

ORIENTAL ADVENTURES 江湖

A netbook for Savage Worlds covering Wuxia-style settings.
(www.hardpoints.de)

Player Character Races

Spirit Folk

Spirit folk are corporeal nature spirits. They typically do not feel so well in the crowded cities of mankind and prefer to live in a spot that suites their particular mentality. All spirit folk are considered to be spirits and are thus affected by certain spells and magic items.

Bamboo spirit folk: Survival d6, *Stealth* d6

Bone spirit folk: +1 toughness, low light vision, -1 on all rolls in daylight

River spirit folk: aquatic, low light vision

Wind spirit folk: flying

Hengeyokai

Hengeyokai are shapechangers that have three different forms; a human form, a hybrid form, and an animal form. The animal form takes the values found in the bestiary. There are many different animals available. Here are some examples:

Badger: Burrow in hybrid form

Carp: Aquatic in hybrid form

Cat: +1 on *Climbing* checks in hybrid form

Crab: +1 natural armour in hybrid form

Crane: Pace 2 and flight in hybrid form

Dog: +1 on *Gut* rolls in hybrid form

Fox: +1 on *Smart* vs. *Taunt* rolls in hybrid form

Hare: +1 pace in hybrid form

Monkey: +1 on *Climbing* checks in hybrid form.

Rat: +1 on *Stealth* in hybrid form

New Hinderance

Extra Taboo (Minor)

This hinderance can only be taken by a Wu Jen and gives him an extra taboo. Like the original taboo, any violation will cause a loss of powers of 1d6 days.

Disguised Master (Major)

This hinderance can only be taken by a character with *Arcane Background (Martial Arts)* and a *Style*. The character is the survivor of a massacre against a monastery or martial arts school and must hide his identity. In particular, using any *Martial Arts* power in public is likely to attract unwanted attention.

New Edges

Ancestral Weapon

Requirements: Novice

The character owns a weapon of particularly fine quality, which deals an additional +1 damage and grants +1 on the attack roll. For each rank increase the weapon can be improved, granting *either* +1 to damage or +1 to the attack roll. If the weapon is lost or destroyed, so is the benefit of this edge.

Extra Element

Requirements: Wu Jen, Seasoned

This edge allows a Wu Jen access to an additional element besides his first one. Whenever an elemental spell is cast, the



Wu Jen may decide which element to use. This edge may be taken multiple times.

Extra Spirit

Requirements: Shaman, Seasoned
The shaman can pick another spirit but must also live by its rules.

Eunuch Sorcerer

Requirements: Wu Jen or Shaman
A Wu Jen or Shaman taking this edge sacrifices his manhood for additional power points. This edge can be taken only once but grants 8 additional power points.

Leaf in the Wind Style

Requirements: Arcane Background (Martial Arts), Spirit d6+
You are a practitioner of the Leaf in the Wind style, a school of combat that focuses on defense. The duration of the *Deflection* power is doubled. Also, if the character is attacked, he may make a Spirit(-2) roll. On a success, the character may spend 6 power points to activate the *Deflection* power as a reaction, applying the attack penalty immediately.

Dragon Fist Style

Requirements: Arcane Background (Martial Arts), Strength d6+
You practice the brutal and direct Dragon Fist style that focuses on hard punches. The character gains +2 on Martial Arts checks for the powers *Thousand Fists* and *Touch of Death*. Also, when using *Thousand Fists*, the character deals d6+Strength damage instead of 2d6.

Roots of the Mountain Style

Requirements: Arcane Background (Martial Arts), Obese hindrance
The Roots of the Mountain style relies on body mass and stability, combined

with surprising throws. The character gets +1 on his *Power Throw* power check as well as +2 on *Strength* to resist a *Power Throw*.

Trained by a Master

Requirements: Arcane Background (Martial Arts), Any Style
You are extremely good at the style you have been taught. For each raise on your Martial Arts roll, the power cost is reduced by one.

Chi Acolyte

Requirements: Seasoned, Arcane Background (Martial Arts), At least Martial Arts Style
The Chi Acolyte has mastered his personal style. He extends all Power durations by 1. Also, if any of the Powers he has mastered are used against him by another Martial Artist, the difficulty is increased by 1.

Drunken Master

Requirements: Veteran, Arcane Background (Martial Arts), At least Martial Arts Style
When under the influence of alcohol, the Drunken Master does not suffer the usual penalties. Instead, he gains an extra 5 power points while drunken.

Arcane Backgrounds

Martial Arts

Arcane Skill: Martial Arts (Spirit)

Starting Power Points: 10

Starting Powers: 2

Martial Arts are a special Arcane Background covering all kinds of unarmed combat techniques. Depending on what powers a character has, he is an adherent of a different school. Martial Arts powers cannot be dispelled.

