

Watchers of the Dragon™



by Steven S. Long



Watchers of the Dragon™

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Dedication

I'd like to dedicate this book to my good friends in Raleigh, Jon and Kelley Ferrante and Steve and Anitra Stone, for the many hours of fun we've had gaming and talking, the excellent meals, the spare couches for me to crash on when necessary, and the countless other things they've done for me that show just what great friends they are. Thanks, guys.

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Introduction

For untold thousands of years, it has haunted mankind: the Death Dragon. A creature of shadow and evil, the Death Dragon desires nothing less than the enslavement of mankind and the destruction of its civilization. In its presence, light is quenched, goodness is shriveled and destroyed, and only the pure of heart can stand without fear.

To the ancient Chinese and Japanese, the Death Dragon was a terrifying spirit that caused eclipses and droughts, brought down curses, and strove against the gods for mastery of the world. Modern-day man has left behind his belief in spirits and evil magic, but nonetheless feels the work of the Dragon in the plagues and famines that sweep a prosperous Earth, in the terrible wars and weapons of destruction men have wrought, and in the hardheartedness and wickedness that he encounters every day.


But mankind is not without defenses against the Death Dragon. Millennia ago, the Dragon, in its overweening pride and lust for destruction, allowed itself to be trapped in the Otherworld by a group of Chinese sorcerers. This group called itself the Watchers of the Dragon, and took upon itself a never-ending task: to watch over the Death Dragon, and keep it ever shackled.

For the Death Dragon's prison, like so many magical bindings, was imperfect. Once every cycle, every 60 years, the Death Dragon could break free of its prison and go ravaging across the world. The only way to stop it was for a warrior of great skill and of pure heart to oppose it and defeat it in single combat. Bringing an army against it would be useless, for the Dragon can draw strength from his enemies and use it against them. Only when they sent a single man against him could the Watchers hope to defeat their ancient foe.



To choose the champion who would defend the world from the Death Dragon, the Watchers sponsored a grand competition—*Bìsài Lóng*, the Tournament of the Dragon. From all over the Middle Kingdom, and eventually from all over the world, came warriors. Some fought with weapons, some fought with their bare hands, but all were determined to claim the title of *Zhànshì* (“Champion”) and go on to defeat the Death Dragon. To the victor, the Watchers promised magical powers that would help him defeat the Dragon. And such was the evil pall cast over the Earth by the Dragon that a triumph over it would earn the champion something even greater—the pre-eminence of his nation over all other nations of the world for the next 60-year cycle. But to this blessing, there was a corresponding curse: if the champion lost, and the Dragon triumphed, it would be free on Earth for the next cycle, and the world would be plunged into a Dark Age. Only with the coming of the next Tournament could the Watchers hope to re-imprison their adversary.

Over the centuries, the Watchers have continued to maintain a careful vigil over the Dragon. For the most part, the champions of their Tournament have been successful, and the Dragon has remained captive. When the Dragon has won its freedom, the Watchers have only been able to minimize the damage it caused as best they could. Watchers have come and gone, many of them slain in the battles against the Dragon and the forces it inspired. Though few men know it, humanity owes its collective existence to their efforts and their sacrifices.

Today 

In the West, the year is 1995. But in the East, it is 4693, the Year of the Boar, a year corresponding to the element of Metal. Yet another cycle has finally run its course, and the Watchers are readying for another Tournament. For the past several years, the world’s greatest martial artists have been preparing for the Tournament. Many of them have begun the competition early, staging duels with or ambushes of likely opponents, for nothing in the rules of the Tournament forbids them to eliminate their competitors in advance. One by one, they are slowly making their way to the East, to the heart of China, to the secret underground arena where the Tournament is held every 60 years. The fate of the world hangs in the balance....



Chapter One

It was a typical evening at Arthur's Terrace, one of the most exclusive restaurants in Manhattan. Candles and chandeliers made the room sparkle with light. Handsome young waiters in starched shirts and tailored jackets moved about the room quickly, making sure that every patron had everything that he or she desired. Bottles of Dom Perignon were chilling in silver buckets filled with ice; beautiful flowers adorned the tables and mantelpieces; violin music filled the room.

Movie stars, politicians, Broadway actors, avant-garde artists, and the sons and daughters of some of the city's wealthiest families were seated at the tables. But perhaps the most notable person in the room was seated at a table off to one side, dressed in a simple suit and tie. Without his customary garb, few would recognize him, despite his blond hair and irrepressible grin. With him was a young woman

of Chinese ancestry, her beautiful features framed by shoulder length black hair. A beautiful jade charm in the shape of a dragon dangled from the gold chain around her neck. The man's grin was often mirrored by her own, and her pretty brown eyes danced as she talked to him.

"I'm so glad we finally had the chance to get together again, Don," she said, giving his hand a squeeze. "It seems like it's been so long since we went out together."

"Too right!" the man said with a rueful grin. "I'm afraid things keep me pretty busy. I don't get to see some people nearly as often as I'd like."

"Well, saving the world can do that to you," she said with a giggle.

"It's not always that!" he protested half-heartedly. "Most of the time I'm right 'ere in New York, but there's so much going on—the yakuza, the tongs, the mob, supervillains popping up left 'n' right t' rob banks—that sometimes I barely 'ave enough time t' breathe. Much less, take a beautiful lady out to dinner and dancing."

"Thank you," she said with a blush and a faint smile. Then her face perked up even more. "How did you ever manage to get us *in* here? I heard the waiting list was two months long!"

"Oh, I know a few folks. The owner is the friend of a friend, y'might say."

"I wish you knew someone in the film industry," she said wistfully.

"Me, too, but no one's ever offered t' put me in th' movies. Can you imagine?" he asked, making fun of himself. Lin laughed.

"So, what've you been up to while I've been out savin' the world?" Don said, switching to other topics.

"Oh, lots! I got a new part the other day."

"Really? What?"

"Well, it's this off-off-off-Broadway play, but at least it pays a little! And besides, the director knows some people in Hollywood...." Her voice trailed off as the waiter approached their table.

"Are you ready to order?" he asked pleasantly.

"Yeah, I think so," Don replied. "Lin?"

"I'll have the sea bass enroute, please."

The waiter looked expectantly at Don.

"And I'll 'ave the filet mignon," he said.

"Very good, sir." The waiter gathered up the menus and left.

"More wine?" Don asked, picking up the bottle and uncorking it.



"Please," said Lin, holding up her glass. After he poured some for her, he filled his own glass and then picked it up. "To a night on the town with a beautiful lady!" he said, offering his glass for the toast.

"And a handsome man," she replied with a smile, clinking her glass against his. They both drank.

"So what's this play about?" Don said, picking up where they'd left off.

"Well, basically it's about a Korean family trying to run a small business here in New York," she replied.

"Okay," Don said.

"I play the rebellious daughter."

"That must be *quite* a stretch for you," Don observed sardonically.

"Ha, ha," she said sarcastically. "Actually, I..."

A crash from the kitchen area interrupted her. Most of the other conversations in the room quieted down momentarily.

"What was *that*?" she asked.

"Sounds t' me like the sound of a job opening up," Don answered with a grin. "'Ope it doesn't delay our dinner."

One of the waiters came flying through the kitchen door face-first and landed with a crash on one of the tables. The force of the assault had knocked him out, and a bruise was already forming on one side of his face. Several women screamed; people all over the room got to their feet.

Don was one of those people. Throwing his napkin down on the table, he began to walk towards the kitchen. Before he'd taken two steps, the door was thrown open. Standing there in the doorway was a well-muscled man of medium height, dressed in a green costume and mask with a scaly look to them.

"Green Dragon," Don said flatly, his eyes narrowing. "I might 'ave known. Only *you'd* be rude enough to start a fight 'ere." He loosened his tie.

"Deng!" came Lin's voice from behind him. "What are you *doing*?"

"*Be quiet, little sister,*" Green Dragon replied, speaking in Chinese. He looked back at Don. "*I've come to deal with you once and for all, Western dog. I came here to offer you an honorable challenge, so that I can dispose of you once and for all before the Tournament begins. And now I find you attempting to seduce my sister! You will die for this affront!*"

Don grinned, unable to take the man's posturing seriously. His date felt otherwise. "*How dare you say that, Deng! We were just having dinner! How you can be so stupid sometimes I will never know! Now stop your stupid macho posturing and get out of here and leave us in peace!*"

Green Dragon ignored his sister, keeping his gaze locked on his chosen opponent. Don removed his tie and jacket and ripped off his shirt. Suddenly, several women in the room realized who he was. It was Seeker, of the Champions! Concluding that they were about to be in the middle of a superbattle, most of the restaurant's patrons began pushing and shoving their way towards the nearest exit. Lin began to back up slowly, but kept her eyes on the two men.



"Keep calm, folks!" Seeker's voice shouted above the din. "Just get out of the way calmly and quickly, and you won't get 'urt. You 'ave my word."

"*How noble,*" Green Dragon sneered. "*I'd suggest that you defend yourself before making any promises to anyone else.*" With that he moved forward, skirting the tables and chairs. Seeker kicked off his shoes and raised his guard, cursing himself for leaving his triple irons at home. *They're just so inconvenient on a date,* he thought to himself with a grin.

Interpreting his grin as mockery, Green Dragon snarled and launched a lightning-fast flying kick that carried him the rest of the way to his old foe. Seeker dodged nimbly; Green Dragon's kick smashed the table where Don and Lin had been sitting to bits. Lin backed up some more.

"So much for the Dom Perignon," Seeker observed.

Green Dragon sprang up from the wreckage of the table and advanced on Seeker again. The two circled warily, stepping with care to avoid overturned chairs and other debris. They traded wary punches and kicks, each blocking the other's attacks with little trouble.

Suddenly Green Dragon moved in, feinted with a kick, and threw a punch at Seeker's head. It caught the Australian hero square in the jaw, staggering him. Green Dragon moved in for the kill, only to find that he'd been tricked—Seeker wasn't dazed at all, as his kick to Green Dragon's chest proved. Seeker followed it up with an *atemi* strike, but Green Dragon managed to block it.



Seeker had the momentum in the fight now, and he meant to keep it. He threw a low kick, hoping to knock Green Dragon's legs out from under him. But Chow was too quick for him; he made a desperate leap to avoid the kick and landed on one of the tables. Then he smashed Seeker in the face with a kick of his own, splitting the handsome hero's lip and sending blood flying. Seeker moved backward quickly, but not quick enough to avoid Green Dragon's flying kick.

Seeker went flying across the room and landed on a table, which promptly broke beneath his weight. Seeker shook his head desperately, trying to clear away the blackness in front of his eyes and bring himself back to full alertness. Through the black haze he could see Green Dragon advancing on him for the kill. 'Old it, 'old it, let 'im get closer he thought, feigning dazedness. He allowed Green Dragon two more steps, then lashed out with his right foot, hooking Green Dragon's left ankle and jerking his feet out from under him.

As the arrogant criminal crashed to the floor, Seeker rolled off of the table and put the momentum into an elbow smash to Green Dragon's head. "Aagh!" Green Dragon shouted, as he struggled to get to his feet. Seeker swept his right arm out and knocked Green Dragon's arms out from under him. As Green Dragon toppled back to the ground, Seeker rolled on top of him and grabbed him in a jujutsu choke hold. Green Dragon struggled for a few moments, trying to get his hands on Seeker, then passed out from lack of oxygen.

"Lin, quick! Bring me my tie!" Seeker shouted, shifting his grip to pin Deng Chow's arms in case he awoke. Lin searched for a few moments, found the tie, and brought it to him. Using the *torinawajutsu* techniques taught to him by his foster-father, Mr. Edo, Seeker quickly tied Green Dragon's arms in such a way that even his great strength would not suffice to free him.

"Don, are you all right?" she asked worriedly, turning his face carefully with her right hand to check out his injuries. His left eye was beginning to blacken a little, and there was an ugly split in his lip, but other than that he appeared to be all right.

"No worries, Lin—but so much for a goodnight kiss, eh?" He gestured ruefully at his broken lip.

"Oh, I don't know about that," she said with a smile as she kissed him lightly on the cheek.



Background/History: The crash of the Land Rover and the explosion which followed were the first non-natural sounds Edo Tashiro had heard in years. Picking up his sword, he raced stealthily through the rocky hills in which he made his home, searching for the source of the sound.

He soon found what he was looking for. Below one of the bluffs he could see that a Land Rover had crashed; apparently, the fuel tank had cracked open,

causing the explosion. Bits of flaming debris and the Rover's contents were scattered everywhere. Why anyone would drive a Land Rover into this desolate part of the outback, Edo didn't know, and there was nothing he could do about it now. He turned to leave, when suddenly, out of the corner of his eye, he saw one of the piece of debris move—it was a person, and he was alive!

Still cautious, Edo moved closer to the wreckage. He saw that the survivor was, in fact, a young boy, about eight years old, who appeared to be slightly injured as he rolled dazedly around on the ground. When Edo got close enough, he could see that the boy had taken a nasty blow to the head, and was probably suffering from a concussion, shock, and several minor wounds. Rather than abandon him, Edo took the child with him.

Edo gently carried the child back to his rough home, and made him as comfortable as possible on his cot. By this time the boy had a fever, and Edo gave him what treatment he could. The boy's fever lasted several days, and Edo tended him the entire time. When he could steal away for a few minutes, he returned to the scene of the wreck to salvage what he could, and to bury the remainder. From a few scrap-books and personal possessions that had been thrown clear of the wreck along with the boy, he learned that his new ward's name was Donald Morgan, and that his parents, Albert and Elise Morgan, were freelance nature photographers from Sydney. Presumably, thought Edo, they had come here to take some of their pictures; what a tragedy for two promising lives to be snuffed out in such an accident!

After the boy's fever broke and he awakened from his fever-induced sleep, Edo continued to care for him. Don was still in something of a mental stupor because of his injuries and the emotional impact of the wreck, so rather than try to completely take the place of the boy's family, he told Don to call him "Mister Edo."

Over the next few weeks, Edo slowly began to change his mind about the boy. At first he had thought that he would wait until the child was well enough to travel and would then take him back to "civilization." But he soon grew to love the boy, who was high-spirited and rambunctious despite the tragedy he'd suffered. In fact, Edo thought, Don was the perfect pupil to whom Edo could pass his hard-won wisdom.

In his own youth, Edo Tashiro had been raised as a member of the Nohoda ninja clan, a group of ninja oath bound to serve a powerful yakuza "family." He trained long and hard, and became a highly-skilled ninja. However, he lacked much of the philosophical outlook of the ninja; he was a quiet, honorable man more akin to certain samurai of old than to his fellow night-warriors.

During World War II, he and the rest of the most talented members of the Nohoda clan, an elite force known as the Red Band, were sent to infiltrate Australia and disrupt the Allied war effort there. Shortly after they arrived, one of Edo's comrades suggested a plan which would involve poisoning the water supply of Brisbane. Edo was shocked and dismayed by this terrible tactic, but the rest of the



Red Band endorsed it as a sound plan. Seeing no other way to prevent the slaughter of thousands of innocents, Edo launched a surprise attack against the rest of the Red Band, slaying most of them and wounding the rest so badly that they were forced to withdraw from Australia.

Edo was then faced with a terrible choice. He had done as his conscience dictated, but he felt that he had dishonored his clan and must be punished for that, even though he had done good. Still, he had no wish to die, so *seppuku* was no solution. Eventually he decided to go into self-exile in the wilds of Australia—this was not only great punishment for someone as gregarious as Edo, but it would keep him safe from the vengeful Nohoda Red Band. Edo lived alone for many years until the crash that killed the Morgans—but now he had a “son.” He had long wished for someone to pass his skills on to, so he decided to teach them to Don.

Years passed. The young Australian boy took to Mr. Edo’s training as quickly and easily as any Japanese ever had. Mr. Edo taught him not only ninjutsu, but what little jujutsu and karate he knew; additionally, he constantly impressed upon Don Morgan the philosophical precepts by which he lived his life: protection of the innocent and a search for “Truth,” whatever that might be. “What is this truth that I must seek, Mr. Edo?” Don asked him more than once; the only answer Edo would give him was, “That is something you must determine for yourself.”

Every time Don sought to learn something new from Mr. Edo, Edo required him to perform some good, honorable deed or learn some new philosophical precept in exchange—thus tempering fighting skill with maturity. Over the years, Don’s sense of honor, his willingness to protect and serve the innocent, and his devotion to “the Truth” were ever increased and reinforced by this practice. He grew to be a fine, honorable young man, and Edo was very proud of him, as proud as he would have been had Don been his own son.

By the time Don was in his late teens, he had learned everything Mr. Edo could teach him—from fighting, to tactics, to stealth, to surviving on the land. Mr. Edo decided that he should no longer keep Don with him. Although it broke his heart to do so, he sent Don away to seek “the final answer” to the question of Truth. Don, for his part, hated to go, but he realized the wisdom in Mr. Edo’s command. Tearfully he packed his few things and went to the nearest city, where he used money that Mr. Edo had salvaged from the wreck years ago to purchase a plane ticket to Hong Kong.

For the next few years Don, now calling himself “Seeker” because of his quest for wisdom and insight, wandered the Orient, studying martial arts and philosophy. He thought for a while that he might find the answers he was looking for in Taoism and some of the other esoteric Chinese philosophies that Mr. Edo had introduced him to, but this did not prove to be the case. The masters he studied under, while skilled, could offer him no insight he found valuable, and their rigid regimens chafed Seeker’s irrepressible spirit and swashbuck-

ling personality. Nor did Seeker find his answers while studying Zen Buddhism in Japan. Finally, Seeker decided that he would never find “the final answer” in the East, and caught a ship for America.

His ship docked in New York City, and Seeker immediately set out into the city to enjoy himself and seek Truth. He soon learned just how ugly and dehumanizing the city could be, and found himself using his martial arts skills to protect people from criminals and other ne’er-do-wells. During one of these incidents, when he attempted to stop a group of VIPER agents from robbing a bank, he encountered the Champions. The team was impressed with Seeker’s abilities and personality, and soon asked him to join. Seeker, who sensed in the group a collection of kindred souls who might help him in his quest for Truth, joined them immediately.

Seeker has been a member of the Champions ever since, though he frequently journeys around the world on his own, adventuring “solo.” He has become world-famous, and is usually recognized wherever he goes. But he has earned enemies as well as accolades: VIPER despises him for his role in disrupting so many of their plans, and the Red Band has learned of his connections with Edo Tashiro and seeks to eliminate him as a way of revenging itself on Edo. He has also been the nemesis of the supervillain Green Dragon for many years, though as time has passed, Seeker’s broadmindedness and honor have allowed him to progress and grow as a person, so that he has surpassed the closed-minded and stagnant Green Dragon in martial arts skill. (Seeker’s son-again, off-again relationship with Green Dragon’s sister Lin Chow will probably cause this old conflict to heat up again, however.) Through it all, Seeker has continued his quest for Mr. Edo’s “final answer;” he suspects that the final Truth he is seeking is nothing more than life itself, but nonetheless he continues to look.

Personality/Motivation: Seeker is a curious and complex person. The most important aspect of his personality is his honorable, philosophical nature. While many people are aware of his honor, having seen him display it frequently in his treatment of others, few are aware of the philosophical roots of his honor. Mr. Edo taught Seeker that honor comes not just from one’s personal behavior, but from one’s behavior toward his fellow man—the truly honorable man helps others, and does not get wrapped up in the purely philosophical aspects of honor, or of life. This motivates Seeker to search for ways to assist those in need of protection or other help. Because of his upbringing, Seeker’s outlook on these sorts of problems is much more “individualized” than those of most of his teammates; although he has helped to save the world on more than one occasion, he is happiest fighting “street crime” and making a difference for the “little guy.” He patrols the streets of New York more than any other member of the Champions, and is a welcome sight to the city’s downtrodden and victimized citizens. He also devotes his name and talents to charity efforts whenever possible.



Seeker's philosophical side also expresses itself in his search for "Truth" (or "the final answer," as he sometimes calls it). He has never explained the exact nature of what he is seeking to his teammates (not even to Solitaire), since he is not exactly sure what it is himself! Mr. Edo raised him to respect "Truth," and Seeker reflects this in his forthright, honest, and honorable nature, and his dislike and contempt for deception, dishonesty, deceit, illusion, and fraud. Nothing is so repugnant to him as the abuse of trust and respect, which he regards as a great insult to the concept of "Truth." He will go to great lengths to determine what is "certain" in a given situation, what is not, and what the real, "true" answer is to a given question or dilemma.

The side of Seeker that most people are aware of is his wisecracking, swashbuckling nature. Despite a lifetime of philosophical study under teachers who were often quite somber, Seeker has never been able to repress his *joie de vivre*, nor does he want to. He loves adventure, excitement, beautiful women, exotic locations, swinging from chandeliers, and just generally being alive. This leads many people to regard him as the "party animal" of the Champions (Jaguar's powers and personality notwithstanding), but this reputation is not really deserved—Seeker just likes to enjoy himself.

When he first joined the Champions, Seeker was seen as something of a "country bumpkin," since he knew very little of modern civilization in general or American culture in particular. He has learned much since then, and overcome that perception, but he maintains a fierce pride in his Australian heritage (and accent!) and in his Oriental philosophies and disciplines.

Seeker gets along very well with his teammates. Defender respects for his bravery, honor, and forthrightness; even though the two have relatively little in common, they enjoy each other's company. With Quantum Seeker shares a desire to help and protect ordinary citizens; though he has felt the sharp edge of Quantum's tongue more than once because of his seemingly lighthearted attitude towards superheroing, he actually likes her quite a bit. Jaguar and Seeker are pals, beer-drinking buddies who simply like to hang around together without getting too serious, though on occasion they do patrol together, and often turn to one another for help with thorny problems. In Solitaire, Seeker sees a companion on his quest for the Truth, since she, too, passionately despises many of the same things he does and seeks what is "right." On more than one morning the other Champions have come downstairs to find out that Solitaire and Seeker have stayed up all night, discussing philosophy over coffee.

Quote: "G'day, Miss! Watch this!"

Powers/Tactics: Seeker is a highly-trained martial artist of consummate skill. Thanks to the combat experience he has garnered as a member of the Champions, he is regarded as one of the top martial artists in the world (someone that only a handful of other martial artists can compete with). He has studied not only ninjutsu, but jujutsu, karate, and

kung fu as well, and he has a smattering of knowledge of most other major styles. Thus, his fighting style is rather eclectic and unpredictable; his swashbuckling, carefree attitude and acrobatic maneuvers only make it more so. He has a tendency to show off if he has a DEX or SPD advantage over his opponent—or if there is a pretty lady nearby that he wants to impress.

Even though Seeker is best known for his flamboyant nature, he is also skilled at the stealthy aspects of ninjutsu, and is not reluctant to use them if he must. His skill at stealthy movement, tactics, and survival have saved the Champions more than once.

Although Seeker does not have a Code Against Killing, he is very reluctant to kill and will only use his Killing-damage weapons on inanimate objects or foes he is unable to hurt any other way, or who have broken some sort of honorable bargain or otherwise offended the concepts that Seeker holds dear.

Seeker's identity is neither Secret nor Public. Most people have no idea that he is Don Morgan, but in certain circles, such as the Martial World or among certain espionage and law-enforcement groups, it is a well-known fact.

Appearance: Seeker wears white blousy kung fu pants (*dang lung fu*), red karate slippers and a red sash, and no shirt. He also wears a red or black bandoleer to carry his weapons. If the mission calls for it, he may wear other garb, including a traditional ninja *igabakama* or commando-style clothing. He stands 6'1" tall, with blonde hair, blue eyes, handsome rugged features, and a big smile.

Seeker

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
29	DEX	57	15-	OCV: 10/DCV: 10
25	CON	30	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
20	COM	5	13-	
18	PD	13		Total: 18 PD
15	ED	10		Total: 15 ED
7	SPD	31		Pha 2, 4, 6, 7, 9, 11, 12
10	REC	0		
50	END	0		
41	STUN	0		

Total Characteristic Cost: 192

Movement: Running: 10"/20"

Swimming: 4"/8"

Superleap: 10"/20"



Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Hand-To-Hand Combat (10)

Combat Skill Levels: +2 Levels w/ all Combat (16)

Martial Arts—Ninjutsu, Jujutsu, Karate and Kung Fu (60)

Maneuver	OCV	DCV	Notes
Atemi Strike*#\$\$%	-1	+1	2d6 NND(1)
Block*#\$\$%	+2	+2	Block, Abort
Choke Hold*#	-2	+0	Grab One Limb; 2d6 NND(2)
Disarm \$%	-1	+1	50 STR Disarm
Dodge #\$\$%	—	+5	Dodge, Abort
Escape*#\$\$%	+0	+0	55 STR Escape
Joint Lock*#\$\$%	+0	-1	Grab One Limb, 50 STR to hold on
Joint Break*	-1	-2	Grab One Limb; 1d6 HKA (2d6 with STR), Disable
Kick #\$\$%	-2	+1	12d6
Punch #\$\$%	+0	+2	10d6
Throw*#\$\$%	+0	+1	8d6+v/5; Targ Falls

+3 Damage Classes (already added in)

Use Arts with Blades, Clubs, Karate Weapons, Three-Section Staff

Notes: * = *Jujutsu* maneuver; # = *Ninjutsu* maneuver; \$ = *Karate* maneuver; % = *Kung Fu* maneuver

Stances: Multipower (3 pt pool), Costs END (2)

u - Cat Stance: Lightning Reflexes +2 (3/1) [1]

u - Crane Stance: +1 OCV w/ Block, Requires a DEX Roll (2/1) [1]

u - Horse Stance: Knockback Resistance -1(3/1) [1]

Martial Arts Weapons:

Katana: HKA 2d6 (3 ½d6 w/ STR), Ranged (can be thrown), OAF, Blade Limitations, No Knockback, Range Based on STR (16) [3+]

Triple Irons, OAF:

HA +3d6 (4) [1+]

1" Stretching, Only with Weapon (-1) (2) [1] +1 OCV w/ Block and Disarm (1)

Sai: Multipower (37 pt pool), OAF (18)

u - HKA 1d6 (2d6 w/ STR), Ranged (can be thrown), AP, Penetrating, No Knockback, Range based on STR (37/1) [4+]

u - HA +3d6 (9/1) [1+]

Sai: As above; second of the pair (20)

Shuriken: HKA ½d6 (1d6+1 w/ STR), Ranged, Autofire, 9 Recoverable Charges, OAF, No Knockback, Range based on STR (9) [9rc]

Martial Arts Abilities:

Pain Resistance: Damage Reduction, 25%, Physical and Energy, Resistant; Seeker must be aware of attack (-¼), STUN Only (-½), Requires A CON Roll (-½) (13)

Strength of Will: Mental Defense 8 pts (5)

Sense *Ch'i*: Detect *Ch'i* 15-, as a Sense, at Range (10)

Enhanced Perception: +3 with all PER Rolls (9)

Hing Kung: Gliding 6"; Only For Not Leaving Tracks (-2) (2) [1/5"]



Dontonjutsu (earth concealment technique):

Tunneling 1", can fill in hole behind him; Maximum distance 1" per tunnel (-1) (7) [1] Superleap: +5" (10" forward, 5" upward) (5) [1/5"]

Athletic Abilities:

+4" Running (10" total) (8) [1/5"] +2" Swimming (4" total) (2) [1/5"]

Champions Wrist Communicator, OIF:

High Range Radio Hearing (7) Absolute Time Sense (2)

Martial Artist Skills and Talents:

Combat Sense 13- (5)

Defense Maneuver: no attack is considered to be "from behind"; Multiple Attacker Bonus is eliminated even as to attackers Seeker cannot perceive (8)

Lightsleep 11- (3)

Luck: 2d6 (10)

Acrobatics 15- (3)

Breakfall 15- (3)

Climbing 15- (3)

English: native (0)

Japanese: fluent conversation, literacy (3)

Mandarin Chinese: basic conversation, literacy (2)

Nohoda Ninja Clan Codes & Symbols: fluent conversation, literacy (3)

Shadowing 13- (7)

Sleight Of Hand 15- (3)

Stealth 15- (3)

Tactics 12- (2)

WF: Common Melee Weapons, Common

Martial Arts Weapons, Three-Section Staff, Off Hand (6)

Scholar

KS: Analyze Style 11- (1)





Green Dragon

- KS: Jujutsu 11- (1)
- KS: Karate 11- (1)
- KS: Kung Fu 11- (1)
- KS: Ninjutsu 11- (1)
- KS: Rhythm & Blues 13- (3)
- KS: Philosophy 13- (3)

Wilderness Skills:

- AK: Australian Outback 13- (4)
- Navigation 12- (3)
- Survival (Outback) 13- (7)
- Tracking 13- (5)

Miscellaneous Skills and Talents:

- Immunity: Coral Snake Venom (1)
- Immunity: Jellyfish Venom (1)
- TF: Champions's Vehicles (1)
- Well Connected (3)
- Favor: Queen of the Faerie Court (very high-powered) (2)
- Favor: Time-Traveling Super-Soldier (very high-powered) (2)
- Favor: African Head of State (very influential) (2)
- Favor: United States Senator (1)
- Favor: Professional Jewel Thief (0)
- Favor: World Heavyweight Kickboxing Champion (1)
- Favor: World-Famous Film Director (0)
- Favor: Exotic Cat Breeder (1)
- Favor: USAF Fighter Jock (0)
- Favor: NYC Jazz Pianist/Composer (not famous) (1)
- Favor: French Riviera Casino Owner (0)
- Donation for Homestead, the Champions's base (1)
- Donation for Slingshot II, the Champions's current plane (4)

Total Powers & Skills Cost: 352

Total Character Cost: 544

Disadvantages: 100+

Distinctive Features:

- Style Disadvantage (10)

DNPC:

- Current romantic interest (Lin Chow is default), normal, 8- (10)

Enraged:

- When innocents are abused, 11-, Recover 11- (10)

Hunted by:

- VIPER, as powerful, NCI, 11- (20)
- the Red Band of the Nohoda ninja clan, less powerful, 8- (5)
- Green Dragon, less powerful 8- (5)

Psychological Limitation:

- Puts innocents before himself (20)
- Code of honor; honors honorable foes, punishes dishonorable foes (15)
- Seeks absolute truth (will go into danger to determine absolute philosophic certainty) (10)
- Irreverent wisecracker (makes humorous comments at inappropriate times) (5)

Reputation:

- Honorable (will not break his word); member of the Champions, 14- (extreme) (originally 11-, no change in cost) (15)

Rivalry:

- Wants to outshine other martial artists (PCs or otherwise) (10)

Experience Bonus (309)

Background/History: Chow Deng was born to a poor peasant family in a farming village/commune in Gansu Province in central China. As soon as he was able to walk, he was put to work in the fields assigned to the family; his little sister Lin suffered the same fate in turn. However, one day, when Deng was only 8 years old, his parents were both killed in an accident when a tractor suddenly tipped over. No one ever figured out exactly what caused the accident.

Deng and his little sister were orphaned and alone. They had no other living relatives, and nowhere to turn. Deng, stubborn and proud, decided to keep farming his family's assigned plot of land by himself. The other people in the village watched the boy's struggles with a mixture of pity and amazement; when they could, they helped the two children and tried to make their hard life a little easier.

Deng kept at his farming faithfully for more than a year, and actually managed to bring in several harvests. Then came the day when the monks showed up at the hut he shared with his sister. All his life he had heard about them, in village tales told late at night, but he had never expected to actually see one of them. They lived in an isolated monastery more than an hour's walk from the village, where they lived as their predecessors had for centuries.

"What do wish of me, honored sirs?" he asked them, ashamed that he was too poor to extend them hospitality.

"We have watched you over the past year, Chow Deng. You have shown strength of character and strength of arm. We seek candidates with your qualities for training at our monastery. We will teach you the ancient fighting arts of our people. You will become a great warrior."

The prospect intrigued Deng, but troubled him as well. "If I accept this training, how will my sister and I live? I cannot farm and train at the same time!"

"Have no fear, Chow Deng. If you agree to train under us, we will support you and your sister."

"Then I accept," Deng replied.

The next morning, he got up before dawn. Following the monks' instructions, he made his way to the old monastery. There he began what would become years of training in the art of kung fu.

When he came home that first evening, his sister burst into tears. He was battered and bloody after a day of being knocked down by monks who already knew how to fight. Sobbing, she used the skills she had learned from her mother to tend his wounds and ease his pain as best she could. Deng said nothing, but there was a gleam in his eyes she had never seen before. Thereafter, she would tend to him each evening, healing his hurts, but her sorrow at what he endured never left her. The gleam in Deng's eye never left, either.



Months passed. Deng's body, already hard and muscular from hard farm labor, filled out as he began receiving a nutritious diet to accompany the steady exercise. Every night Lin would tend his wounds, weeping softly as she did so, so saddened was she by the abuse heaped on her brother.

"But why, Deng? Why do you put yourself through this? Our life before was hard, but never that hard."

"The monks say they are training us to enter 'The Tournament of the Dragon.' When I defeat the other students, and then go on to win the Tournament, I will be a hero. I will have fame and money, and you will share in it. That is why I do this, little sister."

Months more passed. Slowly but surely, Deng's skill grew, and with it, a confidence that had been missing ever since his parents' death. Excitedly he would tell Lin how he defeated the other students. He was sure that the Tournament was not far away.

Then one day he came home with his head hanging. All night Lin could get nothing out of him. Finally he whispered to her, *"It has all been for nothing. The monks say that I have years of training ahead of me—years! I will never get to the Tournament at this rate!"*

Deng's training did indeed continue for years. His skill grew as the years passed—but so did his pride and his anger. The monks tried to humble him by cursing him, making him vulnerable to damage from flames, but this did nothing to curb his stubbornness. He was supposed to search for a cure for his affliction, but never bothered to do so. But eventually he did stop coming home bruised and bloody; he now knew so much that he could face the monks on an equal footing. Yet his soul chafed at the endless wait. He was skilled, he was strong, no one could defeat him! The training and the monks' foolish lectures about *ch'i* were a waste of time. Whatever sort of foe this "Dragon" was, he was ready for the Tournament now!

One night, when Deng was nearly eighteen years old, he awakened his little sister. "Come," he said to her, *"we are leaving those old fools. They only want me for their own purposes."*

"Where will we go?" she asked.

"Far away from here. Far away from China. I must see the competition that I will face when the Tournament arrives."

And so, far away they went. Fleeing the province in the dead of night, they made their way to the coast, and thence to Hong Kong. The monks never found them, if in fact they pursued them. From Hong Kong they made their way to the United States.

Deng quickly became disgusted with America and its people. His masters had taught him that Americans were undisciplined and foolish, and they were right. His sister, on the other hand, was enchanted. While he was content to live apart from those around him, she embraced America and all of its unique qualities. This disgusted him, too, but despite his harangues, she did as she wished.

Deng soon decided that the quickest way to test his skills was to enter dojos at random and issue challenges. He beat up a few people that way, but eventually the men in blue with the guns would come and try to take him away to be locked up. Then he had to beat up a few of them, too—which only brought more men in blue. There seemed to be an endless supply of them.

Suddenly, the crowd of blue men around him parted. Standing several yards away from him was a Westerner wearing white *zubon* pants. He could tell from the way the man carried himself—and his weapons—that here was a true warrior. Deng grinned in anticipation.

But the *gweilo* just had to spoil the moment by talking. "Oy, mate, don'tcha think it's time you calmed down a bit?" he said with a grin. A smirking, insipid grin. The same sort of grin that the West had been giving China for over one hundred years.

So furious that he could barely see straight, Deng launched himself at the blond stranger. His kick connected solidly with the man's chin, sending him flying. Deng looked down on him with a satisfied smile.

The white man shook his head and wiped the blood away from his mouth with the back of his hand. Then he stood up and fell into a cat stance. "C'mon, mate, let's try that again!" He and Deng circled one another, each looking for an opening while the men in blue watched them. Suddenly Deng threw another kick at his adversary—only to have it blocked! Before he could follow it up with a punch, the white man shifted his body forward and threw a punch so powerful that Deng stumbled back, stunned. A kick followed it, and then another punch—and then the world went black.

Deng awoke in a jail cell. Two hours later, after he'd stopped screaming with rage and shaking the bars of his cage, the police let him make his one phone call. Soon Lin was down at the police station, using their entire savings to bail him out. She cried all the way home, so angry she wouldn't even talk to him, which was just as well, since he was in no mood to talk. Being beaten—and by a *Westerner!*—was the most humiliating thing that had ever happened to him.

It wasn't long after that that Deng fell in with the tongs. They had heard of his fight with the one they called "Seeker," and were impressed with his skill and power, despite his loss. He began doing "jobs" for them, jobs that not only earned him fat paychecks, but which gave him the chance to practice his fighting skills and vent his rage. Many of his opponents were crippled or maimed, but he didn't care. His masters nicknamed him *Lù Lóng*, "Green Dragon," because of his fighting prowess and his hatred of the West; eventually, they gave him a costume like the one his enemy Seeker and other martial artist "supervillains" wore. Deng took the name and the costume as a badge of honor.



Deng soon found out that he could make even more money working for other criminal organizations, such as VIPER. He became a mercenary villain, working for whoever could pay him top dollar and give him an opportunity for a good fight—and anyone who could get him a fight with Seeker could hire him for a song. Despite his sister's disapproval, it is a life he has come to enjoy very much, and there is no sign that he intends to give it up anytime soon.

Personality/Motivation: Some martial artists acquire their skills due to their strength of character and willingness to sacrifice a part of their lives for the sake of overall personal growth. Green Dragon is not one of those martial artists. Deng is a headstrong, stubborn, proud, angry young man who has gotten to the level of skill he occupies today through a combination of innate talent and pure cussedness. He is, essentially, a bully with sufficient tenacity to study martial arts diligently enough to gain some true measure of proficiency. He uses his fighting skills to push people around, to make himself feel "big," to get what he wants. He does not tread the path of self-restraint and inner peace that most martial artists of his level of ability do.

On top of this, Deng is a vicious anti-Western bigot. He considers Westerners, particularly Americans, to be lazy, undisciplined, and stupid. As far as he is concerned, beating them up and taking their money is just cultural evolution in action.

Green Dragon is not, however, wholly without good qualities. He is in fact an honorable person and warrior. "Honor" can mean many things, of course, but at the very least to him it means that he will not attack opponents from ambush or "fight dirty," fight women (unless they attack him first), use weapons (again, unless they are used against him first), or "dishonor" himself through sinful or licentious conduct. The conflict between his bigotry and his desire to be honorable seems never to have occurred to him.

The only thing in the world that means more to Green Dragon than fighting is his younger sister, Lin. He loves her very much, but expresses his love through a stifling overprotectiveness that is beginning to annoy her extremely now that she is an independent young woman. Her desire to be an actress is scandalous and repugnant to him, and he is doing everything he can to make her live a more "womanly" life. (His attitudes about women are just one of Deng's many "traditional" opinions; as Lin has observed, his views are frequently "twelve thousand miles and two thousand years away!")

Quote: "American dog! Now I will show you what true kung fu is!"

Powers/Tactics: Green Dragon has two qualities which make him a powerful fighter. The first is his strength; years of farm labor and heavy training have given him great lifting and hitting power. The second is his speed; Green Dragon is fast, quicker even than his hated nemesis Seeker. His training has emphasized kung fu substyles which make the best use of his speed and strength, such as Bear, Dragon, and Shaolin Tiger. He has studied many other substyles of kung fu as well.

However, Green Dragon also has attributes which make him a poor fighter. Chief among these are his pride, his anger, and his impetuosity. Most martial artists who achieve his level of skill have done so through personal discipline and inner strength. Green Dragon has done so through stubbornness and rage. As a result, he has spent little time on what he calls "mystic foolery," such as *ch'i* powers. His power and skill are essentially stagnating; he has gone as far as he can go without delving into the more esoteric aspects of the martial arts, which he has neither the patience nor the discipline to do.

Green Dragon's fighting tactics are fairly simple and straightforward. He attacks hard and quickly, hoping to take his opponent down easily. Only if this proves unworkable will he resort to more advanced tactics such as acrobatic maneuvering and *tien-hsueh* strikes. His tactics and attacks are further circumscribed by his "honor," as described above. He also has a tendency to announce his presence and make a brief, haughty speech before he attacks someone.



Appearance: Green Dragon is 5'8" tall and weighs 175 pounds, most of it rock-solid muscle. He wears a light and dark green costume covered with a "scale" pattern (like snakeskin). His mask is dark green, with two flares projecting outward across either side his face which are embroidered with gold and orange threads. The eyepieces of the mask are lined with a sort of transparent gauze which makes his eyes look like they are solid white. The chest, arms, and legs of the costume are dark green; the gloves, boots, and trunks are lighter green.

Author's Note: For further information on Green Dragon's sister Lin Chow, including a character sheet, refer to *Normals Unbound*, pages 74-75.

Green Dragon

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack 3½d6
8	COM	-1	13-	
10	PD	5		Total: 10 PD/8 rPD
10	ED	6		Total: 10 ED
7	SPD	30		Pha: 2, 4, 6, 7, 9, 11, 12
10	REC	2		
36	END	0		
35	STUN	3		

Total Characteristic Cost: 155

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 13"/26"

Powers & Skills:

Combat Skills:				
Combat Skill Levels: +2 Levels w/ Hand-To-Hand Combat (10)				
Martial Arts—Kung Fu (78)				
Maneuver	OCV	DCV	Notes	
Block	+2	+2	Block, Abort	
Disarm	-1	+1	55 STR Disarm	
Dodge	—	+5	Dodge, Abort	
Escape	+0	+0	60 STR vs. Grabs	
Flying Kick	+1	-2	13d6	
Joint Lock/Grab	-1	-1	45 STR Grab	
Kick	-2	+1	13d6	
Knife Hand	-2	+0	1d6+1 HKA (2d6+1 w/STR)	
Legsweep	+2	-1	10d6, Target Falls	
Punch	+0	+2	11d6 Strike	
Throw	+0	+1	9d6 +vel/5, Target Falls	
Tien-hsueh Strike	-1	+1	4d6 NND (1)	
Tiger/Dragon Claw	+0	+0	13d6 Crush, Must Follow Grab	
Uproot/Sand Palm	+0	+0	60 STR Shove	
+4 Damage Classes (already added in)				
Use Art with Blades, Clubs, Hook Sword, Polearms, Staff, Three-Section Staff, Wind And Fire Wheels				

Stances: Multipower (3 pt pool), Costs END (2)
 u - Cat Stance: Lightning Reflexes +2 (3/1) [1]
 u - Crane Stance: +1 OCV w/ Block, Requires a DEX Roll (2/1) [1]
 u - Horse Stance: Knockback Resistance -1"(3/1) [1]
 u - Phoenix Stance: +1 OCV with Block and Legsweep; Requires A DEX Roll (3/1) [1]
 u - Tiger Stance: +1 with Tiger/Dragon Claw (2/1) [1]

Martial Arts Abilities:

Iron Skin: Damage Resistance 8 PD (4)
 Missile Deflection vs all missiles (20)
 Superleap: +10" (13" forward, 7" upward) (10) [1/5"]

Athletic Abilities:

Running: +3" (9" total) (6) [1/5"]

Martial Artist Skills and Talents:

Danger Sense 12- (in combat) (12)
 Lightsleep (3)
 Acrobatics 15- (3)
 Breakfall 15- (3)
 Climbing 15- (3)
 Contortionist 15- (3)
 Disguise 11- (3)
 English: basic conversation; (1)
 Gambling 11- (3)
 KS: Chinese History & Culture 11- (2)
 KS: Chinese Healing 11- (2)
 KS: Kung Fu 12- (3)
 Mandarin Chinese: native (0)
 Shadowing 11- (3)
 Stealth 15- (3)
 WF: Common Melee Weapons, Common Martial Arts Weapons, Hook Sword, Three-Section Staff, Wind And Fire Wheels (7)

Total Powers & Skills Cost: 189

Total Character Cost: 344

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

DNPC:

Lin Chow (younger sister), Normal with useful Skills, 8- (5)

Enraged:

If honor insulted, 8-, recover 11- (8)
 At ethnic slurs, 8-, recover 11- (5)

Hunted by:

VIPER, more powerful, NCI, capture, 8- (20)
 the CIA, more powerful, NCI, capture, 8- (20)

Psychological Limitation:

Honorable (20)
 Disdain for Occidentals and Western Culture (15)
 Hunting Seeker, 8- (10)
 Overprotective of his little sister (10)

Public Identity: Chow Deng (10)

Reputation:

Supervillain, extreme, 11- (15)

Vulnerability:

2x STUN from Energy Killing Attacks (30)

Villain Bonus (66)

Total Disadvantage Points: 344



After the police had come and carted Green Dragon away, and Seeker had posed for a photograph with the owner and staff of the restaurant as a way of partially apologizing for the mess that had been made, he and Lin finally had some time alone. They chose to walk to the dance club they were planning to go to rather than take a cab.

"Lin, what did your brother mean about that 'Tournament' 'e mentioned when 'e attacked me?"

"I don't know. He used to mention it sometimes when we were still living in China. The monks were training him for some Tournament or something; he expected to win it and become famous and rich. He never told me anything else about it. We came to America when we left China because Deng wanted to 'get a look at' some of the competition he expected to face in the Tournament—people like you, and Dragonmaster, and Shugoshin, I guess. Don't you know anything about it?"

"No, I've never 'eard of it. But me martial arts training wasn't exactly like you see in a kung fu movie; it was mostly just me and Mr. Edo."

"How is he doing, Don?"

"I saw 'im the last time I went back 'ome to Australia for a visit. 'E's gettin' pretty old, but 'e's 'angin' in there. Still lives by 'imself, out in th' Outback. I 'ope you'll get to meet 'im someday."

"I'd like that, Don. I've never been to Australia before."

"And 'ere we are!" said Seeker, gesturing at the gaudy neon sign that indicated where the dance club was. "Ready to dance the night away?"

"Always!" Lin replied, taking his hand and leading him inside.



Chapter Two

The air in the Rare Book Room at the University of Hong Kong was still and stuffy; thick, it seemed, with the dust of books and scrolls hundreds of years old. The lights were dim, purposely kept that way so that they would not fade the manuscripts. Behind the main desk a single librarian worked; she wore white linen gloves so as not to soil the manuscripts.

Near the back of the room sat a man. The bright orange badge pinned to his chest identified him as a visitor. His complexion was dark, and his long black hair was bound behind his head in a ponytail. A black eyepatch covered his left eye, and his clothes were dark. The white gloves he, too, wore on his hands were in stark contrast to the darkness of his face, hair, and garb.

The table in front of the man was covered with musty old texts. Many scholars would have had trouble deciphering the ancient scripts, but the man in the eyepatch seemed to have no difficulty. Next to his right hand there was a pad of paper covered with columns of writing. Judging by the number of pages the man had already filled, the librarian assumed he'd been there since before she came on duty. Something about him troubled her, but he handled the books with extreme care and observed all of the rules of the library, so she had no definite cause for complaint.

After another hour of work, the man stood up and stretched. He was tall, almost six feet, and well-muscled and lithe. With quick, quiet movements he gathered up his papers and pens and put them in a small satchel he carried with him. After a few moments thought, he selected three of the books on the table and took them with him as he began to leave.

It was this last act that attracted the librarian's attention. "Sir!" she said, quietly but insistently. "Those books are not allowed to leave this room! Please put them back at once."

The man stopped. Without turning around to face her, he asked, "Is there no way that I can check these books out, even for a short period?"

"No, sir. The rules of the library are very firm on this point. There are no exceptions."

"Then I see that I shall have to take other steps to obtain what I need." With that he spun quickly and made short throwing motion with his right hand. Something glittered in the dim light, and before the young librarian could even move, a knife imbedded itself in her chest. Her mouth opened in a silent O of amazement, and then she crumpled to the floor—careful to the last not to damage the manuscript she had been holding.

The man in the eyepatch turned and left the Rare Book Room.



Chapter Three

What to wear had been bothering Seeker all the way since he left New York. It wasn't every day, after all, that he went to a peaceful meeting with an old enemy.

For several days, Green Dragon's references to a "Tournament" had preyed on Seeker's mind. Something was going on—something exciting, and possibly dangerous as well—and he didn't know anything about it. That rankled. He'd tried to get the information out of Green Dragon himself, but the man had only sneered at him and laughed at his ignorance. "*The Tournament is not for you, then, Westerner, which is only fitting. You are so poor a fighter that you would surely perish there in any event.*"

He had only grinned at the insult. "Just remember who it was that put you in there, drongo." Green Dragon had lunged at him in response, a

futile gesture considering the strength of the iron bars; Seeker turned his back on him and left the jail.

Seeker considered trying to contact some of his old masters in China, but it would have been to no avail; it's difficult to get in touch with hermits who have no telephones, after all, and Seeker was in no mood to wait for a response from a courier. There was only one man who could help him.

Seeker swallowed his pride and composed a letter in Chinese, using the finest paper he could find and taking the time to make sure that his calligraphy was the best it could be:

Honored Doctor,

I find myself in the unusual position of needing your advice. Certain information has come to light whose import is unknown to me, and I seek to have this mystery explained. Since you are known above all others for your wisdom and learning, it seems only an act of wisdom on my own part to request your aid. Any assistance you could give me would be most appreciated.

*Yours truly,
Seeker
of The Champions*

Three days after he mailed the letter, a red sparrow came to him as he strolled in the garden at Homestead. It dropped into his hand a small scroll tied with a red ribbon. Unrolling it, he read a short note:

Come five days after the Dragon Boat Festival.

The note was signed with an unusual Chinese character which was known to Seeker.

When the proper day arrived, Seeker requisitioned one of the team's lower-powered flying craft—no need to take the Slingshot when he was the only one going to San Francisco—and instructed the computer to lay in a flight plan. He wished again, for the thousandth time, that he knew more about flying these things on his own; if someone attacked the craft, he'd be in big trouble.



But, as usual, the flight was uneventful. He spent part of the time meditating, and part worrying about his clothes. He certainly couldn't go in wearing his costume; not only would that leave him a trifle underdressed, but it could very well give his host offense, something he wanted to avoid at all costs. Given his host's predilections, formal Western clothing might also cause offense. Seeker finally opted for a more formal version of the clothing he had worn while a student in China: silk pants and tunic, with a vest and a sash.

The streets of Chinatown were old friends to him, and he spent some time wandering them, soaking in the atmosphere and enjoying the fresh air. His Chinese garb and blond hair drew a few stares, but he paid them no mind. Eventually he made his way to the house he sought.

"Estate" would be a better word, eh? he thought to himself as he stared through the gates at the mansion and its grounds. The fact that someone had the wealth to create a residence like this in Chinatown was mind-boggling enough; but Seeker's well-trained instincts told him that the place was suffused with mystic energy as well. *I wouldn't be surprised if this place is the most favorable intersection of feng-shui in the city—or maybe even all of North America*, he thought.

He raised his hand to ring the bronze bell on the outside of the gate, but before he could do so, the gate swung open of its own accord. A little shiver ran up Seeker's spine as he wondered what he was about to get himself into, but he stepped inside the gate and followed the flagstone path to the main door of the mansion. Looking back, he realized that the world beyond the front gate somehow now seemed unreal, hazy, indistinct—as if he had finally entered the *real* world, and left a false one behind. He shook his head and continued on his way.

At the door, he raised his hand, and then hesitated, expecting the door to open of its own accord. It didn't work this time, so he knocked. After about a minute, a man of indeterminate age opened the door; he was dressed similarly to Seeker, though his clothes were not so fine and were drably colored. *Oh, well, so much for appropriate clothes*, Seeker thought. *I'm dressed like a servant*. Wordlessly, the man gestured Seeker inside, then shut the door behind him.

The inside of the mansion was everything Seeker had expected. It was decorated primarily in the Eastern style, with some Western touches. There was beautiful silk wallpaper covered with Chinese designs. Chinese artwork adorned the walls and tables. The furniture was mostly made of dark wood, and carved with designs favored by Chinese artisans. Some of it looked extremely old.

The manservant walked off into the interior of the mansion, gesturing at Seeker to follow him. Seeker hurried on, wishing he had the opportunity to examine the house more closely. He glanced down a side corridor and caught a glimpse of something copper-colored, about man-sized. *Copper Spear, no doubt*, he realized, wishing he'd been able to bring along his weapons. But it wouldn't have been very polite to come armed to the house of someone whose help he was requesting.

Eventually the manservant brought him to a sitting room with a fireplace, several couches covered with silk cushions, and several beautiful inlaid tables. He put the box he was carrying down on a sidetable and began examining the walls, which were painted with murals. The one on the north wall depicted a black tortoise; to the east was a blue dragon; to the west, a white tiger; to the south, a red bird.

The door opened and the manservant came in, carrying a tray with a porcelain tea service on it. This he set on the table in the center of the room, in the middle of the main group of couches and chairs. When he left, Seeker sat down on the couch across from the door to await his host.

He did not have long to wait. Without warning, the door opened of its own accord, untouched by the hand of man, and in walked the man he had come to meet—Dr. Yin Wu, the Dragon Mandarin, a reputedly immortal Chinese sorcerer. His face bore the signs of age, but his long hair and beard were still black. He wore a yellow robe of what appeared to be silk. It was long and flowing and was embroidered with patterns and images in red, blue, white, and black; a beautiful golden dragon design coiled all around the robe. On his head the doctor wore a four-sectioned hat or crown, also covered with colored designs. As he strode into the room, his hands were tucked into his voluminous sleeves.





This was the part that Seeker had been dreading, but he knew that it was expected of him. He rose to his feet quickly and then bowed low, finally kneeling on the ground and pressing his forehead to the floor. His *kowtow* completed, Seeker stood, and Dr. Wu bowed to him in turn, though not nearly so low.

Without speaking, Dr. Wu gestured for Seeker to sit, and when he had done so, sat himself in the couch opposite.

"Good evening, Mr. Morgan," the old man said urbanely.

"You know my name?"

"I know a great many things, Mr. Morgan, not the least of which is your name. Would you like some tea?"

"Yes, thank you."

Doctor Wu removed his hands from his sleeves and began to pour the tea. His fingernails were long and lacquered.

When Dr. Wu had finished pouring the tea, Seeker spoke. "I thank you for meeting with me, Doctor. As a token of my respect I bring you this gift." He picked up the box from the sidetable and handed it to his host.

Dr. Wu smiled delightedly, and with short, careful gestures untied the red cord that kept the box closed. He opened the box to find a small porcelain vase painted with lotus flowers.

"Ah, exquisite!" he said. "Ming, is it not?"

"It is," said Seeker, pleased that his gift was well-received.

"This is an extremely rare style of vase, Mr. Morgan. Wherever did you come by such a thing?"

"It was given to me many years ago, when I studied in your homeland. I fear that it is but a small and insignificant thing next to the beautiful pieces I saw as I walked through your house."

"Thank you, Mr. Morgan. I have endeavored to build a fine collection."

"It seems to me that you were able to bring a great many things to this country from China when you came."

"China is here, Mr. Morgan. I have never really left. I simply carry some of my favorite parts of China with me when I travel."

The two of them sipped their tea for a moment, and then Dr. Wu spoke up. "I am curious to know why you contacted me, Mr. Morgan. It is very unusual for one in your... profession... to meet with one such as myself in this manner."

"Well, it all started a little over a week ago. I was attacked by an old enemy of mine known as Green Dragon."

"I am familiar with this one. He is as impetuous and full of rage as the dragons of springtime."

"Yes," replied Seeker, smiling at the metaphor. "When he attacked me, he mentioned something he called 'the Tournament.' Ever since he mentioned it, it's been on my mind. I don't know why, but I was sure that you would know what he was talking about—you stand alone on the sea-monster's head. I think the answer is important."

Doctor Wu's smiled at the compliment, then his face clouded over, becoming at once much more serious than it had been. "Yes, Mr. Morgan, it is—very important. You have never heard of the Tournament of the Dragon?"

Something inside Seeker stirred at the mention of the name. "No, I never have."

"This is an extreme oversight, I assure you, for you certainly should have been invited." Doctor Wu put his tea down and held one hand to his forehead, shutting his eyes in concentration as he did so. In a few moments his eyes opened again, and he removed his hand. "An invitation will be brought for you shortly."

"Thank you," said Seeker.

"Tell me this, Mr. Morgan—if you have not heard of the Tournament, have you ever heard of... the Death Dragon?"

The same something stirred inside of Seeker, stronger now, sending a thrill of fear up his spine. "No, but then, my training in the ways of the East was always a bit, er, unorthodox."

"I see that a full explanation is necessary. The story behind these matters goes back to the very dawn of creation, when P'an Ku created the world out of his own body. After he did so, the gods created mankind and set about to rule them. Shortly after that, they realized that something else besides them was lurking in the Outer World, something terrible and dark and evil. They sought for it and even glimpsed its form, and therefore were able to put a name to it—the Death Dragon. But they were unable even to come to grips with it, much less destroy it."

Before Dr. Wu could continue, the door opened and a man entered. He was young and athletic-looking, with dark gray clothes and long black hair tied back in a ponytail. Two swords were strapped to his back, and his eyes glared at Seeker with undisguised hatred. Seeker knew him at once—Iron Whirlwind, one of the most evil of Dr. Wu's four sons. The two of them had met in battle before, and Seeker had always managed to come out triumphant. He handed a small scroll to his father, then turned and left at once.

Doctor Wu picked up the thread of his story as if he had not been disturbed. *"It was not long thereafter when human sages became aware of the Death Dragon. They named it the Great Dragon of the North. Some sought to appease it, or to gain power from it, and these men sacrificed to it and worshipped. Some were granted foul powers by the Dragon, and became vessels of evil. But other wizards opposed the Death Dragon and all its evil, and strove to prevent it from corrupting and destroying the world."*

"The Dragon was prideful and overconfident, and this proved to be its weakness. Thinking that no mere humans could hope to oppose it successfully, the Dragon came against the human sorcerers, to destroy them once and for all. Many men were killed in its attack. But the sorcerers had prepared a magical trap of great complexity, using lo p'an the likes of which have never been seen since to protect themselves from the Dragon while they sprung it. They were able to force it back to its home in the Spirit World, where they imprisoned it with mystic fetters."

"So what's the problem? The Dragon's caught, why the Tournament?"

"Because no magical binding is ever perfect, Mr. Morgan. They all have some weakness in them somewhere, it is the nature of things. In this case, the spells binding the Dragon allowed him to go free once every astrological cycle—60 years in Western terms—unless he was opposed and forced back into confinement. Therefore, the sorcerers who had imprisoned the Dragon set themselves to guard him for all eternity, lest he escape and ravage the world. They chose for themselves the name "Watchers of the Dragon."

"Because they had learned through their initial conflict that the Dragon draws strength from the numbers of his enemies, they determined that the Dragon should always be opposed by a single champion, on whose shoulders the fate of the world would rest. To choose this champion, they decided to create a grand tournament to find the greatest warrior in the land—and they called it the Tournament of the Dragon."

"I see—so the winner of this Tournament fights the Dragon to protect mankind."

"Yes, Mr. Morgan, and he gains great honor and fame by doing so. But he gains more than that. First, the Watchers agreed to grant each champion additional powers with their magic, that he might better oppose the Dragon. More importantly, the gods approved of the decision of the Watchers of the Dragon, and gave it their blessing. They promised that not only would each champion who triumphed over the Dragon

enjoy luck, prosperity, and a long life, but his nation would reign pre-eminent over all other nations of the world for the next cycle."

Seeker gave a low whistle. *"That is an amazing story, Doctor. But how do you know all of this?"*

"Because, for almost a thousand years, since shortly after what you Westerners refer to as the year 1000 C.E., I have been one of the Watchers of the Dragon."

Seeker's eyes widened in surprise. He had heard the Doctor's assertions of immortality before, but had never believed them. But this, somehow, seemed to verify his claims. Seeker couldn't explain it—a rational man could poke plenty of holes in Dr. Wu's tale—but somehow Seeker didn't think he was lying. He had seen too much in his time with The Champions to doubt fantastic stories just because they were fantastic.

"The current cycle ends this year," Dr. Wu said. "And this, Mr. Morgan, is your invitation to the Tournament of the Dragon." He handed the scroll to Seeker. Seeker unrolled it and read the tiny Chinese salutation:

August warrior!

You are hereby invited to participate in the Tournament of the Dragon of the year 4693. The champion of the Tournament shall face Szé Lóng, the Death Dragon, in a battle to decide the fate of the world.

The rest of the scroll contained what appeared to be a few rules, and some directions to the site of the Tournament in north central China. It was signed at the bottom by five persons—the Watchers of the Dragon.

"I am honored to be invited to your Tournament, Dr. Wu," Seeker said. "How many warriors are invited?"

"Many dozens, for we seek the best fighter in all the world. It has been several centuries since only Easterners competed. Any others who find out about it and can make their way to the Tournament safely are welcome to compete as well."

"I don't understand, though, why Green Dragon attacked me because of the Tournament."

"The Tournament is like life, Mr. Morgan—very few rules govern it. If a fighter can eliminate his competition before the Tournament actually begins, that is nothing to us. If you look carefully enough, you will find that the warriors of the world have been attacking one another with increasing frequency over the past several years; this always happens as the Tournament approaches."

"What are the rules, then?"

"They are detailed for you on the scroll, but primarily they are these. First, once participants arrive at the Tournament, they may only fight one another in the fighting areas as part of the Tournament. Second, warriors may fight with weapons, provided that they are no more technologically advanced than a chu-konu; the Dragon cannot be harmed by technological weapons."



"If you can use weapons, then fighters can be killed."

"Yes, Mr. Morgan, every Tournament many die. But it is necessary if the Dragon is to be opposed."

"You said that if the champion defeats the Dragon, his country leads the world for the next sixty years. What happens if he loses?"

"Darkness, Mr. Morgan. A Dark Age descends upon mankind as the Death Dragon roams free upon the Earth; the Watchers work as best they can to minimize the effects. When the cycle turns, the new champion will have the chance to try to reimprison it."

Seeker sat there in silence for a moment. "You have given me much to think about, Dr. Wu," he finally said. "I hesitate to ask you for more favors, but would you happen to have any texts in which I could read more of this? I suspect that information of this sort is not likely to be found at the local library."

"True," replied Dr. Wu with a smile. "Yes, I believe I can accommodate you." Dr. Wu held his hand to his head again for a few moments, and then he and Seeker discussed other matters for several minutes until there was a loud knock on the door. "Come," Dr. Wu said, and in walked a large humanoid creature of some sort, wearing ornate Chinese armor. *Ogre? Goblin?* thought Seeker, unsure of what sort of being he was looking at.

The armored figure handed Dr. Wu a rectangular lacquered box which was decorated with a dragon inlaid in ivory on the lid, then left the room. Dr. Wu opened the box briefly to check its contents, then shut its lid and handed it to Seeker. "This scroll details the history of the Watchers of the Dragon and the Tournament. It is very ancient; I charge you on your honor to handle it with care and to return it to me unharmed."

"I will do so," Seeker replied. Then he rose and bowed. "Dr. Wu, I thank you for your hospitality, and your information. I am glad that we were able to meet peacefully in such a pleasant setting, rather than on the field of battle as we have done before."

"I, too, am glad. Perhaps this will signal a new era of understanding between your people and mine. I look forward to seeing you in the near future, at the Tournament."

"Thank you," Seeker replied. At that, Dr. Wu clapped his hands, and a few seconds later the manservant who had led Seeker to the room appeared and led him back to the mansion's front door.



Dr. Yin Wu, The Dragon Mandarin

Background/History: Doctor Yin Wu, the Dragon Mandarin, was born the son of Chinese peasant in the year 578 C.E. A local wizard sensed potential in the boy and took him in as an apprentice. Wu soon surpassed his master's expectations; his greatest expertise was in the fields of enchantment, conjuration, and Chinese alchemy.

After long years of study and many dire sacrifices, Yin Wu was a powerful mage. Using an army of summoned creatures of legend (Chinese goblins and demons, *ch'ing-shih* vampires, and the like), he conquered and ruled a large territory in west central China. Then he used his Chinese alchemy to perform the *liandan* ceremony to create one of the fabled Pills of Immortality so that he would never die.

Over the centuries, Dr. Wu's political influence waxed and waned with the tide of secular and mystical power, but his magical skills continued to grow. As a sorcerer, he valued tradition and superstition, and was incensed by the intrusion of Westerners into his homeland and the degrading way they treated his people. In the early Twentieth Century he went to England to study the ways of the white devils that had invaded his land, the better to defeat them. He returned from Europe with an even stronger hatred of Occidentals, and was all the more determined to increase his power and to rid China of Western influence.

During the 1920s and 1930s, Dr. Wu was a powerful *tuchun*, or warlord, in central China; he was known as the Dragon Mandarin because of his extensive power and ruthlessness. Due to his magical abilities and mighty army of mystical creatures, neither the other warlords, nor Chiang Kai-shek's Kuomintang government, nor Mao Zhedong's Communists dared to provoke him. His subjects lived in superstitious fear of him, but also worshipped him as a god.

But change is the way of all things, and eventually change came to China in the form of a Communist victory in 1949. Thereafter Dr. Wu became increasingly uncomfortable with the prevailing political climate. He despised the Communists for their trampling of tradition and their attempts to eradicate superstition. The Communists, for their part, saw Dr. Wu as nothing but a thorn in their side, an anachronism to be eliminated as soon as possible. With the help of wizards whom they had co-opted for their own use, the Communist leaders launched a campaign of assault and harassment against the Dragon Mandarin, hoping to defeat him or drive him out.

Their campaign worked. Dr. Wu, already disgusted with his countrymen for being so easily seduced by Communist wiles, considered these actions the last straw. He performed a mighty spell



to store all of his possessions and followers in a small chest, and then transported himself and the chest to San Francisco's Chinatown, a place he felt was more suited to him than modern-day China itself. When the Communist Army finally worked up the courage to approach and enter the great warlord's castle, they found it deserted. Then it collapsed on them.

Dr. Wu settled into a comfortable existence in Chinatown, where the people knew his name and feared him, and because of this fear served him well. After performing the proper divinatory ceremonies to locate a site where the *feng-shui* (mystic lines of energy) were strong, he built a mansion on that spot and took up residence there. He established a modest cover as a dealer in art supplies, but only the round-eyes believe that is what he is—everyone in Chinatown knows differently. Dr. Wu continues to live this way today, seeking a mystical means to restore the China he knows and loves, a land where he alone will rule and where he can properly placate the spirits of his ancestors.

(Author's Note: Dr. Wu can, of course, be located in a city other than San Francisco if the GM wishes.)

Personality/Motivation: Doctor Yin Wu is a typical Oriental master villain in the mold of Fu Manchu—evil, insidious, ruthless, and inscrutable. His power is derived from his mastery of magic; he despises all modern technology. He must observe strict codes of honor and behavior in order to maintain his magical powers: for example, he must not eat meat or break his word, and must offer homage to his ancestors every day. Player characters may be able to use this code of honor against him, but they must be careful when trying to trick him, for he has more than a thousand years of experience in dealing with such ploys.

Doctor Wu's main goal is to maintain and increase his power, both mystic and political. Ultimately, he would like to crush the Communists that rule his homeland and restore China to its old self. He dreams of declaring himself Emperor and leading China to the position of world eminence that it held centuries ago, when Europeans had barely stopped living in caves. He despises Westerners, seeing them as the people that ruined his once-great native land.

