

“The first bowl sleekly moistened throat and lips,
 The second banished all my loneliness
 The third expelled the dullness from my mind,
 Sharpening inspiration gained
 from all the books I’ve read.
 The fourth brought forth light perspiration,
 Dispersing a lifetime’s troubles through my pores.
 The fifth bowl cleansed ev’ry atom of my being.
 The sixth has made me kin to the Immortals.
 This seventh...
 I can take no more.”

— Lu Tung, Chinese poet



Sanguine Productions Limited in association with The Laughing Bondsman presents

JADECLAW

ANTHROPOMORPHIC FANTASY ROLE-PLAYING

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No animals, anthropomorphic or otherwise, were harmed in the making of this game.

This book is a work of fantasy and fiction; any similarity to actual persons, places, or events is
 coincidental.

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Dedication

I would like to dedicate this book to Mrs. Julia Wu Chang and Captain T. K. Chang, who believed in me
 and for having such a wonderful daughter, my best friend and my wife, Dr. Ya-Liang Chang.





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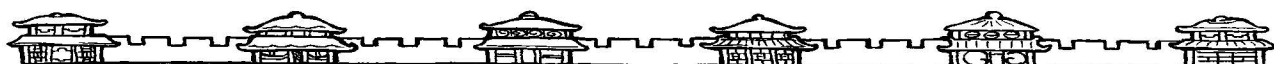
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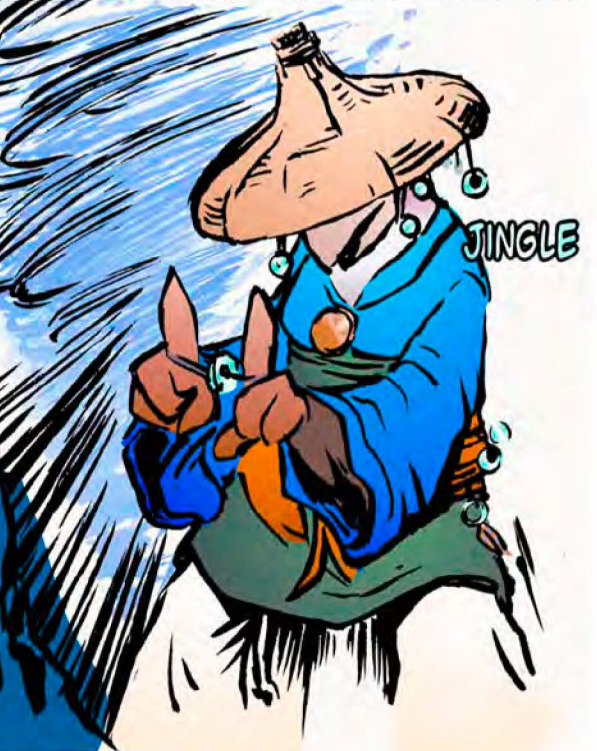
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FOLLOWING THE TRAIL OF ER LIANG, THE WU SHANG HEROES ARE AMBUSHED BY THE DEMON'S MINIONS. TRAPPED, THEY PREPARE TO DO BATTLE...

DEMON! YOUR REIGN OF TERROR IS OVER! NO LONGER WILL THE INNOCENT SUFFER!



“Zigong was always criticizing other people. The Master said, ‘It is fortunate that he is so perfect himself as to have time to spare for this. I myself have none.’”

— Ancient Zhonggese proverb

INTRODUCTION

Welcome to *Jadeclaw: Anthropomorphic Fantasy Role-Play*. You are about to take a journey into a fantastic world of magnificent palaces, decaying ruins, ancient temples, forsaken wastelands, virtuous knights, vicious bandits, divine beings, and evil monsters. Many years ago, the Beings of Heaven descended from their domain in the sky to teach the Beings of Earth the disciplines of virtue, of honor, and of wisdom. Today, the Jade Emperor of Zhongguo rules over his subjects, empowered by the Mandate of Heaven. But as the stars turn in the sky, soon the Mandate will pass from the Blue Dragons to the White Tigers, and there are many who see this change as an opportunity to further their own goals. Some pursue ambitions of grand political careers. Others seek to reap rewards from the coming confusion and inevitable discord. And somewhere in the shadows beyond even the eyes of Heaven, there are those with darkness in their hearts who scheme a grand design of malice, destruction, and death

What you need to play this game

The *Jadeclaw* game requires one person to take the role of *Game Host* and one or more others to be *Players*. To play this game, you will also need:

✎ *Pencil and paper*. (You can also make copies of the *Jadeclaw* Character Sheet, on the last page of this book, or you can download and print more copies from our website.)

