

Kuei-jin Mechanics Packet.

Introduction

The Majority of this document is intended to be an aid for Storytellers and not a genre hammer of doom. There are however some pieces of binding material scattered throughout that I will note here for ease.

1. Linguistics:Kaja is Coord approval for non KJ, Dhampyr, Wu Lung or Akashic Brothers.
2. Category 3 rites are Coord approval to be learned outside their Dharma
3. Only Tempests may learn Tempest of the Inward Focus and Inward Way
4. Only Scorpion Eaters may learn Bile Shintai
5. Feng Shui and Tzu Wei may be learned by those capable of practicing Hedge Magic of an Asian Paradigm
6. When Kuei-jin create new disciplines they may not just take the power of another creature type, file off the serial numbers and call it a new KJ discipline
7. Boneflowers may not learn Voodun based Rituals, too much of that has been wrapped up in the persona of the Baron in the org.

So what is included

Miscellaneous covers the questions on Soul Balance, how much wp I think a KJ should have and fixes a problem with the Crane Dharma.

Backgrounds adds a new one to cover unique situations

Abilities covers Kaja again and gives a suggested readings of lore levels on a 7 point scale.

Disciplines covers some errata on them from LoTE, a suggested difficulty for learning them based on the books and ultimately a conversion of each and every Discipline that's active in these Nights.

Finally Rites covers a discussion on the availability of rites via categories, a discussion on the Boneflower Necromancy issue and converts each and every rite in the KJ line that is considered to still be functional in these Nights.

Miscellaneous

Willpower-Laws of the East gives two completely contradictory statements on how much willpower a Kuei-jin can have, the suggestion this Packet will go with is to use 5 wp up to dharma level 3, after that it becomes Dharma times two, this keeps them roughly on par with other supernatural beings of the same power level.

The Suggestion and presumption of this Packet is a reversion to the tabletop state of PO caping demon arts rather than the revision on page 112 of Laws of the East. This brings them more in line with the rules for Soul virtue caps and balance starting on page 200. This is not binding but will be the presumption of how this packet goes forward.

The Resplendent Crane Advantage is exactly the same as spending willpower for any other Dharma, the suggested replacement is that once per story(roughly 3 months) they may AUTOMATICALLY use their dharmic advantage without the cost of a Willpower.

Backgrounds

Library-

Library is a new background introduced in order to lessen the need of Elder Kuei-jin, and plays into the highly literate nature of the various Dharmas(even the Devil Tigers have their books of on Demons).

Library is a series of tomes, scrolls and even more esoteric things that function exactly as a Mentor for teaching things. Unlike a mentor of course it cannot require favours for use, however being a series of inanimate objects they might be stolen.

A Mentor too might have a library proper this allows the granting of wisdom beyond even his years (thus allowing the teaching of advanced Disciplines without a need for ubiquitous KJ elders)

Abilities

Linguistics: Kaja

Kaja is the tongue of the Third Age it is more ancient than all of human history, it has generally only been preserved by particularly learned Shen such as the Kuei-jin and certain Mage Groups. It is thus coord approval to learn for non Kuei-jin(With the exception of Mages of the Wu Lung and Akashic Brotherhood)

Lore:

These are the suggested levels for Kuei-jin and Dharmic Lore based on the 7 point scale. this lore works with the assumption KJ pcs will have an effective level of 2, unless Kanbujian, the Kanbujian flaw must be bought off before they gain this effective level. This means a KJ with KJ lore 2 would effectively know what is 4 on this chart) Dharmic lore works similarly for members of the Dharma. Boons are a suggested mechanic giving a level of favor that is likely required to learn certain levels of knowledge. Like this Lore chart they are not binding but suggestions for STs.

Kuei-jin Lore

1

You are familiar with the basics of the Kuei-jin condition, some are mindless. Some eat flesh, some drink blood, Some steal breath. The more ancient and powerful the Kuei-jin the more refined his eating habits and mind.

Some Kuei-jin can be staked, some cannot. Those who look more monstrous can be staked with wood those who look more humane with metal.

Kuei-jin are extremely religious even if their religions are those of twisted monsters.

2

You are familiar with the claims that properly following the religions of the Kuei-jin(called Dharmas) lead the Kuei-jin to power.

If you are a Kuei-jin you understand your balance, and have a vague understanding of the other possibilities. If you are not Kuei-jin you have a vague understanding that Yang vampires are weak to metal, Yin Vampires are weak to Wood and balanced vampires are super extra special.

You can name a general stereotype of the Dharmas that readily come into contact in your nationality (the Dharmas of Xue in say china, The Face of the Gods in say India, etc)

You are familiar with the History of the Sect of your area(or the area in which you studied this lore)

You are familiar with claims that the Kuei-jin have returned from the Yomi. If you are Kindred you could readily believe such claims are just extended superstition to cover odd and peculiar rites involving frenzy.(if you're a KJ you know the validity of this!)

You have a vague understanding of the cycle of ages.

You have some understanding of the mythic “founder” of your personal area(most likely Xue and his teachings)

You know the titles and protocol of the local sect.

You know Akuma is a political term used by Powerful Ancestors to give excuses to destroy a particular Kuei-jin.

You know there is something called direction, it has some vague perceived stereotypes based on astrological signs.

You have a vague understanding of the disciplines readily available to your dharma and sect(mostly the ones in the corebook).

You are familiar with common rites and likely to believe them to merely be

You Know dhampyr exist and can be produced by Yang aspected Kuei-jin

3

You have extensive understanding of the histories and protocols of the local sect, you are familiar with broad stereotypes of the other sects in the Middle Kingdom

You are familiar with a general stereotype of the Dharmas not local to you(A Quincux Kuei-jin at this level would be familiar with the broad stereotypes of the Heresies for example)

You are extensively familiar with the nature of Kuei-jin Balance

You are extensively familiar with the concepts of Direction and what they mean in KJ society.

You are familiar with the concept of alternative techniques for common Disciplines and understand some of the basics of the more esoteric disciplines(like Miabsham)

You are familiar with broad swaths of Kuei-jin history starting with Xue(or other mythic founder) and leading up to modern times.

You know some disciplines were lost during the transition of 4th to 5th age as were some rites.

You are familiar with the generalities of the more esoteric and sorcerous rites.

Akuma are still most often just political but you know there really is something to the whole “servants of the Yama Kings” thing.

A person with this level of Lore may qualify for learning Kaja(pending other secondary concerns)

4

You have an extensive understanding of the history of the Kuei-jin from the time of the Wan Xian to the present day.

You are familiar extensively with the nature of the Dhampyr, age, capabilities that they may weave Joss

You can name the most heavily active Bodhisattva in the middle Kingdom along with the Ancestors of many major courts, you know who all the August Ancestors are along with the Daimyo of the uji.

At this level you understand extensively how Zao-lat poisoned the relationship between the two types of vampires, how his thieving nature along with his thieving brood are the foundation of this ancient feud.

At this level it is likely you have read from many translations of ancient tomes.

At this level of understanding you owe a KJ Court a Trivial boon for the effort(or equivalent to whatever body provided the stolen Lore)

5

There are few legendary figures in Kuei-jin history you cannot name from the founder of the Rising Phoenixes to the Queen of Flesh who invented Flesh Shintai.

You understand that the rites and disciplines lost in the changing of ages were not lost by mere ignorance and violence but rather by fundamental changes in the nature of reality, you know the Scorpion eaters have lost many disciplines as well having gained new and horrific ones, what this says about the future is frightening.

At this level you have read more ancient tomes and owe a major boon to a Kuei-jin court(or equivalent to whatever body provided the stolen lore)

6-

A Kuei-jin of this level of understanding has a firm grasp on the powers that were available to the Wan Xian. He is familiar with the reincarnation of the Jin Hai into the Dhampyr. He has also heard tales that some of the Jin Hai survived their supposed extinction these beings would be more ancient and powerful than any Kuei-jin alive today... or perhaps just extremely ancient mortals learned in many arts. Who knows how history has touched these creatures.

A Kuei-jin of this level of understanding requires a Blood boon held to the Bone Court.

7-

A Kuei-jin of this refined understanding has read the most ancient tomes of his race, he has personally memorized the words written down by Xue himself. There is no secret found in the Middle Kingdom unknown to him at least on Kuei-jin nature.

A Kuei-jin of this level of understanding requires a Life Boon held by the Bone Court.

Dharmic Lore(This is a broad outline of the 10 or so dharmic lores)

1

You are familiar with broad tenets of the Dharma and can name some of the major figures in its history

2

You are familiar with the major works that have shaped the Dharma, along with major figures in its history, you have an intricate understanding of your sect (or the sect that taught you the lore) and a broad if stereotyped view of major sects in the dharma

3

You are familiar with common techniques held as “proprietary” to the Dharma(Rites, Disciplines etc). You have a more nuanced understanding of other major sects in the Dharma. You may be familiar at this point in passing with minor or heretical sects of the dharma.

4

At this level you are familiar with the minor and heretical offshoots of the Dharma.

5

At this level the scholar heard some of the rumored secrets of the Dharma though he cannot determine the validity one way or the other.

6-This is a true scholar of the Dharma, familiar with the intricacies of some of the greatest secrets of the Dharma.

