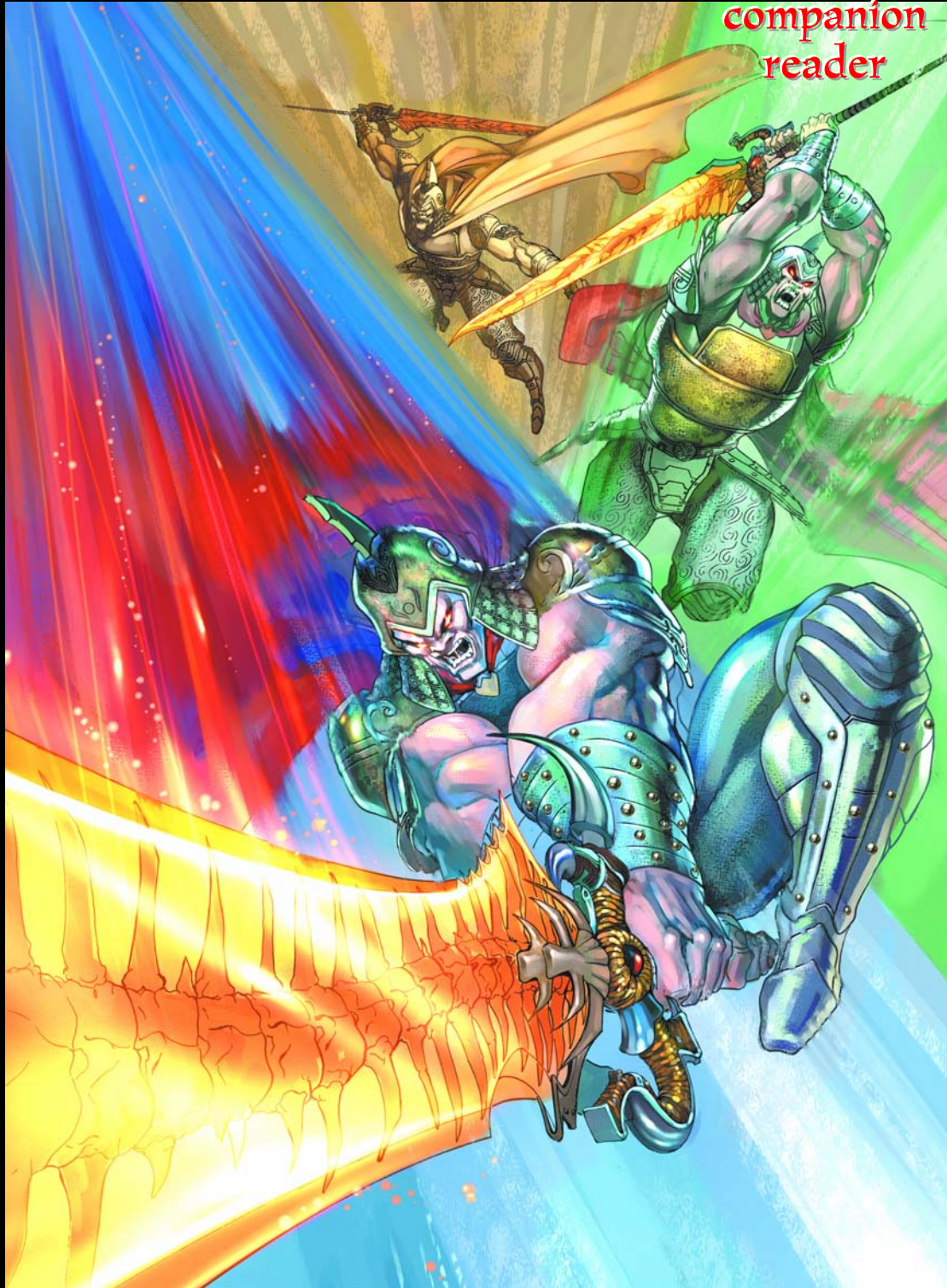


the
Weapons of the Gods

companion
reader



Wuxia Action Series



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Yao Bei fights Tian Wen – Tiger Soul against Heaven's Crystal!

Introduction – or, What is This Book?

Dear Readers – Welcome to the **Weapons of the Gods Companion Reader**! The Weapons of the Gods Companion was designed to truly be a book that has something to offer everyone, even people who don't play *Weapons of the Gods*. Whether it is the Great Game (adaptable to other rules sets with some tinkering!) or the Mythic Chinese City of Thrashing Minister (useful to any game set in a martial arts China game), there's tons to use in the book. We're very proud of the books we make – they are always lovely *objects* as well as books, and the Companion is no exception, beautiful inside and out. However, in the rush to get books ready for GenCon, a formatting error slipped through – so the book has lost some pages, which have been re-presented here in full, so you don't lose any of your book's lovely and useful content. In addition, we have added in a nemesis to be freely used in games, whether for inspiration or employed straight-up... the terrifying **Yao Bei**, descendant of Chi You!

-- Brad Elliott, Line Developer for *Weapons of the Gods*

Chaos Stones

(*Great Game: RULES*)

Destiny Cost: 0

Key Skill: Crafting

Chaos stones represent an Agenda's strategic reserve of cussedness, perversity, ingenuity, and lawlessness. Think of developing Chaos stones as increasing the disorder inherent to your Agenda — disorder that you may then channel into “battle spirit,” innovation, spark, defiance, corruption, or violence!

Use Chaos to represent the effects that your Agenda's disorder has on a region. Near your own territory you can expect Chaos stones to represent the innate tendency your Agenda has to create disorderly places — such as ghettos, universities, kung fu schools, and bandit-infested regions. When you project that Chaos away think of it as spreading corruption, disorder, and decay among your friends or enemies.

Changing the World with Chaos

You can use Chaos stones to spread chaos and disorder. You can also use them to drive innovation and new ideas. Only Chaos stones can work to produce new technologies, new monsters, new kung fu techniques, and new heroes and villains of the Wulin. Here, the Weapons of the Gods Companion takes a rules-light approach: it's up to the Sage how difficult it is to use a Chaos stone to develop useful things. Chaos stones are good at controlling wild, untamed regions.



Special Chaos Power

Overwhelm Fading Prestige — In contests to control territory, the Sage should give Chaos stones a 3-point Strength advantage against the stones of a commander whose Prestige is Wounded or Staggering. The Sage should give them a 5-point Strength advantage against the stones of a commander whose Prestige is on its Last Legs.

Order Stones

(*Great Game: RULES*)

Destiny Cost: 0

Key Skill: Crafting

Order stones represent an Agenda's inherent store of organization, cooperation, and order. Think of developing Order stones as increasing the harmony inherent to your Agenda — cooperation, selflessness, honor, and a sense of tradition that you can apply to improving infrastructure, making people happy, and improving the overall quality of life.

Use Order stones to represent the effects that your Agenda's discipline, humaneness, or law has on a region. In your own territory Order stones can represent the martial discipline of your troops, the honor of your bureaucrats, and the good or at least honest intentions of your Agenda. When you project those Order stones, think of it as encouraging harmony, discipline, and law in distant places.

Changing the World with Order

You can use Order stones to spread peace, harmony, and order. You can also use Order stones to build and maintain infrastructure. In building and maintaining infrastructure the Sage should make Order stones superior to Force stones, typically by making such tasks one or two steps less difficult. Thus the Sage might make a task like “provide hot and cold running water everywhere in the city” Impossible (60) for a Force stone and Legendary (40) for an Order stone. A task like “build a reliable post” might be Hard (30) for a Force stone and Moderate (20) for an Order stone.

Special Order Power

Fueled by Prestige — Order stones receive two extra points of Aura when their commander's Prestige is Healthy or Battered. They receive one extra point of Aura when their commander's Prestige is Injured.

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Passion Stones

(Great Game: RULES)

Destiny Cost: 5

This lore requires "Secret Arts of Intrigue"

Key Skill: Inspire

Passion stones represent the passions and troubles in peoples' hearts!

Think of each passion stone is an issue — an idea — that you and your associates can use to provoke a strong passion or inspiration. Expect that most of these ideas will be idealistic visions or lies. When you move the passion stone around, imagine that you are shifting how that idea affects people in the world at large — focusing that idea on changing the world in a slightly different way.

You Develop Passion stones with Inspire, not Crafting. They can appear up to a Moderate (20) move away from your location — 2-3 regions away, but not beyond a Hard region/route.

Changing the World with Passion

You can use the energy of Passion to build up a community or to undermine it. The Sage should treat Passion stones as superior to Will stones in their ability to influence enemies. Specifically, the Sage should make such tasks one or two steps less difficult for a Passion stone. For example, if the Sage would call "destroy the capital's loyalty to its King" a Legendary (40) task for a Will stone, she should fix its difficulty at Hard (30) or Moderate (20) for a Passion stone.

Special Passion Power

Invisible to Force — Players cannot use Force stones, including Army stones, to affect Passion stones in any way, and vice versa. Think of the two stone types as existing in parallel battlefields, entirely ignoring one another's existence.

For example, if a region has a hostile 25-strength Force stone and your I-point Passion stone in it, your stone can ignore the Force stone and work as if it controlled the region. (Of course, the Force stone can still do work of its own.)

Using Passion Stones

You must have this lore to recruit or create Passion stones. Characters can *have* these stones without this lore, if someone gives them away, but anyone without this lore is at a -5 penalty to all associated rolls.

Sorcery Stones

(Great Game: RULES)

Destiny Cost: 5

This lore requires "Daoist Magic"

Key Skill: Awareness

Sorcery stones represent the elemental power of the natural world!

Think of Sorcery stones as great nexuses of pattern, consequence, and power that you build with your Daoist sorcery to change the land of Shen Zhou. As you move the stone, imagine that the effects of your design proceed in an inevitable fashion through the manifold interconnections of the world. In the end, looking back, imagine that it will seem inevitable that the spell had all the effects it had, in the time from the stone's development to its breaking.



Changing the World with Sorcery

You can use the energy of Sorcery to change the weather, adjust the elemental qualities of the land (see *Qualities*, pg. 128), and curse or influence large regions. The Sage should allow Sorcery stones to accomplish many tasks that no other stone can accomplish — unique tasks that require Daoist sorcery to accomplish — and assume a default difficulty for these tasks of Hard (30).

Special Sorcery Power

Invisible to Will — Players cannot use Will stones to affect Sorcery stones in any way, and vice versa. Think of the two stone types as existing in parallel battlefields, entirely ignoring one another's existence.

If a region has ten hostile 10-strength Will stones and your I-point Sorcery stone in it, your stone can ignore the Will stones and work as if it controlled the region.

