Villains have special abilities reserved just for them!

Tier 1 Special Abilities

These are good opponents for beginning heroes.

Immortality

The master villain has been cultivating immortality for years. If the master villain is killed, he will return in time in another form. Some examples are; reincarnation or returning as a powerful evil spirit, monster, undead creature, or demon. The villain will focus all efforts on destroying the heroes that interrupted this quest for immortality

and instead left him with this twisted mockery of life. Note: this is a great one to use early in your campaign so that the master villain can return later on in this new, twisted form.

- Counter: This master villain ability might only be discovered by the treachery of one of their henchmen. It pays to get to know the servants of evil. They may be willing to disclose how to stop their master from becoming immortal. Of course, there will be a price for such information.

Secret Technique

(see page 130) The master villain has learned one of the most prized martial secrets in all of Longzhi.

- Counter: There is very little chance that this ability can be countered. Secret techniques are just that, and finding a secret weakness of one would require knowledge guarded closely by the Old Gods of the Jade Court.

Tier 2 Special Abilities

These are well matched for mid-rank heroes.

Can't Touch This

The master villain gets 2 free defenses against each hero per turn. These 2 free defenses do not have nor incur multi-action penalties. This can represent superior kung fu skill or the ability to move vital points around.

- Counter: Learn the secret weakness (attacking at a certain time of the day, or certain day of the year). Learning this from one of the many guards of the master villain might be the best way to learn of this secret. Perhaps talking to the master villain's original teacher could reveal it.

Magic Shield

This slightly visible globe around the master villain completely negates one form of damage; choose physical or magical.

- Counter: Learn the secret qi focus chant that will disrupt the barrier, destroy the five skull-topped pillars that power the shield, find and kill the meditating evil monks who give their qi to power the shield, or something similar.

Villainous Blow

The master villain gets bonus damage dice equal to the average rank of the heroes that can be divided amongst the villain's attacks every turn. For example, if the average rank of the heroes is 3, then the master villain gets 3D bonus damage per turn.

- Counter: Learn the secret "tell" that indicates the blow is coming, or train to absorb or deflect the worst of these attacks with a former student of the master villain.

Tier 3 Special Abilities

Only legendary heroes should fight this type of villain.

Master Defense

The master villain has trained to take blows that would kill an ox and to completely shrug off lesser wounds. They get DR equal to the average rank of the heroes x2. This stacks with any other DR.

- Counter: Find the magic item (special incense, legendary weapon, etc.) that the master villain has no defense against. This item will often have ties to the master villain's past deeds.

Replenishment

The master villain can completely replenish their health three times per day.

- Counter: Much like the Magic Shield Master Villain Special Ability, finding and destroying the source of this healing is crucial.

Example Master Villain

High Minister Pan Ching

Rank 4, Qi 4, 140%, Detective, Scholar, Thief, Warrior of the Judgment of the Dark Court Style, 2D+4 Damage, 750 BP, Resist 95, Blind Fighting, Counter Attack, Disarm, Feint, Suspension, Swiftiness, Master Villain Ability: Can't Touch this (Tier 2).

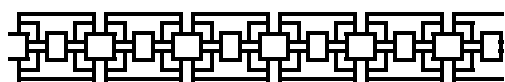
High Minister Pan Ching is a eunuch who oversees the Ministry of Justice for the Dragon Empire under Emperor Gaofeng. He is directly responsible for putting corrupt magistrates in certain key districts and has appointed governors who serve at his beck and call. A careful planner, it is said that he studied for a time at Rot, but surely a foreigner would never have made it through the various exams and loyalty tests to become a High Minister. Certainly one would never become a eunuch of the Imperial Court.

High Minister Pan Ching is a deadly enemy. He is courteous in the extreme unless he is dealing with an underling that has failed him. The underling must either fix the failure or be made an example for the rest of Pan Ching's servants.

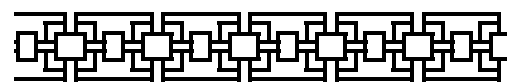
Since Pan Ching is the High Minister of Justice he has an enormous array of political tools at his service. He can command nearly everything and anyone but the military by accusing someone of breaking the law.

Pan Ching is careful to always use two levels of intermediaries between himself and villainous deeds. More than one go-between has been sacrificed to save his schemes and promote some ambitious official of justice more loyal to Pan Ching.

The GM needs to determine Pan Ching's goals. Is he opening the way for an invasion from Jin? Is he maneuvering things in an attempt to place a puppet on the throne? Is he the master of the White Lotus assassins? Have fun deciding what works best for your game.



CREATURES



The creatures listed here follow the same format as creatures in BareBones Fantasy for compatibility. However, creatures are classified into new categories that can have a direct impact on combat encounters.

- **Animal** – non-magical creatures, including those of giant size. These creatures are affected by the Animal Handling ability of the Scout skill.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).
- **Ghost** – only affected by unarmed attacks and spells, not damaged by any other means.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.

Skill Checks

Creatures do not have skills. However, that is not to say they can't use skills such as Scout, Thief, etc. If the GM requires a creature to make a skill check, consider the creature's score as follows: half ability, +10 per creature rank.

For example, the GM has determined that the secrets of the Ming Sorcerers are well protected. The PCs have fled a Ming Sorcerer tomb with a book of ancient spells. This "theft" has triggered a curse which takes the form of a summoned nether cat. A nether cat is rank 4 and has a 50 LOG, therefore it will have a 65% chance to track the party ($50/2 + 40$ rounded up).

Unassumed misdirection is the most powerful technique.

— You Ling, Beggar Sect

Creature Creation:

There is no structured process for creating creatures. The following steps provide some guidance to help you create new creatures:

- 1 Describe creature in a sentence or paragraph.
- 2 Select a categorical template, based on size and diet ("plant eater" or "meat eater") and note the default statistics.
- 3 Adjust the default statistics as desired, to better define the creature you have in mind.
- 4 Define named abilities (Bite, Claw, etc.), see page 65 for conditions and effects.

Note: Creatures in Art of Wuxia have full stats to make them fully compatible with other d00Lite games.

Example: Michelle decides to create a yeti for an upcoming adventure in a mountain wilderness. The characters are relatively low rank and she wants the yeti to be a challenge for them. She reviews rank 2, 3, and 4 creatures to get a general idea of their statistics. She lists her creature as rank 3 and decides yeti are strong but not too smart. Their fur gives them some protection and they are just tough beasts so she gives them a DR of 2. They aren't too fast so they get an Init of 1. Next she assigns 90 to STR, 55 to DEX, 25 to LOG, 40 to WIL, and gives it a MOV of 10. It can move a bit faster than the characters. See the final creature on page 123.

Creature Templates

The following creatures are provided as templates to build other types of creatures for your adventures.

Badger-sized Plant-eater

STR	10	BP	5	Rank	1
DEX	15	INIT	1	Nature	Neutral
LOG	10	DR	0	Attack	45% damage 1D
WIL	10	MOV	8	Travel	5 leagues

Badger-sized Meat-eater

STR	15	BP	10	Rank	1
DEX	25	INIT	1	Nature	Neutral
LOG	15	DR	0	Attack	55% damage 1D
WIL	15	MOV	12	Travel	5 leagues

Dog-sized Plant-eater

STR	20	BP	15	Rank	1
DEX	35	INIT	1	Nature	Neutral
LOG	10	DR	0	Attack	45% damage 2D
WIL	10	MOV	15	Travel	10 leagues

Dog-sized Meat-eater

STR	30	BP	20	Rank	1
DEX	45	INIT	1	Nature	Neutral
LOG	20	DR	0	Attack	60% damage 2D
WIL	10	MOV	15	Travel	10 leagues

Horse-sized Plant-eater

STR	40	BP	30	Rank	2
DEX	55	INIT	1	Nature	Neutral
LOG	10	DR	0	Attack	45% damage 3D
WIL	25	MOV	14	Travel	15 leagues

Horse-sized Meat-eater

STR	50	BP	40	Rank	2
DEX	65	INIT	1	Nature	Neutral
LOG	20	DR	0	Attack	65% damage 4D
WIL	25	MOV	15	Travel	15 leagues

Elephant-sized Plant-eater

STR	80	BP	50	Rank	3
DEX	45	INIT	1	Nature	Neutral
LOG	40	DR	5	Attack	55% damage 4D
WIL	40	MOV	14	Travel	10 leagues

Elephant-sized Meat-eater

STR	90	BP	55	Rank	3
DEX	55	INIT	1	Nature	Neutral
LOG	45	DR	5	Attack	75% damage 8D
WIL	40	MOV	14	Travel	10 leagues

Named abilities such as “gore”, “hoof”, “claw”, etc. have a damage value that accounts for the creature’s STR. The named ability “By Weapon” lists additional damage caused and is based on the creature’s STR or DEX score. For instance a cannibal demon has a STR of 60 giving it +1 damage with any melee weapon it wields. Abilities that have a score require a successful D00 check; abilities that do not have a score do not require a check (however they may have a usage limit). GMs should use their own judgment on how often a creature can use abilities if it does not have a usage.

The statistics and abilities listed for creatures on the pages which follow are guidelines. Use your own ideas to create fantastical creatures and memorable encounters!

Creature List

On the following pages you’ll find many creatures for use in your games. This list is by no means exhaustive, and you can expect to find more published in future adventures and supplements.

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Ancestor Spirit (Ghost)

Ghostly, benevolent guardians of the homes of the very filial.

STR 10	BP 10	Rank 1
DEX 50	INIT 1	Nature Neutral
LOG 50	DR 0	Travel 5 leagues
WIL 60	MOV 8 (fly 8)	

- **Blessings** – 65% cast aid or protection on a descendant or family ally as Sorcerer level 1
- **Curse** – 65% cast hinder on enemies as Sorcerer level 1
- **Bound** – may only manifest within home with ancestor shrine
- **Possess** – 65% cast dominion as Sorcerer level 1, joins body of victim
- **Ghost** – only affected by unarmed attacks and spells

Aoyin (Demon)

A large four-horned demon bull that hunts and eats people.

STR 160	BP 95	Rank 5
DEX 65	INIT 2	Nature Neutral
LOG 40	DR 5	Travel 15 leagues
WIL 80	MOV 20	

- **Gore** – 95%, damage 5D
- **Charge** – 90%, damage 8D if it runs for 30 spaces before attacking
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

Biting Flowers (Demon)

Found in forests and jungles, these large sunflower-like plants are hungry.

STR 30	BP 16	Rank 1
DEX 30	INIT 1	Nature Evil
LOG 20	DR 0	Travel 0 leagues
WIL 20	MOV 0	

- **Bite** – 55%, damage 1D+2
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



In Shan Fo's *Accounts of the Demon Battles*, she wrote "It was not always easy to tell demon from human."

— "Sagacious Stork" Sung Mao

Bull Demon (Demon)

These minotaur-like demons form armies whenever possible. They have a strong sense of hierarchy and when a leader of sufficient power is found they will serve as long as there are mortals to kill in glorious battle.

STR 75	BP 65	Rank 3
DEX 55	INIT 1	Nature Evil
LOG 50	DR 3	Travel 5 leagues
WIL 60	MOV 8	

- **Gore** – 70%, damage 1D+6
- **By Weapon** – 75%, damage +4
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

Cannibal Demon (Demon)

Humans that eat the flesh of other humans often become these minor demons. When in demon form they are about 4 feet tall with large mouths full of sharp teeth. They have small spindly legs and short clawed arms.

STR 60	BP 28	Rank 2
DEX 30	INIT 1	Nature Evil
LOG 20	DR 1	Travel 5 leagues
WIL 40	MOV 8	

- **Bite** – 80%, damage 2D+1
- **By Weapon** – 60%, damage +1
- **Human Form** – can take human form except when feeding or fighting.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

Cave Ape (Animal)

Large, aggressive meat-eating beasts.

STR 85	BP 65	Rank 3
DEX 50	INIT 1	Nature Neutral
LOG 35	DR 0	Travel 5 leagues
WIL 60	MOV 8	

- **Smashing Hand** – 60%, damage 2D+6



指南 GUIDELINES

Centipede, Large (Animal)

A monstrous centipede about a yard long.

STR 30	BP 20	Rank 1
DEX 45	INIT 1	Nature Neutral
LOG 20	DR 3	Travel 5 leagues
WIL 10	MOV 8	

- **Poisonous Bite** – 70%, damage 1D and poison (Moderate, Resist STR -20, Damage 2D for 4 turns).



Crab, Giant (Animal)

A sorcerer's experiment gone horribly wrong.

STR 120	BP 80	Rank 4
DEX 60	INIT 1	Nature Neutral
LOG 20	DR 10	Travel 5 leagues
WIL 80	MOV 8	

- **Pinchers** – 100%, damage 5D



Crane, Giant (Animal)

These magnificent birds are large enough to carry two people on their back, if tamed.

STR 80	BP 60	Rank 2
DEX 60	INIT 1	Nature Neutral
LOG 20	DR 0	Travel 50 leagues
WIL 80	MOV 10 (fly 50)	

- **Kick** – 80%, damage 2D



Crimson Crows (Demon)

A demon-haunted swarm of blood-red crows with black eyes. They have sharp, black claws and beaks, and attack in a screeching swarm.

STR 10	BP 30	Rank 2
DEX 60	INIT 2	Nature Evil
LOG 35	DR 0	Travel 20 leagues
WIL 50	MOV 5 (fly 20)	

- **100 Cuts** – 80%, damage ½D to all in 5 spaces of center of swarm.
- **Swarm** – attacks that hit an area (whirlwind, chaff before the wind, offensive strike) do full damage. All other attacks only do 1 BP of damage. BP represents entire swarm. When BP reduced to 0 swarm disperses.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Daniao (Animal)

A huge, flightless bird that hunts human-sized prey in screeching, feathered packs.

STR 80	BP 45	Rank 2
DEX 65	INIT 2	Nature Neutral
LOG 20	DR 0	Travel 10 leagues
WIL 30	MOV 15	

- **Horrible Screech** – 70%, WIL check or dazed for encounter. Usable once per encounter.
- **Peck** – 70%, damage 1D+5
- **Kick** – 50%, damage 2D and thrown 1D spaces

**Dapeng** (Animal)

A hawk the size of a large house!

STR 180	BP 280	Rank 5
DEX 60	INIT 1	Nature Neutral
LOG 30	DR 0	Travel 200 leagues
WIL 80	MOV 15 (fly 60)	

- **Grab** – 90%, damage 4D, can pick up anything horse-sized or smaller.
- **Peck** – 80%, damage 2D+10

**Demon Lotus** (Demon)

This plant from the nether realm needs fresh blood to soak its soil.

STR 30	BP 30	Rank 3
DEX 45	INIT 1	Nature Evil
LOG 20	DR 2	Travel 0 leagues
WIL 30	MOV 0	

- **Hypnotic Scent** – resist WIL -30, continuous, affected are lured to plant and surprised. Range ½ mile.
- **Lash** – 75%, damage 2D from saw-toothed bladed leaves
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

“Rising from the mire, exquisite beauty.”

— Lotus poem by Yin Xing, Jianmei Master



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Dog (Animal)

Man's best friend.

STR	30	BP	20	Rank	1
DEX	45	INIT	1	Nature	Neutral
LOG	20	DR	0	Travel	10 leagues
WIL	10	MOV	15		

- Bite – 60%, damage 2D

Dog, Guard (Animal)

Well-trained guard or attack dog.

STR	60	BP	35	Rank	1
DEX	65	INIT	2	Nature	Neutral
LOG	20	DR	0	Travel	10 leagues
WIL	20	MOV	15		

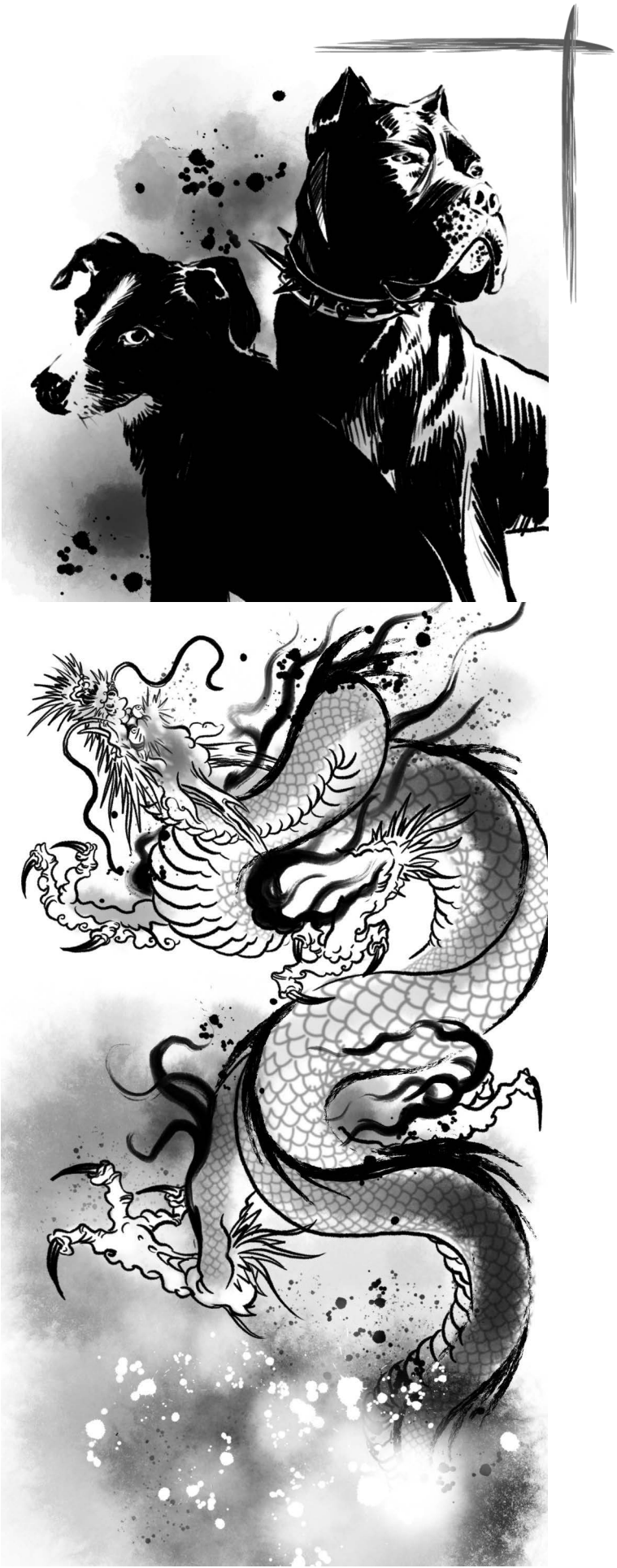
- Bite – 70%, damage 2D
- Tackle – during the initial attack, the war dog may roll DEX in order to attempt to tackle their prey. If successful, prey may attempt to retain their footing, resist STR, or be knocked Prone.

Dragon (Spirit)

As representatives of the Celestial Court, dragons are usually assigned their duties by the Jade Emperor himself. Many become guardians of important places. The few dragons that have failed in their duties have been cast out or imprisoned. These wondrous, sinuous beings are over 100 feet long. They appear to swim through the air. They do not have wings.

STR	220	BP	1599	Rank	7
DEX	140	INIT	3	Nature	Neutral
LOG	120	DR	0	Travel	100 leagues
WIL	140	MOV	40 (fly 100)		

- Bite – 180%, damage 10D
- Claw – 120%, damage 5D and held. Squeeze damage 6D each turn thereafter. Opposed STR roll to escape.
- Human Form – can take human form.
- Spirit – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals
- Can speak with any being.



Dragon Horse (Spirit)

A sinewy, reptilian steed that otherwise looks much like a horse.

STR 50	BP 40	Rank 3
DEX 55	INIT 1	Nature Neutral
LOG 30	DR 2	Travel 20 leagues
WIL 30	MOV 14	

- **Claw** – 55%, damage 2D, self-defense only
- **Heavenly Steps** – can travel on water or up vertical surfaces, even with a rider.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.



Foo Lion (Spirit)

A fierce and colorful lion-like spirit used to guard temples and important buildings.

STR 60	BP 45	Rank 3
DEX 70	INIT 2	Nature Good
LOG 60	DR 5	Travel 10 leagues
WIL 80	MOV 8	

- **Bite** – 75%, damage 3D
- **Stone Guardian** – can transform into stone gaining DR 10, but cannot move or attack. In this form the foo lion's senses work perfectly.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.



Frog Demon (Demon)

Humanoid frog demon with a weapon and evil glint in its eye.

