

# Secrets of the Qin Warriors

## COMPLETE DETAILS ON THE AUTOMATON WARRIORS OF THE QIN DYNASTY FOR *WEAPONS OF THE GODS*



Qin Shihuangdi



Without any doubt, the reign of Qin Shihuangdi was a marvel – a dark and tyrannical miracle that set the standards for despotism for all of following human history. Born Ying Zheng, the King of Qin, in the course of his ascension to become the First Emperor of China, achieved much... unifying the vast sprawl of Shen Zhou, standardizing writing and currency, burning and destroying vast amounts of literature to control the will of his people – and that was only the cultural loss. Millions died to make the First Emperor's dreams a reality; whether to build the Great Wall or to establish the roman-like Emperor's Roads that girdle the entire country.

Ruling from his great palace in Xian (pictured below), Qin Shihuangdi pretty much achieved whatever he set his mind to... save for immortality.



Indeed, it may have been this last that led to his premature death! For one theory for his demise (for he was not yet old) was that he quaffed an immortality potion that alas contained too much cinnabar... that is to say, mercury. Not an easy death, if this were true. But of the facts of this matter, the sages do not know.

What *is* known is that the First Emperor commanded the first of the Great Empires – before the glory that was Rome, there was the pinnacle that was Qin. Ying Zheng commanded vast armies, brilliant scholars and magicians, and himself was a matchless courtier-warrior – but for immortality, he created wonders, many of which last to this day.

Whether it was the army-defeating **All-In-Chaos Bells** or his many innovations in tactics or his godlike kung fu... no doubt his most remembered creations were the **Thousand-Sword Statue Warriors**. Whenever Qin would defeat an army, he would have his forces confiscate every single weapon and piece of armor from the field... thence to be brought back to E Fang Palace in Xian. There, these weapons were forged into his marvelous Bronze Warriors. Stunningly lifelike in every detail, these metal soldiers made the mightiest of his forces. Not only did they bodyguard him at all times (for unlike mere mortals, their loyalties were unquestionable and inviolate), but they were always at the head of his armies – for how could one fight a foe that did not bleed, did not fear, and never ever turned aside or stopped, until all lives were terminated? The Qin Warriors were tireless And implacable – no Mere man could match.

神兵奇

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In *Weapons of the Gods*, the Thousand-Sword Statue Warriors Lore can be found on page 128. Therein, it is mentioned that it is not enough to find a Qin Warrior, but that to have one animate and become an ultimately loyal guardian, you must fulfill two conditions. The first condition is you must have the authorization of a representative of the Qin Dynasty... and given that the First Emperor is over five hundred years dead, this is no easy feat.

In game terms, this can be achieved via one of two options - either by finding a Qin Dynasty Descendant... or by **being** one, as detailed on page 129! (Note that the heir must be descended by blood alone, not martial legacy.) To activate the Warrior (who will appear to simply be an inanimate statue, though of stunning detail and workmanship), the Qin Dynasty representative need only speak to it, and it will awaken and attend that person, though it will not necessarily obey them unless they happen to meet the second condition (see below). In the case of a bloodline descendant giving authorization to another, it need only be said to the Warrior, and so it is done.

It is the second condition that provokes the most mystery - to have a Qin Warrior serve you (whether a Thousand-Sword Statue Warrior or a Second Emperor Statue Warrior), you must submit to its judgement... by telling tales of your career in the Martial Arts World! These tales cannot be mere braggadocio - they must be true (the Qin Warriors can infallibly tell if they are being lied to in this instance) and the telling must take at least one night, though others may help by recounting their personal experiences of the warrior at hand. (Of course, this might well result in the warrior finding them more acceptable, if they too can gain a Qin Dynasty heir's approval!)

Once completed, the



Statue Warrior will simply state whether or not they will serve the teller of tales.

In terms of System, this translates to checking the **Martial Virtues** of the candidate, though the standards vary somewhat between the Warrior types. For the Thousand-Sword Statue Warriors of Qin himself, the candidate must have a permanent rating of **5** in either the Virtues of **Righteousness** (*Xia* or *Chou*, *Justice* or *Revenge*) or the Virtues of **Fidelity** (*Ba* or *Bao*, *Force* or *Ferocity*). Furthermore, the candidate must have a minimum Virtue rating in the off-virtue group; i.e. if one has a Rating 5 in a Righteousness Virtue, then you must have at least a 4 Rating in a Fidelity Virtue to impress a Thousand-Sword Statue Warrior (The Terracotta Warriors of Qin Erhuangdi are less discerning... one can impress them with only a 2 Rating in the off-virtue).

Of course, this is all based on one having *located* a Qin Dynasty Warrior to impress in the first place! In the centuries that have followed, the Thousand-Sword Statue Warriors have become scattered - it is unknown how many are left, or in what condition they're in. By and large they are only found singly, though it's rumored that troves of them exist. For more information, see the following pages.

## SECOND EMPEROR STATUE WARRIORS

神兵奇

**RANK/ARCHETYPE:** Fourth Rank Warrior Equivalent

**ORIGIN:** Necromantic Construct (Terracotta)

**PASSION:** Grief

**REGION:** Hanzhao (Hell Clan Territory)

### ATTRIBUTES & SKILLS

(Note: All Skills have +1 die to their rating unless otherwise noted.)