However, Dr. Wu is not entirely a bad person. His code of honor is strong, and it often prompts him to acts which can only be described as "charitable." For example, he will give money to the poor, talk peacefully with his enemies when it would be prudent to do so, or use his powers to defend his home city or the world from threats which are a danger to him or to many people. His membership in the Watchers of the Dragon is another good example. Of course, a cynic would maintain that Dr. Wu's acts of charity are intended ultimately to benefit himself, to keep the world safe for his own takeover, but as to the truth of that, who can say?

Quote: "Fools! Did you truly think you could challenge the might of Doctor Yin Wu and escape his wrath? Destroy them, my pets!"

Powers/Tactics: Doctor Wu is a *fang-shih*, a Chinese scholar with knowledge of magic, alchemy, divination, and many related subjects. He is considered to be the most powerful Chinese sorcerer still living; on occasion, his powers approach those of the gods. His magical abilities are widespread, but he "specializes" in three areas of learning: enchantment (the creation of magical items); conjuration (the summoning and control of creatures); and Chinese alchemy (similar to Western alchemy, but based on five elements: Earth, Water, Fire, Wood, and Metal). He is highly skilled at such disciplines as *feng-shui* (locating "dragon lines"; geomancy) and *ming sun* (Chinese astrology). Doctor Wu has also been given powerful magical items by the gods, many of whom hold him in high favor.

Due to the often limited nature of his spells, Dr. Wu's offensive powers are usually built through Foci—potions, enchanted mirrors, mystic crystals, and other magical items. Although he has had many centuries in which to learn the ways of combat, Dr. Wu is used to cowering his opponents with displays of power, and so he has never learned much about tactics. Player characters should be careful about entering into hand-to-hand combat with him, though—he is not as frail as he looks and has centuries of martial arts experience. He can also use his Power Pool for mystic martial arts abilities if the GM desires. In most circumstances Dr. Wu will try to devote about 30% of his Power Pool to defenses.



Much of Dr. Wu's power is dependent upon his army of Chinese creatures and monsters, which he refers to as "the iron army of talons and fangs." He usually keeps most of these "soldiers" in the Otherworld, with only a few of them attending upon him personally in his mansion—he does not wish to provoke Westerners (or his own superstitious "subjects") with overt displays of magical beings and powers.

Appearance: Doctor Wu is an old Chinese man with a long, wispy black beard, intense dark eyes, and long, painted fingernails. He wears a long robe made out of "fire cloth," a silk-like material woven from the hair of creatures that live in the fire mountains surrounding Mount K'un-lun, the home of the gods. The robe is yellow, symbolizing Dr. Wu's power and his affinity with Shang Ti, Emperor of the gods, and Huang Ti, the "Yellow Emperor," the legendary First Sovereign Emperor of China. Embroidered around the robe is a great golden dragon; also embroidered on the robe are designs and pictures in blue, black, white, and red, the four sacred colors. The robe has wide sleeves and trails behind Dr. Wu for about two feet. Dr. Wu also wears a four-sectioned hat/crown on which are depicted the Blue Dragon of the East, the Black Tortoise of the North, the White Tiger of the West, and the Red Bird of the South. Despite his obvious age, he is quite spry and a quick thinker.

Dr. Yin Wu, The Dragon Mandarin

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack 6d6
12	COM	1	11-	
8	PD	6		Total: 8 PD
12	ED	8		Total: 16 ED/ 4 rED
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	8		
50	END	5		
35	STUN	10		

Total Characteristic Cost: 161

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ Martial Arts (20)

Combat Skill Levels: +5 Levels w/ Chinese

Sorcery Power Pool (25)

Chinese Sorcery and Magical Powers:

Magic Power Pool (100 pt pool), No Skill Roll Required, 0 END on all Powers (225)

Iron Tower Of The Mind: Mental Defense: 14 pts (10)

Mystic Shields: Power Defense: 10 pts (10)

Immortality: LS: Immune To Aging, Immune To Disease (6)

Fire Cloth Robe: Armor +4 ED, OIF (4)

Martial Arts—Shaolin Leopard Kung Fu/Hsing-I/Pakua/Tai Ch'i Ch'uan (45)

Maneuver	OCV	DCV	Notes
Block*#\$\$%	+2	+2	Block, Abort
Disarm*%\$	-1	+1	30 STR Disarm
Dodge*\$	+0	+5	Dodge, Abort
Grab*%	-1	-1	Grab Two Limbs, 30 STR for holding on 8d6
Kick/Monkey Slap/Palm Strike*#\$\$%	-2	+1	
Knife Hand*	-2	+0	1d6 HKA (1 ½d6 with STR)
Punch*	+0	+2	6d6
Throw*#%	+0	+1	4d6 +v/5, Target Falls
Tien-hsueh Strike/Sword Finger*#%	-1	+1	3d6 NND(1)

+2 Damage Classes (already added in)

Use Art with Blades, Staff

* = Kung Fu maneuver, # = Hsing-I maneuver, \$ = Pakua maneuver, % = Tai Ch'i Ch'uan maneuver,

Martial Arts Abilities:

Dim Mak: Drain 8d6 BODY, returns at the rate of 5 Character Points/week (+1 ½), Invisible To Sight & Sound; Gradual Effect (take 1d6 BODY Drain per day as you sicken and die, -1 ¾), Can Be Cured By An Ordinary KS: Chinese Healing Roll (16+ automatically misses)(-½), Attacker Must Make A Sequence Of Three Blows, Each At -3 OCV, And May Not Miss A Phase Or Hit (Blows Do Damage) (-2), Activation Roll 15- (47) [28]

Iron Skin: Damage Resistance: 8 PD (4)

Martial Artist Skills and Talents:

Danger Sense 14-, out of combat, self only (21)

Find Weakness 11- with Martial Arts (20)

Acrobatics 8- (1)

Breakfall 8- (1)

Stealth 13- (3)

Tactics 14- (3)

WF: Common Melee Weapons, Common Martial Arts Weapons (4)



Magical Skills and Talents; General Learning

Luck: 3d6 (15)
Divination 16- (7)
English: fluent conversation (2)
Mandarin Chinese: native (0)
Scholar (3)
KS: Chinese Alchemy 14- (2)
KS: Conjuraton 14- (2)
KS: Enchantment 14- (2)
KS: Divination 14- (2)
KS: Elementalism 14- (2)
KS: Sorcery 14- (2)
KS: Arcane & Occult Lore 14- (2)
KS: Chinese History 14- (2)
KS: Chinese Legends & Lore 14- (2)
KS: Chinese Culture & Civilization 14- (2)
KS: Chinese Philosophy 14- (2)
KS: Chinese Healing 14- (2)
KS: The Death Dragon 14- (2)
KS: The Martial World 14- (2)
KS: Analyze Style 14- (2)
KS: Kung Fu 14- (2)
KS: Tai Ch'i Ch'uan 14- (2)
KS: Hsing-I 14- (2)
KS: Pakua 14- (2)

Total Powers & Skills Cost: 504

Total Character Cost: 605

Disadvantages: 100+

Enraged:

If insulted or taunted, 14-, recover 11- (13)

Psychological Limitation:

Cannot tolerate challenges to his power (20)

Hatred of technology (15)

Code Of Honor: Will not refuse personal challenges; will not use technological devices; must always revere ancestors; must always keep his word; treats foes honorably (15)

Vegetarian (5)

Dependence:

Must perform ancestor worship ceremonies every day, or will lose his magical powers (very common; suffers 3d6 point loss every day) (5)

Distinctive Features:

Ancient Chinese sorcerer (will not conceal; noticeable) (15)

Style Disadvantage (10)

Reputation:

Evil Chinese sorcerer and warlord 14-(limited group: Chinatown and the Martial World) (15)

Hunted by:

the Death Dragon whenever it is free, more powerful (15)

Villain Bonus (437)

Total Disadvantage Points: 665

Sample Spells And Magic Items

Most of the sample spells and magic items presented here are taken from Chinese folklore and legend. Players who are interested in developing their own spells and magical items can consult similar sources.

Spells

These are some sample spells for Dr. Wu's Power Pool. Because they are intended for use in superheroic genres, they are built with relatively few Limitations; they should be decreased in power and more heavily Limited for use in heroic genres.

The Arms Of Chang Tao-ling

Chang Tao-ling, a Taoist wizard, is once said to have stretched out his arms to help one of his disciples climb safely up a cliff. From that legend Chinese wizards have created the following spell.

The Arms Of Chang Tao-ling: 2" Stretching, 0 END (+½) (15 Active Points); Incantations (-¼), Arms Only (-¼). Real cost: 10 points.

Beans Into Men

With this spell, a wizard can turn ordinary beans into armed warriors. With a little time to prepare and a bean field to supply his components, a powerful wizard can summon a whole army this way.

Beans Into Men: Summon 8 200-point warriors (base human statistics +100 points) (65 Active Points); OAF expendable (Beans, -1¼), Extra Time (1 Minute, -1½). Real cost: 17 points.

The Breath Of Cheng Lun

This spell is an unusual sort of magical attack. The mage snorts, creating a sound like a bell and projecting two deadly beams of light from his nostrils.

The Breath Of Cheng Lun: 2d6 RKA (30 Active Points); Gestures (-¼), No KB (-¼) (real cost: 20 points) *plus* 2d6 Hearing Group Flash (30 Active Points); Gestures (-¼), Linked (-½) (real cost: 17 points). Total cost: 37 points.

The Breath Of Ch'en Chi

This spells allows the caster to breath forth from his mouth a small cloud of poisonous yellow gas to which he is immune.

The Breath Of Ch'en Chi: 2d6 RKA, Area of Effect (One Hex, +½), Personal Immunity (+¼) (52 Active Points); No Range (-½), Does Not Work In Winds Or Rain (-¼), No KB (-¼). Real cost: 26 points.

The Breath Of Fêng-lin

Fêng-lin is a god who has the power to blow billows of black smoke out of his nostrils. This spell allows wizards to mimic this ability.

The Breath Of Fêng-lin: 4" radius Darkness to Sight Group and Normal Smell, Personal Immunity (+¼) (62 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½). Real cost: 31 points.



Bridge Of Magpies

This spell summons a large number of magpies who will link up and form a bridge across a stream or other obstacle. It does not hurt the birds for the spellcaster to walk on them.

Bridge Of Magpies: 20" Flight, 0 END (+½), Usable By Others (only one at a time, spellcaster cannot use Bridge at the same time, +¼) (70 Active Points); OAF expendable (magpie feather, -1 ¼), Gestures (-¼), Incantations (-¼), Limited Utility (characters may only "fly" by walking where the bridge allows them to walk, -1). Real cost: 19 points.

The Celestial Lotus Of Invulnerability

Chinese wizards use this spell to protect themselves from many different types of attacks. When a sorcerer casts it, a magical lotus flower grows from his mouth and blocks all incoming attacks.

The Celestial Lotus Of Invulnerability: Force Wall (12 PD/ED) (60 Active Points); OAF expendable (lotus petal, -1 ¼), Gestures (-¼), Instant (-1), Self Only (-½). Real cost: 15 points.

Designer's Note: The "Instant" (-1) Limitation is used to change a Power from a Constant to an Instant Power, in much the same way as the "Continuous" Advantage changes an Instant Power to a Constant Power. In the case of a Force Wall, it means that the Force Wall will only protect the spellcaster during the Phase in which the Force Wall is created; after that, it disappears.

Chinese Divination

This spell encompasses the many different means by which Chinese spellcasters foretell the future or seek out lucky omens: the eight trigrams of the *I Ching*; locating *feng-shui*, also known as "dragon lines," to determine where it would be most lucky to build a home or locate a tomb (i.e., geomancy); *ming sun* (Chinese astrology); observing the reflections in a bowl of water by the light of a burning unicorn's horn; use of the "divining stalks" of the yarrow plant; and the reading of the cracks created in tortoiseshells and bones when they are heated. The diviner is said to be able to read the *ch'ishu* ("forces and numbers") to determine how people should guide their lives.

Chinese Divination: Precognition (40 Active Points); Requires A Divination Roll (-½), Extra Time (from 1 Minute to 1 Hour, -1 ½), OAF (*I Ching* diagrams, materials for locating *feng shui*, tortoiseshells, or whatever other medium the spellcaster prefers, -1); Activation Roll 11-, Readings Are Often Vague Even When Successful (-1 ¼). Real cost: 8 points.

Draining The Sea

This spell of Taoist magic can be used as its name implies, or it can be used to affect water-based creatures and powers.

Draining The Sea: 24d6 Dispel, any one Water power/special effect at once (+¼) (90 Active Points); OAF expendable (pinch of dust or ashes, -1 ¼), Gestures (-¼), Incantations (-¼). Real cost: 33 points.

The Ears Of Chang Tao-ling

Chang Tao-ling was a powerful Taoist wizard. Among his many powers was this one, the ability to hear far-away sounds.

The Ears Of Chang Tao-ling: Clairaudience (normal hearing), 2500" inch range (30 Active Points); Incantations (-¼). Real cost: 24 points.

Finger Of Destruction

With this spell, the wizard can point his finger at something (usually a small living thing, such as a plant or a bird) and kill it.

Finger Of Destruction: 1d6 RKA (15 Active Points); Incantations (-¼), Gestures (-¼), 2x END (-½). Real cost: 7 points.

The First and Second Spells Of Divine Form

These spells are patterned after shapechanging powers displayed by the gods in their various battles with one another.

The First Spell Of Divine Form: Shape Shift (any shape of same mass) (40 Active Points); Gestures (-¼), Incantations (-¼). Real cost: 27 points.

(Note: Chinese sorcerer characters may, if they wish, use their Magic Power Pools to augment this spell with abilities appropriate to the form assumed [for example, claws for a bear].)

The Second Spell Of Divine Form: Extra Limbs (however many the character desires, including multiple heads!) (5 Active Points); Incantations (-¼). Real cost: 4 points.

Ghost Arrow

According to Chinese folklore, arrows fired by a ghost strike with such force that they pierce any armor and break the target's back! They are most often used as a way for the ghost to get revenge on whoever ended his life or wronged him while he was alive.

Ghost Arrow: 4d6 RKA, Penetrating (+½) (90 Active Points); OAF expendable (small copper arrow, -1 ½), Gestures (-¼), Incantations (-¼), Only Works On Living Beings (-½). Real cost: 26 points.

Hair Into Monkeys

To use this spell, the caster must pluck hairs from his beard or head. He then transforms them into monkeys, who will usually proceed to make a confounded nuisance of themselves (thus, the perfect time to cast this spell is when one is in the middle of an enemy's stronghold!).

Hair Into Monkeys: Summon 128 Monkeys (use statistics for the Rhesus Monkey, *HERO Bestiary*, page 157) (65 Active Points); OAF expendable (hairs from caster's head or beard, -1 ¼), Incantations (-¼), Gestures (-¼). Real cost: 24 points.

Hills To Plains

Chinese sorcerers who do not feel like riding over rough terrain can use this spell to smooth out their journey.

Hills To Plains: 6d6 Major Transform (hills/rough ground into flat ground) (90 Active Points); Incantations (-¼), Gestures (-¼), Extra Time (5 minutes, -2). Real cost: 26 points.



Designer's Note: This spell, like many spells, has an effect which can be difficult to simulate in game terms, and which ideally can be far out of proportion to any dice roll. GMs should grant such spells dramatic license, and always allow them to work as intended unless a combat situation is involved.

Hua Ren's Spell Of The Unfelt Fire

This spell, one of the powers displayed by the master magician Hua Ren, allows the caster to walk through flames unharmed.

Hua Ren's Spell Of The Unfelt Fire: Armor (12 ED), Hardened (+¼) (22 Active Points); Only vs. Fire (-1), Gestures (-¼), Incantations (-¼), Linked (-½) (real cost: 7 points) *plus* Damage Reduction, 75%, energy, resistant (60 Active Points); Only vs. Fire (-1), Gestures (-¼), Incantations (-¼) (real cost: 24 points). Total cost: 31 points.

Hua Ren's Spell Of The Useless Wall

Hua Ren developed this power primarily for walking through walls. However, it has other uses as well.

Hua Ren's Spell Of The Useless Wall: Desolidification (40 Active Points); Gestures (-¼), Incantations (-¼). Real cost: 27 points.

Invocation Of The Peach-Blossom Star

According to Chinese astrology, the Peach-Blossom Star controls lunacy. Hence, by properly calling on the Star, a wizard can inflict madness on his enemies.

Invocation Of The Peach-Blossom Star: 3d6 Major Transform (sane human into human with 25-point Psychological Limitation, "Utter Lunatic"), Based On Ego Combat Value (+1), Works Against EGO, Not BODY (+0) (90 Active Points); OAF expendable (peach leaf, -1 ¼), Requires A KS: Astrology Roll (-¼), Incantations (-¼), Gestures (-¼), Only Works At Night (-1). Real cost: 22 points.

Ju Shui

Ju shui is "weak water," water which is incapable of supporting swimmers or boats and can only be safely crossed by flight. According to some Taoist legends, *ju shui* surrounds the P'eng-lai Isles, a sort of ultimate paradise.

Ju Shui: 4d6 Suppress Swimming, Area Of Effect (32" radius, +2), Continuous (+1), 0 END (+½) (90 Active Points); Gestures (-¼), Incantations (-¼), OAF (a piece of cotton or raw silk; fragile, expendable, -1 ½). Real cost: 30 points.

Kuei Fang's Word Of Power

When this terrible word is uttered, the target's *hun* and *p'o* (superior and inferior souls) separate, killing the target instantly. In some cases, this may result in the creation of a *ch'ing-shih* (see below).

Kuei Fang's Word Of Power: 6d6 RKA (90 Active Points); Incantations (-¼), No KB (-¼), Only Works On Beings With Souls (-1). Real cost: 36 points.

Lan Hsaio's Spell Of The Wholesome Hands

This spell instantly casts off all fetters, chains, and bindings which are being used to hold the wizard captive.

Lan Hsaio's Spell Of The Wholesome Hands: Desolidification (40 Active Points); Only Works To Escape From Bindings (-1 ½), Incantations (-¼). Real cost: 14 points.

Liu Ken's Call To The Ancestors

This spell allows the caster to summon forth the spirits of his target's ancestors. These shades will berate the target for his failings in life, subjecting him to both fear (of the undead) and humiliation.

Liu Ken's Call To The Ancestors: 4d6 PRE Drain, Ranged (+½), Recover 5 Character Points Per Minute (+¼) (70 Active Points); Gestures (-¼), Incantations (-¼). Real cost: 47 points.

Liu Ken's Spell Of Easy Travel

Chinese sorcerers use this spell when an expeditious escape is necessary. It can also be used in other situations.

Liu Ken's Spell Of Easy Travel: 15" Teleportation (30 Active Points); Gestures (-¼), Incantations (-¼). Real cost: 20 points.

The Mantle Of Chang Kuo

Chang Kuo, one of the Eight Immortals, possesses the power to turn himself invisible. Chinese wizards have created a spell which imitates this power. (A similar spell, created by the wizard T'ai-i Chên-jên, involves drawing a magic symbol on the subject's chest, and he will then fade from view until the symbol is erased or he wills it.)

The Mantle Of Chang Kuo: Invisibility to Sight Group, no fringe (40 Active Points); Incantations (-¼), Gestures (-¼). Real cost: 27 points.

Spells Of Kuan Yin

Kuan Yin is the Chinese goddess of mercy, and is well-loved by all the people. Her name can be used by the knowledgeable to create several different magical effects. These include:

Banishment Of Demons: 20d6 Dispel (of Summon spell or power that brought demon to this plane) (60 Active Points); Incantations (-¼), Gestures (-¼). Real cost: 40 points.

Healing: 4d6 Healing Aid (20 Active Points); Incantations (-¼), Gestures (-¼). Real cost: 13 points.

Protection: Force Field (6 PD/ED), 0 END (+½) (27 Active Points); Incantations (-¼), Gestures (-¼). Real cost: 18 points.

The Spirit Of Chang Tao-ling

Another of Chang Tao-ling's powers was the ability to "leave his body behind"—i.e., travel in astral form. (For more information on astral forms and astral travel, please refer to *The Ultimate Mentalist* and *The Ultimate Martial Artist*.)



The Spirit Of Chang Tao-ling: Desolidification, 0 END (+½) (60 Active Points); Astral Form (-1), Incantations (-¼), Requires A PS: Meditation Roll (-¼), Extra Time (requires five minutes to liberate spirit from body, -2). Real cost: 13 points.

Su-P'in-Ts'e's Spell Of Excellent Tranquillity

This spell grants the caster protection against any attack or force.

Su-P'in-Ts'e's Spell Of Excellent Tranquillity: Damage Resistance (up to 12 PD/ED) (12 Active Points); Costs END (-½), Linked (-½) (total cost: 8 points) *plus* Damage Reduction, 25%, Physical and Energy, Resistant (30 Active Points); Costs END (-½) (total cost: 20 points). Total cost: 28 points.

The Thousand-Weapons Cloud

This spell evokes a dark cloud which rains weapons upon the spellcaster's opponents. This spell's statistics can also be used for a spell called "Storm Of The False Stars," in which red-hot stones rain down on the caster's foes.

The Thousand-Weapons Cloud: 3d6 RKA, Area Of Effect (4" radius, +1) (90 Active Points); OAF expendable (a piece of metal from the blade of a weapon, -1 ¼), Incantations (-¼), Gestures (-¼), No KB (-¼). Real cost: 28 points.

Walking Among The Clouds

This is the standard flight spell for Chinese wizards, who often use it to ascend into the heavens and interact with the Immortals.



Walking Among The Clouds: 12" Flight, 0 END (+½) (36 Active Points); Gestures (-¼), Incantations (-¼). Real cost: 24 points.

Yao Ji's Drill Of Thunder And Lightning

With this spell, the wizard summons forth thunder and lightning and uses them to bore a hole through the ground.

Yao Ji's Drill Of Thunder And Lightning: 5" Tunneling through DEF 10 material (40 Active Points); Incantations (-¼), Gestures (-¼). Real cost: 27 points.

Yün Chung-tzu's Pillars Of Fire

With this spell, the wizard causes flaming pillars to erupt from the ground around the target. The target cannot move without getting burned.

Yün Chung-tzu's Pillars Of Fire: 6d6 Entangle, Backlash (Backlash effect is Linked RKA, +½) (90 Active Points); Incantations (-¼), Gestures (-¼) (real cost: 60 points) *plus* 2d6 RKA (30 Active Points); Linked (to Backlash effect or to anyone else touching Entangle, -½), Incantations (-¼), Gestures (-¼) (real cost: 15 points). Total cost: 75 points.

Magic Items

Bag Of Winds

This item, modeled after a much more powerful one used by the wind-god Fêng Po, is a seemingly ordinary leather bag. However, when opened, the bag emits a powerful blast of wind.

Bag Of Winds: 40 STR Telekinesis (60 Active Points); OAF, Can Only Be Used To "Punch" Or Push Objects Away From User (-½). Real cost: 24 points.

Blue Cloud Sword

This magical sword can create several powerful effects in addition to being a potent weapon. First, it can create a black cloud which rains spears down on the enemy, turning his men to dust (similar to the spell, "Thousand-Weapons Cloud"); second, it can create a firestorm composed of 10,000 flying golden fire-serpents; third, it causes thick clouds of smoke to rise out of the ground.

Blue Cloud Sword:

Multipower: (90 pt pool), OAF (45)

u - **Magical Blade:** 2d6 HKA, No Knockback (1) [3]

u - **Thousand-Weapons Cloud:** 3d6 RKA, Area Effect (4" radius) (4) [9]

u - **Fire-Serpent Storm:** 2d6 RKA, Area Effect (12" radius, +1 ½), Armor Piercing No Knockback (4) [9]

u - **Smoking Ground:** Darkness, 6" radius, Sight Group and Normal Smell, Only Works At Ground Level (-¼), Does Not Work In Winds/Rain (-¼) (3) [7]

Branch Of The Seven Virtues

This seemingly innocuous branch actually possesses a powerful magical ability: when waved, it can shatter swords, whether normal or magical. The statistics for this item can also be used for the Wand Of The Seven Treasures, which can break any magical weapon.

Branch Of The Seven Virtues: 6d6 RKA (90 Active Points); OAF, No Knockback (-¼), Only Works On Swords (-1). Real cost: 28 points.

Celestial Mirror Of Exorcism

This mirror reveals the true shape of all who are reflected in it. This power is most often used to detect disguised demons, hence the mirror's name.

Celestial Mirror Of Exorcism: Detect Shapeshifted Being 14-, Discriminatory (18 Active Points); OAF (real cost: 9 points) *plus* Images to Normal Sight, 1" (10 Active Points); OAF, Set Effect (display true visage of shapeshifted creature in the mirror, -½), Linked (-½) (real cost: 3 points). Total cost: 12 points

Devil-Slaying Sabre

Despite its name (*Chan-yao Kuai* in Chinese), this magical blade is not any more effective against devils than against any other creature—though it is quite powerful nonetheless. It also allows the user to "hide himself in the clouds," i.e., to fly.

Devil-Slaying Sabre:

Multipower (60 pt pool), OAF (30)

u - **Magical Blade:** 4d6 HKA (3) [6]

u - **Hiding Amongst The Clouds:** 20" Flight, 0 END, (3) [0]

Endless Earth

This magical substance, first created by the Yellow Emperor, can be used to create hills, mountains, dams, or similar earthen features. It is extremely useful in preventing floods, or helping the people to recover from a flood.

Endless Earth: Change Environment (create geographical features) 65,536" radius (90 Active Points); OAF, 4 Charges (-1). Real cost: 30 points.

Designer's Note: Some GMs might find the effects of this item to be too powerful for Change Environment. If so, this item can be built using the Power "Transform."

Fan Of Flight

This magical fan allows the wizard to fly. The wizard has to keep the fan moving, or else he will fall.

Fan Of Flight: 10" Flight (20 Active Points); OAF, Gestures throughout (-½). Real cost: 8 points.

Feather Cloak

This cloak is made of feathers. When a command word is spoken, it transforms into wings, allowing the wearer to fly.

Feather Cloak: 15" Flight, 0 END (+½) (45 Active Points); OAF. Real cost: 22 points.

Fireball Pearl

As is well known, pearls are distilled from the essence of moonlight, and come from the mouths of dragons. Because of this unusual origin, it is possible for a wizard to enchant one so that it will burst into flame when thrown at an enemy.

Fireball Pearl: 2d6 RKA, Explosion (lose 1 DC per 2", +¾) (52 Active Points); OAF, Range Based On STR (-¼). Real cost: 23 points.

Five-Crop Stone

This magical stone, which is very colorful, can produce many different types of food.

Five-Crop Stone: Change Environment (create food) 2" radius (10 Active Points); OAF. Real cost: 5 points.

Five-Fire Seven-Feathers Fan

When waved at incoming missiles, this magical fan blows them away.

Five-Fire Seven-Feathers Fan: Missile Deflection (all projectiles, including bullets and shrapnel), +6 OCV (27 Active Points); OAF, Gestures (must wave fan, -¼). Real cost: 12 points.

Fix-Sea Staff

Even the lowliest monk can deliver powerful blows with this magical weapon.

Fix-Sea Staff: +10d6 HA (30 Active Points); OAF. Real cost: 15 points.

Globe Of The Nine Fire-Dragons

A target who is hit with this magical orb will be surrounded by a whirlwind of flame. When the flames dissipate, he will have been turned to stone!

Globe Of The Nine Fire-Dragons: 6d6 Major Transform (human into stone) (90 Active Points); OAF, 1 Recoverable Charge (-1 ½). Real cost: 26 points.

Golden Dragon Robe

This magical garment, which has a scaly appearance, allows the wearer to transform into a golden dragon.

Golden Dragon Robe: Multiform into 500-point dragon (100 Active Points); OAF. Real cost: 50 points.

Gold Scaly-Dragon Scissors

When thrown at an enemy, these magical scissors will cleave him in two.

Gold Scaly-Dragon Scissors: 3d6 RKA, Armor Piercing (+½), Penetrating (+½) (90 Active Points); OAF, No Knockback (-¼). Real cost: 40 points.

Gourd Of Fire-Crows

Lo Hsuan, President of the Ministry of Fire, possesses many powerful items of fire-magic. One of them is a gourd which contains 10,000 fire-crows that he can release to attack his enemies. This item is a pale reflection of the power of Lo Hsuan's gourd, but nonetheless is a powerful weapon.



Gourd Of Fire-Crows: 3d6 RKA, Area Of Effect (One Hex, +½), Armor Piercing (+½); OAF, No Knockback (-¼). Real cost: 40 points.

Gourd Of Medicines

The immortal Li T'ieh-kuai possesses a gourd such as this, which is filled with magical medicines to cure any injury or illness.

Gourd Of Medicines: 6d6 Aid, Any Characteristic One At A Time (+¼), 0 END (+½) (52 Active Points); OAF, Only To Starting Values (-½). Real cost: 21 points.

Heart-Piercer

This fearsome weapon is a seven-and-a-half-inch long spike. It can be thrown so that it pierces an enemy's heart and kills him, or it can emit a blinding ray of light.

Heart-Piercer:

- Multipower (90 pt pool), OAF (45)
- u - **Thrown Spike:** 4d6 RKA, Penetrating (+½) (4) [9]
- u - **Ray Of Light:** 5d6 Sight Group Flash, 0 END (4) [0]

Heaven-And-Earth Bracelet

This magical bracelet, patterned after the one owned by the god No Cha, is thrown at enemies and causes great damage when it hits them. The Bracelet returns to its owner after being thrown, but can be intercepted.

Heaven-And-Earth Bracelet: 4d6 RKA, +1 STUN Multiple (+½) (90 Active Points); OAF. Real cost: 45 points.

Jade Scepter

This type of magical device, created by the gods, grants its wielder the power to strike people dead (it can also be used to block other magical weapons; this is a special effect for Block maneuvers). They are sometimes also known as Three-Precious Jade Scepters. Jade Scepters are very rare and difficult to make.

Jade Scepter: 6d6 RKA (90 Active Points); OAF, No Range (-½), No Knockback (-¼). Real cost: 33 points.

Ju-i Stone

When thrown at an enemy, this magical stone can cause grievous wounds; after being thrown, it returns to its owner's hand, but can be intercepted while in flight.

The statistics for this magical item can also be used for a similar magical weapon called the Five-Fire Stone.

Ju-i Stone: 3d6 RKA, +1 STUN Multiple (+½) (67 Active Points); OAF, No Knockback (-¼). Real cost: 30 points.

Lo P'an

A *lo p'an*, or "net plate," is a powerful talisman against evil spirits. It is a plate-like metal object engraved with eight divisions (so that it looks like a net). It is also used when attempting to locate *feng-*

shui. It is said that the gods and certain powerful wizards possess *lo p'an* much more powerful than the one described here.

Lo P'an: Force Field (12 PD/ED), 0 END (+½) (36 Active Points); OAF, Only Protects Against Spirits (-1) (real cost: 12 points) *plus* Power Defense (12 points); OAF, Only Protects Against Spirits (-1), Linked (-½) (real cost: 3 points). Total cost: 15 points.

Lustral Water

This magical liquid, usually given to wizards by the gods, carried in a small bottle. When Lustral Water is sprinkled on a being with magical powers, it takes those powers away.

Lustral Water: 10d6 Dispel, all magical powers at once (+2) (90 Active Points); OAF, No Range (-½), 2 Charges which Never Recover (-3 ½). Real cost: 15 points.

Magic Iron Fan

Waved once, this magical fan quenches fire. Waved twice, it produces a strong wind. Waved thrice times, it creates rain.

Magic Iron Fan

- Multipower (90 pt pool), OAF (45)
- u - **One Wave:** 10d6 Dispel, all fire powers at once (+2) (4) [9]
- u - **Two Waves:** 40 STR Telekinesis, Can Only Be Used To "Punch" Or Push Objects Away From User (-½) (2) [6]
- u - **Three Waves:** Change Environment (create rain) 1024" radius, 0 END (+½) (4) [0]

Mantle Of Mist

This magical garment appears to be made from mists and vapors. If spread over any fire or any magical item relating to fire, it will quench that fire or power.

Mantle Of Mist: 10d6 Dispel, all fire powers at once (+2) (90 Active Points); OAF, No Range (-½). Real cost: 36 points.

Mu-Jen

A *mu-jen* is a Chinese voodoo doll. It is carved out of *tung* wood (sometimes it can be made out of straw). Injuries of various sorts are inflicted upon it, causing corresponding injuries in the victim.

Mu-Jen: 2d6 BODY Drain, Recover 5 Character Points Per Day (+1 ¼), Fully Invisible (+1), Ranged (+½), Increased Maximum Range (x25 = 2,500", +½), Indirect (+½) (95 Active Points); OAF fragile (-1 ¼), Extra Time (figure takes a long time to prepare, and spell may take days or weeks to cast, -3 ½); Can Only Affect One Specific Person (-2). Real cost: 12 points.

Pagoda Of Fire

This item looks like a small, golden pagoda. When thrown at an enemy, it lands at his feet and surrounds him with a globe of flame.

Pagoda Of Fire: 3d6 RKA, Area Of Effect (One Hex, +½) (67 Active Points); OAF, 1 Recoverable Charge (-1 ½). Real cost: 19 points.



Plague Items

The Ministry of Epidemics and its President, Lü Yüeh, use several magical items which cause or spread diseases. These include the Plague Sword, Plague Banner, Umbrella Of Plagues, Fan Of Chills, Fire-Gourd Of Fever, and Ring Of Headaches. The effect of each item is basically the same: it makes the target sick, reducing his combat effectiveness.

Plague Items: 4d6 CON Drain, Ranged (+½) (60 Active Points); OAF. Real cost: 30 points.

Red Copper Sword

Despite its name, this magical blade is actually green. It is said to be able to cut through iron and jade as if they were soft earth.

Red Copper Sword: 3d6 HKA, Penetrating (+½) (67 Active Points); OAF, No Knockback (-¼). Real cost: 30 points.

Reed Rope

According to Chinese legends, ghosts can be tied up and captured with ropes made of reeds.

Reed Rope: 4d6 Entangle, Affects Desolidified (+½) (60 Active Points); OAF, 1 Recoverable Charge (-1 ½). Real cost: 17 points.

Seven-Precious Branch

This magical tree-branch sprouts lotus-flowers which block an enemy's attacks. Some wizards create magical fly-whisks which can sprout multi-colored flowers to the same effect.

Seven-Precious Branch: Force Wall (16 PD/ED) (80 Active Points); OAF, Self Only (-½). Real cost: 32 points.

Sky Mace

These dark-colored weapons are given by the gods to mortals whom they favor.

Sky Mace: +12d6 HA, 0 END (+½) (54 Active Points); OAF. Real cost: 27 points.

Stop-Wind Pearl

This magical pearl prevents all wind-based effects and powers from working within its sphere of influence. This item's statistics can also be used for the Wind-Resisting Pill (which, however, is built with one or more Charges that last for one Turn each).

Stop-Wind Pearl: 20d6 Dispel, Area Of Effect (One Hex, +½) (90 Active Points); OAF. Real cost: 45 points.

Storm Banner

A Storm Banner is used to produce rain. The amount of rainfall that will be received depends on the sparkling streamers attached to the banner—the more streamers, the more rain that will fall. To use it, the sorcerer has to go to the area where he wishes rain to fall and wave the banner until the storm begins.

Storm Banner: Change Environment (cause rain, 8192" radius [approximately 10 miles]) (70 Active Points); OAF, Extra Time (takes 5+ minutes for storm to build, -2), Gestures until effect starts (-½). Real cost: 15 points.

Umbrella Of Chaos

This mystic umbrella, which is made of spiritual pearls, creates darkness when opened. If turned upside down, it causes storms and earthquakes.

Umbrella Of Chaos

Multipower (90 pt pool), OAF (45)

u - **Darkness:** Darkness, 6" radius, Sight Group and Normal Smell; OAF; Only Works At Ground Level (-¼), Does Not Work In Winds/Rain (-¼) (3) [7]

u - **Storms:** Change Environment (create storms) 1024" radius, 0 END (+½); OAF (4) [0]

u - **Earthquakes:** 8d6 EB, Area Of Effect (4" radius, +1), Indirect (attack always originates from the ground, +¼); OAF, Can Only Affect Targets On The Ground (-¼) (4) [9]

White Mule

The White Mule is not an animal, but a creation of paper. Although it can carry its user thousands of miles a day, when spit on it transforms back into paper and can be carried in one's pocket.

White Mule: 20" Flight, x8 noncombat, 0 END (+½) (82 Active Points); OAF, Only In Contact With A Surface (-¼), Instantly Dispelled If Spit Upon (-¼). Real cost: 33 points.

Wind-And-Fire Wheel

This powerful item, used by many of the gods, can project both wind and flame, to devastating effect. It also allows the user to fly.

It is said that the Wind-And-Fire Wheels used by some of the gods can also summon "hosts of silver flying dragons like clouds of snow."

Wind and Fire Wheel

Multipower (61 pt pool), OAF (30)

m - **Wind Blast:** 7d6 EB, Double Knockback (+¾), 8 Charges (61/5) [8c]

m - **Fire Blast:** 2d6 RKA, Armor Piercing, 8 Charges (45/4) [8c]

m - **Flight:** 20" Flight, 0 END (60/6) [0]

Vanquish-Spirits Whip

Also known as a Devil-Chaser Whip, this magical weapon is so powerful that it can create bloody, often lethal welts on anything from stones to intangible spirit-creatures.

Vanquish-Spirits Whip: 3d6 RKA, Penetrating (+½), Affects Desolidified (+½) (90 Active Points); OAF, No Knockback (-¼). Real cost: 40 points.

Yüan-shih's Magical Box

This item is a small wooden box which, when thrown at an enemy, expands in size and entraps him.

Yüan-shih's Magical Box: 6d6 Entangle, 0 END (+½) (90 Active Points); OAF, 1 Recoverable Charge (-1 ½). Real cost: 26 points.



Sample Monsters

Chinese Goblin

Appearance: A Chinese goblin looks very different from the typical goblin found in Western fantasy literature. It comes in many different shapes and sizes; is often bent, misshapen, warty, and/or hairy; its skin color ranges from bright red to bluish-black. It may have unusual physical features such as an extremely large nose, a hunchback, hooves in place of feet, scales, or even small wings (that work poorly or not at all).

Ecology: Chinese goblins are usually found inhabiting wild places or sites of mystical power. They are normally solitary but may band together in small groups. The goblins that serve Dr. Yin Wu are accustomed to working together to carry out his will.

Motivations: A variety of unsavory impulses—greed, nastiness, viciousness, sadism, and downright evil—motivate these horrible creatures. Still, each one is an individual, and there may be substantial variations from the norm (imagine a “mentally ill” Chinese goblin who is a nice person and becomes a friend of the PCs, for example).

Combat Technique: Chinese goblins can be quite savage and fearsome. In addition to their skill with weapons, they possess sharp claws. In some scenarios, GMs will want to give Chinese goblins a martial arts package (usually Kung Fu or Generic Martial Arts). A particularly intelligent goblin may be made a “general” and put in charge of a group of goblins so that they can benefit from his leadership and tactical abilities.

Other Names: Bakemono; Shà; Yāo.

Chinese Goblin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack 2d6
6	COM	-2	10-	
8	PD	5		Total: 10 PD/8 rPD
7	ED	4		Total: 9 ED/9 rED
4	SPD	16		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	3		

Total Characteristic Cost: 62

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Goblin Powers:

Armor: +2 PD, +2 ED (6)

Claws: HKA ½d6 (1d6+1 with STR),
Restrained (-½) (7) [1+]

IR Vision (5)

Additional Skills of GM's choice (3)

Stealth 12- (3)

WF: Common Melee Weapons, Common Missile Weapons (4)

Total Powers & Skills Cost: 28

Total Character Cost: 90

Disadvantages: 100+

Distinctive Features:

Chinese goblin (concealable with effort; major reaction) (15)

Ch'ing-Shih

Appearance: The *ch'ing-shih*, or Chinese vampire, is covered with whitish or greenish colored hair and has long, claw-like nails and red eyes. Depending upon how bestial it is, it may wear nothing or may wear elegant clothes.

The *ch'ing-shih* that work for Dr. Yin Wu are dressed in fine robes and are among the more intelligent of their kind.

Ecology: The Chinese vampire, or *ch'ing-shih*, is a corpse which has been animated by its *p'o*, or inferior soul—usually because proper funeral rites were not performed over the body. In many ways it is similar to the traditional European vampire. It must sleep in a coffin, hates garlic, cannot stand the light of day, cannot cross thresholds without invitation, is extremely strong, and must drink the blood of the living to survive. It has a terrible icy breath which can slay the living, can fly, and can become invisible. To kill a *ch'ing-shih*, one must dig it up and burn it.

Motivations: A *ch'ing-shih* is motivated primarily by its need to drink the blood of the living. Almost all Chinese vampires are also thoroughly evil and deviously clever.

Combat Techniques: A *ch'ing-shih* will usually make a Presence Attack by shrieking and wailing before it attacks, hoping to panic its foes. Then it will attack



with its claws and icy breath, hoping to kill its foes quickly and drink their blood. It is intelligent enough to use other tactics when appropriate (such as ambushes), and it knows when it is out-powered or needs to escape. Some *ch'ing-shih* may know martial arts.

Other Names: *Qing-shi*; *kiangshi* (all three names mean "corpse-specter").

Rumors: There is also supposed to be another type of *ch'ing-shih* which is created when an evil man deliberately separates his superior and inferior souls (*hun* and *p'o*, respectively) and hides the superior soul, so that he will become a vampire. This sort of *ching-shih* does not have many of the vulnerabilities and limitations its lesser brethren do, and can only be destroyed if its superior soul is found and freed.

Ch'ing-Shih

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
8	COM	-1	11-	
12	PD	6		Total: 12 PD/ 8 rPD
12	ED	8		Total: 12 ED/ 8 r ED
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
36	END	0		
40	STUN	2		

Total Characteristic Cost: 128

Movement: Running: 9"/18" Swimming: 2"/4"
Flight: 10"/20"

Powers & Skills:

Vampiric Powers

Claws: HKA 2d6 (4d6 with STR); Restrainable (-½), No Knockback (17) [3+]

Icy Breath: 3d6 EB, NND [Power Defense], Does BODY (+1), No Range (30) [4]

Bite: 1 pip HKA 1 pip, Restrainable (2) [1]

Drink Blood: RKA 1d6, Continuous, No Range, Must Grab Victim (-½), Must Follow Bite HKA, Which Must Do BODY (-½), Extra Time (1 Turn), Concentrate (0 DCV) (7) [3]

Invisibility to Normal Sight (20) [2]

Mist Form: Desolidification (affected by wind, heat, and cold); Cannot Pass Through Solid Objects (-½) (27) [4]

Damage Resistance: 8 PD, 8 ED [8]

Flight: 10" (20) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Note: The *ch'ing-shih* has 25 points unspent; GMs should use these to buy martial arts or other skills appropriate to the creature's former life and/or current abilities.

Total Powers & Skills Cost: 137

Total Character Cost: 265

Disadvantages: 100+

Berserk:

In combat, 11-, recover 8- (30)

Dependence:

Must drink human blood every day or take 1d6 damage per day until dead (5)

Must sleep in its coffin each day or take 1d6 damage per day until dead (5)

Distinctive Features:

Ch'ing-shih (not concealable, extreme reaction) (25)

Physical Limitation:

Aversion to garlic (10)

Psychological Limitation:

Cannot enter buildings without an invitation (20)

Fear of fire (15)

Fear of sunlight (15)

Susceptibility:

1d6 per Phase from Sunlight (25)

Vulnerability:

2x STUN from Fire (20)

2x BODY from Fire (20)

Total Disadvantage Points: 265

Zhen

Appearance: The Zhen is a legendary type of Chinese bird with poisonous feathers. It is about the same size and shape as an eagle, with bluish-blackish feathers like a crow's.

Ecology: Little is known about the ecology of the Zhen; presumably they use their poisonous touch rather than their claws to capture prey in the wild. Also, Zhen are immune to their own poison, or else they could not mate and raise young.

Combat Techniques: The Zhen has sharp beak and claws, but its primary weapon is the deadly poison on its feathers. It will attempt to close with its foes and use its claws on them while beating at them with its wings to poison them.

Other Names: None.

Zhen

Val	CHA	Cost	Roll	Notes
-8	STR	-18	7-	8 kg; 0d6 [0]
18	DEX	24	13-	OCV: 6/DCV: 6
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
6	EGO	-8	10-	ECV: 2
15	PRE	5	12-	PRE Attack 3d6
8	COM	-1	11-	
4	PD	4		Total: 4 PD
4	ED	2		Total: 4 ED
3	SPD	2		Phases: 4, 8, 12
5	REC	6		
26	END	5		
18	STUN	9		

Total Characteristic Cost: 14

Movement: Running: 1"/2" Flight: 20"/40"



Other Creatures Used By Dr. Wu

Some of the other monsters and creatures used by Dr. Wu in his plots include: kuei (Chinese demons and ghosts, relatively similar to the Western varieties in most ways; Chinese ghosts are susceptible to human saliva); spirit spiders (gigantic evil spiders, also known as goblin spiders); Oriental lycanthropes (including werewolves, wererats, weretigers, and the devious and magical Chinese fox spirit [which besides its ability to assume human form can employ various mystical and illusionary powers]); enormous carp and other giant fish; and various fairy-like creatures.



Powers & Skills:

Zhen Powers:

Combat Skill Levels: +1 Level w/ Hand-to-Hand Combat (5)

Small Size: Shrinking 1 Level (+2 DCV, -2 to others' PER Rolls, +3" Knockback), 0 END, Persistent, Always On (13) [0]

Beak and Claws: HKA 1/2d6 HKA, Restrainable (7) [1]

Poisonous Feathers: RKA, 2d6 Damage Shield, 0 END Persistent, Personal Immunity (applies to all zhen), Always On, Only Works On Living Things (-1/2) (41) [0]

Flight: 20", 1/2 END (50) [1/10"]

Telescopic Vision +2 vs. Sight Range Modifiers (3)

Running: -5" Running (1" total) (-10) [1/5"]

Swimming: -2" (0" total) (-2)

Total Powers & Skills Cost: 107

Total Character Cost: 121

Disadvantages: 100+

Physical Limitation:

No Fine Manipulation (15)

Monster Bonus (6)

Total Disadvantage Points: 121

The Four Sons Of The Dragon

Background/History: Doctor Yin Wu's servants are not entirely non-human. He also has many human followers, chief among whom are his "sons," the Four Sons of the Dragon: Copper Spear, Golden Axe, Iron Whirlwind, and Silver Hand. Although these four believe themselves to be Dr. Wu's true sons by a fairy wife he had centuries ago, in truth they are homunculi, artificial creations "grown" by Dr. Wu in his alchemical laboratory.

These four form an efficient and deadly fighting unit, so Dr. Wu uses them as guards, assassins, and war-leaders. They tend to fight better when they are in a group, but even apart they can be fearsome combatants. Each of them wields magical weaponry created by their "father." However, because of the method of their "birth," they are vulnerable to certain forms of magical attack, notably magical Adjustment Powers.

Group Relations: The Four Sons are tightly bound together by their loyalty for Dr. Wu, and they will unhesitatingly follow his orders. Other than that, however, there are deep divisions within the group. Copper Spear, the leader, and Golden Axe are both easygoing and merciful compared to Iron Whirlwind and Silver Hand, who are little more than cold-blooded killers. Copper Spear's honorable streak simply compounds the problem. If it were not for the fact that Dr. Wu has commanded them to work together, they would have come to blows long ago. Iron Whirlwind schemes in secret to somehow replace Copper Spear, either by letting him die in battle or by somehow convincing their "father" that he, and not Copper Spear, deserves to lead.

Tactics: The Four Sons of the Dragon are a highly trained, efficient fighting unit. They work best in close proximity, where their long hours of practice allow them to function as something more than merely the sum of their parts. For this reason they strive not to be separated in combat.

The Four Sons rarely use ranged attacks; they prefer up-close combat. Copper Spear and Golden Axe both have Area Of Effect attacks, however, and if they begin to use them Iron Whirlwind and Silver Hand will try to herd their enemies into the areas covered by their brothers' scything attacks.

Copper Spear

Personality/Motivation: Copper Spear was the first of the Four Sons to be created. As a result of having had more opportunities to observe his father than his brothers have, Copper Spear has picked up on the small spark of nobility in Dr. Wu and chosen that to emulate. This is much to Dr. Wu's disgust, since he wanted an assassin, not a samurai, but he has done the best he can to use Copper Spear as he intended.

Since Copper Spear is totally loyal to his father, he usually follows the Doctor's orders without question, but the conflict between his honorable tendencies and what is required by the orders often tears at him and makes him feel extremely guilty. When not on a mission he can often be found meditating, trying to resolve these inner conflicts. These feelings of morality sometimes cause problems on the job, since his three brothers can sense his reluctance and belittle him because of it.

Quote: "You are a noble foe, but nevertheless I must destroy you. Your spirit shall be honored after your death."

Powers/Tactics: Copper Spear is trained in Sojutsu, the art of the spear. He uses an enchanted copper spear made for him by his father; he can thrust or slash with it, throw it (it returns to his hand automatically, although an enemy can snatch it out of the air and keep it away from him), or use the shaft of his spear to strike his enemies. If he is surrounded, he can whirl the spear around himself, striking everyone within 2" of him. The spear also allows him to teleport.

Copper Spear has fast reflexes and is a swift runner. He tries to use his mobility and speed to his best advantage in combat, but is careful to stay close to his brothers, since they work so well as a team (i.e., to maintain his DEX Aid). Sometimes he will try to gain a Surprise Move bonus by using his spear like a pole vaulter's pole and making an Acrobatics roll to place himself behind or above his opponent.

Appearance: Copper Spear is a muscular Chinese male, with short black hair and a slight coppery tint to his skin. He wears enchanted clothing similar to a karate gi which is copper-colored.

Copper Spear

Val	CHA	Cost	Roll	Notes
15	STR	5	14-	200 kg; 3d6 [2]
23	DEX	39	15-	OCV: 8/DCV: 8
18	CON	16	14-	
10	BODY	0	12-	
13	INT	3	12-	PER Roll 14-
12	EGO	4	12-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
12	COM	1	13-	
10	PD	7		Total: 16 PD/ 6 rPD
9	ED	5		Total: 15 ED/ 6 rED
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	2		
40	END	2		
30	STUN	3		

Total Characteristic Cost: 112

Movement: Running: 11"/22" Swimming: 2"/4"
Teleport: 10"/20"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/ Magic Spear (9)

Martial Arts—*Sojutsu* (26)

Maneuver	OCV	DCV	Notes
Atemi Strike	-1	+1	3d6 NND(1)
Block	+2	+2	Block, Abort
Slash	-2	+1	Weapon +6 DC
Thrust	+0	+2	Weapon +4 DC

+2 Damage Classes (already added in)

(Note: Copper Spear cannot increase the damage his spear's blade can do beyond 3d6+1 HKA total, regardless of the combination of maneuvers and STR he uses.)

Use Art with Weapon's Shaft

The Copper Spear, OAF:

Multipower (44 pt pool) (22)

u - Spear Slash/Thrust: HKA 1 ½d6 (2 ½d6 with STR), No Knockback *plus* 1" Stretching, No Noncombat Multiple (-¼) (30/1) [3+]

u - Spear-Cyclone: HKA 1 ½d6 (2 ½d6 with STR), Nonselective Area Effect (2" Radius, +¾), No Knockback (44/2) [4+]

u - Thrown Spear: HKA 1 ½d6 HKA (2 ½d6 with STR), Ranged, No Knockback, Range Based On STR (-¼) (37/1) [4+]

Gateway Of The Gods: Teleport 10" (10) [1/5"]

Enchanted Clothing: Armor +6 PD, +6 ED OIF (12)

Martial Arts Abilities:

Array Aid: Aid 3d6 DEX, Invisible Power Effects (+1), Lose 5 Character Points Per Minute, 0 END, Only For Increasing OCV/DCV (-¼), Self Only, Usable Only When Within 5" Of His Brothers, And Only 1d6 Aid Per Brother Within 5" (-½) (18) [0]

Keen Senses: +2 Levels w/ All PER Rolls (6)

Running: +5" Running (11" total) (10) [1/5"]

Lightning Reflexes: +6 DEX to go first (9)

Martial Artist Skills and Talents

Luck: 2d6 (10)

Acrobatics 14- (3)

Breakfall 14- (3)

Gambling 11- (3)

English: completely fluent (3)

KS: Sojutsu 11- (2)

KS: Analyze Style 11- (2)

Mandarin Chinese: native (0)

Oratory 13- (3)

Paramedics 12- (3)

Stealth 14- (3)

Tactics 12- (3)

WF: Common Melee Weapons, Common Missile

Weapons, Common Martial Arts Weapons (6)

Total Powers & Skills Cost: 170

Total Character Cost: 282

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

Hero team (PCs or other) as powerful, 8- (10)

Psychological Limitation:

Completely loyal to Dr. Wu (20)

Code Of Honor: always keeps his word, always fights fairly, always honors his fallen enemies (20)

Reputation:

Martial arts assassin and leader of the Four Sons of the Dragon, 11- (extreme; limited group: the Martial World) (10)

Rivalry:

With Iron Whirlwind, for group leadership (5)

Vulnerability:

2x Effect from magical Adjustment Powers (20)

Villain Bonus (87)

Total Disadvantage Points: 282

Golden Axe

Personality/Motivation: Golden Axe is usually regarded as the "big, dumb younger brother" of the four. However, this isn't true; Golden Axe, while big, is certainly not dumb. The worst that could be said about him is that he is impulsive—he loves to fight, and will often jump into a battle with fists (and axe) swinging, regardless of the consequences of his actions.

Another reason that Golden Axe is sometimes looked down upon by his brothers is that he has something of a sentimental streak about him. He cares for his brothers very much, and doesn't hesitate to let them know it or to take special care to "look after" them. He is also the only one of the four of them to have a pet. Admittedly, his pet is a large, ferocious tiger that he likes to let loose on his opponents, but he thinks of it as a pet nonetheless. If anyone seriously harms his tiger he will stop at nothing to kill that person.

Quote: "A man with a big axe, or a tiger—not the best of choices, eh?"



Powers/Tactics: Golden Axe's weapon is a large, golden axe whose head bursts into flame whenever he uses it. He can use it in several ways: first, as a normal axe; second, he can slip the axehead off the haft and use the haft as a club; third, he can take off the chain wrapped around the haft and use it to hit people; fourth, he can use the chain to swing the axe around him in a circle and hit anyone near him. He and Copper Spear have practiced their weapon-twirling maneuvers together so that they can trap enemies between them and mow them down like wheat. Golden Axe's axe is also enchanted to let him "cut through" earth, walls, and similar obstacles (this is his Tunneling ability).

Golden Axe has been trained in Shaolin Leopard Kung Fu by his father, but he doesn't normally use it. He will only use his martial arts if he is disarmed, or if he needs the extra damage and CV bonuses from the maneuvers to use his axe effectively.

Appearance: Golden Axe is a large, strong, hairy man with a big black beard and scars all over his body (some from battles, some from wrestling with his tiger). He wears a suit of light golden armor. He carries his axe with him wherever he goes.

Golden Axe

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
22	CON	22	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
12	PD	7		Total: 18 PD/ 6 rPD
10	ED	6		Total: 16 ED/ 6 rED
5	SPD	20		Phases: 3, 5, 8, 10, 12
12	REC	6		
44	END	0		
45	STUN	6		

Total Characteristic Cost: 136

Movement: Running: 7"/14" Swimming: 2"/4"
Tunneling: 4"/8"

Powers & Skills:

Combat Skills				
Maneuver	OCV	DCV	Notes	
Block	+2	+2	Block, Abort	
Disarm	-1	+1	45 STR Disarm	
Dodge	+0	+5	Dodge, Abort	
Grab	-1	-1	Grab Two	
			Limbs, 45 STR for holding on	
Kick	-2	+1	11d6	
Knife Hand	-2	+0	1d6 HKA (2d6 with STR)	
Nerve Strike	-1	+1	3d6 NND(1)	
Punch	+0	+2	9d6	
Throw	+0	+1	7d6 +v/5, Target Falls	

+2 Damage Classes (already added in)

(Note: Golden Axe cannot increase the damage his axe's blade can do beyond 4d6 HKA total, regardless of the combination of maneuvers and STR he uses.)
Use Art with Axes/Maces/Picks, Chain & Rope Weapons, and Clubs

Comet Axe, OAF:

- Multipower (52 pt pool) (26)
 - u - Axe Blade: HKA 2d6 (3 ½d6 with STR) (30/1) [3+]
 - u - Axe Haft: HA +3d6 (8d6 w/ STR) (9/1) [1+]
 - u - Chain: HA +2d6 (7d6 w/ STR) *plus* 4" Stretching (26/1) [3+]
 - u - Swung Axe: RKA 2d6, Nonselective Area Effect (3" radius, +¾); OAF, No Range (52/2) [5]

Cavern-Maker: Tunneling: 4" through 10 DEF material (19) [1/5"]

Enchanted Armor: Armor +6 PD, +6 ED, OIF (12)

Martial Arts Abilities:

- Array Aid: Aid 3d6 DEX, Invisible Power Effects (+1), Lose 5 Character Points Per Minute, 0 END, Only For Increasing OCV/DCV (-¼), Self Only, Usable Only When Within 5" Of His Brothers, And Only 1d6 Aid Per Brother Within 5" (-½) (18) [0]

Running: +5" Running (11" total) (10) [1/5"]

Pet Tiger: Follower: tiger (*HERO Bestiary*, page 173-74)

Martial Artist Skills and Talents:

- Danger Sense 11-, immediate vicinity (15)
- Resistance (3 points) (3)
- Contortionist 13- (3)
- KS: Kung Fu 11- (2)
- Stealth 13- (3)
- WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons (6)

Miscellaneous Skills and Talents:

- Luck: 2d6 (10)
- Animal Handler 11- (3)
- English: completely fluent (3)
- Mandarin Chinese: native (0)
- Survival 11- (3)
- Tracking 11- (3)

Total Powers & Skills Cost: 238

Total Character Cost: 374

Disadvantages: 100+

Enraged:

- If wounded, 11-, recover 11- (13)
- If tiger hurt/killed, 14-, recover 11- (13)

Distinctive Features:

- Large, scarred Chinese warrior with an axe (easily concealed) (5)
- Style Disadvantage (10)

Hunted by:

Hero team (PCs or other) as powerful, 8- (10)

Psychological Limitation:

- Completely loyal to Dr. Wu (20)
- Loves A Good Fight (15)
- Protective Of His Brothers (15)

Reputation:

Member of the Four Sons of the Dragon, 11- (extreme; limited group: the Martial World) (10)

Vulnerability:

2x Effect from magical Adjustment Powers (20)

Villain Bonus (143)

Total Disadvantage Points: 374



Iron Whirlwind

Personality/Motivation: Iron Whirlwind is a cold, arrogant, evil killer who takes great relish in his role as one of his father's generals and assassins. He considers Golden Axe a maudlin fool and Copper Spear an inept leader. Whenever possible he will question Copper Spear's orders, make sarcastic comments about his decisions, and generally make his life miserable. It is only his father's orders which have prevented him from openly challenging Copper Spear's right to lead the Four Sons; at this point, all he can hope for is that Copper Spear be killed or maimed in battle. For this reason, he never supports Copper Spear's actions in combat or tries to keep Copper Spear's back covered.

Quote: "Come closer, little man—come to your death!"

Powers/Tactics: Iron Whirlwind's weapons are two enchanted swords—straight-bladed, double-edged weapons whose hilts are shaped like dragons. He usually fights with one sword in each hand, giving him a +1 DCV due to his WF: Off Hand. His style of swordfighting involves a lot of moving around and turning of the body, hence his name.

In addition to his sword training, Dr. Wu has taught Iron Whirlwind how to detect the flow of *ch'i* within his opponents. He will use this ability to keep himself and his brothers informed of their enemies' use of *ch'i* powers and similar abilities.

Appearance: Iron Whirlwind wears iron-gray pants and gi top, with a black vest over the gi top. His two swords, which are described above, are carried in scabbards on his back; the hilt of one sword shows over each shoulder. His hair is long (it falls below his shoulder) and is often tied back in a ponytail, and his face usually has a sneer of contempt on it.

Iron Whirlwind

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
12	COM	1	11-	
8	PD	4		Total: 14 PD/ 6 rPD
8	ED	4		Total: 14 ED/ 6 rED
5	SPD	14		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
35	STUN	2		

Total Characteristic Cost: 125

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 10"/20"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ Enchanted Swords (12)

Martial Arts—Shaolin Leopard Kung Fu (44)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	40 STR Disarm
Dodge	+0	+5	Dodge, Abort
Grab	-1	-1	Grab Two Limbs, 40 STR for holding on
Kick	-2	+1	10d6
Knife Hand	-2	+0	1d6 HKA (2d6 with STR)
Nerve Strike	-1	+1	3d6 NND(1)
Punch	+0	+2	8d6
Throw	+0	+1	6d6 +v/5, Target Falls

+2 Damage Classes (already added in)

(Note: Iron Whirlwind cannot increase the damage his swords' blades can do beyond 2d6 HKA total, regardless of the combination of maneuvers and STR he uses.)

Use Art with Swords

Enchanted Swords, OAF:

HKA 1d6 (2d6 with STR), Armor Piercing, Penetrating, 0 END; OAF, No Knockback (16) [0+] A Second Enchanted Sword (16) [0+]

Enchanted Clothing: Armor +6 PD, +6 ED OIF (12)

Martial Arts Abilities:

Array Aid: Aid 3d6 DEX, Invisible Power Effects (+1), Lose 5 Character Points Per Minute, 0 END, Only For Increasing OCV/DCV (-¼), Self Only, Usable Only When Within 5" Of His Brothers, And Only 1d6 Aid Per Brother Within 5" (-½) (18) [0]

Keen Senses: +2 Levels w/ Sight PER Rolls (4)

Sense *Ch'i*: Detect *Ch'i*, as a Sense, at Range, 12-(10)

Running: +3" Running (9" total) (6) [1/5"]

Superleap: +6" (10" forward, 5" upward) (6) [1/5"]

Martial Artist Skills and Talents:

Ambidexterity (3)

Defense Maneuver: no attack is considered to be "from behind"; Multiple Attacker Bonuses are eliminated as to attacks Iron Whirlwind can sense (5)

Fast Draw 14- (3)

Acrobatics 14- (3)

Breakfall 14- (3)

Climbing 14- (3)

Contortionist 14- (3)

KS: Kung Fu 11- (2)

Stealth 14- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Off Hand (7)

Miscellaneous Skills and Talents:

2d6 Luck: 2d6 (10)

Mandarin Chinese: native (0)

English: fluent conversation (2)

Interrogation 13- (3)

Total Powers & Skills Cost: 193

Total Character Cost: 318



Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

Hero team (PCs or other) as powerful, 8- (10)

Psychological Limitation:

Completely loyal to Dr. Wu (20)

Casual Killer (20)

Reputation:

Martial arts assassin and member of the Four Sons of the Dragon, 11- (extreme; limited group: the Martial World) (10)

Rivalry:

With Copper Spear for group leadership (5)

Vulnerability:

2x Effect from magical Adjustment Powers (20)

Villain Bonus (121)

Total Disadvantage Points: 318



Silver Hand

Background/History: Silver Hand's background is slightly different from that of his brothers. He was the last of the brothers to be created, and Dr. Wu decided to experiment a little bit in an attempt to make him even stronger than his three predecessors. But magic is not as predictable as science—Dr. Wu's experiment failed, leaving him with a "son" whose right hand was withered and useless. Dr. Wu did not let this dismay him. Instead, he used his magic arts to build a hand for his son out of purest silver and imbue it with mystical powers. Thereafter Silver Hand's development and training were basically the same as those of his brothers. Rather than being trained in Shaolin Leopard Kung Fu like his brothers, Silver Hand was taught martial arts maneuvers that would allow him to use his magic hand to better effect.

Personality/Motivation: Whatever withered Silver Hand's hand seems also to have withered his soul, for he is the coldest, most sadistic, and most evil of the Four Sons of the Dragon. He revels in death and mayhem. Not even Iron Whirlwind can match his fiendish glee in battle.

Silver Hand is unlike his brothers in other ways as well. For one thing, he is taciturn and somber, and usually keeps to himself. He watches his brothers argue and debate without saying a thing himself. He usually prefers Iron Whirlwind's ideas over Copper Spear's, but he almost never says so. For another, Silver Hand despises weapons. Even though he has been trained to use them, he scorns them, and is contemptuous of his brothers' reliance on them. It hasn't really occurred to him that his silver hand is, in fact, nothing but a weapon itself (albeit an unusual one).

Quote: None. Silver Hand rarely speaks.

Powers/Tactics: Silver Hand's powers derive from the magic silver hand that Dr. Wu gave him. With it, he can deliver mighty punches, squeeze the life out of his foes, smash through walls, drain away his opponents' strength for his own use, and block the most powerful blows. When he uses it, it is surrounded by a sort of silvery flame that gives off no heat and does not burn his enemies. Aside from his hand, he has no abilities other than those deriving from his martial arts training.

Appearance: Silver Hand is a short, muscular Chinese man whose right hand is made of silver. He is totally bald, without a single hair on his head or anywhere else (a side effect of the same flaws in his creation that ruined his right hand). He wears a silvery-gray gi that Dr. Wu made which protects him from harm.