STR 65	BP 45	Rank 3
DEX 40	INIT 1	Nature Evil
LOG 50	DR 0	Travel 5 leagues
WIL 40	MOV 8	

- **Tongue Strike** – 80%, range 5, damage 1 and pulled to space adjacent to frog demon. Immediate weapon attack without multi-action penalty. Tongue Strike only once per turn.
- **By Weapon** – 60%, damage +2
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



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Frog, Giant (Animal)

A frog the size of a cart. It will try to swallow anything human-sized or smaller.

STR 80	BP 40	Rank 2
DEX 35	INIT 1	Nature Neutral
LOG 25	DR 0	Travel 5 leagues
WIL 25	MOV 6	

- **Tongue Strike** – 90%, Range 5, ½D damage and pulled space adjacent to frog demon. Plus bite attack without multi-action penalty. If bite successful, victim swallowed. Tongue Strike able only once per turn. The victim can escape by causing at least 35 BP damage with a small edged weapon.
- **Bite** – 60%, damage 1D
- **Swallowed** – victim surprised and takes ½D damage at the end of each turn.



Golden Warrior (Animated)

Giant six-armed warrior made of brass or bronze.

STR 200	BP 190	Rank 6
DEX 100	INIT 2	Nature Neutral
LOG 60	DR 10	Travel 10 leagues
WIL 1000	MOV 8	

- **By Weapon** – 160%, damage 5D
- **Unarmed** – 160%, damage 3D+10
- **Multi-attack** – first two attacks do not count towards multi-action penalty.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.
- **Strong Spirit** – any attempt to animate a golden warrior that fails automatically attracts an evil spirit or demon that possesses and animates the golden warrior.



Heron, Giant (Animal)

Standing over 20' tall, these magnificent birds are an incredible sight. They are also incredibly dangerous. They can carry 4 people if tamed.

STR 100	BP 130	Rank 5
DEX 75	INIT 1	Nature Neutral
LOG 30	DR 3	Travel 200 leagues
WIL 80	MOV 10 (fly 80)	

- **Beak Spear** – 120%, damage 6D



The limbs of the dead are completely stiff. I do not wish to ever see the jerking, hopping movements of one again.

— Constable Kuan

Hopping Corpse (Animated)

An animated corpse stiff with rigor mortis that moves with a hopping action and arms outstretched. The hands hang loosely at the wrists.

STR	50	BP	15	Rank	1
DEX	30	INIT	1	Nature	Neutral
LOG	0	DR	0	Travel	5 leagues
WIL	0	MOV	6		

- **Easily Animated** – counts as a rank ½ for the Animate spell.
- **Bash** – 30%, damage 1D
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.
- **Sense the Living** – A hopping corpse can sense the living within 20 spaces. They cannot detect those that hold their breath.

Hopping Vampire (Demon)

A terrifying demon that inhabits a corpse stiff with rigor mortis. Their skin is blue-green, hair is white, and they have a corrupt sealing spell (paper talisman) affixed to their foreheads. They often wear official looking robes.

STR	100	BP	80	Rank	3
DEX	25	INIT	1	Nature	Evil
LOG	25	DR	4	Travel	1 league
WIL	80	MOV	5		

- **Fear Aura** – 10 spaces from hopping vampire, resist -20 WIL.
- **Draining Touch** – 75%, damage 2D and drains 1 qi, unarmed attackers must make a WIL resist or gain the dazed condition.
- **Corrupt Sealing Spell** – once defeated, the sealing spell must be destroyed to prevent the demon from returning to the body.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Hopping Vampire Lord (Demon)

With an appearance just like a normal hopping vampire, heroes often underestimate these necromantic terrors.

STR	160	BP	160	Rank	4
DEX	25	INIT	1	Nature	Evil
LOG	25	DR	5	Travel	1 league
WIL	80	MOV	5		

- **Fear Aura** – 10 spaces from hopping vampire lord, resist -40 WIL.
- **Draining Touch** – 95%, damage 3D damage and drains 1 Qi, unarmed attackers must make a WIL resist or become weakened.
- **Corrupt Sealing Spell** – once defeated, the sealing spell must be destroyed to prevent the demon from returning to the body.
- **Dark Rite** – can create a hopping vampire from a slain victim given a few hours of time.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

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Horse, Riding (Animal)

Typical horse purchased by adventurers, will charge into combat with rider but will otherwise flee dangers.

STR	40	BP	30	Rank	2
DEX	55	INIT	1	Nature	Neutral
LOG	10	DR	0	Travel	20 leagues
WIL	25	MOV	14		

- **Hoof** - 45%, damage 1D, self-defense only

Horse, War (Animal)

Typical horse purchased by adventurers, will charge into combat with rider and may kick normal animals that attack the horse or rider such as wolves.

STR	70	BP	40	Rank	2
DEX	50	INIT	1	Nature	Neutral
LOG	15	DR	0	Travel	15 leagues
WIL	25	MOV	14		

- **Hoof** - 60%, damage 1D+2

Hungry Ghost (Ghost)

A ravenous ghost with long claws & sharp teeth.

STR	50	BP	70	Rank	4
DEX	80	INIT	2	Nature	Evil
LOG	20	DR	0	Travel	5 leagues
WIL	40	MOV	8 (fly 8)		

- **Long Claws** – 70%, damage 3D, can be used as ghost or if the hungry ghost possesses someone.
- **Bound** – can only manifest near site of death or desire.
- **Hunger** – cannot be reasoned with.
- **Possess** – 75%, cast dominion as Sorcerer level 4, joins body of victim and body grows Long Claws as above.
- **Ghost** – only affected by unarmed attacks and spells.

A hungry ghost is the ultimate example of how desire corrupts.

— Bing Kou Xingfu Scholar



Kettle Demon (Demon)

Kettle demons resemble pitcher plants if pitcher plants were black, with red and green veins and also the size of a small house.

STR	140	BP	100	Rank	5
DEX	60	INIT	2	Nature	Evil
LOG	75	DR	20	Travel	0 leagues
WIL	80	MOV	0		

- **Animate** – can create one stickman for every 5 humans consumed.
- **Evil Aura** – the evil aura of a kettle demon extends a mile in every direction. It creates an area of negative qi. Attempts to meditate to regain qi are at a -40 penalty.
- **Creepers** – 85%, damage 0 and snared. It can extend vines along the forest floor for 100 spaces in every direction. If the kettle demon attacks with a creeper and succeeds it does no damage but draws the victim along the ground at a MOV of 15. Escaping is a contested action against the kettle demon's STR. Victims being dragged are considered surprised. Any damage to the creeper severs it but it still has DR20!
- **Digestion** – if a creeper drags a victim all the way to the kettle demon, it drops the victim into its kettle-like structure. Victims inside the kettle take 1D damage every turn and are considered surprised from the toxic digestive fluids and gases. The insides of the kettle have downward pointed spikes preventing climbing (-60 to DEX rolls to climb out and suffer 6D damage in the attempt whether successful or not).
- **Spores** – once it has slain 100 humans it releases spores into the air which travel great distances and create new kettle demons within a few years.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



The kettle demon was enormous, it's tendrils stretching for at least a quarter mile in every direction. How did we defeat it? My swordbrother Bridgebreaker Bao and I leapt into its gullet and tore it apart from the inside out, his flashing kwandao and my spells ravaging the thing. Now that I think on it, he seems to spend much time wading through the entrails of demons.

— Dang Yao Chuan, Founder of the Red Crane Sect

Masks

Masks bridge the person wearing it with the being they wish to portray. So too, masks bridge worlds between the living and the dead.

Masked Demon Assassin (Demon)

Black smoke with a white mask and vaguely human features.

STR	65	BP	30	Rank	3
DEX	80	INIT	2	Nature	Evil
LOG	70	DR	0	Travel	5 leagues
WIL	75	MOV	8 (fly 8)		

- **By Weapon** – 75%, damage +2 and necro-venom poison (Mild, Resist STR -10, damage 1D/hour and fatigued for 10 hours). If a victim dies from necro-venom, he becomes a masked demon.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

Masked Demon Priest (Demon)

Black smoke with a white mask and vaguely human features. The mask has glowing white eyes.

STR	80	BP	60	Rank	4
DEX	75	INIT	2	Nature	Evil
LOG	80	DR	0	Travel	5 leagues
WIL	75	MOV	8 (fly 8)		

- **Dark Sorcery** – 80%, cast the following spells as a level 5 Sorcerer: Charm, Dominion, Hinder, Offensive Strike, Telekinesis.
- **By Weapon** – 75%, damage +2 and necro-venom poison (Moderate, Resist STR -30, damage 1D/hour and fatigued for 10 hours).
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

Monkey, Trained (Animal)

This clever fellow just may be the eyes and ears of the Monkey King.

STR	30	BP	20	Rank	1
DEX	70	INIT	1	Nature	Neutral
LOG	30	DR	0	Travel	1 leagues
WIL	30	MOV	10 (climb 10)		

- **Bite** – 55% damage 1D+1.



Legend of the Origin of Naga

In a long-ago time of unimaginable peril to the mortal world, the Jade Emperor sent three of his most trusted dragons to advise virtuous heroes and show them a path out of the looming darkness. These dragons became embroiled in the mortal conflicts and some even found love with mortals. They were punished for their transgressions, banished to Longzhi and their forms became the nagas.

Naga

(Spirit)

Naga are large snake spirits with women's heads. They are incredibly wise and share that knowledge with those that are worthy. Many work for the Jade Court.

STR	120	BP	150	Rank	5
DEX	80	INIT	2	Nature	Neutral
LOG	130	DR	10	Travel	15 leagues
WIL	80	MOV	12		

- **Coiling Crush** – 100%, damage 4D+13
- **Bite** – 120%, damage ½D and poison (Strong, Resist -40 STR, damage 6D per turn for 7 turns and fatigued for a week).
- **Unarmed** – 120%, damage 1D+13, knows any 3 kung fu techniques.
- **Sorcery** – 120%, can cast any spell as Sorcerer level 6.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.

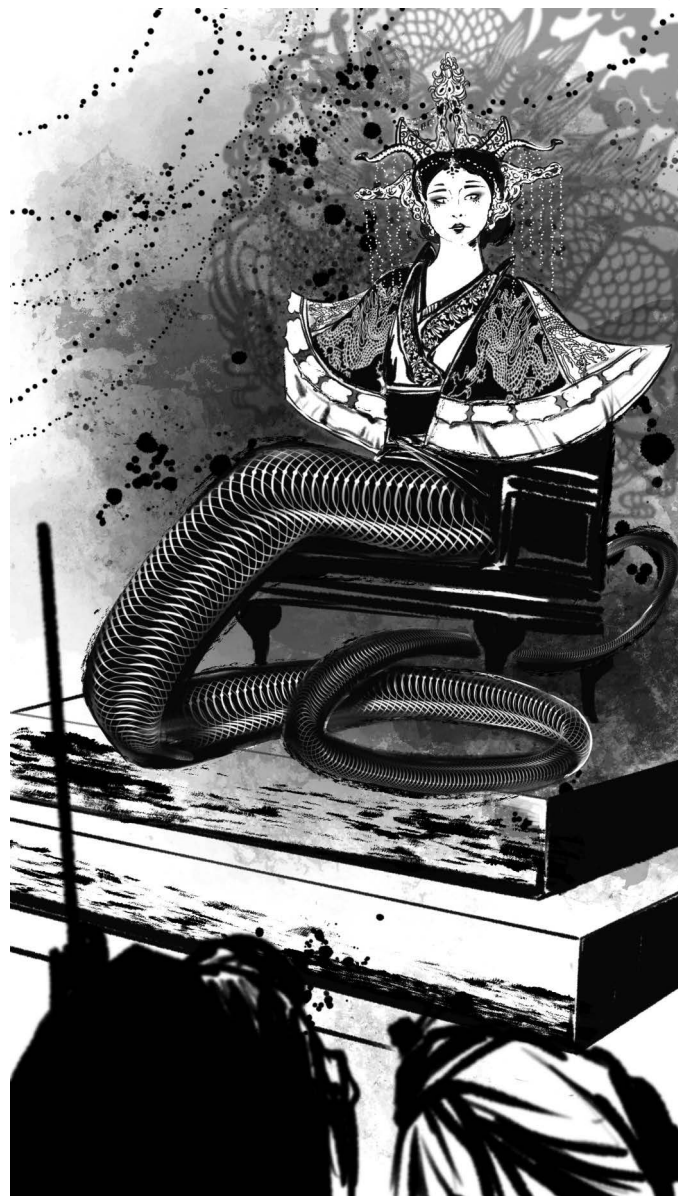
Nether Cat

(Demon)

A huge, black cat from the Demon Lands. Its paws and tail tip have an unnatural red glow. Its eyes are a fiery orange.

STR	75	BP	85	Rank	4
DEX	85	INIT	2	Nature	Evil
LOG	50	DR	5	Travel	15 leagues
WIL	60	MOV	15		

- **Fiery Claw** or **Fiery Bite** – 75%, damage 4D. Targets have a 50% chance to catch on fire and continue to suffer 1D damage each turn until fire is put out.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



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Nian, Ancient (Demon)

A nian is a ferocious bull with a lion's head. This very old and very powerful nian comes out once a year to ravage the countryside for two weeks at a time. It will depopulate whole regions until it returns to its lair.

STR 50	BP 240	Rank 6
DEX 55	INIT 2	Nature Evil
LOG 20	DR 8	Travel 20 leagues
WIL 45	MOV 14 (swim 12)	

- **Ravenous** – can eat whole fields of crops in an hour.
- **Necrotic Aura** – all living humans and animals within 100 yards take 1BP damage per turn.
- **Massive Jaws** – 160%, damage 4D, can bite up to 4 adjacent human-sized targets with one attack.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Ox Head and Horse Face (Spirit)

These imposing guardians of the underworld are the first things the newly dead see. They escort the dead into the underworld and prevent unauthorized passage between the underworld and the world of the living. They stand 15-feet-tall and while they have the bodies of muscular men, their heads that of an ox and a horse as their names imply.

STR 205	BP 550	Rank 6
DEX 100	INIT 2	Nature Neutral
LOG 70	DR 10	Travel 15 leagues
WIL 100	MOV 15	

- **Great Spear** (Ox head), **Great Club** (Horse Face) – 160%, damage 3D+30
- **Celestial Guardians** – Ox Head and Horse Face can see through any illusion or disguise.
- **Track any Prey** – Ox Head and Horse Face can track prey over any distance and any terrain.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.
- Can speak any language.

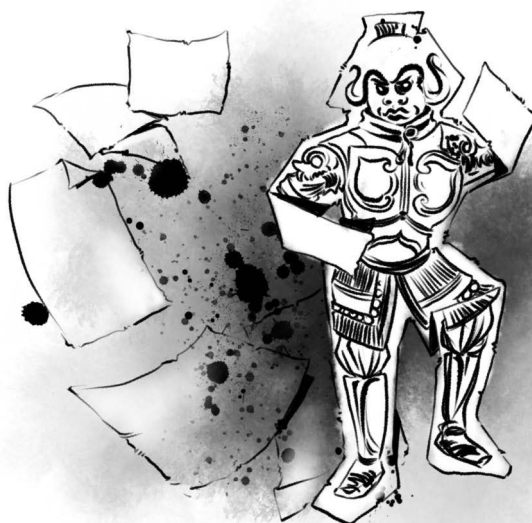


Paper Warrior (Animated)

Small, paper cutout of a warrior.

STR	40	BP	10	Rank	1
DEX	50	INIT	2	Nature	Neutral
LOG	0	DR	0	Travel	5 leagues
WIL	0	MOV	8		

- **By Weapon** – 55%
- **Enlarge** – able to change size from small, page-sized cutout to human-sized.
- **Stealthy** – 80% stealth
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.



Pelican, Giant (Animal)

If tamed up to 3 people can ride a giant pelican.

STR	80	BP	75	Rank	3
DEX	60	INIT	1	Nature	Neutral
LOG	20	DR	3	Travel	50 leagues
WIL	80	MOV	10 (fly 50)		

- **Peck** – 80%, damage 3D+5
- **Swallow** – 90%, damage ½D and victim swallowed. The victim can escape by causing at least 35 BP damage with a small edged weapon.
- **Swallowed** – victim surprised and takes 1D damage at the end of each turn.



Qilin (Spirit)

A colorful reptilian steed that looks much like a horse crossed with a lion's head. Its scales shimmer with a metallic hue.

STR	70	BP	82	Rank	4
DEX	65	INIT	1	Nature	Good
LOG	50	DR	4	Travel	100 leagues
WIL	30	MOV	14 (fly 60)		

- **Claw** – 50%, damage 2D
- **Flying** – can fly with a single rider.
- **Spirit** – can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.



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Restless Spirit (Ghost)

Ghostly figure with unfulfilled desire.

STR 30	BP 40	Rank 2
DEX 50	INIT 1	Nature Varies
LOG 20	DR 0	Travel 5 leagues
WIL 80	MOV 8 (fly 8)	

- **Curse** – 75%, cast hinder on enemies at Sorcerer level 2.
- **Preoccupied** – restless spirit must make a LOG check in order to understand that someone is trying to help or communicate with them.
- **Bound** – can only manifest near site of death or desire.
- **Possess** – 75%, cast dominion at Sorcerer level 2, joins body of victim.
- **Ghost** - only affected by unarmed attacks and spells.



Skeleton (Animated)

Animated bones of the dead.

STR 40	BP 10	Rank 1
DEX 50	INIT 1	Nature Neutral
LOG 0	DR 0	Travel 5 leagues
WIL 0	MOV 6	

- **By Weapon** – 45%
- **Bony** – vulnerable to lightning (damage x2)
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.



Snake Demon (Demon)

Deadly demonic serpent.

STR 80	BP 80	Rank 4
DEX 65	INIT 2	Nature Evil
LOG 50	DR 5	Travel 15 leagues
WIL 60	MOV 15	

- **Necrotic Bite** – 75%, damage 4D (STR roll or 1D damage each turn until healed).
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Snake, Giant Constrictor (Animal)

An enormous, black-scaled snake with red glowing eyes.

STR	200	BP	150	Rank	4
DEX	90	INIT	2	Nature	Neutral
LOG	40	DR	5	Travel	10 leagues
WIL	65	MOV	10		

- **Bite** – 120%, damage 3D
- **Entangle/Crush** – automatic 4D damage every turn after successful bite until prey is dead, victim is immobilized, resist STR -40.
- **Camouflage** – observers have a -30 modifier when trying to spot pythons in water and a -20 modifier when attempting to spot pythons on land (if not moving).

Snake, Brown (Animal)

A small poisonous snake.

STR	10	BP	10	Rank	2
DEX	30	INIT	1	Nature	Neutral
LOG	5	DR	0	Travel	5 leagues
WIL	15	MOV	12		

- **Bite** – 60%, damage ½D and poison (Strong, Resist STR -20, damage 2D for 5 turns and weakened for 3 days).

Snake, Green (Animal)

A small poisonous snake.

STR	5	BP	5	Rank	1
DEX	30	INIT	1	Nature	Neutral
LOG	5	DR	0	Travel	5 leagues
WIL	15	MOV	12		

- **Bite** – 55%, damage ½D and poison (Mild, Resist STR -20, damage 1D for 2 turns and weakened for 1 day).

Demon, Spirit, & Ghost Snakes

As if snakes weren't fearsome enough, try throwing the "Demon," "Spirit," or "Ghost" ability on the already dangerous snake. Your players probably won't thank you, but they'll remember the encounter!



Guardians of the Ming Sorcerers

Always loyal, ever watchful, the spirit guardians were formidable bodyguards of the most powerful Ming Sorcerers.



Spirit Armor Guardian (Animated)

Human-sized creature made of metal armor over a black cloth mannequin.

STR	120	BP	190	Rank	5
DEX	100	INIT	2	Nature	Neutral
LOG	60	DR	10	Travel	10 leagues
WIL	80	MOV	8		

- **By Weapon** – 120%, damage +13
- **Unarmed** – 120%, damage 1D+13, knows 3 kung fu techniques.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.

Stickman (Animated)

Human-sized creature made of sticks or woven reeds.

STR	65	BP	25	Rank	2
DEX	50	INIT	1	Nature	Neutral
LOG	10	DR	2	Travel	5 leagues
WIL	20	MOV	6		

- **Bash** – 65%, damage 1D+1
- **Flammable** – vulnerable to fire (damage x2).
- **Tracker** – 75%, as a Scout.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.

Stone Warrior (Animated)

Human-sized creature made of stone.

STR	100	BP	80	Rank	4
DEX	80	INIT	2	Nature	Neutral
LOG	60	DR	6	Travel	10 leagues
WIL	80	MOV	8		

- **Slam** – 90%, damage 4D
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.