Using Sorcery Stones

You must have this lore to recruit or create Sorcery stones. Characters can *have* these stones without this lore, if someone gives them away, but anyone without this lore is at a -10 penalty to all associated rolls.

Battlefield Summary Sheets

The Master Surveys the Battlefield

or

Good Places to Fight In

*Turn to this section for the special rules of the
battlefield you're playing on.*

Personal Battlefields

(Great Game: Index)

Destiny Cost: 0

Use Personal battlefields for things like city blocks, families, forest glades where heroes and villains fight, and crumbling bridges.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Personal battlefield include —

- Prized possessions enemies can break or steal;
- Sturdy walls that characters can't jump through even in a pinch;
- Mud sucking at the characters' feet; and
- Unruly neighbors who don't like any of the participants in the fight.

Rounds

Expect fast rounds on a Personal battlefield to last several minutes each. Expect slow rounds to last one full day.

Commander Stones

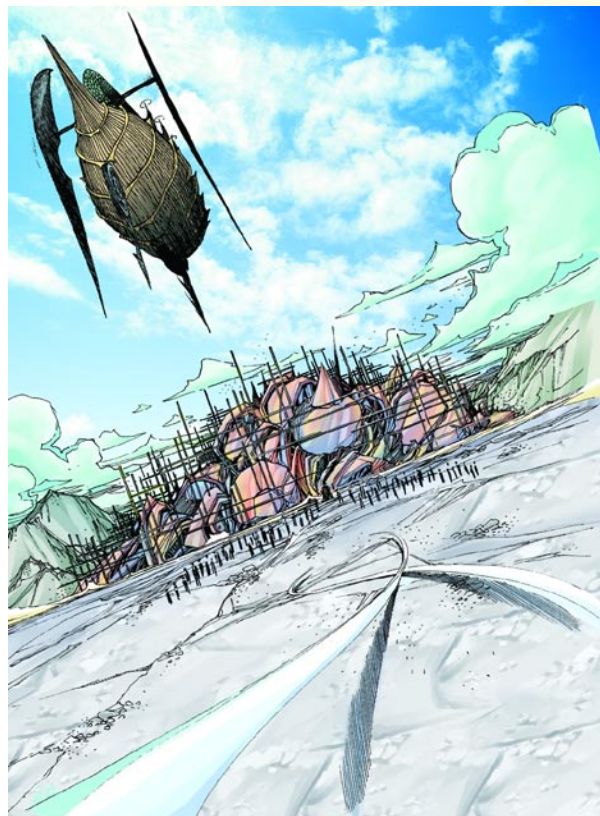
The Sage should give Commander stones a +I strength bonus on a Personal battlefield. Even unranked characters can have some Prestige and act as a I-point stone on a Personal battlefield. First rank characters manifest strength-6 Commander stones!

Prestige

The Sage should assign Actors on Personal Battlefields Prestige 5.

Typical Challenges

The Sage should make most Challenges on a Personal battlefield quick. Expect them to take a few minutes of



dialogue and dice or up to 15 minutes if they include combat.

For example, the player characters could be city officials ordered to subdue and empty a temple of its unreliable Buddhist monks. One character is trying to diplomatically move a Force stone of armed monks out of its defensible position and discovers a description Challenge —

“The monks are drunk! They don't want to listen to your argument.”

The player interacts briefly with the monks, makes a Challenge-appropriate Skill roll, and can potentially take advantage of their inebriation to trick them into evicting on their own.

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Local Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use Local battlefields for things like cities and fortresses and small Clans and village-dotted hills.

To calibrate your sense of scale, assume that a typical region of control for a stone is the size of a large neighborhood.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Local battlefield include:

- Important buildings;
- Rivers, cliffs, and warrens of densely-packed houses that affect movement; and
- Dens of iniquity that draw nearby Chaos and Force stones towards them.

Rounds

Expect fast rounds on a Local battlefield to last one hour. Expect slow rounds to last one full week.

Commander Stones

You can't command stones on a Local battlefield unless you're at least 5th rank. The Sage can make an exception when warranted — an unranked princess loved by all the people might have Prestige of her own.

Prestige

The Sage should assign Actors on Local Battlefields Prestige 10.

State Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use State battlefields for things like inter-city politics, large natural regions, and political and social movements internal to a State or Clan.

To calibrate your sense of scale, assume that typical regions of control for stones on State battlefields are villages, small rivers, sections of forest, and portions of large cities. Imagine that stones on the elephant board offer opportunities to control small Clans and large mercantile enterprises.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a State battlefield include:

- Large industrial facilities;
- Whole villages;
- Terrain features;
- The city walls of a fortified city; and
- Mountains full of bandits that attack passing Force stones.

Rounds

Expect fast rounds on a State battlefield to last six hours. Expect slow rounds to last one full month.

Commander Stones

The Sage should give Commander stones a -I strength penalty on a State battlefield. Only characters 4th rank or above have enough Prestige to participate in a State-level conflict. The Sage can allow a team of 5th rank characters to pool their Prestige and play the Great Game on such a battlefield as a single strength-I Commander stone.

Prestige

The Sage should assign Actors on State Battlefields Prestige 20.

Territory Battlefields

(*Great Game: Index*)

Destiny Cost: 0

Use Territory battlefields for things like the Bei Clan Territory, the Jin Empire, and the combined states of the Qin. The largest Territory-scale battlefield is Shen Zhou itself.

To calibrate your sense of scale, assume that typical regions of control for stones on Territory battlefields are major cities and large wild regions. The Sage can give stones on the elephant board opportunities to control powerful Clans and large religious sects.

Interesting features you can use in consequence Challenges, description Challenges, Goal stones, and Concept stones on a Territory battlefield include:

- Supply lines for troops marching long distances;
- Monasteries of deadly kung fu cultists;
- Buried Weapons of the Gods and hidden Treasures; and
- Roads that a given city must control to survive.

Rounds

Expect fast rounds on a Territory battlefield to last one full day. Expect slow rounds to last one full season.

Commander Stones

The Sage should give Commander stones a -2 strength penalty on a Territory battlefield. Only characters 3rd rank or above have enough Prestige to participate in a Territory-level conflict. The Sage can allow a team of 4th or 5th rank characters to pool their Prestige and play the Great Game on such a battlefield as a single strength-I Commander stone.

Prestige

The Sage should assign Actors on Territory Battlefields Prestige 25. Notice that it takes 125 points of Prestige damage to remove such an Actor from the Game!

Typical Challenges

Expect Challenges on a Territory battlefield to take a good length of time — a session or story of play rather than a single scene. For example, after the PCs seize a city with their Influence stones and topple the necessary stones an enemy placed there, the Sage could spend several sessions dealing with the fallout and having the PCs interact personally with the political factions of the city before returning to the Great Game.



Tips and Tricks

The Tactician Sees All Things as Tactics

or

Folding, Spindling, and Mutilating These Rules

Turn to this section for special battlefields in the Great Game.

Nature's Stones

(Great Game: Optional RULES)

Destiny Cost: 5 (Varies)

This lore requires "Daoist Magic"

This lore is optional. The Sage decides whether players can purchase it and how much it costs. Unless the Sage plans to make it exceptionally valuable or nearly useless, the Sage should set a value of 5 Destiny.

Imagine that nature has stones of its own — Force, Influence, Chaos, Order, and even Treasure stones.

Imagine that these are the stones nature wields against humanity when plagues, fires, famines, and other disasters run amok. That the Sage sets the dice pool used when nature rolls Skills based on the threat level for the disaster. That nature's necessary stones map not to nature's "mind" but to the dramatic schemes of the Sage — that, for example, a plague might "set its sights" on killing the characters' Clan Head, complete with an Agenda stone placed on him, Goal stones scattered through his lands, and a Concept stone that the plague is inevitable death.

If the Sage wishes, she may use these stones as such.

In addition, Daoist characters with this lore can sometimes use the **Recruitment** action to turn nature's stones to their service. This requires a Moderate (20) Awareness roll if the world is extremely out of balance and a Hard (30) Awareness roll if the land is at peace. The Sage decides how many of nature's stones to place on the battlefield and how many a Daoist may recruit at any given time. Assume that if the cost of this lore is 5 Destiny that most battlefields will feature at least one or two points of nature's stones and that it is possible but by no means certain that the Daoist will eventually play on a battlefield where this lore lets them recruit a great army.

Peculiar Battlefields

(Great Game: Optional RULES)

Destiny Cost: 0

This lore is optional. The Sage decides whether players can purchase it. If so, it is available free to any player who expresses interest.

If the Sage uses this lore, then you can solve problems or puzzles — whether they involve unraveling a mystery, dealing with one's family, or working a particularly difficult sorcery — using the rules of the Great Game.

The **Weapons of the Gods Companion** defines a “peculiar battlefield” as a problem that uses the basic Great Game rules for something other than a political or military situation. On such a battlefield,

- **Force** represents unskilled power;
- **Influence** represents holistic effort; and
- **Will** represents focused effort.

For example, one character has a terrible Chi sickness that sometimes cripples him and sometimes blesses him with great power. Solving this sickness takes more than ordinary medicine — instead, the character, his doctor, and their kibitzing courtier friend study and fight the illness on the peculiar battlefield that is the character's body.

The Sage sketches the battlefield, including the various organ systems and the routes between them. The enemy commands Force, Will, Chaos, and Treasure stones; the heroes **Recruit** and **Develop** stones from the sick character's bodily systems. In scenes scattered through multiple sessions, the heroes wage war across a sick body's Chi meridians, and when appropriate the Sage uses Challenges and Goals to reveal the secrets of the mysterious illness.

DESTINY COST

I+ Destiny: You will have the opportunity to address an ancient or important mystery, work a powerful sorcery, or develop a new kung fu technique through traveling a peculiar battlefield with the other characters. You choose the kind of thing you want to do, and of course you control what you actually try to research, but the Sage is free to surprise you (in a non-annoying fashion) with the twists and turns your studies take. The more Destiny you spend, the more famous success will make you.

Large-Scale Effects

(Great Game: Concepts)

Destiny Cost: 0

This lore is optional. The Sage decides whether it applies to her game.

Sages — if you don't use the Great Game rules, but want your players to have access to the kind of world-shaking magic that Treasure and Sorcery stones allow, you can use the system below.

First, declare that any such effort takes time — about as much time as affecting one region in one round of the Great Game would take. For example, smiting a whole city at once is a Territory-scale action in the Great Game — in a context of heated action and war, you should demand that the sorcerer spend one full day on the effort. If the world is more sleepy than that, assume that the character doesn't have as much passion, chaos, and drama to fuel their kung fu, secret arts, or sorcery and require that they spend a season. Consult the box below for concrete time suggestions.