Silver Hand

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
10	PD	6		Total: 16 PD/ 6 rPD
10	ED	5		Total: 16 ED/ 6 rED
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	2		
50	END	0		
40	STUN	4		

Total Characteristic Cost: 148

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 14"/28"

Powers & Skills:

Combat Skills:

Combat Skill Levels; +3 Levels w/ Multipower (9)

Combat Skill Levels: +2 :Levels w/ Silver Hand
Kung Fu (6)

Martial Arts—Silver Hand Kung Fu (28)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	40 STR Disarm
Grab	-1	-1	Grab Two Limbs, 40 STR for holding on
Takeaway	+0	+0	Grab Weapon, 40 STR to take weapon away
Tiger Hand	+0	+0	10d6 Crush, Must Follow Grab

+2 Damage Classes (already added in)

The Silver Hand:

Multipower (30 pt pool) (30)

u - Hand Of Power: HA +8d6 (12d6 w/ STR)
(24/2) [2+]

u - Hand Of Death: HKA 2d6 (3d6+1 with
STR) (30/3) [3+]

u - Hand Of Strength: Transfer 2d6 STR (30/3)
[3]

u - Hand Of Mercy: EB 3d6, NND [Lack of
Weakness, +1], No Range (30/2) [3]

Enchanted Clothing: Armor +6 PD, +6 ED OIF (12)

Martial Arts Abilities:

Array Aid: Aid 3d6 DEX, Invisible Power Effects
(+1), Lose 5 Character Points Per Minute, 0
END, Only For Increasing OCV/DCV (-¼),
Self Only, Usable Only When Within 5" Of His
Brothers, And Only 1d6 Aid Per Brother
Within 5" (-½) (18) [0]

Superleap: +10" (14" forward, 7" upward) (10)
[1/5"]

Lightning Reflexes: +4 DEX to go first (6)

Martial Artist Skills and Talents:

Combat Sense 12- (3)

Resistance (5 points) (5)

Acrobatics 13- (3)

Breakfall 13- (3)

KS: Kung Fu 11- (2)

Stealth 13- (3)

WF: Common Melee Weapons, Common Missile
Weapons, Common Martial Arts Weapons (6)

Miscellaneous Skills and Talents:

Luck: 2d6 (10)

Language: English: completely fluent (3)

Mandarin Chinese : native (0)

Shadowing 11- (3)

Total Powers & Skills Cost: 170

Total Character Cost: 318

Disadvantages: 100+

Distinctive Features:

Totally Bald (concealable with difficulty) (10)

Style Disadvantage (10)

Hunted by:

Hero team (PCs or other) as powerful, 8- (10)

Psychological Limitation:

Completely loyal to Dr. Wu (20)

Sadistic Killer (20)

Reputation:

Martial arts assassin and member of the Four

Sons of the Dragon, 11- (extreme; limited
group: the Martial World) (10)

Vulnerability:

2x Effect from magical Adjustment Powers (20)

Villain Bonus (118)

Total Disadvantage Points: 318

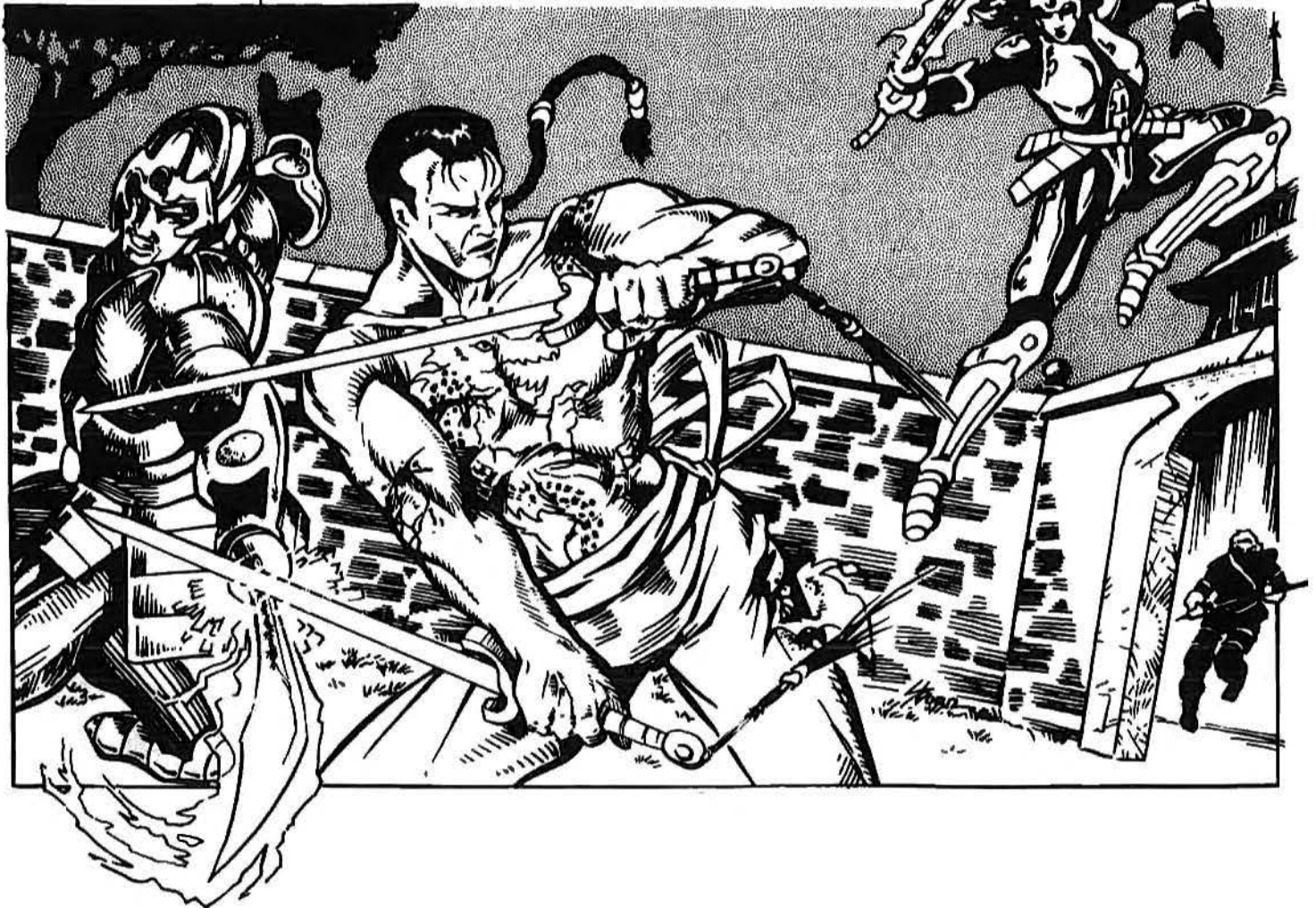


Chapter Four

After changing into Western street clothes, Seeker spent the rest of that day and the early part of the evening sightseeing in Chinatown. *Wish I'd been here for Chinese New Year's*, he thought, looking around at the colorful shop signs and Chinese decorations. He didn't know nearly as many people here as he did in New York's Chinatown, but he had enough old friends living in San Francisco that by dinnertime, he'd sampled so much *dim sum* and other Chinese delicacies that he wasn't hungry at all. After sitting down to rest for a while on a park bench, Seeker decided to head for the city to some R&B clubs he knew about.

He hadn't made it out of Chinatown yet when he heard a the clash of steel on steel! Wishing again that he'd been able to bring his weapons, Seeker ran towards the sound, hoping that the two gangs wouldn't slice each other up before he got there.

The sounds led him to an alley which admitted him into a no-man's land behind a block of shops. Two men and a woman were engaged in a fierce, mortal combat. The woman and one of the men wore similar armor; hers was blue and gold, and his gray and red, and they wielded matching swords; though the woman's was of gold, and the man's of iron. They were attacking the other man, who wielded two swords; Seeker realized that even with his twin weapons, the lone fighter couldn't last much longer; he was already bleeding from several minor wounds.



Seeker recognized the lone man—it was Shugoshin, a San Francisco crimefighter whom he'd met once before. He didn't know the other two. As he threw off his jacket and moved forward, Shugoshin saw him and shouted, "Seeker!" This distracted the other man, who glanced back at Seeker. Shugoshin took advantage of the opening and slashed viciously at the man in the red and gray; he winced as the blade cut through the armor and bit into his side, then jerked himself away from Shugoshin.

"Cursed pig! Before we might have considered sparing your life; now we will surely kill you—and your friend as well!" shouted the woman. She redoubled her attack on Shugoshin to prevent him from attacking her companion while he was vulnerable.

Seeker's move towards the fight was interrupted by the man in red and gray, who was apparently not too badly wounded after all. "So, the great and mighty Seeker has come to save the day!" he sneered. "Two or one, it makes no difference to Iron and Gold! We will eliminate the both of you now, and make our victory in the Tournament all the easier! Soon the Dragon King will live again!"

The man's final words frightened Seeker more than the blade in his hand did. It seemed that this man—Iron, his name must be—wanted to free the Death Dragon—or the Dragon King, as he called him. What kind of a man could possibly desire such a thing?

Iron lunged. Seeker pivoted neatly to his right, grabbing Iron's outstretched right arm and using both of their momentum to hurl Iron across the alley. With a horrific clash of metal Iron rolled across the ground and smashed into the wall of a building—but he was up on his feet again before Seeker could press his advantage. "Your jujutsu tricks won't save you, round-eyes. Now I will finish you!"

"Talk is cheap, drongo—or is that all you're good at when you don't outnumber your enemy two to one?"

Iron moved forward again, but more cautiously this time, despite his braggadocio. He feinted at Seeker's head, then slashed downward at his stomach; Seeker dodged the sword-blow, but Iron was able to hit him in the knee with a low kick. Seeker felt his right leg begin to go numb. Thrusting himself forward to take his weight onto his left leg, he lashed out with his fist, hitting Iron solidly in the head. Iron was rocked backward, but quickly recovered and slashed at Seeker again.

Seeker dodged, making a slight leap backward. Iron stepped forward and slashed again—just as Seeker had intended. He slipped in under the blow, grabbed Iron's wrist with his right hand, twisted the arm slightly down and backwards, and struck Iron's elbow sharply with the heel of his left palm. There was a short, sharp CRACK; Iron screamed, dropped his sword, and fell to his knees. Seeker applied an *atemi* strike to the exposed portion of his neck; Iron collapsed.

Seeker turned to see how his erstwhile ally was doing in his fight against Gold. Left with only one foe to contend with, Shugoshin had quickly been able to take control of the situation; he used one of his swords to block Gold's blade, while his other lashed out time and again, looking for a way to penetrate her armor. Before she knew what was happening, Seeker slipped up behind her and took her out of the fight with the same *atemi* strike that had knocked out her companion.

"My thanks," Shugoshin said, sheathing his blades and extending his right hand to Seeker, who shook it firmly. "If you hadn't come along when you did, I think I'd look like some of those vegetables you see on the Ginsu knife commercials."

Seeker grinned. "Think nothin' of it, mate! Now you just look like you got one too many paper cuts at the office."

Shugoshin grinned in return, and began checking his wounds to make sure that none of them were serious. While he bound them up, Seeker asked him, "Do you know why Gomez and Morticia here ganged up on you?"

"I'm not sure. They mentioned something about a 'Tournament'; I guess they were referring to the one I got invited to the other day. Didn't want me there, I guess."

"Would that be the Tournament of the Dragon, mate?"

"Yes," replied Shugoshin. "I came back to my room the other day, and found an invitation just sitting there on my desk. It was a little scroll, with directions and everything. Scraping up the money to get there will be hard, but it sounds like its worth it."

"It is, I think," said Seeker. "I just 'eard about it meself the other day, and from what I've seen so far, more of the likes of you 'n' me are needed there, to oppose the likes o' them." He gestured contemptuously at Iron and Gold.

"Speaking of which, hadn't we better get them off to jail?"

"Too right!" Seeker replied. They looked about for something to tie them up with; finally, for lack of a better alternative, they used Shugoshin's belt.

Two and a half hours later, the two heroes left the police station. Iron and Gold had been taken into custody and stripped of their weapons and armor, but both of them had refused to talk. After giving their statements, Seeker and Shugoshin walked out into the cool night air.

"Gor! I'm thirsty," Seeker said. "What say to a drink, mate?"

"Capital idea, that!" said Shugoshin, attempting to mimic Seeker's accent but ending up with something Cockneyish instead. Together they headed for the nearest bar.



Shugoshin

Background/History: Kenji "Ken" Hayashida was born to a Japanese mother and an American father. His father, a serviceman, soon left Japan and returned to the states, leaving Kenji's mother to raise a son all by herself. Shunned by the community because of her involvement with a *gaijin* (foreigner), she had a hard time making ends meet.

Kenji fared no better among his classmates. As a halfbreed, he was the focus of endless tormenting and bullying. That stopped when he got his growth, but the social ostracism and scorn continued unabated. Unable to find companionship anywhere else, he drifted in with gangs of *burakumin*, Japan's traditional caste of "untouchable" foreigners, and fell into a life of crime.

His talents in this capacity did not go unnoticed. The local yakuza bosses realized that he could become a skilled fighter and leader and recruited him to join the yakuza. After a period of training and servitude to the bosses he began working with real criminal operations, generally acting as "muscle." He was a gangster for several years, during which he killed at least six men and brutalized dozens more.

One day the word came down from the *oyabun* that Kenji and his group of underlings were to beat up and then kill an old man who was breaking up some of the family's protection rings in parts of the city. Kenji led his men to the old man's house and waited. When he came home they jumped him. Much to their amazement, he fought back! Even more amazing, he beat them senseless! Kenji's sparse karate and jujutsu training was

nothing compared to the old man's technique. While his men fled in terror or crawled away to lick their wounds, Kenji lay at the old man's feet, breathless, expecting to be killed.

The old man just looked at him. Kenji finally raised his head to look at the man, and was shocked by the look of pain in his eyes. Through the old man's gaze, Kenji could somehow sense the pain that he had caused so many people over the years, pain that grew out of his own anguish at being an outcast in Japanese society. And the eyes asked him a question, too—"Is this how you want to live your life?" they seemed to say. "Is there nothing better in you than the qualities you have displayed so far?"

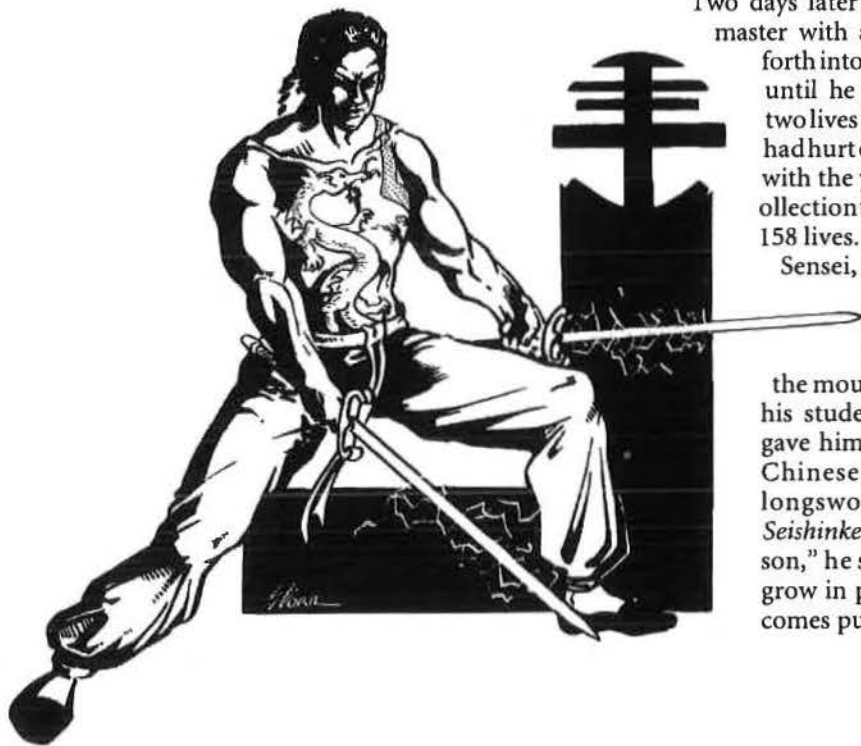
No, Kenji thought, *I can be better. Much better.* Tentatively, almost frightenedly, Kenji reached out to the old man, asking for a hand up. The old man grasped his hand and pulled Kenji to his feet. Without a word he took Kenji inside and fed him a good meal. Then he packed a few things and he and Kenji drove to an isolated house in the mountains of Japan.

So began many years of hard training. The old man, whom Kenji referred to only as *Sensei* (teacher), put him through an intensive course in Shorinji Kempo. Kenji learned everything from the philosophy behind the art to some of its deadliest fighting moves. Sensei hinted at some of the mystic powers that awaited a true master, but he taught Kenji nothing of such things.

Eventually the day came when Sensei called Kenji to him. "You have learned as much as you can be taught at present," he told the young man. "In order for you to grow in knowledge, your soul must grow as well, and it is stunted from the many evil deeds you have done in your life. Go into the garden and meditate for two days on a way to remove this taint from your soul."

Two days later Kenji returned to his master with an idea. He would go forth into the world and live there until he had managed to save two lives for every person that he had hurt or killed during his time with the yakuza. By Kenji's recollection this would mean saving 158 lives.

Sensei, finding merit in this proposal, acquiesced to Kenji's request to leave the confines of the mountains. As a reward for his student's faithful work, he gave him a fine pair of *jien*, or Chinese double-bladed longwords. "These are the *Seishinken* [Spirit Swords], my son," he said to Kenji. They will grow in power as your soul becomes purer."



Two days later, swords in hand, Kenji left the mountains and Sensei. He returned to Tokyo, but found that it held too many bad memories for him. He finally decided that he would travel to America, where there would be more opportunities to save lives than in Japan. A few days and one long plane ride after that, he disembarked in Los Angeles International Airport. Going by the name "Ken" Hayashida, he enrolled at U.C.S.F. in San Francisco and began studying history.

Today Ken is a top-notch student by day, and a crimefighter by night. He patrols the streets of the city, saving lives and protecting the innocent, using the name *Shugoshin* ("guardian angel") as his *nom de guerre*. So far he has saved 22 lives, but that still leaves 136 to go, and the streets are a dangerous place....

Personality/Tactics: Despite all the training in philosophy that he has received, Shugoshin is actually a pretty straightforward person. He sees things from a black-and-white perspective, and acts decisively to protect that which he perceives as "good" from that which he perceives as "bad." The punishments he doles out to criminals are sometimes viciously Mosaic; for example, a robber might have his hand chopped off, while a rapist would lose certain other parts of his anatomy, if not his life. So far Shugoshin's instincts have served him well; but eventually he will encounter morally ambiguous situations which are, perhaps, more than he has been trained to handle properly.

In many ways Shugoshin is still the hot-blooded street youth that Sensei rescued from a life of crime. Although he strongly prefers not to kill, he often employs violent means to solve the problems he encounters on the street, and is not at all adverse to injuring evildoers severely. He is proud and reacts badly to being insulted personally, or to having anyone under his protection insulted.

Quote: "Let her go now while you still have hands to do so."

Powers/Tactics: Shugoshin is a highly trained martial artist, knowledgeable in the art of Shorinji Kempo. He has learned a few semi-mystic abilities, such as the ability to resist pain and the power to feign death, but so far his skills are mainly confined to the physical. He usually fights in a simple fashion, attacking one enemy at a time, moving on to the next one only when the first foe has been defeated. He dislikes ambushes and deception; he rarely uses such tactics and reacts violently when they are used against him. He prefers straightforward, honorable combats, and generally will not refuse a challenge to a one-on-one duel.

Shugoshin wields a pair of powerful magical swords, the *Seishinken* ("spirit swords"). These blades are enchanted so that their mystical powers expand as the user's soul grows stronger and wiser. The swords must be used in tandem by a single fighter for these abilities to surface, however. The swords will become more powerful and gain more abilities as Shugoshin advances towards completion of his quest to save lives, which

in turn helps to remove the taint of evil from his soul. (In game terms, Shugoshin will pay for the sword's powers with the Experience Points he accumulates through accomplishing these good deeds.) Already he has learned how to make the swords affect ghosts and project a beam of mystical energy; the latter power tires him out easily, but is often useful as a surprise tactic.

Appearance: Shugoshin is a tall, broad-shouldered man with mixed Japanese and Western features. His long black hair is usually tied back in a ponytail. Weaving around his body is a beautiful dragon tattoo that he had done while he was in the yakuza. He rarely wears traditional Shorinji Kempo garb, preferring instead a uniform similar to those worn by karate practitioners. He usually leaves the *uwagi*, or jacket, open, so that his dragon tattoo can be seen. He prefers a black *gi* with red belt, slippers, and bracers. The *Seishinken* are carried in sheaths on his back.

Shugoshin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 14-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack 3½d6
14	COM	2	12-	
10	PD	7		Total: 10 PD
8	ED	4		Total: 8 ED
5	SPD	16		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	2		
30	STUN	3		

Total Characteristic Cost: 108

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 8"/16"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/ Shorinji Kempo (9)

Combat Skill Levels: +2 Levels w/ Seishinken (6)

Seishinken (The Spirit Swords), OAF:

The First *Seishinken* (7) [2+]

HKA 1d6 (2d6 with STR) (7) [2+]

Affects Desolidified (+½) for first *Seishinken*,
Only Works If Both *Seishinken* Are Wielded
By A Single Fighter (-½) (3) [1]

The Second *Seishinken* (7) [2+]

HKA 1d6 (2d6 with STR) (7) [2+]

Affects Desolidified (+½) for second
Seishinken, Only Works If Both *Seishinken*
Are Wielded By A Single Fighter (-½) (3)
[1]

Seishinhikari (Spirit Light): EB 8d6, x2 END

Only Works If Both *Seishinken* Are

Wielded By A Single Fighter (-½) (13) [8]



Martial Arts—Shorinji Kempo (41)

Maneuver	OCV	DCV	Notes
Atemi Strike	-1	+1	3 ½d6 NND (1)
Block	+2	+2	Block, Abort
Disarm	-1	+1	40 STR Disarm
Dodge	+0	+5	Dodge, Abort
Kick	-2	+1	10d6
Punch	+0	+2	8d6
Throw	+0	+1	6d6 +vel/5; Target Falls

+3 Damage Classes (already added in) (Note: Shugoshin cannot increase his swords' damage beyond 2d6 HKA, regardless of the combination of STR and maneuvers used.)
Use Art with Blades, Staff

Martial Arts Abilities:

Missile Deflection: All missiles (20)
Superleap: +5" (8" forward, 4" upward) (5) [1/5"]
Keen Senses: +2 Levels w/ All PER Rolls (6)
Running: +3" (9" total) (6) [1/5"]

Martial Artist Skills and Talents:

Resistance (3 points) (3)
Simulate Death (3)
Acrobatics 14- (3)
Breakfall 14- (3)
Contortionist 14- (3)
KS: Kung Fu/Shorinji Kempo 11- (2)
KS: The Martial World 11- (2)
Stealth 14- (3)
Streetwise 13- (3)
WF: Common Melee Weapons, Common
Martial Arts Weapons, Off Hand (5)

Miscellaneous Skills and Talents; Life Experiences

2d6 Luck: 2d6 (10)
KS: The Yakuza 11- (2)
CK: Tokyo 11- (2)
CK: Osaka 8- (1)
CK: Los Angeles 8- (1)
English: completely fluent (3)
Japanese: native (0)
Shadowing 11- (3)

Total Disadvantage Points: 178

Total Character Cost: 286

Disadvantages: 100+**Distinctive Features:**

Style Disadvantage (10)
Dragon tattoo (easily concealed) (5)

DNPC:

Suzu Ishamura (girlfriend); normal, 11- (15)

Hunted by:

the Yakuza, more powerful, NCI, 8- (20)
VIPER, more powerful, NCI, 8- (20)

Psychological Limitation:

Must protect innocents (20)
Code Of Vengeance: must avenge all insults to self, family, friends, and those under his protection (15)
Hatred of racists and racism (10)

Reputation:

Martial artist crimefighter 11- (10)

Secret Identity: Kenji "Ken" Hayashida, college student (15)

Hero Bonus (46)

Total Disadvantage Points: 286

Iron And Gold

Background/History: In the fifth century BCE, King Ho-lü of Wu had his court wizard make two magical swords for him. One was made of iron taken from five mountains, and the other with gold brought from each of the four directions. When the wizard, Kan Chiang, was ready to complete the blades, the King had two virgins enter the furnace so that the swords would be consecrated by their blood.

When they were finished, it was said that these swords were the finest ever crafted. King Ho-lü had Kan Chiang perform a Ceremony of Binding to link the Sword of Iron and Blood to himself, and the Sword of Gold and Blood to his brother Ch'ih-Peh. With these swords, King Ho-lü conquered much of what is today known as China. The Swords remained family weapons until the great Ming-Ch'i in turn conquered the lands of Wu.

For many years the Swords were lost. Whether they were used in secret or lay hidden in some tomb, no man can say. Finally, in the 1800s, they resurfaced in the hands of the Cult of the Red Banner. Two brothers, adherents of the Cult who claimed to be descendants of the Wu ruling family, once against wielded the Swords. Since that time, the Swords have always been used by two siblings descended from these brothers.

Today, the Swords are in the possession of Wu Feng and his beautiful twin sister, Wu Chen, both of whom work as enforcers, assassins, and "elite field operatives" for the Cult. These young warriors have been raised by the Cult since their birth, and are firmly devoted to its ideals—although their perceptions of those ideals are somewhat different. Wu Feng understands the true nature of the Cult and approves of it heartily. His sister, however, was deceived from an early age about the Cult's true purpose, for fear that feminine compassion would dissuade her from working for its goals. She believes that the Cult's aim is to reincarnate a long-neglected god, but she does not realize how evil and destructive that god will be when he is finally awakened. Why the Cult has continued to keep this a secret from her in the face of her obvious loyalty to the Cult (and willingness to kill for it) is unknown.

Iron and Gold are "assigned" wherever the Cult needs them. Iron can usually occupy himself with drug smuggling and other illegal activities, while Gold has a cover as a fashion designer.

Personality/Motivation: Wu Feng is perfectly suited for the Cult of the Red Banner—he is wicked and evil, and delights in the suffering of men. He is capable of insidious acts of violence, abuse, and destruction. Outside of corrupting modern youths with drugs and other temptations, his favorite activity is torture: he spends hours relaxing in the torture chambers of the Cult, listening to the screams of the prisoners. All of these activities show his love of power and desire to wield it over others. The only things he is devoted to other than himself are the Cult, which he serves loyally, and his sister. He is protective of his sister, but would not place his life in serious danger to save her.



Wu Chen is a dangerous combination of grace, good looks, charm, and lethal intent. She is not a stone-cold killer and sadist like her brother, but is perfectly willing to kill anyone who gets in the way of herself, her brother, or the Cult. Despite her normally pleasant nature, she is hot-tempered and impulsive, and will go out of her way to take bloody vengeance for insults to herself, her family, or the Cult. She would willingly give her life to help her brother or the Cult; she realizes that her brother is dangerous, but overlooks his "rough spots" out of love.

Quote: Iron: *"We are the future of China, and the present of America. Can you not see that?"*

Gold: *"Our cause is sacred and unstoppable; step aside or be destroyed."*

Powers/Tactics: Iron and Gold have been trained to fight together since they were six years old, and it shows: they are such an efficient team that they can take on a numerically superior foe and triumph. Their weapons are the magical Swords of Blood. Both Swords have powerful mystic blades, are capable of boosting the wielder's bravery, and can be used for devastating pummeling attacks as well. Gold's sword can emit a blinding flash of light, and Iron's sword can manipulate objects from a distance.

Iron and Gold will always try to fight in an Array, and may try to Coordinate their attacks as well. Gold, usually the faster of the two, will delay and wait for her brother to Coordinate with her; she will use her held action to block any powerful attacks directed at either of them if necessary. They try to move around the battlefield a lot using their leaping abilities, so that they can take advantage of cover, attack opponents from behind, and so forth. Another favorite tactic is for Gold to blind their enemies so that Iron can attempt a Placed Shot to the head, push them off a ledge with his Telekinesis, or do something equally lethal.

Appearance: Iron and Gold are 25, and are both quite good looking. In combat, they wear enchanted armor which was created at the same time as their Swords; Gold's is blue and gold, Iron's is iron gray and red. Their Swords are mystic Chinese broadswords made out of, as their names suggest, pure iron and pure gold.



Iron

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	600 kg; 4½d6 [2]
22	DEX	36	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
20	COM	5	13-	
8	PD	3		Total: 18 PD/ 8 rPD
8	ED	4		Total: 18 ED/ 8 rED
5	SPD	18		Phases: 3, 5, 8, 10, 12
10	REC	2		
40	END	0		
35	STUN	1		

Total Characteristic Cost: 124

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 13"/26"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 OCV when
Coordinating with sister (10)
Combat Skill Levels: +2 Levels w/ Sword of Iron
and Blood Multipower

The Sword of Iron and Blood:

Multipower (50 pt pool), OAF
u - Swordblade: HKA 1 ½d6 (2 ½d6 with
STR), +1 STUN Multiple, 0 END, No
Knockback (50/2) [0+]
u - Martial Spirit: Aid 5d6 PRE, Self Only
(25/1) [2]
u - Enchanted Pommel: HA +6d6 HA (8 ½d6
w/ STR), Double Knockback, 0 END (40/2)
[0+]
u - The Far-Reaching Hand: Telekinesis 25
STR, ½ END; OAF, Affects Whole Object
(No Squeezing, -¼) (46/2) [2]

Suit of Armor, OIF:

Armor: +10 PD, +10 ED) (15)
Flash Defense: 5 pt. Sight Group (3)

Martial Arts—Red Banner Kung Fu (37)

Maneuver	OCV	DCV	Notes
The Conundrum of Fate	+0	+0	48 STR Escape; Grab Two Limbs
Hammering Fist of Sun Peng	+0	+2	8 ½d6 Strike
The Perplexing Lock of Liang Yu	-1	-1	Grab Two Limbs, 43 STR for holding on
The Placid Stream of Kun Lieh	+2	+2	Block, Abort
Reaping Technique	+2	+1	6 ½d6 ; Target Falls, You Fall
Shih Te's Merciful Hand	-1	+1	3d6 NND(1)

The Stone-Smashing +2 +1 10 ½d6 Blow
+2 Damage Classes (already added in) (Note: Iron
cannot increase his sword's damage beyond 3d6+1
HKA, regardless of the combination of STR and
maneuvers used.)

Use Art with Blades, In Armor

Martial Arts Abilities:

Superleap: +8" Superleap (13" forward, 7"
upward) (8) [1/5"]

Array: Aid 2d6 DEX, Fully Invisible, Lose 5
Character Points Per 5 Minutes, 0 END, Only
For CV (-¼), Self Only, Only When Within
5" Of Sister (-1) (11) [0]

Martial Artist Skills:

Acrobatics 13- (3)
Breakfall 13- (3)
Paramedic 12- (3)
Stealth 13- (3)
KS: Drugs And Drug Smuggling 11- (3)
KS: Kung Fu 11- (2)

Cult and Criminal Skills and Perks:

Contacts: 4 persons in the illegal drug trade, 11-
each (8)
Fringe Benefit: Leading Member of the Cult of
the Red Banner (2)
Money (3)
Concealment 12- (3)
Interrogation 14- (7)
KS: Torture Techniques 11- (2)
English: fluent conversation (2)
Cantonese Chinese: native (0)
PS: Drug Smuggler 11- (2)
SC: Chemistry 11- (2)

Total Powers & Skills Cost: 169

Total Character Cost: 292

Disadvantages: 100+

Distinctive Features:

Red Banner tattoos on arms (easily concealed;
causes minor reaction in most people and a
major reaction among a small group of
knowledgeable scholars) (10)
Style Disadvantage (10)

Enraged:

If sister badly hurt, 11-, recover 11- (10)

Hunted by:

the police, more powerful, NCI, 8- (20)
the Chinese government, more powerful, NCI, 8-
(20)
a crimefighter (GM's choice), as powerful, 8- (10)

Psychological Limitation:

Cruel and sadistic (20)
Completely loyal to the Cult of the Red Banner (20)

Secret Identity: Wu Feng (15)

Villain Bonus (58)

Total Disadvantage Points: 293



Gold

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
20	COM	5	13-	
8	PD	5		Total: 18 PD/ 10 rPD
8	ED	4		Total: 18 ED/ 10 rED
5	SPD	15		Phases: 3, 5, 8, 10, 12
8	REC	2		
36	END	0		
30	STUN	4		

Total Characteristic Cost: 116

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 11"/22"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 OCV when
Coordinating with brother (10)
Combat Skill Levels: +2 Levels w/ Sword of Iron
and Blood Multipower

The Sword of Gold and Blood:

Multipower (67 pt pool), OAF
u - Swordblade: HKA 1 ½d6 (2d6+1 with
STR), +1 STUN Multiple, 0 END, No
Knockback (50/2) [0+]
u - Martial Spirit: Aid 5d6 PRE, Self Only
(25/1) [2]
u - Enchanted Pommel: HA +6d6 HA (7 ½d6
w/ STR), Double Knockback, 0 END (40/2)
[0+]
u - The Light of Gold: 2d6 Sight Group
Flash, Nonselective Area Of Effect (7" cone,
+¾), 0 END (67/3) [0]

Suit of Armor: Armor: +10 PD, +10 ED, OIF (15)

Martial Arts—Red Banner Kung Fu (37)

Maneuver	OCV	DCV	Notes
The Conundrum of Fate	+0	+0	38 STR Escape; Grab Two Limbs

Hammering Fist of Sun Peng	+0	+2	6 ½d6 Strike
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The Perplexing Lock of Liang Yu	-1	-1	Grab Two Limbs, 33 STR for holding on
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The Placid Stream of Kun Lih	+2	+2	Block, Abort
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Reaping Technique	+2	+1	4 ½d6; Target Falls, You Fall
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Shih Te's Merciful Hand	-1	+1	3d6 NND(1)
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The Stone-Smashing Blow	-2	+1	8 ½d6
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+2 Damage Classes (already added in) (Note: Gold cannot increase her sword's damage beyond 3d6+1 HKA, regardless of the combination of STR and maneuvers used.)

Use Art with Blades, In Armor

Martial Arts Abilities:

Superleap: +8" Superleap (11" forward, 6" upward) (8) [1/5"]

Array: Aid 2d6 DEX, Fully Invisible, Lose 5
Character Points Per 5 Minutes, 0 END, Only
For CV (-¼), Self Only, Only When Within
5" Of Brother (-1) (11) [0]

Martial Artist Skills:

Acrobatics 14- (3)
Breakfall 14- (3)
KS: Kung Fu 11- (2)
Lockpicking 14- (3)
Stealth 14- (3)

Cult and Criminal Skills and Perks:

Fringe Benefit: Leading Member of the Cult of
the Red Banner (2)
Money (3)
English: fluent conversation (2)
Cantonese Chinese: native (0)
Security Systems 13- (3)
Seduction 12- (3)

Fashion Designer Skills:

KS: Fashion 11- (2)
KS: Art 11- (2)

Total Powers & Skills Cost: 159

Total Character Cost: 275

Disadvantages: 100+

Distinctive Features:

Red Banner tattoos on arms (easily concealed;
causes minor reaction in most people and a
major reaction among a small group of
knowledgeable scholars) (10)
Style Disadvantage (10)

Enraged:

If brother badly hurt, 14-, recover 11- (13)

Hunted by:

the police, more powerful, NCI, 8- (20)
the Chinese government, more powerful, NCI, 8-
(20)
a crimefighter (GM's choice), as powerful, 8- (10)

Psychological Limitation:

Code Of Vengeance: will avenge any insult or
injury to self, family, friends, people under her
protection, or the Cult of the Red Banner (20)
Completely loyal to the Cult of the Red Banner (20)

Secret Identity: Wu Chen (15)

Villain Bonus (37)

Total Disadvantage Points: 275

The Cult Of The Red Banner

Details about the Cult of the Red Banner can be found on pages 235-36 of *The Ultimate Martial Artist*. Astute readers have probably already realized that the "Dragon King" (*Lung Wang*) worshipped by the Cult is, in fact, the Death Dragon itself! The Cult believes that it can "resurrect" the Dragon "when the stars are right" (they are wrong, but there's no convincing a fanatical, murderous cultist of that).

The Cult possesses many ancient scrolls and books which contain information about the Death Dragon that even the Watchers of the Dragon know nothing of—such as the Dragon's weakness when faced by those who are pure of heart. Needless to say, the Cult guards its library *very* carefully. Some of the guardians include Cult members who have willingly opened themselves to the sparks of power occasionally thrown off by the Death Dragon while it is imprisoned, thus turning themselves into powerful yet terrifying man-dragon monsters.



Chapter Five

The man with the black eyepatch sat in a dingy hotel room, waiting. After a few minutes, there came a knock at the door. "Enter," he said, speaking Mongol.

The door opened. A large man squeezed his way through, temporarily blocking the light, and then shut the door behind him. He was broad-shouldered and well-muscled, and had an aura of immense strength and indomitable spirit. His skin was a dark bronze color, with pockmarks and more than a few scars; his nose broad and flat, with a couple of old breaks; his eyes narrow and sharply slanted. He was dressed in crude leathers and even a few furs. The overall impression was that of a predator.

"You are Jagatai?" the man with the eyepatch asked.

"Yes," the large man replied, with a wolfish grin. There were several gaps in his teeth.

"I have heard good things of you from certain colleagues of mine. Are you interested in a job?"

"What job?"

"I need a bodyguard, and a roustabout who will keep order in my camp. I go on a long expedition, one which may be dangerous."

"What pay?"

"Fifty dollars a day, American."

"Done," the big man said, with no hesitation. He grinned again, anticipating something that the man with the eyepatch couldn't quite fathom.

"Very well. Report to me here tomorrow morning, two hours before dawn. We have a long way to go."

Without a word the big man turned, opened the door, and left.

The next morning, long before the sun rose, the big Mongol joined the man with the eyepatch and assisted him in preparing a caravan for departure. It was a motley assemblage, with vehicles of many different types and all ages brought together for common purpose, but all seemed to be in working order. Jagatai paid particular attention to the horse trailer and its occupants; they whinnied at him softly, sensing his interest in their welfare.

Several of the vehicles were filled with men. Some looked ordinary, even brutish, while others seemed more refined. One of the latter, a short, thin man wearing glasses, exited his vehicle and approached the man with the eyepatch.

"May I speak with you?" he asked, softly but insistently.

"Certainly, Dr. Meng," the man with the eyepatch replied. He set his clipboard aside and drew the shorter man away from the vehicles.

"Who is he?" Dr. Meng asked, pointing at Jagatai.

"He is an assistant of mine, Doctor. Why do you ask?"

"Because he looks far too brutal to be the assistant of a scholar such as yourself. And you both wear swords! What need is there for such weapons?"

"Given where we are going, and what we are seeking, Doctor, a certain measure of prudence and caution is necessary. That includes self-defense. Jagatai looks brutal, and he is, but he will protect you. As for my sword, let's just say that I'm more comfortable with it."

"And why the horses?"

"Before we get to the dig site, we will reach a point in the mountains where wheeled vehicles can no longer go. We will have to ride the horses the rest of the way in."

"We will?" said Dr. Meng sickly, looking back at the horses with apprehension.

"Yes."

"What is it that we're looking for, anyway? You have never told us."

"Because you have no need to know, Doctor. For now, let us just say that it is a temple, and leave things be." The look on the man's face gave no room for protest.

"Very well," the professor said sourly. As he walked back to the truck, the man with the eyepatch smiled slightly and then resumed his survey of his expedition.



Chapter Six

Dr. Wu sat in his elaborate throne room, thinking. Fine silken wallpaper, more opulent by far than that which Sseeker had seen, covered the walls; it depicted scenes of Mount K'un-lun and the paradise of the fairy goddess Hsi Wang Mu. A row of gilded columns carved with dragons lined both sides of the chamber. The main doors opposite the throne were made of the finest peach-wood and carved with depictions of the Door Gods. The throne itself was covered with gold and pearls and padded with softest velvet.

At length, Dr. Wu raised his hands and clapped, once, softly. "My sons, attend me!" he cried in a voice of normal volume, but which nonetheless carried a tone of irresistible command. A few moments later the main doors to the hall opened, and the Four Sons of the Dragon walked in, shoulder to shoulder.

Silently they arrayed themselves in front of the throne and kowtowed to their father. When their obeisance was complete, they rose to their feet. Copper Spear stepped forward and said, "Honored Father, you have summoned us, and we attend. Let us know your will, that we may satisfy it and earn your pride!"

Dr. Wu smiled, pleased at his son's eloquence. "My sons, troubled times lie ahead. But Sun Tzu tells us that out of chaos and danger, opportunity can arise. You must assist me to exploit the opportunities that will come to exist."

"And what are those opportunities, Honored Father?" Copper Spear asked.



"All the world gathers in China for the Tournament of the Dragon. The greatest fighters of all the many lands will compete there for the right to oppose the Death Dragon, as well you know. While they are thus occupied, you four may act without fear of their interference. If the Dragon is defeated, all is well; if it is freed, then we must be prepared to contain it—and to increase my power besides."

"How can we do this, Honored Father?" Copper Spear said.

"You have heard me speak before of the Jade Mirror of Transcendence. There are numerous substances and objects that must be gathered for me to make the Mirror—and many of the guardians of the places where you will find them are making their way to the Tournament even as we speak. Whether the Dragon is forced back into his slumber or no, the Mirror would be very useful to us."

"Indeed," said Silver Hand with a wicked grin.

"Here is what I wish you to do. Copper Spear, my eldest son, you must obtain for me a goodly quantity of jade essence from the Mountains of the East. This is the first and most important substance that I must have to cast the mirror."

"Yes, Honored Father. I shall not fail you," Copper Spear replied.

"Golden Axe, to you falls the task of bringing me pearls—large pearls, pure pearls, flawless pearls, as many as you can find. The tears of the jiaoren must be mixed into the mirror."

"Yes, Honored Father. I shall not fail you," Golden Axe replied.

"You, Iron Whirlwind, shall obtain for me several rare herbs available only in China. The chief of these is the Red Cloud herb, found only beside dragon pools after rainstorms. I shall give you a list of them before you leave."

"Yes, Honored Father. I shall not fail you," Iron Whirlwind replied.

"Lastly I must have a scale from a dragon-horse to complete the mirror, and that is what I require you to obtain, Silver Hand. It will be extremely difficult for you to find one; consult the Scroll of Bao Ch'en in my library for information that will help you."

"Yes, Honored Father. I shall not fail you," Silver Hand replied.

"Go then! And do not return without the items I require!"

The four hesitated. "Well?" Dr. Wu asked.

Iron Whirlwind spoke. "What of the Tournament of the Dragon, Honored Father?"

"What of it?"

"All of us wish to compete in it, Honored Father."

"And I expect you to do so! You should have time to complete your tasks before the Tournament; if not, complete them afterwards at all costs! The Tournament is not only an opportunity for you to earn honor, it is a chance for you to eliminate some of our enemies. Be swift, be merciless, be victorious!"

"Yes, Honored Father. We shall not fail you!" the Four Sons responded in unison. As one, they left the room, closing the peach-wood doors behind them.

Wordlessly, Dr. Wu got up from his throne, and began to walk around the room, his long robe trailing behind him. Slowly he traversed the room, gazing at the pictures on the wallpaper. At last he came to a representation of Shang Ti, Emperor of Heaven. He raised his hand to touch it, softly, hesitantly. "Emperor of Heaven, your servant honors you and beseeches your aid!" he said, speaking only to empty air. "Assist me in my efforts, and the world shall become as it once was! You will be honored above all other gods, and the decadent gods of the Westerners will be cast down! Shang Ti, grant me your blessing!" With that, he bowed to the picture, and then turned and left the room. The peach-wood doors opened of their own accord for him, and closed behind him when he had passed.



Chapter Seven

The flight back from San Francisco had proved uneventful so far. Soon after achieving an appropriate altitude, Seeker had set the air-car on autopilot and begun studying the scroll Dr. Wu had given him. It was hard going, since his Chinese was a little rusty and he was not an accomplished scholar of Chinese legends, but nonetheless he made progress, and what he read both intrigued and disturbed him.

The story it told was one of an ancient conflict between man, and force that was something more than man, and perhaps something less. Since men had become aware of the Death Dragon, they had been wary of its incredible malevolent power, and had struggled to contain it. Eventually their struggles became ritualized in magical spells and the Tournament of the Dragon. But Seeker, no scholar of esoteric lore, could not be sure how much of what he was reading was legend, and what was truth. He had seen enough in his time with the Champions to know that the cold, hard, scientific reality that most people believed in and relied upon was not all that there was to the world, but he lacked the learning to sift fact from myth. He would have to talk with Solitaire about this when he got back to New York, and with a few friends in Chinatown as well.

As he approached Chicago, Seeker's reverie was broken by the sound of SOCRATES's alarm. "ALERT. ALERT. ALERT," it said in its computer voice. Seeker quickly put the scroll back in its lacquered box and looked at the monitor. It displayed a computerized readout of a call for assistance from the Chicago Police Department:

ATTENTION ALL CENTRAL AREA UNITS. 415 fight in progress, Cook and Gorham. Two suspects fighting in the street. Suspect #1 is wearing a red ninja costume. Suspect #2 described as a winged man with the head of a bird. Per the complainant, both subjects are unidentified paranormals. Charles 25, Charles 23, and Charles 14 to respond. Additional units to cover.

Charles 25 ten-four, en route.

Charles 23 ten-four, en route.

Main from Charles 14. Be advised we're just a couple of blocks away, coming up on it now.

Charles 25 and assigned units, we are receiving multiple calls. Reports of heavy property damage and numerous injuries on the scene. Fire's en route. No record in NCIC.

Ten-four. Advise Lincoln 3 and the tac team.

Main from Charles 14, advise the other units to step it up. One of the subjects is throwing flame-bolts all over the place!

Ten-four. All units responding to Cook and Gorham, Code Three. Keep the air clear.

Seeker switched his radio to "Transmit." "Chicago Dispatcher, this is Seeker of the Champions in Air-Car CHAMPIONS-1. I am in the vicinity and responding to assist. Have your officers keep clear of the battle as much as possible. Both subjects are extremely dangerous. My ETA is approximately two minutes."

There was a few second's hesitation. "Ten-four, Air-Car CHAMPIONS-1." Seeker heard the dispatcher relay his message to the other units.

Seeker immediately turned his vehicle in the direction of the conflict, and alerted O'Hare International and the other area airports of his change in flight plans. He pushed the throttle forward, looking for as much speed as he could safely attain, and prayed that none of the bystanders or responding officers were seriously hurt.

Less than two minutes later, he was approaching the scene of the conflict. He could see smoke rising, and rubble scattered around the street. The police were trying their best to keep people away from the scene of the conflict.

In the center of the damaged zone, two figures were fighting. One was a crow-headed, crow-winged human; Seeker recognized it as a *tengu*, a type of Japanese monster. *Bloody 'ell! What's one o' those things doin' in Chicago?* he asked himself. The other figure, the man dressed in red, was unknown to Seeker, but he could tell one thing—he was definitely a ninja. He wore his *igabakama* the way only a true ninja would.



Seeker put his craft down as close to the fight as he could, grabbed his weapons, and ran towards the melee as fast as possible. Leaping over the police cordon and the men who manned it, he landed on the edge of the battlezone.

The *tengu* was obviously winning the fight. The ninja seemed to be fighting defensively now; his movements showed that he was wounded and was tiring quickly. Before too long, the *tengu* would finish him—but not if Seeker had anything to say about it! The sight of a ninja unknown to him automatically made him suspicious—particularly when that ninja was garbed in red—but he knew the evil of some of the *tengu*-folk for a fact, and wasn't about to let one of them slaughter someone on the streets of Chicago.

Seeker leaped again, and his flying kick caught the *tengu* squarely in the back, right between its wings. "SCRAWWWW!" it screeched with rage as it went flying across the pavement. Seeker moved forward warily, unhooking his triple-irons and awaiting the creature's counterattack.

"Seeker! The heavens smile upon me. I have found you!" said the man in red, in Japanese.

"Quiet, mate! We've got a hank problem to take care of flat out before we can talk!" said Seeker, forgetting that he didn't know whether the man could speak English. But he could see that the man did understand the situation; he got to his feet as the *tengu* did and stood by Seeker's side, ready to meet the monster head-on.

Seeker could almost swear that the creature smiled as it pointed its katana at the two of them. Its blade began to glow red.

"Beware the fire-blast!" shouted the red ninja, as he and Seeker simultaneously dove for cover. Microseconds later, a large gout of flame projected from the blade and tore the street up. Behind them, a fire hydrant was vaporized, and water began spraying into the air.

"Now I c'n see where all this destruction came from," Seeker thought.

Recovering from his dive, Seeker rolled forward and launched himself at the *tengu*. He swung his triple-irons at it, but its two blades effortlessly blocked his attack. In turn, he fended off its sword-slashes. Then one of its blows severed the chain linking one of the irons, and it went flying away.

Seeker dropped the remains of his weapon and drew his own katana. A flurry of sword-blows followed between the two combatants, none of them drawing blood. From the corner of his eye, Seeker saw the red ninja approaching—but the *tengu* saw him, too. "HRAWWWW!" it shouted in defiance, and pointed its katana at the watching crowd. As it began to glow red, it raised the wakizashi in its left hand, hoping that Seeker would leave himself vulnerable while trying to save the onlookers from the fire-bolt.

"No!" the ninja shouted, diving in front of blast. It caught him square in the chest, surrounding him with flame! He fell to the ground, his *igabakama* charred, his weapons melted. His face was burned almost beyond recognition.

A white-hot rage filled Seeker. He blocked the *tengu*'s wakizashi blow, then twisted his blade and knocked the short sword from the creature's hand.

It screamed with anger and made a broad slash at the Australian hero with its katana. Seeker ducked under the blow and then rammed his katana into the monster's chest, underneath his ribcage and up into his heart.

The *tengu* screamed, and windows nearby shattered with the force of the sound. Clutching at Seeker's sword, as if trying to draw it out, it staggered back, fell over some rubble, and collapsed to the ground. It twitched feebly for a few moments, then lay still. Almost at once, its body and swords began to smoke. A few moments later, when the foul-smelling vapors had cleared, there was nothing left of the creature but its dirty loincloth.

Seeker retrieved his sword and then ran over to where the medics were already attending to the ninja in red. Amazingly, he was still alive and conscious, though Seeker could see that it was unlikely that he would remain that way for long. Seeing Seeker approach, the man began to struggle, trying to keep the medics from pinning his arms so they could transport him to the hospital.

"It's all right, mates. Let 'im be," Seeker said to them. They did so, and the red ninja managed, slowly, painfully, to reach into what was left of his belt and pull out a shiny metal object which he handed to the blonde superhero. Then he collapsed back on the stretcher, and the medics took him away.

Seeker had to handle the object gingerly, for it was still very hot. When it cooled down a little, he was able to get a good look at it. It was partially melted, but obviously a shuriken, one with no hole in the center. Turning it over, Seeker saw something engraved on it that chilled him to his soul. It was a Japanese *kanji*—the one used as a symbol by the Red Band of the Nohoda.

Tengu

Appearance: A *tengu* is a Japanese creature that looks like a man but has the head and feet of a crow, and crow's wings sprouting from its shoulder blades. A *tengu* rarely wears any type of clothing other than a loincloth, though they are sometimes shown wearing cloaks made of leaves or feathers.

Ecology: *Tengu* are magical creatures that live deep in the mountains, forests, and wilderness areas of Japan, though they try to remain reasonably close to human habitations. They often form tribes with a "king" who leads them, but some *tengu* are solitary. Solitary *tengu* usually live in trees, particularly pines or cryptomerias.

Motivations: Some *tengu*, like the one depicted in this write-up, are evil and prey upon humans. They use their shape-changing powers to disguise themselves as normal humans, enter a village or city undetected, and kidnap some poor soul for their larder. Japanese wizards may summon them and use them as assassins and messengers. Other *tengu* are not evil, but simply mischievous and prone to take vengeance on humans who disturb or insult them.

Combat Technique: Most *tengu* are skilled swordsmen; they are armed with a katana and a wakizashi (these are normal weapons; the *tengu* in this write-up has been given enchanted weapons that have special



powers, but this is not ordinarily the case). They can fight skillfully and viciously, and their great strength makes them tough warriors to defeat. They also use their wings to move around quickly in combat, and attack foes when they are at a disadvantage.

Other Names: None.

Rumors: There is another type of *tengu* which is more advanced and less bestial than its crow-headed cousin. It resembles a 3-4' tall human being with red or blue skin and an extremely long nose; it may or may not have vestigial crow's wings growing out of its back (these are useless for flying, though). These *tengu* wear cloaks and small black hats, frequently have magical powers, and can communicate easily with humans—but they can be just as evil as their cousins.

Tengu

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
24	CON	30	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
6	COM	-2	10-	
15	PD	10		Total: 15 PD/ 8 rPD
15	ED	10		Total: 15 ED/ 8 rED
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
50	END	0		
50	STUN	10		

Total Characteristic Cost: 169

Movement: Running: 6"/12" Swimming: 2"/4"
Flight: 15"/30"

Powers & Skills:

Combat Skills:

- Combat Skill Levels: +2 Levels w/ Enchanted Katana (10)
- Combat Skill Levels: +2 Levels w/ Enchanted Wakizashi (10)

Tengu Powers:

- Wings: Flight 15", ½ END (37) [1/10"]
- Shapeshifting: Shape Shift, any humanoid shape (20) [2]
- Claws or Beak: HKA ½d6 (1d6+1 with STR) (10) [1+]
- Resilience: Damage Resistance: 8 PD, 8 ED (8)
- IR Vision (5)

Weapons:

- Enchanted Katana: Multipower (60 pt pool), OAF (30)
 - u - Blade: HKA 1 ½d6 HKA (3d6+1 with STR), Ranged (can be thrown), No Knockback (37/2) [2+]
 - u - Flame Blast: RKA 2d6, Area Effect (12" Line, +1) (60/3) [6]
- Enchanted Wakizashi: Multipower (50 pt pool), OAF (25)
 - u - Blade: HKA 1d6 (2d6 with STR), Ranged (can be thrown), No Knockback (22/1) [2+]
 - u - Lightning Bolt: EB 10d6 (50/2) [5]

Martial Arts—Kenjutsu (Blades are default) (17)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort



Disarm	-1	+1	35 STR Disarm
Lightning Stroke	+2	+0	Weapon +2 DC
Slashing Stroke	-2	+1	Weapon +4 DC

(Note: a *tengu* cannot increase the damage his weapons do beyond 3d6+1 HKA for the Katana, and 2d6 HKA for the Wakizashi, regardless of what combination of maneuver bonuses and STR it uses)

Martial Artist Skills:

- KS: Kenjutsu 11- (2)
- Stealth 14- (3)
- WF: Common Melee Weapons, Common Missile Weapons, Thrown Sword, Off-Hand (6)

Total Powers & Skills Cost: 191

Total Character Cost: 360

Disadvantages: 100+

Distinctive Features:

- Tengu head, wings, and feet (concealable with difficulty; causes extreme fear) (20)
- Style Disadvantage (10)

Physical Limitation:

- Has great difficulty speaking human languages (15)

Psychological Limitation:

- Evil And Vicious (for normal *tengu*: Mischievous) (20)
- Hates Humans (for normal *tengu*: Protective Of Home or Curious) (15)

Reputation:

- Evil monster, 14- (20)

Monster Bonus (160)

Total Disadvantage Points: 360



Chapter Eight

It was late at night by the time Seeker got back to New York. He'd spent several hours talking with the Chicago police. The red ninja had died on the way to the hospital, so Seeker had to try to answer their questions himself—without giving too much away. He told them, truthfully, that he didn't know the red ninja, but he never mentioned anything about the Red Band or his connection to them. None of the police had seen the ninja give Seeker the shuriken, a fact for which he was very grateful.

Seeker also tried to explain what a *tengu* was to the officers, but most of them just couldn't quite buy it. He finally gave them the names of a few good reference books and a couple of professors who might be able to describe Japanese mythical creatures to them a little better, and left.

The air-car settled easily into its berth at Homestead. Seeker did a quick end-of-flight check down, and promised to come back first thing in the morning and give the thing a thorough going-over, but right now he was just too tired. He stumbled into the mansion, checked in with Quantum in the Monitor Room, and then went straight to bed.

Despite his weariness, Seeker was up early the next morning. He hadn't slept well; images of an enormous black serpent and leering Chinese wizards haunted his dreams. He worked out briefly, checked out the aircar, and then, cup of black coffee in hand, headed down to the computer room to have a long chat with SOCRATES.

About two o'clock, Solitaire stuck her head through the door. "Don?"

"G'day, Elaine. 'Ow're you today?"

"I'm fine, but you've been down here all morning! Don't you want some lunch?"

Seeker grinned ruefully. "Oy, now that you mention it, a bite would be nice. 'Aven't 'ad anything since Frisco."

"Then you're *definitely* going to have something! I'll have Wendy fix you a sandwich right now."

"Roast beef!" he called after her as she went back up the stairs. His Taoist masters would be appalled—but it was *really* good roast beef....

She returned a few minutes later with a big roast beef sandwich and a glass of mineral water. Seeker grabbed half of the sandwich before she could even put the plate down and took a big bite, and then another. "Ah," he said when he'd swallowed, "that 'its the spot!" He took a drink of water. "Couldn't 'ja at least've brung me a beer?" he asked with a grin.

"You don't need any beer," she said in a sisterly tone.

BATTLE DESTROYS DOWNTOWN BUILDINGS

BOMBAY (AP)—A small office building and a hospital under construction were destroyed yesterday in a super-battle between Maya, a local crimefighter and protector of the city, and a large man identified only as "Hercules."

According to witnesses, the incident began shortly after noon, when Maya, a well-known local superheroine, used her reality-warping powers to save the lives of two construction workers when some scaffolding collapsed at the site of Coomsarawamy Hospital, presently under construction. Immediately after Maya got the two workers to safety, a large man who had been in the crowd of onlookers stepped forward, removed his overcoat, announced that he was "Hercules," and challenged her to a fight.

Maya's attempts to decline the challenge went unheeded. Hercules attacked her anyway, and the two began battling. Maya took a defensive stance, constantly moving out of the big man's way. Hercules displayed immense strength, tossing around pallets of bricks and other large objects on the construction site. Some of them went astray, damaging a nearby office building.

Finally, Maya seemed to vanish altogether, and then Hercules, perhaps in a rage at her disappearance, attacked the construction site itself. Before long, the steel framework of the hospital came crashing down. Fortunately, no one was hurt, since the police had cleared all civilians out of the area during the battle. Rescue teams who came to the site afterwards found no sign of either Maya or Hercules. Maya has been unavailable for comment since that time.



"Yes, ma'am," he replied.

"So what have you been working on down here all day? It's not like you to pull so much computer time. I looked all over for you before I thought to come down here."

"Well, I've got me somethin' of a problem, y'see. As a matter o' fact, I need to ask you about it. Come in and 'ave a seat."

For nearly an hour, Seeker explained to Solitaire what he had learned about the Tournament of the Dragon, the Death Dragon, and recent events. He discussed with her some of the passages in Dr. Wu's scroll that troubled him.

"Don, this all seems incredible!" she said when he was done with his explanation. "But I suppose we've encountered stranger things, haven't we?"

"We 'ave—but never such a blimmin' big threat t' the Earth as this. 'Ave a look at these." Seeker pointed at a stack of printouts that he'd been accumulating during his time at the computer. He pulled one off the top, and handed it to Solitaire.

"Wow. Do you know who these guys are?"

"No. I've 'eard of Maya, but never met 'er. Fair dinkum fighter, they say. This other guy is listed in the computer as a "Greek adventurer," a sort of 'ero. 'E lives in Athens."

"I've got dozens o' articles like that one there, dating back over the past year and a 'alf. These impromptu battles between martial artist superbeings, and martial artists in general, 'ave been increasing over the past couple o' months. I've got newspaper articles, newsclips, even a couple of reports from the CIA and such like that SOCRATES could access. See?—'Korean 'Ero Attacks Fleur de Lis Near Arc de Triomphe.' 'Downtown Tokyo Rocked By Battle Between Vietnamese And Japanese Super-Warriors.' The list goes on."

Maya

Background/History: Maya is a mutant who comes from a long line of mutants. The standard family mutation is that the child is born with four arms, and about the time of puberty usually develops mental powers or similar powers. Maya proved no exception to this rule. Professor Ben E. Scott, a world-renowned expert on superhumans and paranormal phenomena who has interviewed Maya, speculates that her ancestors were regarded as gods by the early Indians, thus accounting for the prevalence of multi-armed gods in the Hindu pantheon. Although there is no proof of this, some modern Indians do think of Maya as a goddess and worship her, which she discourages. She considers herself nothing more or less than a human mutant who has chosen to use her powers in the cause of justice.

Personality/Motivation: Having been raised by a family whose members often devoted themselves to public service, Maya became similarly motivated at an early age and decided to become a superheroine. She is devoted to protecting the people of Bombay, where she is based, and is generally a

heroic and helpful person. She strongly prefers not to use lethal force, but will in situations where it is necessary or it is used against her.

Quote: "Four-armed may not be forewarned, but it's enough to deal with the likes of you!"

Powers/Tactics: Maya possesses several mutant powers that relate to what she calls "reality warping." She can move from one point to another without crossing the intervening space, create illusions of several different sorts, or use a specialized illusion to make it seem as if she has completely vanished. She may develop other powers over time.

When Maya decided to become a superheroine, she trained in *kalaripayit*, to compliment her mutant powers—and with her four arms, she is a dangerous fighter indeed! If all of her arms are free, she can deliver a devastating series of blows (this is reflected in her "Autofire Punch" ability, and in her +4 Hand-To-Hand levels). If necessary, she can wield an urumi in each hand and become a whirlwind of death. (If the GM prefers, she can substitute ordinary, straight, swords or daggers for her urumi.)

Maya's mutant physiognomy makes her vulnerable to electrical attacks, a fact she has, fortunately for her, managed to keep secret from VIPER (one of her chief adversaries) so far.

Appearance: Maya is a beautiful Indian woman whose most striking feature is that she has four arms. In her superheroic identity she wears a short-sleeved red and gold top and black skirt and boots; her urumis are worn as belts. For a mask she uses a red veil that covers the lower half of her face, and she also has a circular red caste mark painted in the middle of her forehead.





Maya

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
20	PRE	10	13-	PRE Attack 4d6
18	COM	4	13-	
12	PD	9		Total: 12 PD
12	ED	8		Total: 12 ED
6	SPD	36		Phases: 2, 4, 6, 8, 10, 12
9	REC	4		
40	END	0		
35	STUN	7		

Total Characteristic Cost: 179

Movement: Running: 6"/12" Swimming: 2"/4"
Teleport: 15"/30"

Powers & Skills:

Combat Skills:

Extra Limbs: Combat Skill Levels: +4 Levels w/
Hand-To-Hand Combat; Costs END (13) [2]
Combat Skill Levels: +4 OCV w/ Rapid Fire (8)

Reality-Warping Powers:

Multipower (45 pt pool) (45)
u - Veil of Maya I: Mental Illusions 9d6 (45/4) [4]
u - Veil of Maya II: Images to Sight Group and Normal Hearing, 4" radius, -3 PER Roll (45/4) [4]

u - Veil of Maya III: Invisibility to Sight Group, Hearing Group, and Normal Smell (45/4) [4]

u - Chakra Walking: Teleport 15", 0 END (45/4) [0]

Martial Arts—Kalaripayit (38)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	+0	+5	Dodge, Abort
Jt. Lock (Kattaram)	-1	-1	Grab, 35 STR for holding on
Marman Strike	-1	+1	3d6 NND (1)
Punch	+0	+2	7d6
Straight Kick/ Roundhouse Kick	-2	+1	9d6
Throw	+0	+1	5d6 + vel/5, Target Falls

+2 Damage Classes (already added in) (Note: Maya cannot increase the damage her Urumi can do beyond 2d6 HKA, regardless of the combination of STR and maneuvers used.)

Use Art with Blades, Clubs, Urumi

Martial Arts Abilities:

Four-Armed Combat: Autofire (4 shots, +½)
Advantage for Punch (17) [+2]

Martial Arts Weapons

Urumi: HKA 1d6 (2d6 with STR), Autofire (4 shots), 0 END, OAF, No Knockback (17) [0]
Another Urumi (17)
Another Urumi (17)
Another Urumi (17)

Mutant Powers:

Extra Limbs: 2 Extra Arms (5)
Luck: 3d6 (15)

Martial Artist Skills and Talents:

Ambidexterity (3)
Contortionist 14- (3)
KS: Kalaripayit 13- (3)
KS: Indian Healing 13- (3)
English: fluent conversation (2)
Hindi: native (0)
Rapid Autofire (5)
Stealth 14- (3)
WF: Common Melee Weapons, Urumi, Off Hand (4)

Total Powers & Skills Cost: 251

Total Character Cost: 430

Disadvantages: 100+

Distinctive Features:

Has four arms (concealable with major effort; extreme reaction) (20)
Style Disadvantage (10)

Hunted by:

VIPER, more powerful, NCI, 8- (20)

Psychological Limitation:

Code against killing (15)
Protective Of Innocents (20)

Secret Identity: Deva Rashavi (15)

Vulnerability:

2x STUN from Electricity (20)

Experience (210)

Total Disadvantage Points: 430





Hercules

Background/History: To hear Aristokles Stavrotis talk, he is a descendant of the Greek hero Hercules, gifted with a fraction of his strength. Some suspect that he is a mutant. Neither of these explanations is correct.

Hercules, as he calls himself, is a product of the genetics laboratories of the fiendish master villain Malachite. He is the son of one of Malachite's agents in Greece, and at Malachite's command, his father injected and/or fed Aristokles with various sera and formulae of Malachite's devising. Much to Malachite's surprise, the experiment has worked—so far. Malachite is carefully watching Hercules, looking for possible side effects or other problems. If he detects any that make Hercules (or the process through which he was created) worthless to him, he will ignore Hercules thereafter. If he detects none, he will bring Hercules in for further study, and use the process to create an army of supermen. He has engineered weaknesses to drugs, poisons, and various forms of mental control into Hercules to assist in recapturing him.

Hercules, for his part, thinks that he is a mutant—and intends to milk it for everything it's worth. He has established himself as a "crimefighter" in the city of Athens, but what he really hopes to do is get famous and rich.

Personality/Motivation: Hercules is a sleaze. While masquerading as a hero, he takes every opportunity for media exposure and money. He acts the part of a true-blue, four-color hero, but he really cares little for helping others. He will do everything he can to maintain his squeaky-clean image, even though behind the scenes his agents are negotiating movie deals and endorsements for him—and maybe even creating "crimes" for him to stop....

Quote: "Foolish mortal—I, Hercules, son of the gods, cannot be harmed by your puny gunfire!"

Powers/Tactics: Due to Malachite's treatments, Hercules possesses low-level "brick" powers—high strength, resistance to injury, and so forth. In an effort to bolster his claim to possess "the ancient wisdom of the gods," he has studied pankration, and puts it to good effect in his "crimefighting" activities.

Appearance: Hercules is a tall, extremely muscular, bronze-skinned man. He has curly black hair and a matching beard. His costume is a loincloth made out of fake lionskin, with a broad black leather belt to hold it up.

Hercules

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
19	DEX	27	13-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack 3½d6
16	COM	3	12-	
15	PD	8		Total: 15 PD/ 10 rPD
12	ED	7		Total: 12 ED/ 10 rED
5	SPD	31		Phases: 3, 5, 8, 10, 12
12	REC	0		
50	END	0		
51	STUN	0		

Total Characteristic Cost: 159

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/ Pankration (3)

Toughness: Damage Resistance: +10 PD, +10 ED (10)

Martial Arts—Pankration (28)

Maneuver	OCV	DCV	Notes
Bend Joint	-1	+1	2d6 NND (3)
Break Bone	-2	+0	½d6 HKA
Crush	+0	+0	11d6 Crush, Must Follow Grab
Escape	+0	+0	50 STR vs. Grabs
Grab	-1	-1	Grab Two Limbs, 45 STR

And how, you may ask, did a media-mooching slime like Hercules find out about the Tournament of the Dragon? Well, that's a mystery that's best left for the PCs to solve after they meet him at the Tournament. Maybe Malachite somehow found out about it and slipped the information to him. Maybe he stumbled across a mention of it in some ancient Greek text on pankration that he was studying. Or perhaps his agents are more than they seem....

Regardless of how he found out, Hercules sees the Tournament as a chance for fame and riches. He doesn't know anything about the Death Dragon or what the winner of the Tournament has to do, he only knows about the rewards due the winner.



Hwarang received notice of the Tournament of the Dragon from the Watchers, who have taken note of his martial arts skill and feel that he would be a worthy competitor. Ordinarily he would never attack another crimefighter, much less travel halfway around the world to do so, but as Seeker noted, the media has reported that he attacked the crimefighter Fleur de Lis in Paris. The reason for this is that Hwarang is very, very tempted by the thought that South Korea would become the preeminent nation in the world for the next sixty years if he wins the Tournament. This thought is so enticing that he has decided to try to eliminate some of the competition early. If the GM prefers, he may even attack one of the PCs if he gets the chance.