Taotie (Demon)

A ravenous, large mouthed creature with an oversized head on a human-like body and seven feet tall.

STR	80	BP	40	Rank	2
DEX	60	INIT	1	Nature	Evil
LOG	20	DR	0	Travel	10 leagues
WIL	20	MOV	12		

- **By Weapon** – 65%
- **Bite** – 65%, damage 2D
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Terracotta Warrior (Animated)

A human-sized creature made of hardened terracotta.

STR	55	BP	25	Rank	1
DEX	50	INIT	1	Nature	Neutral
LOG	10	DR	1	Travel	5 leagues
WIL	20	MOV	6		

- **By Weapon** – 55%
- **Unnamed** – 55%, damage 1D
- **Terracotta** – immune to fire
- **Easily Animated** – counts as a rank ½ for the Animate spell.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.



Tiger (Animal)

A great cat, both feared and revered.

STR	80	BP	65	Rank	3
DEX	65	INIT	2	Nature	Neutral
LOG	20	DR	0	Travel	15 leagues
WIL	40	MOV	15		

- **Claw or Bite** – 65%, damage 3D
- **Stealthy** – 85%, stealth. Attempting to spot a sneaking tiger -20. +10 damage if sneak attack is successful.



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Toad, Blue (Animal)

Tiny blue toad with yellow feet, deadly to touch.

STR 1	BP 1	Rank 1
DEX 1	INIT 1	Nature Neutral
LOG 1	DR 0	Travel 0 leagues
WIL 1	MOV 2	

- **If touched with bare skin** – poison (Strong, Resist Str -40, damage 3D for 7 turns, stunned and weakened for 5 days).

Toad, Orange (Animal)

This opportunistic predator that hunts along river banks by coughing up a poison cloud to incapacitate small animals. It otherwise hunts fish with its fierce bite. It is the size of a large wok.

STR 65	BP 25	Rank 2
DEX 30	INIT 2	Nature Neutral
LOG 10	DR 5	Travel 5 leagues
WIL 20	MOV 1 (swim 6)	

- **Bite** – 65%, damage 2D+2
- **Poison cloud** – all within 5 spaces (Moderate, Resist STR -30, damage 0 and unconscious for encounter).

Watcher (Demon)

This cowardly servant demon is awarded to evil sorcerers by dark powers. It resembles an ugly head with many short retractable eyeball stalks.

STR 20	BP 15	Rank 1
DEX 60	INIT 1	Nature Evil
LOG 50	DR 0	Travel 5 leagues
WIL 45	MOV 15 (fly 15)	

- **Bite** – 55%, damage 1D. Will flee rather than fight.
- **Linked** – can alert its master. Master can see and hear what the watcher sees and hears. Master can speak through the watcher by casting the divination spell.
- **Observant** – sees in the dark, anything hidden in shadows, or invisible. Also, sees through illusions cast at Sorcerer level 4 or lower.
- **Stealthy** – -30 to detect when hiding.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).

If you see a golden colored toad on a full moon, note the nearby house or business for the occupants will soon receive great fortune.

— Folk Belief



Water Ghost (Demon)

These are pale bloated human-looking demons that drag the living underwater to drown them.

STR	80	BP	30	Rank	2
DEX	30	INIT	1	Nature	Evil
LOG	20	DR	2	Travel	5 leagues
WIL	40	MOV	8 (swim 10)		

- **Snatch** – 80%, as the hold technique (opposed STR check to break free).
- **Drown** – each round the water ghost maintains its hold it inflicts 1D damage. See Holding Breath page 65.
- **Demon** – affected normally by magic weapons and spells (half damage from all other attacks).



Wooden Man (Animated)

Human-sized creature made of leather armor over wood.

STR	80	BP	50	Rank	3
DEX	60	INIT	1	Nature	Neutral
LOG	10	DR	4	Travel	10 leagues
WIL	40	MOV	8		

- **By Weapon** – 85%, damage +5
- **Unarmed** – 85%, damage 1D+5, knows 1 kung fu technique.
- **Animated** – created by the animate spell, can be dispelled. Immune to charm, cold, and poison.



Yeti (Animal)

White-furred beasts found in the mountains above the tree line.

STR	90	BP	70	Rank	3
DEX	55	INIT	1	Nature	Neutral
LOG	25	DR	2	Travel	10 leagues
WIL	40	MOV	10		

- **Claw** – 65%, damage 2D+7



Monsters from other BareBones Sources

Many monsters from BareBones Fantasy and the BareBones Bestiary would fit in the wuxia world. Simply decide which of the creature categories (spirit, demon etc.) is appropriate and apply the special ability (if any).

Enemies are bound to meet.

— Little Minnow, Ranked 4th in the Wulin





武侠

How to bring all your wuxia tales to the table!

Essentials

This section covers those items essential to steeping your game in wuxia flavor.

The dice are rolled when there is genuine risk.

Rule
1

Never make players roll for something that would make their characters look stupid for failing especially if it's something reasonable that they should succeed at based on their skills and background. The press your luck aspect of this game will give them plenty of risk when used correctly.

Know the Natural Laws of Coincidence by Lu Cha

Rule
2

The following are excerpts from the famous scholar Lu Cha's Fourteen Volumes of Observations of the Natural Laws of Longzhi in which he summarized his discussions with the world's greatest scholars, poets, leaders, mystics and philosophers.

- **The Law of Coincidence** – Many events occur in Longzhi that might seem strange and unlikely coincidences in other lands. Here, these events happen every day. You've heard that the Emperor sometimes travels in disguise to learn more about his subjects. He also happens

to be the peasant you just rescued from the angry innkeeper because he forgot to bring money with him on his travels.

- **Enemies Will Meet** – The strongest of coincidences, deserving its own chapter in Lu Cha's works, is that a hero will always cross paths with her archenemy. The two might have been hundreds of miles apart last week, but they both happen to be staying at the same wayside inn tonight.
- **Law of Conflicting Obligations** – Heroes of Longzhi swear oaths to uphold justice, protect the weak, and always honor their word. All too often these vows come in conflict with other important goals, ideals, and obligations. Look for and use every opportunity to give the players difficult moral choices that test their resolve, truthfulness, and sense of justice.

If there is a teahouse, there is a fight!

Rule
3

This is a cinematic action game. There must be action, often! That doesn't mean you should never let up. Give the players time to role-play their descriptors and plan their next moves. If things slow down, hit them with a bunch of mooks or challenge them with an encounter that tests their code of the virtuous hero.

Romance

Discuss with your players what they enjoy in games and if they are comfortable with romance. This genre often features romantic entanglements that complicate and advance the story. We are talking NPCs and PCs that fall in love and the complications (plot hooks) derived from these situations. To be clear, we're talking about idealized, romantic love, not lust. Focus on the romance and plot potential.

If anyone in your group isn't up for it, then skip it. If anyone finds romance threatening or uncomfortable, then be respectful and don't add it to your games. If everyone in your group is comfortable then try the following adventure ideas.

In every adventure, at least one character should have a romantic interest (NPC) notice them. Strong, handsome, beautiful, graceful, smart, powerful, authoritative, politically powerful, great fighter – any of these characteristics can be a powerful lure and the heroes likely have these in spades.

Romantic interests can be great sources of information (they know someone who heard something) and quests (my brother went missing, or my locket was stolen). The objective of romance in a wuxia game is to create plot threads that lead to adventure, fights, fame, and glory. Romantic interests should never be killed to motivate the hero to do something, though having the hero's love interest captured or threatened is certainly fine and probably expected.

Every romance arc should have the following parts to keep it interesting:

- Meeting
- Obstacle
- Overcoming the Obstacle
- Misunderstanding/Conflict
- Reconciliation/Parting

Roll on the tables below for inspiration.

Overcoming the Obstacle and Reconciliation/Parting are dependent on how things play out so no tables are provided.

1D	How They Meet
1	Literally bumped into
2	A note
3	A messenger or mutual acquaintance
4	Rescue from a social gaff
5	Assigned to work together on something
6	Social gathering
7	Opponents in a contest
8	Rescue from some altercation
9	Caretaker
10	Mutual interests

1D	Obstacle to Romance
1	Jealous third party
2	Love triangle
3	Promised to another
4	Different social status
5	Feuding families
6	Terminal illness/poisoned
7	Familial obligations
8	Terrible secret
9	Different sect
10	Opposes your immediate goal

1D	Misunderstanding / Conflict
1	Someone else in disguise
2	Not who they say they are
3	Kidnapped
4	Arrested
5	Opposite sides of conflict
6	Accused of loving another
7	Powerful person takes an interest in you
8	Parted by duty
9	Parted by great distance
10	Someone wants revenge and will take it out on your love

Present players with choices in each of these steps, and be willing to abandon these plot lines at a moment's notice if it isn't fun for everyone.

Revenge

After a game session, the GM should answer the following questions to determine if anyone will try to take revenge (and thus create another adventure) later on.

Was there property damage?

This is likely as many things get broken in wuxia stories. Will the owner seek payment, replacement, or revenge?

Was someone offended?

Was someone snubbed or otherwise not shown proper respect for his or her age or position? Members of formerly powerful families are very likely to take revenge.

Was something taken?

Did the players borrow or steal something? Did they actually do it, or are they being wrongfully accused or even framed? If the item is important enough to someone else, what lengths will they go to in order to get it back?

Was someone injured or killed?

With all the fighting in wuxia stories this is very likely. Almost everyone has family members and those family members check in on each other occasionally. What happens when they find their cousin or nephew or other relative is dead? What happens if someone blames the heroes, even if they didn't do it? If the family member is powerful they will likely seek revenge sooner rather than later. If they are not, they may try to increase their kung fu skills and seek revenge when they are ready. Or, and this is the most dangerous kind of revenge, what if they put together a grand plot to have the characters accused of treason and put to death?

Any of the above questions after a game session should lead to further adventure ideas to challenge the heroes.

Creating Kung Fu Styles

You may find the need to create new kung fu styles. Fortunately, this is fun, relatively easy and should lead to even more adventure ideas. Just follow these steps:

1 Concept

Visualize how the kung fu style looks, what kind of moves it has, and the type of practitioner. Decide if the style is primarily internal (focused on qi cultivation) or external (focused on physical power).

2 Techniques

Select from the existing techniques until you have a set of six. You may want to have fewer if some of the techniques can be selected more than once (Deadly Attack or Distant Strike).

3 Weaponry

Choose some weapons you think are appropriate. There is no hard rule here but compare your chosen list with that of other styles to make sure you've selected an appropriate array of options for the practitioners.

4 Use in the setting

Think about who uses this style. Do you need a new sect? Are they villains? Is it taught by an old hermit or at a prestigious academy?

5 Name that style!

Finally, give your new kung fu style a name. If you're having trouble with the name, a few random rolls on the kung fu technique name table may help.

Hopefully by the time you are done you not only have a new kung fu style, but you probably have some ideas for NPCs, villains, sects, their strongholds/hideouts, and much, much more.

Crippling Injuries

If a critical success on an attack roll is followed by a critical failure on the resistance roll the defender suffers a crippling injury. The severity of the injury depends on the critical failure roll. The injuries presented here still allow for a character to participate in the game.

Crippled Avenger

Crippled characters that, through hard work, overcome their disabilities and go on to be great heroes are classic elements in wuxia stories. The training required to overcome these crippling injuries is described below. However, not all crippling injuries can be entirely mitigated.

Blinded – You train your other senses to compensate for your blindness. You gain the Blind Fighting technique even if you don't know kung fu. This technique does not count against your kung fu style allotment. You can sense your surroundings to a distance of one square per character rank. You are otherwise blind. Cost: 6 months training and 12CP.

Extraordinary meridian damage – Your meridians have been so damaged you can no longer use qi. You still have some, but it is not accessible. You must cloister yourself for 6 months, doing nothing but mediating and being tended by a mystic. You may use qi again. Cost: 6 months and 5,000tl.

Principle meridian damage – Your qi meridians have been damaged. You must cloister yourself for 3 months, doing nothing but mediating and being

tended by a mystic. You no longer suffer from the Fatigued condition. Cost: 3 months and 2,000tl.

Severe Torso Injury – You are in constant pain. Bed rest for 12 hours a day with short walks in beautiful gardens under the ministrations of an alchemist for 3 months at a cost of 1500tl will cure you of the Dazed condition.

Internal injury – For a period of 2 months, under the ministrations of an alchemist, you must do nothing but meditate and rest. You no longer suffer from the Weakened condition. Cost: 2 months and 1000tl.

Loss of one leg – You've become proficient in the use of a crutch, a cane, or even an artificial leg. You no longer suffer the Slowed condition. Cost: 4 months training and 8CP.

Loss of one eye – You've learned to estimate distances accurately, but it still isn't the same as having two eyes. You've also learned how to pay more attention to your bad side. You only have a -10 penalty to ranged attacks and no longer suffer the -20 penalty in surprise situations. Cost: 2 months training and 4CP.

Loss of hand/arm – While you still can't do things that require two arms, you've learned how to compensate for balance and no longer suffer the -10 DEX penalty. Cost: 4 months training and 8CP.

Disfigurement – Through training and use of make-up or a mask, you've learned how to hide your disfigurement, or at least how to avoid drawing attention to it. Cost: 2 months and 500tl.

Roll	Injury	Penalty
11	Blinded	Blind condition
22	Extraordinary meridian damage	Unable to use qi
33	Principle meridian damage	Fatigued condition
44	Severe torso injury	Dazed condition
55	Internal injury	Weakened condition
66	Loss of one leg	Slowed condition
77	Loss of one eye	-20 to ranged attacks, -20 to LOG rolls in surprise situations
88	Loss of one hand/arm	Can't use two-handed weapons, -10 to DEX
99	Disfigurement	All social actions suffer a hard (-20) penalty



Diviner - Identify Convergence Point

This is the most powerful ability of a diviner and if used well can be a great boon to your game. When a character with the Diviner skill uses this ability note the status of all player characters including current BP, qi, wealth and any ongoing effects. Continue with the game. The diviner does not regain the 2 qi spent while this “save point” exists. He may abandon it at any time and recover qi normally. The “save point” also has an expiration based on the level of the Diviner skill. The GM should tell the diviner when he has exceeded his prognostication. When this happens, the diviner is drained for 1 week and then strength returns to normal.

If the diviner finds that the current path chosen has led to an unfavorable outcome, the group can return to this convergence point. The diviner and fellow PCs snap out of this shared vision of the

future with knowledge of where one possible path could lead. All PCs suffer the drained condition which remains until “bought off” with cultivation points. Knowledge and cultivation points are retained but all items and wealth gained during course of the prognostication are lost.

Diviner NPCs

Never do a “reset” on the players resulting from the actions of an NPC diviner. Remember that the diviner is forecasting the future. Mechanically, when used by the heroes the convergence point can result in a reset, but “in game” it is a divination, nothing more. If an enemy diviner is successful, then it means that the bad guys may have an advantage of some sort. They are prepared for the PCs attack, they ambush the PCs, etc. Since these things are part of adventure development, feel free to explain such bad guy preparedness with the use of a diviner. Just never undo what the players have already accomplished.

SECRET TECHNIQUES

The following are techniques that players can discover in long-lost secret manuals. These should only be available after much personal sacrifice, danger, and toil. These techniques have requirements that the player must meet and they also spend a number of Cultivation Points at the beginning of their training. Training requires 1 month.

These are powerful abilities. Be creative in developing your own and don't hesitate to give one to your master villains. Make sure you players hear of these techniques and are aware of their powers, after all, hunting down a secret manual makes for a great quest. Below are some examples of secret techniques.

Bird Flying in the Woods

- **Requirements:** Multiple Attacks, 5CP
- **Effect:** Favored by the deadliest of assassins, one of your melee weapons will fight with you against your melee opponent. This gives the target a hard penalty (-20) on their resistance rolls as if they were outnumbered. You may also use your multiple attacks technique twice in one turn against this opponent.

Divine Strategy

- **Requirements:** Gather the six chapters of the Battle Scroll (see page 70) and combine them.
- **Effect:** Seeing the battle field as a game of weiqi (go), this secret technique allows the user to place themselves adjacent to any opponent after initiative is rolled and before anyone takes their first action. This is a free action, and costs no movement. In addition, no opponent can press the attack against the master of Divine Strategy.

In striving for perfection we achieve excellence.

— Shifu Lu of the Snow Leopard Clan

Drunken Chan

- **Requirements:** Counter Attack, Feint, 10CP, drinking gourd with alcohol
- **Effect:** Made famous long ago by Master Chan, and only taught to those few he decided to tutor, this secret technique is very rare. It was said that Drunken Master Chan never struck first, but always struck last. Unlike the Reveling Scholar kung fu style, which teaches techniques that mimic drunkenness, the Drunken Chan secret technique actually requires inebriation! While inebriated you become very difficult to attack (all attackers suffer a hard penalty -20) and unpredictable in your attacks (all of your counter attacks no longer impose multi-action penalties). All other actions besides combat are at hard penalty until sober.

Leaf Falling Zephyr

- **Requirements:** Female, Two-Weapon Fighting, Whirlwind Attack, 15CP
- **Effect:** When fighting you become somewhat translucent and can dash between targets with unearthly speed. All of your melee attacks are effectively whirlwind attacks against all targets within 5 spaces of you.

One Weapon Wonder

- **Requirements:** Use only one type of weapon for 10 game sessions, 5CP
- **Effect:** Use Unblockable Attack once per turn even against the same target in the same battle. If you have the Unblockable Attack technique as part of your kung fu style you may use it twice per turn.

Painted Face Resolve

- **Requirements:** Embrace the eunuch life. This secret technique is only available to men. (-20 STR, +20 WIL), Iron Skin, 15CP
- **Effect:** You will go to any lengths to see your goals fulfilled. None will stop you. None CAN stop you! Once learned you gain a DR of 3D and no longer suffer a hard penalty for any reason.

Poison Aura of the Warded Heart

- **Requirements:** You must give up romantic love, Swiftess, 10CP
- **Effect:** You have a poison aura when in battle. Anyone adjacent to you (friend or foe) must make a -20 STR resistance check at the beginning of your turn. Those that fail take 1D of damage.

If you ever fall in love, the poison aura will turn on you and you will no longer have access to this secret technique ever. Make a -20 STR resistance roll. Success means you take 5D damage. Failure equals death.

Sublime Balance of the Five Mountains and the Three Realms

- **Requirements:** 6 levels in an internal style and 6 levels in an external style, 15CP
- **Effect:** You gain 2 additional qi. Additionally, you may use your qi to affect the actions of any allies, though any negative aspect affects you. For example, if you use the Final Parry qi ability for an ally, you spend one qi and your weapon breaks. Similarly, you could spend qi to Shake it Off and heal one of your allies.

Thunder Fist

- **Requirements:** Deadly Attack, Power Attack, 10CP
- **Effect:** Your fists hit harder than hammers. Once learned, on any successful unarmed attack you send your opponent flying $\frac{1}{2}$ D spaces backwards and they are automatically knocked prone.



WEAPONS OF INGENIUS DESIGN

Wuxia stories often show weapons that have deadly surprises. These items are often unique but not necessarily magical. They are found in the hands of heroes and villains. What makes them deadly is that someone fighting against the wielder of a weapon of ingenious design doesn't know the secret weapon within the weapon. All resistance rolls are at a hard penalty for the entire first turn after the surprise is first revealed. Listed below are a small sampling of weapons of ingenious design.

Beggar's Choice

This staff can become a three-section staff with a quick twist.

Bladed Umbrella of the Envious Concubine

This umbrella has sharp tines and can be rotated to slash or can be folded and used to stab (treat as a jian). It can also fire darts when twirled a certain way (treat as thrown darts).

Dragon Wind

This strangely curved sabre can be thrown (range 20), but the weapon's path is circular like a boomerang making it hard to predict where the attack is coming from. Opponents take a hard penalty to resistance checks for the entire fight against this very effective weapon. The Dragon Wind returns to its thrower who may catch it as an action with no skill roll needed.

Fan of the Deadly Dancer

This fan can be used as a melee weapon (treat as short sword) and it can also launch daggers (treat as thrown dagger).

Flute of the Smiling Scholar

This appears to be a normal flute, but has been reinforced to be used as a melee weapon (treat as club) and can be turned on end and used as a blow gun (treat as thrown darts).

Hidden Blade Staff

With a quick twist this staff extends a sharp blade. Treat attacks with the blade as a spear.

Hidden Spike Sword

This is a sword with a hidden spike in the handle (treat attacks with the spike as a dagger).

Spike Shooting Staff

When a hidden button is depressed this staff can fire a sharp metal spike. It holds 10 spikes before needing to be reloaded (treat spikes as thrown dagger).