After the character has invested an appropriate length of time, use the Challenge system to determine whether they successfully unleash their powers — e.g., by smiting the city. Instead of a Great Game outcome, the result of a successful Challenge is a successful use of a large-scale marvel, technique, secret art, God-Weapon power, or spell.

You can also use this approach to let characters execute incredible intrigues or complex tactical plans without using the Great Game rules directly.

Time Requirements

<i>Rough Scale</i>	<i>Action During Heated Conflict Takes ...</i>	<i>Or, During Times of Peace ...</i>
House	A few minutes	One day
Neighborhood	One hour	One week
Village	Six hours	One month
Large City	One day	One season

Characters need a heated conflict to cover a much larger region than the region they want to affect to get the time savings. For example, to level a house with a few minutes of sorcery, the district must be in turmoil; to level a neighborhood in an hour, the city must be in turmoil; to blot out a district of Thrashing Minister in six hours, all of Yang must be at war; and before someone can wipe Thrashing Minister from the map in one day rather than one season, all Shen Zhou must fall into disorder.

Starting Characters Out

(Great Game: Optional RULES)

Destiny Cost: 0

This lore is optional. The Sage decides whether it applies to her game.

If the Sage wants to use the Great Game for a quick, limited engagement, she should provide the players with their initial forces — either by handing them a stock of stones or by making plentiful stones available for recruitment with a good pitch.

If the Sage wants to use the Great Game for a long-term struggle, she can start the PCs out weaker. However, she may still wish to give them the benefit of their Advantages and established contacts.

Here is how this works.

Advantages

If the Sage is using this lore, players can expect to make the following Advantages useful on battlefields —

Automatic

- Each Affiliation is a I-point Will stone on any battlefield where people care.

Rolled

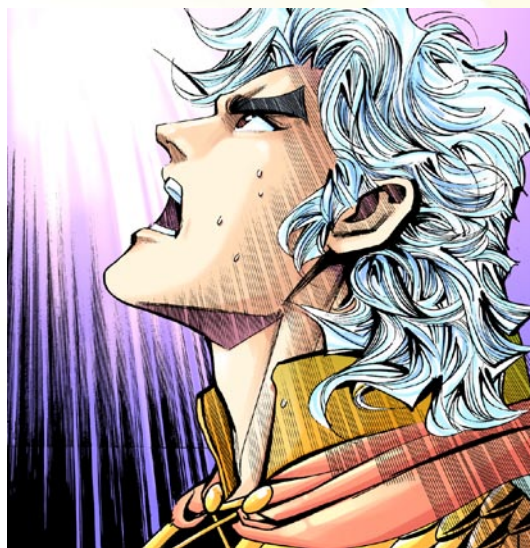
You can attempt these rolls once per session of play.

- You can make a Moderate (20) Mentor roll to acquire a I-point Will or special stone.
- You can make a Moderate (20) Friends roll to acquire a I-point Influence or Force stone.
- You can make a Moderate (20) Information Broker roll to acquire a I-point Influence, Order, or Chaos stone.

Scope-Limited

- Followers give one point of Force for each point of Followers.
- Relevant Status gives one point of Will for each point of Status.
- Wealth gives one point of Influence for each point of Wealth.

Reduce these totals by one on Local battlefields, two on State battlefields, and four on Territory battlefields.



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Established Characters

If the Sage is using this lore, players can expect to make their established resources useful on battlefields of the Great Game —

- Characters controlling more than 10% of the available manpower on the battlefield can expect a collection of Force stones comparable to their antagonists'.
- Characters with a strong financial investment in the battlefield can expect a collection of Influence stones comparable to their antagonists'.
- Characters with a strong social position on the battlefield can expect a collection of Will stones comparable to their antagonists'.

In addition, players with a strong reputation for virtue should receive a 2-point Order stone and players with a strong reputation for recklessness or corruption should receive a 2-point Chaos stone.

Contacts and Service

If the Sage is using this lore, characters in service to an established Actor or commander in the battlefield can expect a gift of stones from their patron. The Sage has full discretion on how large this gift is — think of this as a tool for the Sage in calibrating the difficulty and tension of the Great Game more than as a guarantee for the player.

Agenda Stones

If the Sage is using this lore, characters begin the Great Game with a sufficient number of Agenda stones to manage their forces. The players must still decide what those stones represent.

Qualities

(Great Game: Concepts)

Destiny Cost: 0

This is a picture of the underlying qualities of the battlefield that the special stones can affect.

The Sage should use this lore as a reference point when setting the difficulty of changing a region with a stone's work.

The Sage can also imagine these qualities as the region's Skills — for example, that animals roll the region's Wood to determine their fertility, with rabbits adding a Quality Fertility bonus and elephants getting an extra die from their Might; that a region simmering with discontent occasionally rolls its Disorder to see if it bursts out in riots; and so forth. Don't expect to actually roll these things out, since mating animals and simmering regions aren't protagonists or antagonists, but do use the concept of these Skill rolls to get a sense for how characters who change a region's qualities affect the probability of events.

Disorder

The disorder in a region produces innovation, suffering, violence, disobedience, and chaos.

Commonly adjusted by Chaos and Order stones.

Disorder	Typically Creates
I	Dissatisfaction, grime
2-3	Laziness, disobedience, petty crime
4-5	Trouble, heroes, villains, criminals, cults, philosophers
6-7	Insurgents, atrocities, works of genius
8-10	Monsters, new kung fu, State-destroying paradigm shifts

Passion

Passion measures a group or region's passion about some issue, often stirred up by a courtier's Passion stones.

Commonly adjusted by Will and Passion stones.

Passion

Level of Fervour

I	The issue is generally dismissed or ignored
2-3	The issue is generally laughed off
4-5	The issue provokes emotion
6-7	The issue is a uniting or a polarizing force for the community
8-10	The issue is central to the people of the group or region

Habitability

Habitability measures the base suitability of a natural region for human habitation. In general short-term habitability increases require Sorcery stones or very large Force stones.

Commonly adjusted by Chaos and Sorcery stones.

Habitability

Region is suitable for . . .

I	Inhabitation by legendary warrior-hermits and Daoist sages
2-3	Inhabitation by outlaws, minor resource harvesting
4-5	Scattered residences, travel
6-7	Settlement
8-10	Massive resource harvesting or large-scale settlement

Infrastructure

Infrastructure is the work of human hands and minds to create a better living environment.

Commonly adjusted by Chaos and Order stones.

Infrastructure

Typical Resources

I	Bare-minimum sanitation and slow communication
2-3	Minimalist social structure, a functional post, corrupt bureaucracy
4-5	Sanitation, trade, manners
6-7	Honorable bureaucracy, low-end industry
8-10	Anachronistic or noble living conditions

Benevolence

Benevolence governs the impulse to altruism in a community.

Commonly adjusted by Will and Passion stones.

<i>Benevolence</i>	<i>Characteristics of the community</i>
I	People are reluctant to offer the simplest kindnesses. Nobody helps anybody else. The people are like vultures or jackals, hungry for others' suffering
2-3	People have courtesy but very little compassion
4-5	People are generous, warm, and giving
6-7	The community is profoundly good
8-10	Mythical utopias are Benevolence 8-10, suffused with benevolence beyond the power of ordinary courtiers to instill

Unity

Unity measures a community's ability to act with a single mind.

Commonly adjusted by Will and Passion stones.

<i>Unity</i>	<i>Characteristics of the community</i>
I	There is no community. There are only disparate individuals who do not acknowledge a common identity
2-3	People incline towards factions and independence
4-5	People have a strong sense of the communal good
6-7	The community works together like a well-oiled machine
8-10	The Metal Liquid Delegates are Unity 8-10, possessing a supernatural power of cooperation and unity

Fidelity

Fidelity represents the basic honesty of the community — the willingness of the people to speak frankly, to admit their wrongs, and do what they say they will do. Expect Fidelity to fall in the 2-5 range in the Land of the Gods unless someone's meddling.

Commonly adjusted by Will and Passion stones.

Fidelity

Characteristics of the community

- I Language is artifice; not only does nobody mean what they say, nobody *expects* words to mean what they say. Blame dissipates into the ether; face is more important than substance
- 2-3 People are very focused on appearances. Hypocrisy is common
- 4-5 People are honest and sometimes blunt
- 6-7 People are shockingly open, even with personal matters
- 8-10 The Dao is Fidelity 8-10, but even Old Boy's writings on the Dao are at most 7

Propriety

Propriety governs the respect that a community gives to tradition, manners, and proper behavior.

Commonly adjusted by Will and Passion stones.

Propriety

Characteristics of the community

- I People are like bandits, like savages, like baneful humans. They do what they think is right and they wouldn't even know how to behave properly if they wanted to
- 2-3 People are hard and bitter and do what they must, propriety be damned
- 4-5 People respect tradition and order
- 6-7 Ritual and propriety are the heart of the community
- 8-10 Heaven is Propriety 8-10, with gods who think nothing of spending one hundred years on a single tea ceremony (as long as the tea does not get cold.)

Righteousness

Righteousness governs the respect that a community gives to duty.

Commonly adjusted by Will and Passion stones.

Righteousness

Characteristics of the community

- I People are entirely unreliable, resentful of authority, rebellious and lazy
- 2-3 People are focused on the needs of the moment
- 4-5 People are focused on their long-term goals
- 6-7 The community is unnaturally driven by duty or obsession
- 8-10 Communities willing to sacrifice their lives and even their souls for some cause are Righteousness 8-10. It is Legendary (40) or Impossible (60) but not unprecedented for a courtier to instill such loyalty

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Wood

Wood governs windy climates, reproduction and youth, beginnings, and general health.

Commonly adjusted by Sorcery and Treasure stones.

Wood	Characteristics of the Region
I	Life has trouble maintaining a foothold. Many animals mate without success, many plants fail to spread their seeds, and most creatures die young. Only unusually strong and fertile creatures have a chance at normal fertility and a healthy youth. The wind is still
2-3	Most creatures are a bit sickly
4-5	Life is unusually vibrant
6-7	The world is flooded with life and health, and probably wind
8-10	The island of P'eng-Lai is most likely Wood 8-10, burgeoning with a life force beyond the ability of normal Daoists to create

Fire

Fire governs heat, early summer, vigor, passion, and expansion. Fire helps the sun and man-made fires heat things up, and it helps things without a heat source stay warm.

Commonly adjusted by Sorcery and Treasure stones.

