

WEAPONS of Body AND Soul

A GAME OF MARTIAL MASTERY AND HIGH ENERGY ACTION



Full Release 0.2c
Formatting working
Examples added



Unarmed weapons

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BASIC SUMMARY

Weapons of Body and Soul (WBS) is a game with moment based martial arts combat. It is designed to represent Shonen and Xianxia type stories involving body and spiritual enhancement as well as learning various techniques to enhance your capabilities beyond human limits with bursts of power.

A standard adventure could involve you travelling from place to place like a Ronin and helping people as you go in exchange for goods and/or services. You could instead have it all take place in a central Hub location with your characters being sent out on missions. Perhaps even having the adventure come to you.

The mechanics of WBS are designed to act as a framework that can be easily modified depending on if you want a more realistic setting with slow recovery and gritty fights or a power fantasy game with frequently strong characters. Changing these aspects can be done relatively easily by just tweaking a few numbers or changing recovery rates.

WBS is primarily a combat focused Roleplaying Game designed for players with an intermediate level of experience. If you have not had much experience with RPGs you may have difficulty understanding some mechanics in this game. If you have played other RPGs, you will likely find this to be different from what you normally expect.

The focus of the game is on being a Martial Artist in a land of mythology, where demons and beasts roam and humans can manifest the energy of their spirit to defend themselves and to achieve great physical prowess. While the primary focus of the game is on combat, the end goal is not about gaining loot. It is about mastering your skills and learning to overcome challenges, becoming greater than you were and achieving your goals of personal growth.

Even in the genre, combat isn't necessary for all characters to excel at. It is recommended for all characters to be able to defend themselves but you can also provide support as a Sage type with knowledge in different fields, a Shaman who manifests their energy into healing magic and wards to stop Spirits, or even a crafter that keeps the equipment in shape and makes various potions and poultices.

WHAT DO I NEED TO PLAY?

To play WBS, you need a few things:

- This rule book
- A character sheet to keep track of your character
- A number of dice ranging from D4-D12. It is recommended to have 10 of each size for the group.

Having a Hex map and miniatures will also assist in playing the game.

SETTING AND ADVENTURE FOCUS

In WBS, the typical setting is based around fantasy Asia in an older time period. This means smaller villages, infrequent shopping hubs, travellers usually carrying the minimum necessities, and bandits walking the woods. Spirits, Demons, and Magic are usually known about even if the stories are not accurate. Adventures can vary from working out of a central hub and taking on missions assigned to the players, the player characters simply travelling around on their own goals, or even a campaign long escort quest leading you to new locations every session. It is encouraged for GMs to customise the setting to their liking deciding on frequency of supernatural elements, laws and social etiquette, what kind of healing and recovery is available, or even changing the time period to a more modern setting by adding new skill sets.

CHARACTER BEATS AND STORIES

When making a character, remember that they are more than just a set of skills and mechanics. You can make your character stand out more and feel unique by coming up with personality traits, quirks, flaws, and items they like to carry. Remember too that this system expects you to be descriptive in your character actions. A weapon listed as "Short Piercing Melee" could be a dagger but it could also be a thorned baton, a razor wire, or even extendable claws. Similarly attacks can be differentiated by being descriptive, even making a change such as describing a "Strong Closed Fist" attack as a series of punches instead of one strong punch can go a long way to getting a feel for a character and their motivations and training, as well as what school of martial arts they studied under. It also helps to have an idea of your character's motivation on why they adventure, why they train, and any long and short term goals they may have. Talk with other players and the GM if you need inspiration, help the story move along.

CORE MECHANICS

SKILL CHECKS

When making a Skill Check, you combine the ranks of two Sub Skills, the connected Core Skills, and an Attribute to give your Skill Modifier. The two Sub Skills must be from different Core Skills. This modifier is added to the roll of 1D6. The final result is compared to a Target Number (TN) and if you meet it you succeed. Rolling under the TN does not necessarily mean failure, it instead can cause you to take longer or potentially take injury.

WILD ACTION

Before rolling, you may choose to use Wild Action. When you do, you lower the Skill Modifier by 3 for +1D6. You may keep doing this until your remaining Modifier is 0 or less.

Some TNs may only be possible using Wild Action.

EXAMPLE: Akira is attempting to walk over a log to avoid falling into a ravine. He chooses to use Athletics (Balance) + Martial (Stances) using Dexterity for a total modifier of 8. The GM determines the task as an Average Journeyman difficulty so sets the TN at 15. Instead of rolling 1D6, Akira chooses to Wild Action for +2D6 giving a total of 3D6 and a new modifier of +2. He may use it again for a further +1D6 and -3 modifier for a total of 4D6-1.

KIAI

Once per check, you may use a Kiai. This costs 1 Energy and adds 1D6 to the Skill Check. When used during combat, a Kiai increases the Reflex Cost of the action by 1.

ENHANCEMENT VALUE

If a Skill Check involves a Physical Attribute, you may choose to use an Enhancement Value. By Default this is a value of 1 (See EV Boosting) This increases your Physical Attributes by the same value and costs Energy equal to the bonus. When used out of combat this bonus lasts for 8 seconds and can be activated again every 8 seconds. If used in combat, you decide to use it or not at the start of the round.

NOTE: You may combine Wild Action, Kiai, and EV on the same Skill Check.

PASSIVE SUCCESS

If a character is making a Skill Check and their total modifier is equal to or higher than the TN, they can choose to skip rolling and instead succeed. This can speed up play for actions that would otherwise be bogged down by rolling constantly.

CRITICAL AND FUMBLE

If the face of a die is it's highest face value it is considered a Critical Die. A Critical die adds a bonus to the result. This can be as simple as making a task easier for others that follow, making it require fewer resources, or even finding something extra. In some circumstances it may also allow you to roll another die and add it to the final result. +X Critical Range expands the range of the Face Value needed. If a die has it's Critical Range increased enough to include 1 on the die, then it both Crits and Fumbles.

A Die that rolls a 1 instead Fumbles. A Fumble is removed from the roll and is not counted towards the total result.

TARGET NUMBERS

The listed Target Numbers are for Tier appropriate challenges of various difficulties. Expert Tier challenges should be restricted to what you would expect a specialist in their field to come across. Even if Players are playing in Adept or Expert Tier, a challenge of a lower Tier does not increase in Difficulty (A Journeyman Tier challenge is always a Journeyman Tier challenge).

DIFFICULTY	Journeyman	Adept	Expert	Master	Legend
Trivial	05	19	33	47	61
Easy	10	26	42	58	74
Average	15	33	51	69	87
Puzzling	20	40	60	80	100
Complex	25	47	69	91	113

EXAMPLE: Akira has come across a tree blocking the entrance to a shrine. This could be resolved with Strength but the tree is tangled with rocks and grass, potentially knocking other things down if things go wrong. The GM decides this is a Puzzling difficulty for a Journeyman character, giving a TN 20. Akira and the GM agree to use Endurance (2) combined with his knowledge of Plants (1) and Strength (4) to forcefully remove key points while holding the tree steady. This gives a modifier of 7, even with 1D6 rolling a 6 it would not be enough. Akira chooses to use Enhancement for a 1 point bonus and a Kiai making the check 2D6+8. By spending 1 point of Stamina to use All In they can maximise the dice giving a total of 20 allowing them to succeed quickly with some exertion. After the "Round" has passed, they pay 2 Energy total for the Enhancement and Kiai. 10 Minutes resting at the shrine can be used to recover the expended Stamina. Instead of spending the resources, Akira could choose to rush the job potentially causing some damage to the shrine, though this may have some consequences.

SUCCESS THRESHOLDS

When making a Skill Check, if your result would get you high enough for a different Target Number you may have succeeded with extra benefits. Usually this would be simple things similar to Critical Effects such as being faster, using less resources, a bonus to a future check or even finding something that otherwise would not have been there.

EXTENDED CHECKS

Extended Skill Checks use the Skill Clock system. A Skill Clock consists of a number of Segments, a Check Difficulty and a Check Duration, all of which can vary. Check Difficulty represents how hard the steps of your project are, based off the TN chart. Segments represent how much work a project requires. To attempt work on a project a PC must spend time equal to the project's Check Duration, then make a relevant skill test vs. the project's Check Difficulty and mark progress. A project is completed when a PC's Progress equals or exceeds a project's number of Segments.

EXAMPLE: Giran wants to craft a new blade. The GM decides the fastest part is smelting the metal and makes that 1 Segment. Forging the Blade takes 2 segments and crafting The Handle is 3 segments for a total of 6 Segments required. It is also decided that each Segment takes 3 hours of time. The difficulty is determined by the material used and how basic the item is, in this case it's a basic Iron sword so the GM sets the difficulty to Journeyman Tier Puzzling Difficulty. This means 1 Segment is TN 20.

Sword Smithing

Segments Required - 6

Time Taken - 3 Hours

30+ = 3 Segments

25-29 = 2 Segments

20-24 = 1 Segment

15-19 = 0 Segments

<15 = -1 Segment

Rolling 30+ on each check would still make it take at least 6 hours.

Alternatively, you can break the segments down into chunks to treat separately. Using the previous example: Instead of needing 6 total Segments, you need 3 Segments to Forge the Blade and 2 Segments to Forge the Handle with 1 final Segment to combine them. Each of these are treated separately and could require different Sub Skill combos, even with people working on the Blade and Handle at the same time. Of course, a fancier blade with more Critical Die or made from Special Materials should take longer or have a higher TN for the PC to achieve.

STAMINA

SPENDING STAMINA

Stamina can be spent to activate temporary bonuses.

