

# Table of Contents

<b>Introduction</b>	6
Welcome to Dragon Fist!	7
The Story	8
An Introduction to Tianguo	8
The Way It Used To Be	8
The Way It Is	9
The Empire Gone By	10
The Three Legendary Emperors	10
Shangwei and the New Spring	10
<b>The Heavenly Kingdom</b>	10
Summer Storms	11
Autumn of Discord	12
Tianguo Timeline	12
The Winter Emperor	13
The Empire Today	13
Rise of the Secret Societies	14
The Lands of Tianguo	14
Bei Ji	14
Bi	14
Hou	15
Jing	15
Qu Ti	15
Shang Shen	15
Tou	16
Tui	16
Xin	16
Dragon Fist Characters	18
<b>Character Creation</b>	18
An Overview of Classes	19
Character Classes	23
Character Kits	30
Fighter Kits	30
Wizard Kits	33
Shaman Kits	36
Thief Kits	39
Arms and Equipment	41
Martial Arts	48
The Basics	48
<b>Martial arts &amp; combat</b>	48
Martial Arts Maneuvers	49
Combat	51
Anatomy of a Fight Scene	51
Combat Resolution	52
Stunts	52
Types of Stunts	52
Saving Throws	54
The Battle at the Bridge	56
Combat Considerations	58
Contests	60
Contest Results	60
Running an Exciting Combat	62
Spell Listings	66
<b>Magic</b>	66
Wizard Spells	69
Level 1	69
Level 2	72
Level 3	74
Level 4	76
Shaman Spells	81
Level 1	81
Level 2	83
Level 3	85
Level 4	87
Fifth Level	89
<b>Experience &amp; Magic Items</b>	92
Experience	92
Categories of Experience	92
The Story Bonus	93
Effects of Experience Points	93
Magic Items	94
Potions	95
Scrolls	95
Weapons	96
Items of Protection	96
Miscellaneous	97
Cursed Items	97
The Five Legendary Weapons of Tianguo	98
The Origin of the Five Legendary Weapons	98
Using the Five Legendary Weapons	99
<b>Gods &amp; Monsters</b>	102
The Creation of the Universe	102
Heaven and Earth	102
Hell	102
The Vassals of Heaven	103
Nonplayer Characters	104
NPC Kits	104
The Villains	107
Monsters	109
Monster Statistics	109
<b>The Campaign</b>	118
The Villain Tree	118
The Campaign Focus	119
Variant Campaigns	119
<b>Conversion Notes</b>	122
<b>Ten Recommended Films</b>	122

**Charts and Tables**

Table 2-1: Ability Score Bonuses .....	19
Table 2-3: Hit Dice by Class .....	22
Table 2-2: Stunts .....	22
Table 2-4: Fighter Martial Arts Maneuvers .....	23
Table 2-5: Fighter Melee Attacks Per Round .....	24
Table 2-6: Specialist Attacks Per Round .....	24
Table 2-7: Fighter Experience Levels .....	24
Table 2-8: Wizard Martial Arts Maneuvers .....	25
Table 2-9: Wizard Spell Progression .....	25
Table 2-10: Wizard Experience Levels .....	25
Table 2-11: Shaman Martial Arts Maneuvers .....	26
Table 2-12: Shaman Spell Progression .....	27
Table 2-13: Shaman Experience Levels .....	27
Table 2-14: Thief Martial Arts Maneuvers .....	28
Table 2-15: Thieving Skills .....	28
Table 2-16: Backstab Damage Multipliers .....	29
Table 2-17: Thief Experience Levels .....	30
Table 2-18: Immobilize Undead .....	37
Table 2-19: Weapons .....	43
Table 2-20: Missile Weapon Ranges and Rates of Fire	43
Table 2-21: Equipment Costs .....	46
Table 3-1: Character Saving Throws .....	55
Table 4-1: Wizard Spells .....	67
Table 4-2: Shaman Spells .....	68
Table 4-3: Saving Throw Checks for Charmed Subjects .....	69
Table 4-4: Types of Charms .....	70
Table 4-5: Casting Out Spirits .....	85
Table 5-1: Experience Awards .....	92
Table 5-2: Stunt Die Increase .....	94
Example Villain Tree .....	118

TABLE OF CONTENTS