✎ *Polyhedral dice*. You will need a set of four-sided, six-sided, eight-sided, ten-sided, and twelve-sided dice — at least one for each player.



If this is your first role-playing game...

Many of the terms used in this game will be new to you. It may overwhelm you at first, so here's a quick overview.

A role-playing game is one where the *Players* assume the roles of *Characters* within the game. In *Jadeclaw*, you can pretend to be a martial-artist, a warrior, a scholar, a bandit, or any number of the personalities found in the mythical land of Zhongguo. Your Character will have a *Race* that determines their natural abilities such as how well they climb, how well they dig, and how well they swim. Your Character will also have a *Career* that allows them to perform tasks important to daily living. You customize your Character further with *Gifts* that set you apart from others, with *Flaws* that define your personality quirks or other failings, and with *Skills* to round out the rest of your abilities.

One person will be the *Game Host*, sometimes just called Host. Their role is like a director in a movie or a play — they preside over the Players and say what goes and what doesn't. Both the Players and the Game Host use the rules in this book to have a common understanding of the abilities of the fantastic beings that live in the world of *Jadeclaw*.

The basic sequence of the game is that the Game Host describes what's going on — the game's *plot*. The Players then, in the role of their Characters, tell the Game Host how they respond. The Game Host decides how this changes things, or they may roll dice as part of a *Test*. Then the Game Host tells the Players how the plot has advanced, and once again the Players react. A typical game session is between one and six hours long — basically until the Players and Host decide it's time to close the current chapter. The game itself will be played over many sessions — called a *campaign* — during which the Player-Characters will grow in ability, power, and influence.

Quick Start

To start play immediately, designate one among you to be the Game Host. That person (and that person *only*) should read the chapter "Adventure: The Silent Village and the Infernal Device" (p. 318), as well as "How to Host a Game" (p. 297). When you're ready, have all the Players sit around a table, and the Game Host will describe what's going on. It's that simple!

If you have played role-playing games before...

Jadeclaw is designed to be both accessible to new players and to veterans of one or more games. In most cases, *Jadeclaw's* rules use terms you've probably seen before, such as "Hit Points," "Parry, Block, and Dodge," "Movement," "Combat Round," etc. Here's where the game differs from most others you've probably played:

- Dice in *Jadeclaw* are almost never added together. There are two kinds of rolls: a *Simple Roll* (where you only care about the highest-showing die) and a *Damage Roll* (where you will compare each Damage Die to an opposing Soak Die.) You will want to read the "Rolling Dice" chapter (p. 93) with a careful eye to understand the core mechanics of *Jadeclaw*.

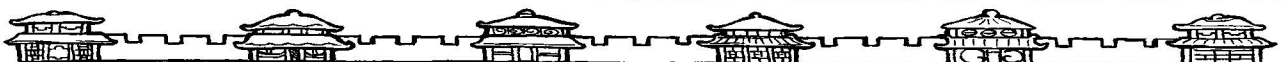
- *Jadeclaw* does not have "character classes." Instead, characters have Skills (which represent specific abilities) and Traits (which represent a broad range, typically four times as much as a Skill, and hence are four times as expensive to improve). Skills and Traits often combine to allow you to roll more dice together — again, they will not be added together.

How to Read a Role-Playing Game for the First Time

Instead of plowing into the book one page at a time, we recommend the following:

- Skim through the book page by page, reading only the **bold** section titles.
 - Then, read through the book carefully, paying attention to the chapters that catch your interest. (If you are to be the Game Host, you'll probably want to be familiar with the whole book.)
- Finally, we recommend you once again read through the *Combat* chapter carefully — this is where most of the action happens.

Sample file



SAMPLE CHARACTERS

For those of you eager to jump right into the game, here are some examples of the Characters you could play in the world of *Jadeclaw*. You can also use these Characters as templates when you build your own, using the Character Creation rules that begin on page 18.



