

SECTS of the MARTIAL WORLD 5



MAIDENS OF THE JADE BLUE SKY

SECTS OF THE MARTIAL WORLD: MAIDENS OF THE JADE BLUE SKY



Introduction

Sects are an important feature of wuxia and a key to any successful Wandering Heroes of Ogre Gate campaign. This is the fifth of the Sects of the Martial World series, featuring new sects you can drop into your Wandering Heroes of Ogre Gate campaign. 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 Maidens of the Jade Blue Sky takes its inspiration from a range of sources. Where The Silken Robe Society looked to the 70s, this installment looks to more recent Chinese web novels and Drama series like Legend of Zu, I Shall Seal the Heavens and Journey of Flower. There are stronger supernatural elements to Maidens of the Jade Blue Sky and it introduces a master who has reached the Profound levels of Kung Fu. My intention is to introduce more Profound Masters in the sixth Sects of the Martial World book as well.

This book is also special because it features two characters created by winners of a contest at wuxia.world. Entries were submitted and winners chosen based on quality and appropriateness to the Ogre Gate setting. The winning characters were Life Mirror and Biggest Sister.

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.

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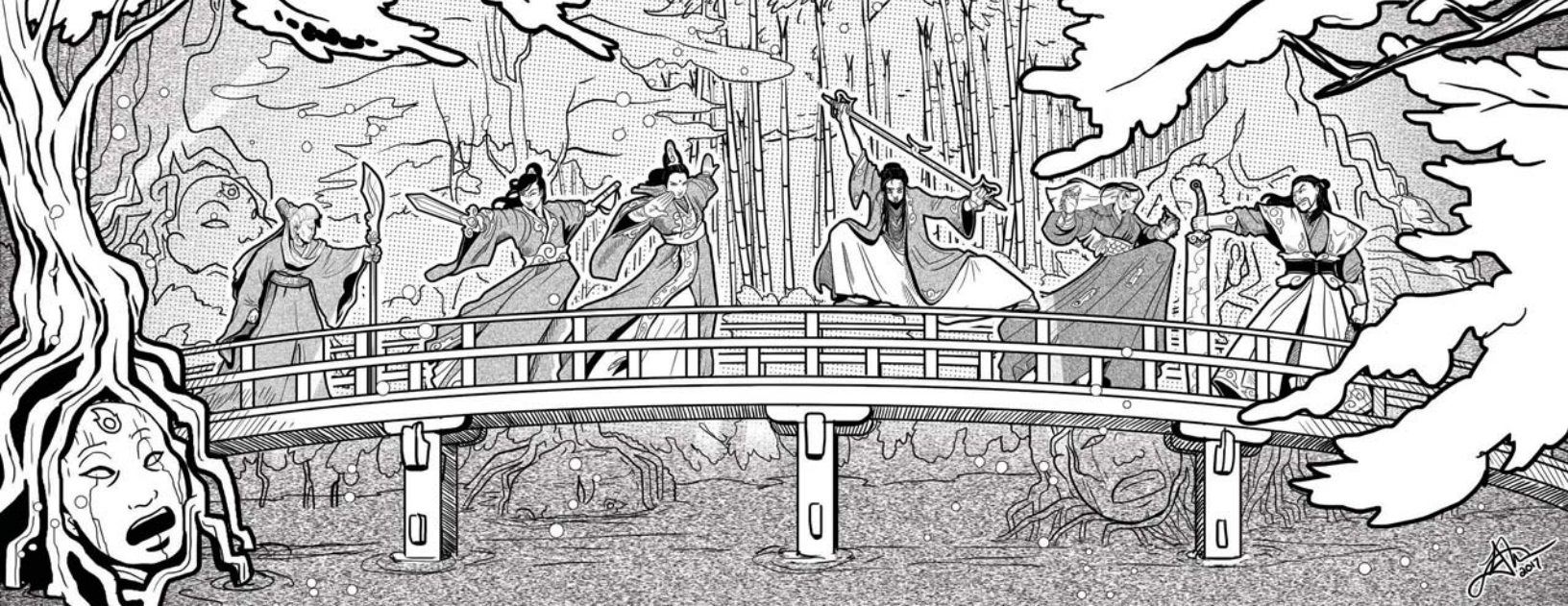
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MAIDENS OF THE JADE BLUE SKY

Leadership: Righteous Maiden

Allied Sects: None

Enemy Sects: Wolf Faction

Numbers: 25 (Righteous Maiden, Abbess Jun Bo, Abbess Zheng Di, 22 Maidens of the Jade Blue Sky)

Location: Nomadic

This is an organization of female nuns who follow Righteous Maiden, as she wanders the land in search of visions in the trees. They seek to heal the world by removing evil objects, powerful weapons and anything that can be used to harm. They are aggressive in pursuing evil but merciful. They are also nomadic, but always return briefly to a small village in Li Fan called Dashen.

The Maidens of the Jade Blue Sky are opposed by a man named Brother Wolf. He is a former disciple who turned against them when he stole a powerful artifact to save his twin sister. Brother Wolf is a great master in his own right, willing to destroy others if it protects those he cares about.

HISTORY AND ORGANIZATION

The organization was founded about sixty years ago by Righteous Maiden (also called Granny Wind). She belonged to an obscure order of Qi Zhao nuns from Hai'an who were destroyed by a master named Shang Si. He wanted their manuals, and attacked their Iron Temple with a device called the Thousand Painful Deaths Flower. Righteous Maiden watched all her sisters die as she fled with the tattered remains of the only manual to survive: The Manual of the Jade Blue Sky. In time, she formed her own sect, but with single-minded devotion to ridding the world of powerful and evil weapons.

While the sect once took male disciples, they no longer do so. The reason is not known to most members, but it is because Righteous Maiden once fell in love with a male disciple and had a child with him (which was secreted away to the village of Dashen). Since then they made one exception, when they took in Brother Wolf, and that ended in disaster, so the policy has been reinstated.

