

THE
DRAGON
MANDARIN

Steven S. Long

THE DRAGON MANDARIN

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TABLE OF CONTENTS

Doctor Yin Wu	4
Character sheet for Dr. Wu	4
Campaign Use	7
Alternate Wus	9
Fantasy Hero	9
Pulp Hero	10
Cyber Hero/Dark Champions	12
Chinese Magic	14
Chinese Spells	14
Offensive Spells	14
Defensive Spells	17
Movement Spells	18
Sensory Spells	19
Miscellaneous Spells	20
Chinese Magic Items	21
The Four Sons of the Dragon	28
Copper Spear	29
Golden Axe	31
Iron Whirlwind	33
Silver Hand	35

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DOCTOR YIN WU



HERO PLUS ADVENTURES

The Dragon Mandarin is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. (This one isn't so much an adventure as a collection of five related characters, but you get the picture.) Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

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Among the greatest threats facing the world in the early twenty-first century is a Chinese sorcerer said by some to have been alive for millennia. Enigmatic, possessing enough power to hold the Chinese government and its vaunted Tiger Squad at bay, and said to have designs to rule all of Earth, Dr. Yin Wu has launched several schemes of conquest in the past, only to be narrowly thwarted by superheroes. With the assistance of his progeny, the Four Sons of the Dragon, he will no doubt try again soon... and this time, perhaps only your heroes will stand in his way.

The Dragon Mandarin describes five supervillains suitable for any *Champions* campaign. It includes an extensive section of Chinese magic spells and enchanted items, plot seeds, and other features designed to make it as fun and useful as possible.

DOCTOR YIN WU

The Dragon Mandarin

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
23	EGO	26	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
12	COM	1	11-	
10	PD	7		Total: 20 PD (10 rPD)
12	ED	7		Total: 22 ED (10 rED)
7	SPD	40		Phases: 2, 4, 6, 7, 9, 11, 12
8	REC	0		
46	END	0		
50	STUN	15		Total Characteristics Cost: 202

Movement: Running: 6"/12"

Cost	Powers	END
300	<i>Chinese Sorcery:</i> Variable Power Pool, 150 base + 75 control cost, Cosmic (+2); Only For Chinese Magic (-½)	var
375	<i>The Dragon Mandarin's Horde:</i> Summon up to 1,000 Chinese monsters and fantastic creatures built on up to 500 Character Points each, Expanded Class (Chinese monsters and fantastic creatures; +½), Loyal (+½), Reduced Endurance (0 END; +½)	0

Martial Arts: Shaolin Leopard Kung Fu, Hsing-I, Pakua, and Tai Ch'i Chuan

Maneuver	OCV	DCV	Notes
4 Block*#\$\$	+2	+2	Block, Abort
4 Disarm*%	-1	+1	Disarm, 35 STR
4 Dodge*\$	+0	+5	Dodge All Attacks, Abort
3 Grab*%	-1	-1	Grab Two Limbs, 35 STR for holding on
5 Kick/Monkey Slap/Palm Strike*#\$\$	+1	9d6	Strike -2
4 Knife Hand*	-2	+0	1d6 HKA (2d6 with STR)
4 Punch*	+0	+2	7d6 Strike
3 Throw*#%	+0	+1	5d6 +v/5, Target Falls
4 Tien-hsueh Strike/Sword Finger*#%			-1 +1 3d6 NND(1)
8	+2 Damage Classes (already added in)		
2	Use Art with Blades, Staff		
* = Kung Fu maneuver # = Hsing-I maneuver			
\$ = Pakua maneuver % = Tai Ch'i Chuan maneuver			
47	<i>Dim Mak:</i> Drain BODY 8d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¼), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (1 Week, victim takes 1d6 immediately, then 1d6 per day as he sickens and dies; -2), Can Be Cured By Chinese Healing (-¼), Dr. Wu Must Make A Sequence Of Three Blows, Each At -3 OCV, And May Not Miss A Phase Or Hit (blows do damage; -2½), Activation Roll 15- (-¼)		
20	<i>Sublime Martial Skill:</i> Find Weakness 11- with Martial Arts		
60	<i>Protective Spells:</i> Physical and Energy Damage Reduction, Resistant, 50%		
20	<i>Fire Cloth Robe:</i> Armor (10 PD/10 ED); OIF (-½)		
10	<i>Iron Tower Of The Mind:</i> Mental Defense (15 points total)		
10	<i>Mystic Shields:</i> Power Defense (10 points) 0		
25	<i>Immortality:</i> Life Support (Immunity to all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: Immortality) 0		
30	<i>Blessings Of The Gods And Spirits:</i> Luck 6d6 0		

Perks

- 400 Bases: castle in China; various others around the world
- 400 Followers
- 3 Fringe Benefit: Membership: Watchers Of The Dragon
- 15 Money: Filthy Rich

Talents

- 15 Combat Sense
- 20 Danger Sense (self only, out of combat) 14-
- 20 Universal Translator 14-

Skills

- 25 +5 with *Chinese Sorcery* VPP
- 12 +4 with Martial Arts
- 1 Acrobatics 8-
- 3 Analyze Style 14-
- 1 Breakfall 8-
- 3 Conversation 15-
- 3 High Society 15-
- 2 Language: Cantonese (fluent conversation; Mandarin Chinese is Native)
- 2 Language: English (fluent conversation)
- 3 Oratory 15-
- 3 Persuasion 15-
- 3 Stealth 13-
- 4 WF: Common Melee Weapons, Common Martial Arts Weapons
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 14-
- 2 2) KS: Chinese Alchemy 14-
- 2 3) KS: Chinese Astrology 14-
- 2 4) KS: Chinese Culture And Civilization 14-
- 2 5) KS: Chinese Healing 14-
- 2 6) KS: Chinese History 14-
- 2 7) KS: Chinese Legends And Lore 14-
- 2 8) KS: Chinese Philosophy 14-
- 2 9) KS: Chinese Sorcery 14-
- 2 10) KS: Conjuratation 14-
- 2 11) KS: The Death Dragon And The Cult Of The Red Banner 14-
- 2 12) KS: Divination 14-
- 2 13) KS: Feng Shui 14-
- 2 14) KS: Hsing-I 14-
- 2 15) KS: Kung Fu 14-
- 2 16) KS: The Martial World 14-
- 2 17) KS: Pakua 14-
- 2 18) KS: The Superhuman World 14-
- 2 19) KS: Tai Ch'i Ch'uan 14-

Total Powers & Skills Cost: 1,921

Total Cost: 2,123

200+ Disadvantages

- 0 Dependence: must perform ancestor worship ceremonies every day or suffer Activation Roll 11- on all mystic powers (Very Common)
 - 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
 - 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
 - 20 Enraged: if insulted or taunted (Uncommon), go 14-, recover 11-
 - 15 Hunted: Tiger Squad 8- (As Pow, NCI, Capture)
 - 5 Hunted: Trismegistus Council 11- (Less Pow, NCI, Watching)
 - 10 Hunted: Cult Of The Red Banner 11- (Less Pow, Capture/Kill)
 - 20 Psychological Limitation: Cannot Tolerate Challenges To His Power (Common, Total)
 - 15 Psychological Limitation: Hatred Of Technology (Common, Strong)
 - 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)
 - 20 Reputation: evil Chinese sorcerer and warlord who might conquer the world 14- (Extreme)
- 1,798 Experience Points

Total Disadvantage Points: 2,123

Background/History: Doctor Yin Wu was born the son of Chinese peasant in the year 578 AD. 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, 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 lore only deepened. 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 late nineteenth century he went to England to study the ways of the white devils that had invaded his land, the better to defeat them. During that time he dominated the opium trade in London's infamous East End, and was known to the British authorities as *the Dragon Mandarin*. In 1907 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 Twenties and Thirties Dr. Wu was a powerful *tuchun*, or warlord, in central China. Thanks to his magical abilities (such as they were, weakened by centuries of the ebbing of arcane energy in the world) and army of mystical



DR. YIN WU PLOT SEEDS

As mentioned in *Champions Universe*, for over a century Dr. Wu has sought the *Jade Mirror of Transcendence*. According to legend, he who commands the mirror can remake the world as he sees fit, right down to altering humanity's shape and memories to conform to his vision of reality. If he obtains it, he plans to use it to turn the entire world into medieval China — a realm where he'll wield supreme power. He has at long last decided that the Mirror no longer exists; it must have faded to dust during the long centuries when magic's power diminished in the world. Therefore he must create it anew. To do this he must get the Four Sons to gather a wide variety of strange substances and arcane appurtenances, which will take time... but he has time, all the time in the world.

Doctor Wu decides it's time for a change of scenery and moves to the campaign city's Chinatown for a while. After building himself a mansion at a favorable intersection of dragon lines, he quickly takes control of the Chinese underworld, and then begins extending his power throughout the city. It's up to the PCs to stop him before his magic and his gangs bring the entire city under his power.

Without warning, a battle between advanced war-robots and supernatural Chinese monsters breaks out in Chinatown! The heroes put a stop to it, but can't figure out what started it. Soon they're contacted by

creatures, neither the other warlords, nor Chiang Kai-shek's Kuomintang government, nor Mao Tse-tung's Communists dared to provoke him. His subjects lived in superstitious fear of him, worshipping him as a god. Their respect and dread only deepened after the "tide" of magic began to rise in 1938 and his once-great powers grew great once more.

But change is the way of all things, and eventually change came to China in the form of a Communist victory in 1949. Doctor Wu soon 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. The Communist leaders launched a campaign of assault and harassment against the Dragon Mandarin, hoping to defeat him or drive him out.

Their plan worked... but only in part. They lacked the military might to penetrate his arcane defenses, and even had they had the means and desire to use magic ("superstitious claptrap") against him, there was no one in China who could match his power. But Dr. Wu, already disgusted with his countrymen for being so easily seduced by Communist wiles, turned his back on them altogether, sealing himself up in his castle, which he warded with powerful spells so that no one could approach.

And there Dr. Wu has lived to this day (though rumors claim, correctly, that he has homes in major Chinatowns around the world and sometimes visits them for a change of scenery or as part of one of his schemes). In 1961, 1978, 1989, and 2001 he attempted to cast out the Communists and take over China, and was stopped each time by the People's Republic's official superteam, the Tiger Squad, solely because of the Squad's size (in any other country six or seven superhero teams would have had to join forces to defeat him). In the process he's killed over a dozen Squad members, earning him the group's eternal enmity. With the patience of an immortal, he seeks a mystical means to restore the China he knows and loves, a land of peaceful peasants and wise scholars where he alone rules and he can properly placate the spirits of his ancestors.

Personality/Motivation: Doctor Yin Wu is a typical Oriental master villain — evil, insidious, ruthless, inscrutable, and extremely powerful. His power derives from his mastery of Chinese magic and his arsenal of Chinese enchanted items; he despises all modern technology and ways. He has to observe a strict code of behavior in order to maintain his magical powers: he must not eat meat, use advanced technology (such as electronic devices), or break his word; and must offer homage to his ancestors every day. Player characters may be able to use this 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. Ulti-

mately, 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 back 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; he similarly loathes the Japanese for all the torment they've inflicted on his country and his people.

Despite unquestionably falling into the "master villain" category, Dr. Wu is not entirely unlikeable. His code of honor is strong, and it often prompts him to acts which can only be described as "charitable." For example, he gives money to the poor, talks peacefully with his enemies when it would be prudent to do so (and otherwise treats them with dignity and respect, provided they do the same), and sometimes uses 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 — an organization of scholars and mystics devoted to keeping the terrifyingly powerful and evil Death Dragon imprisoned — is another example of how he looks out for others. 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's 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.

Doctor Wu's offensive powers are usually (but not always) built through Foci — potions, enchanted mirrors, mystic crystals, and other magical items. (See below for numerous examples, though you can always create Chinese-themed versions of the Thaumaturgy spells from *The Mystic World* for him to use.) If possible he prefers to cow his opponents with displays of power (*i.e.*, a Presence Attack using bonus PRE bought as a slot in his Power Pool), but he's no stranger to actual battle. He's also a martial artist with centuries of HTH Combat experience; heroes who think they can intimidate him by closing for a brawl are sadly mistaken. He prefers to attack technology-oriented heroes and Westerners first in most cases.