Fire	Characteristics of the Region
I	It's hard to stay warm! Many young creatures freeze, plants don't flower, and life moves slowly and ponderously
2-3	It's cold and most creatures are sluggish
4-5	The world is hot, plants bloom freely, animals are large, hot, and quick
6-7	It's very hot. Everything expands; even water steams up!
8-10	It gets this hot inside volcanoes! It's pretty hard to live in a volcano because of the low Wood, Earth, and Water scores, but staying warm is never a problem

Earth

Earth governs damp climates, adulthood, stability, and ripening. It helps make things wet, keeps things from drying out, and helps everything resist outside forces and stay the same.

Commonly adjusted by Sorcery and Treasure stones.

Earth

Characteristics of the Region

- | | |
|------|---|
| I | Everything's in flux — there isn't enough moisture! Most hostile places are Earth I — windy deserts, volcanoes, blizzards, and even the ocean. That's why drinking seawater doesn't keep your tissues moist: it has lots of water, but no Earth |
| 2-3 | Conditions are hostile |
| 4-5 | Conditions are stable and orderly |
| 6-7 | Things are sleepy — nothing much changes. A region with high Wood and high Earth is full of life; a region with low Wood and high Earth doesn't have much; but either way, the things that make it through childhood in a high Earth region tend to hang on a long time |
| 8-10 | Like parts of the south — a kettle of life! |

Metal

Metal governs dry climates, old age, withering, and decay. It helps dry things out and keep them from getting excessively damp. Metal controls the process of withering, decay, rotting, and growing old — high Metal makes the process a graceful sacrifice of unneeded qualities, like a snake shedding old skins, while low Metal means that important things are lost.

Commonly adjusted by Sorcery and Treasure stones.

Metal	Characteristics of the Region
I	Everything's damp and rotting. It's not a good place to keep secrets or treasures — when you come back for them, they'll have sunk into the earth or rotted to nothing. It's not just a region of decay — it's a region of <i>bad</i> decay
2-3	Things age poorly
4-5	Things age well
6-7	Things are dry and safe — you can come back millennia later and find preserved relics
8-10	Only things like the Weapons of the Gods have a Metal this high — that's why they're greater in their age than in their youth!



Void

Void is that sickness that strives always towards the primeval nothing. Void helps things pass away, never to return. Void drains energy, life, and soul.

Commonly adjusted by Treasure stones.

Void	Characteristics of the Region
1	The world works as it should
2-3	The world is troubled, but well
4-5	The world is thin and touched by chill
6-7	The void has injured the world somewhat
8-10	The region is tainted with Existence-Hating Radiance

Water

Water governs cold climates, death, and dormancy. Water helps snowstorms, ice, and chill winds make things cold. Things need Water to keep from overheating. Water energy is the line between death and sleep — when winter or tragedy comes, and things grow still and quiet, it is Water that determines whether this is death or simply a pause before spring. Water helps animals and plants survive great crises, such as harsh winters, droughts, and terrible wounds.

Commonly adjusted by Sorcery and Treasure stones.

Water	Characteristics of the Region
1	It's too hot! Things get heatstroke easily
2-3	Too hot! There's not enough cold yin energy
4-5	A bit cold, and there's a lot of yin
6-7	It's freezing! Hibernation is common. Fire is usually low, but if there's adequate fire — perhaps in a northern hot springs environment — creatures can actually survive reasonably well
8-10	The depths of the north. Everything is very, very cold, and there are things that sleep the ages there that should, instead, have died

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Rare Kung Fu Styles

Armor of the Gods

(A System Topic)

Destiny Cost: 20

Rare Gold Chi Style

Chang Chio knew potent Daoist secrets, and had one million Yellow Turbans – he didn't fear the Han! But faced with Heart Moves the Blade, One Man Legion, Wind Sweeping Away Clouds and Limitless Freedom, a prudent man shows respect to such mastery. In order to fulfill his Prediction of Great Peace, Chio devised a style capable of withstanding the ferocity of the Four Clans, claiming that its potency was a sure sign of Heaven's favor!

Signature: When a technique of this style is invoked, golden characters spelling out passages from the I Ching and Classic of Great Peace orbit the warrior. The enemy's attacks are resisted by these characters, which rearrange themselves into a stinging rebuke!

Type: Artful/Brutal

Default Critical Success: **Disarm** or **Down**.

I: White Clarity (5 points). Divinely inspired, the warrior's eyes shine brightly, and he sees the murderous intent in his enemies' hearts. His defenses predict their movements, and his righteousness shields him from harm!

- Add two bonus dice to your Blocks and Dodges.
- Add your Gold Chi Bonus as a modifier to your Armor.
- Duration: Rank level in Rounds.
- **Flaw: Quote the Classics.** The character must quote from the Book of Great Peace while activating this technique. If the player makes up something appropriate, this doesn't consume an action – otherwise, their character spends a Free Action proselytizing.

2: Yellow Aurora (10 points: 6 Gold + 4 Any). A glorious light envelops the warrior – surely a sign of Heaven's benevolence! He plants his feet in the earth, turning aside even the most cunning blows without moving, striking back across the battlefield with golden chi-images of his weapon. Chang Chio claimed he united Heaven and Shen Zhou in his person when using this technique – the Clans called it hubris, but who could deny its power?

- Double your Chi Aura. The extra Chi Aura dice may only be used for opposing damage rolls.
- Add a bonus die to Inspire skill rolls.
- You may ignore any **Knockback** or **Downing** effects inflicted upon you.
- You may use your Melee or Fight skill to defend against Ranged attacks with your weapon's Strike modifier and do not take the normal Strike penalty.
- You may make Melee or Fight attacks at up to Short Range.
- Duration: Rank level in Rounds.
- **Flaw: Immobile.** You may not Cover Ground while this technique is in effect.
- **Channel: 2 Jade.** Extend the duration of this technique by one Round.

3: Golden Shield (15 points: 7 Gold + 8 Any). As Wood controls Earth, so it is that this ultimate Gold Chi technique is fuelled by the principle of Kuan. With the words of the Classic of Great Peace written across the sky with his own chi, the warrior selflessly pulls the most powerful attacks to himself to save his brothers. Showing such virtue, who would not feel they held the Mandate of Heaven?

- Add two bonus dice to your Blocks and Dodges.
- Add your Gold Chi bonus as a modifier to your Armor.
- Ignore your wound penalties while this technique is in effect.
- You may use your Melee or Fight skill to defend against Ranged attacks with your weapon's Strike modifier, and do not take the normal Strike penalty for doing so.
- All Ranged and Area attacks targeting you or any of your allies within your Favored Chi in yards are considered to have you and only you as their target. Area attacks so affected become single attacks targeting you.
- Duration: Favored Chi rating in Rounds.
- **Flaw: Hubris.** You must verbally challenge the strongest visible opponent on each Round this technique is in effect.

DESTINY COST

- * **Bonus:** You receive a free *Armor of the Gods* skill level equal to the highest technique you've learned.
- * Choose one of the following:
 - 0 You receive the Advantage **Mentor 5: Ao Lan**, having learned this style from the master of the Five Heavenly Towers Clan.
 - 5 **Onerous Obligation:** you have an Onerous Obligation to Ao Lan. If you do not take this disadvantage, consult your Sage to determine Ao Lan's reasons for teaching you.
(-5) This is your first or second Disadvantage
Or:
 - 0 **Treasure:** You managed to recover the *Armor of the Gods* technique manual, and have taught yourself the style thereby. However, all of Shen Zhou is convinced you've recovered the *Classic of Great Peace*, and trouble flocks to your door!
 - 3 **Victory:** Having been reduced to *Last Legs* or worse by forces loyal to a State, you ascend into the skies and are never seen again (you must retire your character). The State in question loses the mandate of Heaven, and crumbles within the year.



Death Fist

(A System Topic)

Destiny Cost: 20

Rare Silver Chi Style

In Not A Fox Town, nobody dares to offer violence or discourtesy to a bride on her wedding day! Not only is it the height of uncivilized behavior, it risks the wrath of the Red-Day Witch! This ancient and spiteful martial artist descends from the jungle to inflict her terrifying Death Fist style on those that offend a bride – some say in an act of vengeance for her own ruined wedding day, hundreds of years earlier.

While in these times of chaos the Death Fist is rarely used against a worthy opponent, the fame of its cruelty and power have spread far and wide. Every Kung Fu style can defeat an opponent, but even Hell's Disasters can't claim to cause such suffering?

Signature: When attacking with this style, the warrior's fist or weapon leaves metallic streaks in the air. However, the style's true signature is the awful swelling of the target's body as their organs are suffused with the warrior's malicious intent, and threaten to burst!

Type: Brutal

Default Critical Success: **Terrifying** or **Downing**

1: Momentary Cessation (5 points). The kindest of the Death Fist techniques, this blow merely directs the warrior's malice directly to the lungs of the opponent, freezing them solid for a long and terrible moment!

- Add five bonus dice of damage on a successful hit.
- Apply a -10 modifier to your opponent's Armor.
- On a successful hit, your opponent loses their breath in all five colors of chi this round.
- **Channel: 2 Jade.** Use this technique again next round without cost.

2: Chains of the Grave (10 points: 6 Silver + 4 Any). Shen Zhou is a graveyard – no matter its beauty, the ten thousand battles of history have filled the earth with corpses! As the warrior strikes their opponent, those corpses unfailingly respond, and skeletal limbs burst from the earth to drag the unfortunate victim into death!

- Apply the Entangle critical effect to your opponent with a standard success.
- Your opponent suffers Chi Flow Loss in all five colors of chi while Entangled.

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- While Entangled, your opponent suffers a Major Fear Passion Weakness. They must spend their actions to scream in fear, rather than making rolls to escape the entanglement, or suffer a cumulative one point Wu Wei reduction (maximum 5 points) for each escape attempt.

3: Final Escape (15 points: 7 Silver + 8 Any). Some postulate that the Red-Day Witch sees her terrible Kung Fu as an act of mercy, catapulting the unworthy soul into the next life, where their children's sacrifices will bring them peace. It's possible there's some truth in those rumors - this powerful attack knocks the very ghost of the opponent out of the body, inspiring it to correct the wrongs of its life!

- Inflict the **Missing Body Part (Limb)** Disadvantage and an extra health level of damage on a standard success.
- Apply a -10 modifier to your opponent's Armor.
- If you hit and successfully cause damage, your opponent is afflicted with a Major Dying Weakness causing Loss of Breath until the damage inflicted by your attack is healed. Note that this is not the same as being knocked into Dying by damage, and causes no additional damage, but your opponent should act as if it were so if they want to breathe in any chi!
- If you hit and successfully cause damage, your opponent is afflicted with a Major Xia Inspiration Weakness. This requires them to use their action each round to describe their ghost righting the wrongs of their life (apologizing to allies, writing poems to wronged children etc), or suffer a cumulative one point Wu Wei reduction (maximum five points) for each action. This condition lasts until the damage inflicted by your attack is healed. Alternately, the player of the afflicted character may voluntarily declare their character to have died. If this option is chosen, their ghost's efforts to make things right will automatically succeed.