The structure of the group is fairly straightforward. Righteous Maiden is the head of the sect, as the Supreme Abbess. She commands two chief abbesses, who in turn command her nuns.

HEADQUARTERS

The sect has no headquarters. They roam the world searching for powerful artifacts. However they frequently return to Dashen in Li Fan.

BELIEFS

The sect believes in living in harmony with nature and being merciful. This includes embracing fate and not going against the natural cycle of life and death. They do not kill except when necessary and abide by a pure vegetarian diet. Above all they

believe it is their duty to hunt down weapons and objects capable of inflicting great harm to destroy them. Nuns are expected to remain celibate.

Their beliefs are compatible with both Yen Li and Qi Zhao, as well as the Cult of Hen-Shi. They also incorporate the legend of Iron Sky Maiden into their beliefs, claiming that they can be reborn in the realm of the Jade Blue Sky (their term for Infinite Sky Realm) in their next life if they follow their sect's rules.

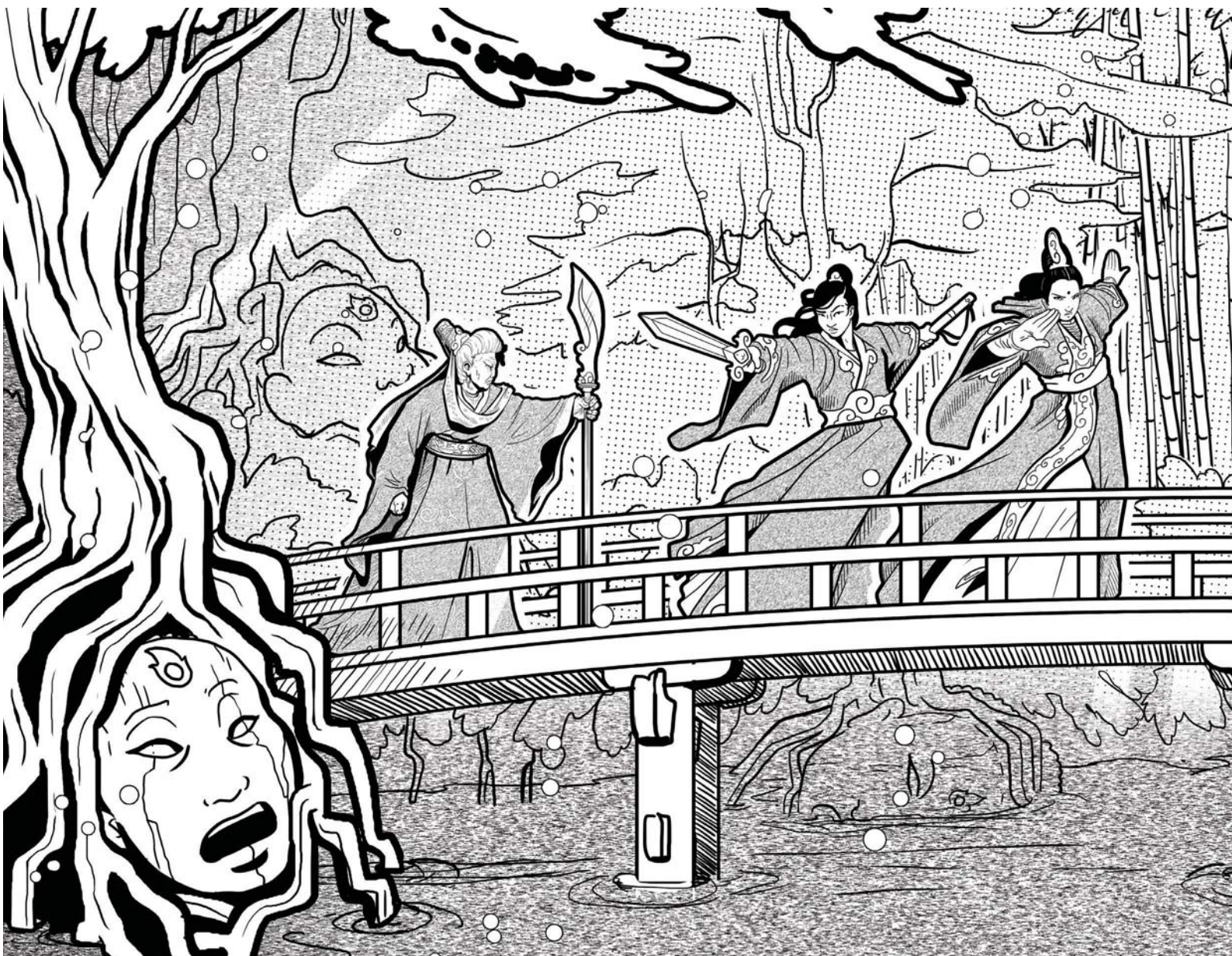
REPUTATION

The maidens are well respected and feared.

TECHNIQUES

Many of the sect's techniques are related to nature. They know some Tree Dwelling Nun Sect techniques because the founder of Righteous Maiden's old order began life as a member of that sect.

Key Techniques: Absorbing Palm, Armor of the Chrysanthemums, Blast of the Dragon, Blasting Blade, Blazing Net, Breath of the Lotus Petal, Calm of Sunan, Cherry Blossom Palm, Cyclone of the Infinite Sky, Double Thrust, Elephant Killing Stance, Encompassing Emerald of Sun Mai, Finger Flick, Flight of the Hawk, Hands of the Hawk Beak, Ringing Strike of the Hand, Thunderous Palm of the Phoenix, Tiger of the Wind, Trapping Wind, Triple Path of the Dragon, Tree Bounding Stride, Tree Bounding Strike, Blade Pinch (Counter), Grasp of the Python, Graceful Retreat (Counter), Reverse Sheath Strike (Counter), Whirling Dodge (Counter)





MEMBERS OF THE SECT

This section includes stats and descriptions of the sect members.