Kick/Punch	+1	+0	for holding on 9d6
Legsweep	+2	-1	8d6, Target Falls
Sacrifice Throw	+2	+1	7d6; You Fall, Target Falls

Martial Artist Skills:

KS: Pankration 11- (2)

Media Skills:

High Society 13- (3)
 English: fluent conversation (2)
 Greek: native (0)
 Oratory 13- (3)
 (Note: Hercules has 20 points unspent.)

Total Powers & Skills Cost: 71

Total Character Cost: 230

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Enraged:

If made to look bad in public or if thwarted in a fight, 11-, recover 11- (10)

Psychological Limitation:

False hero; in it for money and fame (15)

Reputation:

Greek superhero 11- (10)

Rivalry:

With a popular PC or anyone else who appears to be getting more "camera time" than he (5)

Secret Identity: Aristokles Stavrotis (15)

Unluck: 1d6 (5)

Vulnerability:

2x Effect from Drugs/Poisons (20)
 2x Effect from Mind Control (20)

Watched by:

the media, more powerful, NCI, 8- (10)
 Malachite, more powerful, NCI, 8- (10)

Total Disadvantage Points: 230



Hwarang

Background/History: Byon Hyang-soon was born into an extremely patriotic South Korean family, and was raised to revere his nation, her proud history, and the ideals for which she stands. With his father's encouragement, he began studying the various Korean martial arts. Between his determination to master them and his natural athletic talent, he was soon a proficient fighter. At age eighteen, he was the nation's hwarang-do champion.

Casting about for a way to put his skills to good use, Hyang-soon finally decided to become a costumed crimefighter like the ones he had read about in America. After adapting his fighting uniform for the purpose and creating a matching mask, he began fighting crime in Seoul as Hwarang. As yet, he has only attracted a little attention as a crimefighter, though he's stopped several crimes, but is known to have made several strident anti-North Korean statements. For this reason, the North Korean government would like to capture or silence him, for fear he will stir popular sentiment up against them in their own country, and the South Korean government is keeping a close eye on him.

Personality/Motivation: Like his namesake, the hwarang warriors of old, Hwarang strives to emulate a code of conduct that mandates loyalty to his nation, trustworthiness, courage, and honor. He honestly believes in these ideals, and does his best to live up to them.

Hwarang is an ardent Korean patriot and possesses a fierce hatred of North Korea. He is still young and is quite hot-headed about the whole subject, and is eventually likely to get himself in trouble if he doesn't learn to watch his mouth.

Quote: "I am a hwarang; therefore, I will treat even a pig such as yourself with honor."

Powers/Tactics: Hwarang is a strong, quick, highly-trained fighter who is well-versed in the chief forms of Korean martial arts. In a straightforward fight, such as in a martial arts competition, he is hard to beat. However, he is still relatively inexperienced when it comes to facing unorthodox threats or conditions, such as guns, multiple opponents, or fighting on rooftops. If he manages to survive, he will soon become a world-class fighter.

In addition to his mundane abilities, Hwarang is beginning to develop some of the *shin gong*, or mental powers, possessed by masters of hwarang-do. As yet, these powers are relatively weak and unfocused; in time, they will become more powerful, and he will learn more of them.

Appearance: Hwarang wears a simple uniform consisting of a white *dobok* (tae kwon do uniform), with patches of the South Korean flag on his upper forearms, a black belt, and a white mask that covers the upper half of his face and is tied in the back.



Hwarang

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
12	COM	1	11-	
10	PD	6		Total: 10 PD
10	ED	6		Total: 10 ED
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
40	STUN	6		

Total Characteristic Cost: 117

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 10"/20"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ Martial Arts (12)

Martial Arts—Hwarang-Do, Hapkido, Kuk Sool Won, Tae Kwon Do, and Yu-Sool (73)

Maneuver	OCV	DCV	Notes
Block*#%!	+2	+2	Block, Abort
Breaking Throw#	-2	+0	2d6 HKA, Disable; Target Falls
Choke*&	-2	+0	Grab One Limb; 3d6 NND(2)
Disarm#\$\$	-1	+1	40 STR Disarm
Dodge#\$\$&	—	+5	Dodge, Abort
Escape#&	+0	+0	45 STR vs.Grabs
Finger Strike*#%&	-1	+1	3d6 NND(1)
Flying Side Kick%!&	+1	-2	10d6
Hand Strike/Elbow Strike/Punch/Snap Kick*#%!	+0	+2	8d6
Joint Break*#	-1	-2	Grab One Limb; 2d6 HKA, Disable
Joint Lock*#%!	+0	-1	Grab One Limb, 40 STR for holding on
Kick*#%!	-2	+1	10d6
Kuchigi&	-1	-1	Grab Two Limbs, 40 STR for holding on
Takedown%	+1	+1	4d6; Target Falls
Throw*	-2	+0	2d6 HKA; Target Falls
Throw\$&!&	+0	+1	4d6 +v/5; Target Falls

+2 Damage Classes (already added in)

* = Hwarang-Do maneuver, # = Hapkido maneuver, \$ = Kuk Sool Won maneuver, % = Tae Kwon Do maneuver, & = Yu-Sool maneuver, ! = Tang Soo Do maneuver

Martial Artist Abilities:

Superleap: +6" (10" forward, 5" upward) (6) [1/5"]

Missile Deflection vs. all missiles (20)

Running: +3" (9" total) (6) [1/5"]

Shin Gong Powers:

Danger Sense 11-, out of combat (15)

Clairvoyance; Concentrate (½ DCV), x2 END (-½) (11) [4]

Martial Artist Skills and Talents:

Combat Sense 12- (3)

Acrobatics 14- (3)

Breakfall 14- (3)

Stealth 14- (3)

WF: Common Melee Weapons, Common Martial Arts Weapons (4)

Korean: native (0)

English: fluent conversation (2)

Scholar (3)

KS: Hwarang-Do 12- (2)

KS: Hapkido 12- (2)

KS: Kuk Sool Won 12- (2)

KS: Tae Kwon Do 12- (2)

KS: Tang Soo Do 12- (2)

KS: Yu-Sool 12- (2)

KS: Korean History 12- (2)

KS: Korean Culture & Civilization 12- (2)

Total Powers & Skills Cost: 180

Total Character Cost: 297

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

the North Korean government, more powerful, NCI, 8- (20)

Psychological Limitation:

Code of the Hwarang (see *The Ultimate Martial Artist*, page 33) (20)

Ardent Korean patriot; hates North Korea (20)

Code against killing (20)

Reputation:

Korean crimefighter, 8- (5)

Secret Identity: Byon Hyang-soon (15)

Watched by:

the South Korean government, more powerful, NCI, 8- (10)

Experience (77)

Total Disadvantage Points: 295





Fleur de Lis

Background/History: Genevieve Devereaux was born to a lower-class family in Paris. All her life her family lived on the edge of poverty, and she never expected anything better for herself. The day she finished school, she went to work doing manual labor in a factory, and figured she'd be there for the rest of her life.

Then she was raped.

The police were never able to find the man who raped her. For some reason, the incident touched something deep within her, a last reservoir of dignity and pride that the years of squalor and misery had left undisturbed. To have her last little bit of dignity ripped away like that offended her—after putting up with so much else in her life, now this?

In the space of just a few days, Genevieve went from caring only about herself to caring about the people and the world around her, and what was wrong with them. She realized that it was people like her, people who walked through their life like zombies, who allowed people like the man who raped her to flourish.

Genevieve quit her job the very next day and started training. She decided that if people couldn't look out for themselves, someone had to do it for them—and that someone was her.

Several years of training and study followed. She learned savate from several different instructors, and she learned about detective work and criminology from a Detective Baptiste who befriended her and taught her what she needed to know.

But she was transformed in more ways than that. All the exercise trimmed out her previously dumpy figure nicely, and she began paying a little attention to her appearance, so she—and the men she met—soon realized just how pretty she was. And with her newly-learned computer skills and new-found confidence, she was able to get a job in the computer industry doing freelance programming that was more stimulating and much more lucrative than any job she'd ever had.

When she felt she was ready, she chose a name, Fleur de Lis, designed a costume, and hit the streets. Unfortunately, her first case hit close to home—she tracked down and captured a petty crook who had murdered Detective Baptiste when he surprised him during a robbery attempt. But she was able to overcome her sadness and her rage to find the man, capture him unharmed, and turn him over to the police.

Fleur de Lis has patrolled the streets of Paris, trying to protect the common man, ever since. She has gained a reputation as a dedicated crimefighter, one who is particularly hard on criminals who prey on women and on white-collar criminals.

Personality/Motivations: Being raped worked a sea change on Fleur de Lis. She went from being a typical, selfish, self-absorbed person to someone who was keenly aware of many of the problems besetting modern man and of her responsibility to try to solve them. Ever since she has devoted much of her time and energy to defending people from the predators of modern society. She feels deeply about her responsibilities, and often runs herself ragged trying to live up to her goals and ideals.

Despite her intense hatred of criminals and their ilk, Fleur de Lis has never taken a life, nor will she ever, if she can help it. She feels that doing so would be morally wrong, and she will attempt to hunt down and capture vigilantes who use deadly force in Paris.

Quote: "We've had enough of your kind around here, scum."

Powers/Tactics: Fleur de Lis possesses many of the skills and abilities common to "trained paranormal" crimefighters. She is also a skilled savateur; if faced with an opponent who can keep his distance and attack her at range, she will retreat and look for another way to get close to him. Her favorite maneuvers are her Footsweep, Low Kick, and Side Kick. Against opponents who are armed with weapons, she will usually try to Disarm them before attempting other attacks.

Appearance: Fleur de Lis is a beautiful woman in her late 20s who stands 5'8" tall and has a well-built yet athletic figure. Her costume is a high-collared golden bodystocking with a black fleur-de-lis emblem in the center, positioned to accentuate her figure. Her boots and short gloves are also golden; she wears a black full-face mask with a gold fleur-de-lis over the left eye. Her hair is black and about shoulder-length; her eyes are green.



Fleur de Lis

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
18	CON	16	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
18	COM	4	13-	
8	PD	5		Total: 14 PD/ 6 rPD
7	ED	3		Total: 13 ED/ 6 rED
5	SPD	14		Phases: 3, 5, 8, 10, 12
8	REC	2		
36	END	0		
35	STUN	8		

Total Characteristic Cost: 117

Movement: Running: 7"/14" Swimming: 2"/4"
Superleap: 6"/12" Swinging: 15"/30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Savate (6)

Combat Skill Levels: +2 OCV w/ Footsweep (4)

Martial Arts—Savate (49)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	50 STR Disarm
Footsweep	+2	-1	9d6; Target Falls
Hook	+2	+0	10d6
Jab/Cross	+1	+3	8d6
Low Kick	+0	+2	10d6
Side Kick	-2	+1	12d6

+5 Damage Classes (already added in)

Armored Costume: Armor: +6 PD, +6 ED, OIF (12)

Athletic Abilities:

Swingline: Swinging 15", OAF (7) [1/5"]

Running: +1" (7" total) (2) [1/5"]

Martial Arts Abilities:

Missile Deflection vs. all missiles (20)

Superleap: +3" (6" forward, 3" upward) (3) [1/5"]

Martial Artist Skills:

Contortionist 14- (3)

KS: Savate 11- (2)

Crimefighter Skills:

CK: Paris 12- (3)

Climbing 14- (3)

Computer Programming 12- (3)

Criminology 12- (3)

English: fluent conversation (2)

French: native (0)

Lockpicking 14- (3)

Security Systems 12- (3)

Stealth 14- (3)

Streetwise 12- (3)

Total Powers & Skills Cost: 134

Total Character Cost: 251

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

VIPER, more powerful, NCI, 8- (20)

Doppelganger (*European Enemies*, pp. 54-55), more powerful, 8- (15)

Psychological Limitation:

Devoted to justice (20)

Code against killing (20)

Reputation:

Female crimefighter 11- (limited group: Europeans) (5)

Secret Identity: Genevieve Devereaux (15)

Experience (46)

Total Disadvantage Points: 251



The Akumashibarus have known of the Tournament of the Dragon since the days of Itazaki; indeed, two of them have died in it. They see it as an opportunity to grapple with and destroy the ancient source of all evil creatures—the Death Dragon itself! Unfortunately, their fanaticism has blinded them to that lore which hints that the Dragon is indestructible, and can only be bound. It is, perhaps, only a matter of time before one of the Akumashibarus tries to do something to “rig” the Tournament to guarantee that he gets a shot at the Death Dragon.



Akumashibaru

Background/History: Akumashibaru (“devil-binder”) is the inheritor of ancient secrets and esoteric lore, and the embodiment of a centuries-long tradition. He is the fifteenth in a long line of Akumashibarus, fathers and sons who have striven to protect the people of Japan and the Orient from demons, devils, vampires, and other mystic monsters for hundreds of years. The original Akumashibaru was Itazaki, the apprentice/servant of a Japanese wizard who was overwhelmed and slain by certain demons that he had evoked. The demons, loose to prey upon the world, left the wizard’s cave. Itazaki, realizing the danger that these creatures posed, took up his master’s magic sword and swore a solemn oath to hunt them all down and avenge his master.

Ever since then, Itazaki, and later his son, and his son’s son, and so on down to the present day, have hunted all sorts of magical monsters and worked to keep the innocent people of the world safe from their machinations and powers. The Demoncleaving Sword has passed from one to the next, as has their small trove of mystic lore and spells (Itazaki, after all, was not yet a master magician, and so could not pass a full body of magical knowledge on to his descendants) and other magical items. Most of the original demons that inspired the creation of Akumashibaru are dead, but not all of them are, and there are plenty of other fiends to keep Akumashibaru busy....

Personality/Motivation: Like all prior Akumashibarus, Itazaki Rinzo has had his role in life drilled into him from the day he was old enough to walk. He lives and breathes for his mission. This is not to say that he has no other interests whatsoever—for example, he is quite devoted to his wife and children—but the mission always comes first. He will raise his son to hold the same ideals.

Quote: “Even if it means my life, I will protect them from you and your kin, demon-spawn!”

Powers/Tactics: Each Akumashibaru receives extensive training in fighting arts and other skills that aid him in his war on demonkind. In recent generations the family has favored the art of Aikido, which the powerful, forceful demons they often fight are ill-equipped to deal with. Each one also receives several powerful magic items: the Demonhunter Gauntlets, which allow the wearer to grasp ghosts and similar creatures as if they were tangible; an enchanted uniform which protects the wearer from harm; and the fabulous Demoncleaving Sword, a katana created with powerful magics against demonkind. Furthermore, each Akumashibaru is taught the family’s ancient magical lore, which, while limited in scope, is nonetheless quite useful in many situations.

Akumashibaru and Seeker are good friends; they encountered one another several times during Seeker’s tenure in Tokyo, and even worked on a couple of cases together.

Appearance: The present Akumashibaru, Itazaki Rinzo, is 5’9” tall and has a muscular, athletic build. He wears the same costume that all fourteen of his ancestors wore: white Japanese robes with a golden belt, the red Demonhunter Gauntlets, and a blue demon’s-head mask.



Akumashibaru

Val	CHA	Cost	Roll	Notes
15	STR	5	13-	200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack 4½d6
10	COM	0	11-	
8	PD	5		Total: 18 PD/ 8 rPD
12	ED	8		Total: 22 ED/ 10 rED
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
50	END	5		
40	STUN	10		

Total Characteristic Cost: 168

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 13"/26"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Aikido (6)

Combat Skill Levels: +2 OCV w/ Demoncleaving
Sword (4)

Martial Arts—Aikido (54)

Maneuver	OCV	DCV	Notes
Dodge	—	+5	Dodge, Abort
Escape	+0	+0	50 STR vs.Grabs
Extend Ki	+0	+0	50 STR to resist Shove; Block, Abort
Hold	-1	-1	Grab Two Limbs, 45 STR for holding on
Joint Break	-1	-2	Grab One Limb; 2d6+1 HKA, Disable
Joint Lock/Throw	+1	+0	Grab One Limb; 3d6 NND(1); Target Falls
Redirect	+1	+3	Block, Abort
Strike	+1	+3	7d6
Throw	+0	+1	7d6 + v/5; Target Falls

+4 Damage Classes (already added in)

Use Art with Blades

Mystic Powers and Items:

Family Magical Lore: Power Pool (30 pt pool (45)

Demonhunter Gauntlets: Affects Desolidified
(+½ Advantage for Hold maneuver; OIF
(15) [1+])

Demoncleaving Sword, OAF:

Blade: HKA 1 ½d6 (3d6+1 with STR), No
Knockback (11) [2+]

Demonbane Magics: HKA +1 ½d6 HKA,
Affects Desolidified, Linked to Blade, No
Knockback, Only Works Against Magical
Creatures (-½) (13) [+2]

Enchanted Costume: Armor: +10 PD, +10 ED,
OIF (20)

Magical Abilities:

Find Weakness 11- with Demoncleaving Sword;
Only Works Against Magical Creatures (-½),
Costs END (5) [1]

Mental Defense: 12 pts (8)

Power Defense: 8 pts (8)

Martial Arts Abilities:

Superleap: +10" (13" forward, 7" upward) (10)
[1/5"]

Martial Artist Skills and Talents:

Fast Draw 14- (*Iaijutsu*) (3)

Acrobatics 14- (3)

Breakfall 14- (3)

Climbing 14- (3)

Contortionist 14- (3)

KS: Aikido 11- (3)

Stealth 14- (3)

Demonhunter Skills:

Combat Driving 14- (3)

Computer Programming 8- (1)

KS: Demons & Magical Creatures 15- (5)

KS: Arcane & Occult Lore 15- (5)

KS: Cults 13- (3)

Lockpicking 14- (3)

Security Systems 13- (3)

Background Skills:

English: fluent conversation (2)

Japanese: native (0)

Total Powers & Skills Cost: 244

Total Character Cost: 412

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

DNPC:

Wife & kids, 8- (normals) (10)

Hunted by:

VOICE, more powerful, NCI. 8- (20)

Ron-dai (a Japanese vampire), as powerful, NCI,
8- (15)

Psychological Limitation:

Must destroy demons and other evil magical
creatures (20)

Devout Shintoist (20)

Secret Identity: Itazaki Rinzo (15)

Experience (202)

Total Disadvantage Points: 412





Sodeptan

Background/History: No one knows much about the being called Sodeptan ("Skullcrusher"). What is known is that while he appears to be a man, either he has sold his soul, or is simply an infernal being in a man's shape. Whatever the case, Sodeptan has a reputation for harassing Far Eastern heroes, attacking temples and other sacred places, and supporting cults and other groups associated with black magic and the worship of "infernal powers"—including the Cult of the Red Banner, which he has been linked with on several occasions.

Personality/Motivation: Sodeptan is a being whose very essence is evil and darkness. Although once a man, he sold his soul for power, and now works the evil will of his diabolic masters. No act is too vile or evil for him.

Quote: "Soon I will feel your life's-blood seeping out between my fingers."

Powers/Tactics: In exchange for his soul, Sodeptan was granted a variety of powers commonly associated with "brick" characters—high strength, greatly increased resistance to damage, and so forth. His favorite move is his special "Skullcrush" attack. In the ring he is virtually undefeatable with conventional martial arts; PCs will have to use their wits to beat him.

Sodeptan practices the art of Than Vo Dao and, while skilled at it and much quicker than ordinary men, is neither so skilled nor so quick as many martial artists he fights. This is his greatest weakness, one a clever foe will exploit.

Appearance: Sodeptan is 6'5" tall Vietnamese male with extremely large muscles. He wears a black uniform similar to those worn by most Than Vo



Dao practitioners. However, there is a darkness and evil that seem to cling to him, somehow, making his least glance seem ominous and grim.

Sodeptan

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	30	15-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
8	COM	-1	11-	
23	PD	17		Total: 23 PD/ 20 rPD
23	ED	17		Total: 23 ED/ 20 rED
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	6		
60	END	0		
60	STUN	10		

Total Characteristic Cost: 184

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Martial Arts—Than Vo Dao (40)			
Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Joint Break	-1	-2	Grab One Limb; 2d6 HKA, Disable
Joint Lock	+0	-1	Grab One Limb, 50 STR for holding on 12d6
Kick	-2	+1	12d6
Legsweep	+2	-1	9d6; Target Falls
Punch	+0	+2	10d6
Skullcrush	-2	-2	Grab One Limb, 11d6 Crush
Throw	+0	+1	8d6 + v/5; Target Falls

+2 Damage Classes (already added in)

Brick Powers:

Resilience: Hardened Defenses for 20 PD/ED (10)

Resilience: Damage Resistance: 20 PD, 20 ED, Hardened (25)

Martial Artist Skills:

Climbing 13- (3)
KS: Than Vo Dao 11- (2)
Vietnamese: native (0)
Stealth 13- (3)

Total Powers & Skills Cost: 83

Total Character Cost: 267

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)
Damned (has sold his soul to infernal powers; recognizable by limited group; causes major reaction) (10)

Hunted by:

PCs or other heroes of GM's choice, more powerful, NCI, 8- (201)

Psychological Limitation:

Casual killer (20)
Utterly evil (25)

Villain Bonus (82)

Total Disadvantage Points: 267

"It's a wonder you haven't been attacked more, Don. You'd better not go out to dinner any more for a while," Solitaire said teasingly.

"And 'ow about this one?"

CHINESE SCHOLARS KIDNAPPED

HONG KONG (AP)—Chinese officials have reported that a number of prominent Chinese scholars have mysteriously disappeared.

"We suspect a kidnapping," said a government official who asked not to be identified. "There were signs of a struggle in each victim's office or living quarters." The official refused to comment on the ongoing investigation.

The missing scholars, who mainly seem to be specialists in fields such as history, archaeology, and anthropology, include Sù Gong and Fok Li Kwan of the University of Hong Kong, Luó Siguang of the University of Guangzhong, and Chow Hulin and Bào Runming of the Technical University of Beijing.

"That's kind of odd," Solitaire said with surprise. "Why'd you pull it? It doesn't involve martial arts."

"Dunno. It just seemed important, some'ow. Maybe these profs know somethin' about the Tourney, and someone's tryin' to silence 'em."

"But 'ere's the most surprisin' thing of all—turned up while I was readin' through th' scroll a while ago. Remember 'ow I told you that th' winner of the Tournament's country's s'posed to become the chief country in the world for 60 years after 'e wins?"

"Sure."

"Well, when would you say that the States started t' become so prominent in the world? Maybe about a 'undred, 'undred 'n thirty years ago?"

"I guess. I never learned much American history when I was little."

"Well, guess who won the Tourney in 1875."

"An American?"

"Too right! And guess which one."

"I don't know!" she said, exasperatedly.

"James 'Armon."

"James Harmon? *Defender?*" she said incredulously.

"Someone call me?" Defender asked as he strolled into the room, metal boots clanging on the tile floor. He had a fistful of technical readouts and a calculator in his armored left hand.

"G'day, mate! Not *you*—your great-grandfather."

"Huh?" asked Defender.

"James, your great-grandfather won a martial arts tournament and set America on the road to greatness!" Solitaire exclaimed with exaggerated melodrama.

"Excuse me?"

"Seriously, mate. I've been researchin' a secret martial arts tourney put on every 60 years by these Chinese wizard types. The winner gets to fight off this 'ere major threat to mankind, and if 'e wins, 'is country gets to become the chief country of the world for the next 60 years. Accordin' to this 'ere scroll, the winner in 1875 was a "James 'Armon."

"Well if that doesn't beat all," said Defender, amazed. "Wait here a minute, let me show you something." He put down the papers and calculator and left the room.

Defender returned a few minutes later with a big, leather-bound book. "This is one of the family albums," he said by way of explanation. "This one is one of the oldest, one started by Great-Grandfather Harmon's wife, Alice. Look at this." Defender put the book down and flipped through the pages until he found what he was looking for. Finally he came to a page with a single large photograph. It depicted two men standing against a snowy background. One was tall and broad-shouldered, and bore an uncanny resemblance to Defender. The other was a short Japanese man of advanced years, with a long, wispy beard. They both wore Japanese-style robes.

"He really looks like you, James," Solitaire said.

"Yeah, mate, 'cept you don't 'ave that little Fu Manchu beard!" said Seeker, laughing.

"Stop it, Don!" said Solitaire, cuffing him lightly on the back of the head.

Defender peeled the photograph out of its binding carefully. "Look at what it says on the back," he said, handing it to Seeker.

"James 'Armon and Master Furusaka Shinobu, Osaka, Japan, December 12, 1883."

"Does that mean anything to you?" Defender asked.

"Sure does, mate. Furusaka Shinobu was a renowned master of jujutsu who lived in the latter 'alf of the nineteenth century."

"What's jujutsu?" Defender asked.

"It's a Japanese martial art that concentrates on joint-locks and throws and such. 'Ere, let me show you..."



"Don, wait!" Solitaire said. "Don't hurt him!"

"Elaine, take it easy," Defender assured her. "He's just going to show me a move or two. Besides, I've got my armor on, how could he possibly hurt me?"

"Too right, mate!" Seeker assured him. Defender never caught the devilish glint in his eyes that had alarmed Solitaire. "Ere, give me your right 'and."

"Sure thing," said Defender, confidently bracing for a throw. He knew there was no way Don could manage to throw him, with the weight of his armor. Then, with a yelp of pain, he crashed to his knees as Seeker grabbed his right pinkie and twisted it, his wrist, and his arm in such a way that he was forced to the floor.

"Ow!" Defender said as Seeker continued to apply pressure.

"Stop it, Don, you're hurting him!" Solitaire said, concern clouding her face.

"'E's got 'is armor on, 'ow could I possibly 'urt 'im?" Seeker said with a grin, mimicking his team leader.

"Okay, okay, uncle! I give! Just let me up, will ya?" Defender asked. Seeker let go.

"Damn!" said Defender, rubbing his wrist and hand. "All you did was grab my little finger! Good thing Grond doesn't know that trick. Excuse me while I go redesign the joints in my armor." After replacing the photograph in its mounting in the album, Defender picked up the book, his papers, and his calculator and left the room.

"What are you going to do now, Don?" Solitaire asked.

"First I'm goin' t' finish reading Dr. Wu's scroll—and then tomorrow I'm goin' t' go look up a few old mates in Chinatown."



Chapter Nine

Now *this* was the Chinatown that Seeker really knew and loved—New York’s Chinatown, full of life, vibrant, enticing. He came down here every year for the Chinese New Year’s celebration and never failed to have a good time.

But today he was in Chinatown not for pleasure, but on business of a deadly serious nature. There were parts of Dr. Wu’s scroll whose full meaning still seemed to be eluding him, so he was on his way to see a couple of friends who might be able to help him. The first was Zhu Hsaio, an old Chinese master who was reputed to have studied at the Yengtao Temple. Master Zhu’s young Western pupil, Steve Chase, was a good friend of Seeker’s. The other was Guan Li-yén, an old friend who was an expert on ancient Chinese superstitions and beliefs. Guan was an accomplished scholar, a former member of the Columbia faculty, and one of Seeker’s “mates” from his time in China—even though the two men had about fifty years between them. There was a spirit of youth in Guan that seemed to defy the old age that increasingly gripped his body.

Seeker rounded a corner and began walking up one of the shop-lined streets—only to see several people running out of a side street! Then he heard a loud kiai sound out, and realized why they were running. *Beat me with a jaffle iron!*, he thought angrily. *Can’t I even visit an old mate in peace?* He hurried forward, making sure the case with Dr. Wu’s scroll was tucked securely in his belt.

The cause of all the commotion was two men. One wore the armor of a samurai, and carried a katana which was elegantly engraved with scenes of clouds. The other was an unarmed Chinese man, of slight build and wearing an unornamented brown robe. Despite the fact that he was facing a large man with a sword, the man in brown seemed wrapped in a cloak of tranquillity. Seeker recognized both of them, and stopped running. *This oughtta be a pretty short scrap. Wish I ‘ad me a cold one.* He found a ledge to perch on and crouched down to watch the festivities.

“The gods have smiled upon me!” the man in the samurai armor said fiercely in Japanese. *“I will eliminate you now, Lín Hu, and make my path in the Tournament all the easier.”*

“Are you sure you judge your gods aright, Kazonin?” Lín Hu replied calmly, as if he were discussing the weather. *“In any event, I have no interest in your Tournament, and no plans to compete. Leave me in peace.”*

“Bah! The great Jade Tiger, greatest fighter in the world, will not compete in the Tournament of the Dragon? Perhaps your reputation is merely clouds and shadows.”

“Listen to the spirits in the Sword, Kazonin. They will show you the only path you need follow.”

This statement only seemed to enrage Kazonin the more. Raising his sword, he charged at Lín Hu.

“As you wish,” Lín Hu said. Before Kazonin could come close to him, he whipped off his brown robes, revealing a jade green gi underneath. Then, moving so slightly that Seeker could barely tell that he had changed positions, he sidestepped the charging samurai and draped the robe over his head, in mockery of Spanish bullfighters. Kazonin, blinded, lost his footing and crashed into a telephone pole.

Flamin’ ‘eck! Seeker exclaimed to himself. *That was a choice move!*

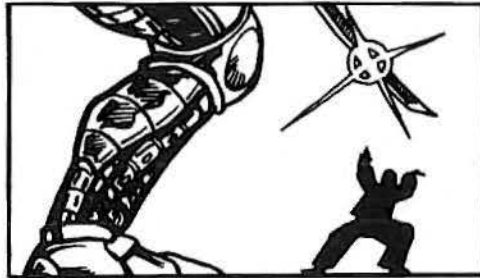
Kazonin tore the robe from his face and stood up, advancing more warily this time.

What a drongo. Why doesn’t ‘e just give up an’ go ‘ome?

Kazonin moved his sword lazily through the air, seeking an opening in his opponent’s defenses. Before he could even slash with his sword, Lín Hu was behind him, gripping his sword arm in an aikido joint-lock. Kazonin yelped in pain, but pride stayed his tongue from crying out further.

“Your efforts are pointless, little samurai. Leave me in peace!” Lín Hu planted his foot on Kazonin’s backside and shoved him forward, letting go of his hand as he did so. Kazonin stumbled, but kept his feet. Catching himself, he pivoted and launched a running stroke at Lín Hu. The force of the blow was tremendous—but with seemingly little effort, Lín Hu clapped his hands together and *caught the blade!* Kazonin’s eyes widened in amazement as he struggled to free his weapon. He was unable to tear it out of Lín Hu’s grasp.





"I told you to leave me alone, Kazonin. Now you will pay the price for your insolence." Lín Hu's right foot floated up from the ground, or so it seemed to Seeker, but the blow connected solidly with Kazonin's stomach, cracking his armor and knocking the wind out of him. Lín Hu waited a moment or two for Kazonin to recover, and then broke his left arm at the elbow with a second kick. Kazonin screamed from pain and frustration—but still he did not fall. The sword fell from his hands; Lín Hu caught it before it could hit the ground.

Lín Hu's last kick knocked Kazonin's feet out from under him—and Seeker knew from the sickening CRACK! when Kazonin hit the ground that he'd broken his hip, and maybe a couple of ribs as well. Kazonin lay on the ground and moaned.

Lín Hu bent over and laid the sword gently next to the warrior. "Listen to the spirits in the Sword, Seiki," he whispered, so softly that Seeker could not hear him. Then he retrieved his robe and prepared to leave.

"Wait!" Seeker shouted, leaping down from his rooftop vantage point.

Lín Hu turned. "Do you seek to fight me as well, Seeker of the Champions?" His English was surprisingly good. There was a trace of sadness in his voice.

"No worries, mate," Seeker said, raising his hands to show that he was not interested in a fight. "Do I look crazy? I just want to talk to ya for a sec."

"As you wish," Lín Hu replied, walking into a nearby alleyway. Seeker followed.

"Is it true what you said to 'im, that you're not entering th' Tournament?"

"Yes."

"Why not?"

"Why?"

"What do y'mean, 'why'? You know better'n I do what's at stake 'ere, Jade Tiger! You're the best martial artist in the world, maybe the best in th' 'istory of the world. You've a better shot at defeatin' the Death Dragon than any of the rest of us."

"But it is not what I choose to do. It is not my destiny."

"Strewh! What's all this about 'destiny'? You've got skills, man, and powers! Use 'em to 'elp people!"

"I can only help people who want my help, and even then only as I choose. I will not enter your Tournament, Seeker. It is not my destiny. But it is yours. Go there with a light heart. The gods will be watching over you."

Seeker stopped, realizing that all his arguments were pointless. Lín Hu walked away, turned the corner, and was gone.

Kazonin

Background/History: Hokoyama Seiki is the only son of Hokoyama Isao, a powerful yakuza *oyabun* in Tokyo. His mother died in childbirth because he was such a large baby, so he was raised entirely by his father (or, to be more accurate, his father's servants). As he grew older, he continued to be unusually large and strong, so when the time was right his father sent him to train to be a sumo wrestler.

Seiki enjoyed his time as a sumo wrestler. His father was pleased with his progress, and the sport was a real challenge to him. He proved to be quite skilled at it, and great things were expected of him, especially from his father. Unfortunately, when sumo wrestling official began testing wrestlers to make sure that they were not mutants, Seiki's heretofore unknown mutant abilities were discovered. Because of this he was banned from sumo wrestling forever.



Hokoyama Isao, ashamed of his son's "failure" to become a champion sumo, angrily brought him home and informed him that he had disgraced his family. However, rather than waste his son's talents, Hokoyama decided to train him to be an assassin. The katana was chosen to be his weapon of choice.

Seiki took to kenjutsu training almost as well as he had to sumo wrestling. Although he was still large and immensely strong, kenjutsu training slimmed him down somewhat and gave him a new focus in life. However, try as hard as he might, he could never please his father, who irrationally refused to "forgive" Seiki for being a mutant even as he used Seiki's mutant powers to further his dreams of criminal empire.

Finally, after a few years of this abuse, Seiki decided he'd had enough. Taking his katana with him, he left his father's house for good and became a mercenary. Since that day his father has hunted him, intending to kill him for the "disgrace" and "dishonor" his "cowardice" has brought upon the family.

At some point during his mercenary career, Seiki acquired a fabulous magical blade, the Sword of the Four Winds, which possesses several wind-based powers. Seeing this as a "selling point," Seiki hired the Hanged Man (see *Underworld Enemies*) to construct a stylized suit of modern samurai armor for him and christened himself Kazonin (roughly, "Wind Warrior"). He now makes his living selling his services to whatever criminal organization or agency is willing to buy them, although he will work at a discount for any organization opposing his father.

(Note: Kazonin's acquisition of the Sword of the Four Winds has deliberately been left vague so that GMs may work it into their campaigns in the most dramatic way possible. In the author's campaign, Kazonin received it from Lin Hu, who hopes that the good spirits that inhabit the blade will eventually bring out the nobility and goodness which still lurks within Seiki. So far, however, Lin Hu has been disappointed.)

Personality/Motivation: Kazonin is very much his father's son. From an early age Seiki struggled hard to please his father and meet the man's extravagant expectations. Every time he failed he became depressed and miserable, and every insult or denunciation leveled at him by his father hurt as much as a physical blow.

However, Seiki finally tired of this treatment and the way it made him feel, so he decided to live entirely for himself. Since beginning his mercenary career he has been greedy and selfish, interested primarily in benefiting himself. He carries a great deal of anger towards his father, much more than he could work out simply by deserting his father's organization, so he tends to be bitter and quiet. His employment sometimes brings him into conflict with his father's men, which he finds at once troubling and therapeutic. It is certainly more healthy for him that it is for his father's men.

Seiki is not entirely lost, though. There is still something of the kind and noble child that he once was lurking inside of him. For example, he tries hard to live by the best precepts of the bushi's code (such as loyalty to one's master [employer], and a certain level of honorable treatment of one's opponent). He would not, however, take things so far as to commit *seppuku* if he failed one of his employers. Given time and the right circumstances, Seiki could probably be turned back towards the light; it might even be possible that he will one day become a crimefighter, rather than a criminal.

Seiki is married and has a young son. He is quite devoted to his family and strives to be a much better father to his son than Hokoyama Isao (Seiki cannot bring himself to refer to Hokoyama as "my father") was to him. Anyone who threatens or harms Kazonin's family will live to regret it—but not for very long.

Quote: "Winds of war, winds of victory, winds of death—I command them all. Surrender now or I will use them to destroy you."

Powers/Tactics: Kazonin uses classical samurai fighting techniques, with a twist—his katana is magical. The Sword of the Four Winds allows him to command several different types of wind-based powers. His favorite is the Summer Wind, which allows him to fly. He has practiced flying until he is quite skilled at it; the only drawback is that he cannot fly and use the blade to fight at the same time. As a result, he tends to use his flight powers for ambushes, escapes, or surprise tactical maneuvers. The other wind powers are more offensive and often make good surprise attacks when his opponent expects him to use a classical kenjutsu maneuver.

Despite the fact that he uses a lethal weapon and has killed many men, Kazonin is no hardened killer. In fact, he prefers not to kill, and will usually give his opponents a chance to surrender before he fights them. If possible, he will strike to wound or to incapacitate rather than to kill. This tendency has cost him some jobs, but he prefers the loss of the money to the taint that he feels haphazard killing would bring upon his soul.

Kazonin's chief employers at present are various yakuza families, a few wealthy street gangs, a Chinese tong or two, and occasionally certain intelligence agencies. He works all over the world, but primarily in Japan and on the West Coast of the United States. He makes his home in the States.

Appearance: Kazonin wears modern-day, high-tech version of the classical samurai armor, colored primarily white and light blue. His Sword of the Four Winds is a well-made katana with a silver blade etched with scenes of clouds and winds.



Kazonin

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
22	CON	24	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3½d6
10	COM	0	11-	
12	PD	6		Total: 24 PD/ 12 rPD
10	ED	6		Total: 22 ED/ 12 rED
5	SPD	19		Phases: 3, 5, 8, 10, 12
10	REC	0		
44	END	0		
50	STUN	6		

Total Characteristic Cost: 142

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ Hand-To-Hand Combat (20)

Combat Skill Levels: +2 Levels w/ Flight (6)

The Sword of the Four Winds, OAF:

Multipower (45 pt pool) (22)

u - Blade: HKA 2d6 (4d6 with STR) (30/1) [3+]

u - Summer Wind: Flight 15", 0 END (45/2) [0]

u - Autumn Wind: Telekinesis 20 STR, 0 END (45/2) [0]

u - Winter Wind: 3d6 EB, NND [LS: Immune To Extreme Cold], Area Effect (12" Line,) (45/2) [4]

u - Spring Wind: EB 9d6 (45/2) [4]

Martial Arts—*Kenjutsu* (Blades Weapons Element is default) (57)

Maneuver	OCV	DCV	Notes
Bind	+1	+0	Bind, 50 STR
Block	+2	+2	Block, Abort
Disarm	-1	+1	50 STR Disarm
Evade	—	+5	Dodge, Abort
Lightning Stroke	+2	+0	Weapon +6 DC Strike
Running Stroke	+1	+0	Weapon + 4 DC +v/5; FMove
Sacrifice Stroke	+1	-2	Weapon +8 DC Strike
Slashing Stroke	-2	+1	Weapon +8 DC Strike
Takeaway	+0	+0	Grab Weapon, 50 STR to Take Weapon Away

+4 Damage Classes (already added in)

(Note: Kazonin cannot increase the damage his sword's blade can do beyond 4d6 HKA total, regardless of the combination of maneuvers and STR he uses.)

Use Art Barehanded (Bind, Block, Disarm, Evade, Takeaway only)

Martial Arts—*Sumo Wrestling* (23)

Escape	+0	+0	65 STR vs. Grabs
Grab	-1	-1	Grab, 60 to STR for holding on 12d6; Target Falls; Throw Must Follow Grab
Grappling	+0	+2	65 to resist Shove; Block, Abort
Root	+0	+0	65 STR to Shove 12d6
Shove	+0	+0	
Slap	+2	+0	

Use Art In Armor

Samurai Armor: Armor: +12 PD, +12 ED, OIF (24)

Martial Artist Skills and Talents:

Ambidexterity (3)

Combat Sense 11- (3)

Defense Maneuver: no attack is considered to be "from behind;" Multiple Attacker Bonuses are eliminated as to attackers Kazonin can sense (5)

Fast Draw 15- (7)

Lightning Reflexes: +6 DEX to go first (9)

Luck: 1d6 (5)

KS: *Kenjutsu* 11- (2)

KS: *Sumo Wrestling* 11- (2)

KS: *Japanese History & Culture* 11- (2)

English: fluent conversation (2)

Japanese: native (0)

Stealth 13- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Thrown Sword, Off Hand (8)

Total Powers & Skills Cost: 214

Total Character Cost: 356

Disadvantages: 100+

DNPC:

Wife (Mitsuo), normal, 8- (10)

Young son (Junzo), incompetent, 8- (15)

Distinctive Features:

Style Disadvantage (10)

Enraged:

if DNPCs harmed, 11-, recover 8- (10)

Hunted by:

Hokoyama Isao, yakuza *oyabun*, as powerful, NCI, 11- (20)

the DEA, more powerful, NCI 8- (20)

Psychological Limitation:

Code of the Bushi (15)

Greedy and selfish (15)

Reputation:

Superpowered mercenary 11- (10)

Secret Identity: Hokoyama Seiki (15)

Villain Bonus (116)

Total Disadvantage Points 356



Lín Hu

Background/History: The legendary Lín Hu ("Jade Tiger") was born during the late eighteenth or early nineteenth century to a Chinese noble family. His earliest memory is of learning fighting arts from his father, an important general in the Emperor's army, and from anyone else his father could get to teach him. He displayed such talent at the martial arts that his father granted him permission to travel the land and study under other masters.

Lín Hu (although he was not yet known by that name) wandered all over the East, studying every martial arts style he could find. From India to Japan he sat at the feet of the greatest masters, absorbing their teachings with ease. His skill and determination were such that he was even able to locate the fabled Yengtao Temple and learn from its masters; in later years he often returned there to study and to teach. It was at Yengtao that he received his name.

Lín Hu realized after several decades that he was not aging as other humans did. In his typical philosophical manner, he took this realization stoically, and decided that it must be a result of his command of *ch'i*. Other than this he has never questioned or thought about his longevity.

Lín Hu's life took an unexpected turn for the worse in the early 1980s when he encountered Kono Akio. Lín Hu had gone into the mountains of Japan to meditate and think, but was caught in an unexpected snowstorm. He had only lightweight camping gear and clothing and very little food. He was in danger of dying when Kono Akio found him and saved his life. Lín Hu felt that honor dictated that he now serve Kono, since if it were not for Kono he would be dead.

Unfortunately, Kono was not the charitable soul he first appeared to be—in fact, he was a vicious criminal and a murderer. He forced Lín Hu to teach him more martial arts skills and to help him commit crimes for the yakuza. After Kono adopted the identity of "Iron Dragon" and became a freelance criminal, Lín Hu followed him to the United States and continued to act as his partner, driven by his sense of honor to do things that he found repugnant and evil.

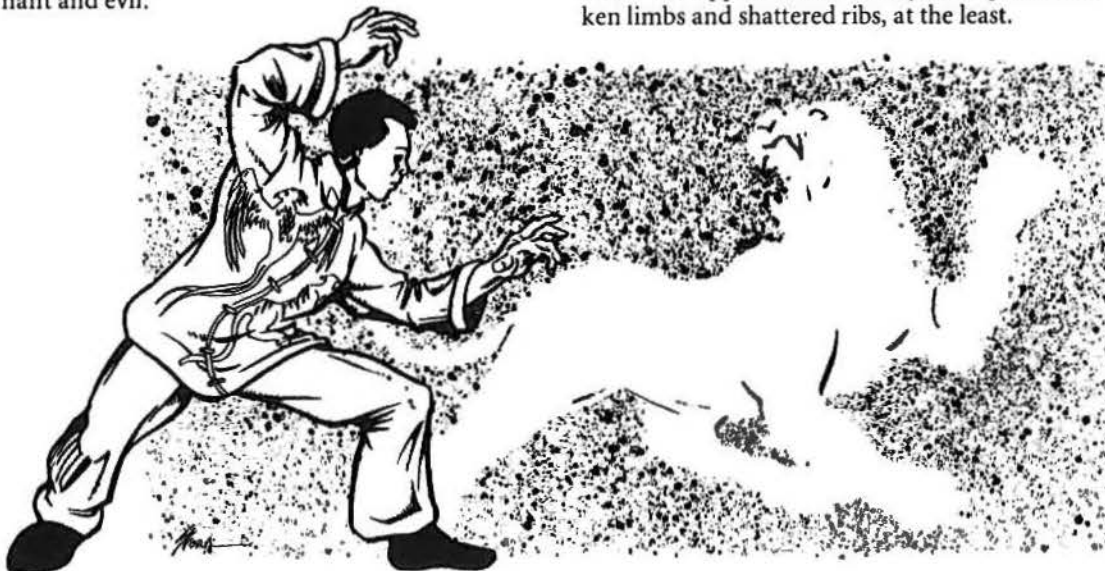
An encounter with a Los Angeles superteam in the late 1980s proved to be Lín Hu's salvation. One of the heroes on that team, knowing who Lín Hu was and how dangerous an opponent he could be, attempted to mentally control him and drive him away with the command, "You oughtta be ashamed!" Lín Hu, who was deeply ashamed of his criminal activities, fell deeply under the mentalist's sway and left the premises, coming to his senses only when he was miles away.

He never saw Kono alive again. By the time he returned to the scene of the battle, Iron Dragon had been defeated and taken into custody, and Lín Hu couldn't find him because (at that time) he didn't speak English well enough to negotiate the bureaucratic maze of the California state penal system. He found a place to live in Los Angeles's Chinatown and waited for Iron Dragon's release. Iron Dragon was freed on parole some months later, but before he could find Lín Hu he (Iron Dragon) was "executed" by the Harbinger of Justice.

When Lín Hu found out what had happened, he felt that honor demanded that he find and kill Harbinger, to avenge his "friend." Whether he ever found the feared vigilante and what happened if he did has never been recorded. What is known is that about three months after the first Iron Dragon's death, Lín Hu returned to the Orient.

There he encountered further misfortune—he discovered that his beloved Yengtao Temple had been destroyed, along with almost all of its masters, leaving him probably the most knowledgeable martial artist in the world. With this in mind, he once again took to wandering, that he might better accumulate martial wisdom and study philosophy. His brief time in the United States has left him with an interest in Western culture and its martial arts, so he is likely soon to return to the West to study here.

Personality/Motivation: Lín Hu (or "Jade Tiger," as he is known in the West) is a calm, philosophical man, as befits a master of the martial arts. He is rather pacifistic, and prefers to talk things over rather than fight about them. However, if forced to fight, he will not pull any punches or hold himself back—his opponents invariably end up with broken limbs and shattered ribs, at the least.



Jade Tiger has devoted his life to acquiring knowledge about the martial arts and about philosophy; if he hears about a martial arts style he has not yet studied he will do almost anything honorable to gain the chance to study it. He is presently looking forward to years of studying the martial arts styles of the West. He plans to start with various styles of Wrestling, which he has never studied much, and progress to more sophisticated unarmed styles, such as Savate. It is during this "quest" that player characters are most likely to interact with him.

In general, Lín Hu knows little of Western habits, customs, or manners of thinking. In many situations he will seem like a "fish out of water," and that is exactly what he is—the full force of Occidental culture is a little much for someone so used to Eastern philosophies. GMs can use this aspect of Lín Hu to create "clash of culture" scenarios and similar roleplaying opportunities.

As his history with Iron Dragon shows, Jade Tiger is an extremely honorable and noble individual. He will refuse to take any "dishonorable" actions, unless he is bound by his own promise or oath (the breaking of which would be the ultimate dishonor). He does his best to avoid situations in which he might encounter dishonorable "entanglements," which makes him something of a nomadic loner. Unfortunately, the most common "entanglement," challenges from other fighters, is one he feels honorbound not to avoid; he will fight anyone who "calls him out" (much to the challenger's regret).

Some scholars of superhuman powers, notably world-renowned genetics and psionics expert Ben E. Scott, have put forward the theory that Jade Tiger is some sort of martial arts "gestalt," able subconsciously to draw on "the collected martial arts wisdom of mankind." Lín Hu has never commented upon this theory (if he even knows about it).

Where Lín Hu stands along the moral spectrum is an intriguing question that experts have debated for some time. He rarely gets involved in disputes or similar confrontations, preferring to let others settle their differences without his participation. When he has gotten involved in the past, it has usually been on the side of the angels, but Lín Hu's exact reasons for this have never been clearly explained.

Quote: "Fighting arts are more than a means to an immediate end; they are a means of improving one's inner self. They are not to be used casually or selfishly."

Powers/Tactics: Lín Hu is perhaps the youngest immortal in the world today. For whatever reason, he was born with a genetic structure that grants him virtual immortality (although he can die through violence or catastrophe). He has taken advantage of this state to devote his long life to the study of the martial arts. He has been called, not without some justification, the greatest living martial artist, a title he neither acknowledges nor disputes.

Lín Hu's abilities encompass the range of powers displayed by martial artists the world over. This is simulated with a Variable Power Pool. Hand-To-Hand Attacks or HKAs are used to create martial arts attacks, with Advantages, Talents, or other Powers added to create unusual effects (for example, a "Throw" ability could be simulated with the "Double Knockback" Advantage and some Lightning Reflexes). Examples of various other kinds of abilities can be found in the sections of *The Ultimate Martial Artist* dealing with Yengtao Temple, comic-book ninjutsu, and character creation.

Appearance: Lín Hu is a Chinese man of indeterminate age. His hair is short and black. He usually wears a gi-like outfit which is light jade green in color; the left side is embroidered with a picture of a tiger, the right with the symbol of Yengtao, a sapphire phoenix.

Campaign Use: Lín Hu is not generally intended as an opponent for PCs to fight. He would only be encountered as a "villain" if his sense of honor for some reason brought him into conflict with the PCs. Instead, he is a teacher and student that they may encounter from time to time. Most PCs would be interested in studying under him because of the wealth of knowledge he has to offer; Lín Hu, in turn, will be interested in studying under any PC who knows a martial arts style or ability that he does not (an unlikely occurrence, but possible). Jade Tiger can also be used as a moral and philosophical adversary for characters who are excessively or unjustifiably violent, or who abuse their martial arts training.



Lín Hu

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
35	DEX	75	16-	OCV: 12/DCV: 12
25	CON	30	14-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack 5d6
10	COM	0	11-	
15	PD	10		Total: 15 PD/ 15 rPD
12	ED	7		Total: 15 ED
8	SPD	35		Ph: 2, 3, 5, 6, 8, 9, 11, 12
13	REC	6		
50	END	0		
50	STUN	7		

Total Characteristic Cost: 246

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 20"/40"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +8 Levels w/ Hand-To-Hand (40)

Skill Levels: +2 Levels Overall

Range Levels: +4 Levels vs. Range Penalties, all attacks (12)

Martial Artist Abilities:

Martial Arts Abilities: Variable Power Pool (80 pt pool), No Skill Roll Required To Change, Can Change Powers As A Zero-Phase Action, Martial Arts Abilities Only (-½) (160)

Martial Arts Weapons and Devices: Variable Power Pool (60 pt pool), No Skill Roll Required To Change, Only For Martial Arts Weapons And Devices, Can Only Be Changed In An Arsenal (-½) (84)

Breath Control: Damage Resistance: 15 PD, Not Versus Guns (-¼), Location 18 (left foot) Left Undefended (-¼) (5)

Iron Will: Damage Reduction, 25%, physical and energy, resistant; Requires A CON Roll, STUN Only (15)

Superleap: +15" (20" forward, 10" upward) (15) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Mutant Powers:

Immortality: Life Support: Immune to Aging, Immune To Disease (6)

Martial Artist Skills and Talents:

Combat Sense 15- (7)

Danger Sense 15-, self only, out of combat, any attack (28)

Full Defense Maneuver (10)

Lightning Reflexes: +6 DEX to go first (9)

Lightsleep (3)

Resistance (10 points) (10)

Simulate Death (3)

Acrobatics 16- (3)

Breakfall 16- (3)

Climbing 16- (3)

Contortionist 16- (3)

High Society 13- (3)

Sleight Of Hand 16- (3)

Stealth 16- (3)

Survival 11- (3)

Tracking 13- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Arare, Flying Claw/Guillotine,

Fukimi-Bari, Fukiya, Iron Mandarin Duck, Garotte, Hook Sword, Kiseru, Lajatang, Metsubishi, Net, Pendjepit, Rope Dart, Sling, Sling Bow, Steel Olive, Steel Toad, Straight Razor, Three-Section Staff, Thrown Chains & Rope Weapons, Thrown Sword, Urumi, Whip, Wind And Fire Wheels, Wishful Steel Ball, Off Hand (34)

Scholar (3)

KS: Analyze Style 13- (2)

KS: Philosophy 13- (emphasis on Oriental philosophy) (2)

KS: The Martial World 16- (5)

KSs of the following martial arts styles, 13- each:

Aikido, Arnis/Kali/Escrima, Bando, Bersilat, Bojutsu, Fâ Yengtao, Hapkido, Hsing-I, Hwarang-Do, Jeet Kune Do, Jujutsu, Jojutsu, Kalaripayit, Karate, Kenjutsu, Knifefighting, Kuk Sool Won, Kung Fu, Kuntao, Kyujutsu, Naginatajutsu, Ninjutsu, Pakua, Pentjak-Silat, Qwan Ki Do, Saijutsu, Shurikenjutsu, Sojutsu, Tae Kwon Do, Tai Ch'i Ch'uan, Tang Soo Do, Thai Kick-Boxing, Yu-Sool (the GM should add KSs for any major fictional styles used in his world; Fâ Yengtao is the only such skill given here). (66)

Linguist (3)

Mandarin Chinese: native (0)

Cantonese Chinese: completely fluent (2)

Fukienese Chinese: completely fluent (2)

Japanese: completely fluent (2)

Korean: completely fluent (2)

Vietnamese: completely fluent (2)

Malaysian: completely fluent (2)

Indonesian: completely fluent (2)

Thai: completely fluent (2)

English: fluent conversation (1)

Spanish: fluent conversation (1)

French: fluent conversation (1)

Portuguese: fluent conversation (1)

Traveler (3)

AK: China 13- (2)

CK: Hong Kong 13- (2)

AK: Japan 13- (2)

AK: Korea 11- (1)

AK: Southeast Asia 11- (Vietnam, Thailand, etc.) (1)

AK: India 11- (1)

AK: Indonesia/Malaysia 11- (1)

AK: Philippines 11- (1)

Total Powers & Skills Cost: 609

Total Character Cost: 855

Disadvantages: 100+

Hunted by:

Various people who want to learn from him and/or challenge him to fight, 8- (10)

Psychological Limitation:

Driven to seek knowledge of the martial arts and of philosophy (20)

Honorable (25)

Pacifistic philosopher (15)

Reputation:

World's greatest martial artist 14- (limited group: the Martial World) (10)

Villain Bonus (675)

Total Disadvantage Points: 855



Designer's Note:

Readers should note several things about *Nightwind's* design that they may want to change. First, not every slot in his martial arts Multipower is as powerful as it could be. Many of the slots could have extra dice or Advantages added to them for only a point or two; this was deliberately done to meet a conception, rather than achieve a certain dice total, but it may leave *Nightwind* underpowered for higher-level games. Second, *Nightwind* pays for both of his Desert Eagle handguns separately, but GMs might allow him simply to reduce the "Focus" Limitation to reflect the fact that he has two OAFs, which take longer to take away from him.

Shaking his head at Lin Hu's intransigence, Seeker continued on his way. After just a few minutes of walking, he reached the building he was looking for—a dusty-looking old place, virtually a hole in the wall on one of Chinatown's many back streets. Even most inhabitants of Chinatown were unaware that there lived in their midst a man who was once one of the world's greatest martial artists.

Seeker realized that something was wrong when he got closer to the building—there was a big sheet of industrial plastic where there used to be a plate glass window with the words "KUNG FU" painted on it. Cautiously, he approached the door and opened it. "Steve? Master Zhu?" he called out.

A couple of seconds later, a familiar black-haired face appeared from around a corner. "Don!" Steve Chase exclaimed, pleased to see his friend.

"What the hell happened here, mate?" Seeker asked, gesturing at the plastic with his left hand as he shook hands with Chase with his right.

"We were attacked."

"Attacked? By who? A rival school? One of the tongs?"

"No, none of them would do something like this, they respect Master Zhu too much. This was an assassin, I think—he was after me."

"Who was it, didja know 'im?"

"I think so. He wore a black night-suit and a red demon's-head mask. Xiu Kwan."

"Sounds like it. You're lucky to be alive, mate. 'Ow'd it go?"

"He just walked in the door, bowed, and began throwing shuriken!" Chase said with a sort of shrug. "I'd been sweeping out the *kwoon*, so I used the broom to block a couple of them. Then I used the Unfolding Lotus Blossom technique to block the rest; otherwise, I'd've been a pincushion. I think he took it as a challenge; he just kept throwing more and more of them." Chase gestured at the wall behind him, indicating the numerous holes from the shuriken. "Damned if I could tell where he was getting all of those blades, though."

"Well, Master Zhu heard the noise and came down to investigate. When he saw what was happening, he shouted at Xiu Kwan. Xiu responded with a couple of throwing blades, but Master Zhu simply blocked them with the door. That gave me the chance to move forward and hit Xiu Kwan with the Catapulting Blow of Loc Sun Pak. That's what broke the window. I hit him pretty hard, though, and after that he must've run away, because we never saw him again."

"Any idea 'oo was behind it?"

"Jade Phoenix, I figure. He's finally figured out that he can't beat me himself, so he's decided to hire assassins to do his work for him."

"Hmmm. Maybe, mate, but I think there's a better answer. 'Ave you gotten one of these recently?" Seeker showed Chase the invitation scroll Dr. Wu had given him.

"Yeah, I sure did. Master Zhu says it's a real honor, but I've never heard of this "Tournament of the Dragon" before. You think that has something to do with the attack?"

"Definitely, mate. For the past several months, martial artists all over the world 'ave been attackin' one another, trying to eliminate the competition in advance. I think Xiu Kwan was just gettin' a jump on the Tournery. What does Master Zhu think?"

"He agrees with you, Seeker," came a voice from the stairway door. Seeker turned, saw Master Zhu there, and bowed deeply. "It is good to have you in our house again, Seeker."

"It is good to be 'ere, Master, I only wish that the circumstances were better ones. I came to warn the two of you about all these attacks, but I guess I'm too late."

"Indeed. But fortunately no harm befell us, only our window," Master Zhu said, his eyes twinkling.

"You agree with me that this 'as somethin' to do with the Tournament, Master?"

"Yes, Seeker, I do. Cong Feng is too proud yet to be hiring assassins—and too poor yet to be able to afford Xiu Kwan. The Tournament of the Dragon is a more logical explanation."

"One of the other reasons I came 'ere was to ask you about the Tournament, Master, and the Death Dragon. What do you know of these things?"

"More than most, though not as much as others. I have competed in the Tournament twice, though I never won."

"You never told me of this, Master," Chase said.

"You never asked."

For the next hour or two, Master Zhu told the two of them about his experiences in the Tournament—the ceremonies and speeches, strategies to use in each of the Five Arenas, and much else besides. When it was time for Seeker to leave, he felt much better about the Tournament than he had before.

"Master Zhu, I thank you for your assistance," he said, bowing deeply. "I 'ope that I may be able to repay you one day."

"I am glad to help you, Seeker. It will be a sad day when someone unlike you or my student does not win the Tournament. Far too many bad men have begun to compete in it."

"Steve, I'll see you around. Whistle if you need any 'elp dealin' with Jade Phoenix and 'is goons."

"Will do, Seeker. Take care while you're out there saving the world, okay?"

"Too right!" Seeker said, grinning.



Nightwind

Background/History: Steve Chase grew up in California studying martial arts. The first time he saw the television show "Kung Fu" he was fascinated by martial arts, and living where he did he had plenty of opportunities to study them. Throughout his youth and adolescence they were his one great, overwhelming interest. And he was good at them—he won tournaments, brought home trophies, and earned a name for himself as a skilled, if sometimes overly flamboyant, fighter.

When his parents died, making him an orphan at eighteen, he didn't know what to do. Finally, following a suggestion from one of his sensei, he used some of his inheritance to take an extended tour of the Far East. Naturally, his travels were based around his martial arts skills—he visited and trained in many schools and dojos in Japan and China, learning new techniques and making friends. But he was still nagged by this feeling of not being the best he could be. There was more he could learn, and he knew it.

Finally someone told him a legend about the Yengtao Temple, where ancient mysteries and techniques supposedly were preserved and taught. Chase tried to gather information on Yengtao, but discovered that there was very little. Eventually, he took to hiking all over Asia, searching for it in out of the way places.

At last, one day, in the mountains, he came upon a little hidden valley wherein he found the Temple of Yengtao. The doorkeeper, intrigued by the presence of a Westerner, let him in. He was greeted by an old Chinese man, Zhu Hsaio. After Chase explained his "quest" in broken Chinese, Zhu Hsaio laughed and showed him around the temple, where persons of all races and ages studied and perfected their skills.

Chase, who was given the nickname "Nightwind" because he walked so quietly, began training in the warrior's school under Zhu Hsaio. After just a few days of practice, he realized that this was exactly what he had been looking for—the proper training to match his potential. At Yengtao Temple, one who was worthy could receive virtually any sort of martial arts training that he desired and deserved.

Chase, ambitious and talented, chose to study some of the most difficult styles and maneuvers, including the fabled, semi-mystical Yengtao arts themselves. He excelled, and soon was one of the most skillful fighters in the school. The only other pupil who rivaled him was a Chinese youth named Cong Feng, whose nickname was Qi Feng ("Jade Phoenix"). Full of the pride of youth, the two quickly became enemies. Their rivalry soon escalated to the point where Cong, a wicked man, would take any opportunity to belittle Chase or to ambush him and beat him. Chase's pride barely allowed him to tolerate the insults, but he saw the ambushes as a form of practice (even if he lost as many as he won). It is a tribute to both of their skills at stealth that their masters never caught them fighting, which would surely have resulted in their expulsion from the Temple.

At last, almost seven years after his arrival, Chase had learned all that the Yengtao instructors could teach him of the martial arts. They praised him as one of their best students ever. Cong Feng received similar praise, but to him it was cold comfort—Cong, an evil man, lusted after power, and he hated Chase and the Yengtao instructors for rivaling his skill.

Cong's evil schemes and plans to become the only living Yengtao master resulted in the destruction of Yengtao Temple, as has been told before. What Cong did not know at that time was that Chase managed to escape the destruction of the Temple and returned to the States, where he took up residence in the campaign city. Chase used the rest of his inheritance to set up a martial arts school where he and Zhu Hsaio could teach Kung Fu.

As fate would have it, Cong Feng had also made his way to the campaign city, attracted by the size of its Chinatown and the potential of its underworld. He began to establish himself as a Chinatown crimelord known as the Jade Phoenix. When Chase heard about this, he decided to put his skills to best use by becoming a hero, Nightwind, who would oppose Cong and others like him who wanted to corrupt Chinatown and the city as a whole.

Personality/Motivation: Nightwind is, by and large, a good and heroic person. He feels honor bound to fight crime, do good deeds, and right wrongs. His sense of "honor" also dictates some other kinds of behavior (as detailed above).



Third, Nightwind's Bladed Yengtao Weapons are bought as an HKA with the "Variable Special Effects" Advantage. The Advantage is bought "separately" because there is a Limitation that applies only to it—the special effects of the attacks (i.e., exactly which weapons Nightwind chooses to use) can only be changed when he has access to his arsenal of weapons (or some other source of weapons). In essence, this is a way to buy the equivalent of a very limited form of Variable Power Pool for a relatively small number of points.

GMs should note that the weapons also take a -0 Limitation, "Weapons Do Appropriate Damage." This means that if Nightwind chooses to use, for example, a Yengtao crescent shuriken, he can only do as much damage as the crescent shuriken is listed as doing in *The Ultimate Martial Artist*, page 232, even though he has paid for a 1 Hd6 Ranged HKA. Also, he can only apply the "Ranged" Advantage for the HKA to weapons which can be used at range—arrows, throwing blades, throwing swords, and the like.

However, Nightwind is not without his flaws. First of all, he has a great love of excitement and danger, a desire to "live on the edge," which tends to make him a bit too reckless and daring when he fights. So far this hasn't gotten him in serious trouble, but eventually it will. Second, all of Nightwind's martial arts training still has not erased one of his greatest flaws, his pride. Nightwind is a good fighter, and he knows it. He dislikes being insulted, taunted, or humiliated, and he almost never refuses a challenge to combat. His pride also creates in him a great hatred for his enemy, Qi Feng, which causes him to act impetuously when Qi Feng is a factor. Zhu Hsiao has admonished him about both of these attitudes on many occasions, but as yet Chase has not learned the lesson properly.

Quote: "Guns? Who cares if they've got guns? I can defeat those thugs with my Sublime Whirlwind technique!"

Powers/Tactics: Nightwind's Yengtao training gives him many options in hand-to-hand combat. His skills are almost unrivaled in the modern world; he is one of a scant handful of people who possess true knowledge of Yengtao techniques. At range, he cannot fight as effectively. He does carry weapons, including two large handguns, for situations where he prefers not to get too close to his opponent, but his code of honor prevents him from using weapons unless weapons or superpowers are first used against him. Accordingly, one of his main tactics is to close with his opponents as soon as possible.

Unless he is fighting an opponent he knows something about, Nightwind usually delays for a Phase or two and acts defensively while assessing his enemy's strengths and weaknesses. Sometimes, though, his love of danger and action prompts him to leap right into the thick of things without a second thought. This unpredictability may work to his advantage on occasion, but it usually gets him into trouble.

Appearance: Nightwind is a tall (6'2"), black-haired young man. His costume has silver-gray boots, trunks, belt, holsters, and forearms; and black leggings, tunic, upper arms, and gloves (the gloves have the fingertips cut out of them). The tunic has a v-split front which merges into a high collar—the inside of the collar is silver-gray and the outside is black. His mask is a black domino, which leaves most of his face uncovered and his short black hair free. On his upper left arm is a patch depicting the Sapphire Phoenix, the symbol of Yengtao: a royal blue phoenix surrounded by a ring of royal blue flame.