Sedan Chair of the 13th Prince

This looks like an ornate, open sedan chair, but when coupled with trained servants it becomes a fighting fortress. The four bearers can attack anyone within 1 space of the sedan chair as the poles can pivot and be used for striking (treat as staff). Once opponents have figured that part out, hidden blades can pop out at the ends of the poles (treat as kwandao). Each armrest of the chair can shoot a blade (treat as a shortbow). If that wasn't enough, the chair itself can pivot or even lean back to provide cover for the passenger (-20 to attack rolls targeting the passenger).

Serpent's Tongue

This sword is incredibly flexible and can be worn around the waist like a belt, its hilt disguised as a buckle. With a quick unlatch and wrist snap, the blade is pulled from the waist and snapped into its full length. With practice, the serpent's tongue can be just as quickly snapped back around the waist and re-latched.

Weapon Catcher Shield

This shield has many barbs along its edge designed to catch weapons. Any opponent making a critical failure on an attack or defense roll is disarmed.

CAMPAIGN STARTERS

Listed here are several ideas for getting your game started and some directions it could go for extended play. Use what you like, modify as needed, mix and match, let them be a springboard for your own ideas. Developments in one campaign starter can easily lead to an entirely different type of adventure. For example, if the heroes in the Lieutenants of the Magistrate are falsely accused of being outlaws or become vigilantes, you may find appropriate ideas in the Wandering Heroes or Wronged by the Same Villain campaign starters.

Lieutenants of the Magistrate

Setup: Starting out in a midsized city allows for all sorts of intrigue, “who dunnits,” and other detective stories. Being lieutenants, the magistrate can send the whole group as a team of investigators, troubleshooters, or to bring back villains for trials. This is a perfect adventure setup for the characters. They can have fights with bad guys, break smuggling rings, investigate corrupt officials, and become involved in courtly intrigue. The heroes will have a certain amount of freedom, and authority over common constables. There is no end to the number and types of crimes that might require their special skills to solve.

Development: The magistrate or his superiors are corrupt. What happens as the characters stumble on these plots? What happens when the son or daughter of a corrupt official falls in love with one of the heroes? Will they be able to keep their positions and root out the corruption, or will they have to go rogue and become masked vigilantes?

Train until the criminals can never knock you down, until they fear to do wrong, until they know we are always going to stand back up.

— “Bridgebreaker” Bao

Finale: Will the heroes be able to bring the corrupt official to justice? Will they save someone important (perhaps the Emperor) along the way? Will they foil a plot to overthrow the government? Will they become heroes to the people and/or the Empire?

Members of a Kung Fu School

Setup: All of the characters belong to one kung fu school, or two schools that are strong allies. They should develop their relationship with the master, and several other students. One student should be a troublemaker. A rival school has moved into the area and begins to upset the status quo. These newcomers are brutal and associated with nefarious deeds.

Development: Rigged annual tournaments, the poisoning of the characters’ master, and a betrayal from within all bear the hallmarks of the new school’s schemes to weaken and discredit the characters’ school. What happens when two members of opposing schools fall in love?

Finale: Can the characters save their teacher’s life? Can they learn the secret weakness of the rival school? Can they find proof that their school was set up? Can they win the annual tournament and discredit their rivals?

Tales of the Strange

Setup: The characters are uniquely qualified to explore the world of the supernatural. Exposure to ghosts and demons has changed their view of the world. They create an organization, or are part of an existing one possibly sanctioned by the Emperor, to ferret out the truth of hauntings, put spirits to rest, and bring necromancers to justice.

Development: The group continues to solve ghost stories and expose those who prey upon the superstitions of others. They may uncover a cabal of evil sorcerers plotting to bring back ancient villains or demonic terrors. The group must acquire magical artifacts found in old ruins or tombs to help them in their tasks.

Finale: At some point a villain attempts to free something or someone from an ancient binding spell or place of imprisonment. Or perhaps the

group stumbles on a lurking threat to the empire such as a curse that makes the dead walk again, or a necromancer lord with his undead army already on the march. The finale should occur on another plane of existence as the heroes battle to save their world.

Treasure Hunters

Setup: Players create characters that will work well in a team to face the challenges of plundering tombs, sneaking into guarded rooms, finding secret vaults, and exploring lost ruins. They'll need to face deadly traps, alert guards or magical guardians, and ancient curses to retrieve valuable objects. They might do this for their own wealth or in the employ of a wealthy collector.

Development: The characters need to develop relationships with all manner of interesting



individuals including scholars of antiquity (to translate old languages and maps), artisans (to appraise works of art), money changers (to change old ingots and coins into modern currency). They may need to work with fences to exchange dubiously acquired goods for silver. What happens when one of the heroes becomes obsessed with finding an item from ancient lore?

Finale: At some point the treasure hunters stumble across something that is just too valuable. Perhaps it is a lost relic that countries would go to war over, perhaps it is knowledge that many would kill for, or just maybe it's a secret best left forgotten. Does an immortal evil want an earthly domain? How will the characters deal with what they have found? How will they profit from it? How will they live to tell the tale? Will they face rival treasure hunters who race to find it before they do? Will they face thieves who try to steal what they find? Will they face assassins who want certain secrets to remain hidden? Will their fame attract the attention of the Emperor who will send them on a quest to save the world?

Wandering Heroes

Setup: This campaign favors characters with strong personalities and heroic ideals. They probably come from many walks of life and backgrounds, but they all follow the code of the virtuous hero and seek to redress wrongs wherever they find them.

Development: The characters learn how corrupt the lands have become. There are many people that are helpless to defend themselves against bandits, monsters, evil cultists, and the depravity of local officials and soldiers. Is the Emperor to blame? Heroes are needed in every small town they come to. The characters will learn to travel light, and often, to stay ahead of corrupt constables. They will make names for themselves in the martial world, often taking on nicknames that they wear proudly. As they rise in fame, they will have to deal with rivals out to make names for themselves by

defeating renowned heroes as gun slingers did in Wild West stories. What happens when one of the heroes wants to leave the martial world to settle down with a wife or husband?

Finale: As the characters win the hearts of the people, they earn the enmity of those who profit from the chaos. Will they expose this corruption? Will they become heroes of the empire, or settle down and become master teachers for the next generation of heroes?

Wronged by the Same Villain

Setup: Collaborative character creation is key to starting this campaign. Each of the characters needs to weave a story about how the villain wronged them or their family. This is a classic revenge story. Often the villain is mysterious or powerful, with many allies and wealth at their disposal.

Development: The players will spend many adventures learning about their adversary, where the villain's strongholds are located, what his henchmen are like, and what other nefarious deeds he has committed. They may find other victims too weak to fight back that need their help. They may also find that this villain is just a henchman to an even greater villain who is the true target of their vengeance. Perhaps the villain is one of several brothers or sisters who are all part of the same evil gang? How far will the heroes go to avenge their lost loved ones?

Finale: This is a master villain story, so all threads will eventually lead to a final showdown. The Master Villain rules will certainly be used. Will the characters see justice done? Will they defeat their nemesis? Will they save others from similar tragic fates? What happens if they find they knew their enemy all along?

GENRE OPTIONS

The previous section helped you root your games firmly in the wuxia genre. Here we look at some options that will help you adjust the feel to better fit your style. Some of these options add more cinematic or fantastical elements, while others provide a more realistic tone to your game.

"Cinematic Sliders"

Battle Fu

Some games may focus on heroes fighting in the thick of battlefields, wading through hundreds of troops. If this is a style of play you would like to emulate, consider reducing the BP of minor NPCs to just 1 and armor provides no protection from the attacks of heroes. Further, heroes do not need to use qi to initiate chaff before the wind against minor NPCs.

Qi

You can greatly control the cinematic flavor of your game by decreasing or increasing available qi. For less cinematic games consider limiting qi to 2 for the characters and master villains and 1 for regular NPCs. Limit the Mystic skill to 1 bonus qi gained at levels 3 and 6.

For more cinematic games, increase qi to 5 for the characters and master villains and 3 for major NPCs. In this case, the Mystic skill should add 1 extra qi at every level.

Training Montage

There may be times when you'll want characters to gain cultivation points "off screen" or during down time. This could be because one character is otherwise busy or detained and you want the others to show some progression, or you want a character to catch up in rank with the others, or

you want to explain how a character learned a new kung fu style while training with a master.

Characters can earn 2CP per month of training crafting magic items, learning new spells, overcoming a crippling injury, or improving their skills or attributes. The players should briefly describe their training montage and at the end of their training, they spend their Cultivation Points for their new benefits. This is a great way to use downtime between adventures. If you find the pacing of your game is too fast, consider this option as a way to create a break between adventures. No more than a few months should pass by before fate sends the heroes on further adventures. Of course, the training montage should be described by the player showing how arduous it was.

Why no Monk skill?

Art of Wuxia doesn't have a monk skill for the same reasons it doesn't have an assassin skill. These walks of life are best represented by combinations of other skills. Rather than shoehorn in one tightly defined type of monk, you can have a variety of monk orders. Some will focus on mysticism and kung fu, while others may focus on sword work and magic.

Armor

You'll notice that armor plays a minor role in this game. This is on purpose. Wuxia stories seldom show heroes wearing armor. Armor is still useful for those without skill as a warrior and certain enchantments can make it very desirable. Just don't expect your heroes and villains to be wearing armor very often.

Diviner Alternate

The following Strategist skill is an alternative to the Diviner skill. If you decide to use it, do not use the Diviner skill in your game. It is meant to provide a less fantastical, yet equally useful skill set.

Strategist

The strategist is a master of politics and outmaneuvering her enemies. Strategists could be underworld information brokers, or tacticians providing their services to princes vying for the throne.

Level	Title
1	Cunning Agent
2	Discerning Operative
3	Sagacious Observer
4	Clever Architect
5	Master Strategist
6	Divine Talent

Score: half LOG +10 per Strategist level. Cannot be attempted unskilled.

- **Spy Reports** – Ask the GM one question per game session for each level of Strategist. This information represents reports from your network of spies and informants. A critical failure indicates that one of your spies has been compromised and you lose the use of one question each game session for a month of game time.
- **Damage Control** – Once per encounter you may stop someone from saying something that would damage their case, either as a redirection of the current conversation or by prepping them ahead of time (re-roll a bad diplomacy check).
- **One Step Ahead** – Once per game session place a useful and loyal NPC in a scene. This NPC must be a minor NPC such as a common hireling.
- **Retroactive Planning** – This works exactly the same as the Identify Convergence Point Diviner ability, but represents preplanning, not a divination. The drained condition represents the strategist working all hours, pushing too hard, and not taking care of their health.



FANTASY IN WUXIA

Throughout this book you'll find many elements that may or may not fit your wuxia game. We get that. Think of all of this as a smorgasbord or salad bar of wuxia ideas. Take what you like and forget the rest. Do you want to run a wuxia game with less magic? Easy, drop a few skills (alchemist & sorcerer), replace the Diviner skill with Strategist, eliminate magical items and most creatures, and you are good to go. Want to pile on the magic for a more xianxia game? Go for it by putting a sorcerer in every bandit camp. Use spirits, ghosts, or even demons as guardians for the wealthy. Place dragon horses for sale at the local stable. Play the game the way you want.

Fantastic Races

If you want more fantasy in your Art of Wuxia game, consider adding one or more of the following character race options. If you do add any of these races, consider giving starting Human characters a +10 bonus to an ability of their choice.

Anning

Anning are humanoid intelligent pandas. They are extremely philosophical and their qi is strong. They are strict vegetarians and avoid alcohol. During their pre-adult phase, they leave their people to explore the world.

- Add +20 to starting STR
- Naturally contemplative (1 bonus qi).
- Natural climber (+10 to checks involving climbing)
- Move 8 spaces
- Speak Anning and youshi

Your arrow will surely miss if you do not know where the stone was in order to strike where it will be on its fifth skip across the water.
 — Wang Tengfei

Fox Spirits

These creatures are spirits that can appear in fox or human form. Fox coloring is usually white. Choose color at character creation (white, red, and brown are fairly common colors, while black is very rare). While in fox form, the fox spirit has a number of tails equal to the character's rank. The spirit's tail can also manifest when it appears in human form if so desired.

- Can change between human and fox form (see Fox Form, below).
- Natural deceiver (+20 to checks involving deception and diplomacy).
- Spirit — can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.
- Move 8 spaces
- Speak youshi and dongwu (the language of all animals)

Fox Form (Spirit)

Looks like a standard natural fox—except the eyes, they shine with an inner intellect.

STR	20	BP	*	Rank	*
DEX	45	INIT	1	Nature	Neutral
LOG	*	DR	0	Travel	10 leagues
WIL	*	MOV	12		

- Statistics marked with an asterisk (*) rely on the score from the Fox Spirit's human form.
- **Spirit** – Can sense if others are mortal, demon, ghost, or spirit by looking at them. Can speak with animals.
- **Bite** – 60% or melee score, whichever is better, damage ½D

Transforming requires a WIL check only while in combat. If WIL is 65 or higher, the change is instantaneous and can be done once per turn at will, no WIL check required!

Races from other dOOLite Sources

The following races from Flesh and Blood would make great additions to a more fantasy oriented wuxia game:

Bugbear

(Renamed Beastfolk or Yeren) These fiercely territorial people can be found in the Jade Mountains, the Magic Mountains, and the Mountains of Change.

Changeling

Leftover creations of the Ming sorcerers, these beings can be found operating as spies for the Jin sorcerers or just quietly hiding and living out their lives peacefully.

Gnoll

(Renamed Wolfin) The Wolfin can be found in the Mountains of Change, the Ice Teeth, and the wilderness in between.

Lizard-Kin

Tribes of these people can be found in the Green Hills and in the forests surrounding the Immortal Mountains.

Lilithii

These lords of the air may be found inhabiting the mysterious ice city in the northern Demon Lands.

Living Construct

(Renamed Eternal Guardian) Forged as tomb guardians for ancient Emperors, and sometimes as unstoppable warriors by eldritch sorcerers, Eternal Guardians could be found nearly anywhere but they do not have societies of their own. Or do they in some far out of the way place?

Mantis Men

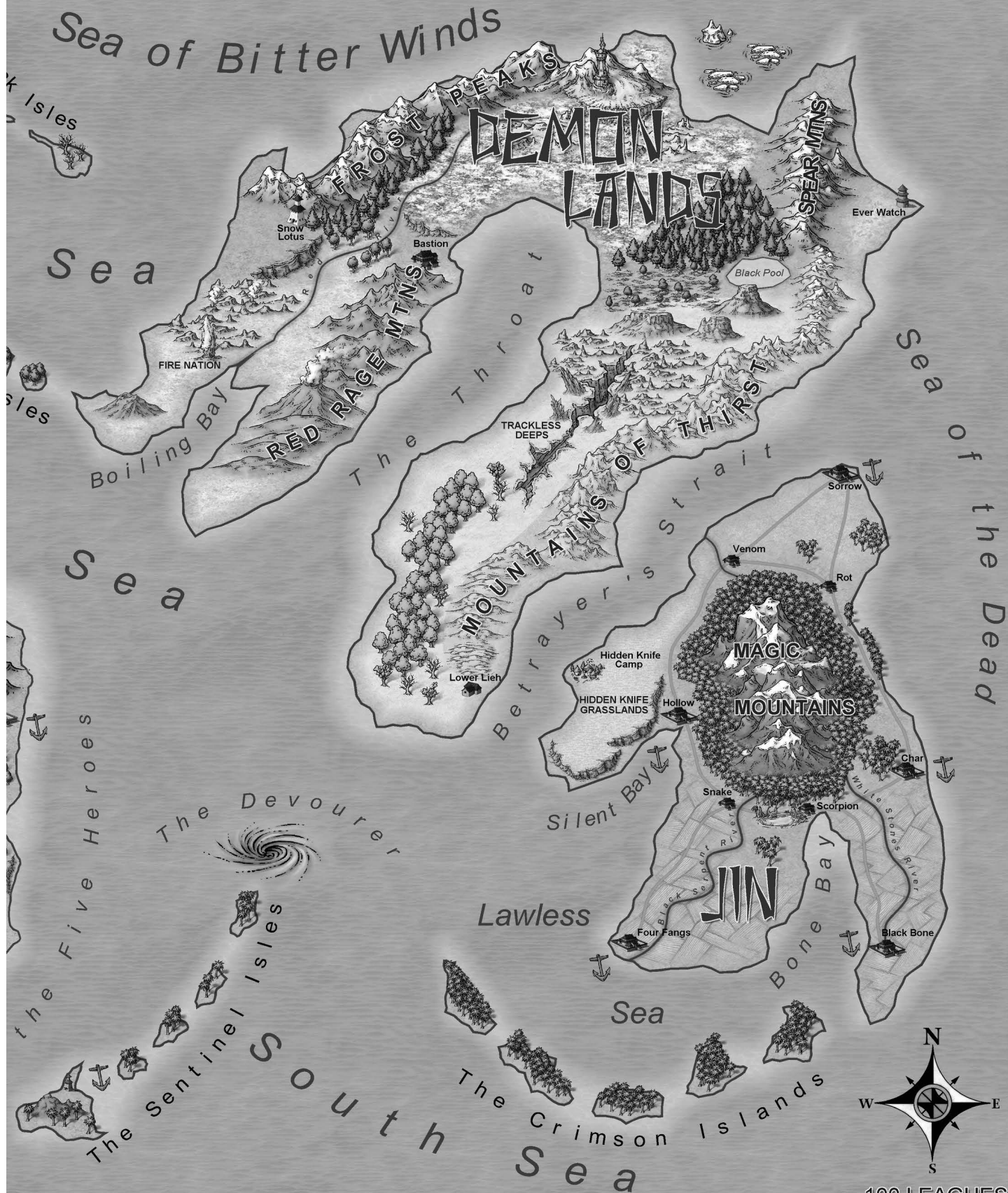
These hardy people can be found in the Mountains of Thirst and surrounding deserts and badlands.

Tigerfolk

Tigerfolk can be lifted whole and placed throughout the Dragon Empire. Use them if you want to add fantasy races like the Fox Spirits and Anning.







The crane circles the sky while the scorpion
stings from the shadows. Such is the way of the
dance.

— Sword Sister Xiau Xing



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A world that needs righteous heroes.

Longzhi

Art of Wuxia is an excellent game engine for telling stories in historical China (with mythology made real of course). You can easily set your stories in historical periods such as the Ming Dynasty, the Song Dynasty, or the Warring States Period. Or you can use the setting in this book which takes full advantage of the mythological nature of wuxia stories. We've just done some of the work for you.

History

The history of Longzhi goes back thousands of years but we'll concern ourselves with more recent history. Over seven hundred years ago the glorious Wu Dynasty was brought low by demon cults. Out of the ashes, arose the Ming Dynasty, led by merciless sorcerers who bound demons to their will. These merciless despots and depraved magicians held power for hundreds of years and developed the magical arts still taught to this day. Their secret manuals are prized by unsavory sorcerers who offer rich rewards to those brave or fool-hardy enough to lay hands on them. The Ming Sorcerers crushed all who would rise against them, unifying most of the lands through fear and conquest. Their rule was absolute for hundreds of years except for small pockets of resistance in the southern valleys.

Resistance to the oppressive rulers grew and eventually Emperor Tien defeated the sorcerers with the aid of his companions, the Five Illustrious Heroes. A driven man, he spent the next fifty years hunting down demon cultists with such single-mindedness of purpose that the empire languished in his absence. Lacking the leadership and resources it needed, the fledgling dynasty eventually collapsed into civil war.

The Long came to power by bringing an end to the civil war. They consolidated their power, but only managed to control half of the land once claimed by the Ming. For nearly 300 years the Long Dynasty has ruled from the Jade Throne (also known as the Dragon Throne) in the Golden Capital. The people flourished under the benevolent rule of the Long Emperors as they invested in the infrastructure of the empire and ensured the safety of merchants and travelers. Times were prosperous.

Over the past ten years the sorcerers of Jin have launched numerous incursions, landing troops and spies all along the coasts of the Dragon Empire. In response, Emperor Gaofeng has diverted many troops to the coasts, leaving much of the countryside unprotected and ripe for banditry. As a result, minor trade routes have been all but abandoned. The Emperor has also been increasing the ranks of the military, using

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both voluntary and involuntary methods to add troops.

Eventually the great clans had enough. The powerful Quo family brought these and other issues to court. It was rumored they hired the White Lotus Assassins to kill the Emperor. Whatever the truth of the matter, one thing is for certain. The Emperor had the entire Quo family executed and began purging the Imperial Court of the dissidents. The Emperor's search for traitors did not stop at the Imperial Palace. He sent his agents (Imperial Assassins) out to all the major cities and beyond to bring the disloyal to justice. Many took this opportunity to avenge old grudges by turning "disloyal" neighbors in to the authorities. Bribes have become a normal part of government business.