- **LAST GASP** - When your received Damage has exceeded your Health and you are not yet unconscious, you may spend Stamina at the start of a round to act. This is spent each round that you choose to be active.

- **STRAIN** - You lower the Reflex Cost of an Action by 1. This is spent when declaring the Action even if it would be interrupted. A Reflex 1 action becomes Reflex 0 (Quick).

- **ALL IN** - When making a Skill Check or Damage Roll, maximise the result of up to 2 dice. These dice do not Explode.

This is spent when resolving an Action and may be used multiple times on the same check.

- **ENERGY RECOVER** - You may take a Recover Action (Reflex Cost 1) to recover your GenKi pool. You recover 10% of your Total GenKi with a minimum of 1. This is spent when the Action resolves.

LOSING STAMINA

Stamina can be lost without gaining a benefit. If you reach 0 Stamina, you are unconscious until some is recovered.

- **FATIGUE** - When you are performing physical feats for a long time you begin to lose Stamina. This includes Heavy labour lasting more than an hour or Marching for multiple hours.

- **EXHAUSTION** - You naturally lose Stamina during a fight. At the end of every fifth round of combat (40 seconds) you lose 1 point of Stamina.

- **STAGGER** - Some attacks can cause Stagger. This causes you to lose 2 Stamina when the attack is succesful.

RECOVERING STAMINA

Stamina is recovered by resting. This is usually 1 point of Stamina for every 10 minutes of resting. This can be adjusted based on whether or not you have sufficient food, your level of accommodation, or even things like the weather and the terrain you are in. Being outside in a desert is harder to rest in than a comfortable bed inside a hut. Stamina may also be recovered faster with magical items, special foods, or character relevant ways the GM may deem appropriate. Though alternate means of recovery should be limited in frequency and use.

These uses of Stamina and ways to lose it are not an exclusive list. If the GM and players can find creative uses of Stamina as a resource then it will help make the game your own.

COMBAT

Combat in WBS is tactical and crunchy. It is heavily recommended to use a Hex grid to keep track of locations of characters, obstacles, and projectiles. Each Hex represents 1 meter of space. A round of combat takes place over a period of 8 seconds.

PHASES

A Round in combat consists of four Phases, one for every 2 seconds. Reflexes are divided across the four phases following this pattern: Phase 2 -> Phase 4 -> Phase 1 ->Phase 3->Phase 2... and so on for each Reflex you have. Any part in a phase where a character has a Reflex point is referred to as a Tick. Phases then resolve going from left to right, Phase 1 to Phase 4.

A single Phase can have multiple Ticks as long as they are divided according to the pattern. (i.e. Player A has 3 Reflexes, this means that Player A has a Tick to use during Phase 1, 2 and 4. Player B has 5 Reflexes and thus have two Ticks on Phase 2 and one Tick on Phase 1, 3 and 4)".

At higher tiers, the amount of Phases in a Round is increased. Expert has 8 (One second per Phase) and Legend has 12 (Half a second per Phase). Fill them in following 1A -> 1B -> 1C -> 2A etc.

A Round is always 8 seconds no matter how many Phases there are in the round.

REFLEX ORDER	3	1	4	2
PHASE COUNT	1	2	3	4

FACING

During a round, a character has a Facing. This is made of a 180 degree arc, 3 joined hexes used mostly for Attacks. A character that is attacked from behind is unable to use Active Defense.

ENHANCEMENT VALUE

At the start of the round, each character decides if they are using an Enhancement Value (EV). This value is used until the start of the next round and increases the Upkeep Cost by the same amount. Increases to Dex and Strength count for Reflexes and Health.

KIAI

During any Action that involves a die roll, you may perform a Kiai to roll an additional 1D6. This increases the Reflex Cost by 1. Kiai may also be used to improve an Active Defense. During Upkeep you pay 1 additional Energy for each Kiai die you used during the round. Kiai may be used once per action.

RELAXING

At the start of the round, a character may instead choose to Relax. This lowers their Physical Attributes by 2 for the Round and reduces the Upkeep Cost by 1.

ACTIONS AND REACTIONS

Characters can perform both Actions and Reactions.

Actions must wait until you are Active to resolve.

Reactions resolve immediately and delay being Active by the Reflex Cost.

ACTIVE CHARACTER

The character that has the most remaining Ticks in a Phase is considered the Active Character. When a character is Active, they resolve their previous action (if any) and then declare their next action. Multiple characters can be active on the same Tick.

RESOLUTION ORDER

If there are multiple Active Characters then their Actions resolve depending on the type of Action.

Quick - Any Action made Quick, usually by reducing the Reflex Cost to 0 or after performing half of a Move. You may only Resolve one Quick action early, any other declared action resolves in it's normal category.

Movement - Any character that is resolving movement.

Attacks - Any character that is resolving their attack.

Energy - Energy manipulation like Channel or Shape.

Other - The GM will need to adjudicate other actions.

After Actions have Resolved, the Active Character(s) then declare their next Action in the order that they resolved.

NOTE: You may only resolve one action as Quick on each tick. If you would resolve multiple Quick actions on the same tick, such as when performing a Fast Attack with a Walk, choose one to resolve as Quick and the rest resolve in the normal order. You can still only resolve one action of each type on a Tick.

ACTION DECLARATION

Each Action has a Reflex cost. When declaring an Action, a number of your Ticks equal to this cost must pass before your action resolves. After declaring an action you choose a Facing until your action Resolves.

EXCESS COST

Be careful when declaring actions that have a higher Reflex Cost than you have Ticks remaining. Actions use Ticks in the next round to count the resolve and you are unable to use Active Defense yourself until you become the Active character.

END OF ROUND

At the end of each Round, characters take a brief pause to readjust themselves for the next flurry of action. End of Round counts as 1 Tick passing for Resolving Actions. Every character pays an Upkeep cost with Energy (GenKi or ReiKi). The base Upkeep Cost is always 1. This is increased by 1 for every Kiai die used in the round, every Sprint Action taken, and by the EV if any was used. If a character Relaxed, the Upkeep Cost is reduced by 1. If a character only performed 1 Major Action it is also reduced by 1.

MOVEMENT

Speed is equal to 1 + (Dexterity/2). If you have 0.5 movement, allow +1 Hex of movement for every second Run Action you take. The following list of Actions are how you move.

WALK (Reflex 0/Quick) - Move up to half of your Speed

RUN (Reflex 1) - Move up to your Speed

SPRINT (Reflex 1 + 1 Energy) - If your previous action was a Run, you may Sprint for Speed x2. You may continue to use Sprint actions until you resolve another Action. You must spend +1 Energy at End of Round for each Sprint Action taken during the Round.

When you use a Movement Action, you may move half of the total Movement value on the Tick it is declared. If you do not move the rest when you would resolve, your next declared Action resolves as if it was Quick Action. You may not declare two different Move Actions.

NOTE: EV does not add to Speed.

ATTACK

When performing an Attack, you choose a Weapon Type and a Strike Type. These determine the Reflex Cost and Damage Die.

Strike Type is one of three options: Fast, Strong, or Standard.

Weapon Type is either the Weapon you are wielding or one of multiple Unarmed Types.

DICE SIZE CHART

D4-1 - D4 - D6 - D8 - D10 - D12 - D12+1

D12+1 Crits on 11-12 and D4-1 Fumbles on 1-2

STRIKE TYPE

Strike Type determines the base Damage Die and Reflex Cost of your attack.

FAST: D6

Reflex 0 (Quick)

STANDARD: D8

Reflex 1

STRONG: D10

Reflex 1. Unable to use Active Defense.

WEAPON TYPE

Weapon Type modifies the Damage Die and Reflex Cost, as well as other modifiers such as range or speed.

HAND WEAPONS

TYPE	DAMAGE	REFLEX	EFFECT
FIST	+0 Size	+0 Reflex	N/A
PALM	-1 Size	+0 Reflex	+1D6 when Blocking
CLAW	-1 Size	+0 Reflex	+1 Critical Range

LEG WEAPONS

TYPE	DAMAGE	REFLEX	RANGE
KNEE	+1 Size	+1 Reflex	0
FOOT	+0 Size	+1 Reflex	0-1
SHIN	+2 Size	+1 Reflex	1

MELEE WEAPONS

The modifiers of Melee Weapons are listed in Equipment

RANGED WEAPONS

Ranged Weapons come in three categories: Thrown, Assisted, Unassisted. The modifiers are listed in the Equipment Section and detailed further here. Thrown Weapons use Weapon Encumbrance and Ammo Encumbrance as two separate value to determine Speed.

Unassisted Weapons require Reload (Reflex 5)

Damage Type: Is determined by the chosen Ammunition. A standard group of 6 ammunition comes under the same Encumbrance.

Encumbrance: A Ranged Weapon has an Encumbrance Score like a Melee Weapon. This is added to the Ammunition Encumbrance to determine the total effective Strength Modifier for Damage.

Speed: Each Ranged Weapon has a travel speed. This is how many hexes it moves at the end of each Phase. The attack roll is performed once and the attack continues in a line until it successfully strikes a target.

EXAMPLE: A Throwing Dagger has a Weapon Encumbrance of 1 and an Ammunition encumbrance of 1. This gives it a Speed of 15 and a Damage Modifier of +2. You could make it easier to throw by increasing the Weapon Encumbrance, make it top heavy by increasing the amount of Critical Die and the Ammo Encumbrance, or a mix between the two.