RIGHTEOUS MAIDEN

MAIDENS OF THE JADE BLUE SKY

RIGHTEOUS MAIDEN (GRANNY WIND)

Righteous Maiden is an Abbess in her late 80s who leads the Maidens of the Jade Blue Sky. Unbending in her principles, she seeks to destroy any powerful and dangerous artifact. She is a Yen-Li and Qi Zhao practitioner in a lineage distantly related to the Sun Mai tradition that also venerates Iron Sky Maiden. She teaches her disciples to live in harmony with nature and to be merciful. She lives on a strictly vegetarian diet, and only kills when absolutely necessary. Though peaceful, Righteous Maiden is stern and harsh.

She was once a nun of an obscure Qi Zhao order, but her temple was destroyed by Master Shang Si. He slaughtered her fellow nuns with the Thousand Painful Deaths Flower. She fled with the Manual of the Jade Blue Sky, which contained techniques associated with Iron Sky Maiden. Soon after she saw visions from Iron Sky Maiden in the tree leaves. These commanded her to destroy all the most powerful and evil devices or artifacts in the world. Since then she spent all her time devoted to destroying such weapons.

Forty years ago, Righteous Maiden had a male disciple named Peng Gao. They fell in love and had a child together (named Peng Dao). To protect her reputation as a nun, Gao helped her remain in seclusion during her pregnancy, then secreted the child back to his village of Dashen, where he raised it in ignorance of its true parentage. To this day, Righteous Maiden keeps watch over Dao and her grandchildren. She occasionally appears in the woods to the children of Dashen, offering them guidance.

Not long ago, she accepted Brother Wolf and Sister Fox into her sect. This broke their longstanding rule against accepting male disciples, but she was willing to make an exception due to his natural martial talents. However when Sister Fox was afflicted with Life Ebbing Venom, brother wolf stole the Life Keeping Stone to save her. Righteous Maiden ejected them both from the sect. She now regards Brother Wolf as an evil that she has a duty to contain. She hopes she does not have to kill him, but will do so if he continues down the path much further. In her view, both Sister Fox and Brother Wolf are going against Fate and the natural cycle. Sister Fox should die by the Life Ebbing Venom, and trying to prevent that will only result in further loss of life.



Sometimes Righteous Maiden goes by the name Granny Wind, particularly when dealing with the people of Dashen. This is almost a different persona. When presenting herself as Granny Wind, she feigns weakness and frailty. She also seems more gentle.

Righteous Maiden has many grandchildren in Dashen, but is most interested in Ke-Yen (see below). However Ke-Yen's loyalty to Brother Wolf troubles her.

Defenses: Hardiness 8, Evade 6, Parry 7, Stealth 6, Wits 6, Resolve 9

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 3d10 with Guan Dao, Small Ranged: 2d10, Speed: 1d10, Muscle: 2d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10, Medicine: 3d10, Meditation: 3d10, Ritual (Binding Demon Ritual): 3d10, Ritual (Blazing Hands of Hen-Shi): 2d10, Ritual (Draw out the Demons): 2d10, Ritual (Create Paper Talisman): 3d10, Ritual (Spirit Keeping): 3d10, Divination: 3d10, Creatures (Demons): 2d10, Creatures (Animals): 3d10, Creatures (Spirits): 2d10, Religion (Yen-Li): 3d10, Religion (Qi Zhao): 3d10, Religion (Cult of Hen-Shi): 3d10

Qi: 6

Max Wounds: 13

Weapon: Guan Dao (4d10 Damage, -1d10 Accuracy), Net (No Damage, -2d10 Accuracy)

Combat Technique: Arm Strike-Fists of Steel

Expertise: Heavy Melee-Guan Dao, Medium Melee-Jian, Divination-Will of Heaven

Key Techniques (Waijia 1, Neigong 2,

Qinggong 1): Absorbing Palm, Armor of the Chrysanthemums, Blast of the Dragon, Blasting Blade, Blazing Net, Breath of the Lotus Petal, Calm of Sunan, Cherry Blossom Palm, Converging Finger, Cyclone of the Infinite Sky, Double Thrust, Elephant Killing Stance, Encompassing Emerald of Sun Mai, Finger Flick, Flight of the Hawk, Thunderous Palm of the Phoenix, Tiger of the Wind, Trapping Wind, Triple Path of the Dragon, Tree Bounding Stride, Tree Bounding Strike, Blade Pinch (Counter), Graceful Retreat (Counter), Reverse Sheath Strike (Counter), Whirling Dodge (Counter)

ABBESS JUN BO

Abbess Jun Bo is the most serious student of Righteous Maiden and her swordplay skills are only paralleled by her musicianship. She also is the most skilled at open-handed martial arts. She despises Brother Wolf, but this is due to a physical attraction to him for which she feels great shame. Jun Bo strictly follows the teachings of her Sifu, but has a temper.

