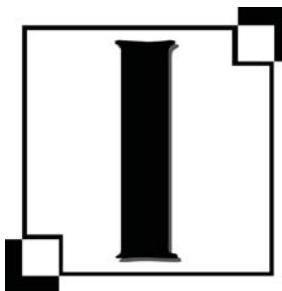


SECTS of the MARTIAL WORLD I



THE SILKEN ROBE SOCIETY

MARTIAL SECTS OF OGRE GATE: THE SILKEN ROBE SOCIETY



Introduction

Sects are an important feature of wuxia and a key to any successful Wandering Heroes of Ogre Gate campaign. This is the first of the Sects of the Martial World series, featuring new sects you can drop into your Wandering Heroes of Ogre Gate campaign. Their locations are left deliberately vague so you can place them wherever you need. Each book will be a small PDF that gives you a sect, stats for its leadership and members, new Kung Fu Techniques and a few additional extras.

Because we want these books to be short, entries aim for brevity. Therefore we tried to be much more concise in the sect and NPC descriptions.

The Silken Robe Society takes its inspiration from the works of Chor Yuen and Gu Long. We wanted a glamorous sect with unorthodox and over-the-top personalities.

Note that techniques described in this book are effectively secret, belonging to the sect and not something characters would take at character creation unless they were members.

We hope you enjoy.

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THE SILKEN ROBE SOCIETY

Leadership: Master Yu Xin “Two-Timing Cockerel”, Miss Yu Bijun, The Four Intoxicating Brothers

Allied Sects: None

Enemy Sects: None

Numbers: Leaders (6), Yu's 13 Wives (13), Junior Disciples (34), Senior Disciples (8), Servants (45)

Location: Songbird Manor

The Silken Robe Society is led by Master Yu Xin, who is called Two-Timing Cockerel by his friends or Spear-Twirling Pervert by his enemies. They are known for their splendid attire, good looks and amorous ways. The sect is also known for its songbirds and their martial nicknames reflect the leadership's affinity for such creatures.

Master Yu Xin is rumored to be the most handsome man in the martial world and highly protective of his status. He counts everything by two (thus his nickname). Two things infuriate him most: those who are cruel to women and men whose beauty exceed his own. In life he has two aims: to marry as many pretty women as he can and to rid the world of anyone who challenges his status as the supremely handsome martial hero.

HISTORY AND ORGANIZATION

The Sect was established one-hundred years ago by Master Yu Xin's great grandmother: Yu Lin. She was beautiful and, against convention, had many husbands. She died young by suicide, commanding the sect to elect a leader from her descendants who matched her in beauty, love-making and Kung Fu. All future leaders were to follow her example and kill themselves before age 46.

Master Yu Xin is the current sect leader. The remainder of the sect is made up of his extended family (all members of the Yu Clan). Anyone who joins must become a Yu.

Presently Miss Yu Bijun is regarded as second chief, while the Four Intoxicating Brothers are considered 3rd, 4th, 5th and 6th chiefs of the sect.

HEADQUARTERS

Songbird Manor is a spectacular villa filled with gardens, 24 halls and protected by an outer grove of trapped trees. The manor is filled by day with the music of songbirds and at night with the sound of predatory owls. This is actually part of its security. The birds report what they see to the sect through their songs. To determine if intruders are detected by the birds, the Game-master should roll 3d10 against their Stealth Rating. On a success the birds sense the intruders and report to the sect master.

The sect also has many messenger pigeons as well. These are mostly trained to return to the sect headquarters. Some of their messenger pigeons are trained to return to outposts or key locations scattered throughout the land. This makes communication within the sect fast over great distances.

There is a legend circulating that one of the bronze mirrors in Master Yu Xin's halls became a spirited mirror, with its own personality and powers due to reflecting his beauty on a daily basis. While he does not believe these legends, his mirrors are now highly coveted and many have been stolen by thieves.

BELIEFS

The sect is not rooted in any particular belief system, more an allegiance to their clan and sect history. However they dislike Dehuan orthodoxy and have their own moral code. They don't regard chastity as a virtue and believe in enjoying life provided it doesn't bring harm to others. The sect also holds fine clothing and appearances in high regard.