Bi Meihui

Raised from an early age to be a Sword-Dancer, Meihui has known nothing but the high life of the imperial court. Her training had only just started when her former lord insulted a magistrate and was exiled to the far wastes, his house dissolved, and his staff turned out to the streets to fend for themselves. Having lived a very sheltered life, Meihui finds most country customs bewildering. Fortunately, her dancing skills are also formidable combat abilities, and if she is forced to turn to a life of violence to get by, she is not too proud to do what she must.

Bi Meihui relies on her upper-class accent, manners, and training in social situations. Among lessers, she will either try to bluff them into thinking she is high-class, or she will be silent. Her naïveté tends to manifest as unflinching optimism in the “better nature” of people, and she almost always assumes everyone is as Honorable as she is. In combat, Meihui prefers to fight defensively, relying on her amazing Parry ability and helping her more battle-worthy comrades move into position.

Body d6, Speed d10, Mind d6, Will d8

Habitat: Forest

Senses: Listen, Smell

Weapons: Claws, Teeth

Race: Red Fox d8

Career: Sword Dancer d12

		Skills (with Favored Use)	
	d12		Acrobatics
		d10	Acting (when Sword-Dancing)
		d8	Breath-Holding (when Sword-Dancing)
d8			Climbing
	d12	d10	Dancing (Sword-Dancing)
	d12	d4	Dodge (when Sword-Dancing)
		d6	Etiquette (Sword-Dancer's)
		d4	Observation (spotting courtly intrigue)
		d6	Resolve (when Sword-Dancing)
d8			Sixth Sense
	d12	d4	Sword (with my Favorite Sword)
d8			Tracking

Gifts: *Personal:* Improved Trait x1 (d4 to d6; 4 points)

Racial: Claws (1 point); Keen Ears (1 point);
Teeth (1 point)

Social: Belongings: Sword (1 point)

Esoteric: Martial Arts — Sword-Dancing (1 point); Eight-Breezes of the World (1 point); Respectfully Decline with Thousand Apologies (1 point)

Flaws: *Internal:* Honorable (-4 points); Naïve (-1 point);
Obsequious (-2 points); Single-Minded (-2 points)

Initiative: d10, d6 (Preferred Maneuver: Eight-Breezes)

Defenses: Dodge d12, d10, d4
Parry — Sword d12, d10, d4

Resolve d8, d6

Move: Dash 10 paces, Stride 2 ½ paces

Armor: Light Leather Armor (d6 & Soak d6)

Weapons: Quarter-Stone Sword, “Water Under the Bridge”
(To-Hit d12, d10, d4; Damage d12, d6)

Special “Respectfully Decline”: When opponent attempts an

Abilities: Exploit, may choose to be sent Reeling instead





Bitter Storm

Born in winter, raised in the unforgiving wastes, Bitter Storm always thought to herself that there must be a better way. Among her people, the strong take from the weak, and who could be weaker but the soft, spoiled folk of the so-called “civilized” lands of Zhongguo? With her inexhaustible attitude, Storm has descended from the frozen mountain-tops to see what all the fuss is about among the low-landers.

Bitter Storm will choose the weapon to match the circumstances. Against opponents with long weapons, she will use her Flying Fork. Against foes with short weapons, she will use her sword, hoping they get close enough so she can use her Counter-Attack Exploit. Against a single foe, Bitter Storm will maneuver for a good position, then either leap over her opponent (performing “Death from Above”) or strike her foe’s backside (as a “Back Stab”).

Body d8, Speed d10, Mind d4, Will d8

Habitat: Forest
Senses: Listen
Weapons: Claws, Teeth

Race: Lynx d12

Career: Scout d6

		Skills (with Favored Use)	
d12			Acrobatics
	d6		Cartography
d12			Climbing
	d6		Hiking
		d10	Jumping (with Death from Above)
		d4	Language: Zhonggese (cursing)
	d6		Navigation
	d6		Observation
		d12	Resolve (when out-numbered)
		d8	Spear (with my Favorite Fork)
		d4	Spear Throwing (when Aiming)
d12			Stealth
		d12	Sword (with my Favorite Sword)
d12			Tracking

Gifts: Racial: Claws (1 point); Night Vision (1 point); Teeth (1 point)

Social: Belongings: Sword (1 point)

