

Yin and Yang cards

If drawn, instead shuffle the card, the discard pile and the deck to form a new deck. Then regain as many **chi** as you like of the matching type.

Actions

Challenging action: Draw a card and add modifiers. Compare against **difficulty**. At least equal is a success. Additional multiples of difficulty means critical success.

Contested action: As a *challenging action*, except opponent can also draw a card and add modifiers. This adds to the *difficulty*.

Attacks: Made up of a *challenging action* to hit (with a modifier of the character's **hit**), with *difficulty* of target's **evasion**, and another for damage.

Damage: A *challenging action* with *difficulty* of the target's **resilience**. Modified down by target's **protection**. One success causes a **minor injury** (-1 to all actions), two a **major injury** (-2 to all actions), three an **incapacitating injury** (unable to act) and four a **fatal injury**. Characters have limits of 3 minor, 3 major and 1 incapacitating injury. If a character would take an injury more than this limit, they take one of the next severity instead.

Defensive actions: If aware of an attack, characters can defend, which turns the hit part of the attack into a *contested action*. They may take unlimited defensive actions in a round as well as their main action. However, each defensive action after the first is at a cumulative -3. The penalties don't have to be in order.

Rounds

A **round** is a few seconds of time, and divides up action such as combat. One **fast action** can be taken in a round. **Slow actions** take more than a round (some, particularly discipline ones can be done in two rounds). **Free actions** may be taken at any time, with no limit to how many are taken.

Each round, each player, then the gm declares their actions. If the order is relevant, then draw a card for each character and add their **speed** (no other modifiers apply). In order of lowest to highest, each declares when their action comes relative to those who have declared already. Thus the highest draw gets to specify exactly when their action occurs.

Using Chi

Meditation: difficulty 4 slow action, mental and physical. Regain successes in chi.

Chi flow: may discard chi at any time. Mainly useful if you are about to gain chi of other type.

Chi boost: spend a chi to gain +1 to an action, or increase the difficulty of an action (including damage) against you by +1. Can only use up to the total of your discipline levels on a single action.

The I Ching

- **Earth**, kūn, *the receptive*: value 1, **yin**, element **Earth**.
- **Mountain**, gèn, *keeping still*: value 2, **yang**, elements **Earth** and **Fire**.
- **Water**, kǎn, *the abyssal*: value 3, **yin**, element **water**.
- **Wind**, xùn, *the gentle*: value 4, **yin**, elements **air** and **water**.
- **Thunder**, zhèn, *the arousing*: value 5, **yang**, elements **air** and **fire**.
- **Fire**, lí, *the clinging*: value 6, **yang**, element **fire**.
- **Lake**, duì, *the joyous*: value 7, **yin**, elements **earth** and **water**.
- **Air**, qián, *the creative*: value 8, **yang**, element **air**.

Temporary bonuses last for a few minutes or a battle. Only the highest in a stat applies.

Magician

Force of Will (level 2) examples: **Telekinesis**: move an object without touching it.

Healing: Cure a minor injury, or reduce a major injury to a minor injury in you or another.

Illusion: Create a temporary illusion. **Flame**: Conjure a flame. **Enhancement**: Give a character a temporary bonus. +1 resilience, +1 damage, +2 protection, +2 hit, +2 evasion or +2 speed.

Elemental charge (level 2) effects: **Earth**: If the damage card is earth aspected: +4 *damage*. **Air**: If the attack card is air aspected: +4 *hit*. **Fire**: If the damage card is fire aspected: +5 *damage*, but only if injury would be caused without it. **Water**: If the attack card is water aspected: +6 *hit*, unless the target takes a defensive action.

Elemental attack (level 3) effects: Can only add matching elemental charge. **Earth**: Tremor: +4 *hit*, +2 *damage*. **Air**: Storm: +4 *hit*. The target suffers -3 to missile attacks for this round and next. **Fire**: Fireball: +4 *damage*. **Water**: Deluge: +2 *damage*. If hit, the target is at -2 to physical actions for this round and next.

Iron will (level 4) examples: **Healing**: Cure a major injury, or reduce an incapacitating injury to a major injury. **Shift**: Transport yourself a short distance to a location you can see, without crossing the intermediate space. **Enchantment**: Imbue an item with a spirit so that it becomes a magical item. **Enhancement**: Give a character a temporary bonus. +2 resilience, +2 damage, +4 protection, +4 hit, +4 evasion or +4 speed. Alternatively give half the bonus to multiple nearby characters.

Warrior

Feat (level 2) examples: **Leap**: jump across a large gap, or jump from a building without injury. **Light walk**: walk across soft ground without a trace. **Iron punch**: punch through a wooden door. **Wall running**: run straight up a wall. **Immovable**: resist normal attacks which would move you. **Enhancement**: Gain a temporary bonus. +2 resilience, +2 damage, +3 protection, +3 hit, +3 evasion or +3 speed.

Heroic Feat (level 4) examples: **Feather walk**: walk across snow without a trace. **Steel punch**: punch through a stone wall. **Stone hands**: lift and carry a boiling cauldron with bare hands without injury. **Giant leap**: leap across a chasm, or jump off a cliff without injury. **Immovable**: resist huge force which would move you. **Enhancement**: Gain a temporary bonus. +3 resilience, +3 damage, +5 protection, +5 hit, +5 evasion or +5 speed.

Geomancer

Serendipity (level 2) examples: **Chance**: win a game of chance with reasonable odds.

Insignificance: people happen to be looking the other way as you sneak past.

Convenience: A common object happens to be in a convenient place. For instance a ladder left by a wall you wish to climb. **Misfortune**: Cause a minor misfortune for a nearby opponent.

Fortune (level 4) examples: **Unlikely chance**: win a game of chance with the odds stacked against you. **Unlikely convenience**: an unusual item happens to have been left conveniently for you. **Woeful misfortune**: Create a significant misfortune for a nearby opponent.

Seer

Sight (level 2) examples: **Fate**: determine what is likely to happen to a character in the near future. **Consequence**: see what the immediate consequences of an action could be.

Actions: see what a character may do. **Danger sense**: get a feeling for your personal risk.

Hunch: pick an auspicious option when you have a choice. For instance picking a suitable direction to travel when lost.

Prophecy (level 4) examples: **Fate**: determine what is likely to happen to a character in the distant future. **Locate**: see where an item or person is likely to be in the near future.

Conceal: make your future actions harder to predict. **Warning**: get a continuing feeling for your personal risk over a period.