Defenses: Hardiness 5, Evade 4, Parry 9, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 6d10 with Jian, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Meditation: 2d10, Athletics 2d10, Detect: 2d10, Talent (Ghuzeng): 2d10, Talent (Guqin): 2d10, Talent (Pipa): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Religion (Qi Zhao): 2d10, Religion (Hen-Shi): 2d10, Ritual (Create Paper Talisman): 2d10, Ritual (Blazing Hands of Hen-Shi): 1d10

Qi: 5

Max Wounds: 11

Weapon: Jian (3d10 Damage, +2d10 Accuracy), Net, Fists (2d10 Damage)

Combat Technique: Medium Melee-Counter, Arm Strike-Fists of Steel

Expertise: Medium Melee-Jian, Talent-Perform
Flaw: Fated (To Be Caught in Forbidden Love)

Key Techniques (Waijia 1, Neigong 2,

Qinggong 1): Blasting Blade, Blazing Net, Cyclone of the Infinite Sky, Double Thrust, Flight of the Hawk, Hands of the Hawk Beak, Ringing Strike of the Hand, Tree Bounding Stride, Tree Bounding Strike, Blade Pinch (Counter), Reverse Sheath Strike (Counter),



Whirling Dodge (Counter), Grasp of the Python (Counter)

ABBESS ZHENG DI

Abbess Zheng Di is less skilled at Kung Fu than Abbess Bo but has a closer temperament to Righteous Maiden. She is calm and can accept things as they are. She is protective of Abbess Bo and is the only person who suspects she has an attraction to Brother Wolf.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Meditation: 3d10, Athletics 1d10, Endurance: 3d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Religion (Qi Zhao): 3d10, Religion (Hen-Shi): 2d10, Religion (Yen-Li): 1d10, Ritual (Create Paper Talisman): 3d10

Qi: 4

Max Wounds: 9

Weapon: Jian (2d10 Damage, +2d10 Accuracy), Fists (1d10 Damage)

Combat Technique: Medium Melee-Counter, Arm Strike-Fists of Steel



Key Techniques (Waijia 1, Neigong 2, Qinggong 1):

Armor of the Chrysanthemums, Blasting Blade, Blast of the Dragon, Breath of the Lotus Petal, Cherry Blossom Palm, Tiger of the Wind, Tree Bounding Stride, Tree Bounding Strike, Blade Pinch (Counter), Whirling Dodge (Counter)

MAIDENS OF THE JADE BLUE SKY

Maidens of the Jade Blue Sky wear blue robes and have gecko cinnabar on their foreheads. They all use Jians and are exceptionally devoted and obedient to Righteous Maiden.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Meditation: 1d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Religion (Qi Zhao): 1d10, Religion (Hen-Shi): 1d10, Ritual (Create Paper Talisman): 1d10

Qi: 2

Max Wounds: 5

Weapon: Jian (2d10 Damage, +2d10 Accuracy)
Combat Technique: Medium Melee-Counter

Key Techniques (Waijia 1, Neigong 2, Qinggong 1):

Blasting Blade, Tree Bounding Stride, Tree Bounding Strike, Whirling Dodge (Counter)



WOLF FACTION

This is a group led by Brother Wolf. Because he was once a disciple of Righteous Maiden, it is considered connected to Maidens of the Jade Blue Sky, so people simply call it Wolf Faction. They oppose Maidens of the Jade Blue Sky and stole the Life Keeping Stone which they use to preserve the life of Sister Fox.

BIGGEST SISTER (XUO LINGXI)

Biggest Sister is very strong and most consider her features unattractive. She is large and dresses in masculine attire, but is unmistakably female. She keeps her hair simple in a topknot. Her personality is quite charming, due to an infectious optimism. She is almost always happy.

Biggest Sister was the eldest of six much weaker brothers. They were all physically less capable than her, but they also relied on her for guidance and support. In order to protect her brothers, she practiced Kung Fu every day, learning from manuals she purchased in town. Eventually she sought out Golden Roc who said he could not teach her Kung Fu because she failed to make him laugh (one of his eccentric requirements). She flew into a rage and began ripping down his house. The sight of Xuo tearing



BIGGEST SISTER

apart his humble abode sent him into a fit of laughter and he promised to teach her three techniques.

Three years ago, Brother Wolf imprisoned her brothers in his fortress and threatened to kill them if she didn't serve him faithfully for a year. At first she refused, but he produced the severed arm of one of her brothers the next day. He promised that if she served him for a year, he would release one brother. Then if she served another year, he would release another, and so on. However, he also vowed to sever a limb any time she disobeyed him, and to kill her brothers if she ever betrayed him. She has reluctantly placed herself into Brother Wolf's service to protect her family.

Defenses: Hardiness 6, Evade 3, Parry 3, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Meditation: 2d10, Athletics 2d10, Persuade: 2d10, Detect: 1d10, Command: 2d10, Survival (Wilderness): 2d10, Trade (Stone): 2d10, Trade (Wood): 2d10, Medicine: 1d10, Empathy: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 4

Max Wounds: 9

Weapon: Fists (3d10 Damage)

Combat Technique: Arm Strike-Fists of Steel

Expertise: Muscle-Lift, Muscle-Break

Key Techniques (Wajia 2, Neigong 2): Grasp of the Python (Counter), Heart Smashing Palm, Iron Spirit, The First Fist of Yanshi, Ringing Strike of the Hand, The Second Fist of Yanshi, Ten-Thousand Nagging Punches, Blade Pinch (Counter), Clutch of the Hawk (Counter), Iron Body (Counter), Iron Spirit Resistance (Counter)



BROTHER WOLF

Brother Wolf despises Righteous Maiden. When he was young, his beloved uncle was killed by bandits and Righteous Maiden saved him and his sister, Sister Fox. They were raised and trained in her sect, but when he was twenty, Sister Fox was hit with a poisoned dart in a trapped tomb (the Tomb of the Red General) as they were trying to obtain the Life Keeping Stone. The poison could not be cured, and the only way to save his sister was to use the Life Keeping Stone. Righteous Maiden forbid it, and he resented her decision. Brother Wolf stole the stone and used its powers (which required regular sacrifices of living victims) to keep her from dying. He sought help in the Banyan and met Jade Priestess (see PAGE 321 of the WANDERING HEROES OF OGRE GATE Rulebook). The two were briefly lovers and she shared some of her techniques with him, all the while attempting to help him treat his sister. Jade Priestess was forced cut ties when he killed two of her sect members in frustrated rage.