REPUTATION

The Silken Robe Society is known for its elaborate silk robes and emphasis on fashion. Disciples always dress impressively and work hard to pair their weapon with their outfit. However, due to their amorous ways and unconventional marriage practices (especially when women lead the sect), they are shunned by many in the martial world. Shameful is perhaps the most frequent word used by other sects to describe members of the Silken Robe Society. Their lightness Kung Fu is highly respected however and many covet their spear techniques.

TECHNIQUES

The sect's techniques are based mainly on sword and spear with some lightness Kung Fu. Their style is considered "bird-like". Their counters are unusual but effective. Disciples frequently own multiple swords and spears in order to pair them well with their dazzling outfits.

Key Techniques: Blade Biting Reply (Counter), Dip of the Drunken Snake (Bijun, Counter), Deflecting Canopy (Counter), Drunken Dodge (Bijun, Counter), Endless Arc of the Spear, Flight of the Hawk, Flying Swan Kick, Grace of the Spear (Xin), Horizontal Sidestep (Counter), Swirl of the Three Beaked Swallow (Bijun), Swoop of the Owl, Leap of the Spear (Xin), Stance of the Drunken Cat (Bijun), Storming Daggers (Xin and Yu's 13 Wives)





MEMBERS OF THE SECT

This section includes stats and descriptions of the sect members.

LEADERSHIP

YU XIN (TWO-TIMING COCKEREL, SPEAR-TWIRLING PERVERT)

Leader of the Silken Robe Society, Yu Xin adores attractive women and has thirteen wives. His friends call him Two-Timing Cockerel, while his enemies call him Spear-Twirling Pervert. He treats each one of his wives well and hates men who are cruel to women. He enjoys his good looks and despises any man more handsome or beautiful than himself (he thinks that he is both handsome and beautiful). Anyone who challenges his supremacy as the most glamorous martial hero, he kills. His primary aim is to earn the love of as many beautiful women as possible and to marry them.

Yu Xin is now 44 and the time is approaching for him to select a successor and commit suicide. He wants his daughter to follow him as sect leader but is concerned her personality may not be suited to the task. For death, he wishes to die fighting and is looking for worthy opponents to help him meet his demise in a beautiful last stand. He hopes to paint the land with blood.

Yu dresses how he wishes but almost always wears silver colored robes with gold and white trim. The robes are woven from threads of pure jade. This is the Jade Robe Manual, which contains his techniques and protects him from weapons such as arrows and needles. In conversation he counts everything by two (i.e. "My two favorite things are....", "The two best things in this world are...").

Defenses: Hardiness 6, Evade 7 or 8 against projectiles, Parry 8 or 9 against Projectiles, Stealth 6, Wits 8, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 3d10, Meditation: 2d10, Endurance: 3d10, Athletics 2d10, Detect: 2d10, Empathy: 3d10, Persuade: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 2d10, Survival (Cities): 3d10, Talent (Painting): 3d10, Talent (Bird Handling): 3d10, Creatures (Animals): 3d10

Qi: 6

Max Wounds: 13

Weapon: Qiang (5d10 Damage), Ox Tail Dao (5d10 Damage)

Equipment: The Jade Robe Manual



Yu Xin

Combat Technique: Heavy Melee-Reach

Expertise: Heavy Melee-Qiang, Medium Melee-Ox Tail Dao, Creatures-Birds

Flaw: Hedonist

Reputation: Loyal-Shameful

Key Techniques (Waijia 2, Qinggong 2): Fierce Strike, Flight of the Hawk, Fluttering Kicks, Flying Swan Kick, Endless Arc of the Spear, Grace of the Spear, Leap of the Spear, Spear Swipe, Storming Daggers, Swoop of the Owl, Flight of the Hawk, Blade Biting Reply (Counter), Horizontal Sidestep (Counter), Graceful Retreat (Counter), Deflecting Canopy (Counter)

MISS YU BIJUN (AIMLESS SPARROW)

Miss Yu Bijun is Master Yu Xin's daughter and just as beautiful and legendary a lover as her father. She isn't yet married but doesn't intend to have multiple spouses like her father or grandparents. Bijun is highly skilled with the Ox Tail Dao and Swirl of the Three Beaked Swallow technique. She hates men who lie and despises weak men even more. She likes to drink and enjoys making love. Her sword, Ancient Swallow, has a hidden dagger in the pommel and can release needles with the click of a switch (see Ancient Swallow in CHAPTER FOUR).