ATTACK RESOLUTION

When resolving an attack, make a Skill Check using the chosen Skills and Dexterity. Choose a target in Range and in your current Facing. A Ranged Weapon instead travels in a chosen line. If there is a valid target, they may choose Basic Defense or an Active Defense option to use against the incoming attack. This sets the TN for your Skill Check. If your Skill Rolls ties with the TN, your Damage is halved before any Damage Reduction. If your Reflex Attribute (modified with Relax or EV) is higher than the target's Reflex + Perception Ranks, then the target lowers their Basic Defense by the difference between the two. Using a Feint Action (0 Reflex) adds your Feint Ranks to Reflex for this check.

DEFENSE RESOLUTION

When an Attack in your Facing would resolve against you, you may choose to use an Active Defense. Active Defense is a Reactive Check with a Reflex Cost and delay your own Action Resolution. Otherwise it is rolled against your Basic Defense.

BASIC DEFENSE

Even if you choose not to use an Active Defense, as long as you can see the attack, you have Basic Defense. Your Basic Defense is calculated by adding

(Dexterity + Wits)/2 + 4 + Awareness Ranks

ACTIVE DEFENSE

Your three Active Defense options are listed below. Active Defense costs 1 Reflex plus the Weapon Modifier. If you are currently resolving an Attack you must use the same Weapon. The bonus applies against all incoming attacks until Active.

PARRY: When using Parry you add your Parry Ranks + Weapon Ranks to your Basic Defense.

BLOCK: When using Block, your Damage Reduction (DR) is increased by Weapon Ranks + Block Ranks + Strength. Palm adds +1D6 for each Damage Die it would roll on an attack.

DODGE: When using Dodge you add your Wits/2 + Dodge Ranks. You may move up to Walk when you first declare this Defense. If you are currently using a Movement action, or choose to Walk, you add Speed to this value as well.

NOTE: Remember to add Core Skill Ranks when counting the ranks in a Sub Skill

DAMAGE

If your attack is successful, you deal damage to the target. The damage dealt is 1 Die + Strength, with 1 additional Die for every 4 ranks in the chosen Skills (including Core Skills). The size of the Damage Die is determined by the chosen Strike Type, and modified by the Weapon Type. The Target reduces the final result by their Damage Reduction.

AVERAGE DAMAGE

In place of rolling you may instead opt to take the average value of the dice. Every damage die used this way does half of it's maximum value, with every second die adding +1 on top (average gives .5 on each die). This may also be done with the Critical dice.

DAMAGE REDUCTION

A character reduces incoming damage by Damage Reduction. By default this equals Constitution + Armour DR + Block Defense.

NOTE: If your incoming damage is reduced to 0 because of your EV, you lose 1 point of Energy

CRITICAL EFFECTS

If an Attack Die or Damage Die rolls a Critical Result, it gets rolled again as a Critical Effect die. Each Critical Effect die can be rolled as either Penetrate, Stagger, or Knockback. If multiple Critical Effect die of the same type are used, they are totalled together. You may choose a different Effect for each die.

PENETRATE: When rolling Penetrate Die, the target lowers their DR for the attack by the rolled value.

STAGGER: This is added to the final Damage roll (after DR is used). The target makes a Skill Check (Endurance + Concentration + Wits) against the Total roll as the TN. If the target fails the Skill Check, they lose 2 Stamina.

KNOCKBACK: This is added to the final Damage roll (after DR is used). The target makes a Skill Check (Balance + Stance + Dexterity) against the Total roll as the TN. If the target fails, they are treated as a Ranged Attack with a speed of 1 for every 10 Damage rolled (before DR is used). They only travel for 1 Phase.

NOTE: Remember to reduce the Critical Effect rolls by the Soak Value of the Target.

HEALTH THRESHOLDS

When a character receives damage, it is added to the damage already taken and compared to the Health Attribute.

If the taken Damage is equal to or higher than their Health Attribute, the character is considered to be out of combat and may remain active in the fight by spending a point of Stamina each round. When spending Stamina they may act normally.

If the damage is double the Health attribute then they are unconscious. Spending Stamina allows consciousness.

If the damage is triple the Health attribute, the character is forcibly unconscious and will likely be considered dead without direct medical intervention.

SAVING GRACE

If a character would be taken over their Health Threshold from Damage, they can choose to stay conscious by disabling a limb. They are still considered unable to fight, and medical help may be required to make it function. Allow 2 or 3 limbs for more damage.

REFLEX 0 ACTIONS

Some actions have a Reflex Cost as 0, these will be labeled as either "Quick" or "Instant". A Reflex 0 (Quick) action resolves as Quick during your next Tick, you may only declare one per Tick. A Reflex 0 (Instant) action resolves immediately on the same Tick, you may declare an unlimited amount of these on the same Tick but the same Action may not be used twice. You can declare a second action on the same Tick as you declare a Reflex 0 action regardless of the Reflex Cost. Combat assumes your character is able to do two activities at a time, provided one is a Quick Action. If you want your character to focus on just one activity such as moving or attacking, you may use a Quick Action of the same type as your Declared Action. You are able to use a Quick Attack and standard Attack on the same Tick, however you first Resolve the Quick Attack then your standard Attack resolves after all other Quick and Movement Actions.

ACTION LINKING

Action Linking is mostly used to represent combo strikes and techniques. When declaring Link Actions, choose a combination of Attacks, Movement, Defenses, and others. All Linked Actions have Reflex Cost reduced by 1. Movement and Reactions like Active Defense may be resolved on any Tick value delaying the Resolve of the next Attack. If the Reflex Cost has been reduced to 0, they resolve immediately on any Tick as Quick. Prepare is a good Action if you wish to wait and see what happens next in combat.

Link Activation: To Activate a Link, you take the Prepare Action (Reflex Cost 1). When it resolves, you may declare Link Actions with a total Reflex Cost up to your Reflex Attribute. Linked Attacks must be resolved in the chosen order.

ACTION SUMMARY

Action	Summary	Cost
Kiai	Add dice to action	+1
With Weapon	Use a weapon with an action	+1
Energy Recover	Spend Stamina to restore 10% of GenKi	1
Strain	Spend Stamina to speed up action	-1
Walk	Move at Half Speed	0
Run	Move at Speed	1
Sprint	Move at Double Speed with +1 Energy	1
Fast Attack	D6 Attack	0
Standard Attack	D8 Attack	1
Strong Attack	D10 Attack w/o Active Defense	1
Hand Attack	Fist Palm or Claw	+0
Leg Attack	Knee Foot or Shin	+1
Reload	Reload Unassisted Weapon	5
Active Defense	Parry Block or Dodge	1
Leg Attack	Knee Foot or Shin	+1
Prepare	Prepare to use Link	1
Link Actions	Use a Prepared Combo	-1
Feint	Add Feint ranks against Perception	0

COMBAT EXAMPLE

Setup

Akira and Zhao have come into an encounter with Bandit Wolf who has been waiting to fight them. At the start of the round, all the standard checks are made: No stealth or ambush needs to be checked for, no one is using EV, and each character has a total Reflex of 8. At the start of Phase 1, all three characters have 2 available Reflex.

Declarations

Akira declares a Run toward Wolf. When declaring the Run, Akira immediately moves half of their Run distance. Zhao declares a Standard Attack using a Bow. Using a Bow increases the Reflex cost by 2, to a total of 3. Wolf declares a Strong Attack, assuming Akira will move into range and because the attack is Strong, Wolf cannot use Active Defense until the attack resolves.

Resolution

After the first Reflex tick, Akira and Wolf each have 1 remaining Reflex, while Zhao has none on the Phase. Because Akira and Wolf are tied, their actions resolve simultaneously. According to the priority chart, movement resolves before attacks. Akira first completes their Run and ends adjacent to Wolf. Wolf then resolves the Strong Attack against Akira. Akira chooses to Block, spending 1 Reflex to increase their Damage Reduction (DR). Wolf rolls well and generates multiple 6s, gaining Critical Dice which are spent on Critical Knockback. Damage is rolled normally and then Knockback is added to Final Damage (after DR), after which Akira rolls Resistance against the Knockback effect (**Balance+Stance+Dex vs Final Damage+Knockback**). Failing the check means that Akira will be knocked back 4 hexes. Knockback does not occur immediately and instead resolves at the end of the Phase. Wolf uses their remaining Tick to Run, moving half of his Run towards Zhao.

End of Phase 1

After all character are out of Ticks, the Phase ends. Knockback is resolved, pushing Akira 4 hexes away.

Phase 2

Phase 2 begins with normal checks. Wolf is able to Resolve his action now. Akira and Wolf are then ready to act, while Zhao's previously declared attack will resolve on the next Tick. Wolf moves his full distance and declares a Fast Attack with a Run, moving half of his Run distance to get into a good position to strike Zhao. Akira spends his Tick standing up. When the next Tick comes up, four actions will Resolve. Normally a Move will Resolve before an Attack, however a Quick action may Resolve before any other Action. Wolf uses his Fast Attack to Strike at Zhao. Zhao can choose to Defend against the Attack, however using a defense will delay the Resolve of his action by 1 Tick. Zhao chooses to use one of his limited Stamina points to

lower the Reflex Cost of Dodge to 0, allowing him to Walk for free out of the way of the attack without delaying his own Action. If he was still in range, his Defense would also be increased from the Dodge. The next Action to resolve is Wolf's Run, who chooses to move towards Akira who is standing up. Finally Zhao's attack goes off, striking Wolf in the back means he is unable to declare a Defense.

Phase 3 Onward

The last two phases continue like this, checking for Active Characters and moving into advantageous positions. At the End of the Round all characters reset themselves for the next flurry of action. They spend 1 Energy (either GenKi or ReiKi) and would pay more if they either used an EV or a Kiai.