Much of Dr. Wu's power derives from his army

of Chinese creatures and monsters, which he refers to as *tiējūn-zhāoyá*, “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.

Campaign Use: For genre-specific suggestions on how to use Dr. Wu, see below.

Doctor Wu is a master villain and should be treated as such — meaning he needs to be powerful enough to take on your entire team of superheroes, at least for a little while. If he can’t do that, you need to improve him until he can — for example, by increasing his SPD or Damage Reduction. If he’s already too tough, reduce his VPP (or Limit it so that his spells and items can only have 40-60 Active Points each).

Doctor Wu rarely Hunts anyone; most humans simply aren’t worth that much of his attention — he can wait patiently until they die after a few short decades. If angered into Hunting a character, he’ll start by sending Chinese monsters after him, eventually working up the anger to attack the character personally if the monsters don’t get the job done.

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 colored yellow; it symbolizes 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 dark gold dragon; also embroidered on it 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’s quite spry and a quick thinker.

Campaign Use

How you can use Dr. Wu depends in part on the type of campaign you’re running.

CHAMPIONS

Doctor Wu is first and foremost a *Champions* villain — one of the most powerful adversaries in the Champions Universe, in fact — and as such can be used in most *Champions* campaigns without much change (other than to alter his power level as necessary so that he fits into your game world properly).

In *Golden Age Champions* campaigns, Dr. Wu is largely absent, having sealed himself into his castle in disgust while China disintegrates around him. He might emerge briefly to help the PCs deal

with Iron Father or other powerful Japanese mystics, since he hates the Japanese nearly as much as he hates Westerners and Communists.

In a *Teen Champions* campaign, Dr. Wu might be the eerie master villain the teen heroes sometimes tangle with in Chinatown. In this sort of game he’d be less the world-conquering master villain and more the powerful “father figure” behind the teenaged Four Sons of the Dragon.

By the time of *Galactic Champions*, Dr. Wu is dead — he dies in the mid-twenty-first century, when the level of ambient magic in the world dropped to such a low point that his spells of immortality could no longer sustain him and he crumbled to dust. But perhaps some mystical essence of him remains locked away in an ancient Chinese puzzle-box, ready to take over the body of the first Chinese person with the misfortune to open it....

CYBER HERO

If you want to use Dr. Wu in a typical *Cyber Hero* game, you should remove his true magic powers and superhuman Characteristics and abilities. Instead, he’s a mystic (with, at best, minor arcane powers, if your campaign features those) who runs one (or all) of the Triads that dominate crime throughout much of the world. See below for an alternate character sheet for Cyber-Wu.

DARK CHAMPIONS

A *Dark Champions* Dr. Wu functions more or less like a *Cyber Hero* Dr. Wu, but without the cyberware and netrunning. He’s a major organized crime figure, though his “magic powers” are meaningless unless the campaign happens to include mysticism. In that case, he might be the focus of bizarre, occult-oriented plots that take place in Chinatown.

FANTASY HERO

In a *Fantasy Hero* game, Dr. Wu remains a powerful wizard, but instead of giving him a Variable Power Pool have him buy his spells in whatever way is most appropriate for the campaign. Of course, this only makes sense if you have an “Oriental” area of your Fantasy world, or you want to assume he’s traveled to that world from Earth to escape the encroachment of technology and modern civilization. See below for an alternate character sheet for Fantasy Dr. Wu.

NINJA HERO

As a thoroughly Asian villain (and master of the martial arts), Dr. Wu suits *Ninja Hero* campaigns just fine. However, unless your campaign follows the wuxia or anime styles of Ninja Hero play, you should get rid of his magic and monsters altogether and just make him an old, but very powerful and skilled, master — perhaps one who knows several secret techniques no one else possesses, but who’s willing to teach them to those who undertake a quest for him....

Continued from last page

Dr. Yin Wu. He tells them Dr. Destroyer has learned that he possesses the fabled Pill of Immortality, and that Destroyer will do whatever he must to take the secret from Dr. Wu so that he can extend his own life indefinitely. To halt the war and prevent Destroyer from finding a way to become immortal, the heroes have to help Dr. Wu defeat him. This may entail a trip to China to protect Dr. Wu’s castle. And what if it was Dr. Wu himself who leaked the secret of the Pill to Destroyer in a plan to get Destroyer to invade the People’s Republic and weaken the Chinese government, ultimately leading to Wu declaring himself Emperor?



PULP HERO

In *Pulp Hero*, Dr. Wu fits into the mold of Fiendish Oriental Mastermind quite nicely. You should significantly reduce (or get rid of) his magical powers, making him something more of a *tuchun* and criminal mastermind, but leaving him a touch of the arcane serves to differentiate him from the likes of Dr. Fang Shen (see *Masterminds And Madmen*). See below for an alternate character sheet for Pulp Dr. Wu that uses psychic powers from *Pulp Hero* to represent his “magic powers.”

STAR HERO

Doctor Wu doesn't fit well into most Science Fiction campaigns at all, since they have little to do with mysticism. However, in games that mix *Fantasy Hero* and *Star Hero* he'd make an ideal adversary (though you'd probably need to tone him down a bit). Similarly, in a game where the Chinese have exerted a strong influence over space travel and colonization, he might be the *de facto* ruler of many Chinese-dominated planets.

VICTORIAN HERO

In the *Victorian Hero* era, a much lower-powered Dr. Wu is best known simply as the Dragon Mandarin, the lord of Chinese crime and the opium trade in London. He could also be found nearly anywhere in Asia, attempting to stir up trouble against the colonial powers.

WESTERN HERO

Western Hero doesn't have much place for Dr. Wu unless your game takes place in and around San Francisco of the period, where he might be a power in the growing Chinatown. Similarly, if one of his (countless thousands of) relatives could find himself in trouble while working on a coolie gang building American railroads and somehow appeal to Dr. Wu for help, dragging him straight into the Wild West.

ALTERNATE WUS

Here are three alternate versions of Dr. Wu: one for *Fantasy Hero*, one for *Pulp Hero*, and one for *Cyber Hero*.

DOCTOR YIN WU

Fantasy Hero Version

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
25	INT	20	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
12	COM	1	11-	
6	PD	3		Total: 10 PD (4 rPD)
8	ED	4		Total: 12 ED (4 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
40	STUN	11		Total Characteristics Cost: 145

Movement: Running: 6"/12"

Cost	Spells	END
667	All the spells listed in the <i>Chinese Magic</i> section of this document	var

Powers

30	<i>Protective Spells:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
8	<i>Fire Cloth Robe:</i> Armor (4 PD/4 ED); OIF (-½)	0
5	<i>Iron Tower Of The Mind:</i> Mental Defense (10 points total)	0
10	<i>Mystic Shields:</i> Power Defense (10 points)	0
25	<i>Immortality:</i> Life Support (Immunity to all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: Immortality)	0
20	<i>Blessings Of The Gods And Spirits:</i> Luck 4d6	0

Perks

15 Money: Filthy Rich

Talents

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

Skills

25	+5 with his magic spells
3	Conversation 15-
3	High Society 15-
2	Language: GM's choice (fluent conversation; Fantasy form of "Chinese" is Native)
2	Language: GM's choice (fluent conversation)
2	Language: GM's choice (fluent conversation)
2	Language: GM's choice (fluent conversation)
2	Language: GM's choice (fluent conversation)
2	Language: GM's choice (fluent conversation)
3	Oratory 15-
3	Persuasion 15-
25	Power: Chinese Sorcery 25-
3	Stealth 12-

- 2 WF: Common Melee Weapons
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 14-
- 2 2) KS: Chinese Alchemy 14-
- 2 3) KS: Chinese Astrology 14-
- 2 4) KS: Chinese Culture And Civilization 14-
- 2 5) KS: Chinese Healing 14-
- 2 6) KS: Chinese History 14-
- 2 7) KS: Chinese Legends And Lore 14-
- 2 8) KS: Chinese Philosophy 14-
- 2 9) KS: Chinese Sorcery 14-
- 2 10) KS: Conjuration 14-
- 2 11) KS: Divination 14-
- 2 12) KS: Elementalism 14-
- 2 13) KS: Feng Shui 14-
- 2 14) KS: Necromancy 14-
- 2 15) KS: Sorcery 14-
- 2 16) KS: Wizardry 14-

Total Powers & Skills Cost: 914

Total Cost: 1,059

75+ Disadvantages

- 0 Dependence: must perform ancestor worship ceremonies every day or suffer Activation Roll 11- on all spells and mystic powers (Very Common)
- 20 Enraged: if insulted or taunted (Uncommon), go 14-, recover 11-
- 20 Hunted: Kal-Turak 8- (Mo Pow, NCI, Capture/Kill)
- 5 Hunted: council of rival mages 11- (Less Pow, NCI, Watching)
- 20 Psychological Limitation: Cannot Tolerate Challenges To His Power (Common, Total)
- 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)
- 20 Reputation: evil sorcerer 14- (Extreme)
- 884 Experience Points

Total Disadvantage Points: 1,059

Notes: Instead of buying a special Summon power or a lot of Followers and Bases, this version of Dr. Wu, like other evil Fantasy wizards, simply has whatever monstrous "pets," servants, castles, and other resources he needs.



DOCTOR YIN WU

Pulp Hero Version

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
25	INT	20	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
12	COM	1	11-	

6	PD	3		Total: 10 PD (4 rPD)
8	ED	4		Total: 12 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
50	STUN	21		Total Characteristics Cost: 161

Movement: Running: 6"/12"

Cost	Powers	END
20	Astral Projection	11
12	Clairvoyance	4
13	Cloud Men's Minds	2
14	Foresight	5
18	Medium	10
9	Perceive The Past	5
5	Sensitive	0
16	Though Transference	4

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 30 STR
4	Dodge	+0 +5	Dodge All Attacks, Abort
3	Grab	-1 -1	Grab Two Limbs, 30 STR for holding on
5	Kick	-2 +1	8d6 Strike
4	Knife Hand	-2 +0	1d6 HKA (1½d6 with STR)
4	Punch	+0 +2	6d6 Strike
3	Throw	+0 +1	4d6 +v/5, Target Falls

4	Tien-hsueh Strike-1	+1	3d6 NND(1)
8	+2 Damage Classes (already added in)		
47	Dim Mak: Drain BODY 8d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (1 Week, victim takes 1d6 immediately, then 1d6 per day as he sickens and dies; -2), Can Be Cured By Chinese Healing (-¼), Dr. Wu Must Make A Sequence Of Three Blows, Each At -3 OCV, And May Not Miss A Phase Or Hit (blows do damage; -2½), Activation Roll 15- (-¼)		28
30	Protective Spells: Physical and Energy Damage Reduction, Resistant, 25%		0
12	Fire Cloth Robe: Armor (6 PD/6 ED); OIF (-½)		0
5	Iron Tower Of The Mind: Mental Defense (10 points total)		0

10	Mystic Shields: Power Defense (10 points)	0
25	Immortality: Life Support (Immunity to all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: Immortality)	0
20	Blessings Of The Gods And Spirits: Luck 4d6	0

Perks

3	Fringe Benefit: Membership: Watchers Of The Dragon
15	Money: Filthy Rich

Talents

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

6	+2 with Kung Fu	
3	Conversation	15-
3	High Society	15-
2	Language: Cantonese (fluent conversation; Mandarin Chinese is Native)	
2	Language: English (fluent conversation)	
3	Oratory	15-
3	Persuasion	15-
2	PS: Warlord	11-
3	Stealth	13-
3	Tactics	14-
6	WF: Common Melee Weapons, Common Martial Arts Weapons, Small Arms	
3	Scholar	
2	1) KS: Arcane And Occult Lore	14-
2	2) KS: Chinese Alchemy	14-
2	3) KS: Chinese Astrology	14-
2	4) KS: Chinese Culture And Civilization	14-
2	5) KS: Chinese Healing	14-
2	6) KS: Chinese History	14-
2	7) KS: Chinese Legends And Lore	14-
2	8) KS: Chinese Philosophy	14-
2	9) KS: Chinese Sorcery	14-
2	10) KS: Conjunction	14-
2	11) KS: The Death Dragon And The Cult Of The Red Banner	14-
2	12) KS: Divination	14-
2	13) KS: Feng Shui	14-
2	14) KS: Kung Fu	14-