No one knows what will happen next, or who will be arrested by the Imperial Guard. Strangers have been spotted in small towns in the remote areas of the Empire. Are they enemy spies, secret agents of the Emperor, or worse? No one seems to know and even the local magistrates cannot be relied upon to protect the roads and small villages.

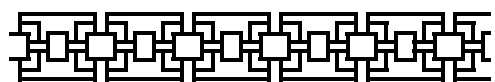
While the portents may seem grim, diviners claim that the Five Heavenly Swords have reappeared in the world and await bold heroes to claim them. Heroes have never been needed more.

The world of Longzhi is made up of three lands that surround the Middle Sea. They are the Dragon Empire in the West, the Demon Lands in the Northeast and Jin in the Southeast.

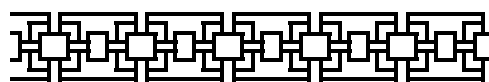
Only the largest and most important cities are shown on the map. Countless villages and towns can be assumed to exist throughout the lands of Longzhi.

Common Names in Longzhi

D00	Family Name	Male	Female	Nicknames
00-01	Fung	Tiandu	Wen-Kuan	Iron Arm
02-03	Niu	Shuen	Pin-Hong	Handsome
04-05	Gao	De	Bing	Lady of the Law
06-07	Sung	Hung	Fo	Silver Fox
08-09	Tao	Hu	Yan	The Snake
10-11	Kou	An	Hei	White Bone Demon
12-13	Han	Ta-Ming	Gee	The Toad
14-15	Huai	San-Geng	Lu	Darling
16-17	Te	Si-Fang	Wan	The Lizard
18-19	Lung	San	Jing-Hong	Drunken Knight
20-21	Wei	Xhou-Shan	Lan	Golden Cat
22-23	Gu	Gao-Feng	Yulan	Tigress
24-25	Ting	Sung	Na	Deadly Breaking <weapon>
26-27	Xiao	Wu-Yang	Chen Erh	Wild Wolf
28-29	Jing	Qi-Hao	Chu	Stone Monster
30-31	Hai	Ma	Qinqin	Jade Faced Tiger
32-33	Yang	Jun-Zhao	Chin-Hua	Profound Meteor
34-35	Tong	Ching	Li-Chen	Deadly Grace
36-37	Mo	Ah-Kue	Hsui	Black Eagle
38-39	Rong	Gang-Feng	Xin-Zhi	Number Seven
40-41	Lu	Shiu-Tien	Cui	The Centipede
42-43	Fan	Feng	Ying-Ying	Black Tiger
44-45	Ken	Huo-Ying	Ruixue	Doggie
46-47	Liu	Da-Pei	Si-Si	King Eagle
48-49	Qi	Long	Sai-Ying	Dancing Shadow
50-51	Da	Mao	Xiao-Mei	Silver Spear
52-53	Tu	Lang	Fei-Fei	Cold Eyes
54-55	Chen	Kuai	Yi	Silver Roc
56-57	Jiu	Fei-Tian	Tsui-Tsui	Eight Arm Dragon
58-59	Yan	Wen	Kuei-Ying	Heaven Guard
60-61	Xi	Niu	Hong	Little Lord
62-63	Hu	Zi	Chiung-Nu	Iron Bridge
64-65	Wang	Jia-ji	Tian-Li	Black Demon
66-67	Dao	Le-Tian	Jiau-Jiau	Smiling Tiger
68-69	Shui	Chang	Xian-Hua	Iron Neck
70-71	Meng	Hong	Tai Chun	Eastern Devil
72-73	Wu	Pao	Shen	Short Axe
74-75	An	Gua-Si	Jin-Feng	Sweet Potato
76-77	Chao	Bo	Feixia	The Mountain Wind
78-79	Shen	Chun	Tung-Shan	The Scorpion
80-81	Ah	Men-Bao	Ergu	Big Leopard
82-83	Jin	Ju	Lian-Yu	Leopard Skin
84-85	Ngai	Jian	Pa-Mei	Three Strikes
86-87	Law	Tong	Mei	White Dragon
88-89	Li	Shi-Peng	Pai-Feng	Saintly Swordsman
90-91	Bai	Tian	San-Niang	Thunder Fist
92-93	Chu	Chao	Jen	Iron Monkey
94-95	Mu	Gan	Caibing	Three Headed Cobra
96-97	Chai	Wei	Ke-Shin	Nameless
98-99	Shi	Xiao-Yu	Yu'e	Big Boss



GAZETTEER



The Dragon Empire

The Dragon Empire covers the largest continent. Its main geographical division is the north-south divide created by the Mountains of Change. South of the Mountains of Change is a vast, sprawling, bureaucratic, and prosperous nation composed of large cities and wide areas of wilderness. The lands north of the Mountains of Change are also claimed by the Dragon Empire and indeed it holds several large cities, but the majority of the north belongs to the ghost tribes, nomadic people who travel with the seasons.

10,000 Flowers Plains

The endless fields of flowers and honey bees are home to the Blossom Ghost Tribe, famous for their colorful dyed linen fabrics. The plains are also known for great herds of grazing animals including several species of antelope. The tigers here are especially large.

Blossom Camp

Unlike the camps of other ghost tribes that are only formed annually, Blossom Camp is a year-round settlement with sod and thatched buildings. Here dyes, linens, and honey are traded to merchants of the Dragon Empire.

City of Fragrant Petals

Said to be one of the prettiest cities in the Empire, the City of Fragrant Petals is home to many aristocrats. Many horticulturalists also make this city their home. The city has good relations with the ghost tribe of Blossom Camp.

Dancing Manes

The best horses in all of Longzhi are bred at the farms in Dancing Manes. The Emperor selects his personal steed from here.

Dragon Gate

This small port only sees traders and travelers from the Sentinel Isles, as it isn't important enough to attract rich merchants from the Golden Capital. If you need to get to the Sentinel Isles and you are not on official Imperial business, this is where you can find a ship.

Dragon Mountain

Dragon Mountain is home to the famed fighting monks of the north, the Bowing Dragons. Dragon Temple is the name of this hard to reach complex that rests in the pure and rarified air above the clouds encircling Dragon Mountain. The Bowing Dragons range far and wide and have many monasteries throughout Longzhi, but this is their headquarters and home to their chief abbot.

East Watch

Also known as the Guardian City of the East, many of the Empire's troops are trained here.

The Golden Capital

The greatest city in all of Longzhi and the residence of the Emperor is the Golden Capital. Within the Golden Capital is the Forbidden City, palace of the Emperor, and within the first courtyard of the Forbidden City are rows upon rows of terracotta warriors. Many a petitioner that wished to see the Emperor turned back after feeling the silent stares of so many statues, and who could blame them. Only those on official business or responding to an Imperial summons may enter the Forbidden City district of the Golden Capital.

Frost Watch

While rumors claim that generals and troops who have displeased the Emperor are sent to Frost Watch, this is far from the truth. The forces at Frost Watch are decorated veterans guarding against an enemy nation across the Endless Waves. It is an

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enemy of such power that the Emperor has decreed that no Imperial vessel shall ever leave sight of the western shore of the Dragon Empire upon pain of death for all aboard.

Ghost Camp

There are countless ghost tribes in the northern part of the Dragon Empire. Ghost Camp acts as a sort of capital city, albeit a temporary one. For several weeks each summer every ghost tribe sends delegates to Ghost Camp to exchange news, trade, and make alliances.

The Dreaming River

The waters of this river are said to be especially pure as they come out of the Immortal Mountains. Many mystics follow this river seeking solitude deep in the mountains. Alchemists prize water from this river for its medicinal qualities.

Golden Fields

These fertile lands are far from the capital, but not its intrigues. This is where “inconvenient” nobles are

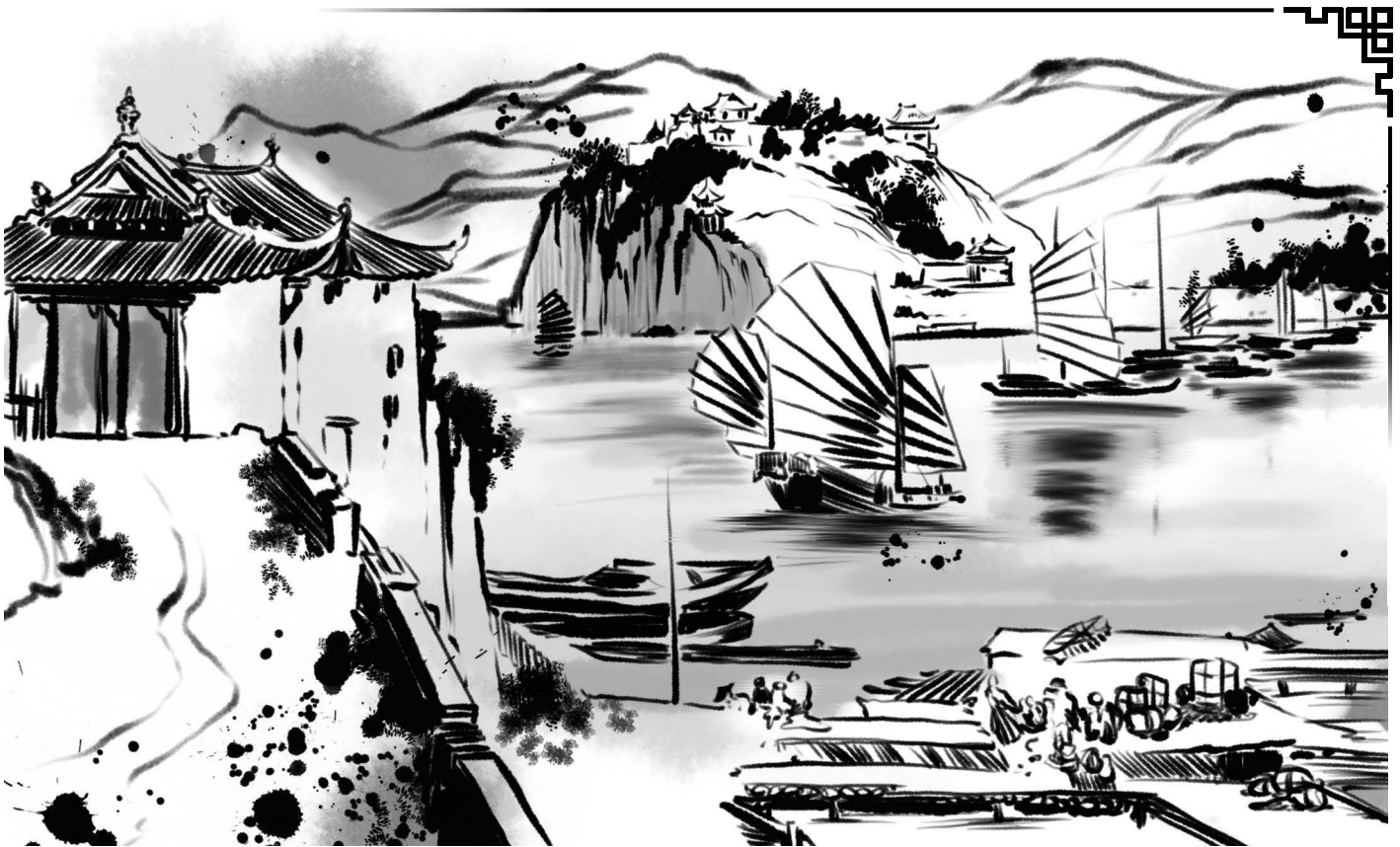
sent for a time to mend their ways. Unfortunately all they seem to learn is how to be more secretive in their political maneuvering.

The Great Lee River

This is the largest river in the north of the Dragon Empire. It is navigable by ship all the way from where the Sheng River joins it to the sea. Beyond that point, despite its great size, the waters move too fast for anything but small, specially built boats. Only these small boats risk the dangerous north-south run to sell furs and other goods from the ghost tribes of the great forests and plains.

The Green Hills

These picturesque, steep, low mountains are the inspiration for countless poems and silk paintings. The lands surrounding the mountains are dotted with lakes and rivers, and are inhabited by vegetable farmers, silk farmers, and fisher folk. Unfortunately, the Green Hills are also home to many bandits and tomb raiders seeking the riches of Wu Dynasty nobles or hidden caches left by Ming Sorcerers. It



was here in these mountains that the last Ming Sorcerers were hunted down and killed.

Ice Teeth

The Ice Teeth are the most northerly mountain range in all of Longzhi. The plains surrounding them are snow free only a few months out of the year. The mountains themselves are cold and the air is crisp. It is thought this region is especially strong in qi.

Immortal Mountains

If you've read any stories concerning mystics that have gone to caves on a mountain to contemplate and meditate, this is probably where they were. These mountains are much like the Green Hills only they butt up against each other tightly, making it nearly impossible for any kind of travel except by foot. The mountains are surrounded by ancient, old-growth forests whose shadowy depths have never been mapped.

Jade

Said to be the most beautiful city under heaven, this quaint and idyllic city is completely designed and staffed to serve the Imperial family for their yearly visits.

Jade Mountains

This massive mountain range is densely forested and contains countless mist-filled valleys that have never been fully explored. Occasionally small villages are discovered and their people speak dialect going back as far as the Wu Dynasty. Countless mysteries lie waiting for explorers to stumble upon. Hopefully none of these discoveries will be a threat to the Dragon Empire.

Jewel Lake

This great freshwater lake divides the Dragon River into the Upper River and the Lower River. It has active fishing communities and it is said the water sparkles like jewels in the sun.

Jewel River

The Jewel River travels through ancient forests and fields seldom seen by humans. Exotic beasts are sometimes captured here and brought to the capital to impress the Emperor and further the knowledge of natural history scholars.

Jing-jing

This is the site of the annual gathering of the Yellow Grasses ghost tribes. No Imperial explorer has visited since this colorful tent city was described in Chao Sing's ten volumes on The Nomadic Peoples of the Golden Fields, written a hundred years ago.

Lake Sheng

This large body of freshwater would host many fishing villages if it weren't for the many ghost tribes that hold the lake sacred. They will not permit any permanent buildings or settlements upon its shores. Rumors say that an Imperial army gathering at North Gate plans to seize the southern shore. Once that is accomplished, engineers and city planners will get to work establishing several walled towns.

Lower Dragon River

This river is navigable by ship its entire length. Once a year the Emperor and his family leave the capital and travel by boat to Jade via the Lower Dragon River for a summer vacation.

The Middle City

It is said that the Dragon Empire has state sorcerers. If that is true, this is where they come from. The universities of the Middle City are famous throughout Longzhi. Here all pursuits of knowledge are taught.

Mountains of Change

This range is the largest in all the lands of Longzhi. Like a great wall, the mountains divide the north from the south, the cold from the hot, the wild from the civilized. "One who travels over the Mountains of Change is never the one who began the first step of

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the journey” is an old proverb that expresses the beliefs surrounding these mountains.

North and South Dragons

These twin fortresses guard the entrances to the Golden Sea. They boast large navies. Imperial sailors from the North and South Dragons board all ships entering and exiting the Golden Sea. The fortresses are not ports of call for civilians - these are strictly Imperial military ports.

North Gate

This fortress guards the main pass through the Mountains of Change. It has high, imposing walls and its patrols are large and frequent. It is also home to a large tent city of traders and artisans. The chaotic streets and alleys of the tent city are filled with peoples from north and south, Imperial citizen and ghost tribe alike.

North March

This port city boasts a strong naval fleet to guard against threats from the Bleak Isles and to patrol the North Sea. It is the last civilized stopover for Bowing Dragon monks and aspiring students on their way to and from Dragon Mountain.

Opal

Many martial sects hold annual trials in Opal. As a result, this is where hopeful martial artists come to show off, demonstrate their skills, or find teachers to train them in kung fu. It is also where the Emperor keeps members of the powerful Imperial families as his special “guests” (hostages), as well as some from other lands.

Sea Bounty

The second wealthiest city in the Dragon Empire is known for the best shipyards and sailors of all Longzhi.

Sea Watch

This is the name of both the fortress and the island it is built on. The navy here protects Bluefish and Whale Song bays. Yang Mountain is the volcano which formed Sea Watch Island. Powerful diviners, sent by the Imperial court, come here to read signs and portents for the good of the Dragon Empire.

Skyview

The night skies above this city are very clear and seem charged with mystical energies, or at least that is what the many astrologers and other seers who inhabit this city say. The markets here hold more fortune tellers than anywhere else. You can even get a good bargain as several diviners will compete for a few moments of your time - and for your silver of course.

Soft Song

This city is known for the fine arts. The best songs, poems, calligraphy, paintings, and carvings all come from here. Soft Song leads fashion and etiquette trends throughout the Empire. All the powerful, wealthy, and noble families have homes here. It is rumored that the White Lotus Assassins come from this city.

Spirit Lake

Named for the light mists that seem to dance upon its surface on cool mornings or because this land is filled with strange spirits, who can say?

River Liu

This scenic river meanders through the wild lands between the Jade Mountains and the Green Hills. It is navigable by smaller vessels from Dancing Manes to the Golden Capital.

River Hui

This river is named after the legendary warrior who saved a lone traveler from one of the region’s fearsome tigers with nothing but her fists and feet. That traveller was the Long Emperor Chihao who

gifted peace, trade, and non-interference to Hui and her tribe in gratitude.

Upper Dragon River

The north end of the greatest river in all of Longzhi has its start in the high glaciers of the northern Mountains of Change.

Vision Lake

Several monasteries and mystic retreats lie upon the shores of this lake which is always a perfectly still mirror of the sky.

West Watch

West Watch is where troops go for extensive training out of eyesight of spies from Jin. Here formations, siege engines, cavalry, and naval maneuvers are developed, refined, and then perfected before becoming standards that the Imperial troops use to great effect.

Willow City

It is said all fighters make their way to Willow City, for here the best and most exotic weapons are made.

Wodan Mountain

At the head of a high valley, the headquarters of the Wodan can be found spread across several mountain peaks. Great training courtyards, contemplative gardens, and chasm spanning bridges make up this wonder that few mortals will ever see. It is also whispered that the tombs of the last Emperors of the lost Wu Empire are hidden near Wodan Mountain.

The Yellow River

This large river comes out of the Southern Jade Mountains and empties into the Golden Sea. It isn't traveled much except by the Imperial navy who use it to harass the ghost tribes of the Yellow Grasses.

Yellow Grasses

These plains are home to the Yellow Grasses tribe who fiercely defend their home. Travelers are safe if they stick to the road between Willow City and Dragon Gate. The current Emperor has not sent a punitive expedition into Yellow Grasses as the last army sent into those golden fields never returned. Not one warrior of the 3,000-person force was ever heard from again.

Jin

Jin, also known as the Great Eastern Kingdom, is a constant rival of the Dragon Empire. It is ruled by tyrannical sorcerers who may have learned a bit too much of ancient Ming sorcery. Fortunately for the Long Dynasty, these sorcerers are too preoccupied with furthering their own goals rather than unifying against the Dragon Empire. Wild stories talk of warriors from the Magic Mountains, wielding strange powers who keep the Jin Sorcerers in check.

Black Bone

The Sorcerer King of Black Bone is one of the most active Jin sorcerers in worldly affairs. He frequently sends his agents into the Dragon Empire to search out ancient relics, unearth powerful evils, and cause the Long Dynasty no end of trouble.

Char

This eastern coastal city sees much trade with faraway lands unknown in the rest of Longzhi.

Four Fangs

Jin's wealthiest city, the residents of Four Fangs want for nothing. Its markets rival those of the Golden Capital, and it is said that you can purchase anything here for the right price.

Hidden Knife Camp

The xenophobic ghost tribe of the Hidden Knife grasslands has never been conquered. It is rumored that the White Lotus Assassins come from this tribe.

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Hollow

Hollow is a dead city, straddling a dead river, in a dead bay. Nothing lives here. It is rumored that the restless dead silently defend their city and never deal with the living in any way other than to have them join the silent vigil.

Magic Mountains

The Magic Mountains are cloaked in mystery and enigma. What little is known is that great mystical energy is channeled here. Many believe the great power of the Jin Sorcerer-Kings results from them tapping directly into this magic. It is also said that the Magic Mountains are home to sects of powerful warriors who combine mystical and martial arts. These sects train on mountain tops hidden from the lands below by mist, cloud, and magic. Only the direst circumstances will bring these warriors down to the lands below. It is rumored that some of these great warriors have been seen of late, traveling the lands in their colorful silks, asking about the rumored reappearance of the Five Heavenly Swords.