Defenses: Hardiness 5, Evade 7, Parry 8, Stealth 7, Wits 7, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 3d10 (Ox Tail Dao), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Meditation: 1d10, Endurance: 3d10, Athletics 2d10, Detect: 1d10, Empathy: 2d10, Persuade: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10, Survival (Cities): 1d10, Talent (Bird Handling): 2d10, Creatures (Animals): 3d10

Qi: 4

Max Wounds: 9

Weapon: Ancient Swallow (Ox Tail Dao, 3d10 Damage, -1d10 Accuracy), Dagger (1d10 Damage), Needles (special)

Combat Technique: Medium Melee-Momentum, General-Drunken Fighter

Expertise: Medium Melee-Ox Tail Dao, Creatures (Birds)

Flaw: Hedonist

Reputation: Brave-Shameful

Key Techniques (Waijia 2, Qinggong 2): Swirl of the Three Blades, Stance of the Drunken Cat, Swoop of the Owl, Storming Daggers, Flight of the Hawk, Blade Biting Reply (Counter), Dip of the Drunken Snake (Counter), Drunken Dodge (Counter)

THE FOUR INTOXICATING BROTHERS

The younger Siblings of Yu Xin, The Four Intoxicating Brothers are handsome lotharios who possess much of Xin's charm and appeal but don't possess his radiant charisma. They are content to live in his shadow and enjoy life without attracting more attention to themselves than is necessary (as they don't want to attract Xin's jealousy). However they all secretly yearn to be as adored as their brother. One of them, Bantering Peacock, has insidious aims to take over the sect.

The Four Intoxicating Brothers are: Earnest Heron, Silent Eagle, Spearing Hawk and Bantering Peacock. Their names describe their personalities. Earnest Heron is the most serious and senior of the brothers. Silent Eagle is shy but



Yu Bijun



charms and beguiles with his eyes and song. Spearing Hawk is the most aggressive and violent. Bantering Peacock loves to socialize and tell jokes.

EARNEST HERON (THIRD CHIEF)

The eldest of the four brothers, Earnest Heron is task-focused and doesn't reveal his emotions easily. His true nature is flexible; he can bend with the wind. He has a much darker streak than his other brothers, being fascinated with pain. Earnest Heron enjoys inflicting suffering on those he does not know.

Defenses: Hardiness 5, Evade 7, Parry 6, Stealth 7, Wits 6, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 4d10 (Jian), Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Meditation: 1d10, Endurance: 2d10, Athletics 2d10, Detect: 1d10, Empathy: 1d10, Persuade: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 2d10, Survival (Cities): 2d10, Talent (Bird Handling): 1d10, Creatures (Animals): 2d10

Qi: 3

Max Wounds: 7

Weapon: Jian (2d10 Damage)

Combat Technique: Medium Melee-Momentum

Expertise: Medium Melee-Jian

Flaw: Secretly Evil

Reputation: Cautious-Cunning

Key Techniques (Waijia 1, Qinggong 3): Fierce Strike, Swoop of the Owl, Flight of the Hawk, Blade Biting Reply (Counter), Graceful Retreat (Counter), Horizontal Sidestep (Counter)

SILENT EAGLE (FOURTH CHIEF)

Silent Eagle is the most loyal of the brothers, though few know this. He is so quiet that he's never earned the full trust of Yu Xin. Ironically, because they've failed to turn him against the sect, his enemies know him to be trustworthy while his friends often regard him with caution. He has begun to suspect Bantering Peacock.

While he rarely speaks, Silent Eagle loves to sing and has a beautiful voice.

