

*Powered by the Dark*

*Kindred of the East*



This is a PbtA hack for **Kindred of the East**. Read *Apocalypse World* or *Monsterhearts* for the fundamentals of \*World games, particularly the philosophy of how to run them. Short version: be a fan of the PCs, fuck with them relentlessly to keep the story hopping, don't sweat the piddly shit, treat NPCs like stolen cars (you can have fun with them but you can't keep 'em), who really gives all that much of a shit about combat turn order, and when PCs miss a roll, either fuck them with harm or a Condition or give someone an Edge for seeing them screw up, or do something to kick the story into a higher gear. There are more details in Storyteller's section, below.

This isn't a stand-alone product. You need the **Kindred of the East** hardback to use this, because it doesn't reproduce any setting information or details on what half of the game's various terms mean.

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### Language note: The Hungry Dead

This document chooses to omit the term "Kuei-jin" as a well-meaning but nonetheless racist kludge dating back to the 1990s. It's a nonsense-word which I've never seen do anything but make speakers of the languages involved visibly cringe. Instead I've chosen to default to describing the vampires of Asia as the Hungry Dead, with alternative uses encompassing Gui Ren, Wan Kuei, or simply as "vampires." Where the familiar Western vampires of **Vampire: the Masquerade** are discussed, they're described as Kindred.

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### CREDITS

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POWERED BY THE  
APOCALYPSE

Powered by the Apocalypse World engine, by D. Vincent Baker and Meguey Baker.

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## ROLLING DICE

You only ever roll dice when someone says something to trigger a move. Then you pick up 2d6, roll them, add them together, add an Attribute modifier, and that's your result. If it's 6 or under, it's a miss. 7-9 is a success, but with some kind of complication. 10+, you get what you're after.

Players roll dice. The Storyteller never rolls dice.

## EXPERIENCE

At the end of each session of play, get 2 experience.

When you *botch a move* (see below) get 1 experience.

Certain moves can give you experience.

When you follow the horoscope given by your Direction, get 1 experience.

Finally, at the beginning of each session, each player takes the sheet of the player on their left and puts a little mark on an Attribute of their choice, as long as it isn't the character's highest Attribute. Mark an Attribute that you'd like to see that character demonstrate during the coming session. The first time during the session that you make a move with your marked Attribute, get 1 experience and then erase the mark. Erase the mark at the end of the session if it isn't already erased.

When you accumulate 6 experience, you can take an *advance* at the end of the session, and then erase all experience.

## ADVANCES

When you take an advance, you can choose one of the following to enhance your character:

- Add +1 to an Attribute. You can only take this advance twice.
- Get a new Background, but only if the story supports it. You can take this advance more than once.
- Gain pull with a faction you've made some inroads into infiltrating, befriending, blackmailing, or otherwise getting some influence over in the story. Your pull with a new faction starts at +0.
- Add +1 to your pull with a faction you've got pull with, but only if the story supports it. You can take this advance more than once.
- Get a new move from a Discipline. You can take this advance as many times as you want.
- Get a new ritual move, if you have the rituals Background.
- Resolve *losing your way* to regain lost Dharma. See the section on Dharma loss for more on this.

• Begin, advance, or complete *seeking greater enlightenment*. See the section on raising Dharma for more on this.

## BOTCHES

When you miss on a move, you can tell the Storyteller you want to convert the miss into a *botch*, and get 1 experience. How exactly a botch manifests is entirely up to the Storyteller, but something *bad* is going to happen.

Be aware that the Storyteller can make a miss hurt as bad as they want to even if you don't ask for a botch; they're under *no* obligation not to open up with both barrels any time they think it would push the story somewhere interesting. All converting to a botch does take away the Storyteller's option of letting you off light.

## ATTRIBUTES

You have three Attributes, which you combine with the results of 2d6 to find the outcome of rolls.

When you make your vampire, pick one Attribute to be rated at +1, one to be rated at +0, and one to be rated at -1. Attributes cannot *ever* be higher than +3.

The Attributes are:

**Physical:** Strong, fast, tough, fit. Governs the following moves: *Fuck them up, do something athletic, run for it.*

**Social:** Smooth, sophisticated, insightful, sexy. Governs the following moves: *Manipulate someone, stand your ground, show your teeth.*

**Mental:** Clever, cunning, sharp, quick-witted. Governs the following moves: *Navigate a system, do something shady, read their eyes.*

## PULL

Pull is a kind of "extra Attribute" you can have, representing political, hierarchical, monetary, or personal sway over an organization, group, or network of people. Pull represents your ability to get things done in your city. Pull cannot be rated higher than +3 or lower than -3.

Pull is mostly there for fixed-location games featuring a lot of local politics, where an important element of play is accumulating influence over mortal assets and institutions within a city, and where amassing pull with a group some other vampire thinks of as "their territory" is a great way to make enemies: a classic and frankly expected activity for running monkeys.

This hack comes with a ready-to-run list of example groups you might develop pull with in a typical city, but be aware *this list is not exhaustive*. You can clip out groups that don't make sense or aren't interesting in the place you've set your game. You can add new groups that seem compelling or relevant to your setting, too, like "the ports" or "British expats" or "regulated gambling" or "the Christian community." You can also break factions apart into independent

groups if schisms or turf wars or competition within a niche are interesting, like splitting organized crime into two or three specific rival gangs or groups, or splitting “academia” into specific universities.

You can also, of course, dispense with pull completely if it’s just not relevant to the kind of game you’re running. A *wz* chasing a deadly Akuma across Southeast Asia to retrieve a stolen artifact isn’t going to be a game that has a lot of use for this mechanic, for example.

Ready-to-run/example groups include:

**Academia:** Higher education, universities, libraries, museums. Academia gives access to cutting-edge research, well-indexed information, and maybe the opportunity to fool around with a cursed sarcophagus after hours.

**Bohemians:** Artists, poets, writers, the coffeehouse crowd: a vast pool of potential talent quietly skirting the edge of starvation by the grace of ramen noodles and rent-share lofts. Some potential diamonds, if you’re willing to sift for them.

**Business:** Finance, heavy industry, corporate structures, banks: the big thick vein that most of a city’s wealth runs through. This is a good faction to consider splitting up into sub-groups.

**The Courts:** Lawyers, judges, and collections of the two. Pull with the law can be invaluable when you need to get someone into or out of trouble in a hurry.

**Local Government:** Zoning permits, city politics, and a chance to get proposals and policies to shake out the way you want them to.

**High Society:** The great and the good throw the best parties, or at least the most well-dressed ones. When people say “networking,” these are the people they’re thinking of, and they can open just about any door for you. If you’re the right sort.

**Law Enforcement:** The fuzz. If you can’t think of something useful to do with cops in your back pocket, well, rest assured, someone else will.

**Little People:** Secretaries, janitors, junior salarymen, students: the service industry, the invisible small folks that keep the world running. They usually can’t do much more than look, listen, or open a door, but sometimes that’s all you need. Often overlooked, often in need of a helping hand.

**Media:** Newspapers, blogs, Youtube influencers, the nightly news. Still the most dangerous people in the world to the undead.

**Medicine:** Hospitals, morgues, family practices, even traditional practitioners. Dangerous places to go looking for favors, but far too useful to overlook.

**Occult Underground:** Most cities have a subculture of weirdos if you dig diligently enough. And somewhere in that bric-a-brac clutter of nonsense, sometimes there are a few people who know what they’re on about, or lucked (?) into an item or book with real power. Even if it’s all hokum, it may be hokum that can act as a useful smokescreen.

**Organized Crime:** Could be the yakuza. Could be the triads or tongs. Could be the Russians moving in. Could be just local punks with nothing to do, no future to look forward to, and a hankering for violence. This is where the drugs, the guns, the muscle, and the fast money live—assuming you can’t pry the cops loose from whoever’s already got them locked up tight, anyhow.

**Religion:** Temples and shrines don't exercise quite the same sort of monolithic power as the Church does in the West, but they're a strong center of community throughout much of Asia, and keep a close touch on the heartbeat of the people. And, of course, monks know where all the bodies are buried, and sometimes when they got up on their own.

**The Street:** At the bottom rung of the city you'll find people hanging on by their fingernails—way more of them than anyone likes to acknowledge. In a world of bootleg everything and daily hustle, you end up with a favor economy, and if you can't always quite assume loyalty, well, fear usually works for a while. This is a good place to disappear when things get hot.

## MODIFIERS

You can never put a bigger modifier than +3 or -3 on a roll.

When a move says to *carry forward*, that's PbtA slang for “add a +1 bonus to your next move.” When it says to *carry forward ongoing* it means to add a +1 bonus until whatever's adding the bonus stops doing that.



## STANDARD MOVES

Every character can do all the basic moves.

You *must* use a move whenever the conversation around the table dictates it. What that means is that when a group of bakemono are smashing down the door and you say “fuck this, I bail out the window and make a run for it,” you are now using the *run for it* move because that’s what you’ve made the story say.

You *can’t* use a move if the events in the narrative don’t support it. If you’re dragged before the local court in chains, you can’t just announce “I *run for it*.” The Storyteller’s proper response there is to go “How, exactly? Seems like you need to deal with those chains and the two burly fellows dragging you before you can think about making a break for it.”

## PHYSICAL MOVES

These moves add your physical modifier to their roll.

### FUCK THEM UP

When you try to hurt or kill someone, roll with physical. On a 10+, you inflict harm as established, and pick one: the harm is great (add 1 harm); you gain an Edge on your enemy; you inflict a Condition on your enemy. On a 7-9, you harm them but the Storyteller chooses one: they gain an Edge on you; they deal you harm in return; your P’o stirs.

### DO SOMETHING ATHLETIC

When you perform some feat of strength, agility, or toughness with serious consequences for failure, roll with physical. On a 10+, you succeed at the action and choose one: clear a Condition; carry +1 forward on your next move. On a 7-9, you succeed, but choose one: You take 1 harm; your success is incomplete or flawed in some way; your P’o stirs.

### RUN FOR IT

When you try to escape from danger, roll with physical. On a 10+, you get away and end up in a safe place. On a 7-9, you get away, but choose one: you cause a big scene; the scariest person present gets an Edge on you; you lose something along the way; your P’o stirs.

## SOCIAL MOVES

These moves add your social modifier to their roll.

### MANIPULATE SOMEONE

When you manipulate or seduce someone, roll with social. If you succeed, NPCs will do what you ask if you give them a bribe, a threat, or a motive; PCs get a point of experience for doing what you want. On a 10+, you also choose one: you gain an Edge on them; you give them a Condition. On a 7-9, you overplay your hand just a bit and they get an Edge on you.

### STAND YOUR GROUND

When you stand your ground in the face of intimidation, hardship, pain, pressure, fear, or overwhelming despair, roll with social. On a 10+, you stand your ground and choose one: remove a Condition; carry +1 forward to your next move in the scene. On a 7-9, you remain resolute, but your P'o stirs.

### SHOW YOUR TEETH

When you attempt to shut someone down, get them to back off their current course of action, or intimidate them, roll with social. On a 10+, PCs have to *stand their ground* and NPCs freeze up. Additionally, choose one: give them a Condition; they lose an Edge on you; you gain an Edge on them; you quell your P'o. On a 7-9, choose one: they have to *stand their ground* (PCs) or freeze up (NPCs); give them a Condition.

## MENTAL MOVES

These moves add your mental modifier to their roll.

### NAVIGATE A SYSTEM

Whether searching (or hacking) a computer database to find (or alter) information, working out which palms to grease to set up a meeting with the local Yakuza *oyabun*, or reading market trends to pull off a financial coup, whenever you *navigate a system* you roll with mental. On a 10+, you achieve your goal, and choose two: you achieve your goal in a timely fashion; you get everything you're after; you carry +1 forward; you quell your P'o. On a 7-9, you achieve your goal, and choose one from the 10+ list.

### DO SOMETHING SHADY

Whether stealing a priceless painting, sneaking into a guarded facility, or hotwiring a car, when you *do something shady*, you roll with mental. On a 10+, you succeed and choose two: your activity goes completely unnoticed, leaving behind no incriminating traces; you carry +1 forward; you quell your P'o. On a 7-9, you succeed and choose one: your activity goes completely unnoticed, leaving behind no incriminating traces; your P'o doesn't stir.

### READ THEIR EYES

Whether by extended observation or leading conversation, whenever you try to figure out what makes someone tick, roll with mental. On a 10+, gain an Edge. On a 7-9, you gain an Edge on them, but they also get an Edge on you.

## SPECIAL MOVES

Every vampire can do all the special moves as well, but they're a little more particular or situational than the standard moves.

### CALL IN A FAVOR

When you call in favors with a faction, roll with your pull with that faction. On a 10+ you get the favor and choose two. On a 7-9, you get the favor and choose one: There are no complications; they don't demand something in return; your pull isn't reduced by 1.

### MAKE PREPARATIONS

When you spend time training, practicing, studying, or preparing to do something, define what you're preparing for and gain Prep. You gain 1 Prep for every 2 nights spent preparing. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

### AWAKEN DURING THE DAY

When you need to awaken during the day in response to some disturbance, or remain awake after the sun rises, roll with Dharma. On a 10+, you can stay awake for an hour or two. On a 7-9, you can stay awake for ten or fifteen minutes. On a miss, you fall into deathly slumber or fail to awaken until you're disturbed again.