Nightwind

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
12	COM	1	11-	
12	PD	9		Total: 18 PD/ 6 rPD
10	ED	6		Total: 16 ED/ 6 rED
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
8	REC	2		
36	END	0		
30	STUN	3		

Total Characteristic Cost: 138

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 7"/14"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Hand-To-Hand (10)

Yengtao Abilities:

Multipower (60 pt pool) (60)

u - Basic Punch/Kick: HA +9d6 (12d6 w/ STR), ½ END (40/4) [2+]

u - Knifehand Blow: HA +5d6 (7d6 w/ STR), Armor Piercing, ½ END (30/3) [2+]

u - The Fist of the Five Warriors: HA +5d6 (7d6 w/ STR), Autofire (5 shots), 0 END, May Only Be Used On A Single Target (-¼), No Knockback (37/4) [0+]

u - The Sublime Whirlwind of Cheng-Hwan: HA +5d6 (6½d6 w/ STR), Area Effect: One Hex, Personal Immunity, ½ END (30/3) [1]

u - The Catapulting Blow of Loc Sun Pak: HA +5d6 (6½d6 w/ STR), Double Knockback (26/3) [3]

u - Killing Strike: HKA 1d6 (2d6 HKA with STR), ½ END; No Knockback (22/2) [1+]

u - Hiragoyoshi's Waltzing Butterfly: HA +5d6 (6½d6 w/ STR), NND [rigid rPD on vital spots], 0 END, Only Works On Humans (-¼) (37/4) [0+]

u - The Seven Strikes of Serenity: Entangle 4d6 DEF 4, Takes No Damage (+½); No Range, Activation Roll 14-, 4 Charges, Costs END, Only Works On Humans (-¼), Only Works Once Per Hour Per Target (-½) (60/2) [6*]

u - Zheng Hsiang's Hand of the Dawn: Flash 2d6 Sight Group, NND [rigid eye protection or oddly-located eyes], No Range, Activation Roll 14-, 2x END (60/2) [12]

u - Tsurimi Yoshio's Hand of the Winds: HA 8d6 (10d6 w/ STR), Invisible to Sight Group, No Knockback (36/3) [4+]

u - The First Hand of the Phoenix: HA +5d6 (7d6 w/ STR), Indirect (+¼), 0 END; No Knockback (26/2) [0+]

u - The Harmonious Fist of Okano Akira: Drain 4d6 STUN, Activate 14- (40/3) [4]

u - The Unfolding Lotus Blossom: 12 PD Force Wall, Hardened, Activate 14-, Extra Time (full Phase), Self And Self's Hex Only (-½) plus Defense Maneuver (37/2) [4]



Martial Arts—Yengtao Style (23)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Escape	+0	+0	30 STR vs.Grabs
Grab	-1	-1	Grab, 25 STR for holding on
Takeaway	+0	+0	Grab Weapon, 25 STR to take weapon away
Throw	+0	+1	3d6 + vel/5; Target Falls

Weapons & Equipment:

Desert Eagle .44 Magnum: RKA 2d6, +1 STUN Modifier, OAF, No Knockback, 8 Charges (16) [8c]

Another Desert Eagle (16) [8c]

Bladed Yengtao Weapons: HKA 1 ½d6 (2 ½d6 with STR), Ranged, OAF, Weapons Do Appropriate Damage (-0) (18) [4]

Arsenal: Variable Special Effects (any bladed martial arts weapon, +¼) for Bladed Yengtao Weapons; OAF, Can Only Be Changed In An Arsenal (-½) (2) [0]

Armored Costume: Armor: +6 PD, +6 ED, OIF (12)

Martial Arts Abilities:

Superleap: +4" (7" forward, 4" upward) (4) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Martial Artist Skills and Talents:

Combat Sense 13- (5)

Acrobatics 15- (3)

Breakfall 15- (3)

Climbing 12- (3)

KS: The Martial World 11- (2)

KS: Kung Fu 11- (2)

Japanese: fluent conversation (2)

Mandarin Chinese: fluent conversation (2)

English: native

Stealth 15- (3)

WF: Common Melee Weapons, Common Missile

Weapons, Common Martial Arts Weapons (6)

Crimefighting Skills:

Streetwise 12- (3)

CK: Campaign City 11- (2)

Total Powers & Skills Cost: 233

Total Character Cost: 371

Disadvantages: 100+**Psychological Limitation:**

Love of danger and excitement (20)

Code Of Honor—will only use weapons if weapons or superpowers are used against him first; will fight honorably (will not attack from behind, will not refuse personal challenges to combat, for example); will treat ladies and elders with respect, and will only fight women if they attack him first (20)

Proud, hates to be beaten or humiliated (15)

Reputation:

Highly-skilled martial artist, 14- (limited group: the Martial World) 10)

DNPC:

Zhu Hsaio, aged mentor (competent), 8- (10)

Hunted by:

Qí Fèng, as powerful, 11- (15)

the Yakuza, more powerful, NCI, 8- (20)

Secret Identity: Stephen J. Chase, martial arts instructor (15)

Experience (146)

Total Character Cost: 371

Qí Fèng

Background/History: Cong Feng's course of study at Yengtao Temple and his role as the destroyer of the Temple are chronicled in *The Ultimate Martial Artist*, pages 238-243. The description of the hero Nightwind, found elsewhere in this book, contains further details.

Following his destruction of Yengtao Temple and murder of all of the masters then present at the Temple, Cong drifted to Hong Kong, where he put his martial arts skills (which were, and are, considerable) to work for the Triad gangs. After a year or two of this, he tired of taking orders from others and decided to establish his own criminal empire. However, the Triads had Hong Kong sewn up, so he decided (much to his disgust) that the only thing left to do was go to America, land of opportunity.

Cong arrived in the campaign city and set up a small merchant shop in Chinatown, selling martial arts supplies and similar equipment. He did not, however, establish his own dojo; he had no intention of teaching his great martial arts "secrets" to lesser men. At night he worked in the underworld, first for a couple of tongs (so that he could build a "war chest"), but eventually only for himself. Today he is a minor but growing power in the Asian underworld, a dangerous counterpoint to the tongs and the yakuza. His followers are not much better than a street gang, but he has taught them enough basic kung fu for them to hold their own in a fight.

Personality/Motivation: Qí Fèng is vicious, crude, hot-tempered, arrogant, racist, sadistic, and ambitious—the perfect combination for a potential crimelord. To top all of this off, he is murderously jealous of anyone whose martial arts prowess (particularly with kung fu) even approaches his own, and he will seek to kill or cripple any such fighters. It was this envy that led him to destroy Yengtao Temple; ironically, if he had devoted more time and energy to studying and training and less to brooding about the successes that other students earned, he might not have had such a difficult time learning the special Yengtao abilities.

Quote: "Ha ha ha ha ha! Is that the best you can do? Let me teach you the *true* meaning of martial arts mastery!"

Powers/Tactics: Jade Phoenix (a name taken from his days at Yengtao) is a master of kung fu. He has trained in it for most of his life, and has studied all of its major substyles and many lesser-known substyles. Because of his arrogance, he has never had much success at cultivating his *ch'i* or developing any of the advanced powers displayed by those who master their *ch'i* (including the famed Yengtao abilities). The only ones he has ever learned are the "iron skin" ability and a unique form of *dim mak* that he developed. It is possible that he may teach himself other abilities over time; age, after all, often brings wisdom.

Jade Phoenix usually favors an all-out offense in combat, and prefers kicks to punches. He will keep his Combat Skill Levels in OCV and use them to take Placed Shots to vulnerable locations (the head,



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the vitals) unless it becomes apparent that his opponent can hit him easily. He also likes to use his Acrobatics to move around his opponents and attack them from behind or other favorable positions.

Appearance: Cong Feng is a large man, standing about 6' tall and weighing 200 pounds of rock-solid muscle. He normally wears fashionable men's suits. When he acts as Jade Phoenix, he wears a jade green kung fu outfit with a stylized Chinese phoenix on the chest and a jade green half-face mask. He always tries to display some sort of jade phoenix somewhere on his person.

Qi Feng

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
23	PRE	13	14-	PRE Attack 4½d6
18	COM	4	13-	
12	PD	8		Total: 12 PD/ 12 rPD
10	ED	5		Total: 10 ED
7	SPD	33		Pha: 2, 4, 6, 7, 9, 11, 12
10	REC	2		
46	END	0		
45	STUN	3		

Total Characteristic Cost: 186

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 15"/30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +8 Levels w/ Kung Fu
Martial Arts—Kung Fu (79)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	50 STR Disarm
Dodge	+0	+5	Dodge, Abort
Escape	+0	+0	55 STR vs.Grabs
Flying Kick	+1	+0	STR +v/5; Full Move
Grab	-1	-1	Grab Two Limbs, 50 STR for holding on
Kick	-2	+1	12d6
Knife Hand	-2	+0	2d6+1 HKA
Legsweep	+2	-1	9d6; Target Falls
Punch	+0	+2	10d6
Sand Palm	+0	+0	55 STR to Shove
Throw	+0	+1	8d6 +v/5, Target Falls
Tien-hsueh Strike	-1	+1	4d6 NND(1)
Tiger Claw	+0	+0	12d6 Crush, Must Follow Grab

+4 Damage Classes (already added in)

Use Art with Axes/Maces/Picks, Blades, Clubs, Hook Sword, Pole Arms, Staff, Three-Section Staff, Whip

Martial Arts Abilities:

Iron Skin: Damage Resistance: 12 PD, Not Versus Guns (-¼) (5)

Jade Phoenix Dim Mak: Drain 10d6 STUN Drain, return at the rate of 5 Character Points Per Hour (+1), Invisible To Sight And Sound, Gradual Effect (take 1d6 of each Drain per day, -1 ¾), Can Be Cured By Chinese Healing, Character Must Make Ordinary Chinese Healing Roll, Attacker Must Make A Sequence Of Two Blows, Which Do No Damage, And Timing Must Be Perfect (-1 ¾), Activation Roll 14-, 1 Charge, Costs END (33) [27]

Superleap: +11" (15" forward, 8" upward), Requires An Acrobatics Roll (-½) (7) [1/5']

Martial Artist Skills:

Acrobatics 14- (3)
Breakfall 14- (3)
KS: Analyze Style 11- (2)
KS: Chinese Healing 11- (2)
KS: Kung Fu 15- (6)
KS: The Martial World 11- (2)
WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Hook Sword, Three-Section Staff, Thrown Sword, Whip (12)

Crimelord Skills:

KS: Campaign City Underworld 11- (2)
KS: Chinese Tongues & Triads 11- (2)
English: fluent conversation (2)
Hakka Chinese: native (0)
Streetwise 14- (3)

Total Powers & Skills Cost: 187

Total Character Cost: 373

Disadvantages: 100+

Distinctive Features:

Jade phoenix symbol worn somewhere on his person (easily concealed) (5)
Style Disadvantage (10)

Hunted by:

Nightwind (or appropriate PC), as powerful, 11- (15)
the D.E.A., more powerful, NCI, 8- (20)

Psychological Limitation:

Casual killer (20)
Greedy and ambitious (20)
Can't stand not to be the best; will try to kill all who challenge his mastery of kung fu (15)
Hatred of Occidentals (10)

Reputation:

Up-and-coming crimelord 11- (limited group: Chinatown) (10)

Rivalry:

With other kung fu masters (professional) (5)
Secret Identity: Cong Feng, Chinatown merchant (15)

Villain Bonus (128)

Total Character Cost: 373



Xiu Kwan

Background/History: Xiu Kwan's life has been nothing but training and combat. His first memories are of a man he calls "Sifu" ("master" or "teacher"), who trained him in the ways of the *lin kwei*, China's "forest demons." Whether Sifu was his father, or whether he was kidnapped from or given up by his parents, Xiu Kwan has never known. All he has known is the blade.

From the time he was able to walk, Sifu trained him to bring his body to its physical peak. His strength, intellect, swiftness, agility, and endurance were constantly tested, each test harder than the last. He passed all of the tests, but Sifu never lavished words of praise upon him—he just sent him on to the next test.

When Xiu Kwan's body and mind had been properly strengthened, Sifu taught him the ancient art of An Ch'i, with its lethal attacks, stealthy footwork, and razor-sharp throwing weapons. When Xiu Kwan could move across a field of dry grass without disturbing the mice and could slice a fly in two with a thrown blade, Sifu moved on to the next stage of his training, the mystic abilities and other special powers of the *lin kwei*. Xiu Kwan took to them as he had taken to his previous training, with determination and drive, and eventually mastered them all.

Sifu never introduced Xiu Kwan to any other members of his dark brotherhood, for he told his pupil that he was now the last of the *lin kwei*, and Xiu Kwan never questioned him. Then, at long last, Sifu sickened and died, leaving Xiu Kwan only his skills and powers as a legacy.

Xiu Kwan determined that, as the last of the *lin kwei*, it was his duty to take up the mantle of his brotherhood and continue their work. Using the skills and contacts provided by Sifu, he made himself known to those men who would be interested in hiring one with his talents. After a time, one of these men offered him a job, a difficult assassination of a business rival. Xiu Kwan took the job and did so well with it that he soon had many other offers of employment. Since that time he has worked for dozens of employers all over the globe, earning money from some and enmity from others.

Personality/Motivation: Xiu Kwan has been trained virtually since birth as an assassin and mercenary, and this shows in his attitudes towards others. He has little sympathy or affection for anyone, and is distant and aloof even with long-time associates. This outlook allows him to view his victims clinically and objectively, so that he feels no remorse because of their deaths. While he does not revel in destruction and murder, he does feel a certain satisfaction when a job is successfully completed.

Xiu Kwan is absolutely loyal to whoever is employing him at the moment. After the contract is completed he might turn around and take a job against that employer, but while he is under contract nothing, not even torture, can make him turn against his master. In the interest of "good customer relations," he will often turn down jobs that require him to attack former employers, but a sufficiently large payment can get him to take almost any job.

Xiu Kwan believes himself to be the last of the *lin kwei*. (Whether Xiu Kwan's belief is correct or not is up to the GM.) This belief is bolstered by the fact that he has never met or been contacted by another *lin kwei*. He would like to find an apt student to whom he can pass on his knowledge of An Ch'i, and even has hopes of reviving the *lin kwei* as a brotherhood of assassins.

Quote: None. Xiu Kwan never speaks in combat or when confronting his targets or enemies.

Powers/Tactics: Xiu Kwan has received extensive training in the fighting arts, skills, and abilities of the *lin kwei*, the Chinese equivalent of the ninja. As a result, he can turn any small object into a dangerous throwing weapon, move with utter stealth, or display a variety of semi-mystical powers (GMs should use the gadgets and abilities discussed in the "Advanced Ninjutsu" section of *The Ultimate Martial Artist* to simulate Xiu Kwan's abilities).

Xiu Kwan is a skilled and clever tactician who will choose his weapons, method of attack, and scene of attack with care. One of his favorite tactics, dropping a smoke grenade and then using his Tunneling ability to "vanish," is bought outside of his Power Pool so that he can use it at any time; other abilities will be chosen with an eye towards a particular mission or target. His weapons and tools can be switched whenever he visits his armory; to change from one special ability to another, Xiu Kwan must meditate extensively on certain mantras and symbols.

Appearance: When on a mission where he does not need to disguise himself, Xiu Kwan wears the traditional outfit of the *lin kwei*: a black night-suit similar to a ninja's *igabakama*, plus a red demonic mask. On some occasions he has worn red clothing and styled himself Hong Kuei, the "Red Demon" or "Scarlet Demon."

Xiu Kwan

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
21	CON	22	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 16-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
13	PD	9		Total: 19 PD/ 6 rPD
12	ED	8		Total: 18 ED/ 6 rED
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
42	END	0		
40	STUN	4		

Total Characteristic Cost: 171

Movement: Running: 10"/20" Swimming: 2"/4"
Superleap: 16"/32"



Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ An Ch'i (12)
Range Levels: +6 Levels vs. Range, all attacks (18)
Combat Skill Levels: +4 OCV, Only To
Counteract Hit Location Modifiers (10)
Skill Levels: +2 Levels Overall (20)

Martial Arts—An Ch'i (42)

HTH Maneuvers	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Nerve Strike	-1	+1	3 ½d6 NND(1)
Strike	+0	+2	9d6 Strike

+3 Damage Classes (already added in)

Use Art with Blades, Polearms, Staff

Rng Maneuvers	OCV	DCV	Rng	Notes
Basic Shot	+0	+0	+2	Weapon +2 DC
Defensive Shot	-1	+2	+0	Weapon
Quick Shot	+1	+0	+0	Weapon +2 DC

(Note: The Ranged HKA slot in Xiu Kwan's Multipower cannot be increased beyond 1d6+1, regardless of the combination of STR and maneuvers used; his RKA weapons can be increased to 2d6 maximum with maneuvers only.)

Lin Kuei Abilities:

Throwing Abilities: Multipower (30 pt pool) (30)

u - HKA ½d6 (1d6+1 with STR), Ranged, OIF (sharp/pointed objects of opportunity), No Knockback (30/1) [3+]

u - EB 6d6, OIF (blunt objects of opportunity), No Knockback (30/1) [3]

Lin Kuei Special Powers and Gadgets: Variable Power Pool (60 pt pool), Can Only Be Changed In An Arsenal/Over Time With Meditation Techniques (-½) (80)

Keen Senses: +3 Levels w/ PER Rolls (9)

Superleap: +12" (16" forward, 8" upward), Requires An Acrobatics Roll (-½) (8) [1/5"]

Tunneling: 1", can fill in hole behind him; Maximum Distance 1" Per Tunnel (-1) (7) [1]

Lin Kuei Weapons:

Throwing Blades and Spikes (concealed on Xiu Kwan's person): RKA 1d6, Armor Piercing, Autofire (5 shots), 32 Recoverable Charges, IAF, No Knockback (23)[32rc]

Concealable Smoke Grenades: Darkness 3"r to Sight Group; IAF Range Based On STR (-¼), Do Not Work In Winds/Rain (-¼), 8 Charges (16) [8c]

Concealed Body Armor: Armor: +6 PD, +6 ED), IIF (14)

Athletic Abilities:

Running: +4" (10" total) (8) [1/5"]

Lin Kuei Skills and Talents:

Combat Sense 13- (3)

Defense Maneuver: no attack is considered to be "from behind"; Multiple Attacker Bonuses are eliminated as to attacks Xiu Kwan can sense (5)

Lightsleep (3)

Luck: 2d6 (10)

Resistance (5 points) (5)

Acrobatics 14- (3)

Acting 13- (3)

Animal Handler 11- (3)

Breakfall 14- (3)

Climbing 14- (3)

Combat Driving 14- (3)

Computer Programming 8- (1)

Concealment 13- (3)

Contortionist 14- (3)

Cryptography 13- (3)

Demolitions 11- (3)

Disguise 13- (7)

High Society 13- (3)

Interrogation 13- (3)

Cantonese Chinese: fluent conversation (2)

Mandarin Chinese: native (0)

English: fluent conversation (2)

Japanese: fluent conversation (2)

Lockpicking 14- (3)

Mimicry 11- (3)

Paramedics 13- (3)

Security Systems 13- (3)

Stealth 14- (3)

Streetwise 13- (3)

Survival 13- (3)

Systems Operation 13- (3)

Tactics 13- (3)

Tracking 13- (3)

TF: All Ground Vehicles, All Air Vehicles (4)

Ventriloquism 11- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Fukimi-Bari, Fukiya, Garotte, Net, Whip, Off Hand (14)

Weaponsmith 11- (Muscle-Powered) (3)

Scholar (5)

KS: An Ch'i 15- (5)

KS: Analyze Style 12- (2)

KS: The Espionage World 12- (2)

KS: The Martial World 12- (2)

KS: The Military/Mercenary/Terrorist World 12-(2)

Total Powers & Skills Cost: 454

Total Character Cost: 625

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

the C.I.A., more powerful, NCI, 8- (20)

the World Security Bureau, more powerful, NCI, 8- (20)

Psychological Limitation:

Casual Killer (20)

Code of the Mercenary (20)

Reputation:

Last of the *lin kuei*, 14- (extreme; limited group: the Espionage, Military/Mercenary/Terrorist, and Martial Worlds) (15)

Secret Identity (15)

Villain Bonus (405)

Total Disadvantage Points: 625



Chapter Ten

After visiting with Steve Chase and Master Zhu, Seeker had continued on to see his friend Guan Li-yén. The meeting with him had gone very well. Guan had understood most of the difficult passages that Seeker had been struggling with, leaving Seeker with a clearer picture of the history of the Tournament and the nature of the Death Dragon—knowledge that Seeker felt sure he'd be needing in the days and weeks ahead.

Since it was almost dinnertime, Seeker began looking around for a good place to grab a bite to eat. He finally decided to walk a few blocks over and visit a place run by the son of a friend of his, when his Wrist Communicator began to beep—four quick beeps in a row, Highest Priority! He moved quickly to a sheltered doorway for a little privacy and opened the viewscreen. Quantum's face appeared.

"G'day, Quantum! What's up?"

"Seeker! There you are. Get back here at once!"

"What's goin' on?" he replied, already glancing about for the quickest route to the rooftops.

"There's been some kind of explosion or something in China—and it's working its way across the countryside! Three villages have already been destroyed." Her voice was tense with anger.

Bloody 'ell! Is this how it starts? Seeker wondered. "Right! I'll rattle my dags; be there pronto!"

"Slingshot liftoff in 30 minutes, mark!" she said officiously. A tiny clock appeared in one corner of the Communicator screen in response to a preprogrammed command and began counting off the allotted time.

"Gotcha. See ya in ten minutes."

"Good. Quantum out."

It took only a few seconds for Seeker to find a way up to the roof of the building whose doorway he had been sheltering in. He moved quickly and confidently, wondering about what was going in China as he did so. *This can't be the Dragon, can it? It can't gain its freedom 'til after the Tourney! But what if it's found a way to break free—or some scagger's found a way to break it free?* Several potential suspects came to mind along with that last thought, but he didn't have time to puzzle it out just then.

Such was his rush that Seeker failed to notice an alleyway below him. There are many alleys in New York, dark places littered with trash and reeking of humanity's offcastings, and Seeker had no time to look at any of them closely.

But this alley was darker than most. It was filled with shadow. At the center of the shadow was a darkness. At the center of the darkness was a man.

This man watched Seeker's passage—indeed, he had been waiting impatiently for it for some time. Silently he seemed to float up out of the alley and went after his quarry.

Seeker was able to maintain a good pace over the rooftops of Chinatown; soon, he would be in the city proper. Traveling this way always thrilled him; the rush of the winds and the rush of adrenaline were unbeatable. And the views, as always, were superb.

Seeker was startled out of his reverie by a feeling that something wasn't quite right. Suddenly he realized that there was a source of dark *ch'i* behind him! Someone was pursuing him, no doubt, and his intentions surely were not friendly. Without pausing, Seeker continued his rooftop journey, but kept his senses concentrated on whoever was behind him. Soon he came to a place where the building in front of him was shorter than the one he was on. He leaped onto the lower roof and then ran quickly and silently in a direction perpendicular to the direction he had been traveling. When he reached the right point, he leaped back up to the taller building on a different side—so that he could double back on whoever was following him and find out what was going on. He had to hurry; Heaven only knew what Quantum's alarm had been about!

He climbed quickly back up to the roof and crept forward, hiding behind ventilation equipment. Soon he could see who his shadow was—and a shadow it was indeed. Standing at the edge of the building, looking for Seeker, stood a tall man whose form seemed wrapped in solid darkness. He carried no weapons and his clothes could not be seen, but nonetheless Seeker recognized him.

Freeing his triple irons as he moved forward, Seeker said, "Oy, Shadowdragon! What's with followin' me?"

Shadowdragon's head whipped around. His black eyes glared at Seeker, and he shifted into a defensive stance. "Very clever, hero," he said in his unearthly voice. "But if you think I'm going to fight you while I'm standing on a ledge, think again!" With a leap and a flip, Shadowdragon moved over the obstacles in his path to a clear space near the center of the roof.



Designer's Note

It is unusual for a character to have three different Distinctive Features, as Shadowdragon does (his dragon tattoo, his eerie voice, and his Style Disadvantage). This is acceptable because each feature essentially operates against a different "sense" (sight, hearing, and an opponent's knowledge of martial arts, respectively). This may affect which characters can recognize him, and how (for example, a blind martial artist would miss the tattoo and Style Disadvantage, but never the voice). Furthermore, they have different effects: the tattoo, for example, is easily concealed, while the other features are not; the voice can be disturbing or frightening, the other features are not. While it is possible for player characters to do this, the GM should monitor the use of multiple Distinctive Features Disadvantages carefully, and require players to combine them into one Disadvantage if they are not sufficiently limiting while separate.



Seeker leaped, hoping to catch Shadowdragon unaware as he was landing and get in a good kick. His hope was in vain; Shadowdragon landed gracefully and, sensing the attack, caught Seeker's ankle in his right hand and threw the Australian hero to the ground. Seeker rolled over and got to his feet at once, knowing that he dare not lie still. Shadowdragon launched a series of kicks, keeping Seeker on the defensive and moving backwards.

At last Seeker leaped backwards onto the top of a ventilation unit. The height would give him a moment to collect himself—or so he thought. "Right where I wanted you, hero!" Shadowdragon sneered. He raised his hand, and a bolt of dark energy lanced out, catching Seeker square in the chest. The force of the blast knocked Seeker off of the ventilation unit and sent him flying through the air. A panicked sensation accompanied the realization that he was going to overshoot the edge of the building!

As he began to fall downward into the alleyway below, Seeker stretched desperately, straining to reach anything that might slow his fall. Seeing the fire escape of the neighboring building, he grabbed hold of one of its rails—but the bar was so rusty and old, it snapped off in his hand! His fall was barely slowed. Scrambling to find something solid to hold on to, he grasped at the fire escape again and again, but was unable to find a solid purchase on it.

With a crash, Seeker landed in the trash-strewn alley. He lay there dazed for a moment. There was a pain in his side, had he broken a rib? Did he have a concussion? Shaking his head to clear it, he looked up—and saw a cloud of darkness descending upon him!

As he scrambled to get to his feet in time, Seeker heard the light thud of Shadowdragon's feet as they hit the pavement, and suddenly the alley was engulfed in an inky blackness. Instinctively, Seeker shut his eyes, drawing back to the days when Mr. Edo taught him to fight while blinded.

Shadowdragon's eerie voice seemed to come at him from all directions, echoing and re-echoing in the cramped alleyway. "Time for the Souldark to consume you, hero." The vampiric qualities of the voice and the statement were chilling.

Suddenly the dark *ch'i* that was Shadowdragon began to flare, and that, in combination with his blindfighting skills, was enough to tell Seeker where his enemy was. With lightning swiftness he lashed out with his right foot, and was rewarded with the satisfying **CRACK** sound of foot connecting with jawbone. Shadowdragon's *ch'i* faded again, but Seeker had his measure now, and moved forward to throw a punch. Shadowdragon blocked it, but Seeker blocked his elbow strike in turn. Seeker struck again, smashing Shadowdragon in the face for a second time. Before he could recover, Seeker used his jujutsu to take him to ground hard, and pinned his arms. Feeling Shadowdragon's neck carefully in the darkness, he located the right pressure point and applied a nerve pinch. A few seconds later, Shadowdragon stopped struggling, and gradually the darkness faded away.

Seeker applied the nerve pinch as long as he dared, then released Shadowdragon and called the police on his Wrist Communicator. He didn't have time to wait, but instead sprung back up to the rooftops and continued on his journey to Homestead.

Back in the alleyway, a dark figure stepped out from the shadows at the end of the alley, shadows that hadn't vanished when Shadowdragon was knocked out. His face concealed by the early evening dimness, he stepped over Shadowdragon's unconscious form and walked to a place near the fire escape. There he stooped over and picked up a lacquered box that lay on the ground. He examined it quickly, chuckling softly to himself as he did so. Then, without a word, he tucked it inside his jacket and left the alley.

Seeker was almost halfway to Homestead when he realized with shock that the box containing Dr. Wu's scroll was no longer safely tucked in his sash! With a sick sensation in the pit of his stomach, he went back to the alley as fast as he could, taking reckless chances to increase his speed.

When he got there, the police had arrived and were taking the still-unconscious Shadowdragon away. Seeker scanned the alleyway quickly, but didn't see the box. He leaped down and landed next to a man who looked like he was in charge. The startled officer spun around, nearly drawing his gun. When he saw who it was, he took his hand off of his semi-automatic. "Oh, hello, Seeker! Good work here," he said, gesturing with his thumb at Shadowdragon.

"No problems, mate. Listen, did any of your men find a wooden box anywhere about, maybe this big?" He gestured with his hands to show the dimensions of the box.

The sergeant considered. "No, no one's reported anything like that to me. Hey, men!" he shouted at the other officers. "Any of you find a wooden box?" The only response was a chorus of nos.

Seeker moved through the alley quickly, looking everywhere—behind trash cans, under empty potato chip bags, in the dumpster. Nothing.

"Seeker!" Quantum's voice on his Wrist Communicator was insistent. He didn't even bother to flip up the viewscreen; he didn't want to see her face. "Yeah, yeah, Quantum, I'm on my way. Ran into a bit of delay."

"If any of your men find that box, Sergeant, it's mine. Please 'ave someone bring it to 'Omestead as quick as possible."

"Sure thing, Seeker."

With a sinking sensation in his heart, Seeker vaulted to the rooftops and headed for Homestead.

Shadowdragon

Background/History: Yong-sun cupped his hands together. Then he bent over and looked inside them. He looked for a long, long time, then he went to show his mother.

"Mama! Mama!" he cried excitedly. "Guess what I've got," he said, showing her his clasped hands.

His mother looked at him, expecting a frog or something equally exciting. "I don't know, son. What is it?"

"Guess!"

"Hmmm. An elephant."

"No! Guess again!"

"If it's not an elephant, it must be a mouse."

"No! Look," Yong-sun said, holding his hands up to her.

She looked, but couldn't see anything. "I don't see it, son, what is it?"

He looked at her exasperatedly. "It's *darkness*, Mama! Isn't it pretty?"

His mother laughed, said that it was, and then told him to go play. Yong-sun ran outside, but he couldn't understand why his mother didn't see the darkness like he did. It was right there! How could she not see it, how pretty it was?

Yong-sun's fascination with darkness lasted through his childhood and into his adolescence. At times he would stay up all night just to feel like he was a part of it. Then, one day, the darkness in his hands spoke to him! "Wouldn't you like to see more of me, without having to put your hands together?" it whispered alluringly.

"Yes!" Yong-sun said excitedly.

"Then pull at me—pull with your mind," the darkness said.

Yong-sun concentrated, and thought hard, and pulled and pulled. Eventually he felt a sort of "pop" in his mind, and then, there it was, right in front of him—a cloudy, dark thing, darker than anything he had ever seen before. It was amazing!

Yong-sun wanted to be able to create more of these dark things, and asked his new "friend" how to do it. Over the next several nights, the dark thing taught him how to manifest all sorts of darkness powers, in exchange for Yong-sun's promise to do certain ... things. Yong-sun didn't care about the promises, all he wanted to do was create darkness.

Since that time, Yong-sun has had the ability to create darkness and manipulate it in various ways. He is constantly trying to develop new darkness powers, and his fascination with his powers only continues to grow.

Personality/Tactics: Yong-sun has used his darkness powers and hwarang-do training to become the martial artist mercenary and assassin Shadowdragon. He will take any job that he feels he can pull off, no matter how evil or destructive it is—when he sold his soul to the being that gave him his powers, any human kindness, sympathy, or mercy that he might have possessed went with it. His heart is as black as the darkness fields he generates.

Yong-sun is absolutely fascinated by his darkness powers, and by darkness in general. He thinks of it as a living thing, talks to it, and considers it his friend and protector. He always hopes that the darkness will answer him, as it did before.

Quote: "My darkness will consume you."

Powers/Tactics: Shadowdragon, in addition to being a competent practitioner of hwarang-do, is able to manipulate a mysterious "dark force" of some sort. Some martial artists can detect this as a sort of "dark *ch'i*" or evil life force. He can use it for obvious things (such as blocking his opponents' vision), or he can fire darkforce energy blasts, step from one patch of darkness or shadow to another without crossing the intervening space, or use the darkness to drain the life-force of those within it. Whether this ability is a mutation or some sort of "granted" power is debatable; Shadowdragon thinks of it as a "gift" from the Darkness, and makes sure to "feed" his powers with the Souldark as often as possible.

Shadowdragon is also skilled at making good tactical use of his powers. For example, if he needs to use his hwarang-do, he will usually put a darkness field around himself and his target(s) so that they are blinded and thus easy prey. He will also set up several darkness fields around the battlefield so that he can quickly teleport around; if necessary, he will make them fairly small so that he has to pay less END for them. (Note: the GM should pay close attention to Shadowdragon's END usage, since many of his powers use a lot of END; if he gets too tired, he will flee rather than run out of power and be captured.)

Shadowdragon often uses his powers so that the darkness appears to rise from the dragon tattoo on his chest. This may lead some heroes to think that the tattoo is a kind of Focus; in fact, this is just an effect, and the tattoo is an ordinary tattoo.

Appearance: Shadowdragon is a tall (5'10"), muscular Korean. He wears skintight dark blue pants that end at mid-calf, and matching soft shoes like many martial artists wear. He goes barechested so that the magnificent dragon tattoo drawn on his chest in dark blue ink can be seen. He is bald except for a long topknot. His voice has an eerie, unearthly quality to it that is distinctive.

The exact nature of who or what "spoke" to Park Yong-sun through the darkness in his cupped hands has deliberately been left as a mystery. If GMs prefer, it can be the Death Dragon, turning Shadowdragon into a tool for its own ends. The Death Dragon could thus have let him know about the Tournament as well.



Shadowdragon

Val	CHA	Cost	Roll	Notes
15	STR	5	13-	200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13	ECV: 7
20	PRE	10	13-	PRE Attack 4d6
20	COM	5	13-	
15	PD	12		Total: 23 PD/8 rPD
18	ED	14		Total: 25 ED/7 rED
5	SPD	20		Phases: 3, 5, 8, 10, 12
9	REC	4		
70	END	15		
40	STUN	9		

Total Characteristic Cost: 174

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 12"/24" Teleport: 20"/40"

Powers & Skills:

Martial Arts—Hwarang-Do (46)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Choke	-2	+0	Grab One Limb; 3 ½d6 NND(2)
Finger Strike	-1	+1	3 ½d6 NND(1)
Hand Strike/ Elbow Strike/ Snap Kick	+0	+2	8d6
Joint Break	-1	-2	Grab One Limb; 2d6 HKA, Disable
Joint Lock	+0	-1	Grab One Limb, 40 STR for holding on
Kick	-2	+1	10d6
Throw	-2	+0	2d6 HKA; Target Falls

+3 Damage Classes (already added in)

Darkness Powers:

Darkness Creation: Darkness 5"r to Sight Group, Personal Immunity (75) [7]

Shadow Manipulation: Multipower (40 pt pool) (40)

- u - Fist of Darkness: EB 8d6 (40/4) [4]
- u - Shadow-walking: Teleport 20", Only From One Area Of Darkness/Shadow To Another (-¼) (40/3) [1/5"]
- u - The Souldark: Drain 2d6 BODY, Ranged, 0 END; Only On Targets In Darkness Field (-½) (40/3) [0]
- u - The Terror of the Dark: Drain 2d6 PRE, Ranged; Only On Targets In Darkness Field (30/2) [3]
- u - The Mantle of Shadow: Invisibility to Sight Group; Only In Darkness/Shadow (-½) (30/2) [3]

Dark Shield: Force Field: +8 PD, +7 ED (15) [1]

Dark Shield: Power Defense: 10 points (10)

Martial Artist Abilities:

Superleap: +9" (12" forward, 6" upward) (9) [1/5"]

Martial Artist Skills and Talents:

Combat Sense 13- (3)
Find Weakness 11- with Kick (10)
Acrobatics 13- (3)
Breakfall 13- (3)
English: fluent conversation (2)
Korean: native (0)
KS: The Espionage World 11- (2)
KS: Hwarang-Do 11- (2)
KS: Korean Healing 11- (2)
KS: The Martial World 11- (2)
Paramedic 13- (3)
Stealth 13- (3)

Total Powers & Skills Cost: 244

Total Character Cost: 418

Disadvantages: 100+

Distinctive Features:

Dragon tattoo on chest (easily concealed; noticed and recognizable [it can easily be remembered by witnesses, for example]) (5)

Eerie voice (cannot be concealed; is always noticed, causes major reaction [it scares some people, and can easily be remembered by witnesses]) (15)

Style Disadvantage (10)

Hunted by:

Interpol, more powerful, NCI, 8- (20)
a PC or other hero of GM's choice, as powerful, 8- (10)

Psychological Limitation:

Mercenary Attitude: Will Do Anything For Money (20)

Fascinated By Darkness (10)

Reputation:

Martial arts mercenary 11- (limited group: the Martial World) (10)

Secret Identity: Park Yong-sun (15)

Susceptibility:

1d6 per Turn from Holy/Consecrated Objects (15)

Vulnerability:

2x STUN from Light Attacks (20)

2x BODY from Light Attacks (20)

2x Effect from Sight Flash Attacks (20)

Villain Bonus (138)

Total Disadvantage Points: 418



Chapter Eleven

The herbalist's shop was small and dark, and redolent with the odors of a thousand different leaves, powders, and roots. Iron Whirlwind stood briefly in the entranceway, allowing his eyes to become accustomed to the dimness before he proceeded further inside. He felt naked without his swords strapped to his back, and so was doubly cautious as he scanned the room for hidden threats. The wizened old man behind the counter stared at him impassively, like a bird.

Sensing nothing untoward, Iron Whirlwind strode to the counter confidently, barely bothering to shift his body to avoid knocking over shelves and tables. The wind of his passage stirred up clouds of dust that temporarily gave definition to the weak beams of sunlight that slanted into the room through a few dirty windows. *"I require these items,"* he said to the proprietor, handing him a list.

The man's eyes never left Iron Whirlwind's face. *"And how will you pay, noble sir?"*

Iron Whirlwind sneered, brought a roll of brightly colored bills out of his pocket, and placed it on the counter. *"I have sufficient to pay you, old man—or I can give you American dollars, if you prefer."*

The old man shook his head quickly, as if by way of apology. He got up from his stool and began shuffling around the room, picking out the items on Iron Whirlwind's list. For one so aged, his hands moved deftly, dipping in and out of jars and boxes and bags without a second's hesitation. When he had finished going through the list, he returned to the counter and began placing each of Iron Whirlwind's purchases in a separate cloth bag. The bags were old and dusty, as if they had been in the shop for decades, but were still sturdy for all that.

"Excellent," Iron Whirlwind said when he was finished. *"Now, there is only one thing more I require of you, old man."*

"Yes?"

"I need the Red Cloud Herb."

The old man's eyes widened. *"No, I have no such herb,"* he said after a moment's hesitation.

Iron Whirlwind bent down so that he could stare the shopkeeper in the face. *"Do not lie to me, old man!"* he said, quietly but fiercely. *"Yours is the best-stocked herb shop in Hong Kong. Only you have the knowledge of where the dragons still leave their pools after the springtime thunderstorms so that the Red Cloud Herb grows! Bring it to me or this will be the last sunrise you ever see through your dirty shop windows! I can pay whatever price you ask."*

The old man bowed his head in silent acquiescence. He shuffled into the back room of the shop. Iron Whirlwind, impatient, almost went after him, but held his peace and waited. A few minutes later, the man came back out, carrying with him a small wooden box. *"This is nearly all of my stock,"* he said apologetically. *"I beg you, take it and leave me in peace."*

Iron Whirlwind opened the lid of the box slightly, not wanting to expose the herb to air more than he had to. He sniffed at the herb. *"Ah, it smells as my father said it would,"* he said. *"You have my thanks, old man,"* he said with an impertinent bow. Gathering up the box and the cloth bags, he departed the shop, leaving the wad of cash behind on the countertop.



Golden Axe scowled. The sea air and sunshine and smells did not suit him. He had had to leave his armor, axe, and tiger, behind, which put him in an even fouler temper.

Eventually the boat he was waiting for appeared around the curve of the coastline and made its way toward the beach where he waited. When it landed, several small, brown-skinned men got out and pulled the boat far enough onto the shore that the tide wouldn't sweep it back out to sea. Then they walked over to where Golden Axe was seated. Even sitting down, he was a big man, and they appeared somewhat hesitant and fearful.

Eventually an older-looking man, whom Golden Axe had talked to before, spoke in thickly accented English. "You want buy pearl, ya?"

"Yes," Golden Axe said.

"Pay gold, ya?"

"Yes."

The old man sat down on the ground, and the others did likewise, forming a semicircle in front of Golden Axe. The old man spread a greasy cloth on the sand and smoothed it out as best he could. Then he set a small pouch woven of grass in front of him. Golden Axe set two leather pouches in front of himself; one was empty and deflated, the other clinked metallically. At the sound, the brown men's eyes glistened.

The old men upended his sack carefully on the cloth, and a small cascade of pearls poured out. Golden Axe sorted through them with a trained eye, knowing that his father would accept only the best and largest. One by one, he swept the smaller ones to the side, keeping the larger ones nearer to him. Eventually he had rejected all but two of the man's pearls. He pointed at the first one, then pulled a single golden coin out of his pouch. He raised his other hand and held up two fingers.

The old man shook his head violently and held up two hands, showing six fingers.

Golden Axe laughed at the man's impudent bargaining. He raised a third finger; the other man was wise enough to recognize the scowl on his adversary's face and take what was offered.

So it went for the better part of the afternoon. One by one Golden Axe evaluated each man's pearls, keeping only the best one or two from each. When he was finished, his pouch of gold coins was about half empty, but his pouch of pearls not quite half full. His father needed more pearls, of the highest quality; where would he find them?

Copper Spear's trip to the Mountains of the East had been a difficult one, fraught with peril and harsh conditions. Had it not been for his father's instructions, his father's magic, and his own enchanted spear, he would never have made it. But at last he seemed to have found the mountains he was seeking.

He began climbing upwards, searching for a cave or other entrance into the mountains themselves, where his father had said the essence of jade would be found. Out here, the best he could hope to find would be jade itself.

Several torturous hours of climbing later, he finally managed to reach the entrance to a likely-looking cave. After pausing for a few minutes to catch his breath, he picked up his spear and headed further into the cave, moving cautiously. *At the heart of the Mountains you will find it, my son*, his father had said. *A luminous green stone, greasy to the touch, a crystallized, purer form of jade.* He reached down to his belt to make sure that he still had the special wooden box his father had given him to hold the jade essence in. *Soon, he thought confidently, the box will be full, and I can go to the Tournament.*

Silver Hand paused to wipe the sweat off of his brow. With no hair to slow their progress, the trickles of perspiration tended to run straight off his head into his eyes, so he had to wipe them away frequently. Hours of discussion with his father and in the library with the Scroll of Bao Ch'en hadn't prepared him for the hot, dusty trek he was now on, but he was up to it nonetheless. Muttering curses at the sun, he continued onward.

Up ahead of him he could dimly see the first small hills that indicated he was approaching the mountains. According to the townsfolk he had spoken with, somewhere in those hills or mountains lived an ancient Taoist hermit, one who had never bowed to the will of the Communists in Beijing. His name matched one of the names in the Scroll, and Silver Hand had high hopes that he might possess one of the dragon-horse scales his father so desperately sought. He had no desire to continue with his quest for months; only the gods knew how much longer it might be before he acquired a scale if the hermit didn't have one! And there was still the Tournament to consider—Silver Hand had no intention of missing it, regardless of what he had to do to be there on time.

Adjusting his pack to make it more comfortable, Silver Hand continued forward, into the hills.



Chapter Twelve

Five minutes after Seeker had strapped himself in, the Slingshot was off the ground and heading west. As usual, Defender and Quantum were at the controls; Obsidian stood by as backup pilot if necessary. Of course, the computer could and would handle virtually all of the flying chores, but it was comforting to have the three of them on standby.

"Ey, Quantum, what's this bogey we're chasin' after?" he called up to her.

"It was first noted as an energy spike of unusual strength and duration, occurring somewhere in west central China. The sensors can't pin down a type of energy with certainty, so my guess is that it's some mystic thing."

"Yes, it's magical, definitely," said Solitaire. "Even from here, I can sense the disturbance it creates in the aether. It is very powerful." *She sounds like she's in some kind o' trance*, Seeker thought. *It's one o' them "wizardly senses" she's always talkin' about, I guess.*

Quantum went on. "Since first appearing, the phenomenon has been moving across China. Satellite reconnaissance indicates that it is leaving a path of tremendous destruction in its wake. Three villages have already been obliterated." Solitaire sucked in her breath sharply at the last statement. *She's never been able to approach these things analytically, like Quantum.*

"Has anybody been able to contact the Tiger Squad?" Obsidian asked, his deep voice shaking the entire cockpit.

"No response from them," Defender replied. "They're probably aware of it, but we don't have any idea what they're doing. Beijing may sit by and let thousands die before it makes up its mind about what to do. I don't like going into Chinese territory this way, but until we know someone's doing something about the situation, we can't sit by."

"You're not wrong, mate!" Seeker responded. "What about Zen Team, 'ave they done anythin'?"

"We'll be stopping in Tokyo to refuel, and they'll meet us there. I think they've decided to remain in Japan, to guard it in case whatever this thing is gets out of China."

"Wouldn't want to leave their precious Zencorp behind, after all," Santiago said sarcastically. Seeker frowned a little, but no one responded.

Seeker spent most of the rest of the trip to Japan meditating. After so many days of hectic action, it was a break that he sorely needed. By the time Defender signaled everyone to strap down for their landing in Tokyo, he felt thoroughly refreshed.

The air traffic controller directed them to land on a runway near the Zencorp hangar. The hangar itself looked pretty ordinary from the outside, but Seeker knew from experience that it was pretty fancy on the inside (for a hangar, anyway). He was looking forward to the chance to stretch his legs and talk to Zen Dolphin for a while.

Zen Team was waiting for them inside the hangar. The Japanese hero team greeted the Champions as they exited the Slingshot; the two teams had fairly cordial relations, even if some members of the Champions questioned the motivation of a privately-sponsored superteam.

The two groups went inside to a lounge area while mechanics began refueling and checking the Slingshot. Defender got to the point of the visit pretty quickly. "What's the status on the situation in China?" he asked Zen Lion while most of the others were getting a cold drink.



PHOTO BY GREG 45

"We're not sure. The latest reports we have indicate that at least three inhabited areas have been destroyed. Whoever it is—*whatever* it is—seems to be heading generally eastward. As far as we know, the Chinese government still hasn't done anything, not even sent the Tiger Squad out to investigate. Then again, our sources of information are not the best, there could be a lot going on that we're not aware of."

"Hmmm. I don't like the sound of that. Do you think this could be some Chinese government experiment that somehow went wrong?"

"Maybe, but I doubt it. I've talked to a couple of mystics here in Tokyo—including your friend Akumashibaru, Seeker—who say that this is a magical phenomenon. I doubt the Chinese would be experimenting with something like that; it's not very "orthodox," after all."

"Correct. Solitaire also feels mystic emanations coming from this thing."

"I can feel them even more strongly here, Defender," Solitaire said after swallowing a sip of her soda. "Whatever it is is very powerful, and very, very evil. Pretty soon the emanations it's giving off are going to give me a headache." Zen Rhino began rummaging in a cabinet, looking for some aspirin for her.

"Scuse me, mates," Seeker said, "but I'm goin' to visit the little boys' room; the facilities on the Slingshot are kind of primitive, if you know what I mean." He put down his drink and left the room.



His needs taken care of, Seeker stopped at the sink to wash his hands before returning to the group. As he started to dry them off, he caught what seemed like a flash of movement out of the corner of his eye, in the direction of the mirror. When he turned that way, he had to blink in amazement and wonder if all the excitement had finally gotten to him. His reflection had gestured at him, beckoning him closer! He leaned closer, reaching out his hands to touch the glass. His reflection, as expected, mimicked his actions. He was beginning to think his mind was playing tricks on him, when suddenly the reflection grinned! It was a wide, wicked grin, one nearly impossible for a human face. And then the reflection's muscles seemed to tense, as if it were straining....

With a terrible crash and a thousand silvery flashes, the mirror shattered, bombarding Seeker with shards of mirror-glass. "Bloody 'cill!" he shouted at the top of his voice as agonizing pain ripped through his body. He staggered back from the force of the blast, and slipped on the smooth tile floor. He could already feel the cuts from the glass, some superficial and others dangerously deeper, beginning to ooze blood.

The other Seeker stepped out of what used to be the mirror, and as it moved towards him, it changed. No longer was it his double. Now it was a fierce-looking spectre, with white skin, green lips, purple hair, and red and black robes. But its grin remained the same. Then it vanished, as if it had never been there!

With a crash the door to the men's room burst open. Zen Lion was first in the room, followed by Solitaire, Quantum, and Zen Dolphin. They stopped short when they saw the broken mirror and began to walk carefully towards Seeker.

"Seeker! What happened?" Solitaire asked.

"It... it... my reflection *attacked* me!" Seeker said, still amazed.

"It *what*?!!? Everybody get ou..."

Before Zen Lion could finish his sentence, the demonic-looking creature appeared in front of him! It grabbed his arms, and stared at him with a fiendish hiss. A ghostly light passed from Zen Lion's eyes to its, and Zen Lion slumped, looking deathly pale. The creature tossed him to the side contemptuously.

As one, Solitaire and Quantum attacked. Solitaire's mental bolt, augmented by her Widget, had little effect on the creature, but Quantum's energy blast sent it rocketing across the bathroom and into the far wall with a tremendous crash. And, again, the creature vanished.

Seeker got to his feet just as Zen Rhino joined them. "Watch it, mate, there's a bleedin' ugly white-faced drongo poppin' in and out..." He had drawn his sword and was scanning the room rapidly, waiting for the creature's next appearance.

"It's called Kagamishoki, Seeker," Zen Dolphin said. "It..."

"Behind you!" Seeker shouted. The creature had risen up out of the floor again, and this time it clutched a piece of mirror in each hand. Seeker drew his sword back for a blow as Quantum, Zen Dolphin, and the others turned to face the thing. Before he could complete his attack, the creature held the mirrors up in front of Quantum's and Zen Dolphin's face, and crushed them in its hands. Zen Dolphin screamed and fainted; Quantum snarled as her skin split and began to bleed. Blood trickled out of Zen Dolphin's mouth and seeped across the floor, turning pieces of mirror from silver to scarlet.

Seeker's sword-blow caught the creature square in the chest just as Zen Rhino hit it with a tremendous sumo slap. The force of the blows knocked the creature back so that it lay on top of Zen Lion's unconscious form. The creature rolled forward, and vanished.

"Zen Team! Kagamishoki is attacking!" Zen Rhino shouted.

The creature re-appeared behind Seeker and tried to grab him. Fortunately, Seeker's heightened senses allowed him the split-second warning he needed to dodge its attack. Solitaire and Quantum, now joined by Defender, attacked it; only Solitaire's attack hit it, but it shrieked at her. The sound was horrifying and unearthly as it echoed back and forth in the tiled room. Again, to the heroes' frustration, the creature vanished.

"Flamin' 'eck!" Seeker said as he rolled to his feet. "What is this thing?"

He didn't have a chance to answer before his foe, unseen, struck him in the chest with its claws, raking bloody trails across his body. He wobbled, already weak from lack of blood, but his combat senses told him where the blow had come from, and he struck back, connecting solidly.

"Look!" Solitaire shouted. "You can see him in that piece of mirror!" She loosed a Vril Blast, smashing the creature against the wall and shattering the piece of mirror. Its veil of invisibility dropped—but then it vanished again!

"All of you, listen to me!" Zen Eagle's voice cut through the din. "It's using the mirrors!"

"Okay!" Defender shouted in return. "Blast the mirrors, team!" He and Quantum and Solitaire began firing energy blasts in as wide a pattern as possible. There was another unearthly shriek and then, when all the pieces of mirror had been reduced to nonreflective powder, an eerie silence.

Solitaire quickly moved to check Seeker and the other injured victims and use her healing powers on them. Within ten minutes everyone was more or less as healthy as they had been prior to the attack—though Seeker had a few tiny scars that he didn't have before. Zen Lion, who'd nearly been killed by the creature's soul-leeching powers, still felt ill.

"What in the world was that thing?" Quantum asked.

"Its name is Kagamishoki," Zen Eagle responded. "It is an evil which has afflicted our land for countless generations. It is a demon of mirrors."

"So that's why it imitated me in the mirror—it lives in there?" Seeker asked.

"Not exactly. We don't know how it exists, frankly. But we do know that it uses mirrors to travel, and to spy on people, and to hurt people."


"But why go after *me*, mate? Why now?"

"I don't know. Like I said, we don't know a lot about it. Maybe it's got something to do with what's happening in China."

"Speaking of which," Defender said abruptly, putting down his drink, "we've got to get moving, people. The Slingshot is all ready to go. Zen Team, thanks for your support—and your help in the fight. Will you be all right, Lion?" Zen Lion nodded weakly.

"Good. Come see us in Manhattan some time. C'mon, Champions!" With that, the teams said their good-byes, and the Champions got back in their plane and took off.





Kagamishoki

Background/History: There is a legend in Japan that tells of the sun goddess, Amaterasu Omikami, queen of the heavens. It happened that Susano, the storm god, destroyed her rice fields in a fit of temper and childishness. In retaliation for his rude behavior, Amaterasu shut herself in a cave, bringing darkness to the entire world. She refused to come out until a host of the gods and goddesses performed a riotous dance outside the cave, tempting her curiosity. She emerged and saw herself in a mirror, which the gods had created and hung in a tree. This persuaded her to come out of the cave for good. Ever since that time, mirrors have had a special symbolic meaning for the Japanese.

But even the most sacred of legends can be perverted and warped by evil. In this case, the importance of the mirror as a Japanese symbol has been twisted into something wicked and sinful by Kagamishoki, the Mirror Demon, who uses the powers of mirrors for evil and destruction. No one knows whence Kagamishoki came, what his goals are, or even his true appearance—but all wise men fear his powers.

Personality/Motivation: Kagamishoki is a demon, with all that that state of existence implies. He revels in evil, chaos, destruction, corruption, and misery, and works to create these things the same way a child works to build a sand castle.



As befits a demon of mirrors, Kagamishoki is vain and proud to the point of arrogance. He is sure to avenge any insults to his looks, intelligence, or other attributes.

For a demon whose powers are ideally suited to deception and behind-the-scenes manipulation, Kagamishoki can be surprisingly straightforward and violent. While many of his plots start out as elaborate deceptions and illusions, as soon as one of the victims has a firm idea of what's going on Kagamishoki will drop the masquerade, arrogantly announce his presence, and begin to use his powers in a more direct fashion. Other than defeating him, the only way to drive him off is to directly confront him with his own reflection (i.e., hold a mirror in front of his face for one whole Phase); for some reason, he cannot abide his reflection and will leave the vicinity at once. (This weakness is not generally known, however; players should work to uncover it.)

Quote: "Not all reflections are flattering, are they, my little morsel?"

Powers/Tactics: Kagamishoki's main powers involve the mystical manipulation of mirrors. He can "step into" one mirror and "step out" of another (Teleportation); see things reflected in any nearby mirror (Clairvoyance; also useful for locating mirrors to Teleport through); become invisible by placing his "visible self" in a mirror (Invisibility; the fringe effect is defined as his reflection being visible in a nearby mirror, allowing a clever opponent to follow his actions exactly); change the reflections in mirrors (Images); and kill someone by catching their reflection in a mirror and then breaking the mirror. Kagamishoki also possesses some other standard demonic powers, such as enhanced senses and the ability to change his shape. He feeds off of human souls and suffering, and can leech a person's soul from their body (BODY Drain).

Naturally, Kagamishoki prefers to fight in areas with lots of mirrors and other reflective surfaces; if possible he will "rig" the battlefield in advance by placing lots of mirrors around it. Tactically, he will try to use his abilities to confuse and unbalance an opponent. One of his favorite tricks is to use his invisibility power to hide himself, and then use his illusion power on other nearby mirrors so that each mirror has a different "fringe effect" for his target to try to follow. He is also clever at using his illusion power to change peoples' reflections, thereby assaulting them emotionally and psychologically.

Appearance: Because he can change his shape at will, no one knows what Kagamishoki's true form is like. His favorite form is that of a Japanese demon with chalk-white skin, green lips and eyes, unruly purple hair, and elaborate black and red robes.

Kagamishoki

Val	CHA	Cost	Roll	Notes
15	STR	5	13-	200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
23	EGO	13	14-	ECV: 8
25	PRE	15	14-	PRE Attack 4d6
16	COM	3	12-	
14	PD	11		Total: 14 PD
14	ED	9		Total: 14 ED
7	SPD	36		Pha: 2, 4, 6, 7, 9, 11, 12
12	REC	8		
60	END	7		
45	STUN	10		

Total Characteristic Cost: 218

Movement: Running: 6"/12" Swimming: 2"/4"
Teleport: 30"/60"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/ Elemental Control (9)

Combat Skill Levels: +2 Levels w/ Soul Drain (6)

Mirror Powers:

Elemental Control (15-point base) (15)

1 - **Mirrorwalking:** Teleport 30", ½ END, Only Through Mirrors (-1) (30) [1/10"]

2 - **Mirrorsight:** Clairvoyance (400" range), Only Through Mirrors (-1) (7) [3]

3 - **Stepping Into The Mirror:** Invisibility To Sight Group (fringe effect is Kagamishoki's appearance in a nearby mirror), Only Through Mirrors (-1) (7) [3]

4 - **The Shattered Reflection:** RKA 2d6, Penetrating; OIF (any mirror of opportunity), Requires A DEX Roll (must catch target's reflection in the mirror and then smash that mirror, -½), No Knockback (13) [4]

5 - **The Reflected Force:** Missile Reflection, all missiles; OIF (any mirror of opportunity), Requires A DEX Roll (must catch missile's reflection in mirror, -½) (12)

6 - **The Mirror's Curse:** Flash 2d6 Sight Group, OIF (any mirror of opportunity), Requires A DEX Roll (must catch light in mirror and reflect it into target's eyes, -½), Requires Appropriate Light Source (-¼) (7) [3]

7 - **False Reflections:** Images To Sight Group, 8" radius, ½ END; Only Through Mirrors (-1) (17) [2]

Demonic Powers:

Shape Shift (any humanoid shape), 0 END (30) [0]

Soul Drain: Drain 3d6 BODY, Ranged, 0 END (60) [0]

Claws: HKA 1d6 (2d6 with STR) (15) [1]

Infrared Vision (5)

Ultraviolet Vision (5)

Mental Defense: 15 points (10)

Power Defense: 12 points (12)

Flash Defense: 5 Sight (5)

Full Life Support (30)

Universal Translator (20)

Martial Arts—*Aikijutsu* (40)

Maneuver	OCV	DCV	Notes
Dodge	—	+5	Dodge, Abort
Hold	-1	-1	Grab Two Limbs, 40 STR for holding on
Joint Break	-1	-2	Grab One Limb; 2d6 HKA, Disable
Redirect	+1	+3	Block, Abort
Strike	+1	+3	6d6
Takedown	+1	+1	6d6; Target Falls
Throw	+0	+1	6d6 +v/5; Target Falls

+3 Damage Classes (already added in)

Martial Artist Skills and Talents:

Combat Sense 14- (3)

Defense Maneuver: full—no attack is considered to be "from behind;" Multiple Attacker

Bonuses are eliminated even as to attackers

Kagamishoki cannot sense; 0-Phase action (10)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons (6)

Deception and Manipulation Skills:

Acting 14- (3)

Disguise 14- (9)

Mimicry 13- (7)

Persuasion 14- (3)

Seduction 14- (3)

Stealth 14- (3)

Ventriloquism 13- (7)

Total Powers & Skills Cost: 409

Total Character Cost: 627

Disadvantages: 100+

Hunted by:

Zen Team, as powerful, NCI, 11- (20)

by other heroes or monster-hunters of GM's choice (20)

Physical Limitation:

Confined by pentagrams and other magical barriers (15)

Psychological Limitation:

Thoroughly evil; exists only to cause misery and despair (25)

Casual killer (20)

Must flee if directly confronted with his own reflection (20)

Reputation:

Mirror demon 14- (limited group: the Mystic World; some members of the Martial World; some superheroes) (15)

Vulnerability:

2x STUN from Holy/Consecrated Attacks (20)

2x BODY from Holy/Consecrated Attacks

Villain Bonus (352)

Total Disadvantage Points: 627



Chapter Thirteen

While Seeker and the rest of the Champions were in transit over the Pacific, the caravan led by the man wearing the black eyepatch was switching from gasoline-powered vehicles to horses. To a man, the scientists looked uncomfortable, but Jagatai the Mongol finally appeared to be at home. There was a glint in his eyes that not all of the scientists found pleasant.

The man with the eyepatch led them out from their camp and into the mountains. Every few hours he would stop, stare about him, and consult some scrolls that he kept in a belt pouch. Within a few days he had found the spot he was looking for—a small, narrow valley surrounded by high mountains. He held a scroll containing a painted picture up to one of the skylines and, after a few moments, gave a self-satisfied nod. The expedition established a long-term camp.

That night there was a terrible storm. Winds and rain lashed the campsite, and the thunder sounded like rocks rolling down the mountainsides. Guards

had to be posted to watch for flash floods. "The gods are trying to stop me, Jagatai," the man with the eyepatch said. "They send Chih Sung-tzu and Lei Kung to bedevil me, but already they are too late!"

Jagatai only grinned.

The morning dawned cloudy, but dry, and the men went to work. After a day or two of exploring the valley, they brought the man with the eyepatch to several different sites. After evaluating each, he chose one, and the men began an archaeological survey. The camp was moved closer to accommodate the work. After days of laying grids and sketching the area, digging began.

The next evening, one of the men left the campsite for a few minutes. Shortly after he walked into the darkness, a terrifying shriek tore through the night air! The other men mobilized a search, using torches and flashlights, but were unable to find any trace of the man—other than a smear of blood. A few of the scientists whispered that after the shriek, they had heard the beating of tremendous wings. The man with the eyepatch scowled at everyone and ordered them back to the camp.

Despite the setbacks, the digging continued. Before long, one of the scientists came rushing up to the man with the eyepatch. In his hand he held something white and round—a porcelain bowl. As he moved to hand it to the man with the eyepatch, there was a sudden rumbling, and the ground began to shake! The scientist fell on his face, dropping the bowl; the man with the eyepatch kept his feet, but only barely. The other men threw themselves on the ground; tents collapsed; rocks tore down the mountainside. After a few seconds, the tremor subsided. The terrified scientists and workers slowly got to their feet. The man with the eyepatch bent down and picked up a few pieces of the porcelain bowl. His single eye glared at them contemptuously. "Well?" he asked the scientist.

The scientist reached out and gently turned his hand so that he could see the back of one of the pieces from the rim. Painted around its edge was a series of sapphire phoenixes.

The man with the eyepatch began to laugh, a deep, evil laugh that scared everyone present even more than the earthquake—everyone but Jagatai, who only grinned. Then he shook his fist at the storm clouds that glowered above him. "Not even the gods can stop me now! Yengtao is mine!"



Chapter Fourteen

"Okay, Quantum, we're closing in. Veer north, let's try to get around whatever it is and come at it from behind," Defender said.

"Roger," Quantum responded.

The flight from Japan had gone well. Much to Defender's surprise, their entrance into Chinese airspace and their radio broadcasts to the Chinese authorities had gone completely unremarked. Rather than look a gift horse in the mouth, he had headed straight for the disturbance they'd come here to investigate—and, if possible, stop.

Seeker and the others braced themselves for the coming aerial maneuvers. Glancing out the window to his left, Seeker saw a large cloud of dust and smoke on the horizon. "Ey, mates! Check out the party t' port." Everyone who could looked; Jaguar, who'd transformed into beast-form already, growled softly. Obsidian's breath rumbled in his chest like a furnace.

Defender banked to the left in a wide arc, bypassing the cloud by a considerable margin. After he straightened up, he and Quantum began looking for a place to land. A few minutes later they found a suitably flat place and made preparations for landing. Five minutes after that, the Champions were on the ground.

"All right, folks, listen up!" Defender said as soon as they were all out of the Slingshot. "We've got our target about a mile, two miles east of us. All we know is that it's incredibly powerful and extremely destructive. We don't know its name, its powers, what it looks like, or anything else."

Could it be the Death Dragon? Seeker wondered for the hundredth time. He exchanged a worried glance with Solitaire. He'd briefed the other Champions on what the Death Dragon was and what he'd been doing in the past week while they were flying over China, but he wasn't sure that they appreciated the seriousness of the threat.

"Okay, we've got two flyers in this group. Quantum, you carry Solitaire, and Solitaire will use her psychokinesis to carry Obsidian. I'll carry Seeker and Jaguar. Solitaire, use your telepathy to keep us in contact with one another; once we get a clear look at this thing, we can figure out how to deal with it. Default plan of action is Maneuver 37-B. Any questions?"

There were none, so the group got underway. A couple of minutes later, they were approaching the

cloud of dust and smoke; in the far distance they could see the ruins of some sort of farming commune or village.

After another minute they could see what had caused the energy spike a half a world away. At the center of the dust cloud was a sort of electrical storm, and at the center of the electrical storm was what appeared to be a man. He was flying swiftly towards the east, just a few feet off the ground, in a standing position.

That's it? Jaguar asked through the telepathic link. *One man caused all of this?*

Looks that way, Solitaire replied. All of them could sense the pain in her head from being so close to something emitting that much mystic energy.

Okay, Champions, 37-B it is! Defender ordered. In response to his command, Quantum drew back and began to move very slowly, while Defender and his passengers surged ahead.

Defender flew ahead of the man and landed about fifty feet in front of him. There was a dull roaring sound coming from the man, caused by the storm effects that surrounded him. Magnifying his voice with amplifiers built into his armor, he said, "UNIDENTIFIED SUPERHUMAN, THIS IS THE CHAMPIONS. CEASE YOUR ACTIONS AT ONCE AND SURRENDER TO US, OR WE WILL HAVE TO CAPTURE YOU BY FORCE."

The man, a short fellow dressed in brown robes, looked straight at Defender. His eyes were solid blood-red, with no pupils, and lightning crackled around his eyes. "Insect," he said, in a voice from beyond the grave, "who are you to utter commands to Li Chun the Destroyer?" Li Chun raised his right arm and pointed it at Defender.

"Strewth, mate, dive for it!" Seeker shouted. He and Jaguar got out of the way in time, but Defender, confident in the strength of his armor, didn't move. A bolt of infernal flame lanced out and smashed into Defender with a terrible sound like an explosion. When the dust cleared, Defender was lying several dozen feet from where had been standing. He didn't get up.

Bloody 'ell! Seeker thought. "Quantum, Maneuver 37-B!" he shouted at the top of his lungs, but she was already on her way. As Seeker and Jaguar regrouped, looking for a way to approach Li Chun without getting fried, Quantum began to accelerate towards Li Chun as fast as she could. When she reached her



maximum velocity, Solitaire gathered her psychokinetic strength and threw Obsidian at Li Chun as hard as she could! While Obsidian whistled towards his target, Quantum looped around in front of him, dropping Solitaire off so she could get to Defender, then headed back towards the enemy.

Obsidian hit Li Chun with a sound like a thunderclap. Li Chun hit the ground hard, and another cloud of dust sprang up, keeping the rest of the Champions from seeing what was happening. Finally the dust cleared, and they saw the two of them fighting. They'd never known anyone or anything that had resisted Maneuver 37-B before, but Li Chun seemed to have shrugged it off with little effort. Despite the fact that Li Chun was only a little bit more than half as tall as Obsidian, he was using what Seeker recognized as Pakua and Tau Ch'i Ch'uan maneuvers to block the alien warrior's blows. On the other hand, the Champions were pleased to see that Li Chun's return attacks were having little effect on Obsidian.

Quantum waited until Li Chun dodged one of Obsidian's mammoth blows, which sent Obsidian sprawling. Then she strafed Li Chun with her high-intensity energy beam, sending him sprawling as well. He quickly floated to his feet and stared at her. She shouted and clutched at her head, but then he said in his unearthly voice, "Attack the large black one, gnat!" She straightened up and, to Seeker and Jaguar's horror, flew towards Obsidian, who was just starting to stand up.

"Soli! We need your help!" Seeker shouted as he moved in towards Li Chun with Jaguar. As they got close to him, Quantum began to blast away at Obsidian, using amounts of power far in excess of those she normally dared to use. She kept it up until she fainted, at which point she fell from the sky and lay still. Obsidian never had the chance to get back on his feet; he, too, lay low in the dust.