CHARACTER BUILDING

A Character is made up of multiple mechanical components as well as descriptive flavourful ones. These mechanics include Attributes, Skills, Items and Techniques. Most of these are improved by spending XP. A suggested XP value for a new character is 250 XP. If you want more experienced or stronger characters, start at a higher XP value.

ATTRIBUTES

Attributes are divided into Primary and Derived Attributes. Primary are your Core Stats and Derived are secondary functions that are mostly passive benefits.

PRIMARY ATTRIBUTES

An Attribute of 1-5 represents most people you meet. Attributes of 6 or higher are only achieved through dedication and found in people like Sprinters, Power Lifters, Endurance Swimmers, Scholars, and Diplomats.

The value starts at 1. The XP Cost to increase a Primary Attribute is the new value +3.

PHYSICAL

Physical Attributes represent what your character can do with their body. They are also added together to determine your total **GenKi**.

STRENGTH

is used to determine Melee Damage, Encumbrance Capacity, and Health. It can also be used when performing Skill Checks that involve physical force.

CONSTITUTION

is used to determine Damage Reduction and Stamina. It can also be used when resisting effects that impact your fortitude, such as a poison and exposure to disease.

DEXTERITY

is used to determine success with an Attack as well as Speed and Reflexes. It can also be used when performing Skills that require precise movement and maneuverability.

MENTAL

Mental Attributes represent what your character can do with their mind, personality and willpower. They are also added together to determine your total **ReiKi**.

SMARTS

is used to determine Health. It can also be used when making Skill Checks involved around knowledge, medicine, and science.

CHARISMA

is used to determine Stamina. It can also be used when expressing the force of your personality, such as when trying to manipulate others or motivate through leadership.

WITS

is used to determine Reflexes and Defense. It can also be used when resisting effects that impact your mental state, such as hypnotism and fear or aspects relying on instinct.

DERIVED ATTRIBUTES

Derived Attributes are based on the average (Round Down) of the two connected Primary Attributes and adds it as a bonus. The Attribute starts at 0 and may be increased up to the value of the lower connected Attribute for the normal XP Cost. You may increase it above this value for +1 XP cost up to a maximum of the higher connected Attribute. The XP Cost to increase a Derived Attribute is the new value +2 (or +3).

HEALTH (STRENGTH+SMARTS)

Determines a threshold for how much Damage you can take and still fight. Further Damage can cause real injury.

STAMINA (CONSTITUTION+CHARISMA)

A resource you can spend for various bonuses. It is also used for long term labour and fighting. Listed Page 9.

REFLEX (DEXTERITY+WITS)

Determines how frequently you act in a round. You have Ticks equal to this score.

EXAMPLE: Player A has Physical Attributes: Strength 4, Constitution 4, Dexterity 5 and Mental Attributes: Smarts 2, Charisma 4, Wits 3 for a total cost of 96 XP. This makes their Derived Attributes: Health 3, Stamina 4, Reflex 4. They can increase their Derived Attributes by up to 2, 4, and 3 respectively for an additional 37 XP. This gives final values of Health 5, Stamina 8, Reflex 7. This also leaves 117 XP to spend on Skills.

ENERGY

Separate to Primary and Derived Attributes, each character has Energy. If a mechanic says to spend Energy, it may be spent from GenKi or Reiki. The use is explained later but their calculation is below. These are only increased through specific Skills, not directly from XP like other Derived Attributes.

GENKI

GenKi is a character's Physical Energy. It is primarily used when boosting your Physical Attributes.

Calculated as (Strength + Constitution + Dexterity) * 1.

REIKI

ReiKi is a character's Spiritual Energy. It is primarily used when performing performing Special Techniques.

Calculated as (Smarts + Charisma + Wits) * 6.

SKILLS

Skills are split into Core Skills and Sub Skills. Core Skills are general categories of skills and Sub Skills are more specific uses. Sub Skills start at 0 and increasing Skills costs XP equal to the new value +1. Every 3 ranks in a group of Sub Skills gives 1 rank to the Core Skill.

TIER THRESHOLD

When building a character, your Attributes and Skill Ranks have a soft limit depending on the Play Tier. The Tier is chosen by the GM depending on the kind of game they wish to run and how powerful they want characters to be. It can increase over time.

Skills and Attributes may be increased beyond the Threshold but no more than one Tier above. When you improve these Skills and Attributes, the XP cost is +2 higher than normal. At Journeyman Tier, all characters have an Attribute Threshold of 5 and a Skill Threshold of 3. Each Tier increases these values again by 5 and 3. When something refers to a "Journeyman Skill" it means that a Skill has 3 ranks or less, even though a Tier 1 character can have Skill Ranks of 4 to 6.

Characters with an Attribute below 4 or a Skill below 2 are considered inept and limited capacity in that field.

EXCESS XP SPENDING

If you have spent extra XP to buy an Attribute or Skill past the normal threshold, or paid extra for a Technique considered rare or difficult you can get that XP back when you meet the normal requirements. XP spent on a Derived Attribute will always be spent. Increasing the lower Connected Attribute may boost it. XP spent above Tier Thresholds is slowly refunded every time you gain XP (See Play Tier in GM section). Extra XP spent on a Special technique may be refunded or spent to improve the Technique.

TIERS

COMMONER (TIER 0)

Characters in this Tier are usually untrained, unskilled, and just capable in one or two jobs.

Attribute Threshold: 1

Skill Threshold: 0

Attribute Limit: 5

Skill Limit: 3

JOURNEYMAN (TIER 1)

This represents the average person in the real world. Capable with a little training but not otherwise noteworthy in their field.

Attribute Threshold: 5

Skill Threshold: 3

Attribute Limit: 10

Skill Limit: 6

ADEPT (TIER 2)

The naturally gifted and beginning training in specialty skills.

Attribute Threshold: 10

Skill Threshold: 6

Attribute Limit: 15

Skill Limit: 9

EXPERT (TIER 3)

Those who put in training to become specialists and teachers.

Attribute Threshold: 15

Skill Threshold: 9

Attribute Limit: 20

Skill Limit: 12

MASTER (TIER 4)

The peak of expected human capability, usually years of practice.

Attribute Threshold: 20

Skill Threshold: 12

Attribute Limit: 25

Skill Limit: 15

LEGEND (TIER 5)

People who have stories written about them, likely exaggerated.

Attribute Threshold: 25

Skill Threshold: 15

Attribute Limit: Limitless

Skill Limit: Limitless

MYTHIC (TIER 6+)

This represents near infinite growth beyond measure. Stat and Skill thresholds are removed at this Tier.

XP COSTS

TYPE	COST	Tier Thresholds	Tier Limits
PRIMARY ATTRIBUTE	New Value +3	5/10/15/20/25	10/15/20/25/∞
DERIVED ATTRIBUTE	New Value +2	5/10/15/20/25	10/15/20/25/∞
SUB SKILL	New Value +1	3/6/9/12/15	6/9/12/15/∞
CORE SKILL	AUTOMATIC	3/6/9/12/15	6/9/12/15/∞

ATTRIBUTE XP COSTS

VALUE	P COST	P TOTAL	D COST	D TOTAL
1	0	0	3	3
2	5	5	4	7
3	6	11	5	12
4	7	18	6	18
5	8	26	7	25
6	9	32	8	33
7	10	39	9	42
8	11	47	10	52
9	12	56	11	63
10	13	66	12	75
11	14	77	13	88
12	15	89	14	102
13	16	102	15	117
14	17	116	16	133
15	18	131	17	150
16	19	147	18	168
17	20	164	19	187
18	21	182	20	207
19	22	201	21	228
20	23	221	22	250
21	24	242	23	273
22	25	264	24	297
23	26	287	25	322
24	27	311	26	348
25	28	336	27	375

SKILL XP COSTS

VALUE	COST	TOTAL
1	2	2
2	3	5
3	4	9
4	5	14
5	6	20
6	7	27
7	8	35
8	9	44
9	10	54
10	11	65
11	12	77
12	13	90
13	14	104
14	15	119
15	16	135

SKILL LIST

Combat Skills are typically only used during combat and have specific combinations with Skill Checks. Non Combat Skills are the skills you use outside of combat when attempting to overcome obstacles, solve puzzles, repair objects, and other tasks.

NON COMBAT SKILLS

PHYSICAL

These represent your basic physical feats. Used when performing skills that require direct action.

CORE	SUB
ATHLETICS	Jump, Balance, Endurance
STEALTH	Hide, Disguise, Misdirect
AGILITY	Quiet, Tumble, Finesse
PERCEPTION	Listen, Sight, Scent
MARTIAL	Stances, Techniques, Tactics

SPIRITUAL

These represent your training in supernatural and spritual awareness. Used when dealing with discipline.

CORE	SUB
FOCUS	Meditation, Concentration, Awareness
SUPERNATURAL	Spirits, Energy, Magic

MENTAL

These represent your studies in academic fields. Used when performing skills that require skilled knowledge.

CORE	SUB
STUDIES	Chemistry, Academics, Biology
MATERIALS	Plants, Fabrics, Minerals
CRAFTSMANSHIP	Armourer, Construction, Mechanics

SOCIAL

These represent your ability to talk and understand people. Used when talking and understanding is best.

CORE	SUB
CULTURE	Politics, Religion, Hierarchy
APPROACH	Charm, Professional, Gossip
DISCUSSION	Negotiation, Deception, Intimidation
DEDUCTION	Etiquette, Insight, Appraisal

COMBAT SKILLS

WEAPONS

These are chosen based on what you currently have equipped and how you wish to try to perform the action.