### ENTER HERMITAGE

*Seeking greater enlightenment* is a lengthy endeavor, and particularly as a vampire struggles to the uppermost heights of Dharmic awareness, it's easy for a great deal of work to be undone by a single moment of blindness. It makes sense, then, for one of the Hungry Dead attempting to climb the mountain of enlightenment to retreat from the world's many distractions, temptations, and misfortunes, but doing so is a double-edged proposition.

To enter hermitage, you must retreat into seclusion with no more distractions or disturbances around than the bare necessities to see to your Chi requirements, and remain there during downtime between stories: at least a month, potentially much longer. This allows you to skip one advance of *walking the road of enlightenment*.

The rub, of course, is that you don't get experience points when there's no story being told, and nobody's going to tell a story about sitting under a waterfall for a hundred years. So it is that eventually you have to come down off the mountain to mingle with the world again in order to stimulate your spirit and get enough experience for that next advance.

## STEP SIDeways

Without use of powerful Disciplines, you have two methods of entering the Yin or Yang World.

In the first method, you must use a gateway at a dragon nest—a place of great spiritual power. Many gateways have guardians that will challenge your right to pass through.

In the second method, you must drop a specially prepared jade talisman at your feet. This jade talisman is also the keystone you'll use to exit the spirit world again, at which point it shatters. If anything happens to the talisman while you're in the spirit world, you'll need to find a gateway or use another jade talisman to get back into the Middle Kingdom. Ritualists of the Hungry Dead can create bundles of these talismans with little difficulty.

Whichever method is used, roll with your Dharma modifier. On a 7-9, you cross the Wall over the course of several minutes. On a 10+, you cross instantly.

If at a gateway, add +1 if your soul balance state matches the world you're trying to enter. If using a jade talisman, take a -1 penalty if you are trying to cross the Wall in a place of weak Chi such as a bank, university campus, city street, or other place of sterile modernity. Add +1 if you're trying to cross into the Yang World in a place of pristine wilderness, or into the Yin World in a place of darkness and death such as a deep cave or graveyard.

A small group of other vampires can follow a single "leader" across the Wall without using jade talismans or making rolls of their own, but doing so causes the leader to carry -1 forward on her attempt to *step sideways*.

## DRINK BLOOD

When you drink someone's blood, roll with your Dharma modifier. You get 1 Chi (the Storyteller decides whether it's Yin or Yang based on their current mood and the circumstances) and they're *drained* until they get a few days of rest and recovery, or something along the lines of a transfusion. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You gain 1 extra Chi.
- You gain 1 extra Chi.
- Lassitude or euphoria renders your mortal victim compliant so that they don't struggle, during or after feeding. Absent this choice, you'd best have prepared or restrained them somehow.
- You quell your P'o.
- They definitely don't die. You can't pick this if they're *drained*.

## SPECIAL SYSTEMS

If you're playing, you'll need to track the following resources on your record sheet. The Storyteller also needs to track Edges, Conditions, and harm for NPCs.

### EDGES

Edges represent insights into what makes another character tick, which can be leveraged against them. In order to spend an Edge, you have to declare that you're doing so and say how, exactly, you're exploiting your insight. Edge can be spent to (choose one):

- Add +1 to your roll.
- Subtract -1 from someone's roll against you. (An NPC can do this against a player, as well.)
- Force an NPC to falter, freeze up, or hesitate.
- Force an NPC to act at Disadvantage.
- Add 1 extra harm to whatever harm you're dealing someone. (NPCs can do this to players, as well.)
- An NPC can spend an Edge to gain Advantage.

## CONDITIONS

Characters can gain Conditions over the course of play. Conditions describe something currently significant about the character, such as *happy*, *enraged*, *frightened*, *poisoned*, *exhausted*, *drunk*, *distracted*, *blinded*, or *blinded by greed*.

Conditions describe a thing that *must be true in the story*; nothing can happen if it contradicts a Condition. For example, a character with *broken legs* cannot run, and one who is *terrified* cannot display extravagant courage until they've gotten rid of *terrified*.

Characters lose a condition when it makes sense in the story for them to do so, or when a move allows them to. Characters can tag a Condition on themselves or on someone else when they make a move, allowing them to add 1 to their move, but they must describe how they exploit the Condition to their advantage. NPCs can tag a Condition on themselves or someone else to gain Advantage.

If the Storyteller thinks a Condition ought to make something difficult for you but not stop you from doing it altogether, she can tag it against you to give you -1 on your move.

### STAKED!

Getting your heart pierced by an appropriate bane (if Yin or Yang Imbalanced) is a Condition: *staked*. Being *staked* paralyzes you completely until someone pulls the stake out. It sucks. It sucks so bad, in fact, that if you want to do it to someone when you *fuck them up*, you need to roll a 12+ rather than a 10+, since "give them a Condition" isn't usually supposed to be an "I win" maneuver.

## INFLECTING HARM

When you hurt someone, you *inflict harm as established by the narrative*. In narrative terms, 1 harm represents transitory but meaningful injury, such as being kicked in the head, slammed through a table, or running full speed through a thorny hedge. 2 harm represents serious injury, like being shot with a pistol, stabbed with a knife, or bitten by a vampire's fanged maw. Most attacks with weapons inflict 2 harm. 3 harm represents likely fatal injury: being hit by a truck at high speed, taking a close-range shotgun blast, getting tossed off the top of a parking garage, that sort of thing.

Vampires suffer 1 less harm than they otherwise would from guns, since they're not really in danger of bleeding out or doing anything important with most of the organs getting perforated.

## SUFFERING HARM

Mortals can suffer 3-4 harm before they go down for the count, depending on how tough they are. The Hungry Dead are a lot sturdier, since they don't need most of their internal organs, and can withstand 6 harm before getting taken out; certain Disciplines can potentially widen this window. When you suffer your sixth point of harm, you die the Final Death and fall into the Mouth of Yomi, never to be seen again. You can choose not to die by:

- Entering shadow soul and erasing all non-aggravated harm. You can't make this choice if you're already in fire or shadow soul, or if some effect makes entering shadow soul impossible at the moment (such as certain Cultivation powers).
- Erasing all non-aggravated harm, and entering the Little Death. You can't choose this option if you don't have any Chi left.
- Giving the fate of your character into the hands of the Storyteller, with carte blanche to inflict some sort of interesting tragedy or suffering on them, and then erasing all non-aggravated harm. This is guaranteed not to kill your character, or to make them no fun to play, but these are the only guarantees. You can only make this decision if one of the two above it is also potentially possible.

## RECOVERING FROM HARM

You can spend 1 Chi of either variety to erase 1 harm whenever you have at least a moment to stop and concentrate on pulling yourself together. While sleeping during the day, you can spend 2 Chi to erase all harm; alternately, while sleeping during the day, you can spend 2 Chi to erase 1 aggravated harm.



## BANES (AGGRAVATED HARM)

When you're harmed by fire or sunlight, the harm is *aggravated*. If you die because you can't take any more harm, and all of your harm is aggravated, you suffer Final Death and cannot choose not to die.

**Harm from fire:** Getting scorched or singed inflicts 1 aggravated harm. Being seriously burned, like by having someone jam a torch in your face or having your clothing catch on fire, inflicts 2 aggravated harm. Immolation such as being engulfed in flames or hurled into a bonfire inflicts 3 aggravated harm.

**Harm from sunlight:** The Hungry Dead are much more resilient before the Eye of Heaven than their strange foreign counterparts. You can withstand a few brief minutes of exposure to sunlight each day before you begin to rot away in the light. Once damage begins, it proceeds thus: Weak exposure to sunlight through some combination of heavy clothes, heavy curtains, and heavy cloud cover, or only having a small part of your body (say, a hand) exposed to direct sunlight inflicts 1 aggravated harm. Brief, partial exposure to direct sunlight (dashing past a window with sunlight streaming through it) or brief but full-body exposure to weak sunlight (running unprotected from an RV to a house's front door through sunlight filtered by heavy cloud cover) inflicts 2 aggravated harm. Full-body exposure to direct sunlight inflicts 3 aggravated harm.

Harm from fire and sunlight reoccur after a few moments if you don't do something about them.

You can momentarily negate harm from the sun by spending 1 Yang per aggravated harm negated.

## THE LITTLE DEATH

When you enter the Little Death, you seem dead to all outward appearances, and your spirit falls into a state of terrible, nightmarish upheaval as it impotently and invisibly haunts the area around your body. You can spend all your remaining Chi to rise again after a number of nights equal to (11 - Dharma) have passed.

## DHARMA

All of the Hungry Dead begin as exactly that: ravenous corpses, bent on mindlessly devouring flesh. But through the thoughtful cultivation of proper enlightenment, a vampire may become civilized, pursue a purpose under Heaven, and potentially transcend their cursed state.

Your Dharma score is rated from 0-10, and begins at 1.

## DHARMA MODIFIER

You will sometimes be asked to roll with your Dharma modifier. Like all modifiers, this can be anywhere from -3 to +3. It's based on your Dharma score, as follows:

**10:** +3

**9:** +3

**8:** +3

**7:** +2

**6:** +2

**5:** +1

**4:** +1

**3:** +0

**2:** -1

**1:** -2

**0:** -3

## LOSING DHARMA

When you **experience a moment of blindness**, you lose a point of Dharma and begin *losing your way*. You remain in a state of spiritual turmoil until your next advance. When you reach your next advance, you must make a choice: either spend it on something else as normal, or spend the advance to stabilize your Dharma, restoring the last point that you lost. If you opt to spend your advance on anything else, the Dharma point simply remains lost. Likewise, if you lose more than one point of Dharma before reaching your next advance, only the last point of lost Dharma can be salvaged.

What constitutes a moment of blindness varies from Dharma to Dharma, but general guidelines include:

- Violating an important tenet of your Dharma.
- Attempting to follow the tenets of your Dharma but failing spectacularly.
- Acting from profound hubris rather than enlightenment, certainty, or genuine skill.
- Losing yourself in mortal concerns and neglecting enlightenment for an extended period of time (Dharma 4+).

- Falling into shadow nature.
- Discovering that a Dharma teacher lied to you.
- Being banished by a monk or other person with True Faith.
- Killing an ancestor, bodhisattva, or other source of enormous wisdom.
- Meeting the Little Death.
- Experiencing a bad omen.

Generally, you should not lose Dharma for the same moment of blindness twice in a row, save for violating important tenets of your Dharma.

## RAISING DHARMA

To raise your Dharma, you must **experience an auspicious moment**. At that point, you can spend your next advance to enter a state of *seeking greater enlightenment*. You remain in this seeking state until your next advance. If you manage to avoid any moments of blindness along the way, you may spend that next advance to *walk the road of enlightenment*. Once you have *walked the road of enlightenment* a number of times equal to your current Dharma modifier, avoiding moments of blindness all the while, you may spend your next advance to add a dot of Dharma to your total. (If your modifier is +0 or less, you don't need to *walk the road of enlightenment*—you can simply raise your Dharma with the next advance after you begin *seeking greater enlightenment*). Experiencing a moment of blindness wastes any progress toward raising your Dharma and forces you to start over with the next auspicious moment. No one said transcending the world would be easy!

What constitutes an auspicious moment varies from Dharma to Dharma, but general guidelines include:

- Being taught by a vampire with a higher standing in your Dharma.
- Being taught by a vampire with a higher standing than you, but in a different Dharma (Dharma 3+).
- Receiving instruction from a Bodhisattva.
- Receiving instruction from a Yama King or similarly powerful spirit.
- Journeying into one of the spirit realms for the first time.
- Understanding a master's koan.
- Doing something within the tenets of your Dharma that costs you something important.
- Meditating for at least a week within a proscribed training method of your Dharma.
- Coming very near to final destruction.
- Experiencing an auspicious omen.

Generally, you should not gain Dharma for the same auspicious moment twice in a row, save for costly actions in-line with the tenets of your Dharma.

## HERMITAGE

It's possible to bypass periods of *walking the road of enlightenment* by entering hermitage for a time; see the *enter hermitage* move.

## CHIH-MEI

If your Dharma falls to 0 as a result of a moment of blindness, the good news is that a second moment of blindness can't make things any worse... at least, not unless you opt not to stabilize your Dharma with an advance. If you park yourself at Dharma 0 in *that* fashion, you are *bereft of enlightenment*. Your P'o is considered to be permanently *awake* (see below) so long as you remain at Dharma 0. This is a fragile state of being: If you experience a moment of blindness while *bereft of enlightenment*, you forfeit the ability to spend an advance to return to your Dharma, and revert to a mindless cannibal corpse by the end of the current scene. Such a *chih-mei* can theoretically be salvaged once again by a court's demon-tamers, but few vampires consider it to be worth the effort to attempt to re-civilize one who has shamed herself so thoroughly.

The only good thing about being *bereft of enlightenment* is that there's nowhere to go but up: after you begin *seeking greater enlightenment*, you can achieve Dharma 1 with your very next advance, without having to spend any advances *walking enlightenment's road*. On very rare occasions, some apostates return to Dharma 0 intentionally as the first step in changing Dharmas, after concluding that their current road does not lead where they wish to go.