7-There are no secrets of the Dharma this member does not know.

Disciplines

Kuei-jin Discipline learning is significantly more complex than Kindred learning, Kuei-jin lack any natural aptitudes by blood or sect and thus must learn things essentially the hard way. Of course some Disciplines are harder to grasp than others. Thus Disciplines are divided into four categories. (Note: This is meant to be a mechanic to

stimulate rp and not a Genre hammer, if your game lacks NPCs to fill in teaching feel free to make it easier for Pcs to learn anything but the fourth category of Disciplines)

The first Category is the Demon arts. Once a Kuei-jin has grasped the basics of the art he may raise it up to his Po Rating(limited of course by his Dharma rating) the power of wickedness comes easily to these damned souls.

The Second Category is the Shintai Arts. Once a Kuei-jin has grasped the basics of the art he may raise it up first intermediate levels, anything further requires teaching.

The Third Category is highly ritualized arts found in both chi and soul arts, Disciplines of this category require teaching to be raised no matter the level.

Finally the Fourth Category is powers that are held by the various heretical Dharmas, some are completely unlearnable by those outside the Dharma(Inward way, Tempest of the Inward Focus, the Bile Shintai) and some are just very bad for a Kuei-jin to learn outside the Dharma(Prayer eating)

Category One

All Demon Arts except Hellweaving

Category Two

All Shintai Arts except the Bile Shintai.

Category Three

Obligation, Yin Prana, Yang Prana, Internalize, Equilibrium, Tapestry, Cultivation, Chi'iu Muh, Internalize, Feng Shui, Mibasham, Tzu Wei

Note: The Alternative level powers shown in the Dharma books all fall under this category, along with combination powers, Powers found in the various dharma books are generally most easily acquired by those of that Dharma, though outsiders knowing them are not unheard of. These are as follows: Spider's Caress, Bitter Yin Blessing, Bitter Yin Cloud. Animal Form Dragon Dance, Eightfold Yang Barrier, Gender Change, Fur and Fangs, Thousand Lice Spies, the Fire which Illuminates, Gentle Yielding, Taking what is Given, Taking the Face. Blush of Life Restored, Clothed in Life, Spit Blood.

Category Four

,Prayer Eating, Inward Way, Tempest of the Inward Focus, Bile Shintai

Being a highly ritualized and literate people (yes even the Golden Courts) there have over the years come into existence many Scrolls written by various ancient and Enlightened Elder that may be used to train up Category two and Three Disciplines, such works may also exist for Category 4 disciplines but if they do they are held with tight leash by the Heretics. What this comes down to is that anything in the first three categories is entirely within the ST's hands to determine how readily he wishes his players to have access to such. Category four disciplines are generally Heretic only(though Prayer Eating is rarely found outside the Divine faces)

Some of the Disciplines in Laws of the East have what seem to be errors, here are some suggested errata this is not meant to be binding but rather to give help in defining such.

Bone Shintai-

Five Poison Cloud should be an intermediate discipline, this is how it is written up in KOTE, and it is obviously a misprint that gives Bone Shintai 1 intermediate power and two Advanced.

Equilibrium

Master the Flow-The meditation for two minutes need only be done once per scene, after which the Kuei-jin may freely chop to transfer Chi as the power describes.

Cultivation

Two Become One-This power lasts for a Scene, not forever.

Tapestry

All magic powers (blood magic, Hedge magic, True Magick) that directly affect the Kuei-jin (Such as Soul Steal, or night of the Red Heart) are considered protected against by a Defensive Spiral.

Chi Shaping may be used to unweave the rites, rituals and other long term effects of other supernatural types. The Kuei-jin makes a Mental challenge against the other supernatural's mental traits at the time of the ritual +2. The Kuei-jin retests with occult. If successful the effect is harmlessly scattered back into the universe.

Finally Chi Shaping may be used to shape effects around other characters.

Chi'juh Muh

Spirit Eating- A shen may spend a willpower to resist having their soul consumed does not mean they may spend a willpower to resist having it ripped from their body, only that they may expend a willpower to delay the destruction of the soul. The suggestion here is that the Kuei-jin may attempt to destroy the soul every fifteen minutes and 1 willpower will grant a 15 minute reprieve, the Shen may continue to spend willpower until the Kuei-jin either gives up, the shen runs out of willpower or any other reason the Kuei-jin might be forced to relinquish the soul.

Internalize

Blood Yoga-In games which use the Dark Epic rules for meditation the suggestion is that the ST waive the 1 hour time and allow this power to be used to regain the wp as an instant effect.

The KOTE companion mentions that there are many more hidden disciplines throughout the middle Kingdom, special techniques of particular Wu, hidden Sects etc. While a Kuei-jin of less dharmic rating than 6 is incapable of developing a New Discipline (and thus beyond PC hands) it might be of interest for an ST team to introduce one of these secret techniques either for antagonists or as prize to ultimately be won by the Pcs, please show discretion. The suggestion of this office is if a PC is interested in developing a combination power that the Kuei-jin has a dharma rating one higher than the highest level discipline in the combo. If the Pc is interested in developing an alternative discipline technique they first must have the level in question, and a Dharmic rating one higher than the power the Kuei-jin wishes to create

The Ties of the Wu may overcome weaknesses a perfect wu of Dharma 5s could potentially create their own 5 level discipline (or make alternative techniques for a discipline of the first 5 levels) such is the power of such a configuration.

The creation of new Disciplines should take a year for combos or alternative techniques and a potential new discipline should take at least two years for development. New Techniques and Disciplines are expressly prohibited from copying the tricks of another supernatural being (No making KJ Temporis for example)

Converted Disciplines

Note: A number of these powers make use of extended challenges, these may end up slowing down the flow of the game (Especially in combat) an alternative option would be to use the method suggested on page 70 of Dark Epics, to summarize after a successful initial test the Player may choose to spend up to 4 traits from the appropriate category in order to add successes (up to 4).

Note two: With the exception of learning mechanics these are suggestions and not binding.

Chi Arts

Feng Shui

(KotE Companion Page 48)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm along with Kuei-jin and Dhampyr

Basic

Wind Water Eye-

A Kuei-jin who knows this power intimately understands the flow of chi in the area, he makes a simple mental challenge difficulty 6 (retest occult or Feng Shui if Feng Shui is used as an ability in your game). If successful the Kuei-jin gains the benefits of Trace the Dragon's Blood rite along with knowing what chi dominates the area, where it pools and if it has been affected by anything (Rites, Rituals, Thaum, and True Magick along with the obvious things like Tapestry may all leave signs in the ambient chi flow)

Once the Kuei-jin has successfully observed the ambient chi of the area he may alter it via placement of room decor. He must make a second mental challenge (Difficulty again 7) and work at least an hour (possibly much longer) altering the decor of the room. If successful he may choose to do one of two things. He may bend joss to favor a particular action (roughly the narrowness of a specialization in an ability). If he does so anyone partaking in that particular action gains one level of ability appropriate to it or one trait (chosen by the Kuei-jin at the enacting of this power). Conversely the Kuei-jin may weave joss against the particular ability making people acting on it one trait or retest down (determined by the Kuei-jin when enacting this power). No one is immune to this power and it remains in effect until the room's decor is altered.

Any Kuei-jin who has this power automatically can see when it has been used on an area, anyone who lacks such senses but has an appropriate ability (someone with a specialization in Feng Shui, or if using the Feng Shui ability possessing it) may make a mental challenge (difficulty equal to the mental traits of the Kuei-jin retest with appropriate ability) to notice what has been done.

Broom of Heaven

-a Kuei-jin who knows this power may use to cleanse an area of spiritual defilement. This includes uses of Hands of Darkness, cracks in the Wall and defilement from over use of feeding on ambient chi, this does not include damage caused such as Chi Rifts and more excessive tampering by the Yama Kings (such as a Broken Mirror when it doubt air on the side of caution this is after all only a basic discipline). The Kuei-jin makes a number of mental challenges equal to his occult score (difficulty 6) each success cancels out one success towards defiling the place.

Intermediate

Hand of Darkness

A Kuei-jin who knows this power may bring immediate bad fortune down upon an area. He makes a number of social challenges equal to occult or portents (if using ability, Difficulty 9 retest appropriate ability) If successful any actions in the room take a two trait penalty. The Duration of this effect is as follows(1 success 12 hours, 2 successes 24 hours, 3 successes one week, 4 successes one month, 5 successes one year, and for the elders out there 6 makes it permanent). The user of this power is not immune to it (though he may remove it later with Broom of Heaven). Appropriate mystical abilities should be capable of removing or weakening the effect.

Inharmonious alignment

This power allows the Kuei-jin to interfere with the feeding on ambient chi in an area by elders, it may affect the regaining of other supernatural energy (such as Gnosis, Glamour, Quintessence or Pathos at Storyteller's discretion, it will never interfere with the taking of Blood nor Breath).

The Kuei-jin makes a number of Social Challenges equal to his occult or Feng shui (Difficulty 9) the duration of the effect is equal to that of Hand of Darkness, It may be countered in a similar fashion.