Now Brother Wolf works to thwart the interests of Righteous Maiden, primarily by interfering in the lives of the people of Dashen. He doesn't seek to harm them, merely bring them into his fold rather than hers. He has even taken one villager as a disciple: Ke-Yen. He is fond of Ke-Yen but initially saw her primarily as a tool to use against Righteous Maiden. However increasingly he sees her as family.

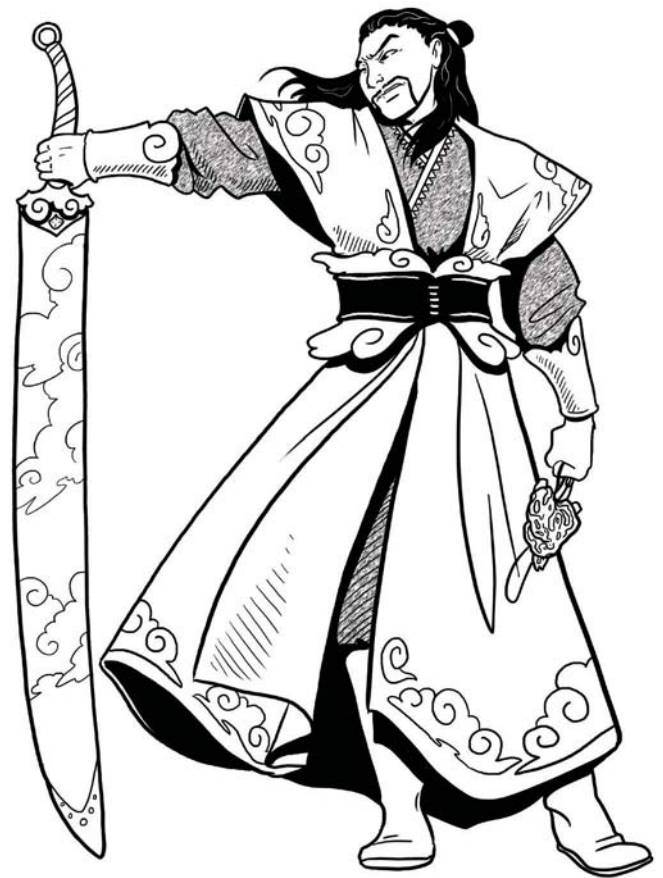
Brother Wolf's regard for life has diminished considerably since he left the Maidens of the Jade Blue Sky. His hatred of his former sifu has increased with each passing year. His power has also eclipsed hers. He attracts loyal servants by kidnapping peoples' family members, imprisoning them beneath his fortress and threatening to kill them if he isn't obeyed. He cares only for his sister, Ke-Yen and for Jade Priestess. To protect those he loves, he would destroy Heaven.

Brother Wolf lives in a remote fortress in the mountains of western Li Fan. It is protected by trapped trees, poisonous ponds, and has an underground complex where he keeps his prisoners and the Life Keeping Stone.

He mainly fights with his fists and claws, but will occasionally use an enormous Dadao he keeps strapped to his back. This is the Dadao of Mao Yun. When unleashed it releases a terrible sound that drives foes to distraction. He only unsheathes it in extreme circumstances, and hasn't done so in years.

Defenses: Hardiness 9, Evade 5, Parry 6, Stealth 7, Wits 8, Resolve 6

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 3d10 With Dadao, Small Ranged: 0d10, Speed: 3d10, Muscle: 4d10, Meditation: 3d10, Athletics 2d10, Detect: 2d10, Empathy: 3d10, Command: 2d10, Deception: 2d10, Read Script (Fei-



shu): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 2d10, Ritual (Activation): 2d10, Ritual (Appeasing the Spirited Beasts): 3d10, Qi Ritual (Supreme Activation): 2d10, Ritual (Harvest Qi by Blood): 2d10, Talent (Poison): 3d10, Trade (Alchemy): 2d10, Creatures (Animals): 3d10, Creatures (Demons): 2d10, Creatures (Spirits): 1d10

Qi: 7

Max Wounds: 15

Weapon: Fists (3d10 Damage), Dadao of Mao Yun (6d10 Damage, -1d10 Accuracy and -1d10 to Speed)

Expertise: Heavy Melee-Dadao

Combat Technique: Fists of Steel

Demon Flaws: Demon Hair, Rival Obsession

Key Techniques (Neigong 2, Waijia 1, Qinggong 1):

Biting Blade, Calm of Sunan, Double Thrust, Claws of the Spirited Beast, Flight of the Hawk, Illuminating Ice Claw, Jade Rending Claw, Lashing Dragon, Life Stealing Blue Claw, Merciless Black Claw, Slashing Blade, Swift Pounce of the Cheetah, Red Claw Strike, Elephant Killing Strike, Whirling Dodge (Counter)

Profound/Evil Techniques: Thoughts Bloom into One-Thousand Petals, Ruinous Array of the Armillary Sphere, Fists of Flame

FAN YING (LIFE MIRROR)

In his natural form, Fan Ying seems little more than a mercurial haze, shaped vaguely like a man. His eyes are like reflective silver or bronze. He can assume human form periodically, resembling anyone seen by his reflective eyes.

Fan Ying began life as a bronze mirror in Songbird Manor (See SECTS OF THE MARTIAL WORLD: THE SILKEN ROBE SOCIETY for details). There he belonged to the leader, Yu Xin. The daily reflection of Yu Xin's astoundingly handsome features imbued the bronze mirror with spirit and personality. Over time he gained other powers and has become more and more human-like. Brother Wolf stole him from Songbird Manor and Fan Ying became his disciple. He trusts Brother Wolf because he finds his appearance powerful and commanding.

Fan Ying's personality is still taking shape. He appreciates beauty and is easily deceived by beautiful people. However he has begun to recognize non-physical beauty as well, and this has led him to re-evaluate Brother Wolf. He remains loyal and believes most of what Brother Wolf says, but has the seeds of doubt.