## THE P' O

When you returned to your corpse, you did so by the strength of the P'o, your lower soul: the seat of passion, rage, and fear. It's swollen with power now, and volatile, always waiting to be roused to wakefulness and to override your higher mind. Certain events may cause *your P'o to stir*, including but definitely not limited to partial successes on a number of standard moves. When your P'o stirs, make a mark on your record sheet to indicate it. If your P'o stirs three times in a single night, then *your P'o is awake* and you must immediately resist either fire nature or wave nature, depending on the circumstances which provoked its awakening. Any further goads to your P'o will necessitate additional fire nature or wave nature rolls, but won't add further marks.

In addition to the goads present in the basic moves, the Storyteller may declare that your P'o stirs as a result of any other criteria that make sense, such as:

- Rolling a miss on a move (especially *stand your ground*).
- Being exposed to uncontrolled fire.
- Being exposed to sunlight.
- Seeing or smelling blood while you have no Chi remaining in your pool.
- Being humiliated.
- Realizing that a loved one is in pain or danger.
- Being awakened by danger during the day.

Just as your P'o can stir to wakefulness, it can also be quelled back into slumber. When you *quell your P'o*, erase one mark indicating that it has stirred toward wakefulness. The basic moves provide a number of ways to quell your P'o, and when you go to sleep for the day, remove all marks of your P'o from your sheet.

## FIRE NATURE

Your P'o attempts to enter fire nature, a state of berserk rage, when goaded by hunger or anger. When you enter fire nature, gain the Condition *fire nature* and ignore all other Conditions. You will lash out violently at anyone and anything nearby without regard for friend or foe, although the first and foremost target of your frenzy will generally be whoever or whatever triggered fire nature. After that, you prefer hostile targets over passive or fleeing ones, and those nearby over those far away. The Condition doesn't end until there's nobody else present for you to tear to pieces.

To resist fire nature, roll with your Dharma modifier. On a 10+, you don't succumb to fire nature, and you quell your P'o. On a 7-9, you don't succumb to fire nature. On a miss, you enter fire nature.

## WAVE NATURE

Your P'o attempts to enter wave nature when goaded by fear. When you enter wave nature, gain the Condition *wave nature* and ignore all other Conditions. You will attempt to escape from whatever provoked wave nature at all costs, and the Condition doesn't end until you can no longer detect any sign of whatever triggered the condition.

When wave nature looms, you must roll with your Dharma modifier. On a 10+, you don't succumb to wave nature, and you quell your P'o. On a 7-9, you don't succumb to wave nature. On a miss, you enter wave nature.

## THE DEMON

When you clawed your way back from Hell, you brought a little piece of Hell back with you. It's always with you now: a tiny voice in the darkest pit of your soul that would like to return you to whence it came, or at least to the sway of the lords of Yomi, or at the *very* least to the sins or errors that landed you in their clutches to begin with. Certain events may cause *the Demon to awaken*. While the Demon is awake, whenever you would enter fire or wave nature, you enter shadow nature instead (see below).

The following criteria will awaken the Demon:

- You can awaken the Demon intentionally (such as to use Demon Arts or summon your fangs).
- Violating the tenets of your Dharma or personal convictions.
- When you choose to botch a roll, you're putting the possibility of an awakened Demon on the table.
- Emerging from fire or wave nature after failing to resist them.
- Great stress, trauma, or shame.
- Meeting the condition listed under your Demon Archetype.

The Demon returns to its slumber when you go to sleep for the day or after you exit shadow nature. You can also trade in an opportunity to quell the P'o with one of the basic moves to return the demon to its slumber instead.

## SHADOW NATURE

When you would enter fire or wave nature while your Demon is awake, the Demon rises up to take over your mind and spirit entirely: a state known as shadow nature. When you enter shadow nature, gain the Condition *shadow nature*. Your personality is drowned out by your Demon Archetype, and it guides your actions for at *least* the rest of the scene, and possibly for one or two more scenes afterwards, depending on how chaotic and tumultuous events are, and how well the Demon is satisfying its urges.

To resist shadow nature, roll with your Dharma modifier. On a 10+, you don't succumb to shadow nature, and you return the Demon to sleep. On a 7-9, you don't succumb to shadow nature. On a miss, you enter shadow nature.

## CHI

The Hungry Dead run on stolen Chi: the life-force of others, the breath of the universe. There are two varieties of Chi: Yin and Yang. Yin Chi (also known as “black Chi”) is a dark, passive energy. Yang Chi (also known as “scarlet Chi”) is a bright, positive energy. All things are made of a balance of the two forces, including your vampire.

You can get Chi from several sources, primarily blood. Depending on your state of *soul balance*, you may be able to hold more of one sort of Chi than another (see the *soul balance* section) and vampires with higher Dharma can handle more Chi than those of lesser enlightenment. You begin the game with as much Chi as you can hold.

You can “over-feed” to hold up to 1 point of Chi above your maximum in each Chi value, but doing so causes your P’o to stir for each point you over-feed, and any excess Chi vanishes at the end of the scene.

You may “spend Chi” to aspect the corpse, use your gifts of Chi, and activate Disciplines even if you don’t have enough Chi to cover the needed costs. Doing so inflicts 1 harm for each point of Chi you lack. This harm manifests as your body rotting and decaying.

## MAXIMUM CHI

When you make your character, decide if you are aspected to Yin, Yang, or Balance (see *soul balance* and your Dharma).

If you are aspected to Balance, you can hold 3 Yin Chi and 3 Yang Chi while at Dharma 0-1.

If you are aspected to Yin, you can hold 5 Yin Chi and 1 Yang Chi while at Dharma 0-1.

If you are aspected to Yang, you can hold 1 Yin Chi and 5 Yang Chi while at Dharma 0-1.

As you raise your Dharma, these values rise:

**Dharma 2:** You can “over-feed” to hold up to 2 extra Chi in your primary Chi pool (or a pool of your choice if Balanced).

**Dharma 3:** You can “over-feed” to hold up to 2 extra Chi in both Chi pools.

**Dharma 4:** You can hold 4/4 Chi (Balance), or 5/3 Chi (unbalanced).

**Dharma 7:** You can “over-feed” to hold up to 3 extra Chi in both pools. Get an extra +1 to an Attribute of your choice. If your Dharma drops, lose this +1.

**Dharma 8:** You can hold 5/5 Chi (Balance) or 7/3 Chi (unbalanced). Get an extra +1 to an Attribute of your choice. If your Dharma drops, lose this +1.

**Dharma 9:** You can hold 6/6 Chi (Balance) or 7/5 Chi (unbalanced). Get an extra +1 to an Attribute of your choice. If your Dharma drops, lose this +1.

**Dharma 10:** You can hold 7/7 Chi (Balance) or 9/5 Chi (unbalanced). Get an extra +1 to an Attribute of your choice. If your Dharma drops, lose this +1.



## ASPECTING THE CORPSE

When you awaken at night, you must spend Chi to animate your corpse. If you have no Chi to spend in order to wake up, you wake up anyway, but suffer 1 harm and your P'o stirs.

If you spend 1 Yin Chi, you are *black cycled*. You don't have to spend Chi to awaken for the next 9 nights, but you are surrounded by an eerie and deathly atmosphere, and display a corpse-like pallor: carry -1 forward ongoing to *manipulate someone* or *navigate a system* where that involves dealing with mortals.

If you spend 1 Yang Chi, you are *scarlet cycled*. You'll have to spend Chi to awaken yourself the following night, but until then, you display superficial outward signs of life: your skin is warm and flushed, you seem to breathe, etc.

## THE DEAD HUNGER

The Wan Kuei were cursed by Heaven to steal the breath of others, or so the ancestors claim. But enlightenment brings refinement in the methods by which Chi may be consumed. You can only consume Chi according to the limits of your Dharma, as detailed below:

**Flesh (Dharma 0+):** You may only refine Chi from human flesh. A single human body has 10 Chi worth of flesh on it. A relatively fresh (~6 hours old) corpse has equal measures of Yin and Yang Chi in its flesh. An older corpse contains mostly Yin, while a mortal being devoured alive (it happens, particularly among *chih-mei*) provides mostly Yang. Polite vampire society generally looks down upon such repasts, but in a few locales, such as the Golden Courts, flesh-eating is treated as a refined art form.

**Blood (Dharma 1+):** You can consume Chi with the *drink blood* move. You can only grow fangs while the demon is awake, however.

**Breath (Dharma 5+):** You can consume someone's breath, so long as you're in physical contact and within a few inches of one of their orifices (usually but not always the mouth or nostrils). When you drink someone's breath, roll with your Dharma modifier. You get 1 Chi of a type of your choosing and they suffer 1 harm. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You gain 1 extra Chi.
- You gain 1 extra Chi.
- They don't notice the theft of Chi.
- You quell your P'o.
- You learn something of the flavor of their spirit, and get an Edge on them.

**Osmosis (Dharma 6+):** You can consume the very breath of the cosmos, at the risk of defiling the spirit world. When you drink Chi through osmosis, roll with your Dharma modifier. You get 1 Chi of a type of your choosing and the landscape for a mile around you becomes *barren* for a week. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You gain 1 extra Chi.

- You gain 1 extra Chi.
- The landscape is only *barren* for a day.
- The landscape is only *barren* within a hundred feet or so.
- Your Demon doesn't awaken.

Drinking from a *barren* land makes it *defiled*, enraging the local spirits (and potentially other vampires) and preventing any further use of osmosis for at least a year and a day.

### WHAT IF I CONSUME...

**An animal:** While scarlet cycled vampires are capable of eating animal flesh (or any other sort of normal food), the Hungry Dead cannot derive Chi beings so much farther below them on the karmic cycle.

**A blood bag:** You get 1 Yin, but this can't take you above 1 Yin.

**The blood of another of the Hungry Dead:** Don't use the *drink blood* move. If they consent, you get as much Chi as they're willing to give. If you're taking it by force, then use the *fuck them up* move and trade out harm for stealing Chi when you attack with your fangs.

**A werewolf's blood:** If they're into it or knocked out or something, use the *drink blood* move but you stir your P'o for each Chi you drink, and they yield mostly Yang Chi. If they're not into it, uh, good fuckin luck with that, honestly.

**A Kindred's blood:** There is power in the blood of the alien vampires of the West, but it's a disturbing, Yin-aspected power. Don't use the *drink blood* move; treat it as though taking Chi from one of the Wan Kuei. The Hungry Dead are immune to the blood bond.

**Some other weird fucking thing:** If it's undead-ish but not a vampire you probably can't refine Chi from its blood and probably get a Condition like *sickened* for a while. If it's a faerie or something you can probably drink its Chi but it likely comes with some oddball Condition. The Hsien, notably, have super-powerful Chi that restores 1 Yin *and* 1 Yang for each point you'd normally get.

### GIFTS OF CHI

You innately command the following abilities:

**Sharpened Senses:** By concentrating, you can sharpen your senses to a preternatural degree, allowing you to do things such as track like a bloodhound, listen to conversations many rooms away, read a letter from across a room, and so forth.

**Ghostsight:** Spend 1 Yin to see the translucent spirits of the dead and other spirits of the Yin World, and hear their words and laments. Furthermore, you can see as the dead do: in all things, you behold the potential decay and incipient death. You can tell where an object is weak, and if the living are sick, ailing, or afflicted by curses or baleful magic. This move lasts for a scene.

**Lifesight:** Spend 1 Yang to attune your sight to living spiritual energy for the rest of the scene. This lets you see and communicate with spirits of the Yang World, along with several other capabilities:

You can read the aura of an individual's soul, scanning it for meaning. Roll with mental. On a 10+, you read the subject's aura and get an Edge. On a 7-9, you read the subject's aura. On a miss, you can't read their aura for the rest of the scene. See page 136 of **V20** for the aura chart. If looking up a chart is too much of a pain in the ass, you can tell what their current emotions are; if they're a vampire; or if they're something else that's weird.

You can also "attune" yourself to a particular emotion, and will be drawn to the strongest source of that emotion in your immediate vicinity.

**Healing Elixir:** You can bond Yang Chi to your blood and deliver it to someone else as an elixir of healing: they erase 1 harm per Yang spent.

## GIFTS OF THE DEMON

You innately command the following abilities, but only while the Demon is awake:

**Fangs:** You can grow fangs at will when the demon is awake, suitable for feeding. Alternately, you can transform your mouth into a gaping maw full of razor-sharp teeth, capable of ripping flesh from bone (and inflicting 2 harm in combat), but doing so causes your P'o to stir.

**Strength of the Demon:** You can add +1 to a physical move, but doing so causes your P'o to stir.

**Speed of the Demon:** You can move with preternatural swiftness—able to cross a room in the blink of an eye, or to run down a horse on a long stretch. Doing so causes your P'o to stir.

**Mental Resistance:** You can add +2 to *stand your ground* in the face of mind control, but doing so causes your P'o to stir.

## SOUL BALANCE

Depending on how one of the Hungry Dead attunes their soul, they may be said to exist in a state of *balance* or *imbalance*. Whether to exist in a state of Balance, Yin Imbalance, or Yang Imbalance is a choice made during character creation.

### BALANCE

In most respects, a vampire in a state of Balance represents the baseline for existence among the Wan Kuei. Balanced vampires observe two special rules:

**Balanced Heart:** A vampire in a state of balance cannot be immobilized by being transfixed through the heart.

**Temporary Chi Imbalance:** When you have 0 points of Chi in one pool or the other, or when you have over-fed and have an overabundance of Chi, you enter a state of *temporary imbalance* and carry -1 forward ongoing until you have resolved the state that caused the temporary imbalance.