CORE	SUB
HAND	Fist, Palm, Claw
LEG	Foot, Knee, Shin
MELEE	Short, Medium, Long
RANGED	Thrown, Assisted, Unassisted

TACTICS

These are combined with a Weapons Skill when performing a combat action.

CORE	SUB
STRIKES	Straight, Swift, Strong
DEFENSES	Dodge, Block, Parry

EXAMPLE: PC A wants to put a focus on social skills and knowledge. All Sub Skills in Approach are increased to 3 for a total cost of 27 XP. This gives a Core Skill of 3, giving a +6 bonus on any check using these Approaches. They put a rank in each other Social Skill costing 18 more XP, giving each category 1 Core Skill Rank. With the 133 XP spent on Attributes, this brings the total to 178 XP leaving 72 XP to spend on other Skills. If they wanted to specialise in a particular approach they could increase one to 4 ranks for 7 points (4+1+2) or 5 ranks for 7+8 points.

ITEMS

Characters have items, even if it is just clothing. Items are set into various categories. How much they have and what kinds is up to the GM, though players are expected to describe what items they have.

MISCELLANEOUS

For most basic items, characters have a list of objects that they carry in their day to day lives. Unless they are in a situation where resources are scarce or they may have lost items, assume that they have everything they need within reasonable limits. Miscellaneous items do not add to Encumbrance unless notably bulky.

ENCUMBRANCE

Encumbrance represents the total bulk of gear you are carrying and wearing. You have a safe capacity equal to your Strength. For every 2 points that your Current Encumbrance is over your Base Strength, your Agility and Constitution are lowered by 1. Your Strength is lowered by 1 for every 3 points of Total Encumbrance (before modifications). These reductions also lowers your GenKi total.

ARMOUR

Armour has three statistics: Damage Reduction, Soak, and Encumbrance.

Damage Reduction (DR): This is added to other Damage Reduction you have, such as your Constitution. Usually represents how much of your body is covered by the Armour and how much it interferes with an incoming attack.

Soak: Reduces the value of Critical Effects from an incoming attack such as Penetration or Stagger. Usually represents the material of the Armour.

Encumbrance: The total weight and bulk of your Armour, determined by DR and Soak. Armor has a Total Encumbrance equal to DR plus half of Soak (round down). When worn instead of being carried around, the Current Encumbrance is halved again. This may be modified by special or magical materials.

EXAMPLE: Iron Plate Armour covers the whole body and is made of a durable material. It has a DR and Soak of 10. This gives a Total Encumbrance of 15 (10 from DR, 5 from Soak), lowering Strength by 5. When worn it has a Current Encumbrance of 7.5, though Strength is still lowered by 5 from the unmodified Encumbrance. If you had a Base Strength (before reduction) of 4 or 5, Agility and Constitution would be lowered by 1 each. A Base Strength of 2 or 3 would instead lower them by 2. This gives a total Attribute reduction of -5 -7 or -9, lowering your GenKi and Derived Attributes proportionally. If your base Strength was 4 or less, you would need to use a boost (such as an Enhancement Value) to move faster than a crawl.

WEAPONS

Weapons modify the Reflex Cost and Damage Die of an attack, as well as adding one or more Critical Effect dice. The options for Weapon and Damage Type are listed below.

MELEE

TYPE	DAMAGE	REFLEX	RANGE
SHORT	+0 Size	+0 Reflex	0
MEDIUM	+1 Size	+1 Reflex	0-1
LONG	+1 Size	+2 Reflex	1-2

Range determines how many hexes away your attack can strike when resolving (Range 0 is an adjacent Hex).

RANGED

TYPE	DAMAGE	REFLEX	SPEED
THROWN	+1 Size	+0 Reflex	*2
ASSISTED	+1 Size	+2 Reflex	*5
UNASSIST	+1 Size	+1 Reflex	*10

Projectile Speed is **15 + (Weapon Enc - Ammo Enc) x Modifier**.

UNARMED

An unarmed weapon is set to one Hand or Leg Type and does not start with a Critical Die.

DAMAGE

Weapons also choose a Damage Type, this determines the Critical Effect die and potentially alters the Damage Die. Slash and Bash have the same size Damage and Effect Die, Pierce and Crush lower the Damage Die and increase the Effect Die by 1. For Ranged Weapons the Damage type is instead applied to Ammunition.

TYPE	CRITICAL	DAMAGE	EFFECT
SLASH	Penetrate	+0	+0
PIERCE	Penetrate	-1	+1
BASH	Stagger	+0	+0
CRUSH	Stagger	-1	+1

ENCUMBRANCE

A weapon has an Encumbrance of 1. You may add additional Critical Die by increasing Encumbrance by double the amount. Weapons that are carried, not equipped, have a current Encumbrance 1 lower than normal. One stack of 6 Ammunition counts as a single weapon when determining Encumbrance.

EXAMPLE: A Sword is a Medium Slash Weapon. When used to attack, the Reflex Cost is increased by 1. It also increases the damage die by 1 size category (D6-D8), can hit 1 extra hex away, and adds 1 Penetrate die of the new modified size. It normally would have 1 Total Encumbrance, but it can be made into a very sharp sword by increasing the Encumbrance by 3 and adding 3 more Penetrate dice. Even carrying it around in a sheath would give the modified sword an Encumbrance of 3, added to your other Encumbrance.

EXAMPLE: A Yumi Bow is an Assisted Ranged Weapon with a strengthened frame and has a Total Encumbrance of 3 (+2 Damage). It comes with a batch of 6 Pierce Arrows for an additional Encumbrance of 1, lowered to 0 when in a quiver. The Damage die is increased by the bow and decreased by the Pierce effect giving a final Penetrate die size of modifier +2 (Pierce makes the D6 become D4 Damage and D8 Penetrate. The Bow increases it again to D6 and D10). The bow will hit with a Strength Modifier of 4 and the arrows move with a Speed of 25 ($15 + (3 - 1) \times 5$).

WEAPON BREAKAGE

When the Penetration value + total Damage of an attack is less than the Soak or Damage Reduction of the object or target struck, the weapon used takes one stage of damage. Ammunition is affected instead of the Weapon in the case of a Ranged Weapon.

Chipped: A chipped weapon can be repaired with basic maintenance.

Cracked: A cracked weapon drops another stage when compared to the Soak And Damage Reduction of the target and is considered broken.

Broken: A broken weapon no longer applies it's Critical Effect Die to damage rolls. A broken weapon that drops another stage is Shattered.

Shattered: A shattered weapon no longer functions.

ENERGY USAGE

Energy is split into two resources, GenKi and ReiKi. For most characters these are just spent when paying for Energy Costs, however there are ways to make them another viable mechanic for PCs and notable NPCs. Sparks, Energy Skills, and Special Techniques. Access to all of these are optional for the GM to use and can be used independent of each other if desired.

SPARKS

When a character has their true inner power awakened, they are given a Spark. The chosen Spark increases the multiplier for their GenKi and ReiKi, increasing their available amount to use. It also allows an improved use of Enhancement Value with GenKi.

UNAWAKENED

The level of power of a character that isn't awakened. This should be most NPCs and should be PCs until they have accessed a boost through a point in the story.

GenKi = (Strength + Constitution + Dexterity) * 1

ReiKi = (Smarts + Charisma + Wits) * 6

MONK

The Monk Spark works best for characters that train body and mind. They have a decent physical boost.

GenKi = (Strength + Constitution + Dexterity) * 3

ReiKi = (Smarts + Charisma + Wits) * 8

WARRIOR

The Warrior Spark works best for characters that train the body almost exclusively. The highest physical boost.

GenKi = (Strength + Constitution + Dexterity) * 4

ReiKi = (Smarts + Charisma + Wits) * 6

MAGE

The Mage Spark is the opposite of the Warrior. Dedicated almost entirely to spiritual power.

GenKi = (Strength + Constitution + Dexterity) * 2

ReiKi = (Smarts + Charisma + Wits) * 10

EV BOOSTING

Once a character has a Spark, including Unawakened, they have access to a boosted EV. This is determined by their Core GenKi, which is half of their Total GenKi. You have access to an EV of 1 for every 10 in Core GenKi (round down). You can always use an EV of 1 like any other character. If your remaining GenKi drops below your Core GenKi, Core GenKi is lowered to the same amount. During End of Round, if you have Peak or Damper you may change your Core GenKi by 2 until it reaches the limits. Alternatively you may Channel 2 GenKi towards a Technique. You may Relax while using EV Boosting.

EXAMPLE: Player A has the Warrior Spark and 5 in each Physical Attribute. This gives a Total GenKi of 60 and a Core GenKi of 30. This allows them to use an EV of 1 or 3. Increasing Core GenKi up to 40 would allow an EV of 1 or 4. They would not be able to use an EV of 2 until their remaining GenKi drops down to 29, lowering Core GenKi when it does.

ENERGY SKILLS

If a character can find a trainer, they can learn GenKi Skills and ReiKi Skills. These increase your pool, as well as helping you control better and giving more options. They are purchased as Skill Ranks but do not have a Core Skill. Ranks purchased are added to the Attributes for determining total GenKi and ReiKi.

GENKI SKILLS

EFFICIENCY: This lowers the amount of GenKi spent by 1 per rank with no minimum cost. This applies to Upkeep Cost and Technique Cost and any other use that may come up.

CONTROL: This is used to Channel GenKi (1 Reflex) or alter your Core GenKi value (1 Reflex) for 1 per rank.

PEAK: This affects how high your Core GenKi can go with Control, increasing by 5 per Rank.

DAMPER: This affects how low your Core GenKi can go with Control, decreasing by 5 per Rank.