Total Powers & Skills Cost: 404

Total Cost: 565

75+ Disadvantages

0	Dependence: must perform ancestor worship ceremonies every day or suffer Activation Roll 11- on all mystic powers (Very Common)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Enraged: if insulted or taunted (Uncommon), go 14-, recover 11-
5	Hunted: Trismegistus Council 11- (Less Pow, NCI, Watching)
10	Hunted: Cult Of The Red Banner 11- (Less Pow, Capture/Kill)



- 20 Psychological Limitation: Cannot Tolerate Challenges To His Power (Common, Total)
- 15 Psychological Limitation: Hatred Of Technology (Common, Strong)
- 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)
- 20 Reputation: evil Chinese sorcerer and warlord who might conquer the world 14- (Extreme)
- 365 Experience Points

Total Disadvantage Points: 565

Notes: Instead of buying a special Summon power or a lot of Followers and Bases, this version of Dr. Wu, like other Pulp masterminds, simply has whatever monstrous “pets,” servants, castles, and other resources he needs. This writeup assumes that the Death Dragon, the Cult of the Red Banner, the Watchers of the Dragon, and the Trismegistus Council exist in the campaign world (if not, simply eliminate the appropriate Perks, Skills, and Disadvantages, or substitute corresponding ones appropriate for your campaign).

See pages 279-86 of *Pulp Hero* for explanation of Dr. Wu’s various “spells” and mystic powers. You can easily expand upon these with a few lesser-powered spells and enchanted items from the *Chinese Magic* section of this Hero Plus Adventure.



DOCTOR YIN WU

Cyber Hero/Dark Champions Version

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
12	COM	1	11-	

8 PD 5 Total: 8 PD (0 rPD)
 8 ED 4 Total: 8 ED (0 rED)
 4 SPD 12 Phases: 3, 6, 9, 12
 7 REC 0
 36 END 0

Total Characteristics Cost: 127

Movement: Running: 6"/12"

Cost Powers END

- 18 *Numatsu Skillslot System, Model Beta:* Variable Power Pool (Skill Pool), 16 base + 8 control cost; Extra Time (takes 1 Turn to change slots; -3/4), Restrainable (-1/4), Limited Use (only non-physical, non-Interaction Skills; -1/2), No More Than Two Slots Can Be Active At Once (-1/2), No Slot Can Have More Than 9 Active Points (-1/2) 0
- 13 *Numatsu Dataport:* Extra-Dimensional Movement (any location in the Cybernet corresponding to the location of the computer where Dr. Wu jacks in), Reduced Endurance (0 END; +1/2); OIF (dataport; -1/2), Meat Body (character's body remains in the real world, but cannot move, perceive, or act, and damage to either the virtual form [in cyberspace] or the real body [in the real world] can hurt or kill the character; -1) 0

Martial Arts: Shaolin Leopard Kung Fu, Hsing-I, Pakua, and Tai Ch'i Ch'uan

Maneuver	OCV	DCV	Notes
4 Block*#\$\$%	+2	+2	Block, Abort
4 Disarm*#%	-1	+1	Disarm, 35 STR
4 Dodge*#%	+0	+5	Dodge All Attacks, Abort
3 Grab*#%	-1	-1	Grab Two Limbs, 35 STR for holding on
5 Kick/Monkey Slap/Palm Strike*#\$\$%	-2	+1	9d6 Strike
4 Knife Hand*	-2	+0	1d6 HKA (2d6 with STR)
4 Punch*	+0	+2	7d6 Strike
3 Throw*#%	+0	+1	5d6 +v/5, Target Falls
4 <i>Tien-hsueh Strike/Sword Finger*#%</i>	-1	+1	3d6 NND(1)
8 +2 Damage Classes (already added in)			
2 Use Art with Blades, Staff			

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

- 20 *Sublime Martial Skill: Find Weakness* 11- with Martial Arts 0
- 5 *Life-Sustaining Gene Therapy:* Life Support (Longevity: Immortality) 0

Perks

- 7 Fringe Benefit: Criminal Rank: powerful Chinese crimelord
- 15 Money: Filthy Rich

Talents

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

Skills

- 6 +2 with Martial Arts
- 1 Acrobatics 8-
- 3 Analyze Style 14-
- 1 Breakfall 8-
- 3 Computer Programming 14-
- 3 Conversation 15-
- 3 High Society 15-
- 2 Language: Cantonese (fluent conversation; Mandarin Chinese is Native)
- 2 Language: English (fluent conversation)
- 3 Oratory 15-
- 3 Persuasion 15-
- 3 Stealth 12-
- 3 Systems Operation 14-
- 6 WF: Common Melee Weapons, Common Martial Arts Weapons, Small Arms
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 14-
- 2 2) KS: Chinese Alchemy 14-
- 2 3) KS: Chinese Astrology 14-
- 2 4) KS: Chinese Culture And Civilization 14-
- 2 5) KS: Chinese Healing 14-
- 2 6) KS: Chinese History 14-
- 2 7) KS: Chinese Legends And Lore 14-
- 2 8) KS: Chinese Organized Crime 14-
- 2 9) KS: Chinese Philosophy 14-
- 2 10) KS: Chinese Sorcery 14-
- 2 11) KS: Divination 14-
- 2 12) KS: Feng Shui 14-
- 2 13) KS: Hsing-I 14-
- 2 14) KS: Kung Fu 14-
- 2 15) KS: The Martial World 14-
- 2 16) KS: Organized Crime 14-
- 2 17) KS: Pakua 14-
- 2 18) KS: Tai Ch'i Ch'uan 14-

Total Powers & Skills Cost: 224

Total Cost: 351

75+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 Enraged: if insulted or taunted (Uncommon), go 14-, recover 11-
- 15 Hunted: rival ganglord 11- (As Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Cannot Tolerate Challenges To His Power (Common, Total)
- 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)



20 Reputation: evil Chinese crimelord 14-
 (Extreme)
 176 Experience Points

Total Disadvantage Points: 351

Notes: Like the previous two alternate Doctors, this one doesn't have any Followers, Bases, or the like listed; it's assumed he has whatever he needs to fulfill the proper duties of the position of "Master Villain." Furthermore, Cyber-Wu has given up his hatred of technology, since he now needs it to stay alive; he even has some cyberware. When he's running the Cybernet, his avatar appears as a majestic Chinese mandarin as if painted in the traditional Chinese style (which definitely makes him stand out amidst all the neon and computer graphics-style avatars).

This writeup assumes there's no mysticism in the campaign and that Dr. Wu doesn't really have any magical powers (or at least, not anymore). If you want to give him some, borrow the mystic abilities from his *Pulp Hero* character sheet.

Remove the cyberware from this character sheet, and you can use it for the *Dark Champions* Dr. Wu.





CHINESE MAGIC

Here are dozens of example spells and items Dr. Wu can buy through his Variable Power Pool. Most of the sample spells and magic items presented here are taken from Chinese folklore and legend. Players interested in developing their own spells and magical items can consult similar sources.

CHINESE SPELLS

The following spells are built for Dr. Wu's Power Pool, and as such have few Limitations because they're intended for use primarily in Superheroic campaigns. Each one features a "Fantasy Version" that's more appropriate for Heroic campaigns (such as *Fantasy Hero* or *Pulp Hero*), but you may want to Limit them even more.

Offensive Spells

BEANS INTO MEN

Effect: Summon warriors
Target/Area Affected: N/A
Duration: Instant
Range: No Range
END Cost: 9

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

Game Information: *Summon up to 500 warriors built on up to 200 Character Points each (95 Active Points); OAF Expendable (beans; -1¼), Extra Time (1 Minute; -1½). Total cost: 25 points.*

Fantasy Version: *Summon up to 500 warriors built on up to 200 Character Points each (95 Active Points); OAF Expendable (beans, Easy to obtain; -1¼), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Chinese Sorcery Roll (-½). Total cost: 18 points.*

THE BREATH OF CHENG LUN

Effect: RKA 2d6 + Hearing Group
Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: 10"
END Cost: 5

Description: 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.

Game Information: *RKA 2d6 (30 Active Points); Gestures (-¼), No Knockback (-¼), Limited Range (10"; -¼) (total cost: 17 points) plus Hearing Group Flash 6d6 (18 Active Points); Gestures (-¼), Limited Range (10"; -¼), Linked (-½) (total cost: 9 points). Total cost: 26 points.*

Fantasy Version: *RKA 2d6 (30 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (10"; -¼), Requires A Chinese Sorcery Roll (-½) (total cost: 13 points) plus Hearing Group Flash 6d6 (18 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (10"; -¼), Linked (-½), Requires A Chinese Sorcery Roll (-½) (total cost: 6 points). Total cost: 19 points.*

THE BREATH OF CH'EN CHI

Effect: RKA 2d6, NND, Does BODY
Target/Area Affected: One Hex Doubled
Duration: Instant
Range: No Range
END Cost: 12

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

Game Information: *RKA 2d6, Area Of Effect (One Hex Doubled; +¾), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼) (120 Active Points); No Range (-½), Does Not Work In Winds Or Rain (-¼), No Knockback (-¼). Total cost: 60 points.*

Fantasy Version: *RKA 2d6, Area Of Effect (One Hex Doubled; +¾), NND (defense is Life Support [Self-Contained Breathing or appro-*

prate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼) (120 Active Points); OAF Expendable (rotten cabbage leaf, Easy to obtain; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Does Not Work In Winds Or Rain (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 30 points.

THE BREATH OF FÈNG-LIN

Effect: Darkness to Sight and Smell/Taste Groups, Personal Immunity
Target/Area Affected: 4" Radius
Duration: Constant
Range: No Range
END Cost: 6

Description: Fèng-lin is a god who has the power to blow billows of black smoke out of his nostrils. This spell allows sorcerers to mimic that ability.

Game Information: Darkness to Sight and Smell/Taste Groups 4" radius, Personal Immunity (+¼) (56 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½). Total cost: 28 points.

Fantasy Version: Darkness to Sight and Smell/Taste Groups 4" radius, Personal Immunity (+¼) (56 Active Points); Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Chinese Sorcery Roll (-½). Total cost: 22 points.

DRAINING THE SEA

Effect: Dispel Water Powers 24d6
Target/Area Affected: One character
Duration: Instant
Range: 450"
END Cost: 9

Description: This spell of Taoist magic affects water in all its many forms. The sorcerer can use it as its name implies (to lower the level of a sea or lake, by Draining the Change Environment used to create the body of water), or he can attack Water creatures with it.

Game Information: Dispel Water Powers 24d6, any one Water power at a time (+¼) (90 Active Points); OAF Expendable (pinch of dust or ashes; -1¼), Gestures (-¼), Incantations (-¼). Total cost: 33 points.

Fantasy Version: Dispel Water Powers 24d6, any one Water power at a time (+¼) (90 Active Points); OAF Expendable (pinch of dust or ashes, Easy to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 28 points.

FINGER OF DESTRUCTION

Effect: RKA 1d6
Target/Area Affected: One character
Duration: Instant
Range: 75"
END Cost: 2

Description: 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.

Game Information: RKA 1d6 (15 Active Points); Incantations (-¼), Increased Endurance Cost (x2 END; -½), Gestures (-¼). Total cost: 7 points.

Fantasy Version: RKA 1d6 (15 Active Points); Increased Endurance Cost (x2 END; -½), Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 6 points.