### YIN IMBALANCE

A vampire in a state of Yin imbalance is biased toward dark, negative, deathly energies. They enjoy the following benefits and drawbacks:

**Aspecting the Corpse:** You must always spend Yin to aspect the corpse, and doing so only provides a single night of animation.

**Resistant to Fire:** The superabundance of Yin within your corpse causes you to burn only slowly and sullenly. Fire inflicts normal rather than aggravated harm.

**Yin Tolerance:** Over-feeding on Yin Chi does not cause your P'o to stir.

**Otherworldly Appearance:** Death leaves its mark upon your flesh. Choose one: either you permanently have the Condition *inhuman beauty* or the Condition *corpse-faced*.

**Sunlight Intolerance:** You enjoy no grace period of protection from the sun. As soon as its rays touch you, you begin to rot.

**Icy Soul:** Carry +1 forward ongoing to resist fire nature.

**Wooden Bane:** If your heart is pierced with wood (emblematic of the element of Yang), you are immobilized.

### YANG IMBALANCE

A vampire in a state of Yang imbalance is biased toward manic, positive, lifelike energies. They enjoy the following benefits and drawbacks:

**Aspecting the Corpse:** You must always spend Yang to aspect the corpse.

**Resistant to Sunlight:** The superabundance of Yang within your corpse allows you to withstand indirect sunlight for up to an hour with no ill effects, and you can even handle twenty to thirty minutes of direct sunlight per day before you begin to take damage.

**Yang Tolerance:** Over-feeding on Yang Chi does not cause your P'o to stir.

**Blasphemy of Life:** You are "alive" enough to impregnate others or be impregnated, creating dhampyr offspring. If you become pregnant, you must spend 1 additional Yang per day to maintain the life of your offspring while you carry it to term.

**Carrier:** Your corpse is lively enough to play host to diseases and infections.

**Manic Soul:** Powerful passions, including lust and hunger for mortal pleasures, may cause your P'o to stir.

**Metal Bane:** If your heart is pierced with metal (emblematic of the element of Yin), you are immobilized.

## BACKGROUND MOVES

When you create your character, select one Background for them.

### ALTERNATE IDENTITY

You have an alternate identity that you can slip into when needed, complete with faked credentials, history, and so forth, which will stand up to reasonable scrutiny. This might be a false mortal identity, or you could be convincingly posing as a member of a different court or Dharma.

### CONTACTS

You permanently have the Condition *I know a guy*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on “low-prestige” groups such as academia, law enforcement, the little people, medicine, the occult underground, organized crime, and the street.

### DOMAIN

You have control over a useful feeding ground or chunk of real estate, and this control is recognized by the vampires of your local court.

### FAME

You permanently have the Condition *famous*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on culture-focused groups such as bohemians, high society, and the media.

### HERD

You have established a group of mortal vessels to alleviate some of your feeding needs. Once each story, you may declare that you’re drawing upon your herd during a scene of downtime to gain 3 Chi for free.

### INFLUENCE

You permanently have the Condition *friends in high places*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on upper-crust groups such as business, city hall, the courts, and high society.

## MAGICAL ARTIFACT

Your character has gained or been entrusted with an artifact imbued with the magic of an earlier Age. Occasionally this is an enchanted weapon capable of inflicting 3 harm, but more often it is something else like a mask that can magically disguise you, a cloak which can be fed Chi to animate it as a rustling servant, or a crystal egg which can imprison ghosts.

## NUSHI

Your *wz* has formed a compact with a spirit. So long as your *wz* exists and honors its pact with this nushi, the spirit cannot suffer true obliteration; if destroyed, it re-forms later somewhere within the spirit world. Your *wz*, in turn, enjoy the spirit's blessings. Most nushi are minor spirits acting as the patron of a *wz* whose values or purpose align with those of the spirit, but some are powerful beings who function as mentors and masters, with the vampires of the *wz* pledged to them essentially acting as vassals.

When you take this background before the game begins, your group gains one nushi "level." When you select a nushi to represent your *wz*, that nushi must be of a level equal to the combined nushi rating of all the characters in the group. Taking the nushi background during play represents some rare and portentous event greatly increasing the power and status of your nushi, or gaining a nushi in the case of a *wz* that did not formerly have one.

## RESOURCES

You permanently have the Condition *wealthy*, which cannot be removed save through *major* story events.

## RITUALIST

You are initiated into the rites of the Hungry Dead. This indicates that the court which saw to your training recognized potential in you, for as a ritualist you are half keeper of the social rites of the Wan Kuei, and half sorcerer. You may use the *perform a ritual* move:

When you wish to accomplish something by bending the Chi of the Middle Kingdom to sanctify an occasion or empower a bit of small magic, *describe your ritual efforts until the Storyteller is satisfied*, then spend 3 Chi of a type appropriate to the ritual and roll with your Dharma modifier. On a 10+, you may enact the ritual you sought to perform, and choose two: the effects last for a good long while; there are no unforeseen complications; the ritual accomplishes something of significant magical potency; you get 2 Chi back. On a 7-9, the effects are the same but you only get to choose one.

## MERITS AND FLAWS

Merits and flaws are *optional* features to customize your character. If you wish, you can take one merit, but if you do so, you must also take a flaw.

### MERITS

**Bruiser:** When you intimidate someone through sheer size and strength, you can roll with physical to *show your teeth*.

**Iron Will:** You can roll with mental to *stand your ground*.

**Smooth Talker:** When you apply charm, schmaltz, and fast-talk rather than knowledge, you can roll with social to *navigate a system*.

### FLAWS

**Folkloric Vulnerability:** You have the Condition *susceptible to [insert vampiric bane here]*. If this is a compulsion such as counting grains of rice or not crossing running water, you must *stand your ground* to deny the compulsion. If it is an aversion, such as repulsion by garlic or temple bells or chants, you must *stand your ground* or retreat in the face of your bane.

**Spooky:** Some odd supernatural phenomenon trails in your wake, like a cold wind, the smell of a fresh-turned grave, a slow infestation of flies, or a frost that kills plants you touch. You have the Condition *spooky*, but can't tag it in your own favor.

**Yulan-jin:** When you suffer the Little Death, you lose your grip on your corpse and resurrect yourself in a different body. Aside from playing havoc with your social ties, this also guarantees the loss of a point of Dharma, and you cannot spend an advance to negate this loss.



# NUSHI

The following are a selection of ready-to-use nushi to act as a patron for your *wz*. You can also make up your own nushi, of course. Only one member of your *wz* can use the nushi's blessing at a time. Defying its ban results in the loss of that blessing until the nushi has been properly mollified.

## LEVEL ONE NUSHI

These are exceedingly minor spirits, capable of little more than radiating their blessing to the *wz*. (In Storyteller terms, Civilian-level NPCs.)

### AKAI INU, A GOOD BOY

This crimson dog-spirit fancies itself a guardian of humans.

**Blessing:** Carry +1 forward ongoing to *show your teeth* in defense of the living.

**Ban:** Akai Inu forbids the *wz* from killing humans unless absolutely necessary.

### BENGBENG, THE RAINY SEASON SAGE

A brightly-colored frog spirit. This nushi has little wisdom beyond existence in the moment, but tremendous luck.

**Blessing:** Once per session a single member of the *wz* may re-roll a missed move. If it misses again, get 1 experience without having to take a botch.

**Ban:** Bengbeng forbids the *wz* to carry umbrellas, hurry indoors, or otherwise seek to avoid the rain when it falls.

### JIANDING, THE TIRELESS OX

This spirit sometimes appears as a large ox, sometimes as a well-muscled peasant laborer.

**Blessing:** Carry +1 forward ongoing to *stand your ground*.

**Ban:** Jianding demands that the *wz* not abuse, overtax, or overburden their servants.

### KANI, THE SIDE-SCUTTLER

This small blue crab spirit knows the value of having a safe place to slip into.

**Blessing:** You can *step sideways* without ritually prepared jade; you only need to see or hear the sound of water.

**Ban:** Kani asks that the *wu* remain within their homes, central lair, or some sort of safehouse for one night each week.

## LADY YUKI, THE PROPER BLADE

The spirit of a grieving blacksmith's wife inhabits this masterwork sword, forged in her memory.

**Blessing:** When wielding Lady Yuki's blade in battle, carry +1 forward ongoing to use it.

**Ban:** Vampires pledged to Lady Yuki must comport themselves with dignity and sobriety at all times.

## OKUBYONA NOUSAGI, THE BETTER PART OF VALOR

This hare-spirit cares only for family and survival, two goals somewhat at odds with one another. How fortunate, then, that she has found a *wu* of young vampires to fight on her behalf.

**Blessing:** Carry +1 forward ongoing to *run for it*.

**Ban:** Vampires bonded to Okubyona Nousagi must protect children from danger.

## LEVEL TWO NUSHI

These are spirits of some power, capable of potentially assisting the *wu* in spirit combat or offering it useful advice. (In Storyteller terms, Dangerous NPCs.)

### CHIH-CHIANG-FYA-YU, THE DEMON ARCHER

A bloodthirsty and masterless demon, Chih-Chiang-Fya-Yu roams the spirit worlds and Hells in search of sinners to torment.

**Moves:** The Demon Archer can *materialize* where the Wall is weak, appearing in the Middle Kingdom as a hideous, eight-foot-tall being with a fanged mouth and elephant ears.

**Blessing:** If you miss on a ranged attack, you can take -1, then re-roll and try again.

**Ban:** Vampires pledged to Chih-Chiang-Fya-Yu must never leave a fight without drawing blood.

### FURUSAWA HIDEKO, THE DROWNED WOMAN

A ghost who drowned herself in the Jogani River after bandits slew her children. She appears as a pale, unspeaking figure with long hair, constantly dripping river water.

**Moves:** The Drowned Woman can *manifest frightening phantasms* relating to water: she causes pipes to back up or rattle out faint threats, appears as a reflection in still surfaces, and can even cause those who've hurt children to vomit up river water or briefly snatch them into bathtubs and other such significant water sources.

**Blessing:** You can manifest your fangs for a scene without having to awaken the Demon by spending 1 Yin.

**Ban:** Vampires who pact with Furusawa Hideko must punish those who prey upon children.

### JISHINDO, THE QUAKING DRAGON

A lesser dragon who slumbers within the earth and speaks through cracks and vents in the ground, Jishindo's stirrings bring the tremors that presage an earthquake.

**Moves:** The Quaking Dragon can *cause tremors* to shake a building, though he is not mighty enough to destroy anything more solidly-built than an old rickety shack.

**Blessing:** When you *fuck them up* with your bare hands, on a 10+ they're staggered and take -1 forward to their next move (or suffer Disadvantage).

**Ban:** Vampires pledged to Jishindo must never travel by air.

## SHUANG, PRINCE OF ICE

Once a noble ghost of the Yellow Springs and a spirit of winter fell in love. To avoid ever being parted by the whims of destiny, they pursued a forbidden rite and became as one. Barred from a post under Heaven or a place in the Yin World, they dabble in the affairs of the living.

**Moves:** Prince Shuang can *create freezing cold*, and clad himself in *armor of ice* that reduces all harm suffered by 1.

**Blessing:** Once in each scene, a single member of the *wu* may call upon Shuang's endurance to ignore 1 harm.

**Ban:** All members of the *wu* must spend Yin when aspecting the corpse.

## TYPHOON HERALD, RIDER OF STORM WINDS

A severe spirit with windswept hair and a sheaf of loose pages constantly blowing about him, he is a trusted retainer of the Celestial Mandarin of Hurricanes.

**Moves:** Typhoon Herald can *create winds* of significant force and *ride the winds*, or even *create a storm* if left undisturbed for a few hours, but does not wield his master's full authority to unleash his namesake.

**Blessing:** You carry +1 forward ongoing to *manipulate someone* or *show your teeth* so long as it is on behalf of your court, mentor, or some other superior force or being.

**Ban:** A *wu* pledged to Typhoon Herald must sink a boat once every two lunar months. Its size isn't important.

## LEVEL THREE NUSHI

These are mighty spirits, capable of significantly aiding the *wz* in many ways, but apt to demand services in return. (In Storyteller terms, Supernatural NPCs.)

### BYAKKO, THE WHITE TIGER

One of the great guardians of the Middle Kingdom, Byakko is a ferocious yet melancholy white tiger. He does not savage wicked spirits with quite the relish of ages past, for he mourns the dwindling of albino tigers in the world of flesh. He loathes the weapons of modern hunters.

**Moves:** Byakko can *vanish into concealment* and *strike without warning*. He can unleash a *terrifying roar* that sends the weak and wicked fleeing in terror.

**Blessing:** Byakko lends his killing tools to those pledged to him, allowing them to manifest fangs and claws capable of inflicting 2 harm without being forced to call upon the Demon.

**Ban:** A *wz* serving Byakko must not use firearms or other “modern” weapons.

### RAIDEN, DUKE OF THUNDER

Once a great duke of the Yang World, this spirit was deposed from his high station by divine politics during the Fourth Age and seeks to regain his former glory.

**Moves:** Raiden can *control electrical systems* and *create winds*. He may also *materialize* where the Wall is weak, appearing as a bearded and red-skinned nobleman. He can *throw lightning bolts*, capable of inflicting 3 harm.