KIAI: This allows you to get more impact with your Kiai. When adding a Kiai, you may add 1 additional die per rank. This increases the Upkeep Cost by 1 per die.

REIKI SKILLS

POTENCY: This lowers the amount of ReiKi spent by 1 per rank to a minimum cost of 1. This applies to Technique Costs and any other use that may come up except for UpKeep.

CHANNEL: When taking a Channel action (Reflex 1), you Channel 1 extra ReiKi for each rank.

AURA: This acts as a passive amount of Channeled ReiKi equal to Ranks. Channeling adds on top of this.

SHAPING: When performing a Shaping action (Reflex 1) you Shape equal to 2x ranks. When performing a Channel action, you Shape equal to ranks.

CONCENTRATION: When you would lose Channeled ReiKi, the amount lost is lowered by Ranks.

REIKI (SPIRIT ENERGY)

GM NOTE: Access to Special Techniques and ReiKi Skills should be limited as a plot reward, such as finding a mentor.

ReiKi is the term for Spirit Power, this is possessed by all people but only truly usable by some. The basic use of ReiKi is to pay for Energy Costs without lowering GenKi. It is also used to pay for Special Techniques, such as energy blasts, flight, healing, or even telepathy.

USING REIKI

ReiKi used to pay for Upkeep does not need to be Channeled. To use ReiKi for Techniques it must be Channeled (Reflex 1). Each Channel Action let's you Channel an amount of ReiKi equal to 1 + 1 per Rank in Channel. When spending ReiKi, you spend the Cost minus your Ranks in Efficiency to a minimum cost of 1. If you have Ranks in the ReiKi Skill "Aura" you always count as having that much ReiKi Channeled. ReiKi used from Aura is still spent out of the pool, it just doesn't need to be Channeled.

LOSING REIKI

When you take damage, you lose Channeled ReiKi (if any) equal to the damage taken. This is lowered by 1 for every rank you have in the ReiKi Skill "Concentration".

During End of Round, you lose any Channeled ReiKi higher than your Concentration Ranks unless you spend 1 point of Stamina.

Lost Reiki is not spent and remains in the ReiKi pool.

SHINKI

ShinKi represents a character's Life Energy. If you do not have enough ReiKi to pay an Energy Cost you may instead take ShinKi. Every 1 point of ShinKi covers 5 points of ReiKi.

For every point of ShinKi a character has, their Health is lowered by 1. The new value is used when calculating Damage against Health and can make a character go down if the new Health is low enough. This does not count as taking Damage, and can only be recovered by resting for a significant period of time.

SPECIAL TECHNIQUES

The primary use of ReiKi is to pay for Special Techniques.

Special Techniques are supernatural abilities that convert your Spirit Power into Physical Manifestations. This is not a comprehensive list and it is encouraged for a GM to change what is presented in this list as well as coming up with their own.

You may improve individual Techniques by purchasing ranks in Potency for that Technique starting from a Rank of 0.

TECHNIQUE NAME

XP Cost

ReiKi Cost: Channeled ReiKi required

Shape Cost: Shaping Points required

Reflex Cost: Reflex required after Channeling/Shaping

Effect: Describes the Mechanics of the Technique

Description of Technique

REIKI CHARGE

10 XP

ReiKi Cost: 1-10

Shape Cost: ReiKi Cost x2

Reflex Cost: 0 (Instant)

Effect: Increases Strength by 1-10 for the next Skill Check including Block, Damage or other Passive Score checks.

The most basic of ReiKi techniques. The user gathers Channeled Energy into their hand, leg, or body parts to enhance their physical strength temporarily.

EXAMPLE: Player A has Channeling of 1, Shaping of 2 and Aura of 2. To use ReiKi Charge, Player A can spend 1-10 ReiKi depending on the bonus they want to add to their Strength. With an Aura of 2, they always count as having 2 ReiKi Channeled so only need to spend 1 Reflex for a Shape action if they want a bonus of 2. For a higher bonus, they will need to spend Channel Actions to gather 2 extra ReiKi at a time up to a total bonus of 10. With 2 Shaping Ranks, they can Shape 1 ReiKi during the same action it is Channeled. To get a bonus of 10 would take 7 Reflex: 4 Channel Actions for +8 ReiKi and 4 Shaping, 3 Shaping Actions for +6 Shaping. You can hold the Shaped ReiKi until you choose to activate it with a Technique. On any turn you may activate the Technique. Remember that ReiKi Charge is Instant, so it resolves on the same Tick before you declare another action. When ReiKi Charge is activated, ReiKi is spent and the next Strength check has the bonus applied.

REIKI OVERCHARGE

20 XP

ReiKi Cost: N/A

Shape Cost: N/A

Reflex Cost: N/A

Effect: Spend 1 Point of Stamina when using ReiKi Charge to use more than 10 ReiKi as a bonus on Strength

An improved version of ReiKi Charge. It puts strain on your system pushing it to the limit granting a massive boost.

REIKI FLING

20 XP

ReiKi Cost: 1+

Shape Cost: N/A

Reflex Cost: 0 (Quick)

Effect: When you resolve an Attack with ReiKi Charge you may turn it into a projectile with Speed equal to ReiKi spent on this Technique. Use the normal Attack damage.

Use some ReiKi to propel your charged Energy towards your opponent. The more power, the faster it travels.

REIKI BURST

20 XP

ReiKi Cost: N/A

Shape Cost: N/A

Reflex Cost: N/A

Effect: When Resolving an Attack improved by ReiKi Charge you may lower the Charge boost to increase the Range 2 Hexes per use

Use energy to increase the range of your attack.

EXAMPLE: Alternatively, you could choose to only use some of your Channeled ReiKi to activate ReiKi Burst. After using 4 Channel Actions you can choose to activate ReiKi Burst using your 4 Shaped ReiKi for a bonus of 4. This would cost you 4 Reiki, remove 2 Channeled ReiKi (2 from Aura) and leave you with 6 Reiki Channeled plus your Aura Ranks of 2 for a total of 8 Reiki still usable. If you had Ranks in Potency, you would have more remaining as you spent fewer ReiKi.

SELF HEALING

20 XP

ReiKi Cost: 1+

Shape Cost: N/A

Reflex Cost: 2 + 1 Continuous

Effect: Spend Reiki to heal an equal amount of Damage. You may continue spending for 1 Reflex per action.

Using your ReiKi, you can recover injury from your body. This Technique is what allows legendary heroes fight armies.

EXAMPLE: Player A has Channeled 10 ReiKi. For 2 Reflex they can activate Self Healing spending up to 10 ReiKi and healing that much Damage. They may continue to activate Self Healing for 1 Reflex, spending any remaining Channeled ReiKi including their Aura ranks. If they had any Ranks in Potency, the most ReiKi efficient use is to spend only their Potency Ranks + 1 per action which would cost only 1 ReiKi each use.

HEAL OTHER

20 XP

ReiKi Cost: 2+

Shape Cost: N/A

Reflex Cost: 2 + 1 Continuous

Effect: Spend Reiki to heal half the amount of Damage on another Target at Range 0. Range may be increased multiple times by spending 1 ReiKi for 1 Meter.

Using your ReiKi, you can recover injury from another. This Technique keeps armies alive.

PASSIVE TECHNIQUES

Passive Techniques are Special Techniques that use your Aura and Channeling Skills to provide a consistent benefit or to use a basic Technique without spending ReiKi. When a Passive Technique is charged, you spend ranks from Aura and Channeling to keep the effect active. Ranks spent to Charge are not usable for other effects. To change Charged ranks spend 1 Reflex. Some Techniques need to be activated first with the listed Reflex Cost. They may also be Deactivated for Reflex 0 (Instant). For every Channeling Rank used, you gain 2 Charge instead of 1.

NOTE: These Techniques can also be adapted as Active Techniques by spending ReiKi. Remember that these are not hard limits and restrictions on mechanics.

HARDENED AURA

20 XP

Charge Cost: 1+

Reflex Cost: N/A

Effect: For each Charged rank you increase your Soak by 1.

This protects you against sharpened blades and heat

FAST STEP

20 XP

Charge Cost: 2+

Reflex Cost: 1

Effect: For every second Charged rank you gain Flash 1. Until End of Round you may move 1 Hex as a Quick Action on any Tick (not just yours). You may resolve this Move up to Flash X.

The ability to appear in a place that you are not

BURNING AURA

20 XP

Charge Cost: 1+

Reflex Cost: N/A or 0 (Quick)

Effect: For each Charged rank you gain Burn 1. When you are hit by an attack at range 0 you deal Burn X in damage to the attacker. For Reflex 0 (quick) you may damage everything adjacent to you for Burn X, or you may lower X by 1 or more to extend the area by 2 per X lowered.

This is mostly for dealing with pests, whether bugs or people

WIND STEP

20 XP

Charge Cost: 2+2

Reflex Cost: 1

Effect: You gain the ability to hover in place with Fly 0. For every 2 Charged ranks above 2 you gain Fly +1. At the End of Each Phase you may move in any direction up to Fly X in meters. Until you deactivate Wind Step your Speed counts as Fly X when using Dodge.

Although slow, the ability to fly is near infinitely useful

GM GUIDE

RUNNING THE GAME

DESCRIPTIONS

Encourage players to be descriptive when making Equipment and Techniques. Describing their Weapon outside of a stat block or what type of fighting style a character uses helps make them feel unique. Not every strike is a single swing, it could instead be a flurry of blows. If their attack uses Inner Power, the whole body could glow. If they are using a Boosted EV, they have a flared up Aura.