GHOST ARROW

Effect: RKA 4d6, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: 450"
END Cost: 9

Description: 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're most often used as a way for the ghost to get revenge on whoever ended his life or wronged him while he was alive. Clever sorcerers have found a way to duplicate this fearsome attack.

Game Information: RKA 4d6, Penetrating (+½) (90 Active Points); OAF Expendable (small copper arrow; -1½), Gestures (-¼), Incantations (-¼), Only Works On Living Beings (-½). Total cost: 26 points.

Fantasy Version: RKA 4d6, Penetrating (+½) (90 Active Points); OAF Expendable (small copper arrow, Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only Works On Living Beings (-½), Requires A Chinese Sorcery Roll (-½). Total cost: 22 points.

HAIR INTO MONKEYS

Effect: Summon up to 125 monkeys
Target/Area Affected: N/A
Duration: Instant
Range: No Range
END Cost: 5

Description: To use this spell, the caster must pluck hairs from his beard or head. He then transforms them into monkeys, who 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!).

Game Information: Summon up to 125 monkeys (see The HERO System Bestiary, pages 171-72) (47 Active Points); OIF Expendable (hairs from





caster's head or beard; $-\frac{3}{4}$), Incantations ($-\frac{1}{4}$).
Total cost: 23 points.

Fantasy Version: *Summon up to 125 monkeys (see The HERO System Bestiary, pages 171-72) (47 Active Points); OAF Expendable (hairs from caster's head or beard; $-\frac{3}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Chinese Sorcery Roll ($-\frac{1}{2}$). Total cost: 17 points.*



INVOCATION OF THE PEACH-BLOSSOM STAR

Effect: Major Transform 8d6 (sane person to insane person)
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 0

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



Game Information: *Major Transform 3d6+1 (sane person to person with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back through application of this spell or a like spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+ $\frac{1}{4}$), Reduced Endurance (0 END; + $\frac{1}{2}$) (137 Active Points); OAF Expendable (peach leaf; $-1\frac{1}{4}$), Requires A KS: Chinese Astrology Roll (no Active Point penalty; -0), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (20"; $-\frac{1}{4}$), Limited Target (humans; $-\frac{1}{2}$), Only Works At Night ($-\frac{1}{2}$). Total cost: 34 points.*

Fantasy Version: *Same.*



JU SHUI

Effect: Suppress Swimming 4d6
Target/Area Affected: 4 km radius
Duration: Constant
Range: 275"
END Cost: 0

Description: Ju shui is "weak water" — water 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.

Game Information: *Suppress Swimming 4d6, Area Of Effect (4" radius, +1), MegaScale (each hex = 1 km wide, broad, and deep; + $\frac{1}{4}$), Reduced Endurance (can be shut off with appropriate countermagics, 0 END; + $\frac{1}{2}$) (55 Active Points); Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$). Total cost: 37 points.*

Fantasy Version: *Suppress Swimming 4d6, Area Of Effect (4" radius, +1), MegaScale (each hex = 1 km wide, broad, and deep; + $\frac{1}{4}$), Reduced Endurance (can be shut off with appropriate countermagics, 0 END; + $\frac{1}{2}$) (55 Active Points);*



OAF Expendable Fragile (a piece of cotton or raw silk, Easy to obtain; $-1\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Chinese Sorcery Roll ($-\frac{1}{2}$). Total cost: 16 points.

KUEI FANG'S WORD OF POWER

Effect: RKA 3d6, NND, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: 15"
END Cost: 13

Description: When this terrible word is uttered, the target's hun and p'o (superior and inferior souls) separate, killing him instantly. In some cases, this may create a ch'ing-shih (Chinese vampire).

Game Information: *RKA 3d6, NND (defense is Power Defense; +1), Does BODY (+1) (135 Active Points); Incantations ($-\frac{1}{4}$), Limited Range (15"; $-\frac{1}{4}$), No Knockback ($-\frac{1}{4}$), Only Works On Beings With Souls (-1). Total cost: 49 points.*

Fantasy Version: *RKA 3d6, NND (defense is Power Defense; +1), Does BODY (+1) (135 Active Points); OAF Expendable (miniature golden blessed by a holy man in a special ritual, Very Difficult to obtain; $-1\frac{1}{2}$), Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (15"; $-\frac{1}{4}$), Only Works On Beings With Souls (-1), Requires A Chinese Sorcery Roll ($-\frac{1}{2}$). Total cost: 24 points.*

LIU KEN'S CALL TO THE ANCESTORS

Effect: Drain PRE 4d6
Target/Area Affected: One character
Duration: Instant
Range: 15"
END Cost: 6

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

Game Information: *Drain PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; + $\frac{1}{4}$), Limited Range (15"; + $\frac{1}{4}$) (60 Active Points); Gestures ($-\frac{1}{4}$). Total cost: 48 points.*

Fantasy Version: *Drain PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; + $\frac{1}{4}$), Limited Range (15"; + $\frac{1}{4}$) (60 Active Points); OAF Fragile (eight-sided spirit mirror; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Chinese Sorcery Roll ($-\frac{1}{2}$). Total cost: 18 points.*

THE THOUSAND-WEAPONS CLOUD

Effect: RKA 2½d6, Indirect
Target/Area Affected: 5" Radius
Duration: Instant
Range: 450"
END Cost: 9

Description: This spell evokes a dark cloud that rains weapons upon the spellcaster's opponents. (With a slight change of special effect, you can also use this spell as The Storm Of False Stars, in which red-hot stones rain down on the caster's foes.)

Game Information: RKA 2½d6, Indirect (always from above; +¼), Area Of Effect (5" radius, +1) (90 Active Points); Extra Time (Full Phase; -½), Incantations (-¼), Gestures (-¼), No Knock-back (-¼). Total cost: 51 points.

Fantasy Version: RKA 2½d6, Indirect (always from above; +¼), Area Of Effect (5" radius, +1) (90 Active Points); OAF Expendable (a piece of metal from the blade of a weapon, Easy to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 24 points.

YÜN CHUNG-TZU'S PILLARS OF FIRE

Effect: RKA 2d6, Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex
Target/Area Affected: One Hex
Duration: Constant
Range: 25"
END Cost: 0

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

Game Information: RKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½) (90 Active Points); Incantations (-¼), Gestures (-¼), Limited Range (25"; -¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½). Total cost: 40 points.

Fantasy Version: RKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½) (90 Active Points); Incantations (-¼), Gestures (-¼), Limited Range (25"; -¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½), Requires A Chinese Sorcery Roll (-½). Total cost: 33 points.

Defensive Spells

THE CELESTIAL LOTUS OF INVULNERABILITY

Effect: Force Wall (12 PD/12 ED), Self Only
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 6

Description: Chinese wizards use this spell to protect themselves from many different types of attacks. When cast, it causes a magical lotus flower to grow from the sorcerer's mouth to block all incoming attacks.

Game Information: Force Wall (12 PD/12 ED) (60 Active Points); OAF Expendable (lotus petal; -1¼), Instant (-½), Self Only (-½). Total cost: 18 points.

Fantasy Version: Force Wall (12 PD/12 ED) (60 Active Points); OAF Expendable (lotus petal; -1¼), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Chinese Sorcery Roll (-½), Self Only (-½). Total cost: 14 points.

HUA REN'S SPELL OF THE UNFELT FIRE

Effect: Armor (30 ED), Hardened, Only Versus Fire
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

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

Game Information: Armor (30 ED), Hardened (+¼) (56 Active Points); Only Versus Limited Type Of Attack (fire/heat; -½), Incantations (-¼), Nonpersistent (-¼). Total cost: 28 points.

Fantasy Version: Armor (30 ED), Hardened (+¼) (56 Active Points); Only Versus Limited Type Of Attack (fire/heat; -½), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 20 points.

LAN HSAIO'S SPELL OF THE WHOLESOME HANDS

Effect: Desolidification, Only To Escape From Bindings
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: This spell instantly casts off all fetters, chains, and bindings holding the wizard captive.

Game Information: Desolidification (affected by magic) (40 Active Points); Only To Escape From Bindings (-1½), Incantations (-¼), Instant (-½). Total cost: 12 points.

Fantasy Version: Same.





SPELLS OF KUAN YIN

Effect: Dispel Summon 20d6, Healing Characteristics 4d6, Force Field (6 PD/6 ED)
 Target/Area Affected: One demon/one character/Self
 Duration: Instant/Instant/Constant
 Range: 300"/Touch/Self
 END Cost: 6/5/0

Description: Kuan Yin is the Chinese goddess of mercy, well-loved by all the people. Sorcerers can use her name to create several different magical effects.

Game Information:

Cost Power

- 30 *Spells Of Kuan Yin*: Multipower, 60-point reserve; all Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½)
 2u 1) *Banishment Of Demons*: Dispel Summon 20d6; Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½), Only Works Against Demons (-1)
 2u 2) *Touch Of Kuan Yin*: Healing 4d6, any one Characteristic at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½)
 1u 3) *Kuan Yin's Mantle*: Force Field (6 PD/6 ED), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½)

Total cost: 35 points.

Fantasy Version: *Same.*

SU-P'IN-TS'E'S SPELL OF EXCELLENT TRANQUILITY

Effect: Physical and Energy Damage Reduction, 50%, Resistant
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0

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

Game Information: *Physical and Energy Damage Reduction, 50%, Resistant (60 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼). Total cost: 30 points.*

Fantasy Version: *Physical and Energy Damage Reduction, Resistant, 50% (60 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 24 points.*

TRANSFORMATION OF THE LOTUS

Effect: Shape Shift (lotus form) + Shrinking + Energy Damage Reduction, Resistant, 75%, Only Versus Soul-Affecting Attacks
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0

Description: This spell allows the caster to assume the shape of a lotus flower — a handy way to hide from enemies. Also, since lotus flowers have no souls, spells that attack the character's soul can have much less effect on him when he is in lotus form.

Game Information: *Shape Shift (Sight, Hearing, and Touch Groups) (16 Active Points); Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½) (total cost: 8 points) plus Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB) (40 Active Points); Gestures (-¼), Incantations (-¼), Linked (to Shape Shift; -¼), Requires A Chinese Sorcery Roll (-½) (total cost: 18 points) plus Energy Damage Reduction, Resistant, 75% (60 Active Points); Gestures (-¼), Incantations (-¼), Only Versus Soul-Affecting Attacks (-2), Requires A Chinese Sorcery Roll (-½) (total cost: 15 points). Total cost: 41 points.*

Fantasy Version: *Same*

Movement Spells

BRIDGE OF MAGPIES

Effect: Force Wall (6 PD/2 ED, 20" long), Only To Form A Bridge
 Target/Area Affected: 20" long and 1" wide
 Duration: Constant
 Range: No Range
 END Cost: 0

Description: This spell summons a large number of magpies that link up to form a bridge across a stream or other obstacle. It doesn't hurt the birds for the spellcaster to walk on them, though too much weight will break the bridge.

Game Information: *Force Wall (6 PD/2 ED, 20" long), Reduced Endurance (0 END; +½) (87 Active Points); OAF Expendable (magpie feather; -¼), Gestures (-¼), Incantations (-¼), No Range (-½), Restricted Shape (can only be erected horizontally, in bridge fashion; -¼). Total cost: 25 points.*

Fantasy Version: *Force Wall (6 PD/2 ED, 20" long), Reduced Endurance (0 END; +½) (87 Active Points); OAF Expendable (magpie feather; -¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Restricted Shape (can only be erected horizontally, in bridge fashion; -¼), Requires A Chinese*

Sorcery Roll (-½). Total cost: 17 points.

LIU KEN'S SPELL OF EASY TRAVEL

Effect: Teleportation 15"
 Target/Area Affected: Self
 Duration: Instant
 Range: Self
 END Cost: 3

Description: A Chinese sorcerer casts this spell when he needs to make an expeditious escape, or in other situations where rapid travel is necessary.

Game Information: *Teleportation 15"* (30 Active Points); *Gestures* (-¼), *Incantations* (-¼). Total cost: 20 points.