Fan Ying remembers Yu Xin, though he doesn't know his name, and considers him his father.

Defenses: Hardiness 3, Evade 5, Parry 5, Stealth 9, Wits 9, Resolve 6

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

Qi: 3

Max Wounds: 7

Weapon: Hand Mirror (Damage 1d10+Muscle)

Combat Technique: None

Key Techniques (Neigong 1, Qinggong 2, Waijia 1): Special (see powers below)

Powers

Assume Form: Fan Ying can assume human form, mirroring the shape of any person he has seen up close. However he can only maintain this for ten minutes at a time (and must rest for an hour after ending a form). The effect is quite convincing, requiring a Detect TN 10 roll to notice.

Reflect Kung Fu: Fan Ying can use any techniques known by targets whose form he assumes. However to use them he must have ranks in the correct martial disciplines and



Jagged Mirror Strike: Fan Ying can cause any reflective surface to shatter and cast sharp fragments at targets in a 30-foot radius. Roll Command against the Evade of all affected targets. Anyone struck takes 3d10 Open Damage.



KE-YEN

Ke-Yen is the granddaughter of Righteous Maiden, though she is unaware of this familial relationship. She is also a disciple of Brother Wolf. She learned from the maiden with the other children, calling her Granny Wind but secretly trained with Brother Wolf, who treated her well and taught her his special Kung Fu.

Ke-Yen is loyal to Brother wolf and very mischievous. She enjoys disobeying the righteous ways of Granny Wind and following her own path. She sees Brother wolf as morally superior because he places people close to him over rigid ideals.

Ke-Yen's unorthodox personality is expressed in her appearance. She has a broad scar near her chin and a tattooed tiger stripe on her cheek. She dresses in bright colors of wide varieties (in direct conflict with Li Fan social class requirements). She adorns herself with flowers, feathers, and a distinctive pair of peacock demon talons.

Ke-Yen has difficulty hearing as her accupoint was blocked since she was a child. She was never told how this happened, but it occurred soon after Granny Wind touched her head when she was a toddler.

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

Key Skills: Arm Strike: 2d10, Light Melee: 1d10, Medium Melee: 1d10, Small Ranged: 1d10, Athletics: 2d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Divination: 1d10, Meditation 3d10, Talent (Dancing): 1d10, Survival(Wilderness) 2d10, Ritual (Create Talisman) 2d10, Ritual (Spirit Keeping), 2d10 Ritual (Spirit Beast Appeasement): 0d10, Persuade: 0d10 (White Hair Flaw), Command: 1d10 (White Hair Flaw), Empathy: 2d10, Detect: 2d10 but 0d10 when Sound is relevant, Creatures (Animals): 2d10, Creatures (Spirits): 2d10, Creatures (Monsters): 2d10, Religion: (Yen-li) 2d10

Qi: 3

Max Wounds: 7

Weapon: Peacock Demon Talon (treat as Iron Claw - Muscle +0d10, total success +2d10), Iron Claws, Jian (Muscle +1d10 Damage, +2d10 Accuracy)
Combat Technique: Outside Fighter

Flaw: White Hair, Wind Convergence Accupoint Blockage

Key Techniques (Neigong 2, Wajia 1, Qinggong 1):

Finger Flick, Jade Rending Claw, Fierce Strike, Swift Pounce of the Cheetah, Lashing Dragon, Trapping Wind, Merciless Black Claw, Whirling Dodge (Counter)



SISTER FOX

The twin of Brother Wolf, Sister Fox is on the border of life and death because she was poisoned by Life Ebbing Venom. Her personality and body are both incredibly weak as a result. Any emotional stress is potentially lethal to her, so she finds it difficult to resist her brother's will. She is loyal to him, and appreciates all he has done for her, but doesn't understand why Brother Wolf and Righteous Maiden must fight one another.

What Sister Fox doesn't know is that her brother stole the Life Keeping Stone from the Maidens and has been sacrificing victims to it to keep her health from deteriorating further (he merely tells her that she is kept alive by herbs from a nearby valley).

Sister Fox is gentle, kind, but also a little selfish. While she would be horrified to learn the lengths her brother went to save her, she also does not wish to die, and could accept the logic of what he did if presented carefully enough.

Sister Fox prefers to avoid direct conflict. When forced into battle she attempts to deflect and disarm foes, while trying to escape.

Sister Fox spends most of her time reading texts on ancient history. She can do little else but read.

Defenses: Hardiness 2*, Evade 3, Parry 6 or 7 with Hook Sword**, Stealth 6, Wits 8, Resolve 4*

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 0d10,

Speed: 2d10, Muscle: 0d10, Meditation: 2d10, Athletics 1d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Medicine): 2d10, Talent (Cooking): 2d10, History (all): 2d10, Classics (All): 1d10, Places (All): 1d10

Qi: 3

Max Wounds: 7

Weapon: Hook Swords (0d10 Damage, +1 to Parry)

Combat Technique: Medium Melee-Deflect

Flaw: Fated (To be killed by Life Ebbing Venom)

Key Techniques (Neigong 2, Waijia 1, Qinggong 1):

Biting Blade, Flight of the Hawk, Great Stride, Gust of the Fan Blade (-1d10 with sword), Blade Pinch (Counter), Graceful Retreat (Counter), Horizontal Sidestep (Counter)

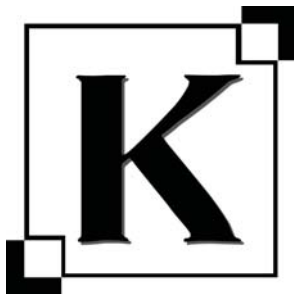
*Afflicted by Life Ebbing Venom

**This goes to 8 when she isn't moving.



SISTER FOX





KUNG FU TECHNIQUES, MANUALS, RITUALS AND OBJECTS

KUNG FU TECHNIQUES

ARMOR OF THE CHRYSANTHEMUMS

Discipline: Neigong

Skill: Meditation against attack roll

Type: Counter

Qi: 3

You enter a meditative state and lift slightly off the ground as all the surrounding leaves and flowers encircle you to form a protective sphere against incoming ranged attacks.