"Hiiiaa!" Seeker kiai'd, connecting with a solid flying kick to Li Chun's throat. He had drawn his sai and was ready to block Li Chun's attack. When the man turned towards him, Jaguar pounced on him from behind, raking him with his claws—but this did nothing more than shred his brown robes. An enormous gout of demonic flame burst from Li Chun's back, knocking Jaguar off of him. Jaguar flew threw the air and hit the ground, already unconscious; his fur smoked from the heat of the blast.

"Soli!" Seeker shouted again. He threw a punch at Li Chun, using the butt of his sai to augment the blow, but it had little effect. Li Chun looked at him and began walking the circle around him, blocking his blows and trying to hit him in return. Seeker moved quickly, avoiding Li Chun's strikes, but knew it would only be a matter of time if he couldn't hit him.

Suddenly Li Chun roared in pain and clutched his head. Solitaire appeared out of the smoke, her flying crystal glistening. Seeker kicked Li Chun in his stomach, and again, and a third time, while Solitaire continued her mental attack. Li Chun gave ground, but did not fall.

"Keep it up, Soli! We got 'im on the ropes!"

Seeker's optimism proved unfounded. Li Chun recovered himself and pointed his hand at Solitaire. She managed to dodge the first blast of flame, but barely, her "Widget" dancing crazily in mid-air as it tried to keep up with her. Seeker grabbed Li Chun's arm to break the joint and keep him from attacking Solitaire, but he might as well have tried to break a bar of solid iron. Li Chun's arm didn't even budge. Then Li Chun palm-struck Seeker, knocking him backwards more than ten feet.

Before Seeker could get up, Solitaire used her mental bolt on Li Chun again, but he was ready for her. Shrugging off the effect of her attack, he once again raised his arm—and this time she didn't get out of the way fast enough. The flame-blast caught her in the back and knocked her out cold. Her Widget fell to the ground next to her, bounced once slightly, and then was still.

Ignoring the pain in his ribcage, Seeker leaped at Li Chun and brought both his sai down full-force on the man's neck, just above his collar bones, in an effort to pierce his chest and bring him down. One of them bent; the other shattered. Li Chun laughed at him, a hollow, terrifying sound that seemed to echo despite the fact that they were on a level plain. "Did you truly think to harm Li Chun, little insect? Begone!" With that he slapped Seeker with the back of his hand, knocking him unconscious.



Li Chun the Destroyer

Background/History: Approximately 600 years ago, there lived a devout Taoist monk named Li Chun. His piety, wisdom, martial arts skill, and magical powers were known far and wide, and many disciples came to study at his small temple in the wilds of Yunnan Province.

One day some of the students came to Li Chun's room to assist him with his morning routine, as was their duty. Much to their surprise, they found their master missing! A search of the temple and the surrounding area was begun, and Li Chun was soon found in a nearby cave, meditating and staring at the wall. Mindful of the tales of the master Bodhidharma, who meditated and stared at a cave wall for nine years, the disciples left their master to his devotions.

And so it went for several years, with the monks tending to the business of the temple and to their studies while their master devoted himself to his meditations. Then a marauding gang of bandits swept down upon the temple, intent on looting it of its treasures. The terrified monks fled for their own safety, completely forgetting their master in the process. Such is the measure of a weak man's loyalty in the face of adversity.



The bandits looted and wrecked the temple, but they never found Li Chun. In fact, no one found Li Chun, for his disciples never returned and he was soon forgotten by a populace intent on daily survival. But Li Chun was still alive, and he was not meditating. Ever since the morning his students first found him in the cave, he had been engaged in a battle with a fearsome demonic entity who was intent on taking over his body and using his magical powers to wreak havoc. For a dozen years, and a dozen after that, and yet a third dozen, Li Chun strove to drive away the demon and keep the people safe.

Victory was not, however, to be his in the end. For all his powers, Li Chun was only a man, and without sustenance and comfort no man can withstand the indefatigable attacks of the evil entities that come from the Realms of the Yama Kings. Li Chun's defenses finally collapsed and the demonic being possessed him. But it did not possess him completely: as his last, desperate act, Li Chun cast his body into a trance so deep and so strong that not even the demon could break it. And so the demon was trapped in an earthly shell, unable to move or use its own powers to escape.

Over the decades and centuries Li Chun's body slept. The nearby temple finally collapsed, and Li Chun slept. Generations were born, had children of their own, and died, but Li Chun slept. Dynasties fell and rose, and still Li Chun slept. Within him the demon screamed, driven insane by the torment of its imprisonment.

Eventually the last of the dynasties fell, and a new form of government came to China. But it did not last, and soon the Communists took over the Middle Kingdom. During the Cultural Revolution of the 1960s, a team of Communist archaeologists and anthropologists working on Peking's behalf uncovered Li Chun's ancient temple, and noted it on a list of sites for potential exploration or destruction, as their Communist masters willed. It was these men that gave Li Chun, no longer a gentle Taoist monk but a being of fearsome evil power, the key to unlock the gates of slumber. One of them chanced too close to Li Chun's cave, looking for other temple buildings, and had the misfortune to be mauled to death by an unknown wild animal—or so his comrades thought.

In truth, the demonic thing that was now Li Chun had finally achieved a sufficient level of power to perform some minor acts, despite the trance Li Chun had imposed upon it. As if dreaming, it sensed the nearby life-force of the archaeologist, and summoned one of its lesser brethren to slay the human gnat. The human's dissipating life force and blood gave the demonic being more power, enough to slowly begin to cast off the chains that Li Chun had set upon it.

It has taken nearly three decades for the demon to free itself, but at last its long task is complete. And now Li Chun the Destroyer is about to walk free of its cavern prison at long last, bringing terror and havoc to the world.

Personality/Motivation: The thing that was once the Taoist monk Li Chun is now a human shell motivated by a demonic being of unknown nature and powers—and what is worse, a demon driven mad by centuries of helpless captivity in a human body. It is thoroughly and utterly evil, intent only on destruction, mayhem, murder, and fulfillment of its lusts. If not stopped, it will do its best to destroy the world and all of the human insects that inhabit it.

Quote: None.

Powers/Tactics: Li Chun the Destroyer can make use of its host body's martial arts prowess and some of its own demonic powers, mainly those relating to deception and confusion and innate demonic abilities (such as resistance to injury). It is fast, strong, and cruel; it will use whatever ability is most likely to psychologically or physically harm its enemies, and it shows no mercy. Insane from centuries of imprisonment, Li Chun will begin its attack on mankind as a bloody orgy of destruction; if it survives, it will soon learn that it can accomplish more through deception and subterfuge.

As Li Chun the Destroyer becomes accustomed to its body, it will likewise become able to use more of Li Chun's magical Taoist powers. Most of these are similar to the spells used by Dr. Yin Wu (see above), but they are innate abilities rather than spells. It will also be able to use more of its demonic abilities (such as the power to create bolts of flame even more destructive than its Demonic Blast). These abilities are most likely to emerge in combat, particularly when Li Chun has gone berserk.

There is almost nothing left of Li Chun himself inside his own body. It would take an incredible amount of mystical or mental power simply to contact this last remaining spark of his essence, and an even greater amount to somehow free that spark. He will never be able to reclaim his body, though; it is too far gone into corruption.

Appearance: Li Chun the Destroyer resembles a short, bald, middle-aged Chinese Taoist monk. He wears simple brown robes. However, the fact that he has been possessed and the power that he wields are obvious to anyone who looks at him: his face somehow appears oddly distorted or distended, his eyes are solid blood-red, and energy sometimes crackles around him.

Campaign Use: Li Chun is intended to be a foe who can take on entire groups of PCs, either subtly or in a knock-down-drag-out fight. If he cannot fulfill this role in your campaign as he is currently written, beef him up or change him so that he can.

Perceptive PCs may wonder why Li Chun the Destroyer awoke at this particular time, as the Tournament of the Dragon approaches. Their suspicions are correct—the thing which gave the demonic entity the final little bit of power it needed to break free of Li Chun's trance was the Death Dragon. In its stirrings as its time of release grows near, it flicks energy about the multiverse; one of those bits of energy was harnessed by the demonic thing inside of Li Chun's body and used for its own ends. This insight will not provide the PCs with a key to defeat Li Chun, but it will give them an idea of just how powerful the Death Dragon is.



Li Chun the Destroyer

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
28	CON	36	15-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
25	PRE	15	14-	PRE Attack 5d6
14	COM	2	12-	
21	PD	13		Total: 21 PD/ 18 rPD
20	ED	14		Total: 20 ED/ 20 rED
7	SPD	30		Pha: 2, 4, 6, 7, 9, 11, 12
17	REC	6		
76	END	10		
57	STUN	5		

Total Characteristic Cost: 290

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 20"/40" Teleport: 20"/40"
Flight: 15"/60"

Powers & Skills:

Martial Arts—Hsing-I, Kung Fu, Pakua, and Tai Ch'i Ch'uan (90)

Maneuver	OCV	DCV	Notes
Block*#\$\$	+2	+2	Block, Abort
Defensive Block*\$	+1	+3	Block, Abort
Disarm#%	-1	+1	Disarm, 60 STR
Dodge#%	—	+5	Dodge, Abort
Dragon Claw#	+0	+0	14d6 Crush, Must Follow Grab
Escaping Throw%	+0	+0	65 STR vs. Grabs; Target Falls
Flying Kick#	+1	-2	14d6
Grab#%	-1	-1	Grab Two Limbs, 60 STR for holding on
Joint Break%	-1	-2	Grab One Limb; 2d6 HKA, Disable
Knife Hand#	-2	+0	2d6 HKA
Legsweep#%	+2	-1	11d6; Target Falls
Palm Strike/ Kick*#\$\$	-2	+1	14d6
Punch*#	+0	+2	12d6
Root\$%	+0	+0	STR 65 to resist Shove; Block, Abort
Shove/Uproot*#%	+0	+0	65 STR to Shove
Strike%	+1	+2	12d6, Must Follow Block
Sword Finger*#%	-1	+1	3d6 NND(1)
Throw*#%	+0	+1	10d6 +v/5; Target Falls

* = Hsing-I maneuver, # = Kung Fu maneuver, \$ = Pakua maneuver, % = Tai Ch'i Ch'uan maneuver
+2 Damage Classes (already added in)

Use Art with Axes/Maces/Picks, Blades, Chain & Rope Weapons, Clubs, Hook Sword, Polearms, Staff, Three-Sectional Staff, Wind And Fire Wheels

Demonic Powers:

Multipower (75 pt pool) (75)

- u - **Agony Infliction:** Ego Attack 5d6, 0 END (75/7) [0]
- u - **Possession:** Mind Control 12d6, ½ END (75/7) [3]
- u - **Illusions:** Mental Illusions 12d6, ½ END (75/7) [3]
- u - **Phantasms:** Images to Sight, Hearing, and Smell Groups, 16" radius, ½ END (75/7) [3]
- u - **The True Rendering:** Transform 3d6 Major (humans to insects), Cumulative (+½) (67/7) [7]
- u - **Demon Hand:** Telekinesis 40 STR, ½ END (75/7) [0]
- u - **Create Storms:** Change Environment, 1024" radius, 0 END (75/7) [0]
- u - **Demonic Blast:** EB 15d6 (75/7) [7]
- Cloudriding:** Flight 15", x4 NCM (35) [1/5"]
- Pathways of the Immortals:** Teleport 20" (40) [1/5"]
- Demonic Resilience:** Damage Resistance: 18 PD, 20 ED (19)
- Demonic Resilience:** Damage Reduction, 50% physical and energy, resistant (60)
- Demonic Immortality:** Full Life Support (30)
- Iron Tower of the Mind:** Mental Defense: 20 points (15)
- Cloak of the Immortals:** Power Defense: 15 points (15)
- Eyes of the Immortals:** Clairvoyance (normal sight) (20) [2]
- Martial Arts Abilities:**
Superleap: +15" (20" forward, 10" upward) (15) [1/5"]
- Demonic Martial Artist Skills and Talents:**
Danger Sense 13-, out of combat, any attack, Li Chun's general area (27)
Lightning Reflexes: +4 DEX to go first (6)
Simulate Death (3)
Acrobatics 15- (3)
Breakfall 15- (3)
Stealth 15- (3)
Mandarin Chinese: native (0)
WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Sword, Three-Sectional Staff, Wind And Fire Wheels, Off Hand (10)
Scholar (3)
KS: Hsing-I 13- (2)
KS: Kung Fu 13- (2)
KS: Pakua 13- (2)
KS: Tai Ch'i Ch'uan 13- (2)
KS: Analyze Style 13- (2)
KS: Chinese Healing 13- (2)
KS: Chinese Philosophy 13- (2)

Total Powers & Skills Cost: 542

Total Character Cost: 832



Disadvantages: 100+

Berserk:

If challenged or attacked, 11-, recover 11- (25)

If injured or harmed, 14-, recover 8- (30)

Distinctive Features:

Possessed by a demonic entity (concealable with difficulty; causes major reaction/fear) (20)

Hunted by:

Hero team of GM's choice, as powerful, 11-

(They will begin hunting Li Chun after he emerges) (15)

Psychological Limitation:

Possessed by a demonic entity/utterly evil (25)

Susceptibility:

2d6/Phase from human saliva (25)

2d6/Phase from salt (25)

Unluck: 1d6 (5)

Vulnerability:

2x STUN from Holy/Consecrated Attacks (20)

2x BODY from Holy/Consecrated Attacks (20)

Villain Bonus (522)

Total Disadvantage Points: 832

Defender was the first one to wake up. Coughing, he got to his feet and looked around. The dust cloud was already a few miles to the east; his teammates lay sprawled on the ground in the opposite direction. He tried to fly, discovered that his boot rockets weren't operable, and ran over to Solitaire and checked her first. The burns on her back were horrifying, but he knew that she could heal them—heal *all* of their wounds—if he could just wake her up.

Taking off one of her gauntlets, he cradled her in his arms and gently slapped her cheeks and chafed her wrists. "Elaine, wake up! C'mon, Elaine, we need you in a bad way, wake up!" After a few moments of this, Widget started to shake, and then sprang into the air. With a groan, Solitaire awakened, wincing at the pain in her back. She lay there for a minute, listening to Defender's voice, and then summoned up enough energy to heal herself. Feeling much better, she got to her feet with Defender's help and began to see what she could do for the others.

Quantum was just exhausted from overuse of her powers; she could wait. So could Defender; he was bruised, but his armor had saved him from the brunt of Li Chun's blast. Jaguar was another matter. Like she had been, he was badly burned. She crouched next to him and summoned *vril* to pour into him, healing his wounds and reinvigorating him. In a few moments he came to, growling, ready to fight some more. She calmed him down and moved on to Seeker, who had suffered some broken ribs from Li Chun's palm strike; her *vril* healing powers knit them back together as good as new. By the time she was done with him, Obsidian's immense recuperative powers had brought him back to the land of the living, and Quantum had awakened as well.

Quantum shook her head to clear it, then looked at Obsidian. "Oh, God, Obsidian, I'm so sorry—are you all right?"

Obsidian smiled. "Don't worry, Quantum. As you Earthlings say, only my pride was hurt. None of us did any better resisting this man's powers."

"Li Chun. Li Chun the Destroyer, mate, that's what 'e called 'imself. And yer right, 'e kicked *all* our butts."

"Okay, so the first round went to him. The second round will be all ours, now that we know what we're dealing with!" Defender said. "It's just a problem like any other, all we have to do is figure out a solution. Come on!"

"STOP!" came a loud voice from above. Looking up, they saw a yellow cloud descending from the sky. On it four people—superhumans, based on their colorful clothing—were riding effortlessly.

The Champions waited, a little tense, while the cloud descended and the four people, two women and two men, got off. The first one, obviously the leader who had called out to them, was a beautiful young Chinese woman in a sheer green gown. Her companions were a large man who looked like some kind of yellow blur, a short woman wearing a flame-colored *wu shu* outfit, and a thin man in a red bodystocking with the emblems of the Chinese flag on it.

"The Tiger Squad, I presume?" Defender asked.

"A small part of it, yes," the woman in green replied. "I am Gossamer Storm, the leader of this field team. I carry authority from Beijing, and in the name of the People's Republic of China I insist that you leave our territory and our airspace as quickly as possible."

"*What?*" Defender exclaimed. "We've just come halfway around the world to help you."

"And your efforts are appreciated, but we have no further need for your services at this time. We respectfully request that you leave China immediately."

"Lady, we just got knocked all around this place by this Li Chun guy, and now that we know enough about him to try to deal with him effectively, you're going to kick us out?"

"True, you didn't fare very well against him, did you?"

"You mean you *saw* us fighting him, and didn't help us?" Defender was beginning to get angry; Solitaire put a calming hand on his shoulder.

"We were not yet close enough to help you; the goddess Hsi Wang Mu opened a window in the air for me so that I could see the battle."

"Don't you even want to know what we learned about him?"

"It seems to me that all you learned was how to take a beating. Besides, we know all we need to know. Li Chun is a puppet of the so-called Emperor Crane, an enemy of the state."

"Oh, yeah, right!" Seeker said with rich sarcasm. "Pull the other one while you're at it."

"What are you talking about, Seeker?" Solitaire asked.



"She knows as well as I do that Emperor Crane's not good enough to pull off a stunt like this. 'E's powerful, and 'is *ch'i* is strong, but Li Chun comes from something else."

Gossamer Storm's reply was icy. "I would suggest that you save your opinions for topics you actually know something about, Mr. Morgan—and for someone who cares. This is merely the latest of "Emperor" Crane's attacks on the freedom-loving people of China."

"All right, all right, if that's the way you want it," Defender said, wanting to prevent the argument from becoming a full-blown incident. "Come on, team." He turned away and began walking back to the Slingshot, and the rest of the Champions followed—all except for Quantum, who remained behind for a moment, staring scornfully at Gossamer Storm, and then flew off after her teammates.



The Tiger Squad

Membership: The membership of the Tiger Squad fluctuates, but usually numbers three or four dozen or more. A complete roster is beyond the scope of this book; the members depicted below are Gossamer Storm, Dizhèn Quán, Luan, and Shuīyǐn. Dragonmaster (*Classic Enemies*, page 56) is a former member turned enemy. In most respects, the Squad is a typical superteam (although it has more martial artists than the average team).

History: The Tiger Squad was originally formed in the late 1960s as a group of assassins and spies for the government of the People's Republic of China. It remained little more than an elite forces unit until the early 1980s, when it and its patrons fell out of favor and the group was purged. Most members fled China; a few accepted their fate and were shuffled off to the military or other agencies. Then, in 1986, the Squad was reborn, as the official superteam of the Chinese government. Although many of its members are simply highly-trained martial artists, it boasts an impressive roster of superhumans (many of whom also have martial arts training); given the native population the Chinese government has to draw from, its team is large and diversified.

Most members of the Squad are ardent Communists and fully support their government. They have been instrumental in stopping rebellions, including the Tiananmen Square uprising. However, it is important for the GM to remember that the Tiger Squad is a *superhero* team; its members save lives, prevent disasters, fight crime, and help save the world when necessary. Although they may be opposed to the PCs from time to time for political reasons, they are not villains in the ordinary sense of the word.

Organization: The Tiger Squad is divided into three or more "field teams," depending upon the size of the Squad. Each field team is led by a "team leader." One of the team leaders will be appointed Commander of the entire Squad by government officials, and other team leaders will be appointed to posts such as government liaison, political leader (in charge of monitoring Squad members' devotion to Communism), and so forth.

In some cases, the Squad will appoint a temporary field team made up of members from different field teams who are called together because their unique combinations of powers, abilities, and skills are deemed to be especially suited to the task at hand.

Group Tactics: The Tiger Squad is so large that each member does not have the chance to train with every other member. Instead, each member is taught basic Squad tactics, maneuvers, and commands, and then each field team trains by itself. This can be a significant weakness in situations where temporary field teams are used; they lack the tactical cohesion present in a standard field team.

Group Relations; Relations With Other Organizations: Within any organization as large as the Tiger Squad, there are bound to be personal conflicts and similar problems. However, these can be minimized in the Squad by transferring members between field teams; also, the members' common devotion to Chinese Communism (and/or their fear of the government) tend to unite them.

The Tiger Squad has relatively little contact with other superhuman organizations—they keep to themselves, and expect others to do likewise. As the premier superteam of China, they have the power to bar other superhero teams from the country if they or their Communist masters find this appropriate.

Group Headquarters And Equipment: The Tiger Squad is headquartered at a former military installation near Beijing. The government watches over this facility closely; every member of the staff reports to at least one Party official.

The Squad travels in a large plane known as the Phoenix. Since the Squad rarely travels anywhere in one large group, it also uses many smaller vehicles, known as Fire-Crows, which are large enough to carry field teams.

Each member of the Squad wears a wrist-radio tuned to a special frequency, thus allowing them to remain in contact with each other as necessary.



Gossamer Storm

Background/History: Jiang Yín is the daughter of a Taoist witch and one of the lesser immortals of Heaven. Rather than try to explain the somewhat complicated situation to her daughter, Yín's mother told her that her father is a Communist Party official who cannot risk being connected with someone such as her mother.

Yín's mother raised her in the Taoist traditions which she espoused. When she found out that her daughter had the same talent for wizardry that she did, she tutored her in the mystic arts as well. Yín proved particularly adept at developing psychic powers; soon, her mental abilities exceeded those of her mother or anyone her mother knew.

By the time when many girls her age were getting married or going to college, Yín was an accomplished sorceress and the mistress of several potent psychic abilities. Determined to make her father proud of her, and perhaps even acknowledge her, she applied for membership in the Tiger Squad, and after a probationary period was accepted into the Squad. As "Gossamer Storm," she has served with distinction ever since. Today, at age 29, she is one of the most experienced members of the Squad.

Personality/Motivation: Like most other Chinese sorcerers, Gossamer Storm is deeply religious. She follows the Taoist, Buddhist, and Confucian traditions taught to her by her mother. The extent of her powers is a sign that the gods take a kindly view towards her; were she to skimp her religious duties, this might change quickly and she would find herself much less powerful.

Also like most other wizards, particularly Chinese wizards, Gossamer Storm has a deep distrust of and dislike for all sorts of modern technology. She regards it, and many of the works of modern man, as abominations that are strangling the spirit of the Earth and turning mankind away from his traditions and roots. Whenever possible, she avoids using technology; for this reason she rarely spends much time in the Tiger Squad's headquarters.

Gossamer Storm is a beauty, and she knows it. She can be quite vain about her appearance, and is always careful to maintain it as much as she can. This is why she rarely uses spells that require a Focus, since carrying around a bagful of magical paraphernalia would mar her overall appearance; instead, she has created non-Focus-based versions of many spells.

Quote: "May the Yama Kings take you to Hell!"

Powers/Tactics: Gossamer Storm commands a wide variety of Chinese spells. She tends not to use magical items, or Focus-based spells, since she hates to carry such things around, but she will if there is no alternative. She prefers to use her magic to support the actions of her teammates, rather than make direct attacks herself. When she is attacked hand-to-hand, she uses her Hsing-I skills.

Appearance: Jiang Yín is a beautiful young Chinese woman with long, straight black hair that reaches to her waist. She dresses in a costume reminiscent of the American "Dragon Lady" stereotype: a sheer, long-sleeved, dark green evening gown, with a high collar and a slit up to the thigh of her left leg. The hems are embroidered with golden thread.

Gossamer Storm

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 13-
22	EGO	24	13-	ECV: 7
23	PRE	13	14-	PRE Attack 4½d6
20	COM	5	13-	
8	PD	5		Total: 8 PD
10	ED	6		Total: 10 ED
5	SPD	19		Phases: 3, 5, 8, 10, 12
8	REC	2		
40	END	2		
35	STUN	9		

Total Characteristic Cost: 142

Movement: Running: 6"/12" Swimming: 2"/4"



Powers & Skills:**Combat Skills:**

Combat Skill Level: +1 Level w/ Chinese Sorcery (5)

Combat Skill Levels: +2 Level w/ Mental Powers (10)

Mental Powers:

Multipower (50 pt pool) (50)

u - Drawing Down the Veil of Heaven: Images to Sight Group, Hearing Group, and Normal Smell, 4" radius (40/4) [4]

u - Landscape of the Mind: Mental Illusions 10d6 (50/5) [5]

u - Fist of Shang Ti: Ego Attack 4d6, ½ END (50/5) [2]

u - Opening the Book of the Mind: Telepathy 8d6, ½ END (50/5) [2]

Chinese Sorcery:

Magic Power Pool (40 pt pool) (60)

Mental Defense: 10 points (5)

Power Defense: 5 points (5)

Enchanted Eye:

Detect Magic 12-, as a Sense, Ranged (10)

Sense *Ch'i*: Detect *Ch'i* 12-, as a Sense, Ranged (10)

Martial Arts—Hsing-I (19)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Eagle Claw	+1	-1	Grab One Limb, 28 STR for holding on
Hand Strike/Low Kick	+0	+2	5 ½d6
Throw	+0	+1	3 ½d6 + v/5; Target Falls

+1 Damage Class (already added in)

Wrist Radio: Radio Listen & Transmit, OIF (3)

Mystic Skills and General Learning:

Chinese Sorcery 19- (17)

PS: Sculptor 11- (2)

PS: Lapidary 11- (2)

Mandarin Chinese: native (0)

English: fluent conversation (2)

Scholar (3)

KS: Chinese Sorcery 12- (2)

KS: Chinese Philosophy 12- (2)

KS: Chinese Legends & Lore 12- (2)

KS: Chinese History & Culture 12- (2)

KS: The Mystic World 11- (1)

KS: Hsing-I 11- (1)

Martial Artist Skills:

Acrobatics 13- (3)

Breakfall 13- (3)

Total Powers & Skills Cost: 238

Total Character Cost: 380

Disadvantages: 100+**Distinctive Features:**

Powerful mystic aura (not concealable, major reaction; detectable by limited group) (10)

Style Disadvantage (10)

Physical Limitation:

Failure to maintain religious traditions and ceremonies may result in a decrease or loss of her powers (5)

Psychological Limitation:

Dislikes/distrusts technology (15)

Devout Taoist/Buddhist (15)

Vain (5)

Secret Identity: Jiang Y'in (15)

Susceptibility:

To salt, takes 2d6/Phase she is in contact with salt (25)

Watched by:

the Chinese government, more powerful, NCI, 14- (15)

Experience (170)

Total Disadvantage Points: 380

Dìzhèn Quán

Background/History: Dìzhèn Quán ("Earthquake Fist," also known jokingly to his teammates as Yáo, or "Shaker"), born Kuang Gong, was also born a mutant, with the power to vibrate the molecules of his body at incredibly fast speeds. When his powers manifested in his early teens, geneticists working for the Chinese government quickly snatched him away from his family and began conducting numerous experiments on him, in an attempt to learn if they could replicate his powers. They couldn't, but meanwhile, their subject, cut off from his friends and family forever, became more and more withdrawn and moody. Eventually he turned rebellious and disorderly, and on several occasions lashed out with his powers, damaging lab equipment and injuring scientists. Finally, despairing of their ability to control him or duplicate his powers, the scientists turned him over to the Tiger Squad.

In the Squad, Gong finally found people who could sympathize with him and teach him how to use his powers. Several members took him under their wings, providing the parental figures that he had lacked for so long. They were even able to channel some of his rebellious energy into the study of Pakua, an art they felt suited to someone with his vibratory powers. During this study Gong perfected his "earthquake fist" maneuver, from which he eventually took his name.

Personality/Motivation: Today, at age 27, Dìzhèn Quán is still very much the rebel. Quick to anger, quick to express contempt, he grates on some of the older members of his team, but he does his best to make up for it in other ways. He takes out a lot of anger in fights; he enjoys nothing so much as a good battle. This hotheaded attitude is likely to get him in trouble eventually.

Quote: "Time to—how do you Americans say it?—shake things up a little!"

Powers/Tactics: Dìzhèn Quán suffers from a mutant condition which causes all the molecules in his body to vibrate at high speeds, constantly. This isn't painful, but it blurs his features (no one has seen what he looks like since he was 14) and makes it impossible for him to do some things, like drink water from a glass. However, by attuning the vibration correctly, he can project beams of "vibratory energy," walk through walls, or punch someone extremely quickly. His favorite maneuver is to channel his power into the ground around him, causing a minor earthquake; this is his namesake attack, the



famous "earthquake fist." However, his vibratory state makes him vulnerable to other vibratory attacks or sonic attacks, which "mis-vibrate" his molecules and cause him extreme pain. Dìzhèn Quán is also a student of the martial art of pakua.

Appearance: Because he is constantly vibrating, no one is able to tell what Dìzhèn Quán looks like; at best, they can see that he is tall and broad-shouldered, and that his yellow costume is a version of the outfit worn by pakua practitioners.

Dìzhèn Quán

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
17	BODY	14	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
13	PD	7		Total: 13 PD
12	ED	7		Total: 12 ED
5	SPD	20		Phases: 3, 5, 8, 10, 12
11	REC	0		
50	END	0		
50	STUN	5		

Total Characteristic Cost: 145

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 11"/22"

Powers & Skills:

Combat Skills:

Combat Skill Level: +1 Levels w/ Multipower (5)
Combat Skill Levels: +2 Levels w/ Pakua (6)

Vibratory Powers:

Multipower (45 pt pool) (45)

u - Molecular Synchronization:

Desolidification; Concentrate (½ DCV),
Can Only Be Used To Walk Through Solid
Objects (-½) (40/2) [4]

u - Rapidfire Punch: EB 6d6, Autofire (5
shots), No Range (45/3) [4]

u - Vibratory Blast: EB 8d6 (40/4) [4]

u - Earthquake Fist: EB 6d6, Indirect (+½),
Only Works On Targets Who Are Standing
On The Ground (-½) (45/3) [4]

Vibratory Attunement: Active Sonar (15)

Martial Arts—Pakua (35)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Escape	+0	+0	55 STR vs.Grabs
Joint Lock	+0	-1	Grab One Limb, 50 STR for holding on
Kick	+0	+2	10d6
Palm Strike	-2	+1	12d6
Sweep/Throw	+2	-1	9d6; Target Falls

+2 Damage Classes (already added in)

Martial Arts Abilities:

Pain Resistance: 25% Damage Reduction,
physical and energy, resistant; Requires a CON
Roll (-½), STUN Only (-½), Must Be Aware
Of Attack (-¼) (13)

Missile Deflection vs. all missiles (20)

Superleap: +5" (11" forward, 6" upward) (5) [1/5"]
Wrist Radio: Radio Listen & Transmit, OIF (3)
Martial Arts Skills And Talents:
Find Weakness 11- with Earthquake Fist (10)
Mandarin Chinese: native (0)
KS: Pakua 11- (2)

Total Powers & Skills Cost: 171

Total Character Cost: 316

Disadvantages: 100+

Vulnerability:

2x STUN from Vibratory or Sonic powers (20)
2x BODY from Vibratory or Sonic powers (20)

Psychological Limitation:

Looking for a good fight (15)
Rebellious; dislikes taking orders (10)

Physical Limitation:

Body vibrates constantly (5)

Distinctive Features:

Constant "blurring" effect (not concealable,
major reaction) (20)
Style Disadvantage (10)

Watched by:

the Chinese government, more powerful, NCI,
14- (15)

Secret Identity: Kuang Gong (15)

Experience (86)

Total Disadvantage Points: 316



Luan

Background/History: Wei Lin is the daughter of a low-level Communist Party official in Beijing. At an early age she displayed athletic talent, and her parents encouraged her to become involved with competitive sports and similar activities. Before long she discovered *wu shu*, the “official” form of kung fu, and soon chose it as her favorite sport. Its emphasis on grace and acrobatic skill pleased her, and the precision and discipline required to master it challenged her. No shrinking violet, she trained not only in the “sport” aspects of *wu shu*, but in the fighting aspects of it as well.

When she was eighteen, Lin captured the national *wu shu* championship for women her age, and received many accolades. After that, she was expected to retire, but she found the thought of leaving competition behind to take up some dull, ordinary job intolerable. Looking for some way to put her skills to good use, she eventually thought of the Tiger Squad and decided that her *wu shu* abilities could be used to help defend her homeland from its enemies. She put herself through six months of grueling training to hone her skills to their peak, and then applied for membership. After a year-long probationary period, in which she proved that she could adapt her skills to real-world applications instead of arena displays, she was admitted to membership in the Squad. She took the name Luan, after the graceful phoenix-like bird of Chinese mythology, and has served in the Squad ever since.

Personality/Motivation: Luan is a relatively normal young Chinese woman. She is a loyal member of the Communist Party, like most members of the Tiger Squad, and would never speak out against or disobey her masters in the government.

Unlike kung fu students who have received more traditional training, Luan scoffs at the “mystic” abilities imputed to many fighters—to her, fighting is purely an athletic thing. This belief is being challenged more and more as she is exposed to fighters who have powers that defy ordinary human reason; fellow Squad member Gossamer Storm presents an even stronger challenge to her theories.

Luan’s only other noticeable trait is her tendency to show off her *wu shu* abilities—she is very proud

of her skills, and likes to show people how good she is. This makes her leap around more in combat, and try “fancy” maneuvers that really aren’t very practical in an actual fight, but she hasn’t gotten herself into any serious trouble—yet.

After having met Seeker in the events described in this book, Luan has developed a crush on him. Whether anything will come of this remains to be seen.

Quote: “I hope you realize now that grace does not preclude dangerousness.”

Powers/Tactics: Luan does not have the defense that many of her comrades in the Tiger Squad do, and she compensates for this with her style of fighting. She relies heavily on defensive maneuvers, and frequently aborts her Phase or reserves a Phase so that she can react to her enemies appropriately. She moves around the battlefield a lot, hoping that this will prevent her foes from “drawing a bead” on her. This also gives her a way to put herself in position to attack enemies from unusual angles (such as from behind, above, or below them).

Luan’s favorite weapons

are chain and rope weapons, such as the chain sword, nunchaku, and similar items. She will usually carry one or more of these types of weapons. Occasionally she will opt for a rigid weapon, such as a sword or hook sword, instead.

Appearance: Luan is a pretty young Chinese woman in her early twenties. She is exactly five feet tall, with black hair cut above the shoulder and dark brown eyes. She wears a typical *wu shu* uniform colored flame orange.



Luan

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
28	DEX	54	15-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack 3½d6
14	COM	2	12-	
10	PD	7		Total: 10 PD
8	ED	4		Total: 8 ED
7	SPD	32		Pha: 2, 4, 6, 7, 9, 11, 12
7	REC	0		
40	END	0		
30	STUN	2		

Total Characteristic Cost: 145

Movement: Running: 9"/18" Swimming: 2"/4"
Superleap: 15"/30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +4 Levels w/ Wu Shu (12)
Combat Skill Levels: +2 Levels w/ Chain & Rope Weapons (6)
Combat Skill Levels: +2 DCV, Requires An Acrobatics Roll (-½), Side Effects (-2 DCV if roll is missed; -½) (5)

Martial Arts—Wu Shu (52)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	55 STR Disarm
Dodge	+0	+5	Dodge, Abort
Flying Kick	+1	-2	11d6
Kick	-2	+1	11d6
Punch	+0	+2	9d6
Throw	+0	+1	7d6 +vel/5, Target Falls

+4 Damage Classes (already added in)

Use Art with Blades, Chain & Rope Weapons, Clubs, Hook Sword, Polearm, Staff, Three-Section Staff

Martial Arts Weapons:

Bladed Weapons: HKA 1 ½d6 (2 ½d6 with STR), Ranged; OAF, Weapons Do Appropriate Damage (-0) (18) [4+]

Arsenal: Variable Special Effects (any bladed martial arts weapon, +¼) for Bladed Weapons; OAF, Can Only Be Changed In An Arsenal (-½) (2)

Blunt Weapons: HA +5d6 (8d6 w/ STR), OAF, Weapons Do Appropriate Damage (-0) (7) [1+]

Arsenal: Variable Special Effects (any blunt martial arts weapon, +¼) for Blunt Weapons; OAF, Can Only Be Changed In An Arsenal (-½) (1)

Wrist Radio: Radio Listen & Transmit, OIF (3)

Martial Arts Abilities:

Missile Deflection vs. all missiles (20)

Superleap: +12" (15" forward, 8" upward) (12) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Martial Artist Skills and Talents::

Combat Sense 12- (3)

Lightsleep (3)

Acrobatics 15- (3)

Breakfall 15- (3)

Climbing 15- (3)

Contortionist 15- (3)

Mandarin Chinese: native (0)

KS: Kung Fu 12- (3)

KS: Chinese Healing 12- (3)

Stealth 15- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Sword, Three-Section Staff, Thrown Sword (9)

Total Powers & Skills Cost: 180

Total Character Cost: 325

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Psychological Limitation:

Loyal to Chinese Government (15)

Showoff (10)

Reputation:

Wu shu champion 14- (15)

Secret Identity: Wei Lin (15)

Watched by:

the Chinese government, more powerful, NCI, 14- (15)

Experience (145)

Total Disadvantage Points: 325

Designer's Note:

Luan's weapons are bought as an HKA and an HA with the "Variable Special Effects" Advantage. The Advantage is bought "separately" because there is a Limitation that applies only to it—the special effects of the attacks (i.e., exactly which weapons Luan chooses to use) can only be changed when Luan has access to her arsenal of weapons (or some other source of weapons). In essence, this is a way to buy the equivalent of a very limited form of Variable Power Pool for a relatively small number of points.

GMs should note that the weapons also take a -0 Limitation, "Weapons Do Appropriate Damage." This means that if Luan chooses to use, for example, a shuriken, she can only do as much damage as the shuriken is listed as doing in The Ultimate Martial Artist, page 202, even though she has paid for a 1 Hd6 Ranged HKA. Also, she can only apply the "Ranged" Advantage for the HKA to weapons which can be used at range—arrows, throwing blades, thrown swords, and the like.





Shuīyín

Background/History: Shuīyín (“Quicksilver”) is a mutant whose powers, for some reason, manifested when he was only two years old. His parents, unable to cope with a hundred-mile-an-hour toddler, turned him over to the government, which kept him in isolated facilities all of his life while they raised, trained, and studied him. Instead of parents, Shuīyín had a succession of tutors, instructors, and drill sergeants to raise him. When he was old enough and skilled enough, he was drafted into the Tiger Squad, where he has remained ever since. He considers them his true family, and is particularly close to Dìzhèn Quán because of their similar upbringing and powers.

Personality/Motivation: Shuīyín is a naive and socially inept person, even after all this time with the Tiger Squad, because of his upbringing. He is also shy, and has trouble displaying or receiving affection; he prefers to deal with people from arm’s length, and hence has few close friends.

The personality trait most noticeable to strangers is Shuīyín’s curiosity and general lack of knowledge about the way the world works. Raised as he was in isolated settings, he hasn’t experienced many of the things most of us take for granted, and so is constantly poking his nose where it doesn’t belong and asking odd questions.

Quote: [Shuīyín speaks so fast as to be unintelligible to people who do not know him well.]

Powers/Tactics: Although Shuīyín has not yet trained himself to do most types of “speedster tricks” (such as disassembling an opponent’s gadget in a second), he has developed a series of combat maneuvers that take advantage of his velocity and dexterity. The Flying Grab maneuver allows him to run up to someone and grab him. The Flying Throw maneuver allows him to grab someone and then throw him, using his (Shuīyín’s) own velocity to increase the damage (visually, he may pick up the target, carry him at high speed, and then let him go so that he smashes into a wall and takes damage, or he may run past him and use a sort of takedown maneuver in which the speedster’s own velocity augments the force of the blow). The Passing Disarm involves running past the target and snatching something out of his hand. The Passing Throw maneuver allows him to “intercept” another moving character and trip or throw him, so that the target’s own velocity works against him. The Rapid Punch involves punching the target several times in the space of a second (while this could be bought as an Autofire HA, it can also be simulated with one attack with high damage). (With both the Flying and Passing Throws, remember that the v/5 element relies on *relative* velocity; refer to the discussion of maneuver elements in the “Designing Martial Arts Maneuvers” section of *The Ultimate Martial Artist* for details.)

Shuīyín’s accelerated metabolism is not entirely beneficial. Its drawbacks include his need to consume enormous quantities of food to keep himself “powered up,” and the fact that drugs, poisons, gases, and similar substances that affect his metabolism work on him very quickly and to greater effect than they would on a normal human.

Appearance: Shuīyín stands 5’5” tall and has a thin, athletic build. He wears a simple costume: a red bodystocking with the yellow stars and sickle of the Chinese flag on his left breast. The sleeves of the outfit end at his mid-forearms; he wears no gloves. He also wears form-fitting red mask which covers the upper half of his face. He tends to move, talk, and think very quickly, a trait which annoys people who are not used to him.



Shuiyín

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
33	DEX	69	16-	OCV: 11/DCV: 11
20	CON	20	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
12	COM	1	11-	
4	PD	2		Total: 14 PD/ 3 rPD
6	ED	2		Total: 10 ED/ 3 rED
9	SPD	47		2, 3, 4, 6, 7, 8, 10, 11, 12
8	REC	4		
50	END	5		
35	STUN	10		

Total Characteristic Cost: 169

Movement: Running: 30"/60" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Hand-To-Hand (10)

Combat Skill Levels: +2 Levels w/ Running (6)

Speedster Powers:

Running +24" (30" total), ½ END (60) [1/10"]

Martial Arts—Speedster Maneuvers (35)

Maneuver	OCV	DCV	Notes
Flying Dodge	—	+4	Dodge, Abort; FMove
Flying Grab	-2	-1	Grab Two Limbs, 20 STR for holding on; FMove
Flying Throw	-1	-2	Grab Two Limbs; 2d6 +v/5; Target Falls; FMove
Passing Disarm	-1	-1	20 STR Disarm; FMove
Passing Strike	+1	+0	2d6 +v/5; FMove
Passing Throw	+0	+0	2d6 +v/5; Target Falls; FMove
Rapid-fire Punch	+1	-2	6d6

Padded Costume: +10 PD, +4 ED, and Damage

Resistance (3 PD, 3 ED), OIF (11)

Wrist Radio: Radio Listen & Transmit, OIF (3)

Mandarin Chinese: native (0)

Total Powers & Skills Cost: 125

Total Character Cost: 294

Disadvantages: 100+

Psychological Limitation:

Curious (15)

Code against killing (15)

Culturally ignorant (15)

Secret Identity: Xun Huang-fu (15)

Susceptibility:

Must consume at least 500 calories per hour or suffer 1d6 Drain of Running every hour (5)

Unluck: 1d6 (5)

Vulnerability:

2x Effect from Drugs, Poisons, Etc. (20)

Watched by:

the Chinese government, more powerful, NCI, 14- (15)

Experience (89)

Total Disadvantage Points: 294



Emperor Crane and the Rebellious Flock

Emperor Crane

Background/History: Emperor Crane (the only name by which the man is known) claims to be an immortal gifted by the gods with vast martial arts prowess. His followers, the Rebellious Flock, are taught that Emperor Crane led their ancestors in a revolt against stultifying traditions and tyrannical rulers. The Emperor inspired them with promises of power once he was in control of China, and to this day their descendants strive to bring the Emperor's goals to fruition.

The truth, however, is far different. Although he is extremely long-lived, Emperor Crane is not immortal. He was born in Canton in the early part of the nineteenth century. It was there that he studied White Crane Kung Fu under Doy Luck Man, one of the masters of that style in that era. Emperor Crane was Doy's star pupil, and had an extensive group of admirers among Doy's other students. But he was so arrogant and headstrong that Doy despaired of teaching him many of the true lessons of the martial arts. Emperor Crane chafed under his master's slow pace of teaching, and finally one day declared that he would leave if Doy did not reveal to him more of the secrets of the art, and that he would take his followers with him. "Go then, and good riddance," said Doy, "and take your rebellious flock with you."

Emperor Crane did just that. He and his followers set up their own *kwoon* elsewhere in Canton, and he used it as a base from which to expand his power in both the Martial World and the real world. However, before many years had passed he realized that he was aging very slowly compared to his followers. At first he attributed this to his command of *ch'i*, but as time went on he realized that it was an even greater gift than that. It was also a road to power, if used correctly.

With a willingness to start long-term schemes unmatched by most other criminal masterminds, Emperor Crane set about making contacts throughout China and the world and attempting to accumulate as much wealth and power as possible. He was mostly successful, and during the 1920s-1930s era was a true force to be feared in China and the Pacific Rim. Between his own powers and the strength of his Rebellious Flock, he was essentially in command of a large section of Canton, and of certain other areas of China. He tried on several occasions to seize power on a greater scale, but his plans were always foiled by heroes who were dedicated to freedom, justice, and fair play—concepts that are an anathema to Emperor Crane.

The triumph of the Communists in 1949 diminished his power, but did not eradicate it. Unlike Dr. Yin Wu, with whom he is sometimes compared, Emperor Crane chose to stay in China, and over the



past several decades has weathered the repression and crackdowns and has built his Rebellious Flock into an underworld power. Although the government of the PRC and their superteam, the Tiger Squad, are eager to have Emperor Crane's head, today he is once again preparing to attempt to conquer China, or even the world, as the fates allow.

Personality/Motivation: Emperor Crane is vainglorious and power-hungry, seeking always to expand his power and bring more people under his command. He is willing to take whatever route to power he must—he has explored both mysticism and science, and although he has found neither to his liking, he has followers who are skilled in both disciplines. Anyone who interferes with his march to power will suffer, and suffer long.

However, there is a noble streak to Emperor Crane. Like many Chinese martial arts masters before him, he feels honor bound to never refuse a challenge to combat. Unknown challengers will first be made to contend against various members of the Rebellious Flock, so that Emperor Crane may observe their level of skill, but if they pass those tests, the Emperor will meet them himself. He has personally fought in over a dozen such combats this century, and has never been defeated.

Quote: "Prattle on, fool. While you waste your breath with useless words, I gather mine for your defeat."

Powers/Tactics: Emperor Crane is gifted with an extraordinary control over his *ch'i*. (In the modern world, some have speculated that he is a mutant whose genetic structure allows him a high level of control over the force known as *ch'i*, but this has never been proven.) This control not only accounts for his superior martial arts skills, but for many of his special abilities: his power to strike from a distance; his ability to absorb lethal blows without flinching; his ability to increase his strength or other attributes; and his extreme longevity. In fact, he has so much *ch'i* at his disposal that he can actually use it to levitate! However, this power also provides an Achilles' heel for his enemies to attack: if he is struck in his stomach, which is close to his *tantien* (the "cinnabar field," or seat of one's *ch'i*), he cannot maintain proper control over his vast amounts of *ch'i*, and it floods through his body uncontrollably, weakening him.

Emperor Crane's personal fighting tactics mirror his arrogant and domineering attitude: he prefers to strike quick and hard, using his Punch, Kick, and *Tien-hsueh* Strike maneuvers to lay his enemy low. He usually keeps at least half of his Combat Skill Levels in DCV, as befits a White Crane stylist. He often carries at least one weapon, if not more; his favorites are the staff, three-section staff, and hook swords.

Appearance: Emperor Crane appears to be a man in his 60s, although in fact he is closer to 200 years old. He looks remarkably robust and fit for a man in his 60s; his long gray hair still has flecks of black, and his muscular body indicates a high level of martial arts skill and a remarkable control of *ch'i*. He wears flowing white robes, without any sort of head covering.

Emperor Crane

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
28	DEX	54	15-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
12	COM	1	11-	
10	PD	5		Total: 10 PD/ 10 rPD
12	ED	8		Total: 12 ED/ 12 rED
6	SPD	22		Phases: 2, 4, 6, 8, 10, 12
9	REC	0		
40	END	0		
40	STUN	7		

Total Characteristic Cost: 171

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 23"/46" Flight: 5"/10"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Hand-To-Hand Combat (10)

Combat Skill Levels: +4 Levels w/ Kung Fu (12)

Martial Arts—White Crane Kung Fu (66)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	55 STR Disarm
Dodge	+0	+5	Dodge, Abort
Escape	+0	+0	60 STR vs. Grabs
Grab	-1	-1	Grab Two Limbs, 55 STR for holding on
Kick	-2	+1	13d6
Knife Hand	-2	+0	2 ½d6 HKA
Legsweep	+2	-1	10d6; Target Falls
Punch	+0	+2	11d6
Throw	+0	+1	9d6 + vel/5; Target Falls
<i>Tien-hsueh</i> Strike	-1	+1	4d6 NND (1)

+4 Damage Classes (already added in)

Use Art with Swords, Chain Weapons, Clubs, Hook Sword, Pole Arms, Staff, Three-Section Staff, Wind And Fire Wheels

Martial Arts Weapons:

Power Pool (40 pt pool), No Skill Roll Required To Change Pool (+1), Only For Martial Arts Weapons (-1), May Only Be Changed In An Arsenal (-½) (56)

Martial Arts Abilities:

Ch'i Powers

Multipower (30 pt pool) all abilities are Self Only, Extra Time (Full Phase.), Concentrate (0 DCV) (16)

u - Aid 3d6 STR, Fully Invisible (1) [3]

u - Aid 3d6 EGO, Fully Invisible (1) [3]

u - Aid 3d6 REC, Fully Invisible (1) [3]

u - Aid 3d6 PD, Fully Invisible (1) [3]

u - Aid 3d6 ED, Fully Invisible (1) [3]

Kongjin: EB 13d6, Fully Invisible; 2 Charges (52) [2c]

Iron Skin ability: Natural PD and ED are Hardened (5)

Iron Skin ability: Damage Resistance: 10 PD, 12 ED, Hardened (14)

***Ch'i* Storm:** Flight 5" (10) [1/5"]

Superleap: +18" (23" forward, 12" upward);

Requires an Acrobatics Roll (-½) (12) [1/5"]



Life Support: Ages Extremely Slowly; Immune To Disease (6)

Mastermind Perks:

The Rebellious Flock: 64 Followers: 75-point base (see below) (45)

Wealthy (10)

Martial Artist Skills and Talents:

Combat Sense 13- (3)

Defense Maneuver: no attacker is considered to be attacking "from behind"; **Multiple Attacker Bonus** is eliminated as to attackers Emperor Crane can sense (5)

Find Weakness 11- with **Punch** (10)

Simulate Death (3)

Acrobatics 15- (3)

Breakfall 15- (3)

Contortionist 8- (1)

Interrogation 14- (6)

Mandarin Chinese: completely fluent (3)

English: completely fluent (3)

Cantonese Chinese: native (0)

Mimicry 11- (3)

Paramedic 13- (3)

Stealth 15- (3)

WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Swords, Three-Sectional Staff, Wind And Fire Wheels, Off Hand (10)

Scholar (3)

KS: Analyze Style 13- (2)

KS: Chinese Healing 13- (2)

KS: Chinese History & Culture 13- (2)

KS: Kung Fu 13- (2)

KS: The Martial World 13- (2)

Total Powers & Skills Cost: 388

Total Character Cost: 559

Disadvantages: 100+

Distinctive Features:

Old man with haughty bearing (concealable with effort; is noticed and recognizable) (10)

Style Disadvantage (10)

Hunted by:

the Chinese government and the Tiger Squad, more powerful, NCI, 11- (25)

a hero of GM's choice, less powerful, 8- (5)

Interpol, as powerful, NCI 8- (15)

Psychological Limitation:

Code of the Chinese Master (15)

Vain And Arrogant (15)

Power-hungry (15)

Reputation:

Martial artist crimelord 11- (extreme) (15)

Vulnerability:

2x STUN from attacks to the Stomach (Location 12) (15)

Villain Bonus (319)

Total Disadvantage Points: 559

The Rebellious Flock

Background/History: The present members of the Rebellious Flock (named after Doy Luck Man's derogatory reference to Emperor Crane's sycophants) are descendants of the original Flock that accompanied Crane when he left Doy's studio. Since then, each generation has raised its children to be loyal followers of the Emperor.

The Flock is not a standing army *per se*, although it can become one if necessary. At any given time, approximately half of the Flock's members are out in public, acting as Emperor Crane's eyes and ears. They play parts ranging from manual laborers to high political figures, but regardless of the job they are performing, they are all working for the same master. Since the female members of the Flock are exhorted to produce many children, in defiance of China's laws on childbearing, for Emperor Crane's army, most of the field operatives and primary fighters in the Flock are men.

Personality/Motivation: All of Emperor Crane's followers have a marked loyalty for the Emperor—any of them would be willing to give his own life on the Emperor's behalf. Despite their name, they are not at all rebellious; in fact, they are slavishly obedient to a despot who is far worse than most of the political figures he reviles.

Powers/Tactics: All of the members of the Rebellious Flock are trained in White Crane Kung Fu (including weapons use). They are competent martial artists, though not highly skilled in most cases. Occasionally a member of the Flock will show a special aptitude for developing *ch'i* abilities or other useful skills; Emperor Crane brings such members into his elite circle of personal bodyguards and trains them himself.

Appearance: When fighting or when with Emperor Crane, members of the Rebellious Flock wear a simple uniform: white vest and gray pants for men; white blouse and gray pants for women. Usually their clothing will have a flock of cranes embroidered on it somewhere.



The Rebellious Flock

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack 2½d6
10	COM	0	11-	
9	PD	6		Total: 9 PD
6	ED	3		Total: 6 ED
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
30	STUN	0		

Total Characteristic Cost: 75

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Kung Fu (6)

Martial Arts—*White Crane Kung Fu* (42)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	+0	+5	Dodge, Abort
Escape	+0	+0	35 STR vs. Grabs
Grab	-1	-1	Grab Two Limbs, 30 STR for holding on
Kick	-2	+1	8d6
Legsweep	+2	-1	5d6; Target Falls
Punch	+0	+2	6d6
Throw	+0	+1	4d6 + vel/5; Target Falls

Tien-hsueh Strike -1 +1 2 ½d6 NND(1)

+1 Damage Class (already added in)

Use Art with Swords, Clubs, Pole Arms, Staff

Weapons: One or more martial arts weapon(s) of GM's choice (20)

Martial Artist Skills:

Acrobatics 13- (3)

Breakfall 13- (3)

Contortionist 13- (3)

KS: Kung Fu 11- (2)

Stealth 13- (3)

Cantonese Chinese: native (0)

WF: Common Melee Weapons, Common Missile

Weapons, Common Martial Arts Weapons (6)

Additional Skills and martial arts maneuvers of GM's choice (10)

Total Powers & Skills Cost: 98

Total Character Cost: 173

Disadvantages: 75+

Distinctive Feature:

Style Disadvantage

Hunted by:

a hero of GM's choice, less powerful, 8- (5)

Interpol, as powerful, NCI 8- (15)

Psychological Limitation:

Completely loyal to Emperor Crane (20)

Secret Identity (not known to be members of the

Flock to the public at large) (15)

Villain Bonus (33)

Total Disadvantage Points: 173

It took about twenty minutes to get back to the Slingshot. With Defender's boot-rockets nonfunctional, Quantum had to fly everybody back in relays—everyone except Obsidian, who used his strength to leap back to the craft, and Jaguar, whom he took with him.

The team quickly boarded their plane and took off; they wanted no more of the place. They flew south, since that was the quickest way out of the country.

"Okay, folks, make yourselves comfortable. It's a long ride home." Defender switched on the autopilot and moved to the back of the jet so that he could get to work repairing his armor.

"Not for all of us, mate," Seeker said.

"What do you mean?"

"I'm not going back to New York just yet. I want you to drop me off in 'Ong Kong."

"Huh?"

"I 'ave some business to take care of. May take a while." He glanced knowingly at Solitaire, who had a worried look on her face.

Defender considered for a moment. "All right, if that's what you want."

"That's what I want. No worries, mate. Just a little personal business."

Seeker waved good-bye as the Slingshot left the ground. Leaving his teammates, even temporarily, was hard, but it was good to be back in Hong Kong.



Chapter Fifteen

After some time in the southern and more urban areas of China, visiting with old friends and masters, Seeker purchased provisions and began a journey to the interior of the country. Following the directions in the invitation scroll he had been given by Dr. Wu, he made his way to a certain mountain range and began searching for the appropriate landmarks. He soon found the first, a stone statue of the Buddha set up as a sort of trail marker. After that there were several false markers, but the instructions in the scroll kept him on the true path.

Some days later, Seeker finally reached the end of his trail. It ended in two large stone doors set right into the face of a mountain, carved with depictions of the Door Gods. Standing beside the doors were two immense warriors, garbed from head to toe in thick Chinese armor, but carrying large *tetsubos* instead of some Chinese weapon. As Seeker approached, they crossed their weapons in front of the door, barring him from entering.

"At ease, mates! I've got me an invite." Seeker showed them the small scroll he'd received from Dr. Wu. The two guards uncrossed their staves, and without a sound the doors opened.

Seeker stepped into the dark cavern beyond the doors. After he'd taken a few steps, the doors began to shut behind him and torches along the walls sprang magically to life. As he continued down the corridor, torches behind him went out, and others ahead of him became lit. Gradually the corridor wended downward, into the heart of the mountain; eventually it became a long, gently-sloping staircase.

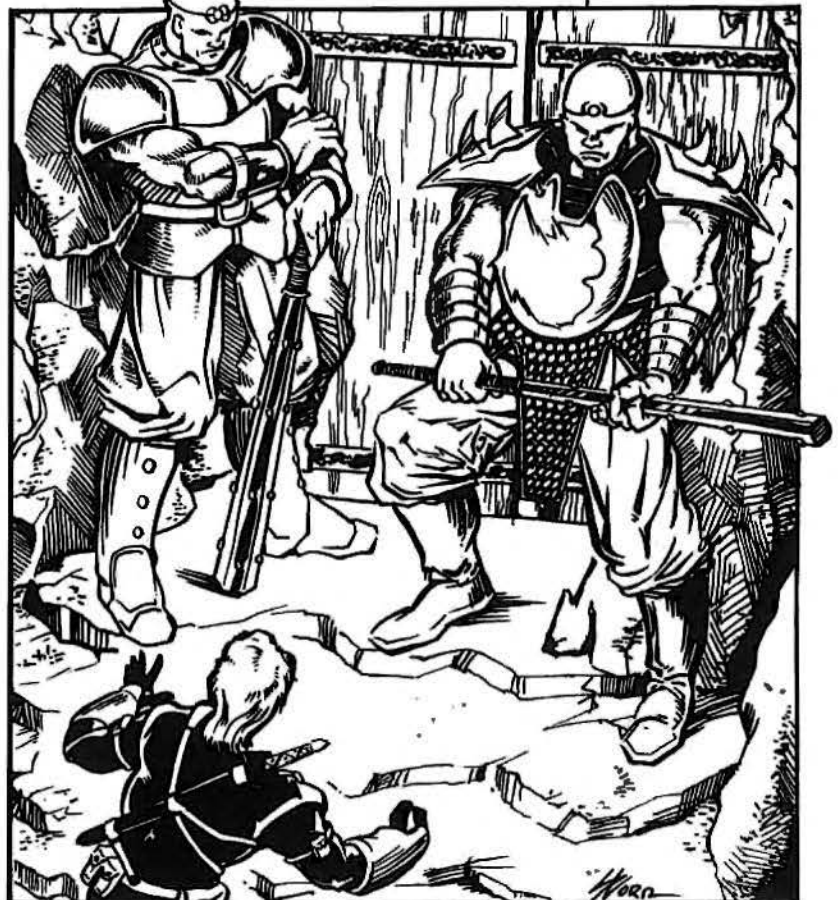
After half an hour of walking, Seeker could hear sounds ahead of him—kiais, the clash of weapons, other muted noises. These became clearer and louder as he went further, and finally he came to the entrance to an immense cavern. It, too, was guarded by two large *tetsubo*-wielding guards, but they let him pass without comment.

Had he not seen it with his own eyes, Seeker never would have believed that such a cavern could exist. It seemed impossibly large, as if it might collapse at any moment under its own weight. The ceiling was set with luminous bits of crystal in the shape of the constellations of the Chinese winter sky.

Directly across from the entrance, Seeker saw a balcony set into the wall about twenty feet above the floor. At present it was unoccupied, but Seeker guessed that it was here that the Watchers of the

Dragon watched the Tournament progress. Above the balcony was a series of racks in which the nameplates of the competitors would be placed during the Tournament.

Grouped around the rim of the cavern were five areas that Seeker guessed could only be the arenas, one for each of the five elements of Chinese alchemy. One, devoted to Water, made use of a stream that ran through the cavern. The next was a shiny steel plate set on a series of posts—the arena of Metal. The next arena, of Fire, looked something like a pit of lava with rocky islands here and there amidst the flames. The Wood arena was a series of bridges set over a log-strewn depression. The last arena, Earth, was a simple earthen area, pounded smooth by the countless feet of the warriors who had fought there. Here and there around the rim of





the cavern were staircases leading up to dark side-caverns; Seeker guessed that these led to sleeping and eating quarters.

In the center of the room was a large practice area. This was the source of the noises Seeker had heard. It was filled with dozens of fighters, many wearing colorful clothing, and all ready to compete for the title of Champion. Looking out over the crowd, Seeker could see a few friends, and a few enemies as well.

Unwilling to be left out of the fun, Seeker descended to the practice floor. One of the first people he saw was a man in white robes with red gloves and a blue demon's-head mask. He was squaring off against a katana-wielding warrior Seeker did not know. Before they could come to blows, Seeker shouted, "Ey, Akumashibaru!"

The man in white whirled, ready for an attack. When he saw who it was, he sheathed his blade with the deftness of a practiced iaijutsuka and stepped forward to embrace Seeker. "Don!" he exclaimed with pleasure.

"It's good to see you, too, mate!" Seeker said, thumping him on the back.

After bowing to his confused opponent and backing out of his practice round, Akumashibaru led Seeker to the side of the practice area, where they could talk in peace. He removed his mask and smoothed back his sweat-matted hair as best he could.

"I was wondering when you'd get here."

"No worries, mate—I wouldn't miss this!"

"Me, either. I've been training my whole life for this. Do you realize what the Tournament is, Don? It's a chance to destroy the greatest mystic threat to mankind! We could *save the world* here in the next few days."

Seeker, put off a little as he always was but his demon-hunting friend's fanaticism, glanced about the room. "Strewth! It looks like all the fighters in the world are here."

"They are—including many who ought not to be allowed anywhere near this sacred place. Look there," Akumashibaru said, pointing into the crowd.

"Bloody 'ell—what's Green Dragon doin' 're? I just put that scagger in jail a while back!"

"Well, he got out, obviously," Akumashibaru said, perturbed that criminals were allowed in the arena. "I guess the Watchers are looking for fighting quality, not moral quality."

"When does the Tournament begin?"

"Tomorrow morning, my friend. Your delay has cost you much practice time."

"Well, let's get to it then! Bet you a cold one I can disarm you within twenty seconds."

"A free beer will taste good," Akumashibaru said confidently as they headed back to the practice area.

Seeker and Akumashibaru practiced and socialized with other friends for the next several hours. When dinnertime arrived, the fighters trooped off to their rooms to wash, change, and eat. Unlike the

sometimes frenzied practice sessions, the meal room was relatively quiet and tense, as if the warriors were sizing each other up as they ate. Seeker, for one, appreciated the change.

After dinner, the group went down to arena floor, where they stood in front of the balcony and waited. Fifteen minutes after the last man had arrived, the doors opened, and the Watchers of the Dragon stepped out onto the balcony. Dr. Yin Wu was the last to come out; Seeker found himself nervous, unable to look straight at the man, as if he was afraid he'd ask for his scroll back then and there.

As one, the warriors bowed deeply to the five Watchers, and then sat down on the floor. After a few moments, Dr. Wu began to speak. *"Honored Warriors, we, the Watchers of the Dragon, welcome you to the Tournament of the Dragon! The events that transpire here over the next few days will decide the fate of the world for the next cycle. Choose your words and your actions carefully."*

"You are all intelligent people, so I shall not bother to recite to you the rules, which you have no doubt already read. I simply admonish you: obey them unhesitatingly and without fail! He who fails to do so will be cast out of the Tournament in disgrace."

"Let me give you an example. Step forward, Tetsuryu!" Dr. Wu pointed dramatically at a fighter wearing armor with a dragon motif. Without hesitation, the man stood up. Seeker recognized him—Iron Dragon, a mercenary and criminal.

"What would you ask of me, honored Watchers?"

"You know the rules, Tetsuryu. Technological weapons are forbidden at this holy Tournament. Your battle-armor is an affront to the spirits of this place, and a violation of our rules. I cast you out of this Tournament. Begone!"

"Bah! What is the difference between weapons? I came here to fight, and fight I shall!"

"As you wish—though you shall not fight as you expect." At Dr. Wu's gesture, two of the large guards moved towards Iron Dragon. The other competitors scrambled to get out of their way.

Iron Dragon took up a defensive stance—and then, when the first guard got close enough, breathed flame on him! The guard stood unmoving, unharmed by the fire. Then he lashed out with his *tetsubo*, hitting Iron Dragon on his neck and shoulder and knocking him to the ground with a metallic clang. As Iron Dragon struggled to get to his feet, the other guard stepped forward and smashed him back down. This time Iron Dragon did not get up. The two guards picked up his unconscious form and began to drag him out the long tunnel to the surface.

"Do not trifle with our guards, warriors. They are created to resist the best that you can throw at them. Re-assemble here tomorrow morning at dawn. Tomorrow the Tournament begins!" With that, the Watchers filed back out of the room, and after a while the crowd of fighters dissipated and went to their rooms for the night.



The Watchers of the Dragon

Group History And Structure: The Watchers of the Dragon was formed millennia ago by the original Chinese and Japanese wizards who first bound the Death Dragon and started the entire *Bisai Lóng* cycle. The group's goals were, and are, simple ones: to keep watch on the Death Dragon while it is imprisoned, to prevent it from escaping or secretly working mischief from its prison, and to curtail its rampages as much as possible when it is free.

Membership in the Watchers of the Dragon is granted by the most senior member of the group, who is generally regarded as "first among equals" and who runs the group's annual meetings. There is no limit on membership in the group. Indeed, the more qualified members they can find, the better the Watchers like it. Most members become qualified to serve either by dint of great scholarship and wisdom (as in the case of Dr. Wu and Professor Peaslee) or because of their skills as warriors (as in the case of General Hseng and, to a lesser extent, Yoshi).

The membership of the Watchers has fluctuated greatly over the centuries, as members died out or otherwise became unavailable to serve. The current members are: Dr. Yin Wu (at present the most senior member); General Hseng (the second most senior); Yoshi; Professor Anthony Peaslee; and a fifth member to be defined by the GM (thus allowing the Watchers to be personalized to each GM's campaign). The GM is free to add other members if he so desires.

Group Activities: The Watchers's main activity is, of course, to coordinate and run the Tournament of the Dragon every 60 years. Other than that, they maintain a general watch over the Death Dragon during those cycles in which it is bound, and work feverishly to prevent it from destroying the Earth and to ameliorate the effects of its destructiveness as much as possible during "free" cycles. During "bound" cycles, the Watchers meet once a year in a location designated by the most senior member; during "free" cycles, they remain in almost constant contact and meet frequently.

Group Relations; Relations With Other Groups: The Watchers generally try to remain as secretive as possible, and hold themselves aloof from other organizations. Occasionally, during "free" cycles, they will alert other mystic groups to the problem and request their general assistance, but this is rare.



General Hseng

Background/History: According to legends in the scrolls which contain the history of the Tournament of the Dragon, General Hseng was once a general in one of the armies that fought during the T'ang Dynasty. It happened that while he and his men were fighting a battle, another Tournament was coming to a close. The champion fought the Death Dragon—and lost.