4: Ultimate Organ-Shattering Strike (20 points: 8 Silver + 12 Any). The use of this technique implies great malice on the part of the Death Fist master, for even the arts of the Hell Clan cannot cause such agony. With but a touch, the body of the victim floods with poison, they vomit up spleen and liver, and their lungs, stomach and gallbladder burst out of their torso! It is said that the poor victim cannot hope to walk more than five paces before expiring - this technique is hence also known as the "Five Pace, Five Organ Doom".

- Your opponent must subtract 2 dice from any attempt to Block or Dodge this attack.
- Inflict the *Terrifying* and *Poison* Combat Effects on a standard success
 - **Shattered Liver and Gallbladder:** While the victim remains

poisoned, they suffer a Major Wood System Weakness. They must act as if blind, or suffer a cumulative one point Might reduction (maximum 5 points) for each incidence of seeing.

- **Shattered Lungs:** While the victim remains poisoned, they suffer a Major Metal System Weakness. They must forgo their Hardiness roll to resist the poison, or suffer Loss of Breath in all five colors of chi for the round.
- **Shattered Spleen and Stomach:** upon being hit by an attack enhanced with this technique, the victim is afflicted with a Major Water System Weakness, with a Recovery 40, Duration I and an Interval of One Story. The victim must withdraw from battle and hide themselves away, refusing contact and food, or suffer a cumulative 1 point Presence reduction (maximum 1 point) per infraction.

DESTINY COST

- * **Bonus:** You receive a free *Death Fist* skill level equal to the highest technique you've learned.
- * Choose one of the following:
 - 0 **Fortune:** You receive the **Mentor 5: Red-Day Witch** Advantage, having been received into the Death Fist tradition as a man.

Or:
 - 0 **Victory:** You are received into the tradition as a woman, and gain no assistance other than Kung Fu training. At a later date, having married a master of the *Righteous Thieving Rebel* style, you heal the breach between the traditions, successfully forming your own clan.
 - 2 **Victory:** Once per game, having publicly subjected an appropriate victim to your Death Fist, you terrify a region into following a tradition of your choice. You may set a single Quality of a State sized region to whatever value you please.
 - 5 **Unwholesome:** The potential for infinite cruelty that lurks within you is obvious to the keen-eyed!

-5: If this is your first or second Disadvantage.



Death Fist

Rare Silver Style (Brutal)

I Restriction: +I Maneuver Point

Default Criticals: Terrifying, Downing

1.) Momentary Cessation (8 +I +I)

IV – Perfect Breath Loss

II – Perfect Penetration (Color Match)

IV – Powerful Blow - Staggering

* Channel

2.) Chains of the Grave (13 +I)

V – Major Chi Condition (Color Match)

VI – Perfect Chi Flow Loss

III – Entangle (Standard Success)

3.) Final Escape (18 +I)

VI – Horrific Strike

II – Quality Penetration (Color Match)

VI – Major Dying Condition

V – Major Chi Condition

4.) Ultimate Organ Shattering Strike (23 +I)

IV – Major Combat Effect: *Poison*, Standard success

V – Major Chi Condition (Color Match)

V – Major Chi Condition

V – Major Chi Condition

III – Perfect Pressure

II – Lesser Combat Effect: *Terrifying*, Standard Success

Dugu Four Ultimates

(A System Topic)

Destiny Cost: 15

Rare Crimson Chi Style

(Story)

On the snowy mountain slope, the tortoise-shell did not merely crack as the poker touched it, but shattered.

“It’s no good!” the girl sighed and slumped into the snow. “Huangti and Chi You have fallen into history, and dynasties will rise and fall many times before Dominion or the Heroes of Chaos rise! I can’t predict an opponent worthy of you – Shen Zhou has no challenge for the Lonely Sword Devil.”

“I sent my armour into the desert. I entombed my swords and fought with blades of glass! Yet none could touch me – my life was wasted, and I must die.” Dugu Sword Devil stood sombrely, accepting his failure at last.

“Perhaps if you were truly devilish, instead of just having the name? Heaven would have to send a second Huangti!”

Sword Devil contemplated the proposal, but considered it unlikely – he’d just cause Thoughtless Wen needless suffering! Wordlessly, he seized the convenient blizzard and carved his secrets into the mountainside. If nothing else, perhaps his legacy would know the defeat he craved.

(Discussion)

Of all the great warriors that have graced the Wulin, few are so tragically neglected by the mythic history of Shen Zhou as *Dugu Sword Devil* – in his time, he was unsurpassed, but it was an era in which the Wulin was anaemic. His thousandfold excellencies were wasted without a true opponent! He left no tradition behind, and few legends – if any were to decipher the secrets of his mountain tomb, the Wulin would be stunned by the emergence of his forgotten power!

Dugu Four Ultimates is a relentlessly aggressive style, seeking to smash not only the weapons of its opponents, but to “break” their fighting style. Its techniques have a pure warrior spirit – despite Dugu’s preference for swords, his Ultimates are mighty with any weapon!



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Signature: Flashy chi effects or distinctive forms are not the way of this style – the signature of *Dugu Four Ultimates* is the respect paid to its wielder by Shen Zhou itself. Trees and grass seem to bow to the warrior, the wind stills courteously, and peasants instinctively kowtow! Only the most astute of sages will recognise the style itself, but it's obvious to everyone that they stand in the presence of a master with accomplishments as high as the clouds!

Type: Artful/Brutal

Default Critical Success: **Disarm** or **Disorient**

I: Missile Breaking Stance (5 points). The excellency of even the least understanding of the Lonely Sword Devil's style is astounding. Numbers are nothing to them, they can deflect ten thousand knives as easily as they would drops of rain! Conquering distance, they sternly rebuke foes dishonourable enough to use a bow!

- You may block Ranged attacks without penalty, using your weapon's Strike. You may defend normally against attacks that would otherwise be style rolls. If you successfully defend against an Area Attack, you have deflected it for all targets, who are considered to have not been attacked.
- You may make your normal Fight or Melee attacks against targets at up to Short Range.
- You may inflict the Reply combat effect on a critical success on a block roll. You may only Reply against attackers within Short Range.
- Duration: One Round.
- **Channel: 2 White Chi.** Extend the duration of this technique by one Round.
- **Flaw: Seeking-A-Loss.** After activating this technique, you are afflicted with a Major Loss-Seeking Weakness chi condition while this technique is active. If you flow dice from the river into a block roll, you lose your breath in Crimson and White chi.
- **Flaw: Weakened Protective Air.** you must spend one die of chi aura to activate this technique.

2: Blade Breaking Stance (10 points: 6 Crimson + 4 Any). Having entombed his swords and taken to wielding Shen Zhou as his weapon, Dugu Sword Devil grew ashamed of the Wulin's obsessive dependence on weapons. In this Time of Chaos, many search for particularly famed God Weapons in vain – Dugu smashed them an age ago!

- Your attacks gain *Equipment Shattering (Divine)*.
- Double result dice for the purpose of damage.
 - Gain a Secondary Attack
 - Duration: one round.

- **Flaw: Seeking-A-Loss.** after activating this technique, you are afflicted with a Major Loss-Seeking Weakness chi condition while this technique is active. If you flow dice from the river into a block roll, you lose your breath in Crimson and White chi.

3: General Index Stance (15 points: 7 Crimson + 8 Any). When this technique is activated, Shen Zhou donates itself as the warrior's weapon – at a gesture, ten thousand swords seem to strike from the grass! If the warrior pours his teapot, the stream of tea could deflect Tiger Soul or Heaven's Crystal! This is fundamentally an equalising technique – the world donates as much power as is required, no more.

- On activating this charm, and at the start of each subsequent round, select a weapon wielded by an opponent in the same scene. Your fists and feet are considered to be Artful/Brutal weapons with Speed, Strike and Damage equal to those of the weapon you selected. They count as fists, feet and the weapon selected for the purpose of compatibility with kung fu.
- Double result dice for the purpose of damage.
- Relentless (Attack).
- Duration: Favored Chi rating in rounds.
- **Flaw: Unburdened Perfection.** You may not have a weapon on your person while using this technique. You may and must discard weapons as a free action while this technique is active.

4: Energy Breaking Stance (20 points: 8 Crimson + 12 Any). This potent strike is never executed in the same fashion twice – it is always improvised, crafted to shatter the stances of the warrior's opponents! The Lonely Sword Devil never executed this move against more than one opponent at once, but he longed for a world in which many strong fighters might attack him, and built the technique to answer such a challenge.

- Your attack is an Area Attacks centered on yourself with a radius of twice your Favored Chi rating.
- Your attack is considered a style roll. It cannot be defended against except by techniques that explicitly defend against attacks made as style rolls (also known as Unparalleled Attacks), such as Missile Breaking Stance.
- If you successfully hit and cause damage, you inflict a *Major Broken Stance Weakness* on your opponent. Choose a style of kung-fu. If your opponent uses a technique of that style, they suffer a cumulative one point Wu Wei reduction (maximum five points). This condition lasts until all damage from this attack has been healed.
- If you successfully hit and cause damage, your opponent suffers *Chi Flow Loss* in all five colours until the damage from this attack is healed.
- Inflict the *Disorienting* combat effect on a successful hit.

- Double result dice for the purpose of dispatching minions.

DESTINY COST

- * **Bonus:** You receive a free *Dugu Four Ultimates* skill level equal to the highest technique you've learned.
- 5 **Victory:** Having triumphed over the terrible challenges of the mountain, you decipher its secrets and are able to learn the *Dugu Four Ultimates* style from this large and immobile technique manual. The surviving guardians of the mountain swear to serve you – gain the **Followers 5** Advantage to represent these 15 Faction-level fighters.
- 10 **Fortune:** You contract a permanent *Major Ba Inspiration Hyperactivity*. Whenever you've gone out of your way to put yourself in a position whereby you stand a real chance of defeat, gain two points of Speed, two points of Presence, and one point of Wu Wei.
- 5 **Egotistical:** Dugu Sword Devil could say without ego that he was the greatest swordsman alive! When you say it in the Time of Chaos, it doesn't play quite as well.
- 5: If this is your first or second Disadvantage.