Rot

Rot is home to the most intricate jade carvers in all of Longzhi. Their attention to detail is without equal. It is said that the most cunning Jin sorcerers study here to develop the deep attention to detail and great patience necessary to become the most dangerous schemers. A “plan hatched in Rot” is a phrase used to describe a plot of labyrinthine complexity. It is rumored that this is where the White Lotus Assassins are headquartered.

Scorpion

Powerful magical items can be bought and sold at the Scorpion Oasis trading post. It is located on the edge of the deep forests that surround the snowcapped Magic Mountains.

Snake

This city hosts the Cypher’s College. Here great minds create and crack linguistic codes and puzzles

of all kinds. The best locks and language books in all of Longzhi can be found in the market district.

Sorrow

Sorrow has been sacked three times by mysterious enemies from across the Sea of the Dead. Sorrow’s Sorcerer-King built the fortress Ever Watch on the coast of the Demon Lands as a naval base where his fleet and a cadre of elite sorcerers watch for the next invasion.

Venom

This city is known for its talented alchemists. The city has a snug, welcoming harbor for ships willing to risk the Betrayer’s Straight for the opportunity to buy and sell rare alchemical ingredients.

White Stone River

This river was made famous by the poet Jen of the Wu Dynasty when she went mad upon learning that the round white “stones” lining the river’s bed were actually the skulls of over a million innocents slain by the Ming Sorcerers. No one knows why the skulls were brought here.

Demon Lands

According to many legends, the Demon Lands were the site of mythic battles in an ancient age. To be sure, the land is fraught with environmental perils including parched deserts, unpredictable volcanoes, endless marshes, frozen tundra, sheer cliffs, deep chasms, and blistering geysers. It is also said that great evils and terrible beasts stalk the land. The truth of the matter is really only known to the people who inhabit the few towns found here, and the legendary rangers of Bastion. Only the rangers of Bastion brave the deep wilds of this untamed land of ancient myths.

Bastion

While you can find expert guides to the southern Demon Lands in Lower Lieh, the very best scouts and rangers come from Bastion. This walled city has



endured centuries of harsh winters, hot summers, evil sorcerers, and all manner of beasts and spirits. The guides you hire here are a cut above any you'll find elsewhere, though they tend to blur the line between the real and the fanciful in their understanding of the northern wilds.

Black Pool

This dark northern lake is far from any civilized lands. Legends say that one of the Five Illustrious Heroes came here to speak with the dragon that sleeps in Black Pool's depths, but everyone knows dragons don't really exist.

Ever Watch

Built as a fortress to guard against mysterious enemies from across the Sea of the Dead, this is really the private refuge of the Sorcerer-King of Sorrow. The fortress lies empty except for those rare times its master comes to practice powerful magics. Heavily warded with deadly physical and magical traps, the fortress even lacks a main gate to further deter would-be intruders. What secrets and treasures lie within? Many a treasure hunter has

guessed and schemed, but none have ever returned from a foray to Ever Watch.

Fire Nation

This is not really a country, but an area dominated by hot springs, geysers and, earthquakes. These badlands hold untold enemies, leftover monstrous foes from the mythic wars fought here in the distant past.

Frost Peaks

Home to great winged creatures, few have ventured here to find out what actually lives in these mountains. At the northern end of the mountain range is a broken land of ice and odd frozen formations. It is said that all the cold here comes down from a magical glacier and upon that glacier sits the Palace of Frost, a kingdom of powerful beings that have no interest in the rest of the mortal world.

Lower Lieh

If you need a guide to the Trackless Deeps, a guide that can get you past the Mountains of Thirst and

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the strange dead forests of the southern Demon Lands, you can find one in Lower Lieh. Just ignore their strange vacant stares and odd mannerisms. It doesn't mean anything.

Mountains of Thirst

These parched peaks overlook dead forests of giant trees and the Trackless Deeps. There is great mineral wealth that can be found here if anyone could survive the lack of water.

Red Rage Mountains

A true volcanic range with several peaks that steam and occasionally belch forth lava, this area is home to more than a few mad sorcerers specializing in fire magics.

Snow Lotus

Little is known of this remote, hidden city. Many believe it doesn't really exist, or that it is home to the White Lotus Assassins.

Spear Mountains

These high peaks are home to snow blossoms that grow only on the western slopes and only in the deep of winter. These blossoms are prized by alchemists.

Trackless Deeps

This huge canyon splits the earth just west of the Mountains of Thirst. None know how deep the canyon goes, for explorers flee in terror from the unnatural screeches, screams, and moans that come from the depths.

Other Locations

The Crimson Islands

The Crimson Isles are home to pirates who raid merchant ships from Jin and the Dragon Empire. Fierce and blood thirsty, they seldom give any quarter. Punitive naval expeditions from the Dragon

Empire are often sent to keep their numbers down, though in recent years, under Emperor Gaofeng, these forays have stopped and rumors speak of the pirates uniting under someone known as the Crimson Queen. She is said to be a brilliant naval tactician.

The Burning Isles

These islands have many geysers and frequent earthquakes. Most of the beasts that live here are adapted to extreme heat.

Bleak Isles

Travelers passing these islands report a strange, domed observatory at the top of the largest mountain. No one has been able to find a route up to it.

The Sentinel Isles

These islands, known for their exotic orchids and near perfect weather, are home to several palaces built by nobles from the Dragon Empire. The Dragon Empire claims these islands and patrols the South Sea. Some of the palaces built here date back to the days of the Ming Sorcerers and an adventurous few have struck it rich upon finding ancient, treasure-filled vaults.

The Devourer

This giant whirlpool is the manifest might of sea god Mazu, the Jade Queen. When the last of the Ming Sorcerers were surrounded on the Isle of Pain, legends say that Mazu finished them off by sundering, sinking, and swallowing them along with their entire island.

Black Shen

The Black Shen is a new group showing up in the hinter lands of the Dragon Empire. Their members are often trained in martial arts (Pouncing Panther style). They have been involved in robbery, kidnapping, extortion, smuggling, and anything else they can get away with in the rural regions abandoned by the Golden Capital.

ORGANIZATIONS

Bowing Dragons

The Bowing Dragons are a humble monastic sect. They focus on mysticism and are known for their calm and careful responses to aggression and worldly affairs. Their temples can be found scattered throughout the lands of Longzhi. Their members have close-cropped hair and wear loose-fitting dark red pants and shirts. The Bowing Dragons are allied with the Wodan, but believe them to be far too rash in their zeal to fight the forces of evil. The monasteries of the Bowing Dragon are remote and have little daily influence in the world. Yet the skills of these monks may be called upon to help the Dragon Empire in its time of need.

Dark Judges

This organization was formed by aristocrats of noble lineage. They judge and execute those whom they feel are dangerous to the stability of the Dragon Empire. They represent “Old Money” and are politically powerful.

Guaiwu Blood

This is a sect of Jin Sorcerers that seek to create ever more powerful and foul monsters. They are not above kidnapping children or purchasing slaves from the Crimson Isles to acquire “experimental material.”

Jianmei Sect

Also known as the “Sword Sisters Sect,” this is a secret society of women warriors (Peach Blossom style). While they are secretly allied with the Wodan, some Wodan are a little put off when their female members are recruited away by the Jianmei. The Jianmei have respect for the Bowing Dragons, but have few ties to that order. Sword Sisters tend to be proud of their martial skills and quick to anger. They often work secretly and alone against those that threaten them or the people they value. The Jianmei wear white silk robes, with increasingly ornate brocade indicating members of higher rank.

Lustrous Phoenix Society

This sect is seen as the heart and soul of the wulin. Their headquarters, Blue Mountain Manor, has hosted several tournaments where only the top fighters of the wulin were allowed to participate. Every month the Lustrous Phoenix Society posts the rosters of the top 100 fighters in the wulin. The Lustrous Phoenix Society is also famous for their Ten Styles of Life Taking Swift Sword kung fu. They have a reputation for hiring out skilled and deadly warriors that will not give up their charges. Lord Mu Gan, the head of the society, takes in orphans and trains them to be great warriors.



龙址 LONGZHI

I have travelled the three lands of Longzhi and witnessed many deeds both good and bad. The lesson I have learned over and over is that a broken bridge waits on the path of evil.

— Fung Jen of Zhu Mountain Sect

Red Pelican Sect

This sect focuses on the Tsun Blade kung fu and views the world through the lens of the wulin and rankings within them. Only things that threaten the martial world (wulin) draw their ire. Otherwise their followers can be found throughout Longzhi, testing themselves with duels and martial tournaments. Red Pelican sect members wear shades of white when novices and light blue as masters. Red Pelican sect members readily find employment as escorts for wealthy merchants and other patrons.

Red Tiger Clan

This martial clan can be found in every major city. They are aggressive recruiters and love to demonstrate their fighting skills. They tend to attract bullies and other ne'er-do-wells. Their least skilled members wear black with orange, tiger-striped vests, while their most skilled wear red with gold, tiger-striped vests. If you see several Red Tiger Clan members together, they will be spoiling for a fight to show off their Tiger Strike skills.

Sage Mantis Clan

This clan was formed by former Bowing Dragon abbots that felt a calling that took them beyond their monasteries. They seek to influence worldly matters by manipulating heroes to be in the right place at the right time. It isn't known where they meet, how they choose what events to interfere with, or even how many members they have. What is known for certain is that they are very skilled, very wise, and their motives cannot be understood by lesser minds.

Water Jade

This secret order was founded by the disaffected younger daughters of noble families in the Golden

Capital who appear to live up to societal standards and expectations. Secretly they train in martial arts and rob from bandits or others they believe have ill-gotten wealth. Once a year they meet in the Middle City to divide up their spoils and distribute the wealth to the poor throughout the Dragon Empire. They wear blue jade bracelets to identify each other and their internal ranks.

White Lotus Assassins

This group is secretive in the extreme. They are independent of any government. It is not known where they come from or where their base of operations lies. Their motives are their own. It is said that when you need their services and your price is right, they will find you.

Wodan Sect

The xia of the Wodan sect can be found travelling throughout Longzhi in their constant hunt for evil doers. The Wodan are quick to action and have vast experience confronting the supernatural. While they are allies of the Bowing Dragons, they find the mystics too cautious in their response to threats from evil.

The robes and swords of the Wodan sect display the taijitu (yin-yang) symbol. The colors of their robes are blue and white. The more senior the member, the more blue their robes will be. Formal Wodan robes are expected to be worn at all official events. Many members combine magic with their kung fu. Popular spells are aid (blue glowing aura), hinder (red glowing aura), offensive strike (sword motif), and protection (golden glowing auras). The Red Cranes, a sub-sect of the Wodan, specialize in combining kung fu and battle magic.

Zhu Mountain Sect

Representatives of this order have only recently been sighted. They tend to wear colorful silk robes. An individual will wear all one color, but in several shades. They are highly skilled in sword craft and magic. They also seem unconcerned with worldly affairs. What their goals are remains their own to know for now.

MINDSETS OF LONGZHI

The following three mindsets are crucial to understanding the people and conflicts of Longzhi. These mindsets or “worlds” include accepted and expected behaviors, goals, ideals, and social standings. The best stories emerge from intersections and collisions between these worlds.

Common Society

The people of Longzhi take an active role in maintaining their society. This is a conscious effort to improve the lot of their family and show proper respect to the Emperor. If society is to work, everyone must adhere to the following rules:

- Be filial to your Emperor and the imperial bureaucracy, your clan, ancestors, family, and elders in that order.
- Foster and maintain good relationships. It isn't just what you know, but who you know that is important to getting things done and improving one's standing in society.
- Maintain propriety in all things. Use proper titles and ranks when addressing others. Observe all ceremonial rites.
- Avoid any behavior or action that will embarrass your family, yourself, or someone else. Embarrassing someone reflects poorly on you, which in turn reflects poorly on those associated with you. Additionally, family and friends of the one you embarrassed will take the offense personally.
- Express humility and modesty at all times. Be generous with praise to others, but don't accept praise lightly. Downplay your successes. Work diligently and increase your knowledge.
- Learn, study, and practice. Passing on what you know will bring honor to your family and create a better future for all. Idleness is the province of wastrels and fools.

Jianghu

The jianghu is the lawless wilds, the absence of common society, the underworld of thieves, assassins, and outlaws. It is a place none in common society ever wants to end up or have a family member be a part of. Here the mighty prey upon the weak. Everyone is out for himself or herself, and there is seldom honor among thieves. This is a place of outcasts, and includes anyone that refuses to follow the rules of society. It is also a place of opportunity, wealth, and power unhindered by obedience to family or the Emperor. Things seldom stand on ceremony, improper behavior is expected, and taking things from others is considered smart. Common society sees no distinction between jianghu and the wulin.

The Wulin

The wulin is the world concerned with martial society and prowess. This involves the teachings, territories, and goals of the various kung fu sects, clans, schools, and secret societies. It includes the rankings of individual warriors and the reputations of their organizations. Fame and glory are highly valued. Embarrassing rival martial societies is the norm.

The wulin exists outside of the boundaries of common society, and contains both noble and villainous characters. While common society considers anyone in the wulin as part of the jianghu, they are something different. That is not to say that some members of the wulin are not also part of the jianghu. It all depends on whether they are pursuing their own goals or that of their martial society. Generally, great warriors cannot be both part of common society and the wulin at the same time. The government bureaucracy would never trust them due to their loyalties to a martial society. High-ranking military figures are both courted by the wulin and disdained by the wulin in equal measure. They are seen as individuals who should be recruited and as sell-outs, trading the higher glory as a member of a particular kung fu sect for a pension and stability.

Most members of the wulin disdain titles and jobs within common society, as such concerns seldom further the goals of their martial society or their great reputations as warriors.

Example: The daughter of a government official that runs away to be a wandering hero is considered outcast from common society and part of the jianghu. She may also be part of the wulin if she has made a name for herself within her kung fu clan. If she defeats some outlaws, she will be a hero to the common folk, but considered part of the jianghu by the constabulary. If she had not run away and instead had become a constable, she could have arrested those same bandits and increased her status in common society.

Belief Systems

Once, long ago, the Old Gods were worshiped in temples throughout Longzhi. The Ming Sorcerers destroyed many temples and what remained have been slowly abandoned for the three new religions, Gianshan, Path of the Xianxia, and Xingfu.

Gianshan

The main way to become a person of moral quality is through the practice of the five main virtues: Humanness, Justice, Ritual Propriety, Knowledge, and Integrity. Great significance is placed on the ability of each individual to learn, to become educated, and to eventually become a moral and upstanding person. One should show filial piety to one's parents as well as one's ruler. One should strive to become established in the world and glorify his or her parents when doing so. People should do their duty and follow their leaders and the gods faithfully. Order is the way to peace.

- **Followers:** Devotees of Gianshan spend much of their time studying the classics and taking the Imperial Exams for government placement. This is a people's religion that helps with stabilizing society and has become a cultural norm. Alchemists and scholars often follow this religion.

- **Other Religions:** Other religions are fine, but only if they don't distract from practicing the five main virtues and establishing your place in society.
- **What Others Think:** Gianshan is a stabilizing influence in the world. However, one's true potential and place in the greater cosmology may be hindered by such worldly concerns, or so say the followers of Xingfu. Those on The Path admire the structure offered by Gianshan, but its inherent bureaucracy fails to see and react to a deeper world.

Path of the Xianxia

This religion is also known simply as The Path or The Way of the Immortal Hero. Everything is made up of opposing and complementary forces (Yin and Yang). Understanding the balance of these forces allows one to tap into the fundamental powers of the universe. Evil in the world is caused from imbalance. One should foster an understanding of these forces so one can learn how to manipulate them, and thus prevent or defeat evil in the world and in oneself. Through this understanding comes enlightenment. From this enlightenment comes a higher, better form of life for oneself and those around oneself. The ultimate goal of life is to cultivate immortality.

- **Followers:** Those on The Path spend much of their time studying the lessons of the past, meditating, or actively pursuing careers to expand their knowledge of how the world works. You'll find many alchemists, detectives, mystics, and sorcerers following the Path of the Xianxia. It is also popular with many warriors of the wulin. The woda xia are perhaps the most famous practitioners of the Path of the Xianxia. Xianxian alchemists and sorcerers alter the balance of yin-yang and the five elements to create an internal or external alchemical effect.
- **Other Religions:** Those on the Path of Xianxia are respectful of followers and sites sacred to the Old Gods, but at the same time they believe the fall of the Old Gods contains lessons to be learned. Obviously, there was an imbalance in the world and worship of the Old Gods dwindled. While restoring old sacred sites might be a good thing, the will of the Old Gods is unfathomable. Those on

the path see followers of Gianshan as too focused on the material world and detached from their true selves' sense of being. They believe that the Xingfu might have the right idea, but they are a repressed bunch and do too much navel gazing.

- **What others think:** The Gianshan believe those on the Path of Xianxia are misguided at best and may even be a danger to society at worst. One cannot assume to be able to identify evil in all its subtle forms. This is why we have law and order. Those on the Path are little more than vigilantes and they must be more cautious or they will disrupt society and cause unintentional harm by not conforming to established rules of law and society. The Xingfu are much more tolerant and even somewhat supportive of fighting evil and reducing misery in the world. However, those on the Path would probably reach enlightenment sooner if they spent less time trying so hard to figure things out and more time accepting the way of things.

Xingfu

Life is tough but we can learn how to be truly happy. Rather than constantly struggling to get what you want, try to modify your desires. We can be truly happy if we give up useless craving and learn to live one day at a time (not dwelling on the past or the imagined future.) Spending life being good, while leading a normal life, is the way to heaven. The main precepts of Xingfu are: respect all life, only accept things freely given, avoid losing mindfulness by sensual overindulgence, and only speak the truth. Some become vegetarians so as not to harm other life. The Bowing Dragon monks follow the teachings of Xingfu.

- **Other Religions:** The other religions do not lead to happy lives. If we live our lives as examples of happiness and contentment, others will come around to Xingfu. How can they not?
- **What Others Think:** The followers of Gianshan see that followers of Xingfu don't contribute to society and in some cases leach off of the hard work of others. They seem happy, but what have they accomplished for their families, for their Empire? Those on the Path view the followers of Xingfu as gentle, misguided folk. They could understand the

followers of Xingfu better if they would take action against the wrongs in the world. Sure, life is tough, but DO something about it!

Ancestor Spirits

This is the oldest religion and is still practiced as ritual by everyone except those who follow Xingfu. Each family worships their ancestors usually at a small shrine in their house containing plaques listing the names of the ancestors. Three incense sticks are lit by each person praying, one for each level of spirit (Heaven, Human, and Earth). Prayers are generally for guidance and gratitude.

Gods of Longzhi (The Jade Court)

These are the Old Gods. Temples to them were in every land up until the end of the Wu Dynasty. Today there are many abandoned temples, but some still thrive in the big cities or in out of the way places.

- **Jade Emperor (Shangdi)** – God who rules over all
- **Jade Queen (Mazu)** – Goddess of the Sea
- **Jade Princesses** – Mischievous daughters of the Jade Emperor who interfere in the mortal world or fall in love with mortals
- **Cai-shen** – God of prosperity
- **Eight Immortals** – Gods representing the eight ways of being human: being young, being old, being poor, being rich, being a peasant, being an aristocrat, being a boy, and being a girl
- **Erlang** – God of the Earth and caretaker of nature
- **Folk Gods** - Minor gods or spirits of a specific river, valley, mountain, or forest
- **Jiang** – God of the dead in the underworld, keeps a book of all human lifespans, accountant of human life
- **Nuwa** – Goddess who created humans, goddess of life
- **Xuannu** – Goddess of war, she leaves magical gifts to help those that need to fight

Customs

Longzhi is a land very different than other lands. Below are some aspects that foreigners may find very different than what they are used to.

Bowing and Kowtowing

Bowing is a common way to greet and show respect. The lower the bow the more respect you show. Members of the wulin will make a hand over fist gesture to show great respect to one another.

Kowtowing is used to show a great amount of respect and is used when expressing profound gratitude or groveling. The person receiving such praise may interrupt the kowtow by grabbing the arm of the kowtower and gently insisting they rise to their feet, often while muttering comforting words that such displays are not necessary.

In the presence of the Emperor, the Emperor's Representative, a Seal of Authority, or an Imperial Decree one must drop to the ground without hesitation and recite, "May my Emperor live and reign for ten thousand years, ten thousand years, ten thousand of ten thousand years." To do anything less is considered treasonous. In Laolong this phrase would be "Wú huáng wànsuì, wànsuì, wànwànsuì."

Over the years, different dynasties have modified certain aspects of bowing and kowtowing. The GM lets the players know what is proper for their campaign.