The arcane skill *Martial Arts* can also be used without the intention of using a



power. In fact, it acts as a replacement for *Fighting* in unarmed combat. The damage dealt by an unarmed attack is based on the skill level of the martial artist:

Skill Level	Unarmed Damage
1d6	Str+1
1d8	Str+2
1d10	Str+3

Martial Arts allows access to the following powers:

Deflection (self only), Fly (self only), Quickness (self only), Speed (self only), Death Drop, Power Throw, Thousand Fists, Touch of Death, Whirlwind Kick

Wu Jen

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

The Wu Jen are elemental mages of eccentric habits. A Wu Jen must also pick a taboo (some examples are given below). If the Wu Jen breaks the taboo, he loses all his powers for 1d6 days. At the time of creation, pick an element (earth, fire, metal, water, or wood). All elemental spells can only be cast using this element until the *Extra Element* edge is taken.

The following powers are available to Wu Jen:

Armour, Barrier, Burrow, Detect/Conceal Arcana, Dispel, Elemental Manipulation, Elemental Blast, Elemental Bolt, Elemental Burst, Entangling Scarf, Environmental Protection, Fear, Fly, Invisibility, Light, Magnetism, Obscure, Shape Change, Smoke Ladder, Snake Tattoos, Stun, Telekinesis, Teleport

Sample taboos are:

- Food restriction such as no meat, no salt, no ginger
- Must not cut hair
- Must wear red robes

- Chastity
- Cannot light a fire



Shaman

Arcane Skill: Spirit Channeling (Spirit)

Starting Power Points: 10

Starting Powers: 3

The shaman is a representative of the spirit world and gains his power by calling upon the spirit. Each spirit is associated with a particular domain. A shaman has access to two spirits in the beginning but may contact more over time.

The shaman's powers depend on his spirits. Also, each spirit incurs a special hindrance. If it is violated, the shaman loses his powers for 1d6 days.

Ancestor Spirit: The shaman must always honour his ancestors with a special 1 hour rite per day. Powers: Boost Mental Trait, Dispel, Smite Undead, Speak Language

Celestial Spirit: The shaman serves the celestial bureaucracy and must never refuse to settle a dispute. Powers: Spirit Armour, Boost Mental Trait, Invisibility

Flame Spirit: The shaman must never extinguish a fire. Powers: Barrier (fire only), Elemental Blast (fire), Elemental Bolt (fire), Elemental Burst (fire), Elemental Manipulation (fire only), Light, Smoke Ladder

Grave Spirit: The shaman must not destroy the undead unless they attack



him. Powers: Burrow, Entangle (hands from the ground), Fear, Lower Physical Trait, Spirit Armour, Zombie

Guardian Spirit: The shaman must always defend those who cannot defend themselves. Powers: Armour, Barrier, Deflection, Dispel, Environmental Protection, Invisibility, Stun

Healing Spirit: The shaman must heal all those that ask his help. Powers: Boost/Lower Trait, Greater Healing, Healing, Dispel

Knowledge Spirit: The shaman must not lie when asked for information but may choose to remain silent. Powers: Boost Mental Trait, Detect/Conceal Arcana, Speak Language, Wisdom

Nature Spirit: The shaman cannot spend the night in a city. Powers: Beast Friend, Burrow, Entangle, Environmental Protection, Fly, Shape Change

Travel Spirit: The shaman must never spend two consecutive nights in the same bed. Powers: Burrow, Environmental Protection, Fly, Speak Language, Speed, Teleport

War Spirit: The shaman must always be armed. Armour, Blast, Bolt, Burst, Fear, Quickness

Modified Powers

There are some powers, which are based on the standard powers provided in the rule book but offer special variants.

Boost Menal Trait

This variant of *Boost/Lower Trait* works only on *Spirit* and *Smarts* and only allows to boost them.

Elemental Blast/Bolt/Burst

These spells work like Blast, Bolt or Burst but deal damage based on the element of the Wu Jen. Thus, a creature immune against fire damage will not be harmed by the bolt of a Fire Wu Jen.

- Earth deals crushing damage caused by rocks
- Fire deals fire damage
- Metal deals piercing damage caused by sharp metal splinters.
- Water deals cold damage.
- Wood deals piercing damage caused by wooden splinters.

Entangling Scarf

This power works like entangle but requires a silk scarf that will magically extend in length. The scarf not only entangles the target but also allows the caster to draw a fully entangled target towards himself. The burst option of *Entangle* is not available.

Lower Physical Trait

This power limits the *Boost/Lower Trait* to lowering the traits *Agility*, *Strength*, and *Vigor*.

Smite Undead

This power combines the effects of Burst and Bolt but can only damage undead creatures.

Snake Tattoos

This power works like *Bolt* but requires snake tattoos. Upon casting this spell, the snakes on the tattoos become alive and can be thrown. The snakes are physical projectiles and deal poison damage.

Spirit Armour

This power works like Armour but grants +3/+6. However, this bonus is only effective against creatures of the spirit type.



New Powers

Death Drop

Rank: Seasoned
Power Points: 3
Range: Touch
Duration: Instant

On a successful *Martial Arts* roll, the character deals 3d6 damage to a prone and staggered foe. However, after the manoeuvre, the character is also prone, unless he scored a raise on his roll.