Fantasy Version: *Teleportation 15"* (30 Active Points); *Gestures* (-¼), *Incantations* (-¼), *Requires A Chinese Sorcery Roll* (-½). Total cost: 15 points.

WALKING AMONG THE CLOUDS

Effect: Flight 12"
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0

Description: This spell allows a Chinese sorcerer to fly. Wizards often use it to ascend into the heavens and interact with the Immortals.

Game Information: *Flight 12"*, *Reduced Endurance* (0 END; +½) (36 Active Points); *Gestures* (-¼), *Incantations* (-¼). Total cost: 24 points.

Fantasy Version: *Flight 12"*, *Reduced Endurance* (0 END; +½) (36 Active Points); *OAF Expendable Fragile* (feather from a redbird, Easy to obtain; -1½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Chinese Sorcery Roll* (-½). Total cost: 10 points.

YAO JI'S DRILL OF THUNDER AND LIGHTNING

Effect: Tunneling 5" through DEF 10 material
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 4

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

Game Information: *Tunneling 5" through DEF 10 material* (40 Active Points); *Incantations* (-¼), *Gestures* (-¼). Total cost: 27 points.

Fantasy Version: *Tunneling 5" through DEF 10 material* (40 Active Points); *Incantations* (-¼), *Gestures* (-¼), *Requires A Chinese Sorcery Roll* (-½). Total cost: 20 points.

Sensory Spells

CHINESE DIVINATION

Effect: Precognition
 Target/Area Affected: Self
 Duration: Constant
 Range: No Range
 END Cost: 4

Description: This spell encompasses the many different ways Chinese seers and sorcerers 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 heated tortoiseshells and bones. The diviner reads the ch'ishu ("forces and numbers") to determine how people should guide their lives.

Game Information: *Clairsentience* (Sight Group), *Precognition* (40 Active Points); *OAF* (I Ching diagrams, materials for locating feng shui, tortoiseshells, or whatever other medium the spellcaster prefers; -1), *Precognition Only* (-1), *Activation Roll 11-* (-1), *Extra Time* (from 1 Minute to 1 Hour; -1½), *No Range* (-½), *Vague And Unclear* (-½). Total cost: 6 points.

Fantasy Version: *Clairsentience* (Sight Group), *Precognition* (40 Active Points); *OAF* (I Ching diagrams, materials for locating feng shui, tortoiseshells, or whatever other medium the spellcaster prefers; -1), *Precognition Only* (-1), *Activation Roll 11-* (-1), *Extra Time* (from 1 Minute to 1 Hour; -1½), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *No Range* (-½), *Requires A Chinese Sorcery Roll* (-½), *Vague And Unclear* (-½). Total cost: 5 points.

THE EARS OF CHANG TAO-LING

Effect: Clairsentience (Hearing Group)
 Target/Area Affected: Self
 Duration: Constant
 Range: 400"
 END Cost: 3

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

Game Information: *Clairsentience* (Hearing Group), *x4 Range* (400"). Total cost: 30 points.

Fantasy Version: *Clairsentience* (Hearing Group), *x4 Range* (400") (30 Active Points); *OAF Expendable* (cone of fine paper, Easy to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Chinese Sorcery Roll* (-½). Total cost: 9 points.





Miscellaneous Spells

THE ARMS OF CHANG TAO-LING

Effect: Stretching 2", Arms Only
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0

Description: 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.

Game Information: *Stretching 2", Reduced Endurance (0 END; +½) (15 Active Points); Incantations (-¼), Limited Body Parts (arms only; -¼). Real cost: 10 points.*

Fantasy Version: *Stretching 2", Reduced Endurance (0 END; +½) (15 Active Points); OAF Expendable (piece of golden thread, Easy to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Body Parts (arms only; -¼), Requires A Chinese Sorcery Roll (-½). Real cost: 4 points.*

DIVINE FORM

Effect: Shape Shift + Extra Limbs
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 3

Description: This spell grants the caster the power to change his form like the gods do.

Game Information: *Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) (total cost: 26 points) plus Extra Limbs (however many the character desires, including multiple heads!) (5 Active Points); Nonpersistent (-¼) (total cost: 4 points). Total cost: 30 points.*

Fantasy Version: *Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) (26 Active Points); Requires A Chinese Sorcery Roll (-½) (total cost: 17 points) plus Extra Limbs (however many the character desires, including multiple heads!) (5 Active Points); Nonpersistent (-¼), Requires A Chinese Sorcery Roll (-½) (total cost: 3 points). Total cost: 20 points.*

HILLS TO PLAINS

Effect: Change Environment (smooth and flatten rough terrain)
 Target/Area Affected: 4 km
 Duration: Constant
 Range: No Range
 END Cost: 2

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

Game Information: *Change Environment (smooth and flatten rough terrain) 4" radius, MegaScale (1" = 1 km wide, broad, and deep; +¼) (19 Active Points); Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½). Total cost: 5 points.*

Fantasy Version: *Change Environment (smooth and flatten rough terrain) 4" radius, MegaScale (1" = 1 km wide, broad, and deep; +¼) (19 Active Points); OAF (small square of glass, Easy to obtain; -1¼), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Chinese Sorcery Roll (-½). Total cost: 4 points.*

HUA REN'S SPELL OF THE USELESS WALL

Effect: Desolidification
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 4

Description: Hua Ren developed this spell primarily for walking through walls, but it has many other uses.

Game Information: *Desolidification (affected by magic) (40 Active Points); Gestures (-¼), Incantations (-¼). Total cost: 27 points.*

Fantasy Version: *Desolidification (affected by magic) (40 Active Points); Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 20 points.*

THE MANTLE OF CHANG KUO

Effect: Invisibility to Sight Group, No Fringe
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 3

Description: Chang Kuo, one of the Eight Immortals, possesses the power to turn himself invisible. Chinese wizards have created a spell that imitates this power. (A similar spell, created by the wizard T'ai-I Chǎn-jǐn, involves drawing a magic symbol on the subject's chest; the subject then fades from view until the symbol is erased or he wills it.)

Game Information: *Invisibility to Sight Group, No Fringe (30 Active Points); Incantations (-¼), Gestures (-¼). Total cost: 20 points.*

Fantasy Version: *Invisibility to Sight Group, No Fringe (30 Active Points); Gestures (-¼), Incantations (-¼), Requires A Chinese Sorcery Roll (-½). Total cost: 15 points.*

THE SPIRIT OF CHANG TAO-LING

Effect: Duplication (creates 1,500-point astral form)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Another of Chang Tao-ling's powers was the ability to "leave his body behind" — *i.e.*, travel in astral form.

Game Information: Duplication (creates 1,500-point astral form), Altered Duplicate (100%; +1) (600 Active Points); OAF Expendable Fragile, (special lantern and incense, Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Both Characters Die If They Do Not Recombine Within 24 Hours (-½), Requires A Chinese Sorcery Roll (no Active Point penalty; -0). Total cost: 71 points.

Fantasy Version: Same.

CHINESE ENCHANTED ITEMS

Here are some magic items Dr. Wu might create with his Power Pool, or that he might have outside the Pool if you're feeling generous. Again, most of these are intended for Superheroic games; in Heroic campaigns they should have *Independent* and other appropriate Limitations.

BAG OF WINDS

Effect: Telekinesis (40 STR), Only To Punch/Push
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6
Breakability: 12 DEF

Description: 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.

Game Information: Telekinesis (40 STR) (60 Active Points); OAF (-1), Can Only Be Used To "Punch" Or Push Objects Away From User (-½). Total cost: 24 points.

BLUE CLOUD SWORD

Effect: HKA 2d6; RKA 2½d6, Indirect; RKA 2d6; Darkness to Sight Group
Target/Area Affected: One character/5" Radius/16" Radius/6" Radius
Duration: Instant/Instant/Instant/Constant
Range: Touch/450"/450"/300"
END Cost: 3/9/9/6
Breakability: Unbreakable

Description: This magical sword can create several powerful effects in addition to being a potent weapon. First, it can create a black cloud that rains spears down on the enemy, turning his men to dust (similar to the spell Thousand-Weapons Cloud). Second, it can create a storm of ten thousand flying golden fire-serpents; third, it causes thick clouds of smoke to rise out of the ground.

Game Information:

Cost Power

- 45 *Blue Cloud Sword:* Multipower, 90-point reserve; all OAF (-1)
- 1u 1) *Magical Blade:* HKA 2d6 (up to 4d6 with STR); OAF (-1), No Knockback (-¼)
- 4u 2) *Rain Of Spears:* RKA 2½d6, Indirect (always from above; +¼), Area Of Effect (5" radius, +1); OAF (-1), No Knockback (-¼)
- 4u 3) *Storm Of Fire-Serpents:* RKA 2d6, Area Of Effect (16" Radius, +1½), Armor Piercing (+½); OAF (-1), No Knockback (-¼)
- 2u 4) *Smoking Ground:* Darkness to Sight Group 6" radius; OAF (-1); Only Works At Ground Level (-¼), Does Not Work In Winds/Rain (-¼)

Total cost: 56 points.

BRANCH OF THE SEVEN VIRTUES

Effect: RKA 6d6, Only Versus Swords
Target/Area Affected: One sword
Duration: Instant
Range: 20"
END Cost: 9
Breakability: 18 DEF

Description: 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.

Game Information: RKA 6d6 (90 Active Points); OAF (-1), Only Works On Swords (-1), No Knockback (-¼), Limited Range (20"; -¼). Total cost: 26 points.



**CELESTIAL MIRROR OF EXORCISM**

Effect: Detect Shapeshifted Being + Sight Group Images (show being's true form)
 Target/Area Affected: Self/1" Radius
 Duration: Constant
 Range: Self/No Range
 END Cost: 2
 Breakability: 3 DEF

Description: 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.

Game Information: *Detect Shapeshifted Being* (INT Roll +3) (Sight Group) (13 Active Points); OAF (-1), Not A Targeting Sense (-¼), Non-persistent (-¼) (total cost: 5 points) plus *Sight Group Images*, 1" radius (10 Active Points); OAF (-1), No Range (-½), Set Effect (displays true visage of shapeshifted creature in the mirror; -1), Linked (-½) (total cost: 2 points). Total cost: 7 points

DEVIL-SLAYING SABRE

Effect: HKA 4d6; Flight 20"
 Target/Area Affected: One character/Self
 Duration: Instant/Constant
 Range: Touch/Self
 END Cost: 6/0
 Breakability: 12 DEF

Description: Despite its name (Chan-yao Kuai in Chinese), this magical blade is no 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).

Game Information:

Cost Power

- 30 *Devil-Slaying Sabre*: Multipower, 60-point powers; all OAF (-1)
 3u 1) *Magical Blade*: HKA 4d6 (up to 8d6 with STR); OAF (-1)
 3u 2) *Hiding Among The Clouds*: Flight 20", Reduced Endurance (0 END; +½); OAF (-1)

Total cost: 36 points.

ENDLESS EARTH

Effect: Entangle 5d6, 5 DEF, Only To Form Barriers
 Target/Area Affected: 6" Any Area, MegaScale (1 km)
 Duration: Instant
 Range: No Range
 Charges: 4 Charges
 Breakability: 1 DEF

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

Game Information: *Entangle* 5d6, 5 DEF, Area Of Effect (6" Any Area; +1), MegaScale (each hex is 1" wide, deep, and broad; +¼) (112 Active Points); OAF Fragile (-1¼), No Range (character finds himself standing atop of or amid the features he creates; -½), Only To Form Barriers (-1), 4 Charges (-1). Total cost: 24 points.

FAN OF FLIGHT

Effect: Flight 10", Gestures throughout
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 2
 Breakability: 4 DEF

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

Game Information: *Flight* 10" (20 Active Points); OAF (-1), Gestures (throughout; -½). Total cost: 8 points.

FEATHER CLOAK

Effect: Flight 15"
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Breakability: 9 DEF

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

Game Information: *Flight* 15", Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1). Total cost: 22 points.