Esoteric: Martial Arts — Back Stab (1 point); Counter-Attack with Natural Weapon (1 point); Death from Above (1 point); Defensive Stance (1 point); Fork Disarm (1 point); Quick-Draw (1 point); Second Parry (1 point)

Flaws: External: Barbarian (-3 points)

Internal: Envious (-3 points); Proud (-3 points); Stubborn (-1 point)

Initiative: d10, d4 (Preferred Maneuver: Death from Above)

Defenses: Dodge d10

Parry — Sword d12, d10 (x2); Spear d10, d8 (x2)

Resolve: d12, d8

Move: Dash 10 paces, Stride 2 ½ paces

Armor: Reinforced Leather Armor (d8, d4 & Soak d8)

Weapons: Quarter-Stone Sword, “Blue Rage” (To-Hit d12, d10; Damage d12, d8); Quarter-Stone Spear, “Icicle” (To-Hit d12, d8; Damage d8, 2d4)

Special Abilities: Counter-Attack with Claws & Teeth Exploit: on Overwhelming Defense Rolls, cause d8, d6 Damage to attackers (instead of sending them Reeling)
Quick-Draw: Light, Favorite Weapons can be Readied without Awkwardness

Sample file





Hridayaja the Little Mountain

Traveling back and forth along the trade routes, Hridayaja has easily found employment as a bodyguard, guarding the caravans that make the dangerous trips back and forth from Yindü to Zhongguo. Because of his incredible strength, size, and booming laugh, Hridayaja earned the nickname of “Little Mountain” from one of his former employers. His bi-lingual skills (as Yindüstani is his native language) have proven useful on more than one excursion into unknown land.

Hridayaja prefers to avoid combat when he can — not because he is a coward, but because he is aware that any fracas carries the risk for injury to people on his side. If forced to fight, he prefers to end the battle quickly, by closing and then Striking Hard.

Body d12, Speed d8, Mind d6, Will d8

Habitat: Plains
Senses: Smell; Spot
Weapons: Tusks

Race: Elephant d4

Career: Bodyguard d10

		Skills (with Favored Use)	
		d4	Geography (trade routes)
d4			Herbalism
d4			Hiking
		d4	Language: Zhonggese (discussing food)
	d10	d4	Observation (when protecting someone)
	d10		Psychology
d4			Resolve
		d12	Resolve (when protecting someone)
	d10		Shield
	d10	d8	Sixth Sense (when protecting someone)
		d12	Sword (with my Favorite Sword)

Gifts: Racial: Robustness +3 (7 points); Strength +3 (7 points); Trunk (1 point); Tusks (1 point)

Social: Belongings: Sword (1 point)

Flaws: External: Barbarian (-3 points); Corpulent -2 (-2 points); Poor Sight (-3 points)

Internal: Gluttonous (-1 point); Greedy (-3 points); Superstitious (-1 point)

Initiative: d8, d6 (Preferred Maneuver: Strike Hard)

Defenses: Dodge d8

Parry — Sword d12, d8

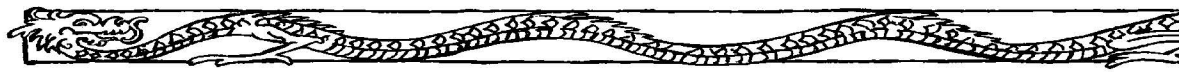
Resolve d12, d8

Move: Dash 8 paces, Stride 2 paces

Armor: Heavy Leather Armor (d8 & Soak d12, d8)

Weapons: ¾-Stone Sword, “Laakh Shakti” (To-Hit d12, d8; Damage 2d12, 2d8)





Lazy Dragon

Born into the Kingdom of Heaven, Lazy Dragon might have had hundreds of years of bureaucratic service ahead of him if he wasn't so lax in his duties. Although he was assigned the duty of controlling the weather of a remote corner of Zhongguo, Lazy Dragon fell asleep on the job once too often, and his superior cast him out of Heaven with a bolt of divine rage. With his "body fire" removed, Lazy Dragon can no longer fly to ascend to the Kingdom of Heaven and is forced to live on earth unless he can find some way to atone for his negligence.