Advanced

Chi Ward

The ultimate power available to Running Monkeys and Jina a Kuei-jin who knows this power may create a barrier that exists on all levels of reality(Dreaming, Umbra, Shadowlands) that bar the passage of any supernatural being by any means.

The Kuei-jin spends a point of willpower and makes a mental challenge (difficulty 9, retest occult) if successful the barrier lasts for 8 minutes. The Kuei-jin may spend a point of Yin or Yang chi to extend the period by 1 hour and may spend extra points after the fact. This ward may not last past dawn.

This power requires a certain amount of conscious control, while it doesn't hinder the Kuei-jin from doing other tasks if he is rendered unconscious or enters the Little death(or final death) this power is shut down.

Demon Arts

Note: As Demon arts these follow the rules as show on page 141 in laws of the East.

Iron Mountain

(KoTE companion page 59)

This Discipline works as the Kindred Discipline Fortitude with the following exceptions, when the Kuei-jin tests down damage, OR fills in the extra health level granted OR Uses Aegis the Kuei-jin must check for Shadow Soul(whichever one occurs first)

Kiai

(KoTE Companion page 60)

Note: All powers of this discipline require a loud shout to function.

Basic

Focusing Shout

The user of this power spends a point of demon chi and makes a mental challenge (Difficulty 9, retest occult or portents) He shouts focusing himself this grants him a number of traits equal to his Po for use on his next action, this action must be suitable for the PO and must happen by the next turn. This power may be used on the turn it's initiated.

Aspect of the Timid Sparrow

The Kuei-jin spends a point of willpower and chooses a target that he is engaged in melee or hand to hand combat. He then makes a Physical challenge (difficulty of twice the target's courage or Yang rating (or just Rage if dealing with Cb), retest intimidation). If successful the target is considered to be down three traits for purposes of determining whether or not the Kuei-jin hits him or not. The Kuei-jin may attack the target on the same turn this power is used upon them.

Intermediate

Ngilai

A Kuei-jin who knows this power may spend one point of Yin chi to invoke it. He picks a target and makes a physical challenge (retest intimidation). If successful the target must flee the presence of the Kuei-jin for a number of turns equal to the Kuei-jin's Po. A Shen may ignore this effect by spending a point of willpower but are considered 1 trait down on all actions during that time period. Any supernatural being that has a special fear condition (Fox frenzy, wave soul, etc) must check for that with difficulty equal to the Kuei-jin's Po.

Mortal with less than 2 stamina related traits that have this power used on them drop dead from a heart attack, you bastard.

The Song of the Tormented Soul

A Kuei-jin who uses this power spends a point of willpower and enters into a mental contest with a target (retest with expressions) for a number of Challenges equal to the Kuei-jin's Po. The effect is determined by the number of successes.

1 success, the victim is down 1 social trait on all actions for the next hour.

2 Successes, the victim is down 1 trait on all actions for the next six hours.

3 Successes, the victim is down 2 traits for the next 24 hours.

4 Successes, the victim is down 3 traits for the next 3 days.

5 successes, the victim is down 3 traits for 1 week, and may enter a berserker rage, commit suicide or other appropriate actions based on the character.

Advanced

Greater Ngilai

This works as the intermediate power but affects everyone within earshot any who spend a wp are down two traits rather than one.

Shintai Arts

Blood Shintai (variant)

Spit Blood (Devil Tigers Page 64)

This power may be taken as an alternative second basic power for Blood Shintai. The Kuei-jin spends a point of Yin or Yang chi charging the blood and spits it at a target (this is a physical challenge, retested with Athletics or firearms). If successful the target takes half the Chi virtue of the chi trait spent in damage rounded up. This power may be used to attack spirits of the appropriate type (Yin for Ghosts, Yang for Umbral spirits). Ghosts lose Corpus equal to the damage done while Umbral spirits lose power.

Beast Shintai

(KoTE companion Page 69)

Basic

Note: as many of these powers are built around domination and subjugation of Animals rather than communication, alternative paths might exist that are far more harmonious (Though they are not developed at this current time)

Cower before the Beast

A Kuei-jin with this power may cause the most intimidating of natural beasts to cower before him; he automatically succeeds on any test to cause a natural animal to flee his presence. He may spend a point of Yang chi to effect supernaturally enhanced animals (such as ghouled beasts though animal breed cbs are out). In that case the Kuei-jin makes a social challenge (retest intimidation) if successful the beast must flee the scene.

Animal Spy

A Kuei-jin with this power may possess an animal much like the Kindred power of Subsume. The Kuei-jin stares into the beasts eyes and makes a social challenge (difficulty 7, retest animal ken). If successful the Kuei-jin possesses the body of the beast and his body lies limp and unconscious (much like Subsume). Unlike subsume the Kuei-jin may not use any of his supernatural powers when possessing a beast he merely guides it where he wishes. Another limitation of this power is it requires a fairly high order beast to function (birds and mammals are in, fish, and bugs are out, Reptiles are debatable)

Intermediate

Conjuring the Animal Kami-

The Kuei-jin spends a point of Yang Chi and makes a Social challenge (Difficulty 6 retest intimidation) If successful the Kuei-jin may summon a number of animals equal to his current Social trait total. He may specify the type of animal much like the Animalism Power Beckon.

Sway the Beast

A Kuei-jin with this power may gain command of a beast for a particular period of time. He makes a social challenge (Difficulty 6, retest intimidation). The Animal is then his to command for one hour. Additionally if the Kuei-jin may spend a wp point after using Conjuring the Animal Kami; He then makes a similar test if successful he gains command of all the creatures he has just summoned for one hour.

Advanced

Unleash the Beast Spirit

When a Kuei-jin first learns this power he must pick an animal totem. He may never change this. The Kuei-jin may now take the form of a half man half beast (of the totem creature chosen). It costs the Kuei-jin one willpower and takes three turns to transform.

This new form grants the Kuei-jin a few benefits, first he gains six attribute traits, these should primarily be physical, but appearance related social or perception related mental may be reasonable based on the totem chosen (These traits are picked when the Kuei-jin first learns this power and cannot be altered) The Kuei-jin may also gain a number of animal features based on the form taken (a Squid totem would have tentacles, a Turtle a hard shell, a bird wings) see demon shintai features for mechanics for such forms.

Smoke Shintai (KotE Companion p 71)

Basic

Smoke without Fire

This power enables a Kuei-jin to double the volume of smoke generated by a flame. He spends a point Yang chi and makes a social challenge (Difficulty 7, retest stealth). If sufficient Smoke is generated this should cause a 2 trait penalty to all visual perception challenges and half the range of ranged weapons. This effect may be overcome by Heightened Senses. If the Smoke has already reached this level the Kuei-jin may double the effect increasing the penalties to 4 traits (those with heightened senses merely take 2)

Words of Smoke

A Kuei-jin with this power is a consummate liar, he spends a point of Yang chi and for the remainder of the Scene he is up 2 traits on all social challenges involving deception.

Intermediate

The Hampering Smoke of Chou Zeng

This power enables a Kuei-jin to throw smoke in the eyes of a target. He spends a point of Yang Chi and makes a physical challenge against the Target (retest survival) if successful the target is blinded for a number of turns equal to the Kuei-jin's permanent Yang.

Wisp Maya

This power enables the Kuei-jin to create illusions from smoke (provided he has sufficient quantities). The Kuei-jin spends a point of Yang chi and makes a social challenge against a target (retest subterfuge, if there is no target available difficulty is 6) If successful the illusion seems genuine though it lacks any physical substance so can readily be walked through. These illusions may appear to be dynamic.

Anyone wishing to see through the illusion must make a mental challenge (adding Auspex or Dharma as appropriate) against the Kuei-jin's social traits + Smoke Shintai level.

Advanced

Volcano Fist

A Kuei-jin with this power may spend a point of yang chi to make one of his fist glow with molten magma, his very touch now does 2 levels of damage to flammable objects and his punches with the fist gain 2 levels of damage along with making all damage done by that fist agg.

Storm Shintai (KoTE companion page 71)

Basic

Conjure the Duke of Wind

The Kuei-jin may command the winds to blow with this power; he spends a point of Yang Chi and makes a number of Physical Challenges equal to his Yang Rating (Difficulty 6 retest portents or occult) for each success the Kuei-jin raises the speed of the winds by 10 miles per hour. For every 5 mph gained add 1 mph movement speed to sailing or flying actions, or subtracted it if going the wrong way.

Thunderbolt's Kiss

A Kuei-jin with this power spends a point of yang chi and his hand courses with the power of lightning. On the next successful hand to hand attack he may choose to discharge this bolt adding half his permanent Yang in lethal damage to it. The Kuei-jin may not accidentally set this off by touching things or being touched he chooses when the lightning strikes. The Kuei-jin may use this power on the same turn as he attacks, or may hold the charge as long as he wishes.

Intermediate

Thunderbolt's Caress

This power allows the Kuei-jin to throw bolts of lightning at those within a number of yards equal to Permanent Yang + Storm Shintai level. The Kuei-jin spends a point of Yang chi and makes a physical challenge (retest firearms) if he succeeds the bolt of lightning does a number of levels of lethal damage to the target equal to half his Permanent Yang. The visual effect of this can be anything from throwing a blast at someone to lightning jumping from the eyes of the Kuei-jin to his target, try to keep it cool and not silly.