Defenses: Hardiness 5, Evade 6, Parry 5, Stealth 8, Wits 6, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 3d10 (Ox Tail Dao), Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 3d10, Meditation: 1d10, Endurance: 2d10, Athletics 2d10, Detect: 1d10, Empathy: 1d10, Persuade: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 2d10, Survival (Cities): 3d10, Talent (Singing): 3d10, Talent (Bird Handling): 1d10, Creatures (Animals): 2d10

Qi: 3

Max Wounds: 7

Weapon: Ox Tail Dao (5d10 Damage, -1d10 Accuracy)

Combat Technique: Medium Melee-Counter

Expertise: Medium Melee-Ox Tail Dao, Talent-Perform

Reputation: Untrustworthy-Trustworthy

Key Techniques (Waijia 2, Qinggong 2): Fierce Strike, Swoop of the Owl, Flight of the Hawk, Blade Biting Reply (Counter), Graceful Retreat (Counter), Deflecting Canopy (Counter)

SPEARING HAWK (FIFTH CHIEF)

Spearing Hawk is the simplest of the brothers and not very smart. He has Yu Xin's skill with birds and is particularly interested in Hawks (thus his nickname). He also is highly protective of Miss Yu Bijun. He is strong and good-looking.

Defenses: Hardiness 5, Evade 6, Parry 6, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 3d10, Meditation: 1d10, Endurance: 2d10, Athletics 3d10, Detect: 0d10, Empathy: 0d10, Persuade: 1d10, Command: 2d10, Read Script

(Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10, Talent (Bird Handling): 3d10, Creatures (Animals): *2d10 or 3d10 for Hawk

Qi: 3

Max Wounds: 7

Weapon: Qiang (5d10 Damage)

Combat Technique: Heavy Melee-Reach

Expertise: Medium Melee-Qiang, Creatures-Hawks

Flaws: Unintelligent (-1d10 to all knowledge skills)

Reputation: Brave-Reckless

Key Techniques (Waijia 1, Qinggong 3): Fierce Strike, Swoop of the Owl, Flight of the Hawk, Blade Biting Reply (Counter), Graceful Retreat (Counter), Horizontal Sidestep (Counter)

THE TWOS OF YU XIN

Yu Xin has a habit of grouping everything into twos in conversation and he likes to impress people with lists of the most 'X' in the world. He will also use these lists of two for to show off his wit. This is a brief of his favorite list of twos. These are just examples, Gamemasters should feel free to elaborate:

The two most beautiful women in the world: his mother and daughter

The two most important things in the world: to love and to be loved

The two most abhorrent things in the world: men who are cruel toward women and being number two

The two most evil men in this world: Bronze Master of Golden Dragon Sect and the Glorious Emperor

The two heroes capable of matching his skill: Lady Plum Blossom of Purple Cavern Sect and The Ferocious Flower of the Tree-Dwelling Nun Sect

The two biggest wastes of talent: Reckless Storm an aimless wanderer and Master Emerald of Golden Dragon Sect

The two finest foods in the world: Longevity Duck at the Silk Tavern and his mother's lamb hot pot

The two worst ways to die: To be killed by a mediocre opponent and to die by the hand of a family member

The two greatest in all of history: Himself and Lady Pei Min of the Raksha Clan

The two best flowers in the world: Water Zhe Valley Chrysanthemum and Viper Zhe Valley Chrysanthemum

*The Unintelligent Flaw is factored in already.

BANTERING PEACOCK

Bantering Peacock believes he should lead the sect when his brother dies. However, due to the rule that sect leaders must commit suicide before age 46, he'd like that day to be sooner rather than later and is plotting to kill Yu Xin. He knows his Kung Fu is not as good as his older brother's so he is carefully working out a perfect plan.