Righteous Thieving Rebel

(A System Topic)

Destiny Cost: 20

Rare Jade Chi Style

The number one position on the Top Ten Thieves List is permanently reserved for the Thrice-Handsome Fox Prince, tireless foe of Ying Zheng and champion of the peasants! The Fox Prince was never able to defeat the first Emperor, but his legend lives throughout Shen Zhou for his epic deeds of thievery (stealing a garden from Heaven itself!) and his invincible sword skills. Few know, however,

that the Prince's most potent style has been passed down even to the present day.

The few warriors who keep the Fox Prince's martial tradition alive show astounding ability, effortlessly seizing their foes' weapons, and protecting their allies from even the most savage assaults!

Signature: When this style is in use, the warrior appears to be a blur of motion, leaping, twisting and diving to seize weapons and deflect assaults. It is as if the real martial artist is surrounded by one hundred distorted images of himself!

Type: Artful

Default Critical Success: Embarrassing or Downing

I: Proper Property Reclaiming Form (5 points). The humane man recognises that property is an illusion – the claim of ownership is entirely illusory! The superior man demonstrates this principle for the edification of his opponents and allies alike, showing how transitory the act of wielding a weapon can be...

- Your attacks are considered style rolls. They cannot be defended against except by techniques that explicitly defend against attacks made as style rolls (also known as Unparalleled Attacks), such as Benevolent Rebellion Defense.
- Inflict the Disarm combat effect on your opponent with a successful hit.
- You may summon any unsecured weapon within Favored Chi yards to your hands with a Free Action.
- Duration: One Round.
- **Channel:** 2 *Crimson*. Extend the duration of this technique by one Round.
- **Flaw:** *Expended Fortune*. This technique costs one joss to activate.

2: Benevolent Rebellion Defense (10 points: 6 Jade + 4 Any). The Thrice-Handsome Fox Prince earned fame not for Si but Kuan – he protected the peasants and stole for the good of others! Emulating his example, the warrior braves even the most horrific of attacks in order to shield his allies, and draws strength from his own virtuous conduct.

- You may block Ranged attacks without penalty, using your weapon's Strike. You may defend normally against attacks that would otherwise be style rolls. If you successfully defend against an Area Attack, you have deflected it for all targets, who are considered to have not been attacked.
- Add your Jade Chi bonus as a modifier to Lift rolls.
- Duration: Favored Chi in rounds.



3: **Magnificent Army-Opposing Stance** (15 points: 7 Jade + 8 Any). The Fox Prince's survival against the merciless forces of Ying Zheng relied on this magnificent power – the ability to disarm even an army! With this technique, it seems that the scoundrel is everywhere, snatching any weapon not nailed down!

- Your attacks are Area Attacks centered on yourself with a radius of twice your Favored Chi rating.
- Your attacks are considered style rolls. They cannot be defended against except by techniques that explicitly defend against attacks made as style rolls (also known as Unparalleled Attacks), such as Altruistic Vagrant Stance.
- Inflict the Disarm combat effect on your opponent with a successful hit.
- You may at any time in the round, summon an unsecured weapon to you from within twice your Favored Chi rating in yards. You may ready the weapon, secure it on or near your person, or drop it at your feet, without using an action.
- Double your Chi Aura while this technique is active. Extra Chi Aura dice may only be used to oppose damage rolls.
- Duration: One Round
- Flaw: Expended Fortune. You must spend one joss to activate this technique.

DESTINY COST

- * **Bonus:** You receive a free *Righteous Thieving Rebel* skill level equal to the highest technique you've learned.
- * **Bonus:** Righteous Thieving Rebel is taught only to the greatest of thieves when they have demonstrated sufficient Kuan towards the people of Shen Zhou. Gain the **Affiliation 2: Fox Prince Lineage** and **Friends 3** (Peasants of Shen Zhou) Advantages.
- 2 **Victory:** The memory of the Fox Prince is still strong in the nations through which the Yellow River flows. Having made a reasonable attempt to escape the forces of the ruler of any such state, you may declare that your escape attempt is automatically successful due to the assistance of the common people.
- 3 **Fortune:** You obtain the *Duplicitous Fox Technique*. This allows you to roll Initiative instead of Tactics when taking the Block action in the Great Game. Once per round, you may use that Initiative roll to make the Blocked stone arrive at a location, as if you had set it in motion, and were rolling to make it arrive.
- 5 **Hunted:** Ying Zheng's Legalist tradition advises execution for any who emulate the Fox Prince; therefore all those in power will automatically *Hunt* someone known to pursue the Fox Prince's ultimate style – for there are Legalists in every court in the Land of the Gods!

-5: If this is your first or second Disadvantage.

Formless Techniques

Ghost Finger

A truly devious and foul technique, it was devised by the 'Destroyer Cleric', a ranking priest of the West Doctrine Clan that crossed into Shen Zhou many years ago. By channeling corrupt silver chi through the body, it allows the warrior to momentarily take on the aspect of a ghost, chilling the air, sliding effortlessly through their opponent's armor, and imparting the infinite yin of death to their victim!

Type: Brutal (Unarmed Only)

- Apply a -15 modifier to your opponent's Armor;
- A successful hit results in the target's Chi being Locked – unable to be spend any Chi whatsoever for three rounds, including the round the attack hits!
- If you hit and successfully cause damage, your opponent contracts a *Minor Too Much Yin Weakness*. On their initiative, if they do not spend two Free Actions on actively promoting their yang (tactically useless exercise, indulging in passions etc), they suffer a cumulative one point reduction to Speed (maximum 2 points). This weakness is ignored while they are suffering the Burning combat effect. The condition persists until the damage from this attack has been healed.
- **Flaw: Stifled Air** (Crimson Chi Breath is lost in for the round in which this technique is used)

Ghost Finger is featured on the *West Doctrine Clan Lore*, which players or Sages interested in using the technique are encouraged to create.

Ghost Finger

Formless Level 3 Silver Technique (3 points)

Corrupt technique (+4 points)

1-point Flaw (*Stifled Air*). (+1 point)

Color Match (+1 point)

Total: [3 +4 +1 +1] = 9 Maneuver Points.

Chi Cost: 2 Silver + 1 Demon

III Flawless Penetration (*Color Match*)

III Quality Venom (*Common*, Lethality I8, Potency 3-5)

III Minor Chi Condition

Lion's Roar

Brought by the Mysterious Gold Lioness from Persia, this technique was her devastating opening salvo, that both battered her opponents and let them know exactly what they were facing – truly a fearsome woman, who never let anyone forget just how formidable she truly was. Big and loud and boisterous, yet always serving the common folk, she was a hero to all until she was lost in battle in the Northern Desert. Perhaps she yet lives – and would be willing to teach this technique!

Type: Brutal (Unarmed Only)

- Your attack is an Area Attack with a radius of twice your Favored Chi rating, centered on yourself.
- Your attack is made with the Inspire skill, and may only be opposed with the Confidence skill. This attack does not use a weapon, and has no Speed, Strike or Damage modifiers.
- Inflict the Stun combat effect on a standard success.
- Add 3 bonus damage dice.
- Apply your Gold Chi bonus as a modifier to your attack roll.
- **Flaw: Immobile.** User may not Cover Ground this round.

Lion's Roar is featured on the *Secrets of the Silk Road Lore*, which players or Sages interested in using the technique are encouraged to create.

Lion's Roar

Formless Level 6 Gold Technique (10 points)

2-point Flaw (*Immobile*) (+2 points)

Color Match (+1 point)

Total: [10 +2 +1] = 13 Maneuver Points.

Cost: 6 Gold + 4 Any

III – Area Attack (*Color Match*)

III – Stun (Standard Success Combat Effect)

III – Skill Substitution

II – Str. of Chi (Attack)

II – Injuring

Toad Style

This technique was devised by a most deadly and baneful of men – a heterodox martial artist who committed the sin of betraying not just one clan but two! The nefarious Lu Gaofeng, the dreaded Hunchback of the West, was supposedly defeated by being slashed open and driven off a cliff – but his body was never found!

Type: Brutal (Unarmed Only)

- Add your Jade Chi bonus as a modifier to your next Athletics roll. This explicitly may benefit the roll to Cover Ground or jump required by the Furious Charge flaw below.
- For this attack, your unarmed weapons are considered to have Speed +0, Strike +15, Damage +15
- Whatever the martial artist strikes suffers the attack as a Breaking Things roll; if a person, then all of their equipment must be checked for breakage.
- If you hit and successfully cause damage, your opponent, the subject suffers the Existence-Hating Radiance; a standard success inflicts a Minor case of the Radiance, but a Critical Success inflicts a Major case of the Rot of the Void. See **Weapons of the Gods**, page 370.
- Add 2 bonus damage dice.
- Inflict the Knockback combat effect on a standard success.
- **Flaw: Expended Fortune** (User must spend a point of Joss to invoke this technique.)
- **Flaw: Furious Charge:** The attack portion of this technique does not function unless you have moved at least 20 yards by jumping or Covering Ground directly towards the target immediately before launching the attack.

Toad Style is featured on the *Top Ten Traitors Lore*, which players or Sages interested in using the technique are encouraged to create.

Toad Style

Formless Level 5 Jade Technique (5 points)

Corrupt technique (+4 points)

2-point Flaw (*Furious Charge*) (+2 points)

3-point Flaw (*Expended Fortune*) (+3 points)

Color Match (+1 point)

Total: [5 +4 +5 +1] = 15 Maneuver Points.

Brutal Only

Cost: 4 Jade + 1 Demon Chi

VII – Obliteration

III – Living Weapon (*Color Match*)

II – Powerful Blow (Battering)

II – Knockback (Standard Success)

I – Strength of Chi (Athletics)

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Advent of the Beast

*Offered here is a Mini-Campaign Seed, usable in any Weapons of the Gods game
– an actual invasion, complete with a rampaging barbarian warlord!*

From the Journal of Snow Wolf, Former Yin Blizzard Wolf of Xia:

"The omen has come, brother!"

I exclaimed, racing in to find Yao Bei at his usual place by the tower window, looking out over the bandit city of the Noble City of Honesty – the fires dancing in the public squares, the usual drunken brawls, the singing – the bandit city in repose louder than any ordinary city in celebration.

He looked at me, and even though we have now been sworn brothers for ten years, he still frightens me a little. Perhaps it was the color of his eyes – red as an ape's. Or, more likely, it was his size – while I have heard that the Lords of the Hell Clan are massive men, somehow I cannot believe they are larger than my brother, who is nine feet tall and powerfully built.

"And what is this omen, Wolf?"

His voice was like that of great rocks tumbling over one another, deep but curiously softer than one might expect for a man his size.