Cloud Chariot

This power allows the Kuei-jin to command the winds to fly; he spends a point of Yang chi and makes a number of physical challenges equal to his permanent Yang rating (difficulty 6 retest meditation). He then flies for a number of miles per hour equal to $20 + 5 \text{ Mph}$ for each additional Success.

Advanced

The Flight of the Dragons

The Kuei-jin with this power may alter the weather he spends a point of yang chi and makes a number of Physical Challenges equal to his permanent Yang (Difficulty 6 retest occult) Successes are spent on area and severity. Each success spent on Area doubles the effect (0 extremely localized, 1 one mile, 2 two miles, 3 four miles, 4 8 miles, 5 16 miles). Severity ranges from minor effects (0 successes) up to and including typhoon level effects (5 successes spent).

Soul Arts

Mibasham (KoTE Companion p 76)

Basic

Lens of the Self

The Kuei-jin may use this power to reveal the Nature or P'o Nature, Shadow Archetype, or Legacies of a target. He spends a point of chi (Yin or Yang) and makes a Mental challenge against the target (retest empathy) if successful the Kuei-jin learns what he wants to know.

Pors'dan

A Kuei-jin with this power utters a riddle so cryptic and confusing the target must figure it out. He spends a point of willpower and enters a number of social contests with the target equal to the Kuei-jin's Hun (retest enigmas) for each success gained by the Kuei-jin the target is down one trait on all actions for the scene, if this power is used while the target is in combat he is considered two traits up on resisting the challenges.

Intermediate

Stepping Stones

A Kuei-jin with this power may enter the Yin, Yang or even Yomi worlds. He spends a point of willpower and makes a mental challenge (retest occult difficulty of the local Wall) if successful the Kuei-jin may bodily enter the other realm immediately. This power grants him no special protection or function and he must make a similar challenge to leave that realm (except the Yomi... oh be stupid enough to go to the Yomi). Kuei-jin of particularly rarified Dharma (7+) may be able to use this power to enter the Heavenly Realms.

A Stumble on the Path

A Kuei-jin with this power may simulate an act of blindness for another. He makes a mental challenge (retest subterfuge) against the target success causes the Target to make a check as if they were struck with a moment of blindness if they fail this challenge the target is considered to have lost 2 levels of Dharma for the night, the next evening they are returned to their full measure of Enlightenment. This power similarly affects Mages who are considered down two levels of Arête for the night. This power has no effect upon beings that are not empowered by enlightenment except to cause them to question their world view for the night and rp accordingly.

Advanced

Riddle of Maya

A Kuei-jin with this power may reveal the true nature of reality to others or so they claim. The Kuei-jin utters his explanation and makes a social challenge (Retest occult) if successful the target loses a number of temporary willpower equal to 10 minus the Local wall rating (So 3 on average). The self worth of the Kuei-jin is similarly

bolstered he may regain a number of willpower points equal to half of those lost by the target (rounded up) this power may only be used on a target once per night.

Tzu Wei (KoTE Companion p 78)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm along with Kuei-jin and Dhampyr

Note 2: Uses of powers of this discipline do not stack with themselves though they may stack with other powers in the discipline (such as fate of the One and Fate of the Wu

Basic

Fate of the One

This allows the Kuei-jin to chart a proper horoscope of the target. The Kuei-jin makes a mental challenge (retest rituals or occult) success means he knows what days and times are lucky for the target and he may advise him with such. If the target follows the good advice they are considered to have 1 level of Horoscope for purposes of that task (the lucky numbers for non Kuei-jin is 5). If the Target is misadvised or chooses to ignore the advice they are down one trait on that task.

A Horoscope requires charts, occult paraphernalia and most importantly time it requires at least one day (probably more) before it can come into effect. A Target may only have one reading of this power active on him at one time.

Joss Weaving

This allows the Kuei-jin to take fate into his hands metaphorically, the Kuei-jin once more casts a chart this time spending a point of Willpower (mental challenge difficulty 7 retest occult/portents) the target is correctly advised is considered to be one trait up on all challenges for the night, if the target is poorly advised or ignores it he is 1 trait down on all challenges for the night.

This power much like the previous one requires at least one night of work in advance, probably more.

Intermediate

Fate of the Wu

This works as the Power Fate of the One, but may target a group working on a particular endeavor. This group may be no larger than 12 people.

Grand Duke's Theorem

The Kuei-jin spends a point of Chi; as long as they are facing the proper direction any action they take that night has 2 bonus traits. If they are facing the opposite direction they are down two traits (the Kuei-jin may spend a point of chi to negate this penalty for one action)

Year Direction

2011 South Southeast

2012 South
2013 South Southwest
2014 Southwest
2015 West Southwest
2016 West
2017 West Northwest
2018 Northwest
2019 North Northwest
2020 North
2021 North Northeast
2022 Northeast
2023 East Northeast
2024 East
2025 East Southeast
2026 Southeast

Extrapolate from there if this is somehow in service in 2027, you are doing a flashback, some sort of crazy time travel plot whatever, the whole chart is there just move it up and down a number of years.

Advanced

Realigning the Stars

The Kuei-jin spends a willpower and makes a number of intelligence tests equal to his occult(retest occult) For each success he gains 1 level of horoscope for the night. Conversely the Kuei-jin may bend fate against another and make a number of levels of Horoscope unavailable to a target for a night, if the target has no levels of horoscope or has spent them for the story the target is considered to have a number of unlucky traits for the night equal to successes/2(Rounding up) to a maximum of three.

The Heretical Arts

Inward Way (Heresies of the Way p 49)

Note: this Discipline can only be learned by those on the Heretical Dharma Tempest of the Inward Focus, unlike most disciplines its level may not exceed Dharmic Enlightenment ever.

Basic

Inner Balance

This power functions exactly as the Equilibrium power Master the Flow

Rest Upon the Blade

This power grants the Kuei-jin a number of benefits

The First being he may meditate for a number of days equal to his Dharma rating without needing to feed, during this period he can do nothing but sit there if he moves even his finger the trance is broken and he must start again.

A more tangible effect is that the Kuei-jin may spend a point of Yang chi and add his dharma rating to resist any attempt to mentally dominate the Kuei-jin or to overcome fear.

Intermediate

Scales of Need.

This power functions exactly as the Equilibrium power Shift the Balance

Feed the Soul

This power allows the Kuei-jin to rearrange his Hun and Po virtues, it takes several hours to enact this power and these hours must be spent in isolation. He spends a point of Willpower and makes a willpower challenge (Difficulty of the virtue being reduced) if successful the Kuei-jin alters his virtues as he wishes, Po converted into Hun costs 1xp per level. A Kuei-jin who uses this power may succumb to soul imbalance.

Advanced

Flowing with the Tau

A Kuei-jin with this power make learn to take the form of pure chi, this form may last a number of Days equal to his Dharma. He enters this state by spending 3 turns concentrating and then spending 2 points of Yin chi and 2 points of Yang Chi. Once he has spent the last point of chi his body becomes pure Chi. He is invisible except to those who may sense chi, he is not a spirit and is not treated as such. His senses no longer function as normal he only senses the flow of chi and pools there in (functions as the chi'iu Mui power Chi sight without mortal perception) he may also enter dragon lines and ride them as the Tapestry power Ride the Dragon.

The Kuei-jin may not enter the spirit worlds anything that would force him to do so will force him to rematerialize; also any area of tainted chi will force an immediate shadow soul check.

Tempest of the Inward Focus (Heresies of the Way p 50)

Note: Like Inward Way this Discipline can only be learned by those on the Heretical Dharma Tempest of the Inward Focus, unlike most disciplines its level may not exceed Dharmic Enlightenment ever.

Basic

Swirling Winds Style

This functions as the Yang Prana power principle of Motion, with the exception of the fact that this power may only be used for martial arts maneuvers

Meditation of Metal

For every 3 points of Yin Chi the Kuei-jin spends he gains one phantom health level for a scene. For every level after the first he gains the negative trait slow or clumsy as his body becomes more metallic

Intermediate

Kata of Mounting Fury

This works as the Yang Prana power, Dragon Dance however it may only be used with martial arts maneuvers

Fighting Cloud Style

A Kuei-jin with this power spends 2 points of Yin and Yang chi, once the power is active he is light as a feather, may run up walls, jumps three times as far and gains an extra kick attack per turn for the remainder of the scene.

Advanced

Illusion Shattering Strike

The player of the Kuei-jin announces his intent to use this power and then may spend a number of points of chi equal to the Character's Dharma rating(Yes this may exceed his normal cap). He then strikes a spiritual entity manifesting in the mortal world(ghost, demon, spirit but nothing strong enough to be called a god) if the strike hits(a standard physical challenge) the spirit loses a number of willpower equal to the chi spent, if the Spirit loses all its willpower disperses back into the spirit world where it can reform. This causes the spirit great pain and thus earns the Kuei-jin an eternal enemy.

Prayer Eating (Heresies of the Way p. 77)

Note: This discipline is almost exclusively in the hands of the Face of the Gods Dharma and is outlawed in all civilized Courts. So if you want this discipline you should be either of that Dharma or a member of Passion Bloodflower sect of the Thrashing Dragons or Brilliant Coals Devil Tiger Sect. Mind you the Discipline is still officially banned in the Scarlet Courts.