Lazy Dragon fidgets constantly and assumes that everyone of the Houses of Earth are belligerent and cruel. He hates to be alone and will ally himself with people who scare him the least. While he can command powerful magic, Lazy Dragon is better at supporting others than he is at fighting directly; in battle, he will hang back and use his spells to aid other, braver compatriots.

Body d6, Speed d4, Mind d8, Will d10

Habitat: Mountains
Senses: Spot
Weapons: Claws; Horns; Teeth

Race: Dragon d8

Career: Shén Qíng d12

Skills (with Favored Use)	
d8	Augury
d8	Contortionist
	d4 Dodge (vs. Magic)
	d12 Literacy
	d12 d8 Lore: Magic (of the Heaven Nature)
	d12 Meditation
d8	Swimming
d8	Weather Sense

Gifts: Personal: Luck (3 points)
Racial: Barbels (1 point); Claws (1 point); Horns (1 point); Teeth (1 point)
Social: Belongings: *Book of the Vanishing Heavenly Stem* (1 point)

Flaws: External: Scofflaw (-3 points)
Internal: Gregarious (-1 point); Skittish (-3 points); Slothful (-3 points)

Initiative: d8, d4 (Preferred Maneuver: Cast)

Defenses: Dodge 2d4

Resolve d10

Move: Dash 4 paces, Stride 1 pace

Armor: Heavy Leather Armor (d8 & Soak d6)

Weapons: Claws (To-Hit d8, d4; Damage 2d6)

Magic Points: 22

Spell Lists: Being of Generative Purity; Being of Vital Purity

Spell-Casting Curing Cloud of Moxibustion 3 (Adept)

Skills: Generative Restoration 2 (Adept)
Great Chain of Gathering 4 (Adept)
Lightning Strike 2 (Adept)
Moonlight 3 (Adept)
Vivacity 4 (Adept)





Magnificent Weasel

Some are born to greatness, others rise to the occasion ... and a very few are great and just keep getting better. No one is more aware of their own greatness than Magnificent Weasel. Fists can't touch him, swords can't cut him, as he moves far too quickly for anyone to get near him. Someday, he will be the greatest Empty-Hand Warrior in the world! Or so he keeps telling everyone...

Magnificent Weasel earns a living by selling his skills to those who can pay his outrageous prices. He specializes in jumping into a fray, screaming loudly as he dishes out powerful open-palm strikes. He prefers to use his Exploit of Mistaken Strike to trick his foe into striking one another and into making them look foolish. Of course, you would have to be a fool to think you could stand against the might of Magnificent Weasel....

Body d8, Speed d10, Mind d4, Will d4

Habitat: Plains

Senses: Smell

Race: Weasel d8

Weapons: Claws; Teeth

Career: Mercenary d6

Extra Trait: Ti Empty-Hand d12

Skills (with Favored Use)

	d6	d12	d12	Brawling (with Ti Method)
d8				Contortionist
d8		d12	d12, d4	Dodge (when out-numbered)
			d4	First Aid (on Weasels)
	d6			Haggling
		d12		Lore: Ti Method
			d8	Observation (when on the Plains)
	d6		d12	Resolve (when there's a crowd to impress)
	d6			Shield
			d10	Sixth Sense (when on the Plains)
				Stealth
				Tracking

Gifts: Personal: Extra Trait d4 (3 points); Prodigy: Dodge (6 points)

Racial: Claws (1 point); Teeth (1 point)

Esoteric: Martial Arts — Mistaken Strike (1 point)

Flaws: Internal: Garrulous (-1 point); Overconfident (-3 points); Proud (-3 points); Showoff (-2 points); Stubborn (-1 point)

Initiative: d10, d4 (Preferred Maneuver: Strike First)

Defenses: Dodge 2d12, d10, d8, d4

Parry — Brawling 2d12, d10, d6

Resolve: d12, d6, d4

Move: Dash 10 paces, Stride 2 ½ paces

Armor: Heavy Leather Armor (d8 & Soak d8)

Weapons: Ti Empty-Hand (To Hit 2d12, d10, d6; Damage d12, d8 — target includes Dodge with Soak)

Special Abilities: Mistaken Strike Exploit: on Overwhelming Defense Rolls, use Dodge Score as To-Hit to redirect attacker's strike

Sample file





Mei Feng

Affecting an air of quiet mystery, Mei Feng's ultimate motives are known only to her, and she does not reveal them to anyone. Many find her spooky and hard to read. The unlucky few that offend her delicate sensibilities find themselves on the end of her strange and spiteful pranks. Mei Feng prefers to travel in groups, using her wiles to advance her own goals while getting others to do the dirty work.