Gambling

Gambling is an important pastime in Longzhi. Few can resist the drinks, the pretty and handsome hosts, the flow of silver taels, and the good food at the numerous gambling houses. Here are some abstract gambling rules that represent an evening of gambling, but only take a moment of game time.

Gambling houses have certain stats that set them apart from one another. Their Cheat Modifier represents their overall vigilance and knowledge of cheating and how to counter it. Bet limit is the limit of how much you can wager on a single bet. High

Rollers is the percent chance some private games are going on. In private games, the rules and types of game are set by the participants. Betting limits are considerably higher and you are likely to face games of skill where those playing are serious contenders.

A single roll may represent an evening of gambling or a single game of chance. Your GM will let you know.

Gambling House	Cheat Modifier	Bet Limit	High Rollers
Small	-10%	200tl	10%
Medium	-20%	500tl	25%
Big	-40%	1,000tl	50%
Exclusive	-60%	20,000tl	80%

Types of Gambling

Game of pure chance

Examples: many dice games, Chinchirorin, and other random roll/pick games.

Rules: Roll D00, 00-25 Win, 26-49 Lose ½ wager, 50-99 Lose all wager

Winnings: ½D x Wager

Game with some skill

Examples: cricket fighting, dominoes, mahjong, card games, etc.

Rules: Roll D00, 00-25 Win, 26-49 Lose ½ wager, 50-99 Lose all wager. Make appropriate skill roll, if successful increase the odds by 5% per level in the skill. +5% with Gambler Descriptor or background.

Winnings: ½D x Wager

Game of pure skill

These types of games are mostly based on skill, such as one-on-one games like weiqui (Go). These games are resolved with a standard contested skill roll.

Winnings are based on the amount wagered.

Cheating

Cheating can be done in games of pure chance or in games with some skill. Make a Thief skill check. If successful you change the winnings and loss amounts. Note, you still have to make the gambling roll.

Winnings = 1D x Wager

Loss = ¾ Wager

Languages

All characters begin with the language youshi and can learn the other languages below by increasing levels in Scholar or spending CP.

- **Youshi** – spoken throughout Longzhi
- **Laolong** – ancient language now used by scholars, many important places such as cities still have Laolong names
- **Miyu** – magical writings of the Ming Sorcerers
- **Zhenyan** – language used in the Great Eastern Empire (Jin)
- **Dongwu** – language of all animals (requires Scholar level 5 or some special affinity with animal spirits)
- **Cuye** – spoken by the various ghost tribes north of the Mountains of Change
- **Nanyu** – spoken in rural areas of the Green Hills and Yellow Grasses regions

Money

A single tael is a small yuanbao (slug of silver roughly boat shaped) and about the size of the tip of a pinky finger. A 10 tael yuanbao is larger and is about the size of a thumb. A 50 tael yuanbao is larger yet and fits in the palm of a hand. A 100 tael yuanbao is made of gold and is about the same size as the 10 tael yuanbao. One thousand taels ingots are gold bars about 6 inches long, one inch wide, and one half inch tall. All of these are marked with the country of origin. Commoners almost never see a 50 tael yuanbao or larger.

Tokens of Authority

These rectangular tokens display the seal of the office they represent. They are made of various metals with bronze being the lowest authority and gold being the highest. Some very rare ones are made of jade. They have rounded corners and a colored string tassel at the bottom.

If loaned to a subordinate, that subordinate speaks with the authority of the official the token is assigned

to. A common saying when someone assumes authority they don't have is that they are "waving a chicken feather as a token of authority."

Thresholds

Thresholds play an important role in Longzhi. Towns and important villages have torii gates to keep out bad spirits. Most homes have blessings or wards marking their thresholds.

All important buildings and the buildings of important families will have a plaque just under the eave and angled for best viewing by anyone at the threshold to see clearly. These plaques simply name the place or family of residence, but may contain warding magics.

Torii gates may be blessed by mystics to prevent spirits and demons from entering the place (town, dwelling, etc.) guarded by the blessed torii gate. Unless a town contains great evil, spirits will not be able to enter if it has a blessed torii gate. In fact, many an inn has a torii gate as do larger houses.

Symbol of the Dragon

In any depiction of a dragon (authority token or otherwise) the number of claws on the dragon has great significance. Five claws are reserved for the Emperor and his immediate family. Four claws may be used by High Nobles, three for Low Nobles, and two for everyone else.

Keranak Kingdoms™

Whether by boat, magic gate, or Spellcaster critical failure, traditional fantasy characters could travel to Longzhi. We've made that easy. Skills, weapons, spells, and monsters are compatible. Just add 10BP per rank above 1 to characters from the Keranak Kingdoms to put them on an even footing, give them hero points (qi), and you are ready. We've also suggested where some BareBones Fantasy races would likely live in Longzhi. See page 139.

GLOSSARY

Alchemist: An herbalist, pharmacist and doctor.

BP: Body points, the amount of damage sustained before falling.

Convergence Point: A metaphysical crossroads of fate, destiny and multiple future paths.

CP: Cultivation points granted by GM after an adventure session. Spent to improve character.

Descriptor: Phrase or word describing something prominent about a character.

DEX: Dexterity, agility, coordination, balance, grace.

Diviner: A fortune teller.

DR: Damage reduction, the amount of damage absorbed.

Encounter: One scene in an adventure.

Formations: Special techniques taught to Mooks to make them more effective combatants.

GM: The game master is a player who acts as narrator, judge, host, etc.

INIT: Initiative, determines who gets to act first in a situation.

Jianghu: The lawless lands and world of thieves and outlaws.

Kung Fu: Martial arts or any endeavor that takes a great deal of dedication, time and mastery to do well.

Laolong: An ancient language. The word itself refers to an old and experienced dragon.

Leader: Experience and training on the battlefield both personal and epic.

Level: Experience and talent in a given skill. Not to be confused with Rank.

LOG: Logic, knowledge, intelligence, and perception.

Longzhi: The name of the lands portrayed in Art of Wuxia. Name means Dragon Land roughly translated from Laolong.

Mooks: Minor NPCs used as adversaries. Player Characters will face many of these at once.

Moral Code: Alignment system to guide character's moral choices. A form of behavioral alignment possessed by character races, all of which possess self-will.

MOV: Move, represents how many spaces a character can move in a turn.

Mystic: A master of qi energy and spiritualist

Nature: Dictates creature actions; good, evil or neutral. A form of behavioral alignment possessed by creatures lacking self-will.

NPC: A non-player character is played by the GM rather than a player.

PC: A player character is played by a player rather than the GM.

Qi: (pronounced *chee*) Internal energies that can be directed for extraordinary feats of skill and recovery.

Rank: Relative experience of a character.

Resistance Check: Ability check to avoid or reduce a threat to your character.

Scholar: Knowledge gained through a weighty education, steady access to books, legends, and lore.

Scout: Training or experience as an outdoorsman, ranger, etc.

Skilled: Having at least one level in a skill.

Spaces: Abstract unit of measurement for range or movement.

Spell: Magical arcane incantation, divine granted miracle, or any other supernatural effect.

Sorcerer: User of magical spells.

STR: Strength, endurance, health, fitness, stamina, constitution.

Sworn Brother/Sister: A rare and deep bond of friendship declared formally during a ceremony.

Tael: A unit of money that takes the form of silver or gold slugs known as yuanbao, paper notes and in some places coins.

Technique: A generic term for a whole group of martial arts maneuvers that have the same effect.

Thief: Expertise a rogue or thief learns through use of talent and opportunity.

Travel: Moving long distances, measured in leagues rather than spaces.

Unskilled: Lacking at least 1 level in a skill (some skills require at least 1 level).

WIL: Willpower, bluff, finesse, persuade, intimidate, resist certain spells.

Wulin: The world of kung fu sects, clans and their politics.

Wuxia: Chinese fictional story genre featuring wandering heroes of martial prowess.

Xia: a nongendered term for hero, especially one that fights injustice.

Yuanbao: A silver or gold slug used as money measured in taels.

INSPIRATION

There have been countless influences on Art of Wuxia. The following list does not necessarily represent “must see/read” items nor should they all be considered the best but they do deserve notice for their greater impact on shaping this game. Note that most of these have English subtitles and some with English dubbing.

Movies

- 14 Amazons
- The 36th Chamber of Shaolin
- The Battle Wizard
- Big Trouble in Little China
- The Black Tavern
- The Brave Archer
- Come Drink With Me
- Crippled Avengers
- Death Duel
- Delightful Forest
- Dragon Missile
- Drunken Master II
- Eight Diagram Pole Fighter
- Executioners From Shaolin
- Five Deadly Venoms
- Five Fingers of Death
- The Flying Guillotine
- Hero
- Holy Flame of the Martial World
- House of Flying Daggers
- House of Traps
- Judge Dee Movies:
 - Detective Dee and the Mystery of the Phantom Flame
 - Young Detective Dee: Rise of the Sea Dragon
 - Detective Dee: The Four Heavenly Kings
- The Lady Hermit
- Legend of the Bat
- Legendary Weapons of China
- The Master
- The New One-Armed Swordsman
- The One-Armed Swordsman
- The Sentimental Swordsman
- Shaolin Prince
- Shaolin Temple
- Swordsman and the Enchantress
- Sword Master
- Web of Death

TV Series

- Chinese Paladin
- The Four
- Ice Fantasy
- Nirvana In Fire
- Strange Hero Yi Zhi Mei
- Sword of Legends/Ancient Sword Legend
- Treasure Venture

Books

(all available in English)

- *The Book and the Sword* by Jin Yong (aka Louis Cha)
- *Bridge of Birds* by Barry Hughart
- *The Eleventh Son: A Novel of Martial Arts and Tangled Love* by Gu Long
- Judge Dee books (all) by Robert Van Gulik
- *Listening to Rain: The Adventures of the Shaolin Blade, Tangzong, Scroll 1* by Albert A. Dalia
- *River of Stars* by Guy Gavriel Kay
- *Strange Tales From a Chinese Studio* by Pu Songling

New to the wuxia genre?

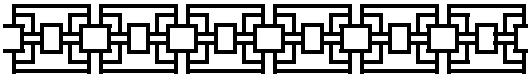
The author personally recommends three films to get you started. The first two are filmed in English.

- Crouching Tiger Hidden Dragon
- Forbidden Kingdom
- Sword Master

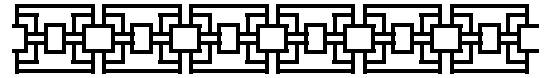
Must See

The following list of 10 movies/TV series are those the author thinks you must see if you enjoy the genre. The author recommends you view as much wuxia as you can but these particular 10 are either very important to the genre or top of their class or you'll get great role-playing ideas from them.

- Come Drink With Me
- Dragon Gate Inn
- Fearless
- Five Deadly Venoms
- Hero
- Legend of Condor Heroes (1983 TV series)
- Nirvana in Fire (TV series)
- The Sentimental Swordsman
- Strange Hero Yi Zhi Mei (TV series)
- Sword Master



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Art of WUXIA

+0

-20

-40

-60

-80

-100

MULTI-
ACTION
TRACK

Name: _____

Descriptors: _____

CP

RANK

Moral Code

(circle one)

Kind / Cruel

Focused / Unfocused

Selfless / Selfish

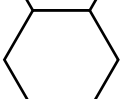
Honorable / Deceitful

Brave / Cowardly

STR



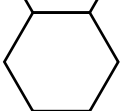
DEX



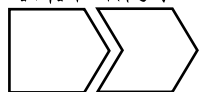
LOG



WIL



INIT MOV



Skills

	ABILITY	LEVEL	P/S	SCORE	NOTES
Alchemist*	LOG/2			%	Alchemy, Diagnose, Wound Mending, Surgery
Detective	LOG/2			%	Detect Clues, Interrogation, Shadowing and Trailing, Connections
Diviner*	LOG/2			%	Hunch, Foresight, Reading, Identify Convergence Point
Leader*	WIL/2			%	Battle Commander, Guardian, Leader, Warlord
Mystic*	WIL/2			%	Qi Focus, Harmony Sense, Spirit Sword, Wards
Scholar*	LOG/2			%	Diplomat, High Scholar, Historian, Signs & Portents
Scout	LOG/2			%	Animal Handling, Navigation, Stalking, Survival
Sorcerer*	WIL/2			%	High Sorcery, Low Sorcery, Raw Talent, Enchantment
Thief	DEX/2			%	Deception, Security Systems, Sleight of Hand, Stealth

(*) cannot be used unskilled.

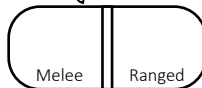
Warrior of the _____

(melee)	STR/2			%
(ranged)	DEX/2			%

Warrior of the _____

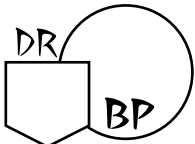
(melee)	STR/2			%
(ranged)	DEX/2			%

Damage Modifier



Abilities, Techniques, Expertises, Spells, etc.

Equipment



Weapons

	RANGE	SCORE	DAMAGE	AMMO	NOTES
Unarmed		%		--	
		%			
		%			
		%			
		%			

Improvised Weapon Damage: S=1D, M=1D+3, L=2D. Breaks on any critical or after 3rd turn of use.

Wealth:

Art of WUXIA

Character Background & Plots

Appearance/Description

What do you see in the mirror?

Quote

Passionate

Describe why one or more Moral Code aspect's dedication is "Totally." How did that come to be?

Code of the Virtuous Hero

(from most to least important to you)

1 _____

2 _____

3 _____

Family and Friends

Pick at least 3

What is your family known for?

List your family members:

What is your close relationship with two other PCs?

How does your character know one other PC?

What is the name and occupation of one NPC friend?

Name a place where you know everyone and everyone knows you.

Plot Hooks

Pick at least 3

List something that you think is right or true but you will learn is not:

Who and why does someone want revenge on you or your family?

Who and how did someone wrong you in the past? What are you going to do about it?

List something from your past that may come back to haunt you.

[illegible]

Date _____

Friends Gained/Lost _____

Adventure Name _____

Session Details _____

Foes Gained/Lost _____

Character	Ability or Skill	Oath Fulfilled	Role- Playing	Virtuous Hero	Victory	Success	Awarded CP
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

- **Ability or Skill (1 CP)**

The player made an ability or skill check (successful or otherwise).

- **Oath Fulfilled (1 CP)**

The player fulfilled a meaningful vow made to someone and this vow put you at risk in some way.

- **Role-playing (1-2 CP)**

1 CP for each of the character's descriptors demonstrated during the session.

- **Virtuous Hero (1 CP)**

The player passionately demonstrated at least one of the three tenets of the virtuous hero (Resolute, Truthful, & Just).

- **Victory (1 CP)**

The character engaged in at least one combat where they weren't knocked out, captured or otherwise incapacitated.

- **Success (1 CP)**

The story had a main goal and it was achieved during this session.

Entanglements (Romance/Revenge) _____

Memorable Moments _____

Other Rewards & Awards _____

Techniques

Very summarized; refer to *Kung Fu Techniques*, page 37, for full descriptions

Accupoint Strike: Attack paralyzes limb or renders mute/unmute.

Arrow Cutting: No Hard penalty for resisting ranged attacks.

Battle Magic: Cast 1 spell, ignore multi-action penalty but advance it normally.

Blind Fighting: No penalty fighting unarmed/melee in the dark, in fog, against unseen foes, etc.

Counter Attack: If resist (or are missed by) unarmed/melee attack, may attack attacker, multi-action applies.

Danger Sense: No hard penalty resisting hidden attacks. Re-roll failed LOG checks for surprise & when attacked from stealth.

Deadly Attack: +2 to dmg to unarmed or with style's weapon. Take multiple times for even more dmg!

Defender: Make physical resistance checks for anyone adjacent, even if they fail their resistance roll.

Disarm: Attack knocks item foe holds ½D spaces random direction. Critical success, you get what they had. Two handed weapons & iron wrist rings hard to disarm.

Distant Strike: Melee attacks have a range of 10 spaces. Take multiple times to strike very far away!

Explosive Attack: Attack does ½D dmg & knocks adjacent foes back 1 space per Warrior level. Resistance checks against this are hard. If rank of foe is half your Warrior level or less, they are knocked prone as well.

Feint: Declare one successful attack a feint. If foe fails resistance check you cause half normal dmg & if your next attack (this turn or next) against same foe hits, treat as critical success.

Hidden Weapons: Attacks from your small hidden weapons are hard to defend against or find when you're searched. Danger sense cancels resistance check penalty.

Hold: Inflicts unarmed attack dmg to held enemy each turn the hold is maintained. Foes may break free of hold by winning a contested Warrior skill check.

Improved Landing: Warrior skill check, take no dmg from being thrown/hurled or from falling 10 spaces per Warrior level.

Instant Stand: At any time get up from prone position, no check required & multi-action penalty unaffected.

Iron Skin: Warrior level 1: *very light* armor. Level 3: *light*. Level 5: *medium*. If wearing armor, treat DR one level higher than the best of iron skin or armor worn (max DR 1D+2).

Keep at Bay: Using long weapon, may attack out of turn if foe moves into adjacent space. If cause dmg, move foe one space away.

Meditation: Recover one bonus qi. Each hour of trance equals two hours sleep. Aware of surroundings.

Mighty Blows: +1D to dmg caused with two-handed weapons. Or normal dmg to two adjacent foes with one attack (defended against separately).

Move-By: If attack roll succeeds, MOV x2 & attack one target along path without stopping. If fail, MOV+2 & miss target. If move past multiple targets, may make attack against each with normal multi-action rules. Foes may not press the attack against someone using move-by.

Multiple Attacks: One extra melee or ranged weapon attack per turn. Ignore multi-action penalty but advance it normally.

Multiple Defenses: One extra physical resistance check per turn. Ignore multi-action penalty but advance it normally.

One Against All: No hard penalty when fighting outnumbered.

Power Attack: For each -10 to attack you accept, dmg +2.

Power Defense: No hard penalty when fighting armed foes when without a weapon.

Qi Resistance: +10 per Warrior level to resist spells.

Reverse Hold: Successful attack roll while held reverse the hold.

Roll with the Impact: Gain DR equal to Warrior level x2 when you move ½D spaces away from enemy. Enemy chooses direction. DR stacks with any other DR.

Suspension: Enter trance to appear dead for duration you choose. Successful Alchemist or Detective skill check detects suspension.

Swiftiness: Always add Warrior level to MOV score. Use Warrior score for DEX when sprinting if it is higher.

Take Down: One attack causes normal dmg & knocks foe prone.

Throw: One attack hurls foe 1D spaces any direction you choose, causes normal dmg & renders foe prone.

Two-Weapon Fighting: +10 to melee score, +10 to physical resistance checks when fighting with two one-handed weapons.

Unblockable Attack: One attack may be declared unblockable per foe per encounter. Critical success needed to resist.

Vivacity: Use DEX (instead of STR) to calculate melee Warrior skill.

Whirlwind Attack: Make one attack roll per turn to hit all adjacent foes. One dmg roll is used for all foes.

Kung Fu Damage

Use while unarmed or if better than a damage code of a weapon taught by your style.

Warrior Level	1	2	3	4	5	6
Kung Fu Damage	1D	1D+2	1D+4	2D	2D+2	2D+4

General Qi Abilities

Back for More (1 qi): If you die, you may permanently lose 1 qi and come back next session with 10BP and a great story of how you survived.

Dig Deep (1 qi): If reduced to 10BP or less, regain 10BP and set current qi score to 2. At end of encounter, lose 20BP and current qi becomes 0.

Draw Upon Qi (1 qi+): Add +10 to any action roll for each qi spent.

Final Parry (1 qi): Your weapon or shield is destroyed but you automatically block your foe's blow, even if it was a critical success!

Heroic Pose (1 qi): Once per game session. Each player gives short description of pose. Current round ends immediately and one of the following goes into effect (chosen by player who declared Heroic Pose):

- Team Spirit: allies get +10 to all actions during new turn.
- Enemy Intimidation: all foes -10 to all actions during new turn.
- Refocus: allies +1 INIT during the new turn.

Tempt Fate (1 qi): Reroll a bad action roll you just made. You must use the results of your second roll.

Other (qi cost varies): Spend one or more qi to do something creative that you and your GM agree is similar in effect to the examples above.

External Qi Abilities

Chaff Before the Wind (1 qi): For one turn, each successful melee or ranged attack you make will kill or knock out (player's choice) 1 minor NPC for every 5 points of damage as long as you would be able to move adjacent to them (melee) or they are within range and you have enough ammunition. They do not get DR for armor and they do not make resistance rolls.

Qi Strike (1 qi+): Add +5 damage per qi spent to a successful attack. Can use even after you roll damage.

Shake it Off (1 qi+): You immediately regain 5BP for each qi spent. This can only be done on your turn.