Make a Meditation roll against the attack roll of any incoming ranged attacks. If you succeed the attack is stopped. Also anyone passing through must make a Speed roll TN 6 to reach you.

Cathartic: As above except this creates a swirling storm of flowers and debris around you that lasts for 2 rounds and defends against attacks (melee and ranged attacks must exceed your Meditation Roll to penetrate the barrier). It is also about ten feet thick, and anyone entering it is affected by Lights-out conditions while inside and for one round thereafter.

CLAWS OF THE SPIRITED BEAST

Discipline: Neigong

Skill: Meditation TN 6

Type: Normal

Qi: 1

Ghostly claws of black and white extend from your fingertips, siphoning the life from your target.

Make a Meditation Roll TN 6. On a Success you can attack with your ghostly claws doing 1d10+Muscle Damage and draining a point of Hardiness from your target. On a Total Success, a shadowy mirror of yourself appears and is able to attack one additional target. On a Failure you lose a point of Hardiness as local spirits absorb your life energy.

This lasts for 1 round per rank of Neigong.

Cathartic: This lasts for 2 rounds per rank of Neigong.

CONVERGING FINGER

Discipline: Neigong

Skill: Arm Strike and Medicine

Type: Normal

Qi: 4

You touch the head of a target, blocking an accupoint that makes them partially deaf.

Make an Arm Strike roll against Parry then a Medicine Roll TN 7. If both Succeed, you touch the target's head and they gain the Blocked Accupoint Flaw-Wind Convergence.

This technique must be used cathartically.

CYCLONE OF THE INFINITE SKY

Discipline: Waijia

Skill: Medium or Heavy Bladed Melee against Parry

Type: Normal

Qi: 3

You charge at your opponent, spinning like a cyclone and using your momentum to land several lethal slashing attacks.

Make a Medium or Heavy Melee attack against the target using a bladed weapon. You may make three attacks against the target doing normal damage. If any of these attacks miss, you lose your footing and fall to the ground.

Cathartic: Each attack does 1 Extra wound and you may make four attacks.

ELEPHANT KILLING STRIKE

Discipline: Waijia

Skill: Athletics against attack Roll

Type: Counter

Qi: 5

You reverse somersault to evade an incoming attack, spearing your opponent with a sword or similar weapon strapped to your back by using their weight against them.

Make an Athletics Roll against the attack roll. On a Success you evade the attack by flipping back onto your hands, and stab the foe with a sword strapped to your back as they close in. This does 2 automatic wounds. If the Target is Charging he takes 1 Extra wound for every 100 pounds he weighs.



Cathartic: This does 4 automatic wounds. If the target is charging add 1 Extra wound for every 50 pounds the person weighs.

REVERSE SHEATH STRIKE

Discipline: Medium Melee

Skill: Medium Melee against attack Roll

Type: Counter

Qi: 3

You block with your sword and strike unexpectedly with your sword sheath, briefly paralyzing your opponent's movement.

Make a Medium Melee roll against the Attack roll. On a Success you block the attack and strike the target with your sword sheath (held in your other hand). This does 3d10 Open Damage but is non-lethal. You strike quickly, stunning the target for 1 round (they cannot move but can attack).

Cathartic: When used Cathartically this does 6d10 Open Damage (non-lethal) and stuns the target for 2 rounds.

TEN THOUSAND NAGGING PUNCHES

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 4

You unleash a flurry of punches upon a foe, occasionally throwing a back-fist or hammer strike at others nearby.

Make an Arm Strike roll against a single target's Parry. If you succeed you strike them with a flurry doing normal damage plus 3 Extra wounds. You may also strike up to three extra targets in the area for normal damage.

Cathartic: The fists land with such force, the target is knocked senseless. Anyone struck by the attack loses 1 point of Wits per rank of Waijia (returns at a rate of 1 per hour).

THUNDEROUS PALM OF THE PHOENIX

Discipline: Neigong

Skill: Arm Strike against Evade

Type: Normal

Qi: 6

You clap your hands together creating an enormous boom that throws enemies to the ground.

Make an Arm Strike roll against the Evade of everyone in a 20-foot area per rank of Neigong. On a Success, a massive soundwave ripples over them and knocks them to the ground with such force they sink into the earth.

Targets may still attack, but must spend a move action to extricate themselves.

Using this technique floods your body with Phoenix Energy, which flushes out a substantial amount of Dragon energy, which can be dangerous to the user. If you fail and get all 1s, 2s and 3s, you take a random mental affliction. This can be cured if you use Triple Path of the Dragon on the next round.

Cathartic: This affects a 100-foot area per rank of Neigong. Targets can still attack but must spend two moves to extricate themselves.

TIGER OF THE WIND

Discipline: Neigong

Skill: Command against Resolve

Type: Normal

Qi: 2

You create a whirlwind of dust and debris shaped like a stalking tiger, striking terror into your enemies.

Make a Command roll against the Resolve of all enemies in a 30-foot radius. If you succeed, affected targets are shaken by the menacing likeness of the tiger and take -1 to their Defenses. On a Total Success, all affected targets suffer a -2 Penalty to their Defenses. This effect lasts for 1 round per rank of Qi.

Cathartic: When used cathartically, you may also command the tiger to claw at your enemies. If your initial Command Roll is successful against their Evade, in addition to the normal effects, you do 3d10 Damage to affected targets.