ADVENTURE BUILDING

When writing an adventure or a campaign it is best to decide on whether you want the focus to be centralised with a primary hub location that players are sent away from for missions, or if the focus is on constant travelling with PCs coming into new locations every session or two. When writing up an adventure, focus on the chosen idea. If it's a central location, try to make missions that involve protecting the locale, gathering resources such as expert people or medical supplies, or investigating into nearby threats that might allow the town to expand. Travelling adventures can focus around towns in distress, carts being ambushed, escorts to different towns, or even a random abandoned shrine in disrepair. These may seem like it allows for more variety in adventure writing but clever GMing can let you take the same concept and apply it to more setups regardless. When designing encounters for the PCs, remember that they will have a variety of capabilities with some being tougher or stronger than others. Try to provide options for all skills to shine, and have puzzles with multiple skill solutions, even if they are at a different TN.

MORALITY AND CORRUPTION

WBS does not use a codified alignment or morality system, however purity of one self is a staple in the genre. A simple way to represent this is to remember that actions have consequences. If they steal from someone, that person may take it back or try to get a new one from someone else. Killing someone when not necessary can cause a power vacuum in their group, or perhaps it could lure predators to the area that would not be there otherwise. General selfish and "bad" behaviour can also be a magnet for spirits and demons increasing the rate of hauntings in the area.

If you want some more mechanical impact, you can have characters recognise the PCs from stories they have heard or perhaps feel a general vibe from their aura. This could lead to them being unable to shop, or stay in a town, or perhaps the trainer they have spent 2

months seeking will refuse to teach them the technique they need without purifying themselves.

If you do want to use this kind of morality, it is recommended to only allow spending XP during purification rituals such as meditation or overly good deeds to help others, or if XP is spent then all costs have a penalty to them with the refund given during purification (like purchasing over your Tier Threshold). Remember too that the average character will be deemed "corrupt" under this guideline simply through the necessity of day to day survival, so this should only have an impact on those that have Awakened a Spark.

CHARACTER PROGRESSION

Characters should gain XP to spend to improve themselves as they progress through the story. The final amount is decided on by the GM but should be the same for each player. At the end of each "chapter", or when a plot point has been closed, each player chooses 5 Skills and Attributes they used during the chapter. The character is given 15 XP to spend, with a minimum of 1 and maximum of 5 on each. They are also given 5 Bonus XP to spend on anything they choose. If a PC has a mentor of sufficient skill, they can improve for a lower XP cost. Bonus Free XP can also be stocked up and spent when it is needed, such as downtime training with a mentor or in a moment of desperation. If the characters have gone through a heavier event in the chapter, the GM may decide to give more XP than normal. Consider these guidelines not hard limits.

An alternative method is to focus on the spiritual and karmic side of character growth. Rather than improving from training and use, character's gain XP based on doing good deeds and becoming better people. Mechanically this should be the same amount given though you may instead allow them to pool their points over time then spend them all at once when given time to meditate and reflect on their recent actions.

TIME SKIPS

If you want characters to gain a lot of power at once it is suggested to do “time skips” in the story. Character’s can gain a large amount of XP to spend on their skills, attributes, and techniques freely allowing them to get improvements that would have otherwise taken multiple sessions. A suggested XP value for Time Skips is about 50 per week. It is best to use a time skip in a story when something major has recently been changed, such as the defeat of a recurring villain or the arrival of a new one. When doing a time skip, determine an amount of time that has passed and have the players describe what improvements they made and what training their character went through to gain those improvements. It may be a good idea to allow a time skip when increasing the Play Tier. It may also be reasonable to let players do some rebuilding of their character by refunding XP but limit the amount.

GAME CUSTOMISATION

Every part in this section is GM optional and makes big changes.

Remember that you can make the game your own. This is just a framework to run your own game.

If you want power enhancement to be more frequent you can make changes such as speeding up recovery of GenKi, increasing how much Efficiency applies, or how much GenKi characters have access to. It is still recommended to keep Core GenKi the same if you increase total GenKi so change the calculation as needed (If you double GenKi then Core GenKi should be one quarter instead of one half).

If you want to keep powers more restricted, you could change recovery of GenKi to 15 minute breaks instead of using Stamina, and changing Stamina recovery to hour long breaks or even overnight resting.

Other options for balance could be changing the XP costs. If you want less focus on combat, consider raising the XP cost of Combat Skills by 1 so it is cheaper to raise non combat skills. Halving the cost of Special Techniques will make players more likely to purchase them. Conversely increasing the cost will encourage them to seek out a trainer for the mentor bonus discount. Similarly, you can have XP spending only allowed during “training”, allowing the mentor bonus for most skills and attributes as well as techniques.

SPARKS

Sparks give characters access to GenKi Skills and a higher amount of GenKi and ReiKi.

If you want to introduce the mechanic to the game, it is suggested to add it as a story reward. Either when you want to introduce a new method of scaling characters without increasing the play tier, or as a reward for PCs choosing to search out a trainer. You can also start

them with the Unawakened Spark and GenKi skills before getting the Awakened Spark later in the plot.

TEMPERATURE

Temperature can have a variety of effects. When travelling, Extreme Heat or Cold can make character lose Stamina faster during labour and travelling, perhaps require some kind of endurance check to avoid heat stroke or frost bite without precautions being taken. Storms can make travel difficult leading to disease risk, slowing down travel, or even becoming impossible to cross over rivers. Windy weather and sandstorms can affect visibility, requiring shelter, affecting scents and smoke. Be creative.

FIRE AND ELEMENTS

Most effects of special attacks and damage is assumed to be left up to descriptive flavour so there is no hard rules on applying elemental effects to attacks. A “Flaming Arrow” might just have extra Penetration dice to help burn through armour, perhaps even treated like a “magic item” where the extra dice doesn’t increase encumbrance. Getting caught in freezing wind, or an ice cold lake could roll Stagger dice to damage stamina. Alternatively you could say that Fire does a small amount of damage that bypasses DR entirely, when done this way remember that characters can have very low Health so any damage adds up quick.

NEW SKILLS

The Skill system allows you to easily modify and change what skills are available to players. If you wanted to play a more modern game with less supernatural elements, you could tweak the available Knowledge skills or you could even add an entirely new skill set appropriate to the time or setting you want.

COMPUTING Wiring, Gadgetry, Programming

By combining the appropriate skills with these new skills, you could allow for the creation of Circuits, Motherboards, or even Robots.

PLAY TIER

Play Tier determines various aspects of the game, including Attribute and Skill limits as well as what TN to use for Skill Checks. If you feel Players are approaching the limits on the skills they want to increase, it may be time to increase the Play Tier one step. It is suggested to do so at the end of a major Story Arc, such as the defeat of a recurring villain. While it acts as a soft limit for PCs, you can make NPCs more skilled or challenging by building them at a higher tier. When the Play Tier increases, characters gradually get refunded for the extra cost of Skills and Attributes beyond the Threshold. Every time they gain XP, they gain an additional 2 XP until they match the extra XP spent on improving above the normal Play Tier.

Suggestions for alterations at increased Play Tiers include:

- Increase Core GenKi changing during End of Round
- Increase the natural EV of characters to 1 per tier
- Increase the amount of Major Actions needed before needing to spend Energy at End of Round

MAGIC ITEMS

A simple way to make Magic Items is to craft existing from Magic Materials. This could be done by making the materials "Light Weight" lowering the Encumbrance by a value. Alternatively you could give it a bonus such as increased Soak, granting Special Properties or even giving access to a Special Technique by itself. Provided are two examples.

SPIRIT WARDS

A small paper tag written with a mantra and blessed by a priest. When placed on an object this prevents the object from being touched by spirits if their Energy is below a given value. May also be placed on a door or other opening to prevent entry from spirits. The strength of a Ward is a limit for each Spirit, by combining multiple Wards you can fend off multiple Spirits within the Threshold. 5 Wards of Power 50 can hold off up to 250 Energy of Spirits with 50 or less.

SPIRIT BLASTER

A symbiotic device placed over your hand and attached to your arm through tendrils. It uses the wielder's ReiKi as a power source to charge energy for a Special Attack.

Allows the character to use a ReiKi attack without needing to Shape. Each Spirit Blaster has a preset Special Attack and some may even give bonus ranks in Channel.

CREATING NPCs

There is currently no NPC list, so here is a basic guide on statting up NPCs quickly at 150 points. This can also help make a PC.

Set Physical and Mental Attributes to: 4,3,2/4,3,2

Set two Derived Attributes to 1

Choose one Core Skill as Great: 1 Sub Skill at 3, others at 2

Choose two Core Skills as Average: Set Sub Skills at 2

Choose three Core Skills as Okay: 1 Sub Skill at 2, others at 1

COMBAT TWEAKS

GROUP COMBAT

When dealing with a group of NPCs in combat, keeping track of individual Reflex and actions can begin to feel tedious. Here are a few suggestions on how to alleviate some of the issue.

Individual Swarming: When encountering a group, you only control the actions of a few enemies at a time. When the PCs take one out, another steps out from the crowd to take their place. This works best when it is supposed to be a battle of attrition to wear down characters rather than expecting any one individual to defeat the PCs. It is best to decide beforehand what the threshold will be before the NPCs scatter whether it's a certain amount defeated, or a certain time passing. NPC strength is better on the lower side, preferably where PCs need to use some resources to fight but not necessarily push themselves hard.