Basic

Hear Prayers.

This allows the Kuei-jin to hear prayers directed at him. The Kuei-jin must relax (a physical challenge, difficulty 7 retest meditation). Once in this state the Kuei-jin may hear prayers directed at him within a number of mile radius equal to appropriate soul virtue (Hun prayers of positive and constructive results, Po Smashy smashy hate filled revenge prayers)

Prayer Appraisal

Note: This power works across the Wall.

The Godling stares into the eyes of his devotee and knows what he truly desires. The Kuei-jin makes a number of mental challenges equal to his highest soul virtue (retest Empathy) If the Devotee is actively involved in praying to the Godling the devotee is considered two traits down during this.

One Success-the Kuei-jin knows if they are sincere in their prayers and what they wish for.

Two Successes the Godling knows the hidden reasons behind the prayers (Such as "I want my grandmother to get better.. So she will put me in her will)

Three Successes the godling knows every prayer the Devotee has made in the last month along with the reasons behind them

Four Successes the Kuei-jin knows everything as per three successes along with the target's permanent willpower rating, his thoughts and feelings, if he's ever lied to the Godling, if the Target is under any sort of supernatural bond(such as the blood bond) His Nature, his long term goals.

Five Successes At this level the target is an open book to the Kuei-jin, all his thoughts, hopes dreams and memories are open to the Kuei-jin even those that have been edited by another. The Kuei-jin knows not only any and all blood or spirit bonds the Target holds to but who holds them over said target.

Intermediate

Fulfill Prayers

The Kuei-jin at this level may bend fate itself to answer the prayers of his devotees, he spends a point of chi enters into a Mental challenge (Difficulty equal to the local wall, retest crafts). For a duration of days equal to the Godling's Dharma the Devotee is considered 1 trait up and gains one free retest per scene when acting towards his prayer, likewise the Godling is one trait up and gains one free retest per scene in which he works towards granting the devotee's prayers, Alternatively the prayer may simply come to fruition via act of supreme fortune (this should be rare but is an option for Sts to play with)

Prayer Eating

The Kuei-jin officiates over a ceremony dedicated to well himself, at the height of the ceremony he spends a willpower and makes a number of social challenges equal to his highest soul virtue(difficulty 6 retest performance) For each success he gain a point of Chi.

Advanced

Unbreakable Soulbonds

With this power the Kuei-jin creates a fanatical devotee, nothing that can be done to the Devotee will break the devotion save death. He will die rather than give up secrets. Of course such a pawn is difficult to make. The Devotee must be a true blue believer; he must properly have a code of honor with the Kuei-jin on it. The Kuei-jin just have fed from the believer 10 times using prayer eating (Blood and breath do not count). He then spends a point of willpowers and makes a challenge using a pool equal to his Hun and Po added together vs. the Target's permanent willpower. If successful the target is bonded to the Godling until his death on a level unmatched by Soul or Blood bonds. The Kuei-jin is the pawn's god and he will have nothing before the Kuei-jin

Bile Shintai

Note: These Disciplines may not be learned by any but those on the "anti" Dharma of the Scorpion Eaters.

Poison Shintai (Heresies of the Way p 123)

Basic

Stinging Touch

The Kuei-jin spends a point of chi and covers part of his body with a sickly acid, for the rest of the scene attacks from that body part do agg.

Inharmonious Excretion

This power functions as the Blood Shintai power Blood Akemi but has no healing effects. Rather than working by neutralizing blood it causes the target to be overcome with vomiting.

Intermediate

Flow like Sewage

The Kuei-jin spends a point of Yang chi and all his hard boney parts become soft and malleable as doe this functions for 3 turns, he may squeeze through small openings and all bashing damage is reduced to zero while all lethal damage is reduced by half. This has no effect on agg.

Bilious Expectoration

The Kuei-jin spends a point of chi and one action generating the mass inside him. Once it is formed he may spit it a number of yards equal to his stamina related traits (This is a physical challenge to hit, retest athletics). Non organic matter takes 1 level of agg from this attack while organic matter takes 3. For the next three turns the effect will continue to burn through the target (In organic taking 1 level per turn, organic taking 2 the second, and 1 the third)

Advanced

Phlegmatic Sting

After touching the target the Kuei-jin may spend one willpower and one Yin chi(The Kuei-jin may continue spending Yin chi as long as he is touching the target) The Kuei-jin then makes a physical challenge against the target(retest medicine) if successful for each Yin Point spent the Target takes one level of lethal damage. For each level of damage taken the target must make a Physical challenge (difficulty 7) each failure causes one point of the target's chi to become defiled.

Decay Shintai (Heresies of the Way p 124)

Basic

Stink of the Grave

The Scorpion Eater spends a point of Yin chi and infuses his body with the decay of the grave, the disgusting nature of this removes all Appearance related social traits he has for the scene and grants him the negative traits Repugnant x3. In exchange for this all mortals who see him must make willpower check difficulty 7 or be frozen in terror. Even if successful the mortal is down one trait on all actions as the stench overcomes him. Supernatural beings that need to breathe are also down one trait, while those who have heightened senses of smell are down two.

Deadly Waft-

This power functions as the White Tiger Corpse power in Bone shintai, however he leaves a disgusting scent trail behind that may be used to track the Scorpion Eater. The Eater may spend an additional point of Yin chi to reduce this to a faint whiff but even then those with heightened senses or animals may be used to track him.

Intermediate

Bone Shrapnel-

A Scorpion eater with this power may cause penny sized chunks of the target's bones to shatter sending out shrapnel into their body, after spending two points of Yin Chi and successfully touching he must make a second physical challenge (Retest Medicine) if successful the target takes three levels of lethal damage that may be soaked normally (though armor provides no defense).

Splenetic exhalation-

This Power functions as Bone Shintai Power Five Poison Cloud, though the visuals of it are a toxic cloud rather than anything else.

Advanced

Harbinger of Decay

This power enables the Scorpion eater to transform a mortal or animal into a monstrous killing machine dedicated to his will. The Eater spends three points of Yin Chi and then bites the target (if he fails the chi is lost). The Target falls into a coma after a number of turns equal to the targets stamina related traits (if it has 0 instantly sleep). The next night the target awakens as a mindless hungering monster attacking anything it can besides the Scorpion Eater. The Target gains the traits Quick, Brutal and Stalwart as long as it's affected by this power. This power may expressly increase their physical traits beyond their cap. The Target takes 2 levels of agg every night after the first until it dies. Only mystical means (such as Blood Atemi) might be capable of curing someone suffering from this condition. The Target may spend a point of willpower to resist attacking someone for one turn.

Radiation Shintai (Heresies of the Way p 124)

Basic

Treacherous Earth

The Scorpion Eater may twist the lines of chi in an area to root a target. The Eater spends a point of Yang chi and makes a Social challenge against the Target's physical traits (retest intimidation). If successful the Target is rooted to the spot for one Scene and whatever part of their body that was touching the ground is incapable of movement. Supernatural beings may expend a point of their supernatural power (Blood, Quintessence, Gnosis, Pathos, and Chi etc) in order to escape being bound in this fashion; however such beings must spend a turn concentrating to do so.

Repulsive Touch

The scorpion Eater makes himself repugnant to the Ten Thousand things, a disgusting being outside the cycle. He spends two Yin chi and makes a social challenge (difficulty 6, retest occult) after which he becomes intangible for the entire scene. His swim speed and jump speed is tripled as even air and water are disgusted by him. The Scorpion Eater is still affected by mental and spiritual powers as normal.

Intermediate

The Bowels of the Earth.

This power Functions as the Jade Shintai Power Placate the Earth Dragon, with one exception difficulty is not based on the strength or weakness of the Wall but rather the toxicness of the area, a Toxic Waste dump would be automatic while a pristine mountain patch might be actively impossible, generally speaking industrial parts of a city would be difficulty 7, normal living areas would be 9.

Burn Out.

The Scorpion Eater channels the ambient radiation of the industrialized world to power a mechanical device. He spends a point of Yang chi and makes a Physical challenge (difficulty 6) he may then expend a number of physical traits (up to 5) to power a device (1 would be cellphone, 5 might be a jetliner or semi truck) the device functions for a number of hours equal to the Eater's Yang rating Plus one out per additional Yang Chi Spent. Once the effect ends the Device is ruined and cannot be repaired.

Advanced

Destroy with a Touch

The Scorpion Eater may call upon the weaknesses and impurities of the earth itself. He spends a point of Willpower and then a variable number of points of chi; for each point spends he may destroy 1 cubic meter of earth. A Scorpion Eater with sufficient knowledge of buildings (such as the architecture skill) may use this power to find the key points in a building to collapse it, He makes a mental challenge (retest appropriate skill) spends a point of willpower and a variable amount of chi as determined by the St. Finally if in an area with localized fault lines the Scorpion Eater may be able to cause a magnitude 4 earthquake. This works much like destroying a building but requires science (Geology, or Seismology)

Disease Shintai (Heresies of the Way p 125)

Basic

Acrimonious Flesh

The Scorpion Eater after successfully touching a target (this may require a physical challenge) spends a point of chi, after which over the next six hours the target breaks out in hideous boils, flesh lesions, etc This causes the target to lose all Appearance related social traits for the duration of this power, and causes them to gain the negative social trait repugnant x 3. The Duration of this effect is equal to the Scorpion Eater's Po rating. A Supernatural being may spend 3 traits of supernatural power (Blood, Chi, and Glamour, Gnosis etc) to heal this condition.