**Blessing:** Those pledged to Raiden may *create winds* which blow with great but not entirely destructive force. They may also *throw lightning to fuck someone up*, inflicting 3 harm. After using either of these blessings, you carry -1 forward to your next move as exhaustion sets in.

**Ban:** All who serve Raiden must swear some sort of oath of vassalage to the deposed Duke of Thunder.

# CHARACTER CREATION

To make a vampire, go through the following steps:

- Write down a concept for your character (“salaryman looking to make more of eternity than he did of his life,” “corrupt former cop,” “vengeful Yakuza,” “silent partner in a club,” etc).
- Come up with a name for your character.
- Write down a short, punchy description of your character, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one Attribute to be rated at +1, one at +0, and one at -1.
- Select a Dharma. Note your Dharmic Feature.
- Select a Direction. Note your horoscope.
- Select your Demon Archetype. Note your awakening condition.
- Select your state of Soul Balance from those allowable for your Dharma.
- (Optional) Select which one faction to get +1 pull with, if the Storyteller allows players to begin with free pull.
- Record your starting Dharma (I).
- Select one Background.
- If you want to, select one merit and one flaw. This step is optional.
- Select three Discipline moves. One must be from a Demon Art.
- Select one of the other players. They get to start with an Edge on your character.
- (Optional) If your *wz* is going to have a nushi, consult with the other players and choose your nushi.

Now you’re ready to play.

# STORYTELLER RULES

Here are the rules that only the Storyteller needs to worry about: NPCs, and hard moves. If you're playing, you can skip these sections, you don't need to know about them.

## NPC RULES

*Two primary design objectives here. 1: You can run NPCs largely by just saying what they do, and that's what happens, up to and including conflict with PCs. 2: You can take any NPC out of any book from any edition and just drop them into this framework, crudely eyeball a Move or two, and you're ready to go, with 0 prep time.*

The Storyteller doesn't ever touch the dice. NPCs do what the Storyteller says they do. If they're important NPCs, they can track Edges and they can have Conditions, but that's about it. They don't keep track of blood or any other resources other than harm.

Sometimes NPCs have special moves. Generally these are going to amount to giving the NPC Advantage, or letting the NPC do something special like mind control people or run super fast or set things on fire or pop their head and guts out and make them fly, but you can get fancy with an NPC move if you want. If it would be annoying for the NPC to do the move a lot, then it gives them *exhausted* after they use it and they can't use it again while they're *exhausted*.

When an NPC takes all the harm it can withstand, it usually dies (or suffers the little death if it's a vampire).

NPCs have three special rules: Scale, Advantage, and Disadvantage.

## SCALE

NPCs come in three varieties: Civilian, Dangerous, and Supernatural.

**Civilian** NPCs are salarymen, club kids, bartenders, and other run of the mill folks. They might have one interesting move, if any. They usually die after taking 3 harm. Usually they can only harm a vampire by spending an Edge, exploiting a Condition, or as part of a move.

**Dangerous** NPCs are potential threats: police, hitmen, yakuza, bakemono, weak spirits, other young Hungry Dead or Kindred, that sort of thing. They're likely to have a unique move or two. Dangerous NPCs die after taking 4 to 6 harm. Dangerous NPCs can inflict 1-2 harm to PCs without needing to do anything special, and could get higher than that with a move or Advantage.

**Supernatural** NPCs are potent supernatural beings: jina and mandarins, werewolves, major spirits, elder Kindred, that sort of thing. Supernatural NPCs definitely have at least a couple of special moves, quite possibly more. They die after taking 5 to 10 harm. Overwhelming NPCs can inflict 2-3 harm to PCs without needing to do anything special, and can easily get higher than that with special moves or Advantage.

## ADVANTAGE

When an NPC gains Advantage, it indicates that something has given them a significant edge in the fiction of the story. This means one of two things: either the Storyteller should *heavily* lean toward having them succeed at whatever they're trying to do, or, if they're fighting PCs, temporarily bump them up from Civilian to Dangerous or Dangerous to Supernatural, at least for a move or so.

## DISADVANTAGE

This is the opposite of Advantage. It means an NPC is up shit's creek. Either the Storyteller should lean *heavily* toward having them fail at whatever they're trying to do, or else bump them down a scale level in terms of effectiveness for a move or so.

## HARD MOVES

Hard moves are moves the Storyteller plays. You still don't ever touch the dice, these are all conceptual, and are mostly there to let you know you're doing things right.

### **Here are the rules governing playing a hard move:**

- The move you play has to make sense in the story. Since you control most of the story that's usually not hard.
- The move has to make the story more fun, more interesting, or more tense. It can't make the story more boring, less fun, or less tense. Resolving tension is the goal of the PCs, not the Storyteller.
- The move shouldn't outright negate victory if the PCs earned victory. Use victory as a springboard for fresh complications, yes. Undo their win, no.
- Don't announce that you're playing a hard move, just do it. The more invisible hard moves are to players, the more they'll just assume their Storyteller is some kind of genius.

### **Here are the rules for when to play a hard move:**

- When someone misses on a move.
- When it makes sense. ("Well, Li just punched a spirit made of broken glass and razors. Li's player rolled an 8, but I'd still better *inflict harm as established* because that cannot be good for your hand.")
- When everyone's looking around the table like "What happens next?"

### **Here are some hard moves. You can surely come up with more on your own:**

- Reveal a secret that someone would really rather not have revealed.
- Introduce new danger.



- Hint at future danger.
- Make them pay a price or force them to make a tough decision.
- Split up the party.
- Put the party back together.
- Drive them to a new location.
- Have an NPC show up.
- Dangle an opportunity in front of them: to get an Edge, resolve a Condition, or get something they want.
- Tempt them toward a moment of blindness.
- Tempt them to pursue a potential auspicious moment.
- Pose an uncomfortable question.
- Complicate their plans.
- Turn their move back on them after they fuck it up.
- Threaten their turf.
- Threaten their Chi supply.
- Threaten their social standing.
- Threaten their allies.
- Threaten their haven.
- Threaten them with mortal scrutiny.
- Inflict harm, as established. (This is mostly here to say: you can inflict harm when it makes sense in the story. You don't need a special rule for it.)
- Grant an NPC an Edge. (This is mostly here to say: you can grant your NPCs Insight when it makes sense. You don't need a special rule for it.)
- Grant someone a Condition. (This is mostly here to say: you can stick Conditions on people when it makes sense. You don't need a special rule for it.)
- Have their P'o stir. (This is mostly here to say: you can have their P'o stir if it makes sense. You don't need a special rule for it.)
- Awaken the Demon, as established.
- Drop an NPC they're counting on into shadow nature.

After playing a hard move, look at the players and ask: What do you do?

# DHARMAS

Select a Dharma to follow on the way to ultimate enlightenment.

## THE FIVE ORTHODOX DHARMAS

The following five Dharmas are followed and widely accepted throughout the Middle Kingdom.

### THE HOWL OF THE DEVIL-TIGER

**Benefit:** Carry +1 forward ongoing to resist shadow nature.

**Acceptable soul states:** Any

### THE WAY OF THE RESPLENDENT CRANE

**Benefit:** You may roll with the higher of your Dharma or mental modifier when resisting shadow soul.

**Acceptable soul states:** Any

### THE SONG OF THE SHADOW

**Benefit:** Carry +1 forward ongoing to resist fire nature.

**Acceptable soul states:** Balance or Yin Imbalance

### THE PATH OF A THOUSAND WHISPERS

**Benefit:** Do not suffer temporary imbalance for over-feeding.

**Acceptable soul states:** Any

### THE DANCE OF THE THRASHING DRAGON

**Benefit:** Carry +1 forward ongoing to resist wave nature.

**Acceptable soul states:** Balance or Yang Imbalance

## THE HERETICAL DHARMAS

The following Dharmas are outlawed and persecuted in significant portions of the Middle Kingdom, though their practice flourishes widely in some regions.

### THE FLAME OF THE RISING PHOENIX

**Benefit:** Once per night, you can engage with the routine of your “mortal” life to quell your P’o.

**Acceptable soul states:** Balance or Yang Imbalance

### THE TEMPEST OF INWARD FOCUS

**Benefit:** You roll with a baseline of +0 to resist all nature changes, regardless of how high or low your Dharma rating is. Other modifiers may still raise or lower this value.

**Acceptable soul states:** Balance

### THE FACE OF THE GODS

**Benefit:** Your P’o does not stir when you over-feed. However, when either of your Chi pools is empty, carry -1 forward ongoing until you have replenished it; this penalty stacks with the temporary imbalance penalty if you are a Balanced vampire.

**Acceptable soul states:** Any

### THE SPIRIT OF THE LIVING EARTH

**Benefit:** You may resist fire and wave nature with the higher of your Dharma or mental modifier.

**Acceptable soul states:** Any

### THE SCORPION EATERS

**Benefit:** You can consume tainted Chi without suffering harm.

**Acceptable soul states:** Any

## DIRECTIONS

Choose a direction to rule your character's destiny. You may pick any direction, regardless of your dharma or state of soul balance.

### NORTH

Vampires of the north are the magistrates and judges of their kind.

**Horoscope:** When you pass judgment on another in accordance with tradition, get 1 experience.

### WEST

Vampires of the west represent the will of the ancestors.

**Horoscope:** When you enforce or facilitate interaction according to propriety between the living and the dead, get 1 experience.

### CENTER

Vampires of the center explore their own nature and help others come into accord with the will of Heaven.

**Horoscope:** When you teach another vampire the ways of the world, get 1 experience.

### EAST

Vampires of the east are the cultivators of the mortal herd.

**Horoscope:** When you bring balance to the lives of those who still breathe, get 1 experience.

### SOUTH

Vampires of the south are firebrands who challenge tradition with spontaneity.

**Horoscope:** When you advance the cause of your court or *wz* through seizing the initiative, get 1 experience.

## DEMON ARCHETYPES

Choose an archetype to describe your Demon. You may pick any Demon Archetype, regardless of your dharma or state of soul balance.

### THE BANDIT

Your Demon is a rampaging, savage monster.

**Awakening:** Your Demon awakens when someone orders you around or tries to put you in your place.

### THE DECEIVER

Your Demon undermines your efforts through lies and treachery.

**Awakening:** Your Demon awakens when you tell the truth, even though a lie would be more convenient.

### THE FOOL

Your Demon distracts you from the true path in favor of the easy way.

**Awakening:** Your Demon awakens when you are at a loss for words or actions.

### THE HORROR

Your Demon revels in only destruction and death.

**Awakening:** Your Demon awakens when you have the opportunity to advance by destroying someone else.

### THE ICONOCLAST

Your Demon seeks to destroy the trappings of propriety.

**Awakening:** Your Demon awakens when adherence to tradition costs you something.

### THE LEGALIST

Your Demon insists on rigid obedience and harsh punishment.

**Awakening:** Your Demon awakens when you are shown disrespect by an inferior.

## THE MONKEY

Your Demon is capricious and seeks to deny you inner harmony.

**Awakening:** Your Demon awakens when you put aside a favored pleasure in pursuit of duty.

## THE SLAVE

Your Demon seeks to abase you before the mighty.

**Awakening:** Your Demon awakens in the presence of anyone wiser or stronger than you.

## CHI ARTS

Chi Arts are supernatural miracles achieved through mastery of Chi. They are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

### EQUILIBRIUM

This Discipline allows a vampire to regulate the flow of Chi within her own body and the bodies of others. Equilibrium encompasses the following moves:

**Master's Flow:** You may spend an hour in meditation to convert your Chi points freely from Yin to Yang and vice-versa.

**Adjust Balance (1):** You may touch someone else and spend 1 Chi to attune them to Yin, Yang, or Balance. This gives them one of the following Conditions, respectively: *manic*, *melancholy*, or *well-centered*. The former two last for the rest of the night, while *well-centered* last for several weeks. If used on another one of the Hungry Dead, this move may cure *temporary imbalance* for the rest of the night, even if the cause of that imbalance is still present.

**Shift the Balance (1):** You may spend an hour in meditation to change your state of balance to Balanced, Yin Imbalanced, or Yang Imbalanced until you next sleep.

**Chi Interrupt (2):** With but a touch, you can cause someone's Chi to spasms and seize, causing them to suffer 1 harm and painfully freeze up for several moments. If you spend 1 Chi, they become paralyzed for several minutes; mortals of weak constitution may even suffer heart failure and die.

**Disperse Chi (3):** You can touch someone and spend 1 Chi to cause the inner power to flee their body, giving them the Condition *weak Chi* until they next do whatever it is they must do to replenish their Chi (or blood, Gnosis, or whatever other source of power they draw upon).

**Disorder Chi (3):** You can touch someone and spend 1 Chi to scramble their Chi, giving them the Condition *defiled Chi*. Until they purify their Chi or cycle it out for new Chi, they suffer 1 harm whenever they call upon their defiled Chi.

**Still Chi (3):** You can touch someone and spend 1 Chi to bring peaceful unity to their Chi. Any Conditions of mental anguish or agitation vanish. If they are in fire or wave soul, they may make a new resistance attempt to break out of that state.

### TAPESTRY

This Discipline allows a vampire to guide the flow of the dragon lines around her, reshaping the Chi of the world. Tapestry encompasses the following moves:

**Spirit Call:** Roll with mental to attract the attention of nearby ghosts or spirits. On a 10+, a ghost or spirit (your choice) appears to investigate your Chi disturbances immediately. On a 7-9, a ghost or spirit (your choice) will appear before the end of the scene.