TRIPLE PATH OF THE DRAGON

Discipline: Neigong

Skill: Arm Strike against Evade

Type: Normal

Qi: 6

You lean back and hold your hands wide, unleashing three potent streams of dragon energy upon your foes.

Make an Arm Strike roll against Evade of up to three 3 targets. On a success this does 1d10 Fire Damage per rank of Qi plus 3 Extra wounds.

Using this technique floods your body with Dragon energy, which can be dangerous to the user. If you fail and get all 1s, 2s and 3s, you take a random mental affliction. This can be cured if you use Thunderous Palm of the Phoenix the next round.

Cathartic: This does 1d10 Fire Damage per rank of Qi, plus it does 6 Extra wounds to each target.



NEW OBJECTS AND MANUALS

THE DADAO OF MAO YUN

This is believed to have been the sword of a man named Mao Yun, who was an early ally of Bao. The sword is enormous and has strange grooves along the side. When unsheathed it releases a powerful hum that imposes a -2d10 Skill Penalty to all who hear it. The hum lasts for 3 rounds.

MANUAL OF THE JADE BLUE SKY

This manual contains techniques believed to be passed down by Iron Sky Maiden herself. It includes the following techniques: Armor of the Chrysanthemums, Cyclone of the Infinite Sky, Thunderous Palm of the Phoenix, Tiger of the Wind, Triple Path of the Dragon and Reverse Sheath Strike.

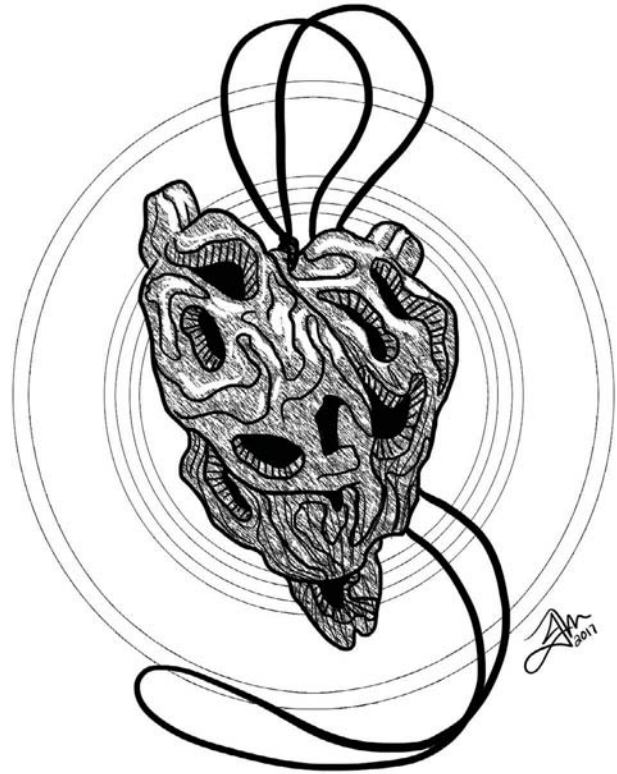
LIFE KEEPING STONE

This red crystal can stave off all kinds of harmful effects. It can stop the progress of any poison, deadly life draining effect or magical disease for a period of 26 days. However in order to be activated, it requires two living human sacrifices. Once the sacrifices are made, its powers can be used to protect a single target from deadly magical or poisonous effects for 26 days. A person wearing it is protected from death. Anyone who exceeds their max wounds with the stone upon them, neither dies nor becomes incapacitated. They are greatly weakened (taking a -3d10 to all actions) but are still able to move and attack if they must. The Life Keeping Stone is in fact the Heart of the Dutiful Empress.

NEW RITUAL

APPEASING THE SPIRITED BEASTS (TN 7)

In areas where there are demons and spirited beasts this ritual can afford safe passage and even protection. You offer up the remains of a deceased being in any wild-life setting for the animals and the spirited beasts to feed upon. If the gift is received by the spirited beasts then you are granted safe passage among them for a day. If the gift is ill received it may anger the spirited beasts. If



you succeed on your Ritual Roll, the spirited beasts let you pass (they will not harm you, but other creatures still may). On a Total Success you are given protection by any Spirited Beasts in the area (they will not harm you and will also actively protect you from others). If you fail your Ritual Roll, then Spirited Beasts are angered by your request (and may attack).

NEW WEAPON

DADAO

This weapon is an enormous sword with a wide, cleaver-like blade. It is heavy, imposing both a -1d10 penalty to attack and to Speed rolls when wielding it. It does Muscle +2d10 and does 2 Extra wounds if the Attack roll was a Total Success instead of adding 1d10 to your damage roll.

TABLE: WEAPON

WEAPON	GROUP	DAMAGE	ACCURACY	LETHAL	MUSCLE	TYPE	RANGE/REACH	PRICE/SPADES
Dadao	Heavy Melee	Muscle +2d10	-1d10 and -1d10 to Speed	Yes	3	Sharp	Long Reach	450

TABLE: POISON

Poison	Lethality	Speed	Effect	Medicine TN	Brew Rating	Potency	Skills
Life Ebbing Venom	Special	Weeks	Permanent	None	9	4d10	Hardiness and Resolve

NEW POISON

LIFE EBBING VENOM

Life Ebbing Venom is a terrible poison created from the blood of the Dutiful Empress. It is very slow but incredibly powerful and permanent. In time it will kill, but before then it slowly depletes a person's will and body, causing loss of 1 Hardiness and 2 Resolve in weekly increments (roll 1d10 to see the exact number of weeks). When the target's Hardiness reaches zero, they will begin to die. This process can only be halted by extraordinary means. There is no known cure for Life Ebbing Venom.

Anyone afflicted with Life Ebbing Venom is vulnerable to emotional stress. Extremely stressful events cause 2d10 damage.

DADAO
(THE DADAO OF MAO YUN)