Free at long last, the Dragon went on a brief rampage. One of the unfortunate victims of this rampage was General Hseng's army. Every man in it was killed—except for General Hseng. Maybe the Dragon wanted him left alive, to agonize over the fate of the men in his command. Or perhaps the Dragon simply overlooked him. Whatever the reason, it was a mistake the Dragon would soon come to regret.

For General Hseng was a noble commander and a good man. Then and there he swore a solemn oath to destroy that which had slain his men. That moment he began a quest which has lasted to this very day. For the next 60 years he stalked the Dragon. When the time came, he entered the Tournament, vanquished his opposition, and then defeated the Death Dragon and bound it again in its mystic chains. He did the same thing the Tournament after that, and the one after that, and the one after that. In all, he triumphed in the *Bisai Lóng* six consecutive times, a record which has never come close to being equaled.



For his service to humanity, General Hseng was made a Watcher of the Dragon, and the gods themselves taught him the secrets of immortality. However, to keep him from becoming too powerful, they tied the knowledge they gave him to the enchanted suit of armor he wore, so that he could only preserve his life by keeping the armor on.

Today General Hseng continues to serve as one of the Watchers of the Dragon. He has never taken off his armor, and never intends to until the Death Dragon is slain. With his powerful Ghost-cutting Sword, he presents a threat that even the Death Dragon dare not ignore.

Personality/Motivation: In life, General Hseng was a stern yet noble-hearted warrior whose grief over the senseless death of his men drove him to swear an oath that has bound him for centuries. His nobility and honor have essentially been replaced by a single-minded drive to destroy the Death Dragon. This is all he “lives” for; he is weary of his eternal existence, but refuses to give it up until he can see the world safe from the Dragon's threat. When not involved with activities relating to the Watchers or the Tournament, he does little more than sit and brood, or practice his swordfighting.

Quote: “Do you truly think you are warrior enough to face the Death Dragon?”

Powers/Tactics: General Hseng is, in essence, an undead being. The gods did not grant him true immortality, rather, they granted him a sort of artificial immortality which is linked to the mystic suit of armor he wears. If it is ever taken off, he will instantly turn to dust and die (he can take the armor off voluntarily; for others to take it off him without his consent would require many potent spells and great effort). Until that time, his armor and undead state grants him many abilities, including resistance to injury and various forms of attack, certain sensory powers, and the ability to heal the wounds he suffers almost instantly.

General Hseng is not without his weaknesses, though. The magics which keep him alive also, for some reason, cause him to suffer pain when he is exposed to magnetized iron—a fact he is careful to conceal. He is also more prone to be affected by necromantic magics than living humans.

General Hseng is a swordsman with centuries worth of practice and experience bolstering his skills. His weapon of choice is the fabulous Ghost-Cutting Sword, an enchanted blade given to him by Kuan Ti, god of war. It has the power to affect intangible creatures, such as ghosts—or the Death Dragon.

General Hseng's role in the Watchers is to maintain the group's combat effectiveness against the Dragon, and to ensure that Tournament winners are, in his estimation, capable of standing up to the Dragon. If he feels they are not, he will challenge them for the right to face the Dragon. He has no qualms about killing any warrior, even an otherwise great one, whom he feels does not measure up to his standards.

Appearance: General Hseng is, for his day and age, a tall man, standing 5'7" tall (his armor makes him an even 6' tall). His armor resembles ancient Chinese armor with a helmet which covers his entire head; its face plate depicts the face of an angry man.

General Hseng

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	25 tons; 10d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
30	PRE	20	15-	PRE Attack 6d6
6	COM	-2	10-	
25	PD	15		Total: 25 PD/ 25 rPD
20	ED	14		Total: 20 ED/ 20 rED
5	SPD	22		Phases: 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
60	STUN	0		

Total Characteristic Cost: 210

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Combat Skills:			
Combat Skill Levels: +4 Levels w/ Ghost-Cutting Sword (12)			
Ghost-Cutting Sword: HKA 3d6 (4½d6 with STR), Armor Piercing, Affects Desolidified, 0 END, OIF (75) [0+]			
Martial Arts— <i>Fâ Dào</i> ("Way of the Sword") (Blades Weapon Element is Default) (21)			
Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Disarm	-1	+1	60 STR Disarm
Slash	-2	+1	Weapon +4 DC Strike
Stab/Thrust	+0	+2	Weapon +2 DC Strike
Pommel Strike	-1	+1	2d6 NND (1)
Enchanted Armor of Immortality:			
Damage Resistance: 25 PD, 20 ED (20)			
Mental Defense: 8 points (5)			
Power Defense: 10 points (10)			
Immortality: Full Life Support (30)			
Regeneration: 2 BODY/Turn (20)			
Danger Sense 11-, out of combat, any attack (2)			
Eyes Of Night: Spatial Awareness, 360 Degrees (30)			
Combat Skills And Talents:			
Combat Sense 12- (3)			
Simulate Death (3)			
KS: The Martial World 12- (3)			
KS: The Death Dragon 12- (3)			
KS: Chinese Legends & Lore 12- (3)			
Mandarin Chinese: native (0)			
Riding 13- (3)			
Stealth 13- (3)			
Survival 11- (3)			
Tactics 14- (7)			
Tracking 14- (3)			
WF: Common Melee Weapons, Common Martial Arts Weapons, Common Missile Weapons, Hook Sword (7)			

Total Powers & Skills Cost: 286

Total Character Cost: 496

Disadvantages: 100+

Distinctive Features:

Undead ancient Chinese general (not concealable; causes discomfort and fear) (25)

Hunted by:

the Death Dragon whenever it is free, more powerful (15)

Physical Limitation:

Will die if removed from his armor (15)

Psychological Limitation:

Obsessed with destroying the Death Dragon (25)

Weary of life; filled with ennui (5)

Ignorant of modern Earth culture (15)

Reputation:

Great warrior 14- (limited group: the Martial World) (10)

Susceptibility:

To magnetized iron, takes 1d6/Phase (20)

Vulnerability:

2x Effect from Necromantic Magic (20)

Experience (246)

Total Disadvantage Points: 496

Yoshi

Background/History: None of the other Watchers know anything about the man who calls himself Yoshi, after the greatest archer of Japanese legend, Yoshi-Iye. One day about twenty years ago, during the annual meeting of the Watchers, Yoshi simply walked in and announced that he was interested in joining. He displayed a profound knowledge of Oriental lore and of the Death Dragon in particular. Dr. Wu could sense no evil or deceptive intent in him, and so, after considerable consultation, he was allowed to join, and has served with distinction ever since.

Personality/Motivation: Yoshi's motivations are a mystery to his fellow Watchers. He seems very devoted to his duty, though not so much so as General Hseng or Dr. Wu; sometimes it almost seems as if he works to defeat the Death Dragon simply because he enjoys the challenge. In comparison to the other Watchers, his manner seems almost lighthearted; he frequently quotes Japanese verse, and makes lighthearted comments that are lost on all but Dr. Wu.

Quote: "*The Lady Murasaki has written that defeat is a means to self-growth. Prepare to be enriched.*"

Powers/Tactics: Yoshi provides the Watchers with combat capabilities in an area which General Hseng fares poorly in—ranged attacks. Like his namesake, the hero who shot many monsters and whose arrows could pierce stones, he is an extremely skilled archer who often demonstrates his proficiency to interested onlookers during the Tournament of the Dragon. Although he also has hand-to-hand fighting skills, he strongly prefers to attack his enemies from a distance; if possible, he will withdraw from non-ranged battles to attack with his arrows.



Yoshi's origin and personality have deliberately been left as mysteries for the GM to answer to his own satisfaction. Perhaps Yoshi is what he appears to be—a somewhat unusual individual devoted to the fight against the Death Dragon. Perhaps he is an agent of the Dragon itself! Or, perhaps he is working for some as yet undetected third party....

Appearance: Yoshi is a robust Japanese man who stands 5'9" tall. He wears an outfit similar to that worn by traveling samurai: sandals and navy blue robes, embroidered with a natural scene in the Japanese style. He wears his katana on his right hip, and his bow and arrows are carried on his back. His black hair is pulled back in a samurai topknot, and he has no facial hair.

Yoshi

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
33	DEX	69	16-	OCV: 11/DCV: 11
23	CON	26	14-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
14	COM	2	12-	
15	PD	11		Total: 15 PD/ 10 rPD
12	ED	7		Total: 12 ED/ 10 rED
7	SPD	27		Pha: 2, 4, 6, 7, 9, 11, 12
12	REC	6		
46	END	0		
40	STUN	4		

Total Characteristic Cost: 191

Movement: Running: 12"/24" Swimming: 2"/4"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +6 Levels w/ Kyujutsu (18)

Combat Skill Levels: +4 Levels w/ Bow & Arrows;

Only To Counteract Hit Location Penalties (-1) (10)

Range Skill Levels: +4 vs. Range, all attacks (12)

Yumi Multipower (50 pt pool), OAF:

u - Standard Arrow: RKA 2d6, Increased Range

(3,750"), 16 Charges (2) [16c] 0
 u - Willow-Leaf Arrow: RKA 2d6, Armor Piercing, 8 Charges (2) [8c]
 u - Nagedeppo Arrow: EB 10d6, 8 Charges (2) [8c]
 Katana: HKA 1 1/2d6 (3d6 with STR), Ranged (can be thrown), OAF, No Knockback (16) [2+]

Martial Arts—Kyujutsu (33)

Maneuver	OCV	DCV	Rng	Notes
Basic Shot	+0	+0	+2	Weapon +4 DC
Defensive Shot	-1	+2	+0	Weapon +2 DC
Distance Shot	+0	-2	+6	Weapon +2 DC +1 Segment
Far Shot	+1	-1	+4	Weapon +2 DC
Quick Shot	+1	+0	+0	Weapon +4 DC
Ranged Disarm	+0	+0	+0	Disarm, 55 STR

+2 Damage Classes (already added in)

Martial Arts—Jujutsu (42)

Maneuver	OCV	DCV	Notes
Atemi Strike	-1	+1	3d6 NND (1)
Block	+2	+2	Block, Abort
Choke Hold	-2	+0	Grab One Limb; 3d6 NND (2)
Escape	+0	+0	45 STR Escape
Joint Lock	-1	-1	Grab One Limb, 40 STR
Joint Lock/Throw	+1	+0	Grab One Limb; 2d6 NND (3); Target Falls

Legsweep	+2	-1	7d6, Target Falls
Slam	+0	+1	6d6 + v/5, Target Falls
Strike	+0	+2	8d6

+2 Damage Classes (already added in)

Skin Of Iron: Damage Resistance: 10 PD, 10 ED (10)

Athletic Abilities:

Running: +6" Running (12" total) (12) [1/5"]

Outdoorsman/Warrior Skills:

Climbing 16- (3)

Riding 16- (3)

Stealth 16- (3)

Survival 11- (3)

Tracking 12- (3)

WF: Common Melee Weapons, Common

Martial Arts Weapons, Common Missile

Weapons (6)

Background Skills:

English: fluent conversation (2)

Korean: fluent conversation (2)

Mandarin Chinese: fluent conversation (2)

Japanese: native (0)

Scholar (3)

KS: Japanese Legends & Lore 12- (2)

KS: Japanese Literature 11- (1)

KS: Chinese Legends & Lore 12- (2)

KS: Korean Legends & Lore 12- (2)

KS: Oriental History & Civilization 12- (2)

KS: The Death Dragon 12- (2)

KS: Kyujutsu 11- (1)

KS: Bowyer/Fletcher 11- (1)

KS: The Martial World 11- (1)

Total Powers & Skills Cost: 228



Total Character Cost: 419

Disadvantages: 100+

Hunted by:

the Death Dragon whenever it is free, more powerful (15)

Psychological Limitation:

Code of the Bushi (20)

Zen Buddhist (10)

Reputation:

Great archer 14- (limited group: the Martial World) (10)

Secret Identity: ???? (15)

Experience (249)

Total Disadvantage Points: 419

Professor Anthony Peaslee

Background/History: Professor Anthony Peaslee of Oxford has devoted his life to studying the ways of the East. He possesses Ph.D degrees in both Asian Studies and Asian Languages, and there is very little that he does not know about Asian civilizations, culture, customs, and superstitions. He has even traveled extensively in China, Japan, and the Orient in general; in his younger days he even emulated one of his heroes, the explorer and adventurer Sir Richard Burton, and went among the peoples of the Orient in disguise, so well versed in their languages and customs that he was never detected as an outsider.

Because of his extensive learning on subjects of importance to the Watchers of the Dragon, Prof. Peaslee was offered membership in that group in the mid-1970s. Dr. Wu, in particular, objected to this, since he views Prof. Peaslee as something of a rival, but was unable to stop it from happening. Despite his curmudgeonly attitude and lack of combat skills, Prof. Peaslee has proven invaluable to the Watchers and remains an important member today.

Personality/Motivation: Professor Peaslee is a relatively ordinary man with an extraordinary drive to learn. All his life he has devoured the contents of books, and has reinforced this learning by trying to experience what he was reading about in real life. As a result his knowledge is unmatched by any other modern scholars, save only for Dr. Yin Wu. The primary gap in Prof. Peaslee's learning is that he has never studied true magic.

Prof. Peaslee is famous among his students, colleagues, and the Watchers as a curmudgeon. Nothing is ever good enough for him, and he is constantly grumbling about "the way things *ought* to be." However, much of this attitude is for show; Prof. Peaslee can actually be quite kind-hearted if need be. He is also a fascinating conversationalist—provided one likes to discuss Asian civilizations and can follow his references in languages other than English.

Quote: "Here we see a fine example of early Ming calligraphy—beautiful, *nicht wahr?*"



Powers/Tactics: Professor Peaslee is a scholar, not a warrior; he will not fight, and will run if confronted with force. However, after years of encountering the bizarre, absurd, and dangerous in his studies, travels, and work with the Watchers, he is a brave man who is not easily frightened or overawed.

Appearance: Professor Peaslee is in his early 60s, but is still hale and healthy. He stands 5'8" tall, has salt-and-pepper hair but is bald in front, and is clean-shaven. He wears glasses and dresses in conservative tweed suits.

Professor Anthony Peaslee

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	50 kg; 1½d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
3	PD	1		Total: 3 PD
3	ED	1		Total: 3 ED
2	SPD			Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	1		



Total Characteristic Cost: 44

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Professorial Skills & Perks:

Perk: Fringe Benefit: Tenured Professor at Oxford (2)

Conversation 13- (3)

Disguise 11- (3)

Oratory 13- (3)

Persuasion 13- (3)

Scholar (3)

KS: Chinese History & Civilization 13- (2)

KS: Chinese Legends & Lore 13- (2)

KS: The Death Dragon 13- (2)

KS: Japanese History & Civilization 13- (2)

KS: Japanese Legends & Lore 13- (2)

KS: Korean History & Civilization 13- (2)

KS: Korean Legends & Lore 13- (2)

KS: Asian History & Civilization 13- (2)

KS: Asian Legends & Lore 13- (2)

KS: The Martial World 13- (2)

KS: The Academic World 13- (2)

KS: World History & Civilization 13- (2)

KS: Art History 13- (2)

Linguist (3)

Mandarin Chinese: fluent conversation (1)

English: native (0)

Cantonese Chinese: fluent conversation (1)

Hakka Chinese: fluent conversation (1)

Min Chinese: fluent conversation (1)

Wu Chinese: fluent conversation (1)

Japanese: fluent conversation (1)

Korean: fluent conversation (1)

Ainu: fluent conversation (1)

Vietnamese: fluent conversation (1)

Thai: fluent conversation (1)

Burmese: fluent conversation (1)

German: fluent conversation (1)

French: fluent conversation (1)

Dutch: fluent conversation (1)

Portuguese: fluent conversation (1)

Spanish: fluent conversation (1)

Traveler (3)

AK: China 13- (2)

AK: Japan 13- (2)

AK: Korea 13- (2)

AK: Asia 13- (2)

CK: Hong Kong 13- (2)

CK: Beijing 13- (2)

CK: Shanghai 13- (2)

CK: Guangzhou 13- (2)

CK: Tokyo 13- (2)

CK: Seoul 13- (2)

CK: Singapore 13- (2)

CK: Bangkok 13- (2)

Total Powers & Skills Cost: 89

Total Character Cost: 133

Disadvantages: 100+

Age:

Early 60s (10)

Distinctive Features:

Sprinkles his conversation with words from non-English languages (easily concealed; noticeable) (5)

Hunted by:

the Death Dragon whenever it is free, more powerful (15)

Normal Characteristic Maxima (20)

Psychological Limitation:

Professorial curiosity; yearning to know and to learn (20)

Curmudgeon (10)

Reputation:

Renowned professor of Asian Studies 14-(limited group: the Academic World) (10)

Secret Identity: is secretly a member of the

Watchers of the Dragon (15)

Note: Prof. Peaslee has 72 points unspent.

Total Disadvantage Points: 133

Tournament Guard

Notes: The Tournament Guards are mystic automatons created by Dr. Yin Wu to guard the Tournament and its cavern. They are built for strength and power, not stealth, and are nearly undefeatable in combat. They will obey the commands of any Watcher of the Dragon; unbeknownst to the other Watchers, they will always obey Dr. Wu's commands in preference to the commands of any other Watcher.

The Guards are armed with a magical *tetsubo*, a Japanese weapon similar to a large, iron-bound staff. These weapons cannot be taken from the Guards' hands.

The purpose of the Guards is to keep basic order, prevent fights from breaking out, and get rid of troublemakers. The Watchers realize that, at best, they will only be occasionally successful—after all, they people they are trying to control are the greatest warriors in the world, warriors capable of taking on the Death Dragon, so many of them are able to defeat several of the Guards easily. Nonetheless they have proven valuable in the past.

Tournament Guard

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 [8]
26	DEX	38	14-	OCV: 9/DCV: 9
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
—	EGO	—	—	ECV: —
25	PRE	15	14-	PRE Attack 5d6
0	COM	-5	9-	
15	PD	36		Total: 15 PD/ 15 rPD
15	ED	42		Total: 15 ED/ 15 rED
5	SPD	14		Phases: 3, 5, 8, 10, 12
10	REC	0		
20	END	0		
—	STUN	—		



Total Characteristic Cost: 200

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +10 Levels w/ Tetsubo (30)

Guard Powers:

Automaton: takes only BODY (60)

Tetsubo: HA +12d6 HA (36) [3+]

Power Defense: 20 points (20)

Lack of Weakness: -15 (15)

Full Life Support:

Undefeatable Eyes: Spatial Awareness (25)

Total Powers & Skills Cost: 206

Total Character Cost: 406

Disadvantages: 100+

Hunted by:

the Death Dragon whenever it is free, more powerful (15)

Psychological Limitation:

Totally obedient to Dr. Wu and to The Watchers of the Dragon (25)

Automaton Bonus (266)

Total Disadvantage Points: 406

Iron Dragon

Background/History: The man currently known as Iron Dragon (*Tetsuryu* in his native Japan) is actually the second man to bear that name.

The first Iron Dragon was a jujutsuka named Kono Akio. Kono was a vicious, spiteful young man who fell in with the *bosozoku*, or Japanese motorcycle gangs. From there it wasn't too long before he joined a yakuza gang and became part of the Miyamiji-kai yakuza "clan." Because he showed promise as a killer-for-hire, the Miyamiji-kai saw to it that he got advanced martial arts training.

Still, in a world where superhumans exist, Kono felt he needed more than just standard fighting skills. He researched the legends surrounding the martial arts, and decided that if others could study at forgotten temples in the mountains and learn *ki* powers, he could, too. He set off into the mountains of Japan, seeking one of the fabled hidden martial arts schools.

His quest proved to be an absolute failure—he couldn't find a single temple or school anywhere in the mountains. Then, to make matters worse, a freak snowstorm hit the area he was in, trapping him in bitterly cold weather. He trudged along, looking for an area with a little shelter so he could set up his tent, when he noticed another traveler—one with almost no winter clothing or equipment! In one of the few unselfish acts of his life, Kono made his way over to the man, arriving just as he collapsed in a snow bank.

Kono dragged him out, cleared off an area, set up his tent, and got a fire going. Over the next week he nursed the man, a Chinese, back to health. When he

could speak again, the man gave his name as Lín Hu, and said that he had gone to the mountains to meditate and been caught by the unexpected storm.

Kono recognized the name as that of a renowned martial arts master. Lín Hu admitted that he was, in fact, the nigh-legendary "Jade Tiger" Kono had read about. He went on to say that he owed his life to Kono and would assist him in any way he could.

This proved to be a mistake on Lín Hu's part, for the wicked Kono knew of many ways Lín Hu could assist him in his criminal career. First, he had Lín Hu train him in jujutsu until his abilities were at their peak (Lín Hu refused to teach him any "mythical" martial arts powers, stating that he was bound by prior oaths not to). Then, to Lín Hu's great shame, Kono forced him to help commit crimes. Kono soon became a favored yakuza operative, and the Miyamiji-kai provided him with a high-tech suit of armor with a draconic motif to help him fight superhumans. Kono called himself "Iron Dragon" because of the suit.

Eventually Iron Dragon left the Miyamiji-kai and went "freelance" as an enforcer, assassin, and thief. He moved to the United States, accompanied by Lín Hu, because the profits were better there. The two "partners" had a successful criminal career for several years, until a chance battle with a team of superhumans in Los Angeles split them apart forever (refer to Lín Hu's description, below, for more details). Kono was captured by the superhumans





and incarcerated. Some months later he was paroled, but before he could rejoin Lin Hu, the infamous Harbinger of Justice found him and killed him. The first suit of Iron Dragon armor disappeared, presumably destroyed by Harbinger.

Inohara 'akuji, a minor yakuza member in the United States and a practitioner of karate, knew Kono prior to his death and saw the demise of the first Iron Dragon as an opportunity. He trained hard for several months, to hone his karate abilities to their peak. He commissioned the Japanese underworld armorers that had created the first Iron Dragon armor to build him a second, improved battlesuit. When the time was right he donned the suit of armor and picked up where the first Iron Dragon had left off.

Personality/Motivation: Iron Dragon is a classic bully—he is a loud, obnoxious, arrogant swaggerer who loves to push other people around and generally make them miserable. He will threaten anyone who opposes or questions him, but when the time comes to back up his threats, he only fights if he feels he has the advantage. If he thinks he is going to be beaten, he will cheat or run away. If he believes that he can manipulate and use someone, he won't hesitate to do so; he also has no compunctions about killing.

Quote: “Did you think that the dragons of old were fearsome, round-eyes? Now an Iron Dragon stands before you, to teach you the true meaning of fear!”

Powers/Tactics: Inohara is a competent karateka who can hold his own in a fight. Not content with this, he has had a suit of armor built for him to enhance his abilities even further. The Iron Dragon armor gives him greater strength and resiliency than he would otherwise have, and provides him with several weapons, not the least of which is a mechanical tail. Iron Dragon has found that the tail is good for a surprise strike or Legsweep after an opponent is distracted by several straightforward punches and kicks.

Iron Dragon favors a strong offense over defensive tactics: he will immediately leap to the attack and begin raining blows upon his opponent. If this doesn't work he will try subtle maneuvers such as his Legsweep or *Atemi* Strike; if he is still outmatched he will flee or try to gain an advantage through underhanded means. For example, he might leap behind cover and then wait for his opponent to come after him and attack him while he is in motion.

Appearance: The Iron Dragon armor is a suit of modern high-tech battle-armor constructed with a dragon motif. The helmet is designed to resemble an Oriental dragon's head, and includes a miniaturized flamethrower that allows Iron Dragon to “breathe” flame. The suit also has claws and a tail. The armor is iron-gray in color, with some red highlights and glossy black claws.



Iron Dragon

Val	CHA	Cost	Roll	Notes
30	STR	20*	15-	1600 kg; 6d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
20	PD	12*		Total: 20 PD/ 20 rPD
20	ED	11*		Total: 20 ED/ 20 rED
6	SPD	31		Phases: 2, 4, 6, 8, 10, 12
11	REC	0*		
50	END	0		*CHA boosted by his battlesuit (OIF)
40	STUN	0*		

Total Characteristic Cost: 152

Movement: Running: 6"/12" Swimming: 2"/4"
Superleap: 26"/52"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/ Karate (9)
Combat Skill Levels: +2 Levels w/ Claws and Fire Blast (6)

Iron Dragon Armor, OIF::

Claws: HKA 1d6 (2d6 with STR), Armor Piercing, Restrainable (11) [2+]
Fire Blast: RKA 3d6, Area Effect One Hex, No Knockback, 4 Charges (24) [4c]
Boot Jets: Superleap +20" (26" forward, 13" upward) (13) [1/5"]

Tail: Extra Limb (3)

Tail Augmentation: +10 STR, Only With Tail (-1), No Figured Characteristics (-1/2) (3) [1]

Armor: Damage Resistance: 20 PD, 20 ED) (13)

Life Support: Self-Contained Breathing (7)

Infrared Vision (3)

Note: Iron Dragon's natural STR is 15, his battlesuit adds +15 STR; his natural PD is 10, the battlesuit adds +10 PD; his natural ED is 8, the battlesuit adds +12 ED; his natural REC is 8, the battlesuit adds +3 from Primary Characteristics; his natural STUN is 33.

Martial Arts—Karate (47)

Maneuver	OCV	DCV	Notes
Atemi Strike	-1	+1	3d6 NND (1)
Block	+2	+2	Block, Abort
Disarm	-1	+1	50 STR Disarm
Dodge	+0	+5	Dodge, Abort
Legsweep	+2	-1	9d6 Strike, Target Falls
Knifehand Strike	-2	+0	1d6 HKA (2d6 with STR)
Passing Strike	+1	+0	8d6 + v/5; Full Move
Punch/Snap Kick	+0	+2	10d6
Side/Spin Kick	-2	+1	12d6

+2 Damage Classes (already added in)

Use Art with Karate Weapons, In Armor

Martial Artist Skills:

Acrobatics 14- (3)
Breakfall 14- (3)
KS: Karate 11- (2)
Stealth 14- (3)
WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons (6)

Criminal Skills:

Gambling 11- (3)
Sleight Of Hand 14- (3)
Streetwise 12- (3)

Background Skills:

English: basic conversation (1)
Japanese: native (0)

Total Powers & Skills Cost: 166

Total Character Cost: 318

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Hunted by:

Superteam of GM's choice, more powerful, 11- (20)

Psychological Limitation:

Sadistic bully (20)
Casual killer (20)

Reputation:

Martial artist assassin 11- (limited group: the Martial World) (10)

Secret Identity: Inohara Takuji (15)

Villain Bonus (123)

Total Disadvantage Points: 318

The next morning, Seeker was up early. He washed and performed some stretching exercises. When the time was right he picked up his weapons and went down to the arena floor.

He was neither the first nor the last to arrive. One by one the warriors made their way to the arena floor. Seeker found Akumashibaru and stood with him, waiting for the Watchers. "Good luck, mate!" he whispered to his friend.

"And to you as well, Seeker-san," Akumashibaru replied.

Finally all the fighters were in the arena. They were extremely quiet and still, all poised expectantly for the Tournament to begin.

After what seemed like forever, the balcony doors opened and the Watchers stepped out. Again, Dr. Wu was the last. He stepped up to the rail and raised his arms dramatically. "Warriors of the world! The Watchers of the Dragon again welcome you to the Tournament of the Dragon. Let the Tournament begin!" With that he lowered his arms dramatically, and with a wooden CLACK, the five brackets above the balcony were filled with plaques containing the names of the first round's competitors.

The Tournament of the Dragon had begun!



The Tournament of the Dragon




Basic Nature of the Tournament

The Tournament of the Dragon is a single-elimination martial arts competition. It typically lasts several days, sometimes a week or more.

The Tournament is open to two classes of individuals. The first is martial artists who receive an invitation from the Watchers of the Dragon. Invitations are issued on the basis of fighting prowess, skill in a particular art, proven ability to combat mystic creatures, notoriety as a fighter, and similar grounds. Due to the high level of skill sought by the Watchers, most of the competitors tend to be superhumans or have superhuman-level training, but this is not a hard and fast rule. The Watchers are not prejudiced against any particular nationality, nor do they restrict the Tournament to only "honorable" warriors—they seek only the best warrior to defeat the Death Dragon. Thus, many of the competitors are what the PCs would describe as "villains" or mercenaries. The Watchers will not, however, allow anyone who has expressed the intent of working for or trying to free the Death Dragon to compete, for obvious reasons. For example, Iron, described earlier in this book, would not be allowed to fight in the Tournament, but his sister Gold, who is not entirely cognizant of the purposes of her masters in the Cult of the Red Banner, might be allowed to compete.

The second category of competitors is martial artists wise enough or smart enough to find the Tournament site and gain entrance. Since this requires tricking or defeating the Tournament Guards, it is rare for anyone to enter the Tournament in this fashion, but it does occur.



Rules of the Tournament

The Watchers seek only the best warrior to fight the Dragon. They do not care overmuch about how this warrior fights. Therefore, the rules covering the Tournament are remarkably few. They are:

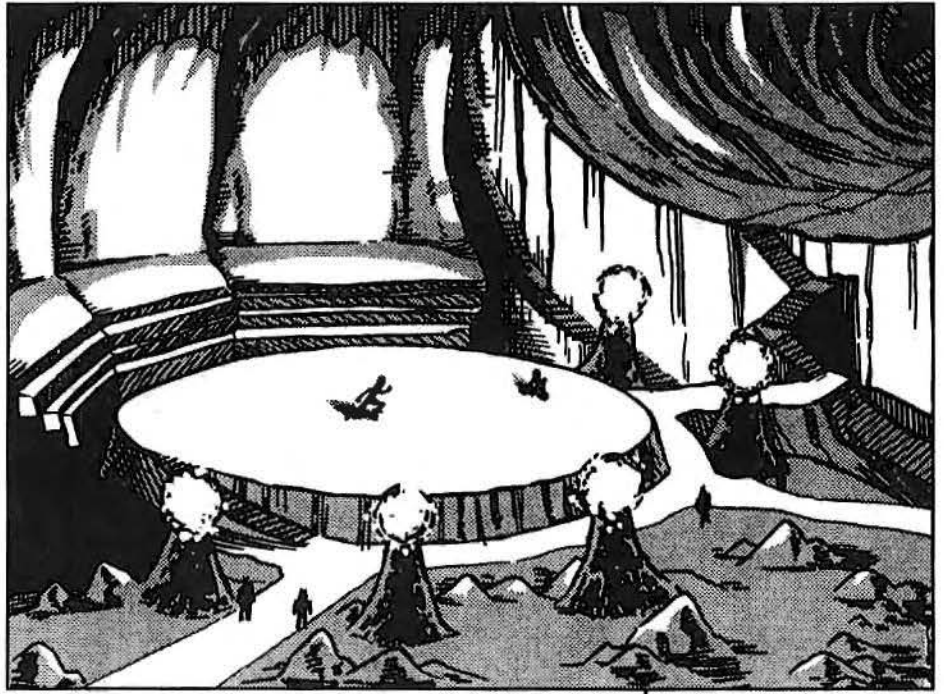
- 1) Tournament competitors or hopeful competitors may fight one another in any manner and as often as they wish outside of the Tournament. However, once they enter the Tournament site, they may not fight one another outside of scheduled matches in the Five Arenas. Any violation of this rule will be punished by expulsion from the Tournament.
- 2) Tournament competitors may use weapons if they choose, including ranged weapons, provided that said weapons are no more technologically advanced than a *chu-ko-nu*, or Chinese repeating crossbow. If a competitor's weapons break or he runs out of them, they may only be replaced by weapons brought by the competitor himself, or provided by another competitor; the Watchers will not replace them.
- 3) Tournament competitors may kill or maim their opponents if they so desire. A competitor may surrender the match by shouting "matte," and the fight must cease immediately, with the victory going to the other warrior. If a blow is delivered after "matte" is called, the offending fighter will be expelled from the Tournament (provided that he had time to stop his blow when "matte" was called).
- 4) No competitor may aid a fighter who is in one of the Five Arenas, or otherwise interfere with an ongoing match. If he does so, he will be expelled from the Tournament. If a fighter in a match is found to have encouraged someone outside the match to interfere with the fight, he, too, will be expelled.
- 5) Competitors are required to submit to reasonable requests by the Watchers to have Dr. Wu or another designated wizard read their minds. "Reasonableness" shall be defined by a majority vote of the Watchers.



6) If a competitor is incapacitated or otherwise unable to fight when his name is called for a match, he forfeits the match.

7) The Tournament is a single elimination competition. A match shall last until one of the fighters is knocked entirely out of the Arena or is unable to fight for any reason. The competitors for each match are chosen at random by the Watchers. The arenas for each of the first five matches are chosen at random; the arenas for later matches are whichever arena is available when the match is called (in the event two matches finish simultaneously, the Watchers shall choose which of the next two matches go to which arena at random). Matches shall be chosen and fought until only one fighter remains undefeated. Each match will be overseen and refereed by one of the Watchers of the Dragon.

8) If the *Zhànshì*, or Champion, of the Tournament is for any reason unable to fight the Death Dragon, the Watchers shall select the second-place fighter. If he is unable to fight, they shall select the third-place fighter, and so on until they find a suitable fighter to meet the Dragon. The Watchers may, if they wish, override this rule and choose any other competitor whom they feel is most worthy to face the Death Dragon.



The Water Arena

The Water Arena is a 5" wide, 16" long stream of water which varies from ¼" to ½" deep. The ends of the stream are bounded by the walls of the cavern; the sloping banks of the stream are rock and soil approximately 2" tall. The Water Arena is intended to test a fighter's endurance and perseverance.



The Five Arenas

Tournament matches are fought in the Five Arenas. Each Arena is based on one of the five elements of Chinese alchemy, and tests one or more virtues important for the Champion of the Tournament to possess.

The Earth Arena

The Earth Arena is a flat earthen fighting circle which is 16" in diameter. It is intended to test pure fighting skill.

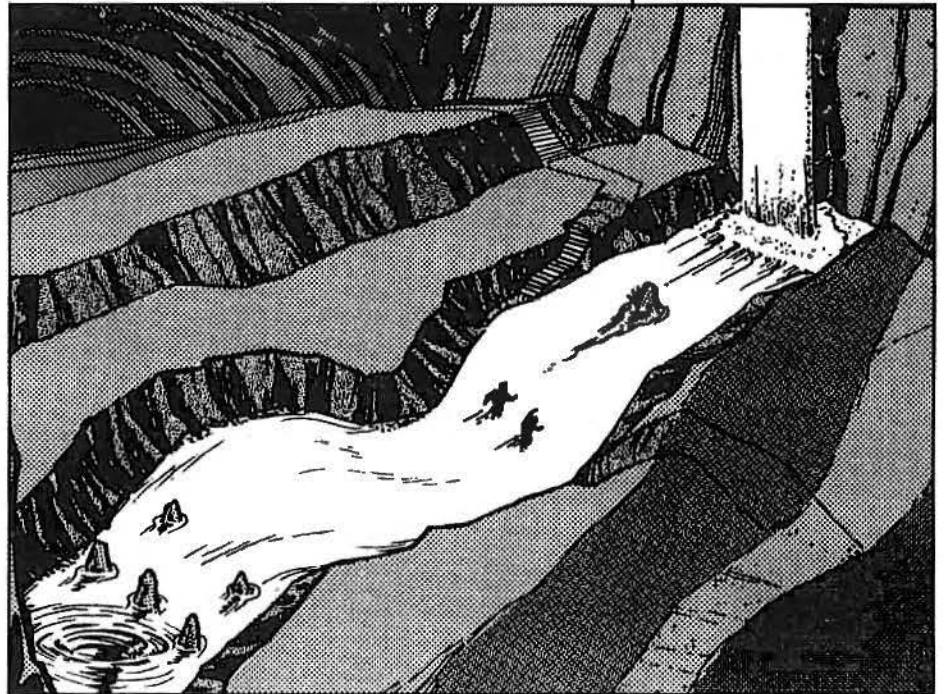
Modifiers:

Acrobatics -0, Breakfall -0.

Environmental Conditions:

None.

Entering the Arena: The two fighters approach from opposite sides (usually north and south) and step into the Arena at the same time, as indicated by the Watcher.





Modifiers:

Acrobatics -2, Breakfall -2, -2 DCV roll unless Breakfall roll is made; also, refer to *The Ultimate Martial Artist*, page 191, for further notes on fighting in water. Characters who do not have Breakfall will automatically be at -2 DCV and have to make a DEX Roll at -5 to keep their footing (see below).

Environmental Conditions:

Characters must make a Breakfall roll every Phase to keep their feet (and prevent the -2 DCV penalty). If they fall they are affected as if Thrown (i.e., they take 3d6 damage and automatically lose the first action if they share the next Phase with their opponent). The water flows swiftly—for every Segment a character is not on his feet, he will float 1" downstream. Characters deliberately moving downstream may add 1" to their Running.

Entering the Arena: The two fighters go to either end of the stream (north and south) and enter from the western side of the stream. Since starting in the north is slightly advantageous, the Watcher refereeing the match will choose which fighter starts there in a random fashion.

The Fire Arena

The Fire Arena is a 16" diameter pool of some lava-like substance. Here and there throughout the pool are rocks which are safe to stand on. The Fire Arena is intended to test a fighter's stamina and ability to resist pain.

Modifiers:

Outside of the flames, Acrobatics -0, Breakfall -0. In the flames, Acrobatics -2, Breakfall -2.

Environmental Conditions:

When the characters move from rock to rock, they must make an unmodified to-hit roll to successfully land on the rock.

For every Phase a character spends fighting in this Arena, he suffers a 1d6 STUN and END Drain, due to the extreme heat, unless he has LS: Immune To Extreme Heat/Cold. If a character is knocked into the flames or falls into them, he takes 1 ½d6 KA for every Phase he remains in them. (This damage is subject to appropriate defenses, but ordinary resistant ED will not normally suffice to protect a warrior; defenses specifically against heat or flame are usually necessary. Willpower-based Damage Reduction will reduce the STUN damage from the flames.)

Entering the Arena: The two fighters approach from opposite sides (usually north and south) and jump onto one of the rocks in the flames at the same time, as indicated by the Watcher.

The Metal Arena

The Metal Arena is a large sheet of metal, 16" in diameter, supported by about a dozen wooden pilings. The metal sheet has been covered with oil, making it difficult to keep one's footing. The Metal Arena tests a character's balance.

Modifiers:

Acrobatics -2, Breakfall -0 to avoid damage from being thrown, -3 to move without falling.

Environmental Conditions:

Characters must make a Breakfall roll at -3 whenever they move or make an attack. If they fall they are affected as if Thrown (i.e., they take 5d6 damage and automatically lose the first action if they share the next Phase with their opponent).

Entering the Arena: The two fighters approach from opposite sides (usually north and south) and jump up onto the Arena at the same time, as indicated by the Watcher (landing on their feet requires a Breakfall roll, of course).

The Wood Arena

The Wood Arena is perhaps the most unusual of all. It consists of a series of Chinese spirit bridges over a depression filled with logs, stumps, and blocks of wood. In China, it is believed that certain malevolent spirits can only walk in straight lines. Therefore in some places crooked bridges are built, with railings missing at the crooks, so that a man can cross the bridge while a spirit will have to walk straight and fall into the water. The Wood Arena tests a character's ability to adapt to unusual and confining conditions.

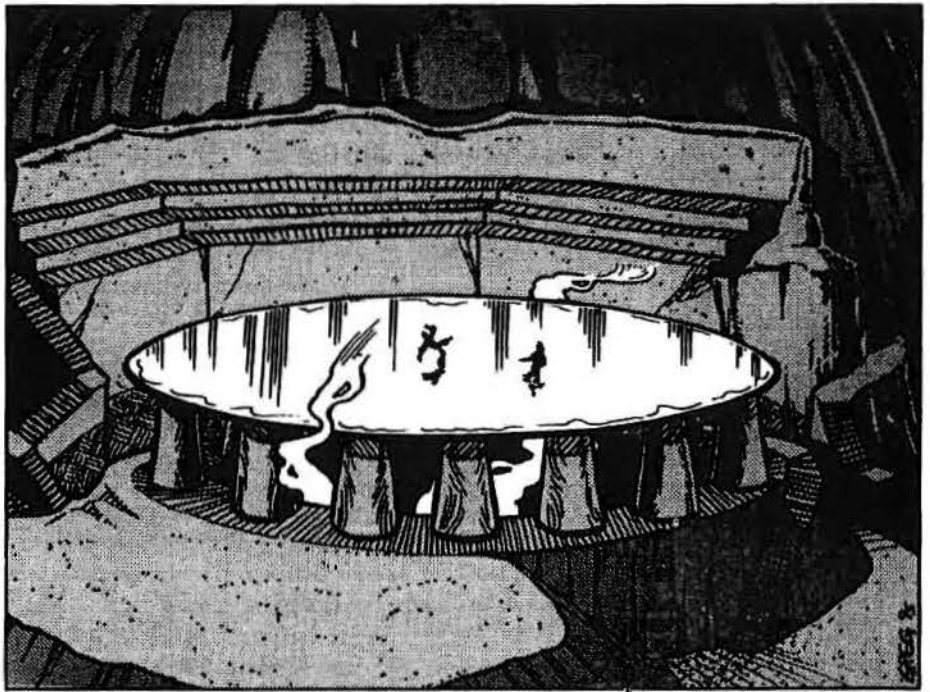
Modifiers:

On the bridges, Acrobatics -2, Breakfall -1; when falling to the ground, Acrobatics -1, Breakfall -3.

Environmental Conditions:

The bridges and rails are DEF 3, BODY 3. They are a relatively normal, if cramped, place to fight. 3" below them, however, is a pit filled with old logs and branches and the like. If a character falls or is thrown into this area, there is a 2 in 6 chance that he will be impaled on a sharp piece of wood for $\frac{1}{2}d6$ KA. If the character makes a Breakfall roll (at the specified -3 penalty), he can avoid this damage.

Entering the Arena: One fighter approaches from the south and enters via the bridge on the left side of the map. The other approaches from the north and enters from the bridge on the right side of the map (this is to the fighter's left, however). They step onto the bridges at the same time, as indicated by the Watcher.



Winning the Tournament; Fighting the Death Dragon

As described above, the winner of the Tournament is the last undefeated fighter. He receives the title of *Zhànshì*, or "Champion." Defeated fighters are, of course, free to stay and watch the rest of the competition. The entire Tournament will usually take several days, due to the number of competitors and their skill (which sometimes makes matches last an extremely long time).

The winner of the Tournament will be honored in a special ceremony which takes place the day after his victory. As a "trophy," the Watchers award him a specially cast and engraved sword. He is entitled to automatic admission to all future Tournaments, and may even be chosen to become a member of the Watchers, if this is deemed appropriate and the winner so desires.

After the ceremony, the Champion must fight the Death Dragon and attempt to re-imprison it. The fight takes place in a chamber which is reached by a sealed secret door in the main arena cavern.

The Champion is not expected to face the Death Dragon without some assistance, however. As part of the victory ceremony, the Watchers provide the following forms of help:

the Champion is given several holy amulets and talismans, which trigger the Death Dragon's Susceptibility to holy objects.

the Watchers cast a spell on the Champion which provides him with the following abilities:

- 5d6 Luck
- +6 Lightning Reflexes with all attacks
- +2 Damage Classes for martial arts maneuvers
- +2 DCV
- +50 END and +10 REC
- +30 STUN

The fight against the Death Dragon can last a long time, possibly even days. If the Death Dragon triumphs, it will kill the Champion and be freed to work its evil upon the Earth.

If the Champion wins, not only is the Dragon re-imprisoned for the next 60 years, but the Champion himself receives the blessing of the gods. This takes the form of the following benefits, which should be paid for by the Experience Points earned for winning the Tournament (i.e., the Champion earns exactly enough Experience Points for winning the Tournament and defeating the Death Dragon that he needs to pay for these abilities):

The Blessing of the Gods: 2d6 Luck (or +2d6 Luck, if the character already has some dice of Luck) (10 points)

The Blessing of the Watchers: one Favor from the Watchers of the Dragon (1 point)

The Blessing of Prosperity: 5 of Money (5 points)



The Blessing of Longevity: while the character will not become immortal, he will have an extremely long and healthy life. This can be considered the equivalent of 2 points of Life Support (2 points)

The Blessing of Victory: the character's home country becomes the pre-eminent nation in the world for the next 60 years. This is a plot device which the GM must adjudicate as he sees fit. If the character could be considered to have more than one nationality (for example, a person of Chinese descent born in America), the character may choose which nation is to benefit.

Thus, winning the Tournament is worth 18 Experience Points.



The Death Dragon

Background/History: Dark and ancient legends speak of the *Szé Lóng*, the Death Dragon, a being of pure evil. It is said that it has existed since before the universe was created, and that after P'an Ku created the Earth, the Death Dragon looked down upon it and saw it as a plaything, and the men later created by the goddess Nu Kua as its cattle. Fortunately for mankind, the Death Dragon, in its immense pride, was tricked by a group of wizards and imprisoned, but only for a single cycle of 60 years. At the conclusion of that cycle, a champion was chosen to face the Dragon—they dared not face it as a group, for if they did, the Dragon would merely grow stronger as they fought it. The champion defeated the Dragon, and it remained imprisoned for another 60 years. Soon the group of wizards began calling itself the Watchers of the Dragon, and created the Tournament of the Dragon to choose the champion who would fight for them. On most occasions, the champion has defeated the Dragon; in those times when the Dragon triumphed, it was freed for the coming cycle, and the world experienced an age of darkness and despair.

So much the legends tell us. The truth, if truth it be, is perhaps even more startling. Learned wizards tell us that the Death Dragon is but an earthly manifestation of a terrifying creature known as *the* Dragon, who exists in the collective unconsciousness of mankind as the ultimate power of Evil on Earth. The Dragon “resides,” if you will, on the Astral Plane, where it is held chained; only in the guise of the Death Dragon can it embody itself on Earth to wreak havoc. Being part of humanity’s collective unconscious, the Dragon, and its pale shadow the Death Dragon, cannot be destroyed: such an action would drive all of mankind mad. But it can be imprisoned, and thus so can the Death Dragon. It is only because the Death Dragon possesses the merest sliver of the Dragon’s actual power that it can be free on Earth without rendering all humanity insane and the planet a wasteland.

The chains binding both the Dragon and the Death Dragon are forged not of steel, but of all that makes humanity great: faith, courage, pride, discipline, honor, bravery, valor, willpower. Thus it is that a martial artist, who often embodies all of these virtues, is so ideally suited to keeping the Death Dragon imprisoned. Through the mechanism of the Tournament of the Dragon, a tiny fraction of Earth’s populace has helped to keep the rest of the world safe from something that could destroy them all with the merest flick of its mind.

(For more information on the Dragon, its servants, and its creatures, please refer to *The Ultimate Supermage*, by Dean Shomshak.)

Personality/Motivation: The Dragon is the supreme embodiment of earthly Evil, and its “reflection,” the Death Dragon, is similarly motivated. When imprisoned, all it thinks of are ways to free itself, revenge itself on its captors, or cause what little havoc it can. As the time of the Tournament approaches, the Death Dragon tends to have the power to “rattle its chains” a little and affect the material world in slight ways—but sometimes even a slight effect can have devastating consequences, as when a tiny jolt of the Death Dragon’s power finally freed the thing now known as Li Chun the Destroyer. When the Death Dragon is free, its every action, be they subtle or overt, is designed to cause as much suffering, misery, and agony as possible.

Quote: None.

Powers/Tactics: Even though it is but a pale shadow of the Dragon, the Death Dragon is immensely powerful. Its bite and claws can kill the strongest man with the merest touch. It is only semi-corporeal, however, and its spirit body renders it virtually invulnerable to harm; furthermore, it is fully invulnerable to any attacks involving weapons more technologically advanced than a *chu-ko-nu*, or Chinese repeating crossbow. This fact is known to the Watchers, who for this reason forbid the use of such weapons in the Tournament.

The Watchers are also aware that holy objects and weapons affect the Death Dragon by their mere presence, and so they equip the Tournament’s champion with holy talismans. However, one important fact that the Watchers do *not* know is that the Death Dragon is especially vulnerable to attacks made by those who are “pure of heart.” Exactly who qualifies for this is up to the GM; most martial artist heroes will qualify, while mercenary-type characters or villains rarely will. Unfortunately, because the Watchers are unaware of this fact, they impose no test of virtue on the competitors of the Tournament.

A final power that the Death Dragon possesses, one of which the Watchers are aware, is that it grows more powerful the more foes that face it at a single time. If it faces but a single foe, it gains nothing. But for every foe after the first who attack it at once, it can Transfer 1d6 from all of the Characteristics possessed by each of the foes attacking it! This Transfer increases to a maximum of 10d6 and 11 foes; any additional foes simply suffer a 10d6 Transfer as well. This is why the Watchers dare not mount a group attack against the Dragon.

Appearance: The Death Dragon, or Great Dragon of the North as the Chinese sometimes call it, is an immensely long, black, spectral dragon. At the center of its breast is its heart, an area so dark and full of evil that it makes the rest of its body pale by comparison. Its fangs and certain other features are set off by a vile greenish glow.





The Death Dragon

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
40	PRE	30	17-	PRE Attack 8d6
4	COM	-3	10-	
30	PD	24		Total: 30 PD/ 30 rPD
30	ED	24		Total: 30 ED/ 30 rED
7	SPD	30		Pha: 2, 4, 6, 7, 9, 11, 12
15	REC	6		
60	END	0		
80	STUN	30		

Total Characteristic Cost: 331

Movement: Running: 6"/12" Swimming: 2"/4"

Powers & Skills:

Death Dragon Attacks:

- Multipower (60 pt pool) (60)
 - u - The Jaws That Rend The Soul: Drain 6d6 BODY (60/6) [6]
 - u - The Claws That Rend The Heart: 2d6 HKA (3d6 with STR), +2 STUN Multiple (+1) (60/6) [6+]
 - u - The Eyes That Burn The Mind: Ego Attack 6d6, Victim Must Meet Dragon's Gaze (-1/2) (60/6)
 - u - The Voice That Steals The Will: Mind Control 12d6 (60/6) [6]

Stealing the Breath: Transfer 10d6, all of opponent's characteristics to Death Dragon's BODY Drain (+2), 0 END, Ranged, Area Effect (15" radius,), Only 1d6 Transfer Per Opponent Over 1 Faced At One Time (-1) (375) [0]

Death Dragon Powers:

Size: Growth (45 points' worth), 0 END, Persistent, Always On, No Bonus Characteristics Or Increased Mass (-1/2): -9" KB, -6 DCV, +6 PER Rolls to against Death Dragon, 16m (8") high, 8m (4") wide, x8 reach (45) [0]

Spirit Body: Hardened 30 PD, 30 ED (15)

Spirit Body: Damage Resistance: 30 PD, 30 ED, Hardened (37)

Spirit Body: 25% Damage Reduction, physical and energy, resistant; Does Not Work Against "Affects Desolidified" Attacks (-1/4) (24)

Spirit Body: +50% Damage Reduction (75% total), physical and energy, resistant; Does Not Work Against Those Who Are Pure Of Heart (-1/2) (60)

Spirit Body: Armor: +20 PD, +20 ED, Only Works Against Technological Attacks (-1/2)(40)

Power Defense: 20 points (20)

Mental Defense: 20 points (14)

Flash Defense: Sight (5) and Hearing (5) (10)

Full Life Support

The Wisdom of the Dragon: Spatial Awareness(25)

Death Dragon Talents:

Defense Maneuver: full—no attack is considered to be "from behind;" Multiple Attacker Bonuses are eliminated even as to attackers the Death Dragon cannot sense; 0-Phase action (10)

Total Powers & Skills Cost: 862

Total Character Cost: 1193

Disadvantages: 100+

Distinctive Features:

Aura of utter evil (not concealable; major reaction) (25)

Hunted by:

the Watchers of the Dragon and their minions, as powerful, NCI, 14- (25)

Physical Limitation:

Is bound by the spells of the Watchers of the Dragon and governed by the restrictions thereof (25)

Psychological Limitation:

Utterly evil (25)

Hatred of the Watchers of the Dragon (25)

Reputation:

Death Dragon 14- (limited group: some members of the Martial World and some mystics) (15)

Susceptibility:

To holy objects or items, takes 1d6 per Turn (20)

Vulnerability:

2x STUN from attacks by the pure of heart (30)

2x BODY from attacks by the pure of heart (30)

Villain Bonus (873)

Total Disadvantage Points: 1193



Appendices

Appendix One: Running *Watchers of the Dragon* as an Epic Scenario in your Campaign

Although *Watchers of the Dragon* is intended to be a type of *Enemies* book and not a scenario, the fictional backdrop against which the characters have been presented can easily be turned into a scenario by the GM. All he needs to do is take the encounters described in the chapters of this book and turn them into mini-scenarios that can be used as “opening scenes” or solo adventures for martial artist characters.

In a campaign which features more than one martial artist PC, the GM should try to spread Tournament-related events around among the martial artist characters, so that everyone shares equally in the adventure. This may require making up a few more mini-scenarios, but that shouldn't be very difficult—after all, not only are there plenty of hot-blooded martial artists ready to attack the PCs, but with the Death Dragon throwing off little bits of mystic energy here and there as it strains against its chains, who knows what menaces could come to life? In some cases, the GM may even allow non-martial artists to get involved in one of the mini-scenarios; a non-martial artist character will then have to consult a martial artist PC or NPC about what's going on.

In an ongoing campaign, the GM will have the chance to build up to the Tournament more than is possible in this book. Seeker's exposure to and investigation of the Tournament had to be compressed a little to heighten dramatic tension. In a campaign, one martial arts encounter every few weeks for, say, six months or a year prior to the point where entire Tournament-related scenarios are run will provide plenty of drama and foreshadowing.

Running The Tournament

The basic information needed to run the Tournament—rules, arena maps, and so forth—is provided in Chapter Fifteen. In order to run it as a scenario, GMs only need a few additional tools.

First, they need a sufficient supply of competitors. Between the characters in this book, martial artists in other Hero Games publications, and characters from the GM's own campaign, there should be plenty of fighters ready and willing to participate. Should the GM need more, a quick and easy way to come up with them is to change the name and costume of one of the characters in this (or any other) book but use the same game statistics. Clever use of the generic character write-ups found below can also help.

Second, the GM needs a way to randomly choose the matches. This can best be accomplished simply by listing all the competitors and figuring out a way to choose them randomly by rolling dice—dig out those old d20s and d10s from when you used to play those *other* games and use them if you have to. Cross off each competitor as he is chosen, and don't choose any of the winners again until everyone in the list has been chosen at least once. Then make a new list of the winners and start the process over again.

The GM should decide in advance whether he wants to actually play out every match, or just the matches that PCs are in. The former option is more fun, but of course takes a lot longer. The GM simply gets two players to take the parts of the fighters and runs the match as normal. Of course, the other significant drawback to this method is that the GM needs to have a write-up of every competitor ready to hand out to the players. One way to minimize the work involved for the GM is to have each player come to the game with 3-6 characters to play in addition to their standard PC. The point levels of these “walk-on” characters should be chosen by the GM; it is suggested that they vary (for example, each player might be told to bring one 200-point, one 300-point, and one 400-point martial artist).

GMs should not run the Tournament if doing so is likely to upset the players or cause more rancor than fun. Not every player is interested in taking on his friends in one-on-one duels; particularly when favorite PCs are involved, this sort of match-up can become bitter and lead to bad feelings. Make sure



that all players are willing to participate and understand that it's all in good fun before you make them participate in the Tournament.

Third, the GM needs a way to randomly choose which arena each match is fought in. A simple die roll should suffice.



Appendix Two: Subplots

As the reader is aware by now, not every episode presented in the main text of this book has been entirely resolved. This is intentional: it gives each GM a way to “personalize” *Watchers Of The Dragon* to his own campaign if he so desires. This section will discuss each subplot briefly and explain what's going on.

The Man With The Black Eyepatch

The identity of the man with the black eyepatch is a mystery that each GM must solve for himself. But his actions are plain enough—he is attempting to, and in fact finally does, discover the ruins of Yengtao Temple (refer to *The Ultimate Martial Artist*, pages 238-243).

The man with the black eyepatch did not accomplish this feat alone. He and the others who work for his masters have been looking for clues to the location of the ruins for years. When he finally found all the pieces of the puzzle, he enlisted the help of several prominent historians, mythographers, and archaeologists, and then faked their “kidnappings” to ensure that no one would figure out what they were doing.

The man in the black eyepatch's purposes in doing this are decidedly evil—his masters wish to harness the powers of Yengtao for themselves and create a new Yengtao Temple for use as a “training ground” for their minions. It's up to the player characters to find out about this, put a stop to it, and, hopefully, found a new Yengtao Temple dedicated to the ideals the original Temple was dedicated to: honor, truth, justice, and courage. However, the GM should be careful not to allow the PCs access to all of Yengtao's wisdom during the course of running this subplot as a scenario—make sure that they cannot translate the scrolls, or that they help put the Temple on the road to recovery but do not actually participate in its rebuilding and revitalization. (Jade Tiger, for example, would be an ideal figure to oversee this process—and he comprehends full well that most men, even most heroes, should not be made privy to all of Yengtao's secrets.) Give each of them a Yengtao maneuver or two as a reward, if you like—that would be fair—but don't go overboard.

Who or what group is the master of the man in the black eyepatch? This is left up to the GM. Possible answers include: Dr. Yin Wu, the Cult of the Red Banner, the C.I.A. or some other espionage agency, a Chinese Triad or tong or a yakuza clan, or Emperor Crane.

The man with the black eyepatch is himself a highly skilled martial artist, capable of taking on someone of Seeker's caliber and giving him a tough fight.

The Jade Mirror Of Transcendence

Dr. Wu's Jade Mirror of Transcendence is a magical item of immense power. It has the ability to remake the entire world into medieval China—technology will no longer work, Chinese-style magic will reign supreme, and the vast bulk of humanity will be reduced to serfdom or worse. As the most powerful Chinese sorcerer in the world, Dr. Wu would then rule the planet.

Although in the text of this book the Four Sons of the Dragon are reasonably close to finding the main components of the Mirror, this is not the end of the story. First, the GM can turn back the clock and make the acquisition of each component a scenario—just make sure that the Four Sons succeed in obtaining them, or else the whole scenario falls apart too early. Even after they have the components, Dr. Wu will require some months to create the Mirror and then cast the spell. In fact, the spell can only be cast at a particular place (the intersection of many powerful *feng shui*) and on a particular night, when the stars are right, so the PCs may be able to figure this out and stage a final, climactic battle with him and his minions while he tries to complete the spell.

It Takes Two To Tengu

The episode with the tengu and the ninja garbed in red in Chapter Seven harks back to Seeker's past. For many years, the Red Band of the Nohoda clan has been trying to kill Seeker, because his mentor, Mr. Edo, betrayed them back in World War II. Their most recent plot was to have one of their wizards conjure up an evil tengu and send it after Seeker to attack him when he was most vulnerable. However, one member of the Red Band disagreed with this decision for some reason, fled the Band's secret encampment, and tried to get to Seeker to warn him. The tengu intercepted him and prevented him from delivering his message, but was in turn slain by Seeker. However, the Red Band is patient, and will no doubt make another attempt on Seeker's life when the opportunity presents itself.

Why one member of the Red Band turned on them and tried to warn Seeker is a question the GM must answer. Perhaps he is secretly a descendant of Mr. Edo's, and feels loyalty to his ancestor's only student. Perhaps he was a "plant" from some law-abiding group who decided that maintaining his cover wasn't as important as trying to save Seeker's life. Perhaps he is just an extremely honorable man. Discovering who the man was and why he did what he did could be an adventure in itself!

The Lost Scroll

Seeker (or whoever substitutes for him if you run the events in this book as a scenario) needs to find the scroll that Dr. Wu loaned him, and *fast*. After the Tournament ends, Dr. Wu will not wait very long before asking for it, and if it is not promptly returned, his retribution will be severe—and an honorable character will simply have to sit there and take it, since he promised on his honor to return the scroll unharmed. This is an opportunity for the GM to run an "Indiana Jones"-style mystery in which the scroll is tracked all over the globe and narrowly avoids being destroyed or damaged by one peril after another.

Who took the scroll? Well, now, that would be telling. The GM should try to make it an arch-enemy of the character who borrowed it (where Seeker is concerned, the Red Band, Green Dragon, or the Cult of the Red Banner are all good bets).

Dragonmaster

Although Dragonmaster (*Classic Enemies*, page 56) does not appear in this book, he would certainly be invited to the Tournament of the Dragon. Of more importance to the GM for an ongoing campaign is Dragonmaster's crusade to overthrow the government of the People's Republic of China. To this end, information on Dragonmaster's old comrades, the Tiger Squad, has been provided in this book. GMs can take this tiny plot thread and weave from it whatever they wish.



Appendix Three: Oriental Names

This Appendix includes lists of Oriental names, by culture and gender, to assist players in naming their characters.

Author's note: These lists have been assembled from various sources, including political almanacs, dictionaries, and the like. Readers are referred to similar sources if they would like to do further research on Oriental names. Unfortunately, there are few if any reference works on this subject; the author has done his best to determine how these names are written and what rules govern them from the sources available to him.

Chinese Names

With Chinese names, the family name goes first and the given name second. "Jim Smith" in the U.S. would be "Smith Jim" in China.

Personal names usually have great import to the Chinese. Often a name which deprecates the child is chosen, to make the child seem undesirable to evilspirits and other malevolent creatures. As someone goes through life, new names may be added to commemorate important events or occurrences (such as getting married, a new job, starting or graduating school, and so forth).

Family Names:

Áo, Ba, Bào, Cài, Cáo, Chan, Chang, Chao, Che, Chen, Cheng, Chiang, Chin, Chou, Chow, Chu, Chung, Cong, Deng, Fan, Fán, Fang, Féng, Fok, Fong, Fù, Gài, Gān, Gao, Gào, Gòng, Gōng, Gu, Guàn, Guān, Guì, Guó, Hoi, Han, Hán, Háng, Hao, Hè, Ho, Hou, Hóu, Hsiao, Hsu, Hu, Hú, Hù, Hua, Huà, Huā, Huán, Huàn, Huang, Huáng, Huángfu, Hui, Huì, I, Jí, Jì, Jǐ, Jiú, Jianbua, Jiang, Jǐng, Ju, King, Kōng, Kai, Kuàng, Kuāng, Kuí, Kun, Kwan, Lai, Lài, Lan, Lán, Lang, Lang, Lao, Lei, Léi, Leng, Leung, Lì (Lee), Lí, Lì, Lǐ, Lián, Liang, Liáng, Liào, Lín, Lìn, Líng, Liu, Liú, Lo, Lóng, Lóu, Lu, Lú, Lù, Lǚ, Luán, Luó, Luò, Ma, Mài, Mak, Mao, Máo, Méi, Méi, Mén, Mèn, Mèng, Mèng, Miáo, Miào, Miào, Mín, Míng, Mò, Mòqí, Mù, Mùróng, Nā, Ní, Nián, Niè, Niè, Nìng, Nìng, Niú, Ou, Ouyáng, Pak, Pán, Pān, Páng, Pei, Péi, Péng, Qí, Qí, Qian, Qiáo, Qín, Qìng, Qiu, Qiú, Quán, Ran, Rén, Rong, Ruan, Rui, Sà, Sau-Ki, Shàn, Shàng, Shāng, Shàngguān, Shào, Shé, Shen, Shǐ, Shih, Shih, Shiu, Shòu, Shu, Shuǐ, Siju, Song, Song, Su, Sù, Suí, Sun, Sun, Suǒ, Tah, Tái, Tan, Tán, Tang, Táng, Tāng, Teng, Téng, Tí, Tián, Tie, Tieh, Tong, Tóng, Tsai, Wa, Wàn, Wang, Wáng, Wei, Wéi, Wén, Weng, Wong, Wu, Xí, Xià, Xiàng, Xiānyú, Xiāo, Xie, Xiè, Xíng, Xiu, Xu, Xú,



Xún, Yán, Yàn, Yān, Yang, Yáo, Yè, Yeh, Yi, Yin, Yin, Ying, Yíng, Yip, Yóu, Yu, Yú, Yù, Yuan, Yuán, Yùchí, Yuè, Yuen, Yun, Yún, Yùn, Zāng, Zeng, Zhā, Zhái, Zhàn, Zhān, Zhang, Zhangsun, Zhào, Zhan, Zheng, Zhèng, Zhòng, Zhong, Zhoun, Zhou, Zhu, Zhuāng, Zhugé, Zhuo, Zong, Zou.

Male Given Names:

An, Angúo, Baio, Bang, Chao-hui, Cheh, Chen, Cheung, Chi, Chia-cheng, Chia-liang, Chih, Cho, Chung, Daquan, Dé-lì, Deng, Déshì, Déwei, Dingbang, Dou, Enlai, Fai, Fei, Feng, Fu, Fung-lung, Gan, Gangsheng, Gong, Gongquan, Gungwu, Guofeng, Guoquiang, Guotin, Guoxi, Haifeng, Hing, Hing-keung, Ho, Hong, Hop, Hou, Hsaiohsien, Hu, Huailiang, Huang-fu, Huei-Ho, Hulin, Hung, Jaw-long, Jianguang, Jian-Guo, Jianyang, Jin, Jingquan, Jingrong, Jingsheng, Jinxi, Jizhong, Jun, Juntao, Keung, Kien, Kong, Kuang, Kuan-tai, Kung, Kungzheng, Kwan, Lanqing, Li, Lì, Liang, Liàng, Liangde, Lieh, Liko, Long-Xiang, Loo, Lok, Lung, Man, Manchu, Ming, Ming-hóá, Ming-tun, Nan, Ning, On, Park, Peng, Qichen, Qiuping, Qiu-Yue, Qung-Fa, Quon, Rongji, Runming, Shangkun, Shàoqiáng, Shen, Sheng, Shilín, Shing, Shiping, Shiyu, Shizhen, Shoi-ming, Shude, Shu-sai-chong, Siguang, Song, Songhe, Sueh-yén, Sying, Sze, Tai-Sheng, Tan, Tao, Te, Tsun-chùng, Tung, Wang, Wei, Weiqian, Weiqiang, Wing, Woo, Wu, Xiaopeng, Xiaoping, Xiaotao, Xiaoxuan, Xiaoyauin, Xinling, Xiu-Fang, Xun, Yang, Yifu, Yin, Yiquan, Yiren, Yixiao, Yong, Youming, Yu, Yuejei, Yun, Yun-Fat, Yuwei, Zemin, Zhang, Zhao, Zhìhuán, Zhiqiang, Zhiqing, Zhixin, Zhìyuan, Zhongli, Zhu, Zi, Zuang.

Female Given Names:

Ah Cy, Ah Kum, Ah Lam, An, Bik, Bo, Chaoxing, Chen, Chin, Chow, Chu-hua, Chun, Chyou, Da-chun, Dai-tai, Da-xia, Ding, Eu-fùnh, Eu-meh, Fang, Far, Fung, Guan-yin, Guixian, Haixia, Howin, Hseuh, Hu, Hua, Hui, Hùifang, Hwei-ru, Jiahui, Jiani, Jianping, Jihong, Jing-wei, Juefeng, Juijuan, Jun, Kuai-hùá, Kue-ching, Kwong, Lan, Lee, Lian, Lien, Lien-hua, Lì-húá, Lihwa, Lijuan, Lin, Ling, Lingjuan, Lingling, Linwei, Liping, Lìxúé, Mao, Méh-è, Méh-fùnh, Mei, Mei-Chun, Meiyíng, Meizhu, Min, Ming-húá, Mingxing, Mu-lan, Mutan, Nuwa, Peihsi, Peijun, Peipei, Ping, Qiànrú, Qing, Qiurui, Qun, Rongfang, Rúfen, Sheu-fùnh, Syà, Sying, Szu, Tao, Tè, Tse, Tu, Ushi, Weihong, Xiaobo, Xiaojun, Xiaolan, Xiaoquin, Xiaotian, Xilan, Xingjiang, Xiulan, Xiu-mei, Xiumin, Xuedi, Yan, Yáng, Yanhong, Yanjun, Yet-kwai, Yín, Ying, Yong, Yow, Yuefang, Yuèhai, Yuèqín, Yuet, Yujun, Yuk, Yuke, Yumei, Yüying, Yüzhen, Yuzhu, Zhen.