Defenses: Hardiness 5, Evade 6, Parry 5, Stealth 6, Wits 8, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 3d10 or 4d10 (Jian), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Meditation: 1d10, Endurance: 2d10, Athletics 3d10, Detect: 2d10, Reason: 2d10, Empathy: 1d10, Persuade: 3d10, Deception: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10, Talent (Bird Handling): 1d10, Creatures (Animals): 2d10

Qi: 3

Max Wounds: 7

Weapon: Jian (3d10 Damage)

Combat Technique: Medium Melee-Momentum

Expertise: Medium Melee-Jian



Bantering Peacock



Key Techniques (Waijia 1, Qinggong 3): Fierce Strike, Fluttering Kicks, Swoop of the Owl, Flight of the Hawk, Blade Biting Reply (Counter), Graceful Retreat (Counter), Horizontal Sidestep (Counter)



Yu's Wives

DISCIPLES

These are the stats for the various disciples of The Silken Robe Society.

YU'S 13 WIVES

Each of Yu's wives are beautiful and loyal. He treats them well and only marries women whose heart he's truly earned. They are fierce and deadly fighters, learning the Storming Daggers technique from Yu Xin himself.

Defenses: Hardiness 5, Evade 6, Parry 4, Stealth 7, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Meditation: 1d10, Endurance: 2d10, Athletics 2d10, Detect: 2d10, Empathy: 2d10, Persuade: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Trade (Any 1): 2d10, Survival (Wilderness): 0d10, Talent (Any 1): 2d10, Talent (Bird Handling): 2d10, Creatures (Animals): 1d10

Qi: 2

Max Wounds: 5

Weapon: Daggers (1d10 Damage) x8

Combat Technique: Medium Melee-Momentum
Expertise: Medium Melee-Dagger

Key Techniques (Waijia 3, Qinggong 1): Storming Daggers, Blade Biting Reply (Counter)

JUNIOR DISCIPLES (34)

Junior Disciples of the Silken Robe Society must show complete obedience to Yu Xin and keep their robes clean at all times. They wear black robes with golden trim.

Defenses: Hardiness 5, Evade 4, Parry 5, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 0d10 or 1d10 (Jian), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 0d10, Meditation: 1d10, Endurance: 2d10, Athletics 1d10, Detect: 2d10, Empathy: 1d10, Persuade: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 1d10, Talent (Bird Handling): 1d10, Creatures (Animals): 1d10

Qi: 1

Max Wounds: 3

Weapon: Jian (1d10 Damage)

Combat Technique: Medium Melee-Momentum

Expertise: Medium Melee-Jian

Key Techniques (Waijia 2, Qinggong 2): Fierce Strike

SENIOR DISCIPLES (8)

Senior Disciples of the Silken Robe Society are all paragons of beauty and charm. They must keep their clothing neat and clean. They dress in white robes with silver trim.

Defenses: Hardiness 5, Evade 4, Parry 5, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10 or 2d10 (Jian), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10, Meditation: 1d10, Endurance: 2d10, Athletics 1d10, Detect: 2d10, Empathy: 1d10, Persuade: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 1d10, Talent (Bird Handling): 1d10, Creatures (Animals): 1d10

Qi: 2

Max Wounds: 5

Weapon: Jian (2d10 Damage) or Qiang (3d10 Damage)

Combat Technique: Medium Melee-Momentum

Expertise: Medium Melee-Jian

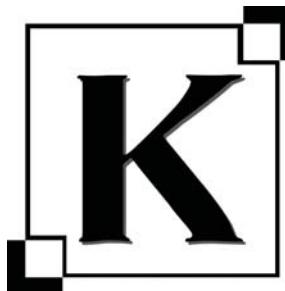
Key Techniques (Waijia 2, Qinggong 2): Fierce Strike, Fluttering Kicks, Blade Biting Reply (Counter), Graceful Retreat (Counter), Horizontal Sidestep (Counter)

SERVANTS (45)

Servants all vary considerably in terms of skills and abilities (most have at least 3 ranks in a key Trade and Talent; all have 1 rank in every Survival Skill). The servants are normal people and members of the household. Some are loyal, some are resentful and others don't trouble their thoughts with such concerns.

Senior Disciple





KONG FU TECHNIQUES, MANUALS AND WEAPONS

KONG FU TECHNIQUES

BLADE BITING REPLY

Discipline: Waijia

Skill: Muscle

Type: Counter

Qi: 2

You block an incoming attack by biting the weapon or projectile before it strikes.