In combat, Mei Feng prefers magic to physical aggression. As a Teacher of Supernatural Laws, she has access to a large variety of capable spells, both offensive and defensive, and she will not hesitate to use them.

Body d4, Speed d6, Mind d8, Will d12

Habitat: Plains

Senses: Spot

Weapons: Hooves, Horns

Race: Qiling d4

Career: Fah Shih d10

		Extra Trait: Rebellion d8	
		Skills (with Favored Use)	
d4			Augury
		d8	Camouflage
		d8	Disguise
d4			Hiking
		d8	Holdout
d4			Jumping
	d10		Literacy
	d10		Lore: Magic
	d10		Meditation
		d4	Spear (with my Favorite Spear)
		d8	Shadowing
		d8	Sleight-of-Hand
		d8	Stealth
d4			Weather Sense

Gifts: *Personal:* Extra Trait d4 (3 points)
Racial: Barbels (1 point); Extra Move +3 (3 points);
 Hooves (1 point); Horn (1 point)
Social: Belongings: *Book of Changes* (1 point)

Flaws: *External:* Eerie (-2 points)
Internal: Curious (-3 points); Superstitious (-1 point);
 Taciturn (-1 point); Wrathful (-3 points)

Initiative: d8, d6 (Preferred Maneuver: Cast)

Defenses: Dodge d6

Resolve d12

Move: Dash 9 paces, Stride 2 ¼ paces

Armor: Heavy Leather Armor (d8 & Soak d4)

Weapons: Quarter-Stone White Wax Wood Spear, "Swaying Bough"
 (To Hit d6, d4; Damage 3d4)

Magic Points: 22

Spell Lists: Apprentice Teacher of Supernatural Laws;
 Journeyman Teacher of Supernatural Laws

Spell-Casting Break the Golden Chain to Release the Dragon 1 (Adept)

Skills: Fah Shih's Fragile Aura of Lies 3 (Adept)
 Fah Shih's Fragile Aura of Protection 3 (Adept)
 Frugality 1 (Adept)
 Gentle Permeation 3 (Adept)
 Sandals for the Long Tread 2 (Adept)
 Silencing 4 (Adept)
 The Tenacity of the Worker 2 (Adept)

Special

Abilities: Barbels: can Scry Magic, rolling d8, d4 vs. 2d10

Sample file





Number 21 Mouth

As she tells it, Number 21 Mouth got her name because when she was born, her father lamented that he had yet another little one to feed. Born into poverty, she learned to fight her brothers and sisters to get what was hers. After a particularly hard year, Number 21 Mouth felt she could no longer stay on the farm and be a burden to her family, so she ran away from home to become an adventuress.

Specializing in kicks, Number 21 Mouth hopes to become a master of the Secret Kicks of Kong Dinh-Son. She is constantly looking for teachers in this Secret Martial Art. In combat, she uses her speed to attack first and to attack often, either trying to take out heavily-armored foes early or avoiding them altogether.

Body d8, Speed d12, Mind d6, Will d8

Habitat: Mountains

Senses: Listen

Race: Rabbit d10

Weapons: Claws

Career: Farmer d4

	d4	Skills (with Favored Use)
		Animal Handling
		d12, d8 Brawling (with Kick Attacks)
d10		Digging
		d12 Dodge (when out-numbered)
		d8 First Aid (on Rabbits)
d10		Herbalism
	d4	Hiking
d10		Jumping
		d4 Literacy (books on farming)
		d12 Resolve (when out-numbered)
d10		d6 Stealth
	d4	Trade: Farming
	d4	Weather Sense

Gifts: *Personal:* Prodigy: Brawling (8 points); Sure-Footed (1 point)

Racial: Claws (1 point); Keen Ears (1 point)

Esoteric: Martial Arts — Attack Twice (1 point), Kong Dinh-Son's Able Kick (1 point), Kong Dinh-Son's Forceful Kick (1 point)

Flaws: *External:* Poverty (-4 points)