**Chi Ward:** Spend a few moments of effort weaving ambient Chi strengthen or weaken the barriers between the Middle Kingdom and the Yin or Yang World. Spirits attempting to act across a strengthened barrier act at Disadvantage. Spirits attempting to act across a weakened barrier gain Advantage.

**Chi Redirection (1):** Spend 1 Chi to weave defensive patterns in the ambient energy around you. For the rest of the scene, any Chi-based attacks or similar magical projectiles directed against you carry -1 forward ongoing or Disadvantage.

**Chi-Shaping (1):** Spend 1 Chi to weave the ambient energy of your surroundings into patterns of good or bad *joss*, granting the Condition *good luck* or *bad luck* to anyone who sticks around in the immediate environment for the rest of the night.

**Spirit Snare (2):** You can weave a trap to snare a spirit that you can see. Spend 1 Chi, or 2 Chi if the spirit is especially powerful. The spirit is immobilized for the next several hours, or until it agrees to perform a service for you.

**Ride the Dragon (2):** Upon locating a dragon line, you can sink into it and ride it up to 10 miles in whatever direction it runs, in effect teleporting down its length.

**Chi Rift (4):** Spend 2 Yin or 2 Yang Chi to rip open a gaping hole into the Yin or Yang world, through which the energies and denizens of that place gush uncontrolled into the Middle Kingdom for the rest of the scene.

## YANG PRANA

This Discipline encompasses a variety of wild and energetic postures, tantras, and pranas to evoke the power of Yang from the vampire's own Chi and the substance of the cosmos. It encompasses the following moves:

**Principle of Motion:** When you perform a move requiring physical precision such as shooting a gun or picking a lock and you miss, you may spend 1 Yang to roll again. If you miss once more, you can keep spending Yang to keep re-rolling.

**Yang Mantle (1):** Spend 1 Yang to envelop yourself in an aura of positive Yang energy for one scene. Carry +1 forward ongoing to social interaction with mortals, animals, and Yang spirits. Additionally, when you wield a wooden weapon, you may strike ghosts and spirits, and any harm you inflict with a wooden weapon is aggravated.

**Dragon Dance (1):** Spend 1 Yang. Carry +1 forward ongoing for the scene to *fuck them up*. While you still can't apply a modifier higher than +3, if this *ought* to give you a bonus of 4+, then you can't roll lower than a 7 no matter what the dice say.

**Yang Barrier (2):** Spend 1 Yang to surround yourself in a crackling field of energy for the rest of the scene. When you suffer harm from natural weaponry such as fists or fangs, or from Yang-powered attacks, fire, or weapons made of wood, suffer 1 less harm.



**Eightfold Yang Mantle (3):** Spend 1 Yang to craft your anima into a coherent illusion, allowing you to appear as you wish for a scene.

**Semblance of the Scarlet Queen (4):** Spend 2 Yang to transform your flesh into pure Yang energy, drawing yourself across the Wall and into the Yang World. You may walk among the spirits until you decide to re-cross the Wall and become flesh again.

## YIN PRANA

This Discipline encompasses a variety of tightly controlled stances, pranas, and poses to evoke the power of Yin from the vampire's own Chi and the substance of the cosmos. It encompasses the following moves:

**Shrouded Moon:** Spend 1 Yin. For the rest of the scene, you are invisible so long as you remain in shadowy areas and move no faster than a steady walk.

**Yin Mantle (1):** Spend 1 Yin to envelop yourself in an aura of negative Yin energy for one scene. Carry +1 forward ongoing to social interaction with ghosts and Yin spirits. Additionally, when you wield a metal weapon, you may strike ghosts and spirits, and any harm you inflict with a metal weapon is aggravated.

**Bone Dance (1):** Spend 1 Yin and engage in a slow, carefully controlled dance. Those who watch the dance become drowsy and passive. Vampires find it difficult to rouse to fire soul (carry +1 forward ongoing during the dance to resist it). Mortals gain the Conditions *passive* and *receptive to suggestion* for as long as the dance lasts, and if subjected to the dance for more than a minute or so, fall asleep. Unless strong-willed, tend to forget they encountered you.

**Wayang (2):** Spend 2 Yin to animate your shadow into a bloodthirsty creature with the personality of your Demon, which you may sic upon your enemies. It returns when defeated or at the end of the scene. If it is defeated, the Demon awakens and your P'o stirs.

**Yin Barrier (2):** Spend 1 Yin to surround yourself in a chill field of dark energy for the rest of the scene. When you suffer harm from Yin-powered attacks, attacks based on wind or water, or weapons made of metal, suffer 1 less harm.

**Eightfold Yin Mantle (3):** Spend 1 Yin to craft your anima into metallic, icy-cold tools or weapons of whatever sort you desire for the rest of the scene.

**Semblance of the Ebon Dragon (4):** Spend 2 Yin to transform your flesh into pure Yin energy, drawing yourself across the Wall and into the Yin World. You may walk among the ghosts until you decide to re-cross the Wall and become flesh again.

## DEMON ARTS

Demon Arts are terrible Disciplines which draw upon the power of the P'o. You can't use Soul Arts other than Chi'iu Muh while evoking the Demon Arts. The Demon must be awake for any Demon Arts to be accessed. Demon Arts are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

### BLACK WIND

Black Wind effectively unleashes a controlled frenzy, allowing the vampire to draw upon superhuman speed and power. This Discipline encompasses the following moves:

**Rage of the Demon:** When you make a move which would benefit from great speed or power, such as *run for it*, *do something athletic*, or *fuck them up* with a close-quarters weapon, add +1.

**Strength of the Damned:** When you perform a move that relies on raw physical strength and you miss, you may stir your P'o to roll again.

**Devil's Grace:** When you perform a move requiring physical precision such as shooting a gun or picking a lock and you miss, you may stir your P'o to roll again.

**Faster Than Thunder:** When you draw upon the Speed of the Demon, you can move with even greater preternatural swiftness—able to cross a lobby in the blink of an eye, or run down a car on a long stretch.

**Devil's Hands (1):** When you inflict harm with your bare hands or a melee weapon, the harm is 1 greater than normal.

**Devil Leap (1):** If you stir your P'o, you can leap far enough to make it all the way across a street in a single bound—say, from rooftop to rooftop; or from the ground to a second-story balcony straight up.

**Searing Wind (2):** You can move with yet further preternatural swiftness—able to cross a grand ballroom in the blink of an eye, or run down a race car on a long stretch. You must already have *Faster Than Thunder*.

**Ten Ogre Might (2):** When you *do something athletic* and it's a feat of strength, you can stir your P'o to enable feats of strength that should be simply impossible for a human being, like flipping a car, kicking a reinforced fire door clean off its hinges, or punching through a brick wall. If you're using Ten Ogre Might to enhance a lesser feat of strength, then you can't roll less than 7 when you *do something athletic*, no matter what the dice say.

### DEMON SHINTAI

This Discipline allows a vampire's P'o to manifest in her flesh, granting her a monstrous battle form. It encompasses the following moves:

**Demon Form:** Stir your P'o to evoke a monstrous form for the rest of the scene, or until you voluntarily banish it. You carry +1 forward ongoing to all physical moves while in your Demon Form.

**Demon Weapon (1):** Your Demon Form has weaponry capable of inflicting 2 harm, such as claws, a fanged maw, razor-sharp hair, toothy faces all over your body, a spiked tail, a demonic sword, or some combination of the above.

**Demon Armor (1):** Your Demon Form has some form of defense (perhaps phantasmal armor, perhaps tough scales); when you suffer harm, that harm is reduced by 1.

**Extra Arms (1):** Your Demon Form manifests with additional limbs, allowing you to carry +1 forward ongoing to *do something athletic*.

**Horror (1):** Your Demon Form strikes mortals insensate with horror, causing them to gain the Condition *terrified* while they can see you.

**Spikes (1):** Your Demon Form is covered in some hazardous surface such as spikes, spines, nails, barbs, razors, acid-filled pustules, or ghostly flames. Anyone attacking you with their bare hands suffers 1 harm for doing so.

**Huge Size (2):** While in your Demon Form you can take 2 more harm than normal before you die. If this move ending leaves you with more harm than you can handle without dying, erase enough harm that you're 1 harm away from dying.

**Hive Body (2):** Small holes stud your body, capable of unleashing swarms of horrid vermin: hornets, spiders, and snakes are all common manifestations. Every enemy in your immediate vicinity takes 1 harm every minute or so when you unleash them.

**Wings (3):** Your Demon Form has wings, and can fly.

**Poison (4):** Your Demon Form's natural attacks possess some hideous enhancement such as poison, acid, or a nimbus of ghostly flames, increasing the harm they inflict by 1.

## IRON MOUNTAIN

This Discipline calls upon the power of the P'o to render the vampire's body unbreakable. It encompasses the following moves:

**Iron Mantle:** When you take aggravated harm, convert the first aggravated harm taken into normal rather than aggravated harm. For example, if burned by sunlight inflicting 3 aggravated harm, you take 1 harm and 2 aggravated harm instead.

**Insensate Flesh:** When you suffer harm, the harm is reduced by 1. This doesn't apply to aggravated harm.

**Unyielding:** You can take 1 additional harm before you die. If the Demon returns to slumber and ends your access to Iron Mountain, leaving you with more harm than you can handle without dying, erase enough harm that you're 1 harm away from dying.

**Iron Summit (1):** When you take aggravated harm, convert up to 2 aggravated harm to normal harm. You must already have Iron Mantle.

**Monstrous Hide (1):** When you suffer aggravated harm, the aggravated harm is reduced by 1, to a minimum of 1 aggravated harm taken.

**Eternal Flesh (2):** You can take 1 additional harm before you die. If the Demon returns to slumber and ends your access to Iron Mountain, leaving you with more harm than you can handle without dying, erase enough harm that you're 1 harm away from dying.

**Indomitable (2):** When you take harm, you can stir your P'o to reduce the harm taken by 2.

## SHINTAI DISCIPLINES

The Shintai Disciplines are a collection of “god-body” methods for focusing Chi into the body. Once, it is said, they revolved around the five classical elements, but in the Fifth Age they draw upon the power of the so-called “corpse elements.” They are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

### BLOOD SHINTAI

This Discipline draws upon the corpse-element of water. Blood Shintai encompasses the following moves:

**Permeate:** You may swell or shrivel your flesh by moving gross quantities of blood through your body, enabling you to obscure your features, squeeze through tight spaces, and perform other parlor tricks. Carry +1 forward ongoing to *do something athletic* to slip through crevices, slip bonds, and the like. By spending 1 Chi, you can even momentarily liquefy your body and possessions to slip under doors, through grates, and the like.

**Blood Ate mi:** Touch another being and spend 1 Chi to manipulate the flow of blood within their body. You can play havoc with their blood pressure and blood flow, giving them the Conditions *nauseated*, *disoriented*, and *muscle cramps* for the rest of the night; alternately, you may optimize the health of a living being’s blood, enabling them to erase 2 harm at the end of the night.

**Flow Like Blood (1):** Spend 1 Yang to become fluid in your movements and preternaturally difficult to strike. For the next minute or so, attacks directed against you carry -1 forward ongoing or suffer Disadvantage.

**Bloodlash (1):** Spend 1 Yin or Yang to extrude a tendril of blood which you may wield as a liquid whip. Yin whips are black and bubbling, while a Yang lash is bright red and sizzles with power. You may extrude the Bloodlash from your mouth or a cut made to your wrist or palm, and when wielded as a weapon, it inflicts 2 harm. Although the lash is the most traditional and easily-grasped manifestation of this move, some vampires learn to refine the bloodlash into other forms, such as blades, daggers, or sizzling claws.

**Blood Awakening (3):** Spend 1 Yang and sprinkle your blood on an object to imbue it with life, animation, and obedience for a scene. You may spend 1 additional Yang to make a small object (such as a carved soldier from a chess set) grow to the size of a very large man.

**Spit Blood (3):** Spend 1 Yin and spit a streamer of blood at a spirit you can detect. The spirit calcifies into a bizarre statue of white jade and falls through the Wall into the real world for the next several nights, where it can be smashed (sending it back whence it came with its Chi depleted and the Condition *powerless*), or drained of Chi by feeding.

## BONE SHINTAI

This Yin-leaning Discipline calls upon the corpse-element of metal. Bone Shintai encompasses the following moves:

**Corpse Skin:** Spend 1 Yin to grow cold and corpselike. Carry -1 forward ongoing to social moves for the rest of the night, but you can also suffer 2 additional harm before you die. If this move ending leaves you with more harm than you can handle without dying, erase enough harm that you're 1 harm away from dying.

**White Tiger Corpse (1):** Spend 1 Yin to permeate your flesh with negative energy, effectively becoming invisible for the rest of the scene. Spend 1 additional Yin and a few moments smearing liquid Yin upon your possessions to render them invisible as well.

**Bone Obedience (1):** Spend 1 Yin to grow your skeleton into a useful form for the rest of the scene. You might grow bone claws, spurs, or blades capable of inflicting 2 harm; you might grow bone armor which reduces all harm you suffer by 1; you might grow simple bone tools such as a 'skeleton' key; or you might crudely alter your bone structure to appear taller, shorter, or to have different facial construction.