**MIGHT 5**

Athletics 3 [Running 2]

Fight 3

Lift 3

**SPEED 4**

Initiative 4

Dodge 4

Finesse 2

Melee 2 [Swords 2]

Ride 1

**PRESENCE 1**

Grace 1

Inspire 3 [Terror 2]

**GENIUS 2**

Tactics 2

**WU WEI 3**

Awareness 3

Ranged 4 [Bow 2]

Senses 3

### ADVANTAGES

KUNG FU STYLE - Lightfoot 2 (No Chi Cost to Use: Surefoot 1, Run Like a Deer 2)

BACKGROUNDS - Iron Fists (Quality), Qin Warrior Secrets (See Following).

PROTECTION: River 2, Equivalent of Perfect Light Armor (-10 to all Damage Taken).

HEALTH: 15 points per level.

### DISADVANTAGES

Painfully Honest (Brutally Blunt), Unwholesome (Inhuman Dead Thing).







# THOUSAND-SWORD STATUE WARRIORS

**RANK/ARCHETYPE:** Third Rank Warrior Equivalent

**ORIGIN:** Necromantic Construct (Bronze-Steel Alloy)

**PASSION:** Grief

**REGION:** Anywhere

## ATTRIBUTES & SKILLS

(Note: All Skills have +1 die to their rating unless otherwise noted.)

### MIGHT 6

Athletics 4 [Running 2]

Climb 2

Fight 4 [Hammer 2]

Lift 6

### SPEED 5

Initiative 5

Dodge 5

Finesse 2

Melee 3 [Sword 2]

Ride 3

### PRESENCE 1

Grace 1

Inspire 5 [Terror 2]

### GENIUS 3

Tactics 3

### WU WEI 3

Awareness 5 [Ambushes & Danger 2]

Ranged 5 [Bow 2]

Senses 5

## ADVANTAGES

**KUNG FU STYLE** - Lightfoot 3 (No Chi Cost to Use: Surefoot 1, Run Like a Deer 2, Headlong Flying Leap 3)

**BACKGROUNDS** - Iron Fists (Perfect), Weapon Training (Any Weapon), Qin Warrior Secrets (See Following).

**PROTECTION:** River 3, Equivalent of Perfect Medium Armor (-15 to all Damage Taken).

**HEALTH:** 18 points per level.

**DISADVANTAGES** - Painfully Honest (Brutally Blunt), Unwholesome (Inhuman Dead Thing).

## Qin Dynasty Lore

### Secrets of the Qin Warriors

Destiny Cost: 2

Study Difficulty: Learning (30)

*550 Years Before the Return of Tiger Soul*

What powers the Qin Warriors? How were they made? These and other questions have bothered the few sages who have ever heard of or even encountered a Qin Dynasty Warrior.

What is known is this – the vast majority of the Qin Warriors are either inaccessible or lost; indeed, a true accounting of their numbers is not to be found, anywhere. But yet, they exist, for every once in a while, a brave hero (or vile villain) will appear with one of these at her side – made of clay or metal, implacable, imperturable, tireless and virtually unstoppable, save by powerful kung fu or excellent teamwork.

The truth of the matter is this – the Warriors are powered by those Qin Shihuangdi slaughtered. Each Qin Warrior is, in effect a form of Manifested Curse Spell, with the source of their power the Grief of the millions of Wall Dead (see pg. 328 of *Weapons of the Gods*) and the manifested spirit installed into the automaton bodies by another lore ... now thought to be lost. The result is not a ghost in a shell; instead, it is more like a western golem, though sentient and possessed of great power, particularly given the large number of souls that power it.

As a result, all Qin Warriors are powerfully motivated by Grief; but because of their dead state, this passion cannot be put to use by Secret Arts of any kind. Furthermore, it is an Impossible Difficulty (60!) task to affect directly Qin Warriors of either type with the Secret Arts – while they can feel the effects of such sorceries, they themselves resist direct manipulation – and if the attempting Courtier or Scholar critically fails (easily done!) some sort of horrific

backlash will be felt by them – the Critical Failure will inflict unconsciousness on the presumptuous magician, as they feel the horror and sorrow of the Wall Dead in their minds, before they black out and flee the horrible suffering (in return, they will receive 2 Destiny the first time this happens, as they gain insight from the experience).

On top of that, no Qin Warrior can be intimidated or affected in any way by social maneuvering – they have no Confidence, because they need none.

Qin Warriors do not generally initiate conversations, though will converse if spoken to. They generally contain themselves to direct observations, and can be very helpful in their cold and inhuman assessments of things.

All Statue Warriors speak with the same voice (and if two are present, they will speak in eerie unison). This voice will automatically inflict a Morale Attack on any Ordinary Folk or Followers present – for it is the sighing of a thousand winds in a cavern, a whisper of ten thousand voices. It is always heard by those present, but nobody not in the presence of the Warrior will be able to hear it – no eavesdropping on a Warrior will work.

The drawback to the Qin Dynasty Warriors is obvious – they do not heal. They must be repaired, by a master craftsman with a minimum **Crafting** skill of 4 with a **Specialization** in Statues. However, their sorcerous and necromantic nature makes them the equivalent of Class III Divine God-weapons for the purposes of those weapons' effect upon them in battle (just their bodies, not their weapons, which are usually mundane).

### DESTINY COST

**2 Defense:** You gain a +1 die to any and all applicable pools in combat against a Warrior, as you are familiar with their true nature.