Magnetism

Rank: Veteran
Power Points: 3
Range: 10/20/40
Duration: Instant

You can disarm a foe wielding a metal weapon at range. Make an opposed roll with your arcane skill (penalized by distance) vs. the opponents strength. On a success the foe drops his weapon and it flies 1d6 meters into your direction. On a raise, you now hold the weapon.

Power Throw

Rank: Novice
Power Points: 2
Range: Touch
Duration: Instant

The character rolls his *Martial Arts* vs. his target's Strength score. On a success, the target is prone and takes 2d6 damage. On a raise, the character can move the target to any location within 2" of himself.

Thousand Fists

Rank: Novice
Power Points: 1
Range: Touch
Duration: Instant

The character performs a powerful series of blows on his target. This attack

uses the *Martial Arts* skill but deals 2d6 points of damage.

Smoke Ladder

Rank: Novice
Power Points: 1
Range: Smarts x 3 m
Duration: 1 minute

This spell turns the smoke from a fire into a ladder that reaches Smarts x 3m into the sky. It is very easy to climb and lasts for 1 minute.



Touch of Death

Rank: Veteran
Power Points: 3 (or 6)
Range: Touch
Duration: Special

This powerful unarmed attack (based on the *Martial Arts* skill) deals 2d6 points of damage (3d6 if 6 power points are spent). Each round, the target takes an additional 2d6 (3d6) points of damage, unless he makes a successful Spirit(-1) roll. Once the roll is passed, the effect ends.

Whirlwind Kick

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: Instant

The character performs a powerful roundabout kick that hits all targets within touch range. This attack uses the *Martial Arts* skill but deals 2d6 points of damage to each target.

Wisdom

Rank: Veteran

Power Points: 3

Range: Self

Duration: 3/1

The character can use his arcane skill instead of any knowledge skill for the duration of the spell. However, this power does not grant access to secret knowledge, only to that which the character could reasonably know.

Equipment

This section describes equipment suitable for an oriental setting.

Armour

Armour in Oriental settings is typically lighter than the one found in classical fantasy settings. Some oriental armour is somewhat *fragile*. On a result of a wound or more, the armour bonus is reduced by 1. Once 0 is reached, the armour hangs on the character's body in useless tatters.

Also, armour imposes a penalty on all Martial Arts roll. The penalty is the same as the armour bonus, except for fragile armour, which uses only half the armour bonus (rounded down). Thus, plate mail is not a very popular option.

Bone Armour is made out of bones. It is typically worn by barbarians and breaks easily.

Cord Armour is a light woven suit that offers some basic protection.



Lamellar is the armour of the nomadic horseman barbarians of the north.

Weapons

Most of the medieval weapons are available in an oriental setting as well but a few warrant special attention.

Some weapons are especially designed to be used by Martial Artists (**MA**). Wielders of these weapons can use the *Martial Arts* skill instead of *Fighting*.

The **Three-Section-Staff** is a powerful reach weapon, somewhat similar to a flail.

The **Butterfly Sword** is a broad-bladed sword often used by martial artists.

The **Warfan** is a spiked metal fan that looks like a normal fan at the first glance and is only recognized as a weapon with a *Notice*(+1).

The **Sai** is a three-pronged fork that is used to disarm enemies. When used to make a disarm attack, the opponents Str roll is penalized with a -1.

Nekode are a ninja's climbing claws, which deal little damage but grant a +1 on climbing checks.



Armour

Type	Bonus	Weight	Cost	Notes
Bone Armour	+2	20	40	Covers whole body, fragile
Cord Armour	+1	10	15	Covers whole body except for head, fragile
Leather Scale Armour	+2	20	250	Covers whole body except for the head
Lamellar	+2	25	300	Covers the whole body

Magical Charms

The following items are magical trinkets that are available to the majority of people. They can be manufactured by shamans and wu jen with an arcane skill check (-3) at a cost of half the sales price.

Protection Scroll: Marked with holy symbols, this scroll can be used once to set up a *Barrier* against spirits. The scroll lasts for 2d8 rounds or until crushed by a non-spirit. Cost: 150

Jade Weapon: Weapons made of or inlaid with jade are more effective against spirits. They deal an additional point of damage against these enemies and even affect those that are immune against non-magical weapons. Cost: weapon cost x3

Eggshell Grenade: A fragile bomb filled with alchemical substances. The grenade causes an *Obscure* effect in a small burst template for 1d4+1 rounds. Its thrown range is 5/10/20. Cost: 100



Weapons

Type	Damage	Weight	Cost	Min. Str.	Notes
Three-Section Staff	Str+2	10	200	d6	Agi d8+, Reach 1, ignores shield and weapon parry bonus
Nunchaku	Str+1	5	50	-	Agi d8+, ignores shield and weapon parry bonus
Butterfly Sword	Str+2	4	200	-	MA
Tonfa	Str+1	1	10	-	Parry+1, MA
War Fan	Str+1	2	200	-	MA
Sai	Str+1	1	50	-	Disarm(Str-1)
Nekode	Str	1	80	-	Climb+1