"The Bei Clan Stronghold has been destroyed; the volcanic crater in which they made their home has filled with water, all sunk below the surface!"

"And the clan itself. Do any survive?"

"My spies report that the family was in residence as everything went into the water; they are most likely dead."

He smiled grimly as he turned to me.

"Call our forces. Organize for forced marching – I want to cross the Great Wall in less than fourteen days' time. Press everyone in this city into our army, leaving nothing behind that's useful; set fire to it as we leave. Northern Yang is no more, and I will crush the scorpion Yue Guan beneath my heel as we make for Tai-shan... for both Tiger Soul and Shen Zhou will be mine."



The Northern Beast Army

Power 6

Solidarity 12 Membership 20

Resources 5

General: Yao Bei, a Second Rank Warrior armed with a Heaven-Earth Sun & Moon Saber.

Former Stronghold: Noble City of Honesty, Capitol City of the Bandit Country of Northern Yang, now destroyed.

Description: The Northern Beast Army has been assembled from the bandit remnants of the North-Sea Sword Clan and assimilated virtually all the Obsidian Warrior Gangs that were extant. The resulting army is welded together by the power and charisma of the Beast from the North himself, who inspires loyalty in his men and terror in his enemies. Having found the old weapons caches from the North-Sea Sword Clan (destroyed by Zheng Bei years ago), the army is well-armed and has spent an entire year training, waiting for the omen that the army's predictionists have stated would presage the best time to invade the Land of the Gods.

Agenda: To push through the Country of Yang, topple Yue Guan and use his precious city and country as a staging area to strike through to Tai-shan, claim Tiger Soul and then the Throne of Jin, thereby conquering the Land of the Gods!

Yao Bei

Age: Unknown

Height: 9"

Weight: 500 lbs.

Origin: Barbarian General and Warlord from the Distant Northern Mountains

Hooks: Calm & Relentless

Passion: Obsession – Conquer and Rule Shen Zhou

Rank/Archetype: Second Rank Warrior



神兵奇

Background: Yao Bei's origins are not known - he certainly comes from the frozen north, and speaks fluent Han with a distinct harsh basso profundo voice. He is a virtuoso warrior and a profound general - while egotistical, he is not foolishly arrogant, and pushes his warriors every bit as hard as he does himself. He is no social darwinist, though - he values loyalty above all else, but is unfailingly wary and cautious, and does not permit infighting between his followers - only excellence in achievement means anything to Yao Bei; he distrusts social climbers and attempts to lie to him will not end well. He means to rule the Land of the Gods, and will let no one stop him. He claims to be related to Chi You himself, and that Tiger Soul will know him as its master, and seeks above all else that weapon to ensure his claim on Shen Zhou.

Kung-Fu: Lightfoot 4 (Any: Surefoot¹, Run Like a Deer², Headlong Flying Leap³, High as the Clouds⁴), Cloud Mastery 2 (Phantom of the Clouds ¹, Moon Covered by Clouds ²), Drunken Monkey 2 (Monkey Capering ¹, Monkey Roll ²), Flawless Archery 1 (Zhou's Powerful Bow ¹), Heaven-Earth Sun Moon Saber 4 (Moon Shimmer Blade ¹, Sun Ray Sword ², Heaven & Earth Thunder ³, Sun-Moon Edge Strike ⁴), Yin Ice Sword 4 (Frost Blade ¹, Rimed Edge ², Icy Wind Cuts Through ³, Cold Sky Weapon ⁴)

Weapon: Heaven-Earth Sun & Moon Saber (Artful Weapon, described in action on page 145 of WotG, MRB), Stats: **+10 Speed, +5 Strike, +10 Damage.** Notes: 1, 3, 8. Cost: Wealth 2 (Requires Both Hands and Special Training to use, can inflict a Disarming Combat Effect on a Critical Success.) Description: The Heaven-Earth Sun & Moon Saber is a great double-ended saber with crescent scythes mounted on the handle; though a sword, it requires special training to use to its full potential. Like many kung fu weapons, it has an entire kung fu style devoted to its use - described in full detail on page 158 of the WotG Companion. Also wields a Bow (see page 80 of WotG, MRB).

Note: Both Yao Bei and Snow Wolf appear on p. 54 of the *Weapons of the Gods Companion*.

Snow Wolf

Age: Mid-30s

Height: 6"

Weight: 180 lbs.

Origin: Former Yin Blizzard Wolf

Hooks: Clever & Deferential

Passion: Obsession – Serve Yao Bei

Rank/Archetype: Third Rank Warrior-Courtier

Kung-Fu: Lightfoot 3 (Any: Surefoot¹, Run Like a Deer², Headlong Flying Leap³), Yin Ice Sword 4: (Frost Blade ¹, Rimed Edge ², Icy Wind Cuts Through ³, Cold Sky Weapon ⁴), Heart-Breaking Blade 3 (Killing Spree ¹, Lightning Killing Spree ², Killing Frenzy Spree ³), Cloud Mastery 2 (Phantom of the Clouds ¹, Moon Covered by Clouds ²), Walking in Shadows 2: (Awash in Shadows ¹, Silent Glide ²)

Secret Arts: Snow Wolf is a competent courtier, with Secret Arts that focus on raising and manipulating passions; he is particularly gifted at working on large numbers, and in Great Game terms, can create a *Passion Stone* (see pg. 122).

Chi: **Jade 4, Crimson 5, Gold 4, White 4, Silver 6**
Destiny 145



Chi: **Jade 6, Crimson 4, Gold 6, White 3, Silver 7,**
Demon 4 - Destiny 195

Might 6: Athletics (Jumping) 4**, Fight (Palms) 4**, Hardiness (Regain Chi) 4**, Lift (Armor) 2**

Speed 4: Initiative 4, Dodge 4, Melee (Swords) 5**

Presence 6: Confidence 5, Grace 1, Inspire (Loyalty) 4**, Persuade 2

Genius 3: Learning 2, Crafting 4, Politics 3, Tactics (Large Unit) 5**

Wu Wei 7: Awareness 3, Ranged (Bow) 4**, Senses 2

Advantages: Chi Enhancement (Minor Silver Chi; regains 2 Silver Chi each round), Followers 5, Lore: Destiny Entangled with Tiger Soul, Predictionism (Basic Prediction Skills), Robust, Secret Arts of Genius (Advice Skills, Good Advice Skills, Legendary Genius), Weapon Training.

Disadvantages: Egotistical, Hell Condition: Monster-Attracting Aura.

Chi Aura/River 4, Joss – 4 Xia /5 Corrupt,
Heavy Armor (-15 to Damage Rolls), Health: 26

The Invasion Plan



- 21: Brown Place
22: Thrashing Minister City
01: Jiankiang

Campaigns

The Invasion of Yang



The Poison City Insurrection



The Conquest of Jin



Great Game Statistics

Yao Bei's Northern Beast Army a Level 6 State Power Prestige: 20

Agenda: "Conquer and Rule Shen Zhou!"

- **Northwest Yang Region:** "Control Brown Place."
- **Capitol of Yang Region:** "Control Thrashing Minister City."
- **Capitol of Yang Region:** "Once the city's taken, depose the Unrighteous King."
- **Tai Mountain Region:** "Control Tai Mountain to find Tiger Soul as prophesied"
- **Jiangkang of Jin Region:** "Control the City to take the Empire!"
- **Elephant Board:** "Treat the Ordinary Folk with respect – no looting, no rape, no slaughter."

Skills - 5 dice of Tactics, 4 dice of Crafting, 3 dice of Politics, and 1 die of Grace.

Plan - "Rapid Organized Force Overcomes All Obstacles"
This plan provides the *Brutal* and *Seizing the Initiative* battle techniques.

Goal – If the Northern Beast Army takes Brown Place (destroying the local county government), it gives Yao Bei access to the *Harry* battle technique.

Goal – If Yao Bei kills or deposes Yue Guan, then he can recruit the stones left over when Guan suffers Prestige Death.

Generic Resources – Will 12, Force 20, Influence 5, Order 2, Chaos 3.

- Highly-Trained Units (2 x 5 point Army Stones, 5 points of Army stones)
- Mercenaries (5 points of Force stones)
- Money (5 points of Influence stones)
- Charismatic Leader (4-point Will stone)
- Persuasive Local Agents (4 x 2-point Will stones)
- Order (2 x 1-point Order stones)
- Chaos (3 point Chaos stone)

Special Resources – Yao Bei, a 3 pt. Commander Stone and Snow Wolf, a 2 pt. Commander stone.

Legend

POPULATION CENTERS

- 01: Brown Place
- 02: Xiangfen
- 03: Bird Progress
- 04: Thrashing Minister City
- 05: Heaven's Hand

REGIONS

- Northeast Yang Region
- Capitol of Yang Region
- Tai Mountain Region
- (Not Shown: The Jiangkang of Jin Region)

ROUTE

- Emperor's Road

EPIC LOCATION

- Lor's Forbidden Territory



Sage's Notes on the Invasion

The Invasion will take place in three stages or campaigns as indicated on the facing page; in other words, the Agenda Stones will be placed and achieved in order as they're presented, with the Elephant Board stone present there from the beginning. Yao Bei is an avid practitioner of what would be called in the west the blitzkrieg – he moves in *fast* (as in fast rounds) to attack brutally while the opponent is still reacting to his arrival. Note that Rounds on the State Scale take six hours apiece for fast rounds, while slow rounds last an entire month.

Special Features of each Campaign

The Invasion of Yang: Yao Bei pauses after Brown Place is taken so Snow Wolf can Develop a **Passion Stone** – “Overthrow our Unrighteous King!” – once the people of the region have seen how the Northern Beast Army treats the ordinary people – without looting, slaughtering or pillaging – such a stone will be very useful indeed.

The Poison City Insurrection: Once Thrashing Minister City is taken, but before attacking the King in his Palace, Yao Bei will pause and Develop a **Concept Stone** - “Our Focus on overthrowing Unrighteous Kings grants us the support of the People!”. This will combine with the earlier Passion Stone to make the overthrow of Yue Guan that much easier. While this Concept Stone is unhurt, Yao Bei gains +5 on Developing Force Stones (recruiting from the locals!) and use of the **Elusive** battle technique (locals assist the invaders against their unrighteous king <whether Yue Guan or Shi Hu!>)

The Conquest of Jin: Once Yue Guan is dethroned or killed and his stones have been assimilated, Yao Bei will then move to control the Tai Mountain Region, so he can add another **Goal Stone** – “I am fated to find and defeat the current holder of Tiger Soul at Tai Mountain!” and complete a **Challenge**; if successful, he will hold the Tiger Soul and then move to take on the Unrighteous Emperor, Shi Hu, in his capital city of Jiangkang. How this will turn out, only you know!