FIREBALL PEARL

Effect: RKA 5d6
 Target/Area Affected: Explosion
 Duration: Instant
 Range: RBS
 Charges: 1 which Never Recovers
 Breakability: 10 DEF

Description: 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.

Game Information: *RKA 5d6, Explosion (lose 1 DC per 2", +¾) (131 Active Points); OAF (-1), Range Based On STR (-¼), 1 Charge which Never Recovers (-4). Total cost: 21 points.*

FIVE-CROP STONE

Effect: Major Transform 4d6 (air into food)
Target/Area Affected: Special
Duration: Instant
Range: No Range
Charges: 12 Charges
Breakability: 12 DEF

Description: This very colorful magical stone can produce many different types of food. Each BODY of air Transformed creates enough food to feed one person comfortably for a day.

Game Information: *Major Transform 4d6 (air into food; heals back through another use of this or a similar power) (60 Active Points); OAF (-1), No Range (-½), 12 Charges (-¼). Total cost: 22 points.*

FIVE-FIRE SEVEN-FEATHERS FAN

Effect: Missile Deflection (all physical projectiles), +6 OCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 9 DEF

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

Game Information: *Missile Deflection (all physical projectiles) with +6 OCV (45 Active Points); OAF (-1), Gestures (must wave fan; -¼). Total cost: 20 points.*

FIX-SEA STAFF

Effect: HA +8d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4
Breakability: 8 DEF

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

Game Information: *HA +8d6 (40 Active Points); OAF (-1), Hand-To-Hand Attack (-½). Total cost: 16 points.*

GLOBE OF THE NINE FIRE-DRAGONS

Effect: Major Transform 8d6 (human into stone)
Target/Area Affected: One character
Duration: Instant
Range: RBS
Charges: 1 Recoverable Charge
Breakability: Unbreakable

Description: A person hit with this magical orb is surrounded by a whirlwind of flame. When the flames dissipate, everyone can see that he's been turned to stone!

Game Information: *Major Transform 8d6 (human into stone; heals back by being touched with the Globe) (120 Active Points); OAF (-1), Limited Target (humans; -½), Range Based On STR (-¼), 1 Recoverable Charge (-1½). Total cost: 28 points.*

GOLDEN DRAGON ROBE

Effect: Multiform (assume dragon form built on up to 600 Character Points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
Charges: 1 Charge
Breakability: 24 DEF

Description: This scaly-looking magical garment allows the wearer to transform into a golden dragon.

Game Information: *Multiform (assume dragon form built on up to 600 Character Points) (120 Active Points); OIF (-½), Reversion (-½), 1 Charge (-2). Total cost: 30 points.*

GOLD SCALY-DRAGON SCISSORS

Effect: RKA 3d6, AP, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: RBS
Charges: 1 Recoverable Charge
Breakability: 18 DEF

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

Game Information: *RKA 3d6, Armor Piercing (+½), Penetrating (+½) (90 Active Points); OAF (-1), No Knockback (-¼), Range Based On STR (-¼), 1 Recoverable Charge (-1½). Total cost: 22 points.*



**GOURD OF FIRE-CROWS**

Effect: RKA 3d6, AP
 Target/Area Affected: One Hex
 Duration: Instant
 Range: 30"
 Charges: 1 Recoverable Charge
 Breakability: 18 DEF

Description: Lo Hsuan, President of the Ministry of Fire, possesses many powerful items of fire-magic. One of them is a gourd holding 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.

Game Information: RKA 3d6, Area Of Effect (One Hex, +½), Armor Piercing (+½) (90 Active Points); OAF (-1), No Knockback (-¼), Limited Range (30"; -¼), 1 Recoverable Charge (character must spend 2 Phases "summoning" the crows back into the gourd before he can use it again; -1½). Total cost: 22 points.

**GOURD OF MEDICINES**

Effect: Healing 4d6, any Characteristic
 Target/Area Affected: One character
 Duration: Instant
 Range: No Range
 Charges: 4 Charges
 Breakability: 14 DEF

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

Game Information: Healing 4d6, any one Characteristic at a time (+¼), Reduced Endurance (0 END; +½) (70 Active Points); OAF (-1), 4 Charges (-1). Total cost: 23 points.

**HEART-PIERCER**

Effect: RKA 4d6, Penetrating; Sight
 Group Flash 12d6
 Target/Area Affected: One character
 Duration: Instant
 Range: Touch/450"
 END Cost: 1 Recoverable Charge/0
 Breakability: 18 DEF

Description: 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.

Game Information:

Cost Power

- 45 Heart-Piercer: Multipower, 90-point reserve; all OAF (-1)
 2u 1) *Thrown Spike*: RKA 4d6, Penetrating (+½); OAF (-1), Lockout (cannot use Multipower until Charge is recovered; -½), Range Based On STR (-¼), 1 Recoverable Charge (-1½)
 4u 2) *Ray Of Light*: Sight Group Flash 12d6, Reduced Endurance (0 END; +½); OAF (-1)

Total cost: 51 points.

HEAVEN-AND-EARTH BRACELET

Effect: RKA 4d6, +2 Increased STUN
 Multiplier
 Target/Area Affected: One character
 Duration: Instant
 Range: 450"
 END Cost: 9
 Breakability: 18 DEF

Description: 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.

Game Information: RKA 4d6, +2 Increased STUN Multiplier (+½) (90 Active Points); OIF (-½). Total cost: 60 points.

JADE SCEPTER

Effect: RKA 6d6
 Target/Area Affected: One character
 Duration: Instant
 Range: No Range
 END Cost: 9
 Breakability: Unbreakable

Description: This magical scepter, created by the gods, grants its wielder the power to strike people dead (it can also be used to block other magical weapons). It's sometimes also known as a Three-Precious Jade Scepter.

Game Information: RKA 6d6 (90 Active Points); OAF (-1), No Range (-½), No Knockback (-¼). Total cost: 33 points.

JU-I STONE

Effect: RKA 3d6, +2 Increased STUN
 Multiplier
 Target/Area Affected: One character
 Duration: Instant
 Range: RBS
 END Cost: 7
 Breakability: 13 DEF

Description: When thrown at an enemy, this magical stone can cause grievous wounds; after being thrown, it returns to its owner's hand.

You can also use the writeup for this item for a similar magical weapon called the Five-Fire Stone.

Game Information: RKA 3d6, +2 Increased STUN Multiplier (+½) (67 Active Points); OIF (-½), No Knockback (-¼), Range Based On STR (-¼). Total cost: 33 points.

LO P'AN	
Effect:	Force Field (12 PD/12 ED/12 Power Defense)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0
Breakability:	11 DEF

Description: A *lo p'an*, or "net plate," is a powerful talisman against evil spirits. It's a plate-like metal object engraved with eight divisions (so that it looks like a net). Sorcerers also use it when attempting to locate feng-shui. It's said the gods and certain powerful wizards possess *lo p'an* much more powerful than the one described here.

Game Information: *Force Field* (12 PD/12 ED/12 Power Defense), *Reduced Endurance* (0 END; +½) (54 Active Points); OAF (-1), *Only Protects Against Demons/Spirits* (-1). Total cost: 18 points.

LUSTRAL WATER	
Effect:	Dispel Magic 15d6
Target/Area Affected:	One character
Duration:	Instant
Range:	Range
Charges:	2 Charges that Never Recover
Breakability:	27 DEF

Description: 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.

Game Information: *Dispel Magic* 15d6, all *Magic powers and spells simultaneously* (+2) (135 Active Points); OAF (-1), *No Range* (-½), *2 Charges which Never Recover* (-3½). Total cost: 27 points.

MAGIC IRON FAN	
Effect:	Dispel Fire 10d6; Telekinesis, Only To Punch/Push; Change Environment (create rain)
Target/Area Affected:	One character/One character/1,000" Radius
Duration:	Instant/Constant/Constant
Range:	50"/300"/No Range
END Cost:	9/6
Breakability:	18 DEF

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

Game Information:

Cost Power

- 45 *Magic Iron Fan*: Multipower, 90-point reserve; all OAF (-1)
- 4u 1) *One Wave*: Dispel Fire 10d6, all Fire powers and spells simultaneously (+2); OAF (-1), *Limited Range* (50"; -¼)
- 2u 2) *Two Waves*: Telekinesis (40 STR); OAF (-1), *Can Only Be Used To "Punch" Or Push*

- Objects Away From User (-½)
- 3u 3) *Three Waves*: Change Environment (create rain) 1,000" radius, -1 to Sight Group PER Rolls, *Reduced Endurance* (0 END; +½); OAF (-1), *No Range* (-½)

Total cost: 54 points.

MANTLE OF MIST	
Effect:	Dispel Fire 10d6
Target/Area Affected:	One character
Duration:	Instant
Range:	No Range
END Cost:	9
Breakability:	18 DEF

Description: This magical garment appears to be made from mists and vapors. If spread over any fire or any magical item relating to fire, it quenches that fire.

Game Information: *Dispel Fire* 10d6, all *Fire powers and spells simultaneously* (+2); OAF (-1), *No Range* (-½). Total cost: 36 points.

MU-JEN	
Effect:	RKA 4d6, AVLD, Indirect
Target/Area Affected:	One Hex, MegaScale
Duration:	Instant
Range:	No Range
END Cost:	0
Breakability:	1 DEF

Description: A mu-jen is a Chinese voodoo doll 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.

Game Information: *RKA* 4d6, *AVLD* (defense is *Power Defense*; +1½), *Does BODY* (+1), *Area Of Effect* (One Hex Accurate; +½), *MegaScale* (covers the entire planet; +1¼), *Reduced Endurance* (0 END; +½) (345 Active Points); OAF *Expendable Fragile* (doll fashioned in victim's likeness and containing pieces of or items from victim, *Extremely Difficult to obtain*; -2¼), *Concentration* (½ DCV; -¼), *Extra Time* (Full Phase; -½), *Gestures* (-¼), *No Range* (-½), *Only Works Against Specific Characters For Whom Sorcerer Has Prepared Dolls* (-2). Total cost: 51 points.





PAGODA OF FIRE

Effect: RKA 3d6, AP
 Target/Area Affected: One Hex
 Duration: Instant
 Range: RBS
 Charges: 1 Recoverable Charge
 Breakability: 18 DEF

Description: 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.

Game Information: RKA 3d6, Area Of Effect (One Hex, +½), Armor Piercing (90 Active Points); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1½). Total cost: 24 points.

PLAGUE ITEMS

Effect: Drain CON 4d6
 Target/Area Affected: One character
 Duration: Instant
 Range: 200"
 END Cost: 4
 Breakability: 12 DEF

Description: 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 for a little while, reducing his combat effectiveness.

Game Information: Drain CON 4d6, Ranged (+½) (60 Active Points); OAF (-1). Total cost: 30 points.

RED COPPER SWORD

Effect: HKA 3d6, Penetrating
 Target/Area Affected: One character
 Duration: Instant
 Range: Touch
 END Cost: 7
 Breakability: 13 DEF

Description: Despite its name, this magical blade is actually green. It can cut through iron and jade as if they were soft earth.

Game Information: HKA 3d6 (up to 6d6 with STR), Penetrating (+½) (67 Active Points); OAF (-1), No Knockback (-¼). Total cost: 30 points.

REED ROPE

Effect: Entangle 4d6, 4 DEF, Affects Desolidified, Only Works On Ghosts/Spirits
 Target/Area Affected: One ghost/spirit
 Duration: Instant
 Range: No Range
 Charges: 1 Recoverable Charge
 Breakability: 4 DEF

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

Game Information: Entangle 4d6, 4 DEF, Affects Desolidified (+½) (60 Active Points); OAF (-1), Cannot Form Barriers (-¼), No Range (-½), Only Works On Ghosts/Spirits (-1), 1 Recoverable Charge (-1½). Total cost: 11 points.

SEVEN-PRECIOUS BRANCH

Effect: Force Wall (16 PD/16 ED), Self Only
 Target/Area Affected: Self
 Duration: Constant
 Range: No Range
 END Cost: 8
 Breakability: 16 DEF

Description: 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.