Internal Qi Abilities

Qi Healing (1 qi): Use qi to heal wounds (5BP per qi, 10min/qi). May expel poison from self or another with WIL check (-20 for mild, -40 for moderate and -60 for strong poisons).

Lightness (special): Leap 5 spaces per Warrior level during move, plus regular MOV. At Warrior level 3 run on water but sink if end turn on water. Level 4 move along vertical walls and fight in trees and take half damage from falls or being thrown. Level 6 stand and fight on water. Costs no qi, but must have 1+ available, 2+ if wearing armor or carrying another.

Transfer Qi (1+): You may transfer 1 or more qi to another hero. This takes 10min/qi transferred.



Aid

Range: Touch, Usage: 1/turn, Duration: Encounter, Resist: None, Effect: +10 per level to one ability of target. Level 3 Range: 10 spaces. Level 6 affect 4 targets or all 4 abilities on one target.

Animate

Range: 5 spaces per level, Usage: Varies, Duration: 1 day per level, Resist: None, Effect: Animated creature of rank ≤ own rank. Can create total number of creatures per day equal to sorcerer level. Become drained to make animation permanent.

Blessing/Curse

Range: 5 spaces per level, Usage: 1/day per level, Duration: Encounter, Resist: WIL, Effect: For resistance checks: blessed targets interpret the dice rolled whichever way helps most, cursed targets interprets them whichever way hurts most.

Charm

Range: 5 spaces per level, Usage: 1/turn, Duration: 1D turns per level, Resist: WIL+10/rank, Effect: Target (whose rank < twice sorcerer's level) becomes friendly, flees, confused, falls asleep, etc. Outside of combat duration is 2D hours. For each target after first, all targets receive +5 to resist.

Commune

Range: 5 spaces per level, Usage: 1/hour, Duration: Concentrate, Resist: None, Effect: Talk with target (dead, alive, inanimate). Level 4 talk with plant and insect life (yes/no answers). Level 6 cast permanent at expense of being drained. If target is a sorcerer: telepathy even if leaves range (trap sorcerer in iron cage to break this).

Conjure

Range: 1 space, Usage: 2/day per level, Duration: 1D turns per level, Resist: None, Effect: Conjures nonspecific (unless owned by caster) mundane item from unknowable place. Penalties for item's value (-10 per 100tl), weight (-10 per 100 pounds), or scarcity. Outside of combat Duration: 2D hours. Level 6 item stays permanently at the cost of being drained.

Dispel

Range: Sight, Usage: Unlimited, Duration: Instant, Resist: Special, Effect: Cancel a spell effect. -10 times the skill level sorcerer who created it. Can interrupt & cancel a spell being cast if you have initiative and hold your action until an enemy sorcerer attempts a spell. A permanent effect can be dispelled at the cost of being drained.

Divination

Range: Special, Usage: 1/hour, Duration: Concentrate, Resist: None, Effect: Send a sense (two at level 3, three at level 6) elsewhere at speed of 10 spaces per turn through all materials but lead.

Dominion

Range: 5 spaces per level, Usage: 1/day per level, Duration: 1D turns per level, Resist: WIL+10/rank, Effect: Seize control of victim, who perceives but cannot act. Experience one of victim's memories per turn (no skill check), alter/delete one (skill check), or command victim to perform actions (may require skill check). Metal helmets give +10 to resist. Protection spell immunizes.

Entangle

Range: 10 spaces per level, Usage: Unlimited, Duration: 1D turns per level, Resist: DEX, Effect: Affects area (select space, burst 2x level). Anyone in or entering the target area has half MOV if pass resistance check, or is immobilized for duration. Outside of combat duration is 2D hours. Level 6 duration can be permanent at the cost of being drained.

Hinder

Range: 5 spaces per level, Usage: 1/turn, Duration: Encounter, Resist: WIL, Effect: -10 per level to one ability of target. Level 3 affect 2 targets. Level 6 affect 10 targets or paralyze one until dispelled.

Illusion

Range: Sight, Usage: 1/turn, Duration: 1D turns per level, Resist: LOG, Effect: Fool one sense (two at level 3 and three at level 6). Viewers are affected as if illusion were real unless make resistance check. Outside combat Duration: 2D hours. Level 6 become drained to make duration permanent.

Offensive Strike

Range: 10 spaces per level, Usage: Unlimited, Duration: Instant, Resist: DEX, Effect: Cause 1D damage (2D at level 3, 3D at level 5) to all in area (target space, burst 3), or to single target (+1D damage). Only enchanted armor's DR applies. Or charge weapon to cause the magical damage (plus weapon's damage) on next successful hit.

Protection

Range: 10 spaces per level, Usage: 1/turn, Duration: Encounter, Resist: None, Effect: Target gets +10 per caster level to resistance checks against spells or physical attacks (caster's choice). Level 3 add DR5 to an armor (level 5 add DR10). Level 6 become drained to make one effect permanent.

Purify

Range: 0, Usage: 1/day per level, Duration: Special, Resist: WIL+10/rank, Effect: Reveal & force corporeal spirits/demons in area (burst 5x level), +optional damage 2D per level. Level 3 prevent spirits/demons entering area 1D turns (outside combat 1D hours) per level. Level 6, be drained to purify building/region ejecting evil magic & spirits with rank < caster.

Spirit Link

Range: 2 spaces per level, Usage: 1/day, Duration: 1 week per level, Resist: WIL, Effect: Links spirit to another. If one is suffering, the other knows it and the spirit link will guide them to each other. Level 3 linked pair shares qi (resistance check if unwilling). Level 4 share BP (resistance check if unwilling). Level 6 link may be permanent at the cost of being drained.

Telekinesis

Range: 2 spaces per level, Usage: Unlimited, Duration: Concentrate, Resist: STR, Effect: Invisible arm & hand (2 spaces per level). Skill checks to deflect ranged attacks in place of resistance check. Arm STR determined by level. Can also erect invisible walls or domes with DR as table below.

Level	STR Score	Max Lift	Punch Damage	Wall/Dome
1	30	130 lbs	½D	—
2	50	220 lbs	¾D	DR6
3	70	380 lbs	½D+3	DR10
4	90	670 lbs	¾D+7	DR15
5	110	1,160 lbs	½D+11	DR20
6	130	2,030 lbs	¾D+15	DR25

Transform

Range: 5 spaces per level, Usage: 2/day per level, Duration: Varies, Resist: STR, Effect: Target becomes another creature of reasonable size and rank ≤ target's rank. Outside of combat duration is 2D hours. Level 3 duration is 1 day. Or, reshape 50 lbs material for 2D hours (2D days at level 3, change actual material at level 5). Level 6 permanent at cost of being drained.

Transport

Range: 5 spaces per level, Usage: 1/turn, Duration: Varies, Resist: DEX, Effect: Levitate 1 space/turn. Level 3 levitate full MOV for 1D hours. Level 4 fly 2x MOV for 2D hours. Level 5 blink anywhere in sight. Level 6 teleport anywhere caster is familiar. Level 6 make a permanent gateway linking two locations at cost of being drained.

Difficulty Modifiers

Easy/Routine	No Roll
Normal	--
Challenging	-10
Hard	-20
Very hard	-30
Improbable	-40
Yeah, Right...	-60
Impossible	No Roll

Travel Rates

Mode of Transport*	Plains/ Desert	Hills/ Desert	Forest/ Jungle	Marsh/ Mountains
Walking**/Sedan Chair	10	10	8	5
Mounted	20	15	10	5
Cart/Wagon	15	15	10	--
River	15 downstream, 5 upstream			
Ship	40 with trade-winds, 20 against			

* All travel rates in leagues/day.

** Lightness: +5 leagues each qi spent.

Swiftness: +5 leagues.

Breaking Things

Size	Examples	Body Points		
		Wood	Stone	Iron
Small	<i>barrel, chest, chair</i>	2	5	20
Medium	<i>door, large crate, table</i>	5	10	40
Large	<i>wall, cart, row boat, shelter</i>	20	20	80

Major NPC stats

Rank	%	Skills	Damage	BP	Resistance	Techniques/ Spells
1	60	1	1D+1	50	55	1
2	70	1	1D+4	60	60	2
3	80	2	2D	70	60	2
4	90	2	2D+1	80	65	3
5	100	3	2D+4	90	65	3
6	110	3	2D+6	100	65	4
7	120	4	2D+8	120	70	5

Common Mooks

- **Desperate Bandit** 45 (dagger 1D)
- **Basic Thug** 55 (unarmed ½D)
- **Tough Thug/Bandit** 60 (dao 2D+2, ½Dtl)
- **Town Guard** 55 (spear 2D R20, dao 2D+2, 1Dtl)
- **City Guard** 60 (spear 2D R20, dao 2D+2, leather armor DR ½D, 10tl)
- **Veteran Soldier** (Melee) 65 (spear 2D R20, dao 2D+2, leather armor DR ½D, shield, 10tl)
- **Imperial City Guard** 70 (spear 2D R20 or shortbow 2D+1 R60 or crossbow 2D+2 R80, dao 2D+2, full lamellar armor DR 1D, 1Dx10tl)

Improvised Weapons

	Type	Hands	Range	Attributes	Damage
Small	M/R	1	10	—	1D
Medium	M/R	1	5	—	1D+3
Large	M/R	2	3	STR 65	2D

Breaks after 3 turns or if a critical success/failure is rolled.

Poisons

	Strength	Resist	Type	Effect
Aunti Po's Unpleasant Revenge	Mild	STR-20	Consumed	Weakened 1 day
Blue Toad Venom	Strong	STR-40	Touched	3D dmg for 7 turns, stunned & weakened 5 days
Breath of the Orange Turtle	Moderate	STR-30	Inhaled (burst 1)	Unconscious for encounter
Brown Venom	Strong	STR-20	Consumed	2D dmg for 5 turns and weakened 3 days
Centipede Sting	Moderate	STR-20	Weapon	2D dmg for 4 turns
Eight Insects Poison	Moderate	STR-20	Weapon	2D dmg for 5 turns
Fourteen Poisonous Grasses and Insects	Strong	STR-40	Consumed	3D dmg for 7 turns
Green Lily Sleeping Powder	Mild	STR-20	Consumed	Unconscious for encounter
Green Smoke Venom	Mild	STR-20	Weapon	1D dmg for 2 turns, weakened 1 day
Handsome Chang's Motivator	Strong	STR-40 in 1 month	Consumed	Delayed onset, 3D dmg for 7 turns in 1 month. Special antidote delays effect for another month.
Minor Secret of the Dark Jungle	Strong	STR-40	Weapon	Fatigued 5 days, qi and natural healing blocked.
Monkey Scholar	Strong	STR-40	Consumed	Delusional 6 days
Nectar of the Black Speckled Lotus	Strong	STR-40	Weapon	3D dmg for 6 turns, weakened 5 days.
Rat Killer's Poison	Mild	STR-20	Consumed	1D dmg for 2 turns
Sweet Sting	Mild	STR-20	Weapon	Unconscious for Encounter
Staggering Drunkard	Mild	STR-20	Consumed	Deluded (drunk) 1 day.
White Lotus Kiss	Strong	STR-20	Weapon	3D dmg for 6 turns, weakened 5 days.
Yellow Marsh Dream	Moderate	STR-20	Inhaled (burst 1)	All within 1 space become deluded for encounter. Victims can't recall what happened during effect.

Movement & Range

- **MOV:** Move up to MOV score, in spaces, as a free action.
- **Sprint:** Double MOV with DEX check. If fail, still move only 2 additional spaces. Max once per turn. Counts as an action.
- **Stealth:** Half normal MOV. Counts as an action since it must be combined with a Thief skill check.
- **Swim:** Half MOV rate.
- **Range:** Weapons ineffective beyond listed range.

Conditions

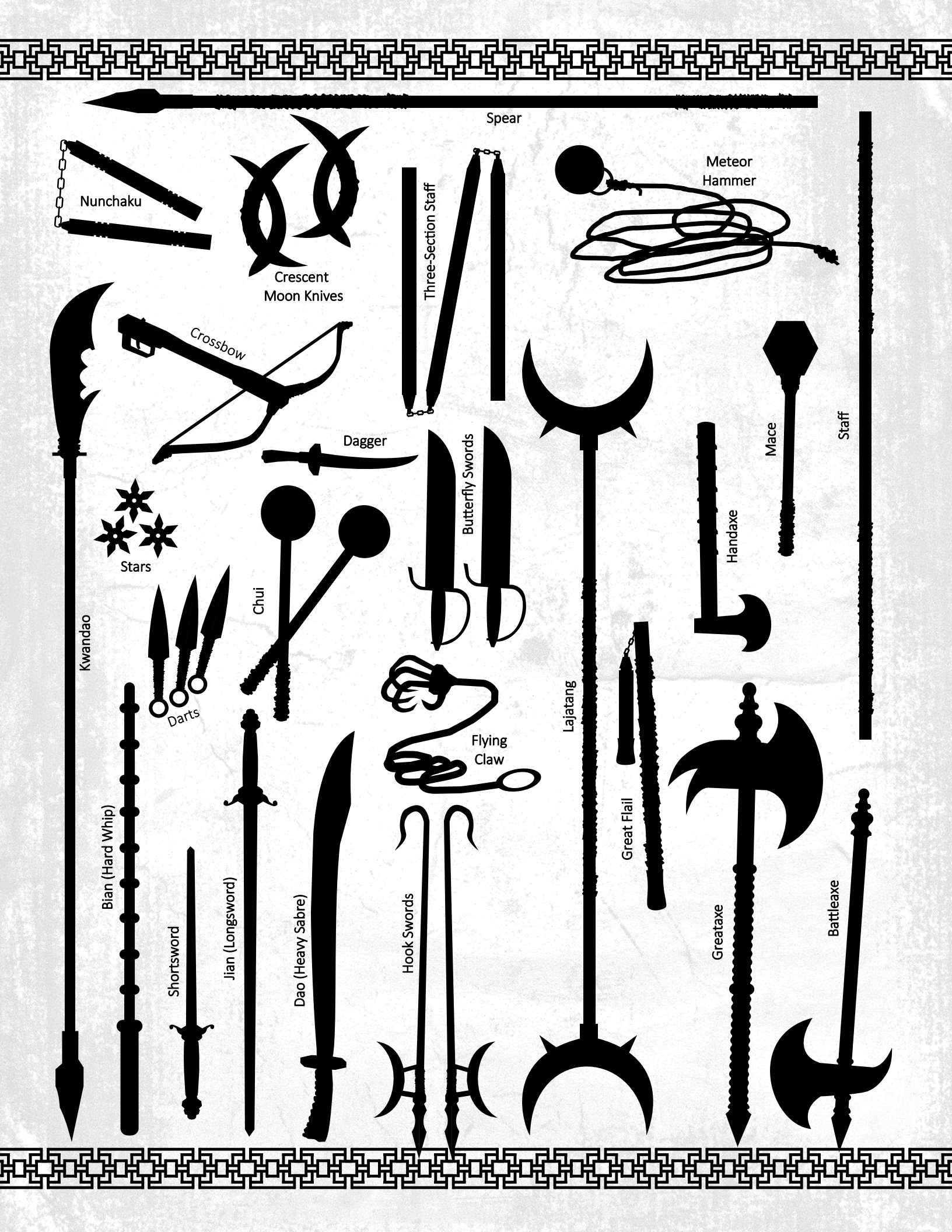
- **Bleeding:** 2BP at the end of each round until healed/treated.
- **Blinded:** Cannot see, -20 to physical resistance checks, cannot flank foes in melee, -40 to attack.
- **Dazed:** -10 to all actions.
- **Deluded:** The character perceives something that is not real.
- **Drained:** -10 to STR. Lasts until removed by spending 10CP.
- **Fatigued:** -20 to all actions.
- **Hostage:** All actions -40. May only act before hostage taker with contested DEX roll. This is an action for the hostage but not the hostage taker. Hostage taker may inflict 2x max dmg on hostage if they attack. Such attacks are +20.
- **Immobilized:** Cannot move but aware & can do other actions.
- **Paralyzed:** Immobilized, aware of surroundings, cannot take any actions except to resist effect causing this condition.
- **Petrified:** Turned to stone, has DR20, unaware of surroundings, cannot move or take actions.
- **Prone:** On ground, -20 to DEX-based resistance checks and to attacks with melee or thrown weapons.
- **Slowed:** Half normal MOV rate.
- **Stunned:** Only a single action each turn (no multi-actions).
- **Surprised:** Assumed to roll 1 for initiative, -10 to all actions, lasts 1 turn.
- **Unconscious:** Fall prone, unaware of surroundings, and cannot take actions for duration of the encounter.
- **Weakened:** Halve all damage rolls.

Getting Hunt

- **Acid:** mild (1D), moderate (2D), or severe (3D). Damage is each turn of exposure. Turn after exposure, half damage.
- **Dehydration:** 3rd and subsequent days 1D damage and fatigued. Each day with ample water restores 5BP.
- **Environmental Exposure:** mild (1D/hour), moderate (1D/minute), or severe (1D/turn). Fatigued while exposed.
- **Falling:** 1D damage per 10' fallen or thrown.
- **Fire:** mild (1D), moderate (2D), or severe (3D). Damage is each turn of exposure. 50% chance flammable objects ignite, causing 1D each turn until put out.
- **Holding Breath:** for STR/2 turns, half if in combat. 1D per turn thereafter.
- **Starvation:** 1D and fatigued per day after 3rd week. Each day with ample food restores 5BP.

Villain Descriptors

00-01	Really fat
02-03	Big black beard
04-05	Long wispy mustache
06-07	Tall hat
08-09	Dresses all in one color
10-11	Lots of hair pins
12-13	Annoying and constantly laughing
14-15	Big Muscles (Sleeveless shirts)
16-17	Missing some teeth
18-19	Missing an ear
20-21	Terrible scar
22-23	Burn mark on face
24-25	Screams while attacking
26-27	Swaggers
28-29	Threatens/bullies everyone
30-31	Has a yes man
32-33	Always eating something
34-35	Likes to burn things
36-37	Drunk
38-39	Slob, food stains on front of shirt
40-41	Talks in a slow dumb voice
42-43	Snickers
44-45	Constantly brushes a thin lock of hair out of eyes
46-47	Picks his nose
48-49	Dresses in very fine clothes
50-51	Brings a coffin for whomever he duels.
52-53	Pays for sumptuous feast for whomever he duels
54-55	Scrawny
56-57	Gives in at first blow
58-59	Wears red shoes
60-61	Carries a fancy umbrella
62-63	Has a really whiny voice
64-65	Is extremely polite
66-67	Loves riddles
68-69	Loves gambling
70-71	Missing a hand
72-73	Missing some fingers
74-75	Has tattoo on bald head
76-77	Bloodshot eyes
78-79	Can't help looking at self in mirror
80-81	Constantly complaining
82-83	Shouts all the time
84-85	Always fanned by a servant
86-87	Overly polite
88-89	Pits friends against friends
90-91	Belittles the opposite sex
92-93	Avoids the sun
94-95	Pretends to be all knowing
96-97	Flaunts wealth
98-99	Derisively names opponent's moves



Nunchaku

Crescent
Moon Knives

Spear

Three-Section Staff

Meteor
Hammer

Crossbow

Dagger

Stars

Chui

Butterfly Swords

Handaxe

Mace

Staff

Kwandao

Bian (Hard Whip)

Darts

Jian (Longsword)

Shortsword

Dao (Heavy Sabre)

Hook Swords

Flying
Claw

Lajatang

Great Flail

Greataxe

Battleaxe

ART OF WUXIA

A kung fu fantasy role-playing game

The guard and scabbard top form a yin-yang symbol on a Wodan master's sword. When they draw their sword the circle is broken. There is a deep lesson there.

"Night Tiger" of Sage Mantis Clan

Behold the ten venom, sword swinging, fist flying, fireball flinging Art of Wuxia! Play out the action seen in wuxia movies and TV shows with the exciting press-your-luck game mechanic found in previous d00Lite games!

In Art of Wuxia, players take on the role of heroes of Longzhi (a new mystic fantasy setting inspired by ancient China). Characters utilize their qi while raising fists, spells, and blades against tyrants, demons, and spirits who would spread evil on the land.

Embrace the three tenets of the virtuous hero. Run on water, climb on air. Wander the land and become the balance to the darkness and dread which ever seeks to invade the prosperity of the land and its people.

Not only a stand-alone game, this book also contains skills, races, creatures, and spells which would feel right at home added to other d00Lite systems, making this an excellent resource for GMs looking to add some wuxia to their games.

A complete role-playing game by the makers of BareBones Fantasy, Covert Ops, and FrontierSpace.