Dead Hands

This power functions as the Flesh Shintai power Detach limb

Intermediate

Fevered Delirium

This power Functions as the Flesh Shintai Power Lotus Cloud, however the visual effects are more akin to a fevered dream than any euphoria, the weakness also manifests as illness rather than anything else.

Servile Plague

This power Functions as the Flesh Shintai Power Pelesit, however it manifests as mosquitoes and maggots growing from the Scorpion Eater's Flesh.

Advanced

The Soul of Sickness

The Scorpion Eater spends two points of Yang to activate this power. He may for a scene be the carrier of any disease the Scorpion Eater wishes. He may use any previous power in Disease shintai as a vector of this disease. Any target affected must make a Physical challenge (difficulty 8) or succumb to the disease. The Target loses 3 physical traits per day until they die. Mortal medicine cannot cure this, supernatural effects may (Storytellers

discretion) A supernatural being who catches this disease may spend two points of their supernatural power (Gnosis, Glamour, blood etc) to cure themselves of this disease.

Balefire Shintai. (Heresies of the Way p 126)

Note: All uses of this power are accompanied by the smell of burning flesh, garbage or rubber.

Basic

Burning Kiss.

The Scorpion Eater spends a point of chi and touches a target (this may require a physical challenge) If successful the target's flesh and blood becomes corrupted over a number of turns equal to their stamina related traits. After which the target is considered acceptable for feeding by the scorpion eater and a regular source of tainted chi. the target is considered down two traits on all actions from this lingering sickness.

A supernatural being may expend two points of supernatural power (Blood, Gnosis, and Glamour, Chi etc) to reject the corrupting effect of this power leaving them free and untainted.

Baleful light

This Functions as the Ghost Flame Shintai Power Goblin Spark.

Intermediate

Death Breath

This power Functions as the Ghost Flame Shintai Power Goblin Scorch

Invading the Dragon

This Power Functions as the Tapestry Power Riding the Dragon, with the following exceptions, the Scorpion Eater may spend 5 chi traits while in transit to corrupt the line making it impossible for non Scorpion Eaters to use it for the entire night. Second shen may make a Mental challenge (retest occult difficulty 6) to track the Scorpion Eater through the Line he has defiled.

Advanced

Body of Burning Filth

This power Functions as the Ghost flame Shintai power Goblin Body with the following additions, it allows the Scorpion Eater to corrupt a Dragon's nest (This effect is temporary, the rite Shitting down the Dragon's Neck is needed for such permanent defilement). The Scorpion Eater spends a variable number of chi, and must meditate on the Nest for a number of hours equal to the chi spent(if the Scorpion Eater is interrupted use the most time they have had rounded down so if they are attacked in the first hour they get nothing). For each point of chi spent the Dragon's nest is tainted for 2 days (so if the Scorpion Eater spent 5 points of chi and 5 hours there the nest is corrupted for ten days). Suffice to say this makes the Scorpion Eater quite unpopular with other supernatural beings who are either incapable of ingesting such tainted chi, or are tainted by it.

Rites

Note Rites are divided into three categories, category 1 rites are generally readily available to all Kuei-jin, and category 2 rites are considered Dharma or Sect specific and thus are more difficult for outsiders to learn. Category three rites are secrets and require coord approval for those outside the group to know, but are generally available to those of that Dharma. Category Four Rites are extremely rare and/or powerful and thus npc only. Any Kuei-jin interested in developing a new Rite must at minimum have a dharma rating of 1 plus the rating of the Rite(so 3 for basic, 5 for intermediate) and should take at least a season for basic rites, and a half a year for Intermediate. Advanced rites may potentially be created by a Wu of Dharma 5 individuals and require at year of development.

On the capacity of Bone Flowers to learn Necromantic Rituals as rites, Voodun rites are beyond the powers of a Bone Flower, The Baron and the Ebon Dragon are not on the same page. Other particularly paradigmically bound rituals may be equally outside the capacity of the Bone Flower (St's discretion) Necromantic rituals learned are learned as rites one level higher (so basics are considered intermediate, and Intermediates are considered advanced). If one were allowing the stealing of Rites and rituals across creature types use they would follow a similar model(basic becomes intermediate, Intermediate becomes advanced etc)

Finally on the nature of the Dark Jade Lover Rites (Specifically Gentle Repose, the earth's Embrace and Embracing the Little Death) each of these rites grants free abilities to the character which can be problematic in the org at large. A suggested Alternative is as Follows. Gentle Repose grants an automatic auspicious occasion with a bonus trait to the event, it may also be used as accelerated training time on abilities if your chronicle uses such. The Earth's Embrace has the same functions as the Gentle Repose (and requires it as a prerequisite) it functions as a 4 point mentor for purposes of learning new abilities. Finally Embracing the Little Death has all the functionality of the Earth's Embrace (and requires the Earth's Embrace as a prerequisite) it however functions as a 5 dot mentor and may be used for the development of traits other than abilities. Using these variants or the originals these Rites cannot be used more than once every 6 months, and only one of these rites may be used during that window (so no using The Little Death then Embracing the Earth to get extra)

Category One

Trace the Dragon's Blood

Behold the Spirit Doorway

Imbuing Jade

Rite of Supplication

Cloak the Dragon's Passage

Creating the Rivergate

The Way of the Lone Walker

Taking the left-hand Path

Restoring the Dharmic Balance

Embrace the Spirit's Change

Harmonious Shielding of the Guarded House

Construct the Dragon Bone Prison

Blood Preservation

Binding Goods

Stoking the Demon's Fury

Speak through the Tongue of the Dragon

Category Two

The Mark of Judgment (Cranes)

The Voice that Compels Truth (Cranes)

Branding the Criminal (Cranes)

Harmony with the Night (Bone Flowers)

The Black Silken Pouch (Bone Flowers)

Donning the Flawless Mask (Bone Flowers)

Gracious Acceptance of the Most Revered Lotus Blossom Gift (Bone Flowers)

Bone Oil Kiss (Bone Flowers, Cerulean Veils)

Reading the Leaves of Wisdom (Bone Flowers, Cranes)

Savage Joss (Devil Tigers)

Ebon Wardings (Devil Tigers)

Asserting the Heavenly Privilege of Yang Demon Command (Devil Tigers)

Beckoning the Unrighteous Spirit (this is technically a Devil Tiger rite; however variations on it exist for "Righteous" spirits for use by Thrashing Dragons, Bone Flowers, Cerulean Veils, Cranes and Divine Faces. Broadly use the mechanics on page 58 of the Devil Tiger's book to simulate these other rites. Each Rite is properly unique to the Dharma it is in)

The Deceptive Jade Chains of Yin Demon Command (Devil Tigers)

Rite of Little Inauspicious Object (Devil Tigers)

Rite of Greater Inauspicious Object (Devil Tigers)

Digesting the Feast (Devil Tigers)

Ritual of Heavenly Defilement (Devil Tigers)

Memories of Torments Unexperienced (Devil Tigers)

Dream of the suffocating cat (Devil Tigers)

Greeting the Sun (Thrashing Dragons)

Prayer for Taking a Life (Thrashing Dragons)

Donning the Necklace of Skulls (Thrashing Dragons and Devil Tigers of the Scarlet Courts)

The Scarlet Silk Leash of Yang Spirit Binding (Thrashing Dragons, Cerulean Veils)

The Thousand Eyed Sorcerer (Thrashing Dragons)

Fabrication of Elemental Instrument (Thrashing Dragons, Cerulean Veils)

Sense the Earth's Sickness (Thrashing Dragons, Cerulean Veils)

Rite of giving Birth (Thrashing Dragons)

Walk the Spirit Path (Thousand Whispers, Cerulean Veils)

Loose the Wandering Spirit (Thousand Whispers)

The Folding Lotus (Thousand Whispers)

Assume the Greater Mask (Thousand Whispers)

Wear the Lesser Mask (Thousand Whispers)

Honor the Second Breath (Thousand Whispers)

Gather the Broken Mask (Thousand Whispers)

Ritual of a Thousand Cuts (Thousand Whispers)

The Ashes of the Phoenix (Thousand Whispers)

The Gentle Repose (Thousand Whispers)

Center the Demon (Thousand Whispers)

The Earth's Embrace (Thousand Whispers)

Embracing the Little Death (Thousand Whispers)

Sense of the Ger. (Blood Court, or Mongolia)

Strength of the Herd (Blood Court or Mongolia)

Commune with Tengri (Blood Court or Mongolia)

Commune with Itugen (Blood Court or Mongolia)

Rite of the Gracious Courier (none this rite is just generally somewhat harder to learn)

Reflecting the Inner Face (none this rite is just generally somewhat harder to learn)

Category Three

Conciliatory Doorway Ritual (Cerulean Veils)

The Ritual of Guarded Alliance (Cerulean Veils)

Rite of Beseeching Remembrance (Cerulean Veils)

Bakemono Rite (Devil Tigers)

Tithing to the Ancestor (Rising Phoenixes)

Mist of the Lotus (Rising Phoenixes)

Shroud over Death (Rising Phoenixes)

Eating the Scorpion (Scorpion Eaters)

Shitting Down the Dragon's Neck. (Scorpion Eaters)

Category Four

Naming the Ancestor

Welcoming the Penangallan

The Breathing Mask.