Game Information: Force Wall (16 PD/16 ED) (80 Active Points); OAF (-1), No Range (-½), Self Only (-½). Total cost: 27 points.

SKY MACE

Effect: HA +10d6
 Target/Area Affected: One character
 Duration: Instant
 Range: Touch
 END Cost: 0
 Breakability: 15 DEF

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

Game Information: HA +10d6, Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Hand-To-Hand Attack (-½). Total cost: 30 points.

STOP-WIND PEARL

Effect: Suppress Air/Wind Powers 4d6, all Air/Wind powers and spells simultaneously
 Target/Area Affected: 7" Radius
 Duration: Constant
 Range: No Range
 END Cost: 0
 Breakability: 18 DEF

Description: This magical pearl prevents all wind-based effects and powers from working within its sphere of influence.

Game Information: *Suppress Air/Wind Powers 4d6, all Air/Wind powers and spells simultaneously (+2), Area Of Effect (7" Radius; +1), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), No Range (-½). Total cost: 36 points.*

STORM BANNER

Effect: Change Environment (create rain)
Target/Area Affected: 8,000" Radius
Duration: Constant
Range: No Range
END Cost: 0
Breakability: 21 DEF

Description: A Storm Banner is used to produce rain. The amount of rainfall 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.

Game Information: *Change Environment (create rain) 8,000" radius, -1 to Sight Group PER Rolls, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), Extra Time (takes 5+ minutes for storm to build, -2), Gestures (throughout activation; -½), No Range (-½). Total cost: 21 points.*

UMBRELLA OF CHAOS

Effect: Darkness to Sight Group; Change Environment (create strong rain); Energy Blast 9d6, Only Affects Targets On The Ground
Target/Area Affected: 6" Radius/250" Radius/Explosion
Duration: Constant/Constant/Instant
Range: No Range
END Cost: 7/0/9
Breakability: 18 DEF

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

Game Information:

Cost Power
 36 *Umbrella Of Chaos:* Multipower, 90-point reserve; all OAF (-1), No Range (-½)
 3u 1) *Darkness:* Darkness to Sight Group 6" radius, Personal Immunity (+¼); OAF (-1); No Range (-½)
 4u 2) *Storms:* Change Environment (create strong rain) 250" radius, -3 to Sight Group PER Rolls, Personal Immunity (+¼), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½)
 3u 3) *Earthquakes:* Energy Blast 9d6, Explosion (-1 DC/2"; +¾), Personal Immunity (+¼); OAF (-1), Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), No Range (-½), Only Does Knockdown, Not Knockback (-0)

Total cost: 46 points.

WHITE MULE

Effect: Flight 20", Only In Contact With A Surface, Instantly Dispelled If Spit Upon
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 15 DEF

Description: The White Mule isn't an animal, it's a magical beast made out 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.

Game Information: *Flight 20", x8 Noncombat, Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Only In Contact With A Surface (-¼), Instantly Dispelled If Spit Upon (-¼). Total cost: 30 points.*

WIND-AND-FIRE WHEEL

Effect: Energy Blast 7d6, Double Knockback; RKA 2d6, AP; Flight 20"
Target/Area Affected: One character/One character/Self
Duration: Instant/Instant/Constant
Range: 305"/225"/Self
END Cost: 8 Charges/8 Charges/0
Breakability: 12 DEF

Description: 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's 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."

Game Information:

Cost Power
 30 *Wind-And-Fire Wheel:* Multipower, 61-point reserve; all OAF (-1)
 5m 1) *Wind Blast:* Energy Blast 7d6, Double Knockback (+¾); OAF (-1), 8 Charges (-½)
 4m 2) *Fire Blast:* RKA 2d6, Armor Piercing (+½); OAF (-1), 8 Charges (-½)
 6m 3) *Flight:* Flight 20", Reduced Endurance (0 END; +½); OAF (-1)

Total cost: 45 points.

VANQUISH-SPIRITS WHIP

Effect: RKA 3d6, Affects Desolidified, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: 10"
END Cost: 9
Breakability: 18 DEF

Description: 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.





Game Information: *RKA 3d6, Affects Desolidified (+½), Penetrating (+½) (90 Active Points); OAF (-1), Limited Range (10"; -¼), No Knockback (-¼). Total cost: 36 points.*

YÜAN-SHIH'S MAGICAL BOX

Effect: Entangle 6d6, 6 DEF
Target/Area Affected: One character
Duration: Instant
Range: RBS
Charges: 1 Recoverable Charge
Breakability: 12 DEF

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

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1½). Total cost: 16 points.*

Membership: Copper Spear, Golden Axe, Iron Whirlwind, Silver Hand.

THE FOUR SONS OF THE DRAGON



Background/History: Doctor Yin Wu has more servants than just the creatures and monsters he conjures. He also has many human followers, chief among whom are 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 through alchemy. (Doctor Wu has married many times and has many children and other relatives, but he almost always sends them away and knows little, if anything, about them.)

These Four Sons form an efficient and deadly fighting unit, so Dr. Wu uses them as guards, assassins, and war-leaders. They tend to fight better as a unit, but individually they remain fearsome combatants. Each of them wields magical weapons created by their "father." However, because of the way they were created, they're vulnerable to some forms of mystical attack.

Group Relations: The Four Sons are tightly bound together by their loyalty for Dr. Wu and unhesitatingly follow his orders. But other than that deep divisions exist among the group. Copper Spear (the leader) and Golden Axe are both easygoing and merciful compared to Iron Whirlwind and Silver Hand, who are cold-blooded killers. Copper Spear's honorable streak simply compounds the problem. If it weren't 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 the "eldest son," 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.

They rarely use Ranged attacks, preferring up-close combat. Copper Spear and Golden Axe both have Area Of Effect attacks; 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 blows.

Campaign Use: The Four Sons perform a wide variety of missions for Dr. Wu. The PCs might encounter them committing a robbery, safeguarding an important criminal operations, seeking the components for a powerful new ritual, or trying to kill them.

If you need to make the Four Sons more powerful, there's no reason Dr. Wu couldn't create more of them — just change the name of the group to match. To weaken the team, exacerbate their internal divisions to the point where they don't work together nearly as well (which means getting rid of their *Supreme Teamwork* power).

The Four Sons only Hunt someone if Dr. Wu orders them to, in which case they do as he instructs.

COPPER SPEAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	

14 PD 11 Total: 23 PD (9 rPD)
 12 ED 8 Total: 21 ED (9 rED)
 5 SPD 17 Phases: 3, 5, 8, 10, 12
 12 REC 10
 40 END 0
 40 STUN 12 **Total Characteristics Cost: 140**

Movement: Running: 11"/22"
 Teleportation: 10"/20"

Cost Powers END

- 22 *Magic Spear:* Multipower, 44-point reserve; all OAF (-1)
 - 1u 1) *Spear Slash/Thrust:* HKA 1½d6 (2½d6 with STR); OAF (-1), No Knockback (-¼) plus Stretching 1"; Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)
 - 2u 2) *Spear-Cyclone:* HKA 1½d6 (2d6 with STR), Area Of Effect (One Hex Doubled; +¾); OAF (-1), No Knockback (-¼) 4
 - 1u 3) *Thrown Spear:* HKA 1½d6 (2d6+1 with STR), Range Based On STR (+¼); OAF (-1), No Knockback (-¼), Lockout (can't use Multipower until spear is recovered); 1 Recoverable Charge (-1½) [1rc]
- | <i>Martial Arts: Spearfighting</i> | | | |
|------------------------------------|-----|-----|---------------------|
| Maneuver | OCV | DCV | Damage/Effect |
| 4 <i>Atemi Strike</i> | -1 | +1 | 3d6 NND(1) |
| 4 <i>Block</i> | +2 | +2 | Block, Abort |
| 5 <i>Slash</i> | -2 | +1 | Weapon +6 DC Strike |
| 4 <i>Thrust</i> | +0 | +2 | Weapon +4 DC Strike |
- 8 +2 Damage Classes (already added in)
 - 1 Use Art Barehanded
 - 27 *Supreme Teamwork:* Aid DEX 3d6, Fully Invisible (+1); Self Only (-½), Usable Only Within 5" Of Any Member Of Four-Man Team (-½), Only Increases OCV And DCV (-¼) 0
 - 12 *Enchanted Clothing:* Armor (6 PD/6 ED); OIF (-½) 0
 - 6 *Perceptive:* +2 PER with all Sense Groups 0
 - 10 *Swift:* Running +5" (11" total) 1
 - 10 *Gateway Of The Gods:* Teleportation 10"; OAF (enchanted spear; -1) 2
 - 20 *Blessing Of The Gods:* Luck 4d6 0

Talents
 6 Combat Luck (3 PD/3 ED)
 6 Lightning Reflexes: +4 DEX to act first with All Attacks

- Skills**
- 9 +3 with *Magic Spear* Multipower
 - 10 +2 with Agility Skills
 - 3 Acrobatics 14-
 - 3 Analyze Style 12-
 - 3 Breakfall 14-
 - 3 Climbing 14-
 - 3 Contortionist 14-
 - 2 KS: The Martial World 11-
 - 2 KS: Spearfighting 11-
 - 2 Language: English (fluent conversation; Mandarin Chinese is Native)
 - 3 Oratory 13-
 - 3 Paramedics 12-
 - 3 Stealth 14-
 - 3 Tactics 12-
 - 3 Teamwork 14-
 - 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 210
Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Tiger Squad 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Completely Loyal To Dr. Wu (Very Common, Total)
- 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)
- 5 Rivalry: Professional (with Iron Whirlwind, for team leadership)
- 10 Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)
- 35 Experience Points

Total Disadvantage Points: 350

Personality/Motivation: The first of the Four Sons to be created, Copper Spear is the most honest and forthright of the group. He's had more opportunity than the other three to observe their father, and as such as picked up on the small spark of nobility in Dr. Wu and chosen that to emulate. He always keeps his word, always fights fairly, and always honors his fallen enemies. It's not uncommon for him to back off and give a Stunned foe the chance to recover so the fight can continue on equal footing. This is much to Dr. Wu's disgust, since he wanted an assassin, not a chivalrous warrior, but he's made the best of Copper Spear that he can.

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's required by the orders often tears at him and makes him feel extremely guilty. When not on a mission he can often be found med-





itating, 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 spearfighting and uses an enchanted copper spear made for him by his father; he can thrust or slash with it, throw it, or use the shaft to strike his enemies. If he’s 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 Aid DEX). Sometimes he tries 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.

Campaign Use: Copper Spear is one of the chink in the Four Sons’ armor. While he’s unswervingly loyal to his father, his honorable nature means he’s someone the PCs can understand (at least in some respects), get along with at times, and perhaps even admire a bit. They may develop a grudging respect for him instead of the loathing they’ll likely feel for his brothers.

To make Copper Spear tougher, give him some unarmed Martial Arts or more magical powers via his spear. To weaken him, remove his Teleportation and Luck, and/or reduce his DEX to 20.

Copper Spear only Hunts someone if Dr. Wu orders him to, in which case he does as his father instructs.

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.