Internal: Heroic (-3 points); Soft-Hearted (-3 points)

Initiative: d12, d6 (Preferred Maneuver: Attack Twice)

Defenses: Dodge 2d12

Parry — Brawling 2d12, d4

Resolve d12, d8

Move: Dash 12 paces, Stride 3 paces

Armor: Cotton Armor (d4 & Soak d8)

Weapons: Forceful Kick (To Hit 2d12, d4; Damage 2d8)

Special

Abilities: Attack Twice (To Hit d12, d4; Damage 2d8)





Pei the Learned

When most people think of a wizard, they think of someone of advanced years, cultured accent, stylish robes, and radiant with power. Pei the Learned revels in her stereotype, constantly seeking out the mysteries that have become forgotten since the banishment of the Four Evils. While she says that she prefers intellectual pursuits over dire combat, she does not shy away from the challenge of battle.

When expecting trouble, Pei will call forth two or more Attendant Fireballs, supplementing their strength with an Aura of Fire. She will use the concealed dart in her fan in an emergency. Pei the Learned is always eager to talk to people — she will prefer to spare people's lives in return for secret knowledge rather than to engage in wanton slaughter.

Body d6, Speed d8, Mind d10, Will d8

Habitat: Mountains

Senses: Spot

Weapons: Beak; Claws

Race: Chicken d4

Career: **Đào Shih** d12

Skills (with Favored Use)	
d4	Camouflage
	d4 Dodge (vs. Magic)
	d6 First Aid (vs. injuries caused by Magic)
d4	Herbalism
	d12, d4 Iron Fan (with my Favorite Iron Fan)
d4	Jumping
	d12 Literacy
	d12 Lore: Magic
	d12 Meditation
	d4 Resolve (vs. Magic)
d4	Tracking

Gifts: Personal: Prodigy — Iron Fan (6 points)

Racial: Beak (1 point); Claws (1 point)

Social: Belongings — *Book of the Way*, Iron Fan (2 points)

Esoteric: Martial Arts — Dart Fan Attack (1 point); Twice-Fold Rain of Fire (1 point)

Flaws: Racial: Frail (-2 points); Ill-Favored (-2 points)

Internal: Curious (-3 points); Overconfident (-3 points)

Initiative: d10, d8 (Preferred Maneuver: Twice-Fold Rain of Fire)

Defenses: Dodge d8, d4

Parry — Iron Fan d12, d8, d4

Resolve d8, d4

Move: Dash 8 paces, Stride 2 paces

Armor: Light Leather Armor (d6 & Soak d6)

Weapons: Iron Fan "Summer Breeze" (To Hit d12, d8, d4; Damage d6, d4)

Magic Points: 20

Spell Lists: Ghost Way of Earth, Ghost Way of Fire, Ghost Way of Metal, Ghost Way of Water, Ghost Way of Wood, People's Way of Fire

Spell-Casting Abandonment 4 (Adept)

Skills: Attendant Fireball 2 (Adept)

Create Fire 1 (Adept)

Đào Shih's Fragile Aura of Fire 2 (Adept)

Detect Fire 1 (Adept)

Fire Controls Earth 1 (Adept)

Misfortune of Fire 3 (Adept)

Special Abilities: Dart Fan Attack (To Hit d12, d8, d4; Damage 3d6, target includes Observation & Sixth Sense with Soak)

Sample file





Slow Zi

Many a miscreant has bristled at the mention of Slow Zi's name. Most thieves seek to out-run the law, always staying one step ahead. Unfortunately, Slow Zi is notorious for not giving up. Methodical and plodding, Zi searches out clues and convinces other scofflaws to sell out their comrades. Inevitably, when he finds his target, he barges into their hideout, batters them into submission, and drags them off to collect his reward.

What Slow Zi lacks in agility and swiftness, he compensates for with a resilience that is almost supernatural. He almost never retreats in combat, relying on his Relentless Defense to shrug off attacks that would down lesser combatants.