Make a Muscle roll against the attack roll. On a success you block it and take no damage. This can be used against a single melee or ranged attack, provided the weapon fits in your mouth.

Cathartic: You can return the attack in one of two possible ways. If it is a projectile, you spit it out back at the attacker for normal damage. If it is a melee attack, you twist the weapon and send the person flying for 2d10 falling damage.

GRACE OF THE SPEAR

Discipline: Waijia

Skill: Heavy Melee

Type: Normal

Qi: 6

You spin the spear shaft in your palm with a gentle motion, causing the tip to spin rapidly as you arc the weapon in a great circle letting the point slice the skin of your enemies with precision for maximum blood flow.

Make a Heavy Melee skill roll against up to 1 Target Per rank of Qi. Anyone struck takes 2 wounds automatically (no additional damage) plus loses a point of Hardiness per your rank in Waijia due to blood loss.

Cathartic: This works on up to 2 targets per rank of Qi.

LEAP OF THE SPEAR

Discipline: Qinggong

Skill: Heavy Melee

Type: Normal

Qi: 5

You leap into the air and glide toward your enemy as would a bird in flight, using your spear tip like a charging beak.

Make a Heavy Melee roll against the parry of your target. On a success you do open damage with the spear. This attack requires at least twenty feet of distance between you and your enemy. For the rest of the round your Parry and Evade suffer a -1 penalty as you regain footing.

Cathartic: On a success you do open damage plus 2 Extra Wounds.

SWIRL OF THE THREE BLADES

Discipline: Waijia

Skill: Medium Melee

Type: Normal

Qi: 3

With one motion you slash with the blade of an Ox Tail Dao, then stab with a concealed dagger and finally release hidden needles at the target from a compartment in the pommel.

Make a Medium Melee attack against your target. If you succeed, roll damage separately for three attacks (1 for the Ox Tail Dao, 1 for the dagger and 1 for the Needles). If needles are poisoned, they affect the target accordingly.

This requires the use of Ancient Swallow to perform (or a similar blade with several hidden weapons).

Cathartic: Each attack does 1 Extra wound.

SWOOP OF THE OWL

Discipline: Qinggong

Skill: Any Melee against Parry

Type: Normal

Qi: 3

You leap into flight toward your enemy landing on their shoulders and stabbing them in the neck with a blade or spear.

Make a bladed Melee attack against parry. On a Success you inflict 1 Extra wound. On a Total Success you inflict 2 Extra wounds. When making this attack treat your Stealth as 10 for purposes of surprise.

Cathartic: As above except on a normal Success you do 3 Extra Wounds and on a Total Success you do 6 Extra Wounds.



MANUALS

THE JADE ROBE MANUAL

This is Yu Xin's most prized possession, a beautiful blue, green and gold robe said to be spun from threads made of jade. Inscribed on the interior of the robe are the following techniques: Grace of the Spear, Leap of the Spear, Swoop of the Owl, and Blade Biting Reply (Counter).

In addition to the above effect, the robes provide a +1 bonus to Evade and Parry against projectiles.

WEAPONS

ANCIENT SWALLOW

This is a special blade, crafted by the sect founder, Yu Lin. It was passed down to the women of the sect and is presently owned by Yu Bijun. The weapon is a finely crafted Ox Tail Dao that has a dagger, which fits into the pommel and can be pulled out with ease. Once the dagger is released, the pommel can fire 6 needles at a foe. With practice, one can use all three aspects of the blade in a single easy motion.

TABLE: WEAPONS

WEAPON	GROUP	DAMAGE	ACCURACY	LETHAL	MUSCLE	TYPE	RANGE/REACH	PRICE/SPADES
Ancient Swallow	Arm Strike	Ox Tail: Muscle+2d10; Dagger: Muscle+0; Needles: 0d10	Ox Tail -1d10	Yes	Ox Tail: 1	Sharp	Ox Tail: Normal Dagger: No Reach Needles: 5 feet	Special