Group Tactics: When dealing with a group trained to fight together, they are still treated as individuals with single resolutions. This works best when NPCs come in groups of 3 or more with the same statistics and declaring the same actions. Tactics will revolve around circling an opponent, readying the same action, and striking at the same time. When the attacks resolve, roll a single attack check using the highest skill and attribute among the group (if different), with a bonus based on other attacks resolving simultaneously. This is up to you to decide but should stay relatively small, such as adding some of the skill ranks of other members of the group. If Energy is spent, it is spent from a group pool. Enhancement Value is still based on individual GenKi. As each member of a group is taken down, the attacks should weaken accordingly.

NARRATIVE COMBAT

Regular detailed combat is recommended to only be used when it is dramatically relevant or important to the story. When the combat is against a notably strong

opponent or a large enough group that can't be dealt with quickly then you should follow the combat rules as normal. If dealing with a group of enemies, it is suggested to use the rules for Group Combat. When dealing with minor characters such as being accosted by some grunt types, pushing through a few regular people, or even fighting minor characters without a name that are significantly weaker than you should turn it into a narrative moment. A good guideline is if the opponents can be taken out in a single blow or can not hit a PC through their Basic Defense then it should be left up to a description of how the PCs take the targets out. If you don't want this to be too easy, you can turn this into a Skill Check with the result determining how long it takes. The PCs are also able to use GenKi and Stamina during this check if they want to rush through it even or with greater ease.

SNEAK ATTACK AND AMBUSH

A surprise attack can happen when an attack happens without the target seeing it coming. The targeted character can attempt to see the attack coming through use of skills like Awareness and Perception, turning it into a normal combat round. If combat begins through a surprise attack, then the target can not use an Active Defense or Enhancement Value until End of Round changes to the next round. Characters that have high enough Efficiency to use an EV with 0 cost may still have this active.

ENVIRONMENTAL EFFECTS

An easy way to mix things up in combat is to add in environment effects, passive effects that can impact how a character acts. As always, these are examples so make it your own.

Muddy Ground: Characters have their Speed lowered as they walk over muddy ground or other terrain that would slow them down. This could also apply to ankle deep water or loose gravel.

Unstable Footing: Characters may need to roll an acrobatics style test to Run over something considered Unstable Footing. This could include a bridge, a fallen log, a pile of bricks, or anything that can slide out from under you.

Bad Weather: Bad Weather can cause a variety of effect both in and out of combat. Windy weather could give a chance on ranged attacks going off course. Hot temperatures could increase the TN against Stagger or maybe lower your ability to use Aura or Channel. Cold temperatures can numb the hands giving a chance of dropping your weapon or making it harder to parry block. Fog could make it difficult to see beyond a certain range or even treat the ground as hard to see.

MONSTERS AND SPIRITS

Monsters is a misnomer, representing NPCs that might be considered Spirits, Demons, or even Aliens depending on your choice of setting. They are not inherently good or bad, just different. They are built like regular NPCs with some minor differences. This includes special traits and different Sparks. If a Player wants to make a Spirit PC it is suggested to balance out the extra strength with factors such as needing to hide their demonic nature from some NPCs, having trouble with trainers, or a small XP penalty during character progression.

SPARKS

Monsters have access to different Sparks from regular characters. They only use a single Energy Pool which counts as both GenKi and ReiKi. The Formula for JaKi and SeiKi uses all Physical and Mental Attributes of the character as well as the Multiplier. A Monster Spark character can spend Stamina instead of Energy. 1 Stamina pays for 5 Energy per Tier.

JAKI

Impure Energy. This is best used for neutral alignment or relatively mundane Monster type characters.

JaKi recovers like GenKi.

It uses a Multiplier of x2.

SEIKI

Pure Energy. This is best used by minor spirits normally found at altars and shrines, such as those that grant blessings or curses, or guidance through a forest. SeiKi recovers like GenKi.

In Upkeep, a character with SeiKi recovers 1 Stamina per Tier.

It uses a Multiplier of x1.

YOKI

Evil Energy. This is best used by the truly evil and powerful characters that lead others in battle or take in armies by themselves.

YoKi is the most powerful but recovers like ReiKi.

Users rely on spending Stamina to cover Upkeep and Technique costs.

It uses a Multiplier of x3.

SPIRIT SKILLS

Spirits do not have access to GenKi and ReiKi Skills, instead they access their own Skills. Ranks are added to the Energy Formula.

The following Skills act the same for a Spirit

Peak

Damper

Control

Shaping

Concentration

Channel

Aura

The following Skills are different or unique

EFFICIENCY: This lowers the amount of Energy spent by 2 per rank with no minimum cost.

BARRIER: The character has a Soak value of 1 for every Rank.

DURABILITY: The Character counts as having 1 extra Health per Rank when comparing to Damage.

Spirits do not have the Kiai Skill and can only add 1 die per Kiai.

GOBLIN (157 POINTS)

The lowest of the demons. This is not one made for combat, it's instead made for mischief and subterfuge. Their control of Energy is minimal mostly used for sustaining though they still have a thick skin. In combat, they rely on attacking in groups as even an Unsparked Human could defeat one if sufficiently skilled.

PRIMARY (68 Points)
STR -2 CON -3 DEX -4
SMRT -3 CHA -4 WIT -2

DERIVED (33 Points)
HLTH -4 STM -6 REF -5

Total JaKi 52
Core JaKi 11 - 31

DEFENSES
Basic - 7 **Dodge** - 8 + 2 (if moving) **Parry** - 7 + Weapon Ranks

SKILLS (34 Points)
Stealth (2) - Hide 2/Disguise 2/Misdirect 2
Agility (1) - Quiet 3
Perception (1) - Listen 1/Sight 1/Scent 1
Weapon (0) - Any 1
Strike (0) - Any 1

ENERGY (22 Points)
JaKi - Efficiency 1/Barrier 3/Damper 3/Peak 1



As written, this gives a monster that is well set up for being stealthy and remaining hidden. It is resistant to blades with a Soak of 3. Damper of 3 and Efficiency of 1 allows it to reduce Core down to 11 and maintain a constant EV of 1 making it capable of hiding from most sensing techniques. It can also increase up to an EV of 3 in desperate situations. Stamina of 6 also gives it room to fight for multiple rounds if necessary.

ORC (250 POINTS)

A brute made for nothing but conflict and hunting. They track their prey and overpower them with force and durability. The entire build is heavily focused in one area to the detriment of everything else.

PRIMARY (147 Points)
STR -8 CON -8 DEX -4
SMRT -1 CHA -1 WIT -2

DERIVED (9 Points)
HLTH -5 STM -5 REF -5

DEFENSES
Basic - 11 **Dodge** - 12 + 2 (if moving) **Parry** - 11 + Weapon Ranks

Total JaKi 62
Core JaKi 31

SKILLS (47 Points)
Melee (1) - Medium 3 **OR Ranged** (1) - Unassisted 3
Strikes (1) - Strong 3
Athletics (1) - Endurance 3
Perception (1) - Scent 3
Focus (1) - Awareness 3
Supernatural (1) - Spirits 1/Energy 1/Magic 1

ENERGY (21 Points)
JaKi - Efficiency 2/Aura 4/Barrier 1

TECHNIQUES (X Points) Self Healing



This relies on constant heavy weapon use and brute force. DR 11+ with Soak 1 gives great survivability, even more if they are wearing armour. The Self Healing enhances this even further any time they can take the actions to start healing up. If it's left to flee it will recover quickly.

TENGU (1608 POINTS) - TIER 2

The Great Sages of the Forest. Trickster Spirits as well as guardians of travellers. Tengu are known to be eccentric and unpredictable. Mostly harmless except to those who annoy them, many will seek them out to learn their tricks, techniques, and magic.

PRIMARY (486 Points)

STR -10 CON -10 DEX -10
SMRT -10 CHA -10 WIT -10

DERIVED (258 Points)

HLTH -20 STM -20 REF -20

DEFENSES

Basic - 26 Dodge - 43 + 5 (if moving) Parry - 38 + Weapon Ranks

Total JaKi 120

Core JaKi 60

SKILLS (864 Points)

Athletics (6) - Jump 6/Balance 6/Endurance 6

Stealth (6) - Hide 6/Disguise 6/Misdirect 6

Agility (6) - Quiet 6/Tumble 6/Finesse 6

Perception (6) - Listen 6/Sight 6/Scent 6

Martial (6) - Stances 6/Techniques 6/Tactics 6

Focus (6) - Meditation 6/Concentration 6/Awareness 6

Supernatural (6) - Spirits 6/Energy 6/Magic 6

Discussion (6) - Negotiation 6/Deception 6/Intimidation 6

Melee (2) - Medium 6

Ranged (2) - Thrown 6

Strikes (6) - Straight 6/Swift 6/Strong 6

Defenses (6) - Dodge 6/Block 6/Parry 6



This was written up to show a character with the Attributes pushed to the Threshold for a Tier 2 character and the Limit for a Tier 1. Almost every skill is at the Threshold except for Skills specifically about human culture,

and energy manipulation skills. Tengu are known to be strong, agile, smart, wise, and masters of many fighting styles with swords. Rather than using Special Techniques they instead utilise various Magic Spells such as Shapeshifting, Wind Manipulation, Teleporting, and Illusions.

HIGH DEMON LORD (11,376) - TIER 5

The Great Lord of all Demons. Stays on his throne ruling over the Spirit Realm and keeping everything in check. If he was to ever appear in the Mortal Plane, many would die.

PRIMARY (2376 Points)

STR -25 CON -25 DEX -25
SMRT -25 CHA -25 WIT -25

DERIVED (1125 Points)

HLTH -50 STM -50 REF -50

DEFENSES

Basic - 59 Dodge - 101 + 12 (if moving) Parry - 89 + Weapon Ranks

Total YoKi 900

Core YoKi 375-525

SKILLS (6885 Points