**Five Poison Cloud (2):** Spend 2 Yin to breathe out a dark cloud that rots flesh, withers plants, and corrodes metal, capable of filling an average-sized room. This cloud lingers for the rest of the scene, and anyone other than you passing through it takes 1 aggravated harm every few moments they linger within.

**Ch'ing Shih (3):** Spend 3 Yin to assume a horrid form: your bones grow pitch-black while your flesh withers and clings to your skeleton. Your fangs lengthen and drip black ichor, while razor-edged spines emerge from your back, joints, and ribs. You can attack ghosts and Yin spirits freely, or feed them your flesh and blood to give them the Condition *obligated*. Your attacks inflict 2 harm and inflict the Condition *poisoned*. This poison kills mortals after about a minute, and raises them as zombies under your control about ten minutes later. You can keep these zombies around indefinitely by feeding them 1 Yin per night. They rot away if touched by the sun or not fed for a night, however.

## JADE SHINTAI

This Discipline calls upon the corpse-element of Earth, and allows the vampire to channel the powers of the land through her body. Jade Shintai encompasses the following moves:

**Stand upon the Dragon's Back:** You are always innately aware when you draw near to a place of geomantic power, and whether a place has good or bad feng shui. You may also root yourself in place so that you cannot be moved from that spot by any force. While doing so, carry +1 forward ongoing to *stand your ground*.

**Tread the Thrashing Dragon's Tail:** You may move as though you possessed perfect balance and weighed no more than a leaf, enabling you to run along clotheslines, walk on water, run up walls and across ceilings easily, cross snow without leaving footprints, leap impossible distances, and float to the ground rather than falling from great heights.

**Placate the Earth Dragon (1):** Spend 1 Chi to sink into the Earth's embrace and to slumber safely within. Alternately, spend 1 Chi to pass through a wall, door, or floor as though it were made of smoke.

**Harnessing the Dragon's Breath (2):** Spend 1 Chi to cast yourself aloft on the breath of the Earth itself. For the rest of the scene, you may fly.

**Jade Servant of the August Personage: Black Tortoise (3):** Spend 3 Yin while in contact with water to transform into a living statue of black jade for one scene. Reduce all harm suffered by 1. When you touch someone, they suffer 1 harm and gain the Condition *chilled to the bone*. If they're already *chilled to the bone*, then they become *frozen into immobility* for the rest of the scene.

**Jade Servant of the August Personage: White Tiger (3):** Spend 2 Yin, 1 Yang while in contact with metal to transform into a living statue of white jade for one scene. Reduce all harm suffered by 1. Your body crackles with electricity, and you may send it along conductive surfaces to shock others, inflicting 1 harm. Anyone striking you with their body or metal or other conductive weaponry suffers 1 harm for doing so.

**Jade Servant of the August Personage: Yellow Emperor (3):** Spend 2 Yin, 2 Yang while in contact with the Earth to transform into a living statue of yellow jade for one scene. Reduce all harm, even aggravated harm, suffered by 1. Anyone who strikes you with their body suffers 1 harm from your super-hard body, and weapons break upon your form. Your ultra-hard fists inflict 2 harm.

**Jade Servant of the August Personage: Azure Dragon (3):** Spend 1 Yin, 2 Yang while in contact with wood to transform into a living statue of blue jade for one scene. Reduce all harm suffered by 1. On a 12+ result to *fuck them up*, you may plunge your fingertips into an enemy's chest and this counts as staking them with a wooden stake.

**Jade Servant of the August Personage: Scarlet Phoenix (3):** Spend 3 Yang while in contact with fire to transform into a living statue of red jade for one scene. Reduce all harm suffered by 1, and ignore all harm from heat and flames completely.

## FLESH SHINTAI

This Yang-leaning Discipline calls upon the corpse-element of wood, and allows the vampire to grotesquely stretch and transform their body. Flesh Shintai encompasses the following moves:

**Long-Neck:** You may stretch any part of your body out enough to reach across an average-sized room at will, or return your body to normal. Your skin doesn't stretch along with the muscle, gristle, and sinew beneath, so this is a hideous power to behold. You can twist and bend an extended limb as you like, without regard for normal placement of joints. When employing this move, you gain the Condition *extended [body part(s)]*.

**Detach Limb:** Spend 1 Yang to remove a part of your body, which remains animate and under your control until you retrieve and reattach it. In addition to hands, arms and legs, you can also detach your head and guts from the rest of your body, sending them slithering about; your organ-mass is sticky enough to climb across walls and ceilings, though its passage leaves a bloody smear, and is nimble enough to entangle and strangle enemies. A detached body part is a small target; ranged attacks against it carry -1 forward ongoing or suffer Disadvantage.

**Lotus Cloud (1):** Spend 1 Yang to breathe out an opalescent cloud of euphoric vapors, capable of filling an average-sized room. This cloud lingers for the rest of the scene, and any living being within it gains the Conditions *pleasant hallucinations* and *agreeable euphoria*, which makes them uncoordinated, non-aggressive, and inclined to go along with whatever is suggested to them.

**Pelesit (2):** Spend 1 Yang and suffer 1 harm to bud a grotesque servant from your flesh. Pelesits generally appear as fleshy insects or small homunculi made from meat and gristle. The pelesit will do your bidding until dawn, when it dies. If you return it to your flesh before then, erase the harm you suffered to birth it.

**Ten Thousand Forms (3):** Spend 1 Yang to reshape your body into whatever outward human appearance you wish: height, weight, skin and hair color and consistency, all are yours to do with as you please. Even gender is no obstacle: you can assume functional male, female, or intersexed forms (and if Yang Imbalanced, are capable of appropriate reproduction). For 2 Yang, you may assume inhuman features such as extra limbs or wings. For 3 Yang, you may transform yourself into an animal of roughly similar-to-human mass, or exactly duplicate the appearance of another person. These alterations last until you next use Ten Thousand Forms to rebuild your flesh.

## GHOST-FLAME SHINTAI

This Discipline calls upon the corpse-element of fire, and allows the vampire to summon spectral flames. Scorching Yang flames are red, blue, purple, and other bright shades; icy Yin flames are black, white, ice-blue, or other lunar hues. Ghost-Flame Shintai encompasses the following moves:

**Goblin Face:** You can cause your eyes and mouth to blaze with eerie flames. Carry +1 forward ongoing to *show your teeth*. You can also see in the dark, and your bite inflicts 1 additional harm.

**Goblin Spark:** Spend 1 Yin or 1 Yang to create a floating ghost-lantern under your control for the rest of the scene. You can cause the lantern to emit firecracker-like sparks capable of startling and frightening spirits, or provoking wave soul in vampires with weak Yang.

**Goblin Shapes:** Spend 1 Chi to breathe out a mass of luminous spirit matter which shapes itself into an illusion according to your will. This phantom is obviously made of supernatural spirit-matter to human eyes, but may fool spirits. If the illusion touches anyone, it explodes and disorders the Chi of the one it touched, giving them the Condition *weakened* for the rest of the scene.

**Goblin Scorch (1):** Spend 1 Yang to breathe a gout of searing flames. Roll to *fuck them up*; this attack inflicts 3 aggravated harm. Alternately, spend 1 Yin to breathe a gout of dark spirit-flames, which may target spirits in the same fashion as Yang flames. If directed against inhabitants of the Middle Kingdom, Yin flames give the target the Condition *weak-willed*, and you get an Edge on them.

**Goblin Lantern (2):** Spend 2 Yin or 2 Yang to engulf yourself in spirit-flames. Yang flames make you into a walking bonfire, and you are immune to ordinary flames. Yin flames enable you to attack spirits, and add 1 harm to any harm done to them, but you suffer 1 additional harm from ordinary flames.



**Hima Form (3):** Spend 2 Chi to collapse into a ball of light and flames, capable of flight, for the rest of the scene. You are only semisolid in this form, and cannot manipulate objects, but you can attack with a bite. Attacks against you carry -1 forward ongoing or suffer Disadvantage.

## SOUL DISCIPLINES

Soul Disciplines draw their power from a vampire's understanding of and mastery over her higher and lower souls. They are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

### CULTIVATION

This fearsome Discipline allows a vampire to commune with and influence the P'ō—her own and those of others. Cultivation encompasses the following moves:

**Center the Self:** Spend a few minutes in meditation and spend 1 Chi to carry +1 forward to the next roll you must make that night to resist fire, wave, or shadow soul. You can also use this move to force an inner dialogue with your Demon.

**Scrutinize:** Carry +1 forward ongoing to *read their eyes* if scrutinizing someone with a manifest inner darkness (including other Hungry Dead, Kindred, dhampyrs, ghosts, and mortals sufficiently steeped in sin to risk descent into Yomi Wan upon death).

**Cleave the Demon (1):** Spend 1 Chi to cast the Demon out of your body for the rest of the scene. It becomes, effectively, a spirit tethered to your immediate environment, capable of scouting and doing battle with other spirits (if you can convince it to work with you, that is). Should something destroy your Demon, you die (though this can be avoided with the usual methods). The Demon cannot be awake within you while expelled.

**Lash the Demon (1):** Make eye contact with someone and spend 1 Chi to suppress the weaker part of their soul. Mortals and the Hungry Dead gain the Conditions *passive* and *susceptible to suggestion* for the rest of the scene (but, due to their passivity, are only open to non-aggressive suggestions), while Kindred, werewolves, and other bestial creatures must resist frenzy.

**Yoke the Demon (2):** You can force your own Demon into somnolence through refined application of will. With a moment's concentration, you can forcibly return the Demon to sleep, but doing so causes your P'ō to stir with the Demon's slumbering rage.

**Setting the Demon-Watch (2):** You can force your Demon into a vigilant state, ever-watchful for other wild souls. Your P'ō stirs as the Demon bristles at being set to its task; then, for the rest of the scene, you become immediately aware when someone in your presence harbors a demon's spirit (including other Hungry Dead, Kindred, werewolves, ghosts, corrupt spirits, and human lunatics).

**Two Become One (4):** Spend 2 Chi to merge your higher and lower souls again for one scene, as though you were one of the living. During this time you are immune to all soul shifts, and the P'ō cannot stir; but by the same measure, neither can the Demon be awake, denying you access to its power. If you spend 4 Chi rather than 2, you gain access to the Demon's power as though it were awake while still enjoying immunity to soul shifts and the stirrings of the P'ōchcccccc.

## CHI'UH MUH (DRAGON TEARS)

This fearsome Discipline allows a vampire to dictate the health of souls. Upon learning your first and second moves, you grow a pearlescent gemstone upon your forehead. After learning three or more moves, this growth becomes a third eye. You can hide this “Dragon Pearl” by closing and retracting it at any time, but it opens and blazes while using this Discipline. Chi'uh Muh encompasses the following moves:

**Rasa:** You instinctively know when you are in the presence of a person, place, or thing of great significance to your future. Moreover, you frequently experience prophetic dreams. Each session, you have one *prophetic insight*. Spend it to take +1 on a roll of your choice.

**Chi Sight:** Lifesight and Ghostsight no longer cost Chi to evoke.

**Dragon Ward (1):** Spend 1 Chi to encompass yourself and those under your care in an invisible ward of spiritual energy stretching about 10 feet around you. This lasts for a few minutes, and no one can cross the edge of the barrier, though they can still attack across it. Such attacks inflict 1 less harm than normal, however.

**Cleansing the Dragon's Scales (1):** You can restore a *defiled* site to purity. Sink into at least an hour's meditation at the center of a site of defiled Chi. Spend 2 Chi and roll with your Dharma modifier. On a 10+, you cleanse the Chi of the area around you. On a 7-9, you cleanse the Chi of the area around you, but suffer 3 aggravated harm in the process as you cycle the tainted Chi through your body. On a miss, suffer 2 aggravated harm and gain the Condition *defiled Chi* for the rest of the night: whenever you spend Chi, you suffer 1 harm.

**Purification (2):** You can lock eyes with someone and cleanse their soul of injuries. Spend 2 Chi to remove a mental Condition. Alternately, spend 2 Chi to force their P'o into quiescence for a scene, rendering them incapable of frenzy and making it impossible for the Demon to be awake.

When in shadow nature, this move changes. The Demon may bite someone and inject spiritual toxins into them, giving them the Condition *your obedient slave* for the next several nights. You can use this version of Purification yourself while the Demon is awake, but doing so causes your P'o to stir twice.

**Spirit-Eating (3):** You can lock eyes with someone and draw out their soul to heal it by spending an Edge on them. While you hold their soul, they carry -1 forward ongoing or suffer Disadvantage. You can spend 3 Chi to restore a lost point of Dhama or Humanity, so long as they're still *losing their way* or in *turmoil of the spirit*. Alternately, you may restore sanity to a *chih-mei*, granting them the potential to find a dharmic path to walk to salvation. When you release the mended soul, it flies back to its owner. A captive soul will eventually fight to escape, inflicting 1 aggravated harm during each day that you sleep with it inside you. You can only hold one soul at a time.

When in shadow nature, this move changes. Once the soul has been extracted, the Demon may spend 3 Chi to spend several hours tormenting it, granting it a scarring mental Condition before setting it free. Alternately, the Demon may spend 3 Chi to consume the soul entirely, gaining the victim's memories and knowledge for the next several days, and causing their immediate death. You can use this version of Spirit-Eating yourself while the Demon is awake, but doing so causes

your P'o to stir twice and counts as a moment of blindness for any Dharma save the Howl of the Devil-Tiger, Face of the Gods, or Scorpion Eaters.