Recruitable Stones are available in two locations; the City of **Bird Progress** could yield assistance from the Dong Clan (who will be willing to deal with Yao Bei based on leaving their trade routes and caravans intact) or from **Lor's Forbidden Territory**. The Hell Clan has a neutral stance to both parties in the invasion; as long as Yao Bei doesn't attack the Territory (which he won't; it doesn't serve his purpose), then they'll stay out of it. However, they'll be only too happy to lend aid to Yue Guan... if they're very richly paid.

Yue Guan

Age: Mid-40s

Height: 5'5"

Weight: 165 lbs.

Origin: Barbarian Chieftain turned King

Hooks: Bombastic & Calculating

Passion: Obsession – Eventually rule Shen Zhou!

Rank/Archetype: Second Rank Courtier



Background: Yue Guan was a fish out of water even with his own people. The son of a barbarian clan chief, he should have been a tall, burly, and boisterous man. Instead he is diminutive and calculating. He was an unlikely man to seize control over five tribes of passionate Hsiang-Nu barbarians and lead them against Shen Zhou - yet such was his caliber that none could oppose him. In appearance, Yue Guan is a scholarly-looking man of barbarian extraction, who is rather vain about his black hair and braids. He usually dresses in black and green robes with a royal headdress for more formal occasions. His demeanor is typical of one afflicted with “short-man-syndrome” — he bowls people over with his commanding personality and forceful air to make up for his physical stature. While he avoids physical contests: Yue Guan’s weapons are his mind, mouth, and his enemies’ own passions... but for all of that, still has some martial arts at his command.

Kung-Fu: Lightfoot 3 (Any: Surefoot1, Run Like a Deer2, Headlong Flying Leap3), Cloud Mastery 2 (Phantom of the Clouds 1, Moon Covered by Clouds 2), Flawless Archery 4 (Zhou's Powerful Bow 1, Han's Swift Arrows 2, Qin's Unstoppable Bolts 3, Yi's Flawless Fusillade 4), Dragon Saber 1 (Flash of Steel 1), Perfect Aim 2 (Eagle Eye 1, Palpable Hit 2).

Secret Arts: Basic Secret Arts (Introduction to Medical Conditions, Health and Sickness, Changing Chi Conditions), Extraordinary Courtier Techniques (Lassitude, Joy and Love Technique, Anger-Inspiring Technique, Instant Inspiration Technique, Exploitation of Sorrows Technique, Fear-Inspiring Technique), Secret Arts Of Intrigue (Passions, Inspirations, Controlling Passions, Yin-Yang Passion Technique, Elemental Passion Progression, Paired Passion Creation, Inflamm/Soothe Passions, Stealthy Work), Secret Arts of Understanding: Story of the Self.

Weapons: Bow [Quality] (Speed +10, Strike +15, Damage +5), Poisoned Sword (Speed +10, Strike +5, Damage +0) and Poisoned Dagger (Speed +15, Strike +0, Damage +0). [Poison: Rare Vegetable Toxin, Lethality of Hard (30) with a Potency of 8.]

Hsu Lang Xin

Age: Mid-20s

Height: 5'5"

Weight: 120 lbs.

Origin: Mao Shan Assassin

Hooks: Cunning & Wild

Passion: Obsession – Guard Yue Guan's Life!

Rank/Archetype: Third Rank Warrior

Kung-Fu: Lightfoot 3 (Any: Surefoot1, Run Like a Deer2, Headlong Flying Leap3), Bloody Claws 4 (Bloody Talons 1, Strength of Blood 2, Flickering Flame Claws 3, Weapon-Smashing Talon Strike 4), Perfect Aim 2 (Eagle Eye 1, Palpable Hit 2), Walking in Shadows 3 (Awash in Shadows 1, Silent Glide 2, Breaking the Mirror 3), Wisdom of the Seven Gates 2 (Pain-Negating Method 1, Disturb the Jade Leaves 2), Purple Shield (1st Form: Crimson Vision [5 Silver]).

Weapons: Flickering Flame Claws (Speed +10, Strike +10, Damage +5), Black Blood Pins (+10 Speed, +5 Strike, +0 Damage [Poison: Uncommon (20) Lethality, Potency 3.]

Chi: Jade 4, Crimson 6, Gold 3, White 4, Silver 5

Destiny 140

Chi: Jade 2, Crimson 3, Gold 5, White 4, Silver 7

Destiny 170

Might 2: Athletics 2, Fight 2, Hardiness 1

Speed 3: Initiative 5, Dodge (Swords) 3, Finesse 3, Melee 3, Ride 2.

Presence 5: Confidence 5, Grace (Court) 4*, Inspire (Fear) 4*, Persuade (Point of View) 4*

Genius 4: Learning 3, Crafting (Social Order) 3, Politics (Yang) 5*, Tactics 3.

Wu Wei 7: Awareness 3, Investigation 3, Ranged (Bow) 5**, Stealth 2.

Advantages: Affiliation (Yang) 4, Inventive, Information Broker 4, Possession (Quality Bow), Status (King of Yang) 5, Wealth (Affluent) 4.

Disadvantage: Egotistical.

Chi Aura/River 4, Joss – 2 Xia /7 Corrupt, Light Armor (-5 to Damage Rolls), Health: 21

Jin Shi Hu

Age: Late 40s

Height: 6'5"

Weight: 900 lbs.

Origin: Barbarian-Born Emperor

Hooks: Grandiose & Cruel

Passion: Obsession – Rule the Entire Land of the Gods!

Rank/Archetype: First Rank Courtier-Warrior

Background: The Unrighteous Emperor Hu's history is a lesson of pain and death... for others. His Han mother died birthing him, and his father died early, placing him in an uncle's care – the legendary general Shi Liu Shi, ruler of the Country of Zhao. Upon his uncle's death in 319 CE, Shi Hu usurped the throne - but not being content with the throne of Zhao, he swept down through the Country of Yang with his armies, striking hard and fast into Jiankang and dethroning the Emperor of Jin, Jin Ming Di and imprisoning his heir, Jin Cheng Di.

Establishing himself Emperor, he promptly set about spoiling himself with huge feasts, ornate palaces and vast harems.. but it's only just a ruse, for now he plays the Great Game against the entire Land of the Gods. In appearance, Jin Shi Hu is a mountain of a man - vastly fat yet muscular at the same time, he stands 7 feet tall but almost five feet wide, bulking hugely at almost a thousand pounds! He must use Lightfoot to even walk! (Note to Sages: Feel free to customize Hu further to fit your campaign... even give him another god-weapon; he is an emperor, after all, with the treasure troves to justify such a thing. It's hardly out of line with the comics and stories, either!)

Kung-Fu: - Lightfoot 2 (Any: Surefoot 1, Run Like a Deer 2), Forge-Hammer Fist 4 (Jade: Iron Arm Silver Fist 1, Bronze-Barred Iron Hands 2, Shock & Thunder Strike 3, Ten Iron Fists 4), Mental Summons 4 (Gold: Veins of Anger 1, Veins of Rage 2, Veins of Fury 3, Veins of Frenzy 4), All-Consuming Everything Style 2 (Corrupt Jade: Form 1: Peak of Heaven; Form 2: Maw of Earth)

Secret Arts: Secret Arts of Intrigue (Passions, Inspirations, Controlling Inspirations, Yin-Yang, Elemental Progression, Paired Inspiration Creation, Inflammation/Soothe Inspirations, Stealthy Work, Quick Work), Extraordinary Courtier Techniques (Lassitude, Joy and Love, Anger-Inspiring, Exploitation of Sorrows, Fear-Inspiring, Distracting Suggestion), Secret Arts of Understanding (Story of the Self).

Weapon of the Devils: The Shattered Earth

Four of the Weapons of the Devils appear to be glowing jewels – The Shattered Earth (see page 366 of the MRB) appears to be a yellow-green glowing jewel with prism-like projections. When assimilated into its wielder's body, it grants the following powers:

- 1.) The Bearer's Hands and Feet are treated as **Class II Divine God-Weapons** (+15 Spd, +15 Strike, +15 Dmg.)
- 2.) The Bearer is Immune to **Disorient** and **Stun**.
- 3.) The Bearer has a **Major Hyperactive Jade Chi Condition** as long as he has the Shattered Earth, granting him +3 Jade Chi Regeneration (Regains 4 Jade Chi per round).
- 4.) When the Bearer wills it, his flesh transmutes to shining bronze, granting **Perfect Heavy Armor** [damage modifier (-20 Armor) but no Impairment penalties].

All-Consuming Everything Style

Corrupt Jade Artful/Brutal Style - Criticals: Disorient or Stun.

Form 1: Peak of Heaven (4 Jade Chi + 1 Demon) **Gold Channel**

- Doubles Chi Aura – add'l dice can reduce damage only.
- All result dice are doubled for damage purposes.
- The martial artist is immune to all Entangling Attacks.
- **Flaw:** Lose breath in Crimson for a round.

Form 2: Maw of Earth (6 Jade Chi + 2 Demon + 2 Any) **Gold Channel**

- Lifetaker: Damage inflicted heals wielder's Health.
 - Soul drain: See page 149 of *WotG Companion* for details.
- Shi Hu has Five Chi Vessels with 20 Chi apiece. He shrinks in size as they are drained. His Kitchen Fire (see page 158 of *WotG*) can refill it when he's near it.

Chi: **Jade 10**, **Crimson 3**, **Gold 6**, **White 5**, **Silver 3**

Destiny 235

Might 10: Athletics 2, Fight (Open Hand) 5**, Hardiness (Regain Chi) 4*, Lift 2

Speed 3: Initiative 3, Dodge 1, Finesse 2, Melee 4

Presence 6: Confidence (Regal Surety) 4**, Grace (Court) 5*, Inspire (Fear) 5*, Persuade (Clever Debate) 5*

Genius 5: Learning 3, Crafting (Social Order) 4*, Politics (Shen Zhou) 4*, Tactics (Large-Scale) 4*.

Wu Wei 3: Awareness 3

Advantages: Affiliation (Jin Empire) 5, Archetype Gift (Warrior), Inventive, Information Broker 5, Status (Emperor of Jin) 5, Wealth (Rich) 5.

Disadvantages: Hell Condition: Radiant Chi (Crimson), Horribly Polite, Unwholesome.

Chi Aura/River 5, Joss – 3 Xia /7 Corrupt, Light Armor (-5 to Damage Rolls), Health: 27

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