GOLDEN AXE				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
15	PD	10		Total: 25 PD (10 rPD)
12	ED	7		Total: 22 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	0		
46	END	0		
40	STUN	0		Total Characteristics Cost: 128
Movement:		Running:	7"/14"	
		Tunneling:	4"/8"	
Cost	Powers			END
30	Comet Axes: Multipower, 60-point reserve; all OAF (-1)			
1u	1) <i>Axe Blade</i> : HKA 2d6 (3½d6 with STR); OAF (-1)			3
1u	2) <i>Axe Haft</i> : HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)			1
1u	3) <i>Chain</i> : HA +2d6; OAF (-1), Hand-To-Hand Attack (-½) plus Stretching 4", Reduced Endurance (0 END; +½); OAF (-1), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)			1
2u	4) <i>Swung Axe</i> : RKA 2d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼); OAF (-1), No Range (-½)			6
2u	5) <i>Cavern-Maker</i> : Tunneling 4" through DEF 10 materials; OAF (-1)			1
5	Comet Axes: Another Comet Axe (total of 2) Martial Arts: <i>Shaolin Leopard Kung Fu</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 45 STR
4	Dodge	+0	+5	Dodge All Attacks, Abort
3	Grab	-1	-1	Grab Two Limbs, 45 STR for holding on
5	Kick	-2	+1	11d6 Strike
4	Knife Hand	-2	+0	HKA 1d6 (2d6 with STR)
4	<i>Tien-hsueh Strike</i>	-1	+1	3d6 NND(1)
4	Punch	+0	+2	9d6 Strike
3	Throw	+0	+1	7d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)			
1	Use Art with Axes/Maces/Hammers/Picks			
27	<i>Supreme Teamwork</i> : Aid DEX 3d6, Fully Invisible (+1); Self Only (-½), Usable Only Within 5" Of Any Member Of Four-Man Team (-½), Only Increases OCV And DCV (-¼)			

- 20 *Enchanted Golden Armor*: Armor (10 PD/10 ED); OIF (-½) 0
- 2 *Fast*: Running +1" (7" total) 1
- 10 *Blessing Of The Gods*: Luck 2d6 0

Perks

- 15 Follower (pet tiger built on 75 Base Points)

Talents

- 3 Resistance (3 points)

Skills

- 10 +2 HTH
- 6 +2 with *Comet Axes* Multipower
- 2 Animal Handler (Felines) 13-
- 3 Contortionist 13-
- 2 KS: Kung Fu 11-
- 2 KS: The Martial World 11-
- 2 Language: English (fluent conversation; Mandarin Chinese is Native)
- 2 Rapid Attack (HTH)
- 5 Stealth 13-
- 3 Survival (Temperate/Subtropical) 11-
- 3 Teamwork 13-
- 3 Tracking 11-
- 10 Two-Weapon Fighting (HTH)
- 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 222

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 15 Enraged: if his pet tiger is hurt or killed (Uncommon), go 11-, recover 11-
- 20 Hunted: Tiger Squad 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Completely Loyal To Dr. Wu (Very Common, Total)
- 15 Psychological Limitation: Loves A Good Fight (Common, Strong)
- 15 Psychological Limitation: Protective Of His Brothers (Common, Strong)
- 10 Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)
- 10 Experience Points

Total Disadvantage Points: 350

Personality/Motivation: Golden Axe is usually regarded as the "big, dumb younger brother" of the Four Sons... even by his brothers. But that's a mistake. Although Golden Axe is big and strong, he's not dumb. The worst that could be said about him is that he's impulsive — he loves to fight, and often jumps into a battle with fists (and axe) swinging regardless of the consequences of his actions.

Another reason the other three sometimes





look down on Golden Axe 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's also the only one of the Four to have a pet. Admittedly, his pet is a large, ferocious tiger that he likes to turn loose on his opponents, but he thinks of it as a pet nonetheless. Anyone who harms his tiger earns his unending hatred.

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

Powers/Tactics: Golden Axe's weapon is a pair of large, golden axes whose heads burst into flame whenever he uses them. Additionally, the axes each have a chain wrapped around the haft; he can either hit people at a distance with the chain, or use the chain to whirl an axe around him, injuring anyone who gets close. He and Copper Spear have practiced their weapon-twirling maneuvers together so they can trap enemies between them and mow them down like wheat. Golden Axe's weapons are also enchanted to let him "cut through" earth, walls, and similar obstacles.

Golden Axe has been trained in Shaolin Leopard Kung Fu by his father, but he doesn't normally use it except to improve his axe-blows. He only resorts to unarmed combat if he's disarmed.

Campaign Use: Your heroes may regard Golden Axe as a weak spot in the Four Sons, but they're wrong — he's tough, determined, and loyal, not someone they can easily sway despite his sentimentality and love for animals. He's no fool; anyone who tries to "play" him or trick him is likely to learn this lesson at the business end of an enchanted axe.

To make Golden Axe tougher, give him some more Skills or "pets," or increase his SPD to 6. To weaken him, remove one of his axes and his tiger.

Golden Axe only Hunts someone if Dr. Wu orders him to, in which case he does as his father instructs.

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 golden armor. He carries his Comet Axes with him wherever he goes.

IRON WHIRLWIND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 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-	

10	PD	6		Total: 18 PD (8 rPD)
10	ED	6		Total: 18 ED (8 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
50	STUN	17		Total Characteristics Cost: 141

Movement: Running: 8"/16"
Leaping: 8"/16"

Cost Powers END

16	<i>Enchanted Swords:</i> HKA 1d6 (1½d6 with STR), +2 Increased STUN Multiplier (+½), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	0
5	<i>Enchanted Swords:</i> Another Enchanted Sword (total of 2) <i>Martial Arts:</i> Shaolin Leopard Kung Fu	
	Maneuver OCV DCV Notes	
4	Block +2 +2 Block, Abort	
4	Disarm -1 +1 Disarm, 40 STR	
4	Dodge +0 +5 Dodge All Attacks, Abort	
3	Grab -1 -1 Grab Two Limbs, 40 STR for holding on	
5	Kick -2 +1 10d6 Strike	
4	Knife Hand -2 +0 HKA 1d6 (2d6 with STR)	
4	<i>Tien-hsueh</i> Strike-1 +1 3d6 NND(1)	
4	Punch +0 +2 8d6 Strike	
3	Throw +0 +1 6d6 +v/5, Target Falls	
8	+2 Damage Classes (already added in)	
1	Use Art with Blades	
27	<i>Supreme Teamwork:</i> Aid DEX 3d6, Fully Invisible (+1); Self Only (-½), Usable Only Within 5" Of Any Member Of Four-Man Team (-½), Only Increases OCV And DCV (-¼)	0
16	<i>Enchanted Clothing:</i> Armor (8 PD/8 ED); OIF (-½)	0
4	<i>Strong Runner:</i> Running +2" (8" total)	1
4	<i>Strong Leaper:</i> Leaping +4" (8" forward, 4" upward)	1
10	<i>Blessing Of The Gods:</i> Luck 2d6	0

Skills

20	+4 HTH
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-

10	Defense Maneuver I-IV
3	Fast Draw (Blades) 14-
3	Interrogation 13-
2	KS: Kung Fu 11-
2	Language: English (fluent conversation; Mandarin Chinese is Native)
5	Rapid Attack (HTH)
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
10	Two-Weapon Fighting (HTH)
7	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Off Hand

Total Powers & Skills Cost: 209

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Tiger Squad 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
25	Psychological Limitation: Completely Loyal To Dr. Wu (Very Common, Total)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
5	Rivalry: Professional (with Copper Spear, for team leadership)
10	Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)
30	Experience Points

Total Disadvantage Points: 350

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 questions Copper Spear's orders, makes sarcastic comments about his decisions, and generally makes his life miserable. Only Dr. Wu's explicit orders have kept Iron Whirlwind from openly challenging Copper Spear's right to lead the Four Sons. At this point, he's reduced to hoping that Copper Spear is killed or maimed in battle, so 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 so that he can attack twice per Phase using Two-Weapon Fighting/Rapid Attack and gets +1 DCV from his WF: Off Hand. His aggressive style of swordfighting involves a lot of moving around and turning of the body, hence his name.





Campaign Use: Iron Whirlwind may unwittingly serve as the PCs' ally for a while — either indirectly, by not helping Copper Spear fight them, or indirectly by secretly providing them with information regarding his eldest brother's activities so they can capture him. But once they conveniently remove Copper Spear from the picture, he'll turn all his efforts to destroying them.

To make Iron Whirlwind tougher, give him some swordfighting-based abilities, like a "weapons flourish" Damage Shield. To weaken him, remove about half of his Martial Maneuvers, or reduce his physical Characteristics by 2-4 points each.

Iron Whirlwind only Hunts someone if Dr. Wu orders him to, in which case he does as his father instructs.

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

SILVER FIST				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
10	PD	6		Total: 18 PD (8 rPD)
10	ED	5		Total: 18 ED (8 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
9	REC	0		
50	END	0		
40	STUN	2		Total Characteristics Cost: 144

Movement: Running: 6"/12"
Leaping: 10"/20"

Cost Powers **END**

- 45 *The Silver Hand*: Multipower, 45-point reserve
- 2u 1) *Hand Of Power*: HA +6d6; Hand-To-Hand Attack (-½) 3
- 3u 2) *Hand Of Death*: HKA 2d6 (3d6+1 with STR) 3
- 4u 3) *Hand Of Strength*: Transfer 3d6 (target's STR to Silver Hand's STR) 3
- 4u 4) *Hand Of Corruption*: Transfer 3d6 (target's PD to Silver Hand's PD) 3
- 3u 5) *Hand Of Mercy*: Energy Blast 4d6, NND (defense is Lack of Weakness; +1); No Range (-½) 3
- 27 *Supreme Teamwork*: Aid DEX 3d6, Fully Invisible (+1); Self Only (-½), Usable Only Within 5" Of Any Member Of Four-Man Team (-½), Only Increases OCV And DCV (-¼) 0
- 16 *Enchanted Clothing*: Armor (8 PD/8 ED); OIF (-½) 0
- 6 *Strong Leaper*: Leaping +6" (10" forward, 5" upward) 1
- 10 *Blessing Of The Gods*: Luck 2d6 0

Talents

- 15 Combat Sense
- 5 Resistance (5 points)

Skills

- 40 +8 HTH
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Contortionist 14-
- 2 Language: English (fluent conversation; Mandarin Chinese is Native)
- 3 Shadowing 12-
- 3 Stealth 14-
- 3 Streetwise 13-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 206

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Tiger Squad 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Completely Loyal To Dr. Wu (Very Common, Total)
- 15 Psychological Limitation: Sadistic Killer (Common, Strong)
- 10 Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)
- 50 Experience Points

Total Disadvantage Points: 350

Background/History: Silver Hand was the last of the Four Sons Dr. Wu created, and the fiendish sorcerer decided to experiment to try to make him even stronger than his three older brothers. But magic is not as predictable as science, and Dr. Wu's new process failed, leaving him with a "son" whose right hand was withered and useless. Doctor Wu did not let this dismay him. Instead, he used his magic arts to craft for his son a hand made of purest silver and imbued with mystical powers. Rather than being trained in Shaolin Leopard Kung Fu like his brothers, Silver Hand learned fighting maneuvers that allowed him to use his magic hand to best effect.

Personality/Motivation: Whatever withered Silver Hand's hand seems also to have withered his soul, for he is the coldest, most sadistic, 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... or torture.

Silver Hand is unlike his brothers in other ways as well. He is taciturn and somber, usually keeping to himself. He watches his brothers argue and debate without saying a thing. He usually prefers Iron Whirlwind's ideas over Copper Spear's, but he almost never says so. Additionally, Silver Hand despises weapons. Even though he's been trained to use them, he scorns them, and is contemptuous of his brothers' reliance on them. It hasn't 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 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 or resilience for his own use, and block the most powerful blows. When he uses it, a sort of silvery flame that gives off no heat and does not burn his enemies surrounds it, creating an eerie glow in the darkness.

Campaign Use: As an implacable, thoroughly evil foe with special powers, Silver Hand is likely to become the focus of much of the heroes' dislike of the Four Sons. Feel free to encourage this; he's thoroughly wicked and cruel, and contrasting him with Copper Spear's honor and Golden Axe's *jioe de*





vivre gives the team depth.

To make Silver Hand tougher, add more slots to his Multipower to represent other magical powers. To weaken him, reduce the number of Combat Skill Levels he has — he relies on them as a “faux Martial Art,” so reducing them diminishes his fighting power significantly.

Silver Hand only Hunts someone if Dr. Wu orders him to, in which case he does as his father instructs.

Appearance: Silver Hand is a short, muscular Chinese man whose right hand is made of silver. He's 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-grey gi made by Dr. Wu; it protects him from harm.