## INTERNALIZE

This Discipline allows a vampire to harness inner focus and self-control to perform incredible feats. Internalize encompasses the following moves:

**No Mind:** Spend a minute meditating. For the rest of the scene, carry +1 forward ongoing to *stand your ground*, and ignore the first *external* stimulus that would cause your P'o to stir (missing a move and becoming frustrated is an external stimulus; voluntarily calling upon the power of the Demon is an internal stimulus), but lose access to Cultivation, Chi'uh Muh, and Obligation while this move is active.

**Blood Yoga:** Spend an hour in meditation. Carry +1 forward for the rest of the night, and use it on any single move you desire. Quell your P'o once your meditation ends.

**Distant Death Kata (1):** Take in a deep breath, hone your concentration to a razor's keenness, and strike with speed beyond speed and will beyond perfection. You can *fuck them up* with a close-range attack such as a kick or sword slash, yet harm anyone in your direct line of sight, no matter how far away they are.

**Iron Soul (2):** Whenever your bonus on a move should be +4 or higher, you cannot roll less than a 7 no matter what the dice say.

**Exemplar of Earthly Perfection (2):** Once per session, when you spend an Edge or tag a Condition to add +1 to a move, you may add +2 instead.

**Harmony with the All (3):** So long as your P'o has not stirred this night and the Demon is not awake, you cannot roll at worse than +0 on any move, no matter what.

## OBLIGATION

This Discipline allows a vampire to concentrate the weight of her spirit to inspire or overwhelm the will of others. Obligation encompasses the following moves:

**Evaluate:** When the Demon is asleep and your P'o has not yet stirred tonight, you may change a miss into a 7-9, or a 7-9 into a 10+ when you *read their eyes*.

**Soul Bridge (1):** You can read someone's surface thoughts for a few moments, or give them a simple emotional Condition such as *joy*, *anger*, or *sorrow*. Roll with your Dharma modifier. On a 10+, you read their thoughts or influence their emotions and they don't realize you've tampered with them. On a 7-9, you read their thoughts or influence their emotions, but they recognize the fluttering of a foreign consciousness against their own, although not necessarily who that mind belongs to. On a miss, you can't use this move on that person again for the rest of the night.

**Authority (2):** You can grant yourself the Condition *a figure of unimpeachable and absolute authority*. Roll with your Dharma modifier. On a 10+, this Condition manifests for the rest of the scene and all beings that are not of greater Dharmic advancement than you are subject to its

power. On a 7-9, this Condition manifests for the rest of the scene but only mortals, ghouls, and the like fall under its sway; *shen* are unaffected. On a miss, you can't use this move again for the rest of the night. In addition to becoming pliant to your will, those under the sway of your Authority cannot bring themselves to lie to you.

**Thousand Hell Stare (3):** You can focus the judgment of your higher soul and the contempt of your P'o upon someone, breaking their spirit with psychic torment. Roll with your Dharma modifier. On a 10+, their will shatters into fragments and they become *your utterly obedient servant* for the next several nights, willing to carry out any non-suicidal demand you make. On a 7-9, they stagger under the weight of your spiritual assault and carry -1 forward ongoing or suffer Disadvantage for the rest of the scene, and cannot attack or oppose you; they become *weak-willed* for the rest of the scene and if pressed will either flee or perform simple demands to mollify your wrath. On a miss, you can't use this move against the same target again during the current story.

**Soul Shackles (4):** Spend an Edge on someone to give them the Condition *friend of [you]*; they regard you favorably and will go out of their way to support and assist you in minor to modest endeavors. Roll with your Dharma modifier. On a 10+, this Condition is permanent. On a 7-9, it lasts for a month. On a miss, it lasts for but a night.

Spend another Edge on someone who is *your friend* to advance their Condition to *loyal to [you]*. Someone who is loyal to you will support you to the best of their ability, but will not betray true love or deeply-held convictions at your behest. Roll with your Dharma modifier again. On a 10+, this Condition is permanent. On a 7-9, it lasts for a month. On a miss, the Soul Shackles shatter, destroying their *friendship* and likely filling them with revulsion as they realize the artificiality of their former warm regard for you.

Spend yet another Edge on someone with *loyalty* to advance it to *love and obedience toward [you]*. This Condition overrides all other loyalties and beliefs: they are effectively your slave. Roll once more with your Dharma modifier. On a 10+, this Condition is permanent. On a 7-9, it lasts for a month. On a miss, their *loyalty* shatters and they are likely filled with hatred and horror as they realize how they have been used.

This move cannot be used against someone with a higher Dharma rating than your own.

## BILE SHINTAI DISCIPLINES

The Bile Shintai Disciplines are perversions of the standard Shintai Disciplines, fueled by defiled Chi. They can only be used by Scorpion Eaters, who are incapable of learning or wielding normal Shintai Disciplines. Bile Shintai Disciplines are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

### POISON SHINTAI

This Discipline represents a perversion of Blood Shintai, the corpse-element of water. Poison Shintai encompasses the following moves:

**Stinging Touch:** Spend 1 Chi to bring your body's various poisons, acids, and wastes to the surface of some area such as a fist, your fangs, or the like for the rest of the scene. When you inflict harm with this toxic body part, the harm is 1 greater than normal.

**Inharmonious Excretion:** Touch another being and spend 1 Chi to manipulate their bodily systems. Stomach acid sizzles, bowels spasm, and bile and phlegm run amok, giving them the Conditions *nauseated*, *disoriented*, and *frequent vomiting* for the rest of the night.

**Flow Like Sewage (1):** Spend 1 Yang to partially dissolve your own body into a flexible, pliant, pulpy mass. For the next minute or so, you can squelch and ooze through tight spaces and reduce all harm suffered by 1.

**Bilious Expectoration (2):** Spend 1 Chi to spit up a corrosive bolus of phlegm, mucus, blood, and bile that can melt through metal and burns flesh on contact. Roll to *fuck them up* at out to about 20 feet away; your horrid projectile inflicts 2 harm, ignores any armor-like effect that reduces harm taken, and if not scraped off, will continue to inflict 1 additional harm every few moments.

**Phlegmatic Sting (3):** Touch someone and spend 2 Yin to transform their bodily fluids into an acidic slurry that melts them from the inside out, inflicting 3 aggravated harm. Mortals generally die outright.

### DECAY SHINTAI

This Yin-leaning Discipline perverts Bone Shintai and the corpse-element of metal. Decay Shintai encompasses the following moves:

**Stink of the Grave:** Spend 1 Yin to cause your body to fester into corpse-like, rotting corruption. You gain the Condition *rotting corpse-appearance*, utterly horrifying mortals. Moreover, your stench is so overwhelming that all beings near you which need to breathe suffer Disadvantage.

**Deadly Waft (1):** Spend 1 Yin to render yourself intolerable to the light, effectively becoming invisible for the rest of the scene. You emit a rancid stench that alerts others to your presence, if not your location, unless you spend 1 additional Yin to suppress it.

**Bone Shrapnel (1):** Touch someone and spend 2 Yin cause random sections of their skeletal system to detonate into deadly shrapnel within them, inflicting 3 harm and the Condition *shattered bones*.

**Splenetic Exhalation (2):** Spend 2 Yin to breathe out a toxic cloud that rots flesh, withers plants, and corrodes metal, capable of filling an average-sized room. This cloud lingers for the rest of the scene, and anyone other than you passing through it takes 1 aggravated harm every few moments they linger within.

**Harbinger of Decay (3):** Spend 2 Yin while biting a mortal or animal to infect them with virulent Chi. They fall into a coma by the end of the scene, only to awaken the next night with the Conditions *monstrous strength* and *uncontrollable hunger for flesh*. They can also suffer 2 more harm before they die than was previously possible, and will obey very simple commands that you give them. The corrosive Chi empowering them will kill them after a few nights unless their body is cleansed with a power such as Blood Atemi.

## RADIATION SHINTAI

This Discipline is a mockery of Jade Shintai, the corpse-element of Earth, and allows the vampire to draw forces of corrosive destruction even from the good earth. Radiation Shintai encompasses the following moves:

**Treacherous Earth:** You are always innately aware when you draw near to a place of defiled Chi. You may also spend 1 Chi to affix someone immovably to the ground where they stand for the rest of the scene, although *shen* can spend Chi to counter this move.

**Repulsive Touch:** Spend 1 Chi to become anathema to all matter of the world. You become effectively insubstantial to inanimate objects and structures for the rest of the scene, as walls and even bullets bend and deflect to avoid coming into contact with your vile flesh. By spending 1 additional Chi you can even run and swim at accelerated speeds, and leap prodigious distances, as the very air itself pushes you away.

**The Bowels of the Earth (1):** Spend 1 Chi to sink into the Earth's embrace and to slumber safely within. This only functions in places where the land is badly polluted or defiled.

**Burnout (1):** You can focus the ambient background radiation of the cosmos into any device you come into contact with, powering it full for up to several hours regardless of its normal power source. Once you're done powering the device, though, it's irreparably corroded and damaged.

**Destroy with a Touch (3):** Spend Chi to melt, shatter, or crumble any earthen substance. 1 Chi can destroy walls or melt tunnels into basements. 2 Chi can ruin or destroy a modest-sized building. 3 Chi can cause a small but intense localized earthquake.

## DISEASE SHINTAI

This Yang-leaning Discipline is a perversion of Flesh Shintai, the corpse-element of wood. Disease Shintai encompasses the following moves:

**Acrimonious Flesh:** Touch someone and spend 1 Yang Chi to afflict them with the Condition *unimaginably hideous boils, acne, warts, and weeping sores* for the next few nights.

**Dead Hands:** Spend 1 Yang to cause a part of your body to drop off. It remains animate and under your control until you retrieve and reattach it. In addition to hands, arms and legs, you can also detach your head and guts from the rest of your body, sending them slithering about; your organ-mass is sticky enough to climb across walls and ceilings, though its passage leaves a bloody smear, and is nimble enough to entangle and strangle enemies. A detached body part is a small target; ranged attacks against it carry -1 forward ongoing or suffer Disadvantage.

**Fevered Delirium (1):** Spend 1 Yang to breathe out an ugly yellow-green cloud of miasmal vapors, capable of filling an average-sized room. This cloud lingers for the rest of the scene, and any living being within it gains the Conditions *fevered delusions* and *miserably pliable*, which makes them uncoordinated, non-aggressive, and inclined to go along with whatever is suggested to them.

**Servile Plague (2):** Spend 1 Yang and suffer 1 harm to vomit up a grotesque servant crafted from your own guts. Your Servile Plague generally takes the form of a knot of gastrointestinal maggots or a swarm of mosquitoes made of gristle and sinew. The swarm will do your bidding until dawn, when it dies. If you return it to your flesh before then, erase the harm you suffered to birth it.

**Soul of Sickness (3):** Spend 1 Yang to gain the Condition *carrier of a terrible, infectious disease* for the rest of the scene. It can be whatever particular disease you like: Ebola, hantavirus, some exotic STD, whatever. All of your other Disease Shintai moves become infection vectors for this disease.

## BALEFIRE SHINTAI

This Discipline is a tainted version of Ghost-Flame Shintai, the corpse-element of fire, and allows the vampire to summon hideous flames capable of tainting dragon nests. Balefire Shintai encompasses the following moves:

**Burning Kiss:** By touching someone and spending 1 Chi, you can give someone the Condition *defiled Chi* for the rest of the night. If they spend their Chi, they suffer 1 harm for each Chi spent. More to the point, you can now feed on them to gain defiled Chi with which to fuel your Bile Shintai Disciplines.

**Baleful Light:** Spend 1 Yin or 1 Yang to create a ball of rotting white or green radiance under your control for the rest of the scene. You can cause the ball to emit firecracker-like sparks capable of startling and frightening spirits, or provoking wave soul in vampires with weak Yang.

**Death Breath (1):** Spend 1 Yang to breathe a gout of bilious green flames. Roll to *fuck them up*; this attack inflicts 3 aggravated harm. Alternately, spend 1 Yin to breathe a gout of bone-white spirit-flames, which may target spirits in the same fashion as Yang flames. If directed against inhabitants of the Middle Kingdom, Yin flames give the target the Condition *sickly*, and you get an Edge on them.

**Invading the Dragon (2):** Upon locating a dragon line, you can inject yourself into it and ride it up to 10 miles in whatever direction it runs, in effect teleporting down its length. Doing so defiles the dragon track in your wake, giving it the Condition *defiled* and rendering it useless for most



purposes for at least a week. Repeatedly defiling the same dragon line may make this condition permanent. You, of course, have no difficulty using this move to travel through defiled dragon lines.

**Body of Burning Filth (2):** Spend 2 Yin or 2 Yang to engulf yourself in spirit-flames. Yang flames make you into a radioactive bonfire, and you are immune to ordinary flames. Yin flames enable you to attack spirits, and add 1 harm to any harm done to them, but you suffer 1 additional harm from ordinary flames.

If you use this move while meditating at a dragon nest, its Chi becomes defiled for about a week.

**Demon-Eye Form (3):** Spend 2 Chi to collapse into a ball of ghastly light and flames, capable of flight, for the rest of the scene. You are only semisolid in this form, and cannot manipulate objects, but you can attack with a bite. Attacks against you carry -1 forward ongoing or suffer Disadvantage.

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