Body d12, Speed d4, Mind d8, Will d8

Habitat: Plains

Senses: Smell

Weapons: Teeth

Race: Tortoise d6

Career: Bounty Hunter d4

Extra Trait: Toughness d10

Skills (with Favored Use)

d6			Breath-Holding
		d4	Bribery (getting folks to rat out their fellows)
d6			Camouflage
		d4	First Aid (vs. injuries I made myself)
		d4	Literacy (with Black-Tortoise book)
	d4	d12	Mace (with my Favorite Mace)
d6		d10	Resolve (when hunting a quarry)
	d4		Shadowing
		d6	Shield (with my Favorite Shield)
	d4	d4	Streetwise (hunting a quarry)
			Swimming
	d4		Tracking

Gifts: Personal: Extra Trait d4 (3 points)

Racial: Armor d6 (7 points); Teeth (1 point)

Social: Belongings — Star Scale Armor, book of Black Tortoise School (2 points); Reputation: as great Bounty Hunter (Uncommon, Strong; 2 points)

Esoteric: Martial Arts — Relentlessness (3 points)

Flaws: Racial: Lame (-3 points)

Internal: Gregarious (-1 point); Overconfident (-3 points); Proud (-3 points); Showoff (-2 points); Stubborn (-1 point)

Initiative: d10, d4 (Preferred Maneuver: Strike Sure)

Defenses: Block d6, d4 (& Shield d10)

Dodge d4 (& Shield d10)

Parry — Mace d12, 2d4 (& Shield d10)

Relentless d10, d8 (& Shield d10)

Resolve 2d10, d8, d6

Move: Dash 2 paces, Stride 1 pace

Armor: Star Scale Armor (2d10 & Soak d12)

Weapons: Half-Stone Iron Rod "Inevitable Justice" (To Hit d12, 2d4; Damage d12, d10, d4)

Shield: Regular Shield (extra d10 for Defense)

Special

Abilities: Toughness: use d12, d10 vs. Death Tests





Steel Monkey

Steel Monkey never wanted to be a warrior. He always thought he could become a peaceful monk, living a life of quiet contemplation into the nature of life and the universe. However, at an early age, he discovered many things that annoyed him, and his quick temper would never let him sit idly by while the strong sought to oppress the weak. Steel Monkey has resigned himself to what he feels is his duty — to protect those who cannot protect themselves. His wanderings have led him all over the countryside, but he constantly seeks out enlightened masters, so that he may find a way to put an end to his fierce temper.

In combat, Steel Monkey seeks out the strongest opponents and tries to take them out first. Against armored opponents, he prefers the Brass Monkey Smash; against wizards and the like, he prefers a Nerve Strike.

Body d8, Speed d12, Mind d10, Will d6

Habitat: Forest

Senses: Spot

Weapons: None

Race: Monkey d8

Career: Nomad d4

Skills (with Favored Use)

d8		Acrobatics
d8		Climbing
d8		Contortionist
	d4	d4 First Aid (on Monkeys)
	d4	Hiking
		d4 Iron Fan (with my Favorite Iron Fan)
		d4 Literacy (reading religious texts)
		d12 Mace (with my Favorite Mace)
		d4 Observation (in the Mountains)
		d10 Qi-Sao (for personal reflection)
		d12 Resolve (when angry)
	d4	Sixth Sense
	d4	Survival
d8		d4 Wrestling (Grappling)

Gifts: Personal: Ambidexterity (2 points); Multidexterity (1 point); Strength +1 (2 points)

Racial: Prehensile Feet (1 point); Prehensile Tail (1 point)

Social: Belongings - Shield Fan (1 point)

Esoteric: Martial Arts — Brass Monkey Smash (1 point); Entwine (1 point); Nerve Strike (1 point)

Flaws: Internal: Heroic (-3 points); Overconfident (-3 points); Pacifism: Cannot take a life (-1 point); Wrathful (-3 points)

Initiative: d12, d10 (Preferred Maneuver: Strike Awkward)

Defenses: Dodge d12 (& Shield Fan d6)

Parry — Mace 2d12 (& Shield Fan d6)

Resolve d12, d6

Move: Dash 12 paces, Stride 3 paces

Armor: Disc Armor (d8, d4 & Soak d8)

Weapons: Full-Stone Brass Monkey Mace "Thousand-fold Anger" (To Hit 2d12; Damage 2d10, d8, d4)

Special Abilities: Brass Monkey Smash (causes Slaying Damage, target includes Acrobatics, Dodge, and Jumping with Soak)
Nerve Strike Special — target suffers Paralysis on failed Resolve Test

Sample file