Embracing the True Death

Level 0 Rites

Conciliatory Doorway Ritual (Heresies of the way p 101)

This rite has no mechanic the veil merely performs a basic effect (like scattering salt or powdered jade) when entering a door to placate the spirits of the boundary, it costs 1 point to learn (Cerulean Veils should come into play having it for free)

Basic

Speak through the Tongue of the Dragon (Winds from the East p 72)

The Kuei-jin needs a handmade item of at least crafts two quality. He offers the item and a point of Chi to an appropriate spirit and gives the Spirit a message of no more than 300 words. He then makes a number of mental challenges equal to his Yang Rating(difficulty 6, retest occult) for each success the spirit receives one bonus trait towards delivering the message(Seeing through disguises for example).

Sense of the Ger (Winds from the East P 72)

The Kuei-jin must have a ritual piece of food or drink from a ger (traditional Mongolian dwelling place) he makes a mental challenge (difficulty of the local wall, retest occult) if successful he gets a mystic sense that he may use as direction to that ger.

Tithing to the Ancestor (Heresies of the Way, p 24)

This power grants a special connection between the phoenix and his family (whether by blood or choice). He spends a point of Yin and Yang chi and then requests an oath to aid him from each mortal gathered(They need not know completely what they are being asked but they cannot be coerced) The Phoenix then makes a number of social challenges equal to the people gathered(difficulty 6, retest occult or rituals). Each success ties the Phoenix to an individual (these ties may be followed by supernatural powers such as Trace the Dragon's scales or any chi sight).

The Phoenix from then on may freely feed from those individuals via breath taking even if they do not have the capacity to do so based on Dharma rating. The individuals may not resist.

Blood Preservation (Blood and Silk p 96)

Unlike Kindred, Kuei-jin are only capable of feeding on flesh or blood before the process of decay sets in and the Chi is lost. This ritual was developed to combat it. The Kuei-jin spends thirty minutes over the blood to be preserved and adds various herbs (depending on aspect of chi to be preserved) He then makes a Mental challenge (difficulty 6 retest occult). He may preserve up to his occult rating in Chi traits per casting of this ritual. Each Chi trait requires one pint of blood. This blood is generally bland and tasteless; a Kuei-jin with crafts (blood preparation) may use this rite to make particular enjoyable and delicious brews.

A variant of this ritual exists for the preservation of Healing potions that a Kuei-jin can make for mortals; this is also a basic rite and works the same mechanically.

Binding Goods (Blood and Silk p 96)

The Kuei-jin spends an entire night casting this rite over a particular object(For purposes of this rite a single outfit might count as "one object") He then makes a mental challenge(Difficulty 6 retest occult) if successful the item is bound to Kuei-jin. The item will reshape to fit him as he transforms into other forms (such as applications of Fleshshintai or Demonshintai) more if he takes the form of an animal the clothing disappears to reappear when he retakes a humanlike form. The Kuei-jin may have a number of objects bound to him up to his Hun rating.

Dream of the Suffocating Cat (Blood and Silk p 97)

The Devil Tiger must have a sympathetic connection to the target of this ritual; he must construct a facsimile of the target and perform a twenty minute ritual over it. The Devil Tiger then makes a mental challenge(difficulty 6 retest occult) if successful the target must when next asleep make a physical challenge(difficulty 8, retest athletics) if the target fails he is treated as if having the nightmares flaw and as if he has failed his challenge for the next night. The Devil Tiger may continue to cast this rite upon a target on successive nights. For each night he does so after the first the difficulty for the target to overcome is increased by 2 traits up to a maximum of 16) if the Devil tiger fails to perform the rite, the number starts back over at 8. Sleeping on holy ground or a place blessed by a priest or protected by some other supernatural means of warding, will protect against this rite though it will not reduce the level of difficulty for the target to resist should the Devil Tiger decide to 'wait him out'

Eating the Scorpion (Heresies of the way p 127)

This is the Rite used to make more scorpion eaters. First the Target is shackled, second the Target is forced to spend all of his Yin and Yang chi on top a tainted Dragon's Nest. Now that the target is in fire soul he is tossed into a pool of tainted chi (toxic waste is a popular choice). Once the target escapes fire and probably the following shadow soul he is now a Scorpion Eater and all that is required to finish the pact and allow him to feed on tainted chi is to consume a live tainted scorpion.

If the Target spends too long coming back to themselves from fire or Shadow soul, the gang may get bored and toss the failure off in other territory for disposal.

Note: this Rite requires voluntary acceptance. The Target may be coerced into it but they must freely choose to go through it.

The Ritual of Guarded Alliance (Heresies of the Way p 102)

The Cerulean Veil must perform Conciliatory Doorway Ritual on an area for at least one Lunar Month. After which the Veil must purify the door way in the manner of his upbringing (Shinto, Mongolian etc). He then offers three points of Yin or Yang Chi to the spirit of the door way and makes a number of social challenges equal to the Chi virtue of the chi spent (Retest occult difficulty local wall rating). For each success no one but those chosen by the caster (or those who perform the conciliatory rite) may pass through the door.

This Manifests via a Nushi of a rating of three points protecting the door way.

The Mark of Judgment (Dharma book Resplendent Cranes p 64)

The Crane spends ten minutes marking a target's forehead with a mystical ink made of the Crane's blood and gold dust. After which he must make a mental challenge (Difficulty 6 retest crafts: Calligraphy) If successful the target is considered to have a 1 trait penalty to all social Challenges until he washes his forehead with clean water or three days pass.

Branding the Criminal (Blood and Silk p 99)

A variant on the Rite Mark of Judgment this has a number of advantages and disadvantages over the other rite. This grants greater control to the Crane at the cost of subtly. The Crane chooses what character he writes (Jack ass, rapist etc) and for the Three day period the target not only is down one social trait on all actions, but generally

people treat him as the trait written. This rite effects both Kuei-jin and non-Kuei-jin. As a downside the supernatural character is clearly visible to any supernatural being and Mediums.

Sense the Earth's Sickness (Blood and silk p 102)

This Rite Allows the Thrashing Dragon to sense the unnatural corruption plaguing an area(Note this must be fairly powerful and poorly hidden) he meditates and makes a Dharma challenge(Difficulty 4, if the Kuei-jin is using no mind the difficulty is 3) If successful the Kuei-jin obtains a clue to what is the cause appropriate to the idiom of the Kuei-jin, the cause of the corruption and of course ST fiat.(this may be an actual vision, a compulsive need to paint, a moonlit walk through the area whatever works for your game). As noted the corruption must be unnatural, and must be particularly powerful and fairly poorly hidden as this rite is weak, IF the corruption is particularly well hidden the Thrashing Dragon receives only the knowledge that such a being is beyond the power of this rite to uncover.

Rite of the Gracious Courier (Shadow War p 96)

This Rite allows the Kuei-jin to remain unnoticed in a courtly setting. All attending will generally remember the Kuei-jin was present and behaved. The Kuei-jin begins speaking softly a mantra and walks very slowly, as long as he maintains these two things no one engaged in official court procedure will pay attention to him. If the Kuei-jin is required to be called to speak before the court anyone wishing to do so must make a Willpower check, difficulty 8. Failure means the Kuei-jin is forgotten and left alone.

This Rite is broken if combat breaks out or anything particularly out of the ordinary ensues.

Intermediate

Encircle (Winds from the East p 72)

The Kuei-jin expends a point of Yin or Yang chi and coats up to 9 arrows with his blood. He then makes a Mental challenge (difficulty 6 retest archery). The enchanted arrows grant 2 bonus traits for purposes of hitting a target and ignore all bonuses he has towards cover.

Strength of the Herd (Winds from the East p 73)

The Kuei-jin meditates one hour on his dharma and then consumes the blood of a Mongolian steps Pony (Nothing else will do!) He makes a physical challenge (difficulty 6 retest rituals or occult). If successful the Kuei-jin becomes bloated with the blood of the horse his body covered in a red sheen of its blood. For the Next 4 hours the Kuei-jin receives the negative social traits Repugnant x 3 and may not engage in any social challenges other than intimidation. Along with this he gains 3 strength related physical traits for the duration.

Commune with Tengri (Winds from the East p 73)

The Kuei-jin finds the highest point in an area and sheds his clothes, he then dwells in that area cold and alone for 4 hours after which he spends 1 Yang chi and makes a physical challenge (difficulty 6 retest Rituals or occult). If he succeeds he receives a vision of the bright blue day sky along with answers to a question that has been particularly disturbing him. These answers come in the form of a vision that may be quite vague and confusing(St's discretion how easy your answers are).