Americanized Given Names: Often, Americanized Chinese will have a traditional Chinese given name but also adopt a Western given name for use among westerners. A woman who is Shih Tse to the Chinese might be Sandra Shih to the Americans.

Japanese Names

Japanese names are presented with family name first, given name last. However, because of Western influences in modern Japan, many Japanese now write their names in the Western fashion (given name first, family name last).

Family Names:

Abukawa, Aburakoji, Adachi, Aihara, Akada, Akashi, Akimoto, Akusawa, Akutagawa, Anekoji, Ankokuji, Ano, Aoki, Aonuma, Arakida, Arima, Asahina, Asaka, Asako, Asakura, Asaoka, Asayama, Ashiya, Atarashi, Awataguchi, Ayakoji, Baba, Ban, Bannen, Bessho, Bojo, Chiba, Chibanosuke, Chikusa, Cho, Choichi, Chosogabo, Daidoji, Daigo, Dan, Dei, Demura, Doi, Ebara, Edo, Egami, Endo, Emi, Emori, Endo, Fuji, Fujibayashi, Fujimoto, Fujimura, Fujikawa, Fujisawa, Fukami, Fukatsu, Fukawa, Fukazawa, Fukuchi, Fukunaka, Funakoshi, Furue, Furukawa, Furusaka, Fuse, Fuseya, Fushiki, Futamatsu, Futami, Futoshi, Gama, Gamo, Gojo, Gomi, Goto, Gushiken, Hachisuga, Hagiwara, Hama, Hamada, Hamuro, Hanagata, Hanazono, Handa, Hane, Hara, Harada, Hase, Hasegawa, Hashimoto, Hatakeyama, Hattori, Hayashi, Hayashida, Hayata, Hayuka, Henmi, Hida, Higshirokujo, Higuchi, Hikata, Hino, Hinonishi, Hioki, Hirai, Hirano, Hirata, Hirayama, Hiro, Hirose, Hisamatsu, Hisatomo, Hitomi, Hitotsuyanagi, Hoho, Hoki, Hongo, Honme, Hori, Horiuchi, Hoshino, Hosoi, Hosokawa, Hotta, Iba, Ichihashi, Ichino, Ichiyangi, Ide, Ido, Igarashi, Iida, Iimuro, Iizuka, Ijichi, Ikeda, Ikoma, Imagawa, Ina, Ino, Inohara, Inokuma, Inoue, Iriye, Isawa, Ise, Ishida, Ishigaya, Ishimaki, Isobe, Itagaki, Itazaki, Ito, Iwahara, Iwakura, Iwano, Iwata, Iyohara, Izeki, Jikoji, Jimyoin, Jinbo, Kabeyama, Kadono, Kainsho, Kagabu, Kagawa, Kaji, Kajino, Kajitani, Kajiyama, Kakei, Kamachi, Kamadai, Kamimura, Kaminaga, Kamonomiya, Kanbayashi, Kaneko, Kanemaru, Kanesaka, Kano, Karasumaru, Kasai, Kasamatsu, Kashida, Katano, Kato, Katsu, Katsuragawa, Kawaguchi, Kawai, Kawanabe, Kaya, Kazanin, Kazuo, Kenmotsu, Ki, Kihara, Kikuchi, Kimotsuki, Kimura, Kimuro, Kira, Kishiro, Kitabatake, Kiyooka, Kobayagawa, Kobayashi, Kochi, Koda, Kohone, Koizumi, Kojima, Komakine, Komparu, Kon, Kondo, Konishi, Kono, Koo, Kosuge, Kozukuri, Kubota, Kuge, Kuna, Kuni, Kuramitsu, Kuramoto, Kurifuda, Kuroyanagi, Kusakabe, Kushimoto, Kutsuki, Kuwayama, Kyogoko, Machida, Maeda, Maehata, Magaribuchi, Maki, Mamiya, Manabe, Maru, Masaki, Masamori, Matsubayashi, Matsudaira, Matsukara, Matsumara, Matsumoto, Matsumura, Matsuoka, Matsushige, Matsuyama, Matsuzaki, Menokoji, Mibu, Miki, Mimuroto, Minase, Mishina, Mitsushashi, Mitsukuri, Mitsuya, Miura, Miuranosuke, Miyajima, Miyakawa, Miyamoto, Miyazawa, Mizunoya, Mochizuki, Monna, Monobe, Mori, Morioka, Morisue, Morita, Motoyoshi, Mukai, Muramatsu, Mushikoji, Muto, Mutsu, Nabeshima,



Nabo, Nagai, Nagaokita, Naito, Nakada, Nakamikado, Nakamura, Nakane, Nakanichi, Nakao, Nakatoni, Nakayama, Nambu, Namekata, Narau, Narimatsu, Naruhito, Narushima, Nasu, Nataga, Natsume, Negishi, Nie, Nii, Niinomi, Niki, Ninomiya, Nishi, Nishidoin, Nishikigori, Nishimura, Nishirokujo, Nitta, Niyakuoiji, Noda, Noiski, Nomura, Nonoyama, Noro, Nose, Oba, Ochi, Oda, Odaka, Ogazawara, Oguri, Ogushi, Ohara, Oi, Oinuma, Okamura, Okano, Oki, Okudaira, Omikado, Ono, Onuki, Ooka, Orui, Osaki, Oseki, Oshikoji, Otagaki, Otaku, Otani, Ouchi, Owada, Ozaki, Reizei, Rokkaku, Rokugo, Rokujo, Ryojoji, Ryozoji, Saa, Saigusa, Saito, Sakai, Sakiwara, Sakamoto, Sakiyurai, Samukawa, Sanai, Sanjonishi, Sasakawa, Sasaki, Sasase, Satomura, Sawai, Sekiguchi, Sekine, Senbon, Senke, Serizawa, Shiba, Shibanokuji, Shibata, Shibazani, Shibuki, Shibuya, Shijo, Shimabayashi, Shimakage, Shimazu, Shimoeda, Shimura, Shin, Shinjo, Shinoyama, Shinozaki, Shiokawa, Shiomi, Shirai, Shirasu, Shiskikura, Sho, So, Sofue, Sohda, Somo, Sono, Sonoda, Soshi, Sotomura, Soyeshima, Sue, Suganuma, Sugimoto, Sugiyama, Suhara, Suwa, Tachinaba, Tada, Taguchi, Tajiha, Takachihara, Takabe, Takahashi, Takaki, Takano, Takara, Takatsukasa, Takayama, Takayanagi, Takeba, Takeda, Takemoto, Takemura, Takenoya, Takikawa, Tamamatsu, Tanabe, Tanaka, Tanba, Tani, Tanida, Tanji, Tarao, Tashiro, Tazawa, Tenno, Terasaka, To, Togashi, Togi, Tokudaiji, Tomizawa, Torii, Tushima, Tokooya, Tozawa, Tsubai, Tsuchihashi, Tsugane, Tsuji, Tsukahara, Tsukawaki, Tsumori, Tsurimi, Tsutsumi, Uchikawa, Uehara, Uemura, Uesugi, Ukita, Unno, Uramatsu, Urya, Usami, Ushigome, Utsonomiya, Wada, Wakafuji, Wakizaka, Watada, Watanabe, Tabe, Yagyu, Yamadera, Yamaguchi, Yamakawa, Yamakazi, Yamamoto, Yamana, Yamanouchi, Yamashita, Yamawaki, Yanada, Yano, Yasuki, Yoda, Yogo, Yokose, Yokoyama, Yoneno, Yoneta, Yoshida, Yoshikawa, Yoshimatsu, Yoshisato, Yuasa, Yui, Yui, Yura, Yusa, Zakoji

Male Given Names:

Agatamori, Akae, Akahito, Akemi, Akihiko, Akiie, Akinobu, Akinori, Akio, Akira, Akiuji, Akiyoshi, Arimoro, Atsutada, Azumamaro, Baisetsu, Bakin, Bancho, Bantaro, Botan, Chikashira, Chikatsada, Chikauji, Chikayoshi, Choei, Chokei, Chonei, Daini, Dokwan, Dozan, Doshun, Eiichi, Eiji, Eizo, Ekei, Ekiken, Emishi, Emon, Fuhito, Fujifusa, Fujitsuna, Fusaaki, Fusaie, Fusasaki, Fuyuyoshi, Gekkei, Gennai, Gidayu, Goemon, Gohei, Gongoro, Gonsai, Gorodayu, Hakusekei, Hamanari, Hamaomi, Hangwan, Haruhiko, Haruhiro, Haruhisa, Haruki, Harusue, Harutomo, Haseo, Hayanari, Heihachiro, Hideaki, Hidekani, Hidemasa, Hidetsugu, Hideyoshi, Hikaru, Hiroie, Hiromasa, Hiroshi, Hiroteru, Hirotsuna, Hiroyo, Hisahide, Hisashi, Hisato, Hisemasa, Hisoi, Hisoka, Hitoshi, Hoitsu, Hokiichi, Hoshu, Ieharu, Iemoto,

Ienobu, Ietsugu, Ieyasu, Iezane, Ikku, Imakebito, Iname, Isamu, Isao, Isas, Ishi, Issai, Iwao, Jikkyu, Jingoro, Jiro, Jo, Joji, Jun, Junan, Junkei, Junzo, Jusai, Kabun, Kageki, Kagekiyo, Kagemoto, Kagetoki, Kahei, Kanamura, Kanamichi, Katsumi, Kane, Kanesue, Kaneyasu, Kauren, Katsumi, Katsushige, Kazuhiro, Kazuo, Keiki, Keisai, Keisuke, Ken, Kenichi, Kenji, Kenko, Kenshin, Kiichi, Kimmochi, Kin, Kinsue, Kinto, Kintsune, Kiyogimi, Kiyomoro, Kiyoshi, Kiyotsura, Koetsu, Koji, Kokan, Konyo, Korekado, Korenao, Korin, Koshiro, Kumpei, Kurajimaro, Kuromaro, Kawaran, Kyoji, Kyoso, Makato, Makoto, Masahiro, Masaichi, Masami, Masao, Masato, Masue, Masutomo, Matabei, Matate, Me, Michichika, Michio, Mifune, Mitsuo, Mitsuyako, Mochikune, Mochimoto, Mondo, Monzaemon, Morihiro, Morito, Moroe, Motoki, Motomari, Motomuchi, Munekiyo, Munesuke, Muneto, Muramune, Nagachika, Nagate, Naoko, Naozumi, Natsui, Nobuhiro, Nobunaga, Nobuyuki, Norikatsu, Norimoto, Noritoshi, Norituji, Noriyori, Norizane, Ogame, Ogi, Oguramaro, Oiwa, Okyo, Otomoro, On-shi, Otondo, Oyori, Oyumi, Raiden, Razau, Renshi, Rikyu, Ringo, Rinzo, Rokuemon, Ryoji, Ryokoi, Ryoshun, Saburo, Sadafuji, Sadaie, Sadakata, Sadamasa, Sadataka, Sadauji, Sadayoshi, Sakehisa, Samba, Samuru, Sanehima, Saneyuki, San-yo, Sanzo, Saru, Sawao, Seiki, Seikwa, Seimei, Seiri, Shigehide, Shigekatsu, Shigekori, Shigenari, Shigeru, Shigetani, Shigeyoshi, Shikei, Shikibu, Shihei, Shin, Shingen, Shinji, Shinobu, Shinsaku, Shiro, Shirozaemon, Sho, Shoan, Shonagon, Shuji, Shumkichi, Shun, Shunsui, Sodan, Soi, Sorai, Sorin, Soun, Suefusa, Sukechika, Sukena, Sukune, Sumio, Surimoto, Surugamaro, Tadaaki, Tadafusa, Tadahiro, Tadao, Tadashi, Tadataka, Tadatomo, Tadatsuno, Tadauji, Tadayoshi, Taiga, Takaai, Takaie, Takakage, Takamori, Takanoba, Takao, Takashi, Takatomo, Takatora, Takaugi, Takehide, Takeichi, Takeo, Takeshi, Takuji, Tameaki, Tameie, Tamekago, Tameyori, Tamikichi, Tampaku, Tamuramoro, Tanenara, Taro, Tarozayemon, Tashiro, Tatsutsaka, Tensui, Teriuihi, Teruzumi, Toemon, Tofu, Togai, Togama, Togan, Toju, Tokihiro, Tokimune, Tokisada, Tokiyuki, Tokubei, Tokusuke, Tomi, Tomoie, Tomomitsu, Tomomune, Tomonori, Toshi, Toshifusa, Toshihiro, Toshiie, Toshikatsu, Toshinao, Toshio, Toshisue, Toyoharu, Toyokazu, Toyokuni, Tsuburu, Tsuginawa, Tsunashige, Tsunayoshi, Tsunetake, Tsunetsugu, Tsurunaga, Tsuruyuki, Tsutomu, Uchinaro, Ujiaki, Ujichika, Ujiharu, Ujikiyo, Ujimitsu, Ujiasu, Ujiori, Ukon, Umakai, Umbin, Umon, Uona, Wakimura, Yakamochi, Yasahiro, Yasuchika, Yasuhira, Yasuhiro, Yasumoto, Yasumura, Yasuo, Yasushi, Yasushige, Yasutoki, Yasuyo, Yayu, Yemon, Yorto, Yoriashi, Yorifusa, Yorikane, Yorinari, Yorinobu, Yorisada, Yoritada, Yoriyasu, Yoriyuka, Yorozu, Yosai, Yoshi, Yoshiaki, Yoshiakira, Yoshifusa, Yoshiharu, Yoshihide, Yoshihisa, Yoshikage, Yoshikane,



Yoshikaru, Yoshikatsu, Yoshima, Yohimitsu, Yoshimoto, Yoshimune, Yoshinaga, Yoshinao, Yoshinobu, Yoshinori, Yoshio, Yoshioki, Yoshiro, Yoshishoge, Yoshisuge, Yoshitaka, Yoshito-hi, Yoshitoshi, Yoshitoyo, Yoshitsugu, Yoshitsune, Yoshituje, Yoshiyaru, Yoshiyori, Yoshiyuki, Yoshizane, Yoshizumi, Yujo, Yukihara, Yukiie, Yukimasa, Yukimori, Yukimura, Yukinaga, Yukio, Yukitsune, Yukiyasu, Yukiyori, Zenan, Zeshin, Zuiken

Female Given Names:

Ai, Aiko, Akako, Akasaki, Akemi, Aki, Akiko, Akina, Anzu, Aoi, Asa, Au, Ayako, Ayame, Ayano, Azami, Chika, Chikako, Chitose, Chiyo, Chizu, Cho, Chuemoko, Dai, Den, Echiko, Emiko, Etsu, Etsuko, Fujiko, Fuyu, Gen, Gin, Ginko, Haketoko, Hama, Hanako, Haru, Harue, Haruko, Hatsu, Haya, Hide, Hideko, Hideyo, Hiro, Hiroko, Hiromi, Hisa, Hisano, Hoshi, Iku, Ima, Imoko, Ine, Iruko, Ito, Iwa, Izuko, Jin, Junko, Juri, Kachiko, Kaedé, Kagami, Kaiyo, Kama, Kamako, Kame, Kameko, Kana, Kane, Kaoru, Kata, Katsu, Katsuko, Katsumi, Kawa, Kaya, Kayoko, Kazashi, Kazu, Kazuko, Kei, Keiko, Kenko, Kichi, Kikue, Kikuko, Kikuno, Kimi, Kimie, Kin, Kinu, Kinuko, Kinuye, Kishi, Kiwa, Kiyo, Kiyoko, Kiyomi, Kiyoshi, Ko, Kohana, Koko, Koma, Kome, Konomi, Koto, Kozakura, Kozue, Kukiko, Kuma, Kumi, Kumiko, Kuni, Kunie, Kuniko, Kura, Kuri, Kusuriko, Kyoko, Leiko, Machi, Mai, Makiko, Manako, Mari, Mariko, Masa, Masae, Masago, Masako, Masu, Masuko, Matsu, Matsuko, Mayumi, Michi, Michiko, Midori, Mié, Mieko, Mika, Mikazuki, Miki, Mikie, Mina, Mine, Mineko, Misao, Mitsu, Miwa, Miwako, Miyo, Miyoko, Miyuki, Mochiko, Mon, Morie, Moto, Mura, Murasaki, Nagisa, Namako, Nami, Namiko, Nani, Naoki, Nara, Nari, Nariako, Nariko, Natsu, Nishi, Nori, Norie, Noriko, Nui, Nyoko, Orino, Otsu, Rai, Raku, Ran, Rei, Reiko, Ren, Riku, Roku, Ruri, Ruriko, Ryo, Ryu, Sachi, Sachiko, Sachiko, Sada, Sadako, Sadchiko, Saeko, Sai, Sakaé, Saki, Sakura, Sata, Sato, Sawa, Saya, Sei, Seiko, Seki, Sen, Setsu, Setsuko, Shigé, Shihobu, Shika, Shikako, Shina, Shino, Shirushi, Shizu, Shizue, Shizuka, Shizuko, Shizuyo, Shoko, Soko, Sugi, Suki, Sumi, Sumie, Sute, Suzu, Suzue, Suzuki, Tadamako, Taka, Takako, Takara, Take, Takeko, Taki, Tama, Tamaki, Tamako, Tame, Tami, Tamiko, Tanaka, Tane, Tani, Taniko, Taru, Tatsu, Tazu, Teruoko, Tetsu, Toki, Tokiwa, Toko, Tokuko, Tokutako, Tomi, Tomiju, Tomo, Tomotoko, Tora, Tori, Toshi, Toshiko, Toyoko, Tsughi, Tsuko, Tsuna, Tsuru, Ujikiko, Umako, Umeko, Umeno, Urano, Uta, Utako, Utano, Yachi, Yaeko, Yasu, Yasuko, Yayoi, Yei, Yo, Yoi, Yoko, Yone, Yori, Yoritoko, Yoshe, Yoshi, Yoshike, Yoshiko, Yoshioko, Yuki, Yukiako, Yukie, Yukiko, Yukiyo, Yuko, Yumi, Yuri, Yuriko, Zanako

Korean Names

Korean names also go in the order of family name first, given name last.

Traditionally, Korean first names have two syllables. The first syllable is shared by all siblings of the same gender, and the second syllable is individualized. The first syllable is predestined for generations and is based on a cycle which is determined by the family name. However, as Korea becomes modernized and more Koreans move away from their native villages or lands, this system is breaking down and is often no longer used.

Family Names:

Ahn, An, Baik, Bae, Bang, Byon, Chang, Cho, Choi, Chol, Chung, Gu, Gwang, Ha, Han, Ho, Huang, Hwang, Jang, Jeon, Jeong, Jeung, Jo, Jong, Jung, Kang, Kim, Kwang, Kwon, Lee, Li, Ma, Moon, Oh, Paek, Pai, Park, Ri, Ryom, San, Seo, Shin, Si, Sin, Son, Song, Sung, Yang, Yi, Yoon, You, Youn, Yu, Yun

Male Given Names:

Bon-hwa, Bong-chol, Byeoung-keun, Chang-hee, Chang-sun, Chin-hae, Chin-hwa, Chul-moo, Chulsoon, Chung-ho, Dae-du, Dong-gul, Dong-sun, Dong-yul, Duck-hwan, Duck-young, Eui-kon, Eui-tae, Eunkyung, Gab-do, Gyong-si, Hae-jin, Hae-sup, Hak-kun, Han-gyong, Ho-bong, Ho-jun, Ho-pyong, Hyang-soon, Hyong-kim, Hyoung-zoo, Hyun-ki, Hyun-shik, In-su, In-sung, In-Tak, Jae-hwa, Jae-yup, Jeaki, Jong-kyu, Joon-ho, Joon-sup, Jung-keun, Jung-mo, Jung-oh, Ju-yung, Kang-dae, Ki-woon, Kwang-sun, Kyou-chull, Mal-chin, Man-shik, Man-young, Mun-hee, Myung-dae, Myung-suck, Nam-hong, Pan-yong, Sang-mun, Sang-ook, Se-hong, Seung-lip, Shin-cho, Soo-ann, Soon-chun, Suck-chin, Sun-tae, Sung-joo, Weon-kee, Won-shik, Won-sop, Yo-sub, Yong-chul, Yong-ik, Yong-jo, Yong-kyun, Yong-sun, Young-hai, Young-jae, Young-joon, Young-sam, Young-soo, Young-su, Youngchul

Female Given Names:

Ac-cha, Aci-young, Bong-cha, Byung-soon, Chan-sook, Chin-sun, Choon-hee, Choon-yei, Chun-ja, Chun-ok, Chung-ae, Chung-cha, Eunkyung, Eun-sook, Hae, Hae-won, He-ran, He-suk, Hea-jung, Hee-young, Heesok, Ho-sook, Hwa-soo, Hwa-soon, Hwa-young, Hyang-soon, Hyosonn, Hyoui-soon, Hyun-ae, Hyun-ok, Hyung-sook, Jae-hwa, Jin-ho, Jong, Jung-a, Jung-hye, Kum-ja, Kyung-hee, Kyung-hu, Kyung-hwa, Kyung-ja, Kyung-soon, Mi-cha, Mi-hi, Mi-ja, Mi-kum, Mina, Mi-ok, Mi-sook, Mun-hee, Myong-suk, Myung-hee, Myung-ok, Myung-sun, Ok-hwa, Ok-jim, Ok-rim, Ok-sun, Soo-kyung, Soon-bok, Soon-ei, Soon-ok, Soon-yi, Su-dae, Sun-hi, Syung-soon, Yang-gae, Yeun-ja, Young-hee, Young-il, Young-ja, Young-nae, Young-soon, Zung-bok



Thai Names

Thai names are usually written family name first, given name second.

Family Names:

Amnuay, Ananda, Arthit, Banyat, Bhichai, Bhumibol, Boonchu, Brosong, Buangam, Budin, Chalong, Chaovalit, Chaowas, Chatichai, Chennoi, Chinawoot, Chiradet, Chuan, Chuchai, Dentharonee, Jutharat, Khunpol, Khunsoek, Kriangsak, Kukrit, Nippon, Nirund, Niyom, Nongkhai, Phaithoon, Phisan, Praman, Prem, Sampan, Samyan, Sanan, Savit, Sawai, Siddhi, Singnum, Sombat, Somchith, Somsak, Somwang, Somwong, Suchin, Surasak, Suthep, Tarrin, Thanom, Thirdpong, Uthai, Vichit, Vitaya, Vithoon, Vuthisit, Winai, Wittaya, Yongyuth

Male Given Names:

Adireksan, Adulyadej, Aran, Aroon, Asnee, Atid, Attakorn, Banthadtan, Bhotiwihok, Boonyanet, Chinpee, Chokloikaew, Chomanan, Chookhae, Choon-havan, Decha, Hoonsilapa, Intaratanon, Isaraphanich, Jayanandana, Jingsornthong, Kaeothong, Kajornprasart, Kajornprusart, Kamheangpatiyooth, Kasem, Kiet, Kijwattananuson, Kingchakaew, Kittakachorn, Kovit, Leekpai, Lek, Mahidol, Mamanee, Mitpanich, Moolasartsathorn, Nimmanahaeminda, Niran, Patano, Pechboonha, Phinpathya, Phromphan, Pimchaichon, Prajadhipok, Prakarnchai, Pramoj, Pravat, Pricha, Pulsathornkul, Prapavat, Rattakul, Rojanasatian, Runrot, Sakornpitak, Sarasart, Savetsila, Sawprapassorn, Sawsiriphan, Sompong, Soonsiri, Soothornsima, Srichai, Sudlabha, Sukmark, Sum, Thiamprasert, Thonesavanh, Thongsamak, Tinsulanonda, Titisaksoporn, Urairat, Vajiralongkorn, Virawan, Virote, Warathongchai, Warrasan, Wongwacharakarn, Yongchaiyudh

Female Given Names:

Chulabhorn, Daw, Jongchit, Kanok, Kanya, Lawan, Mali, Maniwan, Mayuree, Nataya, Nissa, Padungsri, Phailin, Punngarm, Ratana, Sirindhorn, Solada, Sopa, Suchin, Suleeport, Sumalee, Suneer, Sunisa, Tasanee, Tida, Ubol, Wasana

Vietnamese Names

In the modern day, Vietnamese names are written in the Western style—given name first, family name second.

Family Names:

Bui, Chin, Chinh, Cong, Dang, Diem, Don, Dong, Hung, Linh, Ly, Minh, Nguyen, Truong

Male Given Names:

An, Antoan, Bay, Binh, Buu, Cadao, Cham, Chan, Chi, Chim, Dan, Din, Dinh, Dong, Duc, Duy, Gan, Gia, Gian, Hai, Hieu, Hoang, Hoc, Hung, Hy, Kim, Lap, Long, Lua, Minh, Nam, Ngai, Nghi, Nghia, Ngo, Ngu, Nguyen, Nien, Pham, Phuoc, Pin, Quy, Son, Tai, Tam, Tan, Teo, Thai, Thang, Thanh, Thian, Thuc, Tin, Tong, Truong, Tu'ong, Tu, Tuan, Tung, Tuyen, Van, Vo

Female Given Names:

Ai, Am, An, Anh, Be, Bian, Bich, Bua, Cai, Cam, Cara, Choy, Dao, Duong, Ha, Hang, Hanh, Hoa, Hong, Hue, Huong, Hyunh, Kieu, Kim, Lan, Lang, Le, Mai, Mieu, My, Ngoc, Nguyet, Nu, Ping, Tam, Tao, Thanh, Thao, The, Thu, Thuy, Ti, Trang, Trinh, Truc, Trung, Tuyen, Ut, Viet, Xuan

Burmese Names

Burmese names generally do not include last names; people have given names only, plus other names assigned as titles (for example, Ma ("little sister") or Daw ("aunt") for women, and Maung ("little brother") and U ("uncle") for men).

Burmese children's names traditionally depend on what day of the week they are born on—each day has a letter assigned to it, and the child's name will begin with that letter (for example, all Friday names begin with "th").

Burmese male and female names may be the same; there is no clear differentiation as there is in Western cultures. Thus, one could play a male character named Myint, or a female one named Thant.

Male Given Names:

Aung Ye Kyaw, Aye, Aye Ko, Aye Thaug, Ba Hla, Ba Nyien, Ba Than, Ba Thaw, Ba Thein, Ba Thwin, Ba Tlome, Ba Tu, Ba Yin, Bo Gyaw, Bo Mya, Byi Gawbyan, Byu Gale, Chit Hlaing, Chit Swe, Chit Than, Gyi, Hiit Lat, Htoo, Jap Tu, Kala Byan, Kha, Khin, Khin Nyunt, Kyaw Ba, Lin, Lone, Mai, Min, Mya Thinn, Myo, Myo Nyunt, Ne Win, Ngwe Khain, Nu, Nyan Lin, On, Pe Thein, Phone Myint, Po Sin, Po Thit, Pye Thein, Sai Aung Tun, San Yu, Saw, Sein Lwin, Soe, Tan, Than, Thant, Thaug, Thaw Shwe, Thet She, Thakin, Thin, Thint, Tin, Tin Aung, Tin Oo, Toe, Tun, Tun Kyi, Tun Tin, Tun Yi, Tun Yin Law, Van Kulh, Win, Yo, Zaw Win

Female Given Names:

Aung, Aye, Khin, Kyaw, Kyi, Meit, Mima, Mya, Myint, Ne Htun, Nu, Thaw, Thin, Tin, Warwar, Yon





Appendix Four: Generic Character Writeups

Here are some generic martial arts PCs—ninja and others—that the GM can use as opponents for his PCs. The ninja presented here are extremely skilled and powerful, like the stereotypical comic book ninja; heroic-level and basic superheroic-level ninja are provided for other genres. These write-ups can also be used for *lin kwei* or other ninja types, or even for highly skilled martial artists other than ninjas if the martial arts maneuvers are changed.

Heroic-Level Ninja Genin

Notes: This ninja is intended as a foe for heroic-level characters. As such, he gets his ninja-to and armor for “free.” He can have other equipment if the GM desires.

Heroic-Level Ninja Genin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack 2½d6
10	COM	0	11-	
6	PD	3		Total: 12 PD/ 6 rPD
6	ED	2		Total: 12 ED/ 6 rED
3	SPD	2		Phases: 4, 8, 12
7	REC	0		
36	END	0		
35	STUN	8		

Total Characteristic Cost: 71

Movement: Running: 7"/14" Swimming: 3"/6"
Superleap: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Level: +1 Level w/ all Combat (8)
Combat Skill Level: +1 OCV w/ Ninja-to (2)

Martial Arts—Ninjutsu (29)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	2d6 NND(1)
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	7d6 Strike
Knife Hand	-2	+0	1d6+1 HKA
Punch	+0	+2	5d6
Throw	+0	+1	3d6 +v/5; Target Falls

Weapon Elements: Use Art with one weapon type (GM's choice)

Ninja Weapons & Equipment:

Ninja-to: refer to the “Weapons” section of *The Ultimate Martial Artist* for details
Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF

Ninja Training:

Superleap: +3" (6" forward, 3" upward) (3) [1/5"]
Running: +1" (7" total) (2) [1/5"]
Swimming: +1" (3" total) (1) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Fringe Benefit: Ninja Genin (1)
Climbing 12- (3)
Concealment 12- (*Intenjutsu*) (3)
KS: Ninjutsu 11- (2)
One KS at 11-, GM's choice (2)
Language: Ninja Clan Codes & Symbols (3)
Japanese: native (0)
PS: Ninja 11- (2)
Stealth 12- (*Shinobi-iri*) (3)
WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons (6)

Choose three from the following list:

Contortionist (*Tonjutsu*), Conversation, Cryptography, Demolitions (*Kajutsu*), Disguise (*Henshojutsu*), Talent: Fast Draw (*Iaijutsu*), Lockpicking, Mimicry, Navigation, Paramedics, Riding (*Bajutsu*), Security Systems, Seduction, Sleight Of Hand, Streetwise, Survival, Tactics (*Bo-ryaku*), Tracking, Ventriloquism, Weaponsmith (3 points' worth) (9)

(Note: Modern-day ninja should add to this list: Bugging, Combat Driving, Combat Piloting, Computer Programming, Electronics, Forgery, High Society, Mechanics, Systems Operation, WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 79

Total Character Cost: 150

Disadvantages: 75+

Distinctive Features:

Style Disadvantage (10)
Igabakama (ninja night-suit) (easily concealed; noticed and recognizable) (5)

Package Bonus (3)

Psychological Limitation:

Loyal to Ninja Clan/Employer (25)
Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Unspent Points (13)

Total Disadvantage Points: 163



Basic Superheroic-Level Ninja Genin

Notes: This ninja is intended as a very basic foe for superheroic-level characters. He is basically the same as the Heroic-Level Ninja Genin, except that his Characteristics are higher and he has to pay for his weapons and equipment.

Basic Superheroic-Level Ninja Genin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
10	PD	7		Total: 16 PD/ 6 rPD
8	ED	4		Total: 14 ED/ 6 rED
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	2		
40	END	2		
35	STUN	5		

Total Characteristic Cost: 99

Movement: Running: 7"/14" Swimming: 3"/6"
Superleap: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Level: +1 Level w/ all Combat (8)

Combat Skill Level: +1 OCV w/ Ninja-to (2)

Martial Arts—Ninjutsu (30)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	2d6 NND(1)
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	7d6 Strike
Knife Hand	-2	+0	1d6+1 HKA
Punch	+0	+2	5d6
Throw	+0	+1	3d6 +v/5; Target Falls

Weapon Elements: Use Art with two weapon types (GM's choice)

Ninja Weapons & Equipment:

Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)

Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF (12)

Ninja Training:

Superleap: +3" (6" forward, 3" upward) (3) [1/5"]

Running: +1" (7" total) (2) [1/5"]

Swimming: +1" (3" total) (1) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Fringe Benefit: Ninja Genin (1)

Climbing 13- (3)

Concealment 12- (*Intonjutsu*) (3)

KS: Ninjutsu 11- (2)

One KS at 11-, GM's choice (2)

Language: Ninja Clan Codes & Symbols (3)

Japanese: native (0)

PS: Ninja 11- (2)

Stealth 13- (*Shinobi-iri*) (3)

WF: Common Melee Weapons, Common

Martial Arts Melee Weapons, Common

Missile Weapons (6)

Choose three from the following list:

Contortionist (*Tonjutsu*), Conversation,

Cryptography, Demolitions (*Kajutsu*),

Disguise (*Henshojutsu*), Talent: Fast Draw

(*Iaijutsu*), Lockpicking, Mimicry, Navigation,

Paramedics, Riding (*Bujutsu*), Security

Systems, Seduction, Sleight Of Hand,

Streetwise, Survival, Tactics (*Bo-ryaku*),

Tracking, Ventriloquism, Weaponsmith (3

points' worth) (9)

(Note: Modern-day ninja should add to this list:

Bugging, Combat Driving, Combat Piloting,

Computer Programming, Electronics, Forgery,

High Society, Mechanics, Systems Operation,

WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 151

Total Character Cost: 250

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Igabakama (ninja night-suit) (easily concealed; noticed and recognizable) (5)

Hunted by:

Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)

Psychological Limitation:

Loyal to Ninja Clan/Employer (25)

Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (37)

Total Disadvantage Points: 251



Ninja Genin

Notes: The *ninja genin* is the agent-level ninja, the one who is sent into the field to do the clan's dirty work. He is possessed of the standard ninja skills; he may also buy 20 points worth of additional skills and special abilities (although he may not buy mystic abilities). He carries a *ninja-to* and a variety of other weapons and gadgets.

Ninja Genin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
10	PD	7		Total: 16 PD/ 6 rPD
8	ED	4		Total: 14 ED/ 6 rED
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	2		
40	END	2		
35	STUN	5		

Total Characteristic Cost: 99

Movement: Running: 7"/14" Swimming: 3"/6"
Superleap: 6"/12"

Powers & Skills:

Combat Skills:

- Combat Skill Levels: +2 Levels w/ all Combat (16)
- Combat Skill Levels: +2 Levels w/ Ninjutsu (6)
- Combat Skill Levels: +2 OCV w/ Ninja-to (4)
- Combat Skill Levels: +2 OCV w/ other weapon of choice (4)

Martial Arts—Ninjutsu (56)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	2d6 NND(1)
Block	+2	+2	Block, Abort
Breaking Throw	-2	-2	Grab One Limb; 1d6+1 HKA, Disable; Target Falls
Choke Hold	-2	+0	Grab One Limb, 2d6 NND(2)
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	7d6
Knife Hand	-2	+0	1d6+1 HKA (2 DC)
Punch	+0	+2	5d6 Strike
Reversal	-1	-2	30 STR to Escape; Grab Two Limbs
Sacrifice Throw	+2	+1	3d6 Strike; You Fall; Target Falls
Takeaway	+0	+0	Grab Weapon, 25 STR to take weapon away
Takedown	+1	+1	3d6 Strike, Target Falls
Throw	+0	+1	3d6 +v/5; Target Falls

Weapon Elements: Use Art with four weapon types (GM's choice)

Ninja Weapons & Equipment:

Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)

Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF (12)

Ninja Weapons & Gadgets Pool: Power Pool (30 pt pool), Can Only Be Changed At Base (-½) (40)

Ninja Training:

Special Skills or additional Skills (GM's choice) (20)

Missile Deflection vs. all missiles (20)

Superleap: +3" (6" forward, 3" upward) (3) [1/5"]

Running: +1" (7" total) (2) [1/5"]

Swimming: +1" (3" total) (1) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Fringe Benefit: Ninja *Genin* (3)

Talent: Lightsleep (3)

Acrobatics 13- (3)

Breakfall 13- (*Ukemi*) (3)

Climbing 13- (3)

Concealment 12- (*Intonjutsu*) (3)

KS: Ninjutsu 12- (3)

Three KSs at 11-, GM's choice (6)

Language: Ninja Clan Codes & Symbols (3)

Japanese: native (0)

PS: Ninja 12- (3)

Three PSs at 11-, GM's choice (suggestions:

entertainment skills such as Dancing and

Singing; Geography (*Chi-Mon*); skills relating

to making weapons; Signaling (*Noroshijutsu*);

Knot-Tying (*Hojojutsu/Terimawajutsu*); skills

that are appropriate for the ninja's favored

disguises or Deep Covers) (6)

Science: Pharmacology/Toxicology 12- (3)

Three Sciences at 11-, GM's choice (suggestions:

Anatomy; Cartography; Chemistry; Medicine;

Meteorology [*Ten-Mon*]) (6)

Stealth 14- (*Shinobi-iri*) (5)

TF: Boats; Ninja Water-Walking Devices (2)

WF: Common Melee Weapons, Common

Martial Arts Melee Weapons, Common

Missile Weapons, Garotte, Blowgun, Fukimi-

bari (9)

Choose five from the following list:

Contortionist (*Tonjutsu*), Conversation,

Cryptography, Demolitions (*Kajutsu*),

Disguise (*Henshojutsu*), Talent: Fast Draw

(*Iaijutsu*), Lockpicking, Mimicry, Navigation,

Paramedics, Riding (*Bajutsu*), Security

Systems, Seduction, Sleight Of Hand,

Streetwise, Survival, Tactics (*Bo-ryaku*),

Tracking, Ventriloquism, Weaponsmith (3

points' worth) (15)

(Note: Modern-day ninja should add to this list:

Bugging, Combat Driving, Combat Piloting,

Computer Programming, Electronics, Forgery,

High Society, Mechanics, Systems Operation,

WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 321

Total Character Cost: 420



Disadvantages: 100+**Distinctive Features:**

Style Disadvantage (10)
Igabakama (ninja night-suit) (easily concealed;
 noticed and recognizable) (5)

Hunted by:

Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)**Psychological Limitation:**

Loyal to Ninja Clan/Employer (25)
 Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (203)

Total Disadvantage Points: 420

Ninja Chunin

Notes: The ninja *chunin* is the middle-level person in a ninja clan. He is a sub-leader, an organizer of missions, and an advisor to the clan's *jonin*. This is not to say that he has a "desk job," however—he is even more skilled and capable than his *genin*, else he could not lead them effectively.

Ninja Chunin

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
10	COM	0	11-	
13	PD	10		Total: 19 PD/ 6 rPD
10	ED	6		Total: 16 ED/ 6 rED
5	SPD	19		Phases: 3, 5, 8, 10, 12
8	REC	2		
40	END	0		
38	STUN	7		

Total Characteristic Cost: 135

Movement: Running: 9"/18" Swimming: 4"/8"
 Superleap: 9"/18"

Powers & Skills:**Combat Skills:**

Combat Skill Levels: +2 Levels w/ all Combat (16)
 Combat Skill Levels: +2 Levels w/ Ninjutsu (6)
 Combat Skill Levels: +2 OCV w/ Ninja-to (4)
 Combat Skill Levels: +2 OCV w/ other weapon
 of choice (4)

Martial Arts—Ninjutsu (64)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	3d6 NND(1)
Block	+2	+2	Block, Abort
Breaking Throw	-2	-2	Grab One Limb; 2d6 HKA, Disable; Target Falls
Choke Hold	-2	+0	Grab One Limb, 3d6 NND(2)
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	9d6 Strike
Knife Hand	-2	+0	2d6 HKA
Punch	+0	+2	7d6
Reversal	-1	-2	40 STR to Escape; Grab Two Limbs
Sacrifice Throw	+2	+1	3d6 Strike; You Fall; Target Falls
Takeaway	+0	+0	Grab Weapon, 35 STR to take weapon away
Takedown	+1	+1	5d6, Target Falls
Throw	+0	+1	5d6 +v/5; Target Falls

+2 Damage Classes (already added in)

Weapon Elements: Use Art with four weapon types
 (GM's choice)



Ninja Weapons & Equipment:

Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)

Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF (12)

Ninja Weapons & Gadgets Pool: Power Pool (60 pt pool), Can Only Be Changed At Base (-1/2) (80)

Ninja Training:

Special Skills or additional Skills (GM's choice) (40)

Mystic Ninja Abilities (GM's choice) (30)

Missile Deflection vs. all missiles (20)

Superleap: +6" (9" forward, 5" upward) (6) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Swimming: +2" (4" total) (2) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Two Deep Covers (GM's choice) (4)

Perk: Fringe Benefit: Ninja *Chunin* (3)

Talent: Fast Draw 13- (*Iaijutsu*) (3)

Talent: Lightsleep (3)

Acrobatics 13- (3)

Breakfall 13- (*Ukemi*) (3)

Climbing 13- (3)

Concealment 12- (*Intonjutsu*) (3)

KS: Ninjutsu 14- (5)

Five KSs at 11-, GM's choice (10)

Language: Ninja Clan Codes & Symbols (3)

Japanese: native (0)

PS: Ninja 14- (5)

Five PSs at 11-, GM's choice (suggestions: entertainment skills such as Dancing and Singing; Geography (*Chi-Mon*); skills relating to making weapons; Signaling (*Noroshijutsu*); Knot-Tying (*Hojojutsu/Terinawajutsu*); skills that are appropriate for the ninja's favored disguises or Deep Covers) (10)

Science: Pharmacology/Toxicology 12- (3)

Five Sciences at 11-, GM's choice (suggestions: Anatomy; Cartography; Chemistry; Medicine; Meteorology [*Ten-Mon*]) (10)

Stealth 14- (*Shinobi-iri*) (5)

TF: Boats; Ninja Water-Walking Devices (2)

WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Garotte, Blowgun, Fukimibari (9)

Choose six from the following list:

Contortionist (*Tonjutsu*), Conversation, Cryptography, Demolitions (*Kajutsu*), Disguise (*Henshojutsu*), Talent: Fast Draw (*Iaijutsu*), Lockpicking, Mimicry, Navigation, Paramedics, Riding (*Bajutsu*), Security Systems, Seduction, Sleight Of Hand, Streetwise, Survival, Tactics (*Bo-ryaku*), Tracking, Ventriloquism, Weaponsmith (3 points' worth) (18)

(Note: Modern-day ninja should add to this list: Bugging, Combat Driving, Combat Piloting, Computer Programming, Electronics, Forgery, High Society, Mechanics, Systems Operation, WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 454

Disadvantages: 100+**Distinctive Features:**

Style Disadvantage (10)

Igabakama (ninja night-suit) (easily concealed; noticed and recognizable) (5)

Hunted by:

Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)**Psychological Limitation:**

Loyal to Ninja Clan/Employer (25)

Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (376)

Total Disadvantage Points: 589

Total Character Cost: 589



Ninja Jonin

Notes: The ninja *jonin* is the leader of a ninja clan. It is he who negotiates contracts with employers, chooses outstanding *genin* to become *chunin*, and decides the overall course of the clan. He is an unquestioned leader, not only because of the respect his men have for him, but because of his high level of power and skill.

Ninja Jonin

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
22	CON	24	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
10	COM	0	11-	
15	PD	11		Total: 21 PD/ 6 rPD
12	ED	8		Total: 16 ED/ 6 rED
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
44	END	0		
45	STUN	9		

Total Characteristic Cost: 183

Movement: Running: 9"/18" Swimming: 5"/10"
Superleap: 12"/24"

Powers & Skills:

Combat Skills:

- Combat Skill Levels: +3 Levels w/ all Combat (24)
- Combat Skill Levels: +3 Levels w/ Ninjutsu (9)
- Combat Skill Levels: +3 OCV w/ Ninja-to (6)
- Combat Skill Levels: +3 OCV w/ other weapons of choice (6)

Martial Arts—Ninjutsu (73)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	4d6 NND(1)
Block	+2	+2	Block, Abort
Breaking Throw	-2	-2	Grab One Limb; 2 ½d6 HKA, Disable; Target Falls
Choke Hold	-2	+0	Grab One Limb, 4d6 NND(2)
Dodge	---	+5	Dodge, Abort
Kick	-2	+1	12d6 Strike
Knife Hand	-2	+0	2 ½d6 HKA
Punch	+0	+2	10d6
Reversal	-1	-2	55 STR to Escape; Grab Two Limbs
Sacrifice Throw	+2	+1	8d6; You Fall; Target Falls
Takeaway	+0	+0	Grab Weapon, 45 STR to take weapon away
Takedown	+1	+1	8d6, Target Falls
Throw	+0	+1	8d6 +v/5; Target Falls

+4 Damage Classes (already added in)

Weapon Elements: Use Art with five weapon types (GM's choice)

Ninja Weapons & Equipment:

Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)

Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF (12)

Ninja Weapons & Gadgets Pool: Power Pool (90 pt pool), Can Only Be Changed At Base (-½) (120)

Ninja Training:

Special Skills or additional Skills (GM's choice) (60)

Mystic Ninja Abilities (GM's choice) (60)

Missile Deflection vs. all missiles (20)

Superleap: +8" (12" forward, 6" upward) (8) [1/5"]

Running: +3" (9" total) (6) [1/5"]

Swimming: +3" (5" total) (3) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Two Deep Covers (GM's choice) (4)

Perk: Fringe Benefit: Ninja *Jonin* (5)

Talent: Fast Draw 14- (*Iaijutsu*) (3)

Talent: Lightsleep (3)

Acrobatics 14- (3)

Breakfall 14- (*Ukemi*) (3)

Climbing 14- (3)

Concealment 13- (*Intenjutsu*) (3)

KS: Ninjutsu 15- (5)

Five KSs at 11-, GM's choice (10)

Language: Ninja Clan Codes & Symbols (3)

Japanese: native (0)

PS: Ninja 15- (5)

Five PSs at 11-, GM's choice (suggestions:

entertainment skills such as Dancing and Singing; Geography (*Chi-Mon*); skills relating to making weapons; Signaling (*Noroshijutsu*); Knot-Tying (*Hojojutsu/Terinawajutsu*); skills that are appropriate for the ninja's favored disguises or Deep Covers) (10)

Science: Pharmacology/Toxicology 13- (3)

Five Sciences at 11-, GM's choice (suggestions:

Anatomy; Cartography; Chemistry; Medicine; Meteorology [*Ten-Mon*]) (10)

Stealth 16- (*Shinobi-iri*) (7)

TF: Boats; Ninja Water-Walking Devices (2)

WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Garotte, Blowgun, Fukimibari (9)

Choose eight from the following list:

Contortionist (*Tonjutsu*), Conversation, Cryptography, Demolitions (*Kajutsu*), Disguise (*Henshojutsu*), Talent: Fast Draw (*Iaijutsu*), Lockpicking, Mimicry, Navigation, Paramedics, Riding (*Bajutsu*), Security Systems, Seduction, Sleight Of Hand, Streetwise, Survival, Tactics (*Bo-ryaku*), Tracking, Ventriloquism, Weaponsmith (3 points' worth) (24)

(Note: Modern-day ninja should add to this list:

Bugging, Combat Driving, Combat Piloting, Computer Programming, Electronics, Forgery, High Society, Mechanics, Systems Operation, WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 582

Total Character Cost: 765



Disadvantages: 100+**Distinctive Features:**

Style Disadvantage (10)

Igabakama (ninja night-suit) (easily concealed; noticed and recognizable) (5)**Hunted by:**

Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)**Psychological Limitation:**

Loyal to Ninja Clan/Employer (25)

Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (552)**Total Disadvantage Points: 765****Disgustingly Powerful Ninja**

Notes: The Disgustingly Powerful Ninja is a villain intended to make experienced superheroes blanch. One or two of these exquisitely-trained, mystically powerful warriors should be enough to give any superteam a fit, if the GM uses them properly (which is to say, intelligently and creatively).

Disgustingly Powerful Ninja

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
28	DEX	54	15-	OCV: 9/DCV: 9
26	CON	32	14-	
20	BODY	20	13-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	13-	PRE Attack 6d6
10	COM	0	11-	
20	PD	15		Total: 26 PD/ 6 rPD
15	ED	10		Total: 21 ED/ 6 rED
8	SPD	42		P: 2, 3, 5, 6, 8, 9, 11, 12
13	REC	6		
60	END	4		
50	STUN	4		

Total Characteristic Cost: 255

Movement: Running: 11"/22" Swimming: 7"/14"
Superleap: 15"/30"

Powers & Skills:**Combat Skills:**

Combat Skill Levels: +5 Levels w/ all Combat (40)

Combat Skill Levels: +5 Levels w/ Ninjutsu (15)

Combat Skill Levels: +5 OCV w/ Ninja-to (10)

Combat Skill Levels: +5 OCV w/ other weapons of choice (10)

Martial Arts—Ninjutsu (81)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	5d6 NND(1)
Block	+2	+2	Block, Abort
Breaking Throw	-2	-2	Grab One Limb; 3d6+1 HKA, Disable; Target Falls
Choke Hold	-2	+0	Grab One Limb, 5d6 NND(2)
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	15d6 Strike
Knife Hand	-2	+0	3d6+1 HKA
Punch	+0	+2	13d6
Reversal	-1	-2	70 STR to Escape; Grab Two Limbs
Sacrifice Throw	+2	+1	11d6; You Fall; Target Falls
Takeaway	+0	+0	Grab Weapon, 65 STR to take weapon away
Takedown	+1	+1	11d6, Target Falls
Throw	+0	+1	11d6 +v/5; Target Falls

+6 Damage Classes (already added in)

Weapon Elements: Use Art with five weapon types (GM's choice)



Ninja Weapons & Equipment:

Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)

Concealed Ninja Armor: Armor: +6 PD, +6 ED, OIF (12)

Ninja Weapons & Gadgets Pool: Power Pool (120) pt pool), Can Only Be Changed At Base (-½) (160)

Ninja Training:

Special Skills or additional Skills (GM's choice) (80)

Mystic Ninja Abilities (GM's choice) (90)

Missile Deflection vs. all missiles, +3 OCV (26)

Superleap: +10" (15" forward, 8" upward) (10) [1/5"]

Running: +5" (11" total) (10) [1/5"]

Swimming: +5" (7" total) (5) [1/5"]

Ninja Skills, Perks, and Talents:

Perk: Four Deep Covers (GM's choice) (4)

Perk: Fringe Benefit: Ninja of great power (5)

Talent: Fast Draw 15- (*Iaijutsu*) (3)

Talent: Lightsleep (3) (3)

Acrobatics 14- (3)

Breakfall 15- (*Ukemi*) (3)

Climbing 15- (3)

Concealment 14- (*Intenjutsu*) (3)

KS: Ninjutsu 16- (5)

Five KSs at 11-, GM's choice (10)

Language: Ninja Clan Codes & Symbols (3)

Japanese: native (0)

PS: Ninja 16- (5)

Five PSs at 11-, GM's choice (suggestions:

entertainment skills such as Dancing and Singing; Geography (*Chi-Mon*); skills relating to making weapons; Signaling (*Noroshijutsu*); Knot-Tying (*Hojojutsu/Terinawajutsu*); skills that are appropriate for the ninja's favored disguises or Deep Covers) (10)

Science: Pharmacology/Toxicology 14- (3)

Five Sciences at 11-, GM's choice (suggestions:

Anatomy; Cartography; Chemistry; Medicine; Meteorology [*Ten-Mon*] (10)

Stealth 17- (*Shinobi-iri*) (7)

TF: Boats; Ninja Water-Walking Devices (2)

WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Garotte, Blowgun, Fukimibari (9)

Choose ten from the following list:

Contortionist (*Tonjutsu*), Conversation, Cryptography, Demolitions (*Kajutsu*), Disguise (*Henshojutsu*), Talent: Fast Draw (*Iaijutsu*), Lockpicking, Mimicry, Navigation, Paramedics, Riding (*Bajutsu*), Security Systems, Seduction, Sleight Of Hand, Streetwise, Survival, Tactics (*Bo-ryaku*), Tracking, Ventriloquism, Weaponsmith (3 points' worth) (30)

(Note: Modern-day ninja should add to this list:

Bugging, Combat Driving, Combat Piloting, Computer Programming, Electronics, Forgery, High Society, Mechanics, Systems Operation, WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 730

Disadvantages: 100+

Distinctive Features:

Style Disadvantage (10)

Igabakama (ninja night-suit) (easily concealed; noticed and recognizable) (5)

Hunted by:

Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)

Psychological Limitation:

Loyal to Ninja Clan/Employer (25)

Casual killer (20)

Reputation:

Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (771)

Total Disadvantage Points: 985

Total Character Cost: 985



Kunoichi

Notes: The *kunoichi* is a female ninja. Although she is as fierce and clever a fighter as her clan brothers, her training also encompasses ways that she can use her feminine wiles to gather information or complete missions. On most of her assignments she leaves her ninja-to behind and uses her Gadget Pool to buy weapons which are disguised as hairpins and other objects that a woman would be expected to carry.

Kunoichi

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 212d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
17	CON	14	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
8	PD	5		Total: 8 PD
8	ED	5		Total: 8 ED
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	2		
38	END	2		
30	STUN	2		

Total Characteristic Cost: 92

Movement: Running: 7"/14" Swimming: 3"/6"
Superleap: 6"/12"

Powers & Skills:

Combat Skills:

- Combat Skill Levels: +2 Levels w/ all Combat (16)
- Combat Skill Level: +1 Levels w/ Ninjutsu (3)
- Combat Skill Level: +1 OCV w/ Ninja-to (2)
- Combat Skill Levels: +2 OCV w/ other weapon of choice (4)

Martial Arts—Ninjutsu (47)

Maneuver	OCV	DCV	Notes
Atemi Punch	-1	+1	2d6 NND(1)
Block	+2	+2	Block, Abort
Choke Hold	-2	+0	Grab One Limb, 2d6 NND(2)
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	6 ½d6
Knife Hand	-2	+0	1d6+1 HKA
Punch	+0	+2	4 ½d6
Reversal	-1	-2	28 STR to Escape; Grab Two Limbs
Sacrifice Throw	+2	+1	2 ½d6 Strike; You Fall; Target Falls
Takeaway	+0	+0	Grab Weapon, 23 STR to take weapon away
Takedown	+1	+1	2 ½d6, Target Falls

Weapon Elements: Use Art with three weapon types (GM's choice)

Ninja Weapons & Equipment:

- Ninja-to: refer to the "Weapons" section of *The Ultimate Martial Artist* for details (60)
- Ninja Weapons & Gadgets Pool: Power Pool (30

pt pool), Can Only Be Changed At Base (-½) (40)

Ninja Training:

- Special Skills or additional Skills (GM's choice) (15)
- Missile Deflection vs. all missiles (20)
- Superleap: +3" (6" forward, 3" upward) (3) [1/5"]
- Running: +1" (7" total) (2) [1/5"]
- Swimming: +1" (3" total) (1) [1/5"]

Kunoichi Skills, Perks, and Talents:

- Perk: Fringe Benefit: *Kunoichi* (1)
- Talent: Lightsleep (3)
- Acrobatics 13- (3)
- Breakfall 13- (*Ukemi*) (3)
- Climbing 13- (3)
- Concealment 12- (*Intonjutsu*) (3)
- Conversation 12- (3)
- High Society 12- (3)
- KS: Ninjutsu 12- (3)
- Three KSs at 11-, GM's choice (6)
- Language: Ninja Clan Codes & Symbols (3)
- Japanese: native (0)
- Persuasion 12- (3)
- PS: *Kunoichi* 12- (3)
- PS: One entertainment skill at 12- (3)
- Three PSs at 11-, GM's choice (suggestions: entertainment skills such as Dancing and Singing; Geography (*Chi-Mori*); skills relating to making weapons; Signaling (*Noroshijutsu*); Knot-Tying (*Hojjutsu/Terinawajutsu*); skills that are appropriate for the ninja's favored disguises or Deep Covers) (6)
- Science: Pharmacology/Toxicology 12- (3)
- Three Sciences at 11-, GM's choice (suggestions: Anatomy; Cartography; Chemistry; Medicine; Meteorology [*Ten-Mori*]) (6)
- Seduction 13- (3)
- Stealth 14- (*Shinobi-iri*) (5)
- TF: Boats; Ninja Water-Walking Devices (2)
- WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Garotte, Blowgun, Fukimibari (9)
- Choose three from the following list: Contortionist (*Tonjutsu*), Cryptography, Demolitions (*Kajutsu*), Disguise (*Henshojutsu*), Talent: Fast Draw (*Iaijutsu*), Lockpicking, Mimicry, Navigation, Paramedic, Riding (*Bajutsu*), Security Systems, Sleight Of Hand, Streetwise, Survival, Tactics (*Bo-ryaku*), Tracking, Ventriloquism, Weaponsmith (3 points' worth) (9)
- (Note: Modern-day ninja should add to this list: Bugging, Combat Driving, Combat Piloting, Computer Programming, Electronics, Forgery, High Society, Mechanics, Systems Operation, WF: Small Arms [*Kajutsu*].)

Total Powers & Skills Cost: 301

Total Character Cost: 393

Disadvantages: 100+

Distinctive Features:

- Style Disadvantage (10)
- Igabakama* (ninja night-suit) (easily concealed; noticed and recognizable) (5)

Hunted by:

- Rival Ninja Clan, more powerful, NCI, 8- (20)

Package Bonus (3)

Psychological Limitation:

- Loyal to Ninja Clan/Employer (25)
- Casual killer (20)

Reputation:



Lethal Japanese assassin 11- (extreme) (15)

Rivalry:

Other ninja clans (professional) (5)

Watched by:

Own ninja clan, more powerful, NCI, 11- (10)

Villain Bonus (180)

Total Disadvantage Points: 393

Generic Martial Arts Thug

Notes: This write-up represents the typical martial arts movie thug—the sort of martial arts street scum the characters encounter early in the adventure. His martial arts and weapons are “generic,” so that the GM can customize him to the adventure.

Generic Martial Arts Thug

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack 2d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD
5	ED	2		Total: 5 ED
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	1		
30	STUN	5		

Total Characteristic Cost: 40

Movement: Running: 7"/14" Swimming: 2"/4"
Superleap: 4"/8"

Powers & Skills:

Combat Skills:

Combat Skill Level: +1 Level w/ Martial Arts (3)

Martial Arts—Generic (20)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	7d6
Punch	+0	+2	5d6
Throw	+0	+1	3d6 + v/5; Target Falls

Weapons: character has weapons chosen by GM; these can range from martial arts weapons to firearms (12)

Martial Arts Abilities:

Superleap: +1" (4" forward, 2" upward)(1) [1/5"]

Running: +1" (7" total) (2) [1/5"]

Martial Artist Skills:

Stealth 12- (3)

Other Skills chosen by the GM (6)

Criminal Skills:

Streetwise 12- (3)

Other Skills chosen by the GM (6)

Total Powers & Skills Cost: 56

Total Character Cost: 96

Disadvantages: 75+

Hunted by:

GM's choice (the police, the PCs, a rival gang) (15)

Psychological Limitation:

Wicked criminal type (15)

Petty and mean-spirited (sneers at his lessers, shoves little old ladies out of the way while walking down the street, kicks dogs, harasses women, and so forth) (10)

Watched by:

His boss, more powerful, 8- (8)

Unspent Points (27)

Total Disadvantage Points: 96



Generic Martial Arts Lieutenant

Notes: This write-up represents the typical martial arts movie lieutenant—the second step on the ladder the PCs have to climb on their way to the final climactic confrontation with the big boss. His martial arts and weapons are “generic,” so that the GM can customize him to the adventure.

Generic Martial Arts Lieutenant

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
17	CON	14	12-	
14	BODY	8	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	11-	PRE Attack 2½d6
10	COM	0	11-	
7	PD	4		Total: 7 PD
5	ED	2		Total: 5 ED
3	SPD	3		Phases: 4, 8, 12
6	REC	0		
34	END	0		
30	STUN	0		

Total Characteristic Cost: 62

Movement: Running: 7"/14" Swimming: 2"/4"
Superleap: 5"/10"

Powers & Skills:

Combat Skills:

Combat Skill Level: +1 Level w/ Hand-to-Hand
Combat (5)

Martial Arts—Generic (20)

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Kick	-2	+1	7d6
Punch	+0	+2	5d6
Throw	+0	+1	3d6 + v/5; Target Falls

Weapons: character has weapons chosen by GM; these can range from martial arts weapons to firearms (12)

Martial Arts Abilities:

Superleap: +2" (5" forward, 3" upward)(2) [1/5"]

Running: +1" (7" total) (2) [1/5"]

Martial Artist Skills:

Acrobatics 12- (3)

Breakfall 12- (3)

Stealth 12- (3)

Other Skills chosen by the GM (6)

Criminal Skills:

Streetwise 12- (3)

Other Skills chosen by the GM (6)

Total Powers & Skills Cost: 73

Total Character Cost: 135

Disadvantages: 75+

Hunted by:

GM's choice (the police, the PCs, a rival gang) (15)

Psychological Limitation:

Wicked criminal type (15)

Petty and mean-spirited (sneers at his lessers, shoves little old ladies out of the way while walking down the street, kicks dogs, harasses women, and so forth) (10)

Watched by:

His boss, more powerful, 8- (8)

Villain Bonus (12)

Total Disadvantage Points: 135



Appendix Five: Dark Champions Conversions And Notes

Many of the characters in this book can easily be converted into *Dark Champions* ("DC") characters—indeed, many of them started out as DC characters who were "adapted" to the four-color nature of this book. Having "Champions" and "Dark Champions" versions of the same characters is perfectly appropriate. The following notes should assist GMs in converting them back if they so desire.

Remember that, in general, the number of points a character is built on does not determine whether he is a *Champions* or *Dark Champions* character—it's the types of powers and abilities he has, and his overall "flavor" and "feel," that determine where he belongs. Therefore, no mention of points is made in these conversion notes; if you prefer strict point limits for DC characters, you can easily reduce these characters to acceptable levels.

Chapter One

Seeker:

Seeker works fine as a DC character if you eliminate his ties to the Champions. In fact, the name of the ninja clan that his archenemies the Red Band belong to, the Nohoda, is taken from *Dark Champions*.

Green Dragon:

Green Dragon is acceptable as a DC character as is. He works best as an enforcer for various tongs or other Oriental criminals.

Chapter Two

Dr. Yin Wu:

Dr. Wu is far too powerful and magical to be used in a DC campaign—unless, of course, you allow some level of mysticism in your DC game. If so, reduce his powers to acceptable levels (his Power Pool, for example, probably should not exceed about 30 points, and should be heavily Limited).

The Four Sons of the Dragon:

If considered to be Dr. Wu's actual sons and not alchemically-grown homonculi, and if their weapons are mundane, these characters are acceptable for DC games. Change Silver Hand's magical prosthesis into an ordinary one (possibly with claws or gimmicks attached to it).

Chapter Four

Shugoshin:

If his swords are changed to non-magical weapons, Shugoshin is acceptable as a DC character.

Iron and Gold:

Much the same applies to Iron and Gold. Convert the Cult of the Red Banner into a group of religious fanatics with no mystical powers.

Chapter Seven

Tengu:

The Tengu cannot be converted to a DC character, except in campaigns which feature magical creatures—and even then, such a creature would never appear in broad daylight in front of witnesses, since that would prove conclusively it exists. The existence of such creatures in a DC world should always be kept questionable.

Chapter Eight

Maya:

Maya cannot be converted to DC.

Hercules:

Hercules can be converted to DC if his Characteristics are reduced and his Damage Resistance eliminated (replace it with some body armor if necessary).

Hwarang:

Hwarang is acceptable as a DC character if his *shin gong* (mental powers) are eliminated or greatly reduced.

Fleur de Lis:

Fleur de Lis makes a fine European DC character as she is.

Akumashibaru:

To use Akumashibaru in DC campaigns, remove his magical powers and weapons (or reduce them to a level acceptable for your campaign) and possibly change him from a monster-hunter to a yakuza-hunter.

Sodeptan:

To use him as an assassin and enforcer for Oriental organized crime groups, decrease his Characteristics and remove his "Brick Powers."



Chapter Nine

Kazonin:

Reduce his Characteristics to acceptable levels and remove the magical abilities that his sword possesses, and Kazonin can be used as an assassin for Oriental organized crime, or as the chief retainer of Takayama Shinsaku, Shogun of Little Tokyo. (Since Takayama and his men are not supposed to be highly skilled kenjutsuka, the latter suggestion also requires removing several of Kazonin's kenjutsu maneuvers.)

Lín Hu:

Lín Hu is acceptable as a DC character as-is, if his "immortality" is left a mystery (at best), and provided that his martial arts abilities do not become too mystical.

Nightwind:

Nightwind is acceptable as a DC character as-is; in fact, he and Zhu Hsaio are already placed in Hudson City in *Justice Not Law*, page 25.

Qí Fèng:

As Nightwind's chief enemy, Jade Phoenix is also acceptable as a DC character as he is. He makes a good Chinatown crimelord.

Xiu Kwan:

Xiu Kwan makes a fine martial arts assassin for DC campaigns, provided that the abilities he buys with his Power Pool are within genre limits.

Chapter Ten

Shadowdragon:

Shadowdragon is not acceptable as a DC character unless his Darkness Powers are eliminated entirely and he is used purely as a martial artist.

Chapter Twelve

Kagamishoki:

Kagamishoki cannot be converted to DC campaigns.

Chapter Thirteen

Li Chun the Destroyer:

Li Chun cannot be converted to DC campaigns.

The Tiger Squad:

Most members of the Tiger Squad are too superhuman to be used in DC games. Of the members written up in this book, only Luan could be used in a DC game. Gossamer Storm could be used in the same way Dr. Wu is in some games.

Emperor Crane:

If his *ch'i* powers are toned down or eliminated entirely, Emperor Crane can be used as an Oriental "master villain" and competitor with the Triads.

Chapter Fifteen

The Watchers and the Tournament:

The Watchers, with the exception of Prof. Peaslee, are all too mystical to be used as they are in DC games; they would require extensive revisions. The Tournament can be run as part of DC campaigns, but only as a straightforward competition, without any mystical overtones or rewards.

Iron Dragon:

Iron Dragon's armor is too high-powered for DC games, but he could be used in them without it as an ordinary martial artist (perhaps with some special "Iron Dragon" theme weapons).

Appendices

Generic character write-ups: All of these are acceptable for DC campaigns, provided that the mystical ninja powers are greatly reduced.

Yengtao Temple

Yengtao Temple is, if you will, a transdimensional reference point—it exists, in some form, in all human-occupied dimensions ("alternate earths" or what have you). Thus it exists in both the Champions and Dark Champions Universes, and has a similar history in both. The powers exhibited by Yengtao students, as detailed in *The Ultimate Martial Artist*, pages 238-243, are acceptable for most DC campaigns. Dark Champions GMs can use the attempt to resurrect Yengtao as a scenario in their campaigns if they make the group behind it something acceptable to the genre, such as a Triad or tong, a secret martial arts society, or an evil government group.



Bibliography

In addition to some of the books listed in the Bibliography for *The Ultimate Martial Artist*, the following works were used in the writing of this book:

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- Batman* and related titles, DC Comics
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The Shadow Strikes!, DC Comics

Movies

- Big Trouble In Little China*, starring Kurt Russell.



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