Commune with Itugen (Winds from the East p 73)

The Kuei-jin finds a natural cave with no natural light. He writes a long prayer on a pristine scroll and burns it. He then meditates for several hours and makes a Physical challenge (difficulty 6 retest occult) If he succeeds he receives one of two options (his choice). If he wishes Fertility enough of his Chi traits are converted to Yang in order to temporarily Yang Imbalance him and allow him to sire or bear a dhampir. (If the Kuei-jin is already Yang aspected considers the next attempt at conception to be automatically successful). Instead the Kuei-jin may wish the strength of the earth in which case he gain 3 strength related physical traits for the next night.

Mists of the Lotus (Heresies of the Way p 24)

The ritualist must create a perfume from Lotus flower; he must prepare the ritual for particular mortals by name. He then has the mortal inhale the mixture; the Phoenix then makes a social challenge against the mortal's willpower (retest rituals or occult). If successful the mortal forgets all about anything Kuei-jin. Repeated use of this power grants a cumulative bonus of +1 for the target to resist.

Shroud Over Death (Heresies of the Way p 24)

The Phoenix performs this ritual by first gaining an item significant from their death (a murder weapon if they were murdered for example). He then makes a social challenge against any of his mortal friends and family (difficulty of their willpower, retest occult or rituals) if successful the mortal does not remember the Phoenix's death and believes everything is normal. This does nothing to effect any physical evidence (such as obituaries, tombstones etc)

Rite of Beseeching Remembrance (Heresies of the Way p 102)

Note: Non cerulean veils with this rite require Coord approval

This rite allows the Cerulean Veil to know the nature of a particular bargain. He must be at the location of that bargain and know at least one participant. This rite requires a handmade sheet of paper a brush made of fox hairs and a bronze bowl. The Kuei-jin draws some of his blood and sacrifices 3 points of Yin or yang chi. He then makes a Social Challenge (difficulty 6 retest occult) if successful the spirit of the bargain is summoned forth. The Spirit uses the brush and blood as ink to write the agreement on the offered paper. This takes an hour at minimum and may take far longer. If the Kuei-jin seems impatient, falls asleep or any way angers the spirit for a time period up to the Storyteller the spirit spreads the details of any and all agreements the Kuei-jin enters into across the spirit lands with impunity.

Strengthening the Crab's shell (Heresies of the Way p 103)

The Veil purifies the area with a purification wand then places jade item on the ground. He then chants a prayer (Mental challenge, difficulty 9 retest performance) If he's successful a spirit of the boundaries between the worlds. He then makes a Social challenge against the spirit (Retest rituals or occult) if successful the spirit blesses the item, and may raise the wall (Up to a rating of ten) or lower it (to a rating of two). If the Veil is using this ritual to escape the Spirit will raise the rating to 10 after he passes through. The change in Wall returns to normal per minute of difference (Example if it's normally a rating of 7 and the Veil reduces it to two, it will take 5 minutes to return to 7 each minute gaining one rating).

Stoking the Demon's Fury (Blood and Silk p 96)

The Kuei-jin meditates for three hours on the rage of his Po and Righteous anger of his Hun. At the conclusion of this ritual he makes a physical challenge (difficulty 9 retest meditation) if successful he may convert a number of temporary willpower traits into Demon chi, this number may not exceed his rating in Meditation. The Kuei-jin must immediately check for shadow soul after using this rite and if he has converted more points of willpower than his Hun Rating the Po gains a one Trait bonus.

Memories of Torments Unexperienced (Blood and Silk p 97)

The Devil Tiger performs a 15 minute mantra over a sleeping Victim after which he enters a mental contest with the victim (retest occult) if successful the Devil Tiger may enter the dreamscape of the victim and manipulate it as he sees fit, this causes no physical damage (This isn't Nightmare on Elm Street) however this may cause psychological scaring in the form of derangements and at the very least will probably count as subjecting the target to the Nightmares Flaw.

Multiple kuei-jin may participate and affect the Dreamworld of the victim if they are holding hands with each other when the ritual is cast.

Bone Oil Kiss (Blood and Silk p 100)

This Rite is used by a Bone Flower to make a Ghost fall in love with him; He must boil a mix of bones, toadstools and other graveyard fare. He makes a Mental challenge (difficulty 9 retest occult) to prepare the concoction. To use it he must apply it to his lips and kiss the ghost on the ghost's lips (This need not be voluntary but it must be lip on lip contact).

If the Bone Flower successfully kisses his target, the Ghost must make a willpower check vs. a difficulty of 9 or become hopelessly in love with the Bone Flower) this functions as granting the Ghost a Passion Of love towards the Bone Flower Equal to the Bone Flower's Occult rating. This effect lasts until the next New Moon.

Reading the Leaves of Wisdom (Blood and Silk p 100)

This is basic bibliomancy, the Bone Flower performs a 15 minute rite over a book (The book should have some significance) and then opens it at random. He makes a Mental challenge (Difficulty 9 retest enigmas) to understand his divination, if successful the ST should probably grant some sort of clue to an upcoming plot or solution to a problem, be as cryptic as you wish.

Speak with Local Beasts (Blood and Silk p 102)

This Rite allows the Thrashing Dragon to call upon the local animal courts(What exactly an animal court is, is up to debate elders might argue that it is a hidden truth that modernity has locked away, more cynical but occult learned types might say these are local spirit courts, or aspects of the Dreaming. The ultimate source of how this rite functions should remain mysterious and entirely within St Hands). On the Night of a New Moon the Thrashing Dragon makes a social challenge (retest animal ken) the difficulty is generally 9 but may be increased or decreased depending on the actions of the Thrashing Dragon. If he stands at the area in formal robes, speaking with propriety and being generous with food the difficulty might decrease down to 6, however a Kuei-jin covered in blood while in his Demon Shintai form screaming demands might have a difficulty of 14 or more...

If successful on the following Full Moon the Thrashing Dragon must return to the spot where he cast the ritual. There he will meet with Ambassadors from the various local animals (In cities think rats in formal dress!) The animals will pass along local gossip and problems that such a powerful being might be able to solve. Conversely the Kuei-jin might be able to wrangle favors from said animal couriers.

Fera in the area of the this effect will sense it, and they might readily come (it is not a compulsion for them) should they arrive they may not appreciate Wyrmspawn trying to steal their duties (or the Kuei-jin might social-fu the situation gaining a bunch of new allies)

Reflecting the Inner Face (Shadow War p 97)

This Rite calls upon the use of Feng Shui and any one knowledgeable about Feng Shui may guess its function (Mental challenge, difficulty 9 retest appropriate ability). The Kuei-jin positions two mirrors making a mental challenge (difficulty 9 retest occult or rituals) if successful the Mirrors are properly aligned, for the rest of the night any supernatural being using a form of supernatural disguise or stealth will have his true reflection revealed if he steps between the two mirrors and only on the mirror he is not looking at.

Advanced

Shitting Down the Dragon's Neck (Heresies of the Way p 127)

This is the power needed to permanently defile a Dragon's Nest. This requires three Scorpion Eaters who each know the Balefire Shintai power Body of Burning Filth. All Scorpion Eaters must expend a combined amount of 40 points of chi (this may come from the three, or additional gang members who have come along), this will obviously take many hours. Each of the three Scorpion Eaters who have Body of Filth Activated must make Three Physical challenges (difficulty 9 retest occult or rituals) they must succeed 2 out of 3 times. If even one of the Three fails the entire ritual fails the chi is wasted and they must begin again. After which the three must make Three mental challenges (difficulty 9 retest occult) Each of the Three must win 2 out of 3 times if even one fails this the ritual fails and the chi is wasted.

MASTER

The Righteous Hunt

The Bone Flower performs a 30 minute ritual that must be within the boundaries of the target's house, he makes a mental challenge (difficulty 11, retest occult) if successful he grants the target the flaw "spectre meat" (p 93 laws of the Hunt), this mark on the target will persist in death where their spirit shall be haunted by the hungry dead. Only atoning for the act that caused the bone Flower to cast this ritual will remove this effect (Powers that unweave rituals or the awesome phenomenal cosmic power of true magick may be able to remove this effect as well... and it's well within the powers of the Yama Kings to remove this...)

EXPERT

The Breathing Mask

This elaborate and Expensive rite requires the horn of a Rhino (good luck with that) and various rare ingredients that can only be found in the depths of the Yin, Yang and Yomi worlds. However to the Thrashing Dragon and perhaps others it can be quite worth it.

The ritualist concocts an elixir from the various ingredients (Intelligence check difficulty 12, retest occult) The Elixir may be drunk by the ritualist or another (They must be Yang Imbalanced), it is good until sunrise. At sunrise the drinker becomes for all intents and purposes mortal. They are no longer susceptible to Fire or wave soul(though the Po still whispers, shadow soul checks remain though the Po has a one trait penalty) The character is incapable of using disciplines but sex, drugs everything feels the same as when the Kuei-jin was alive. If killed in this state the Kuei-jin suffers little death no matter the cause.

This state lasts until sunset, at which time the Kuei-jin reverts to his normal self. The Kuei-jin must make willpower check (difficulty 9) or gain the Addiction flaw in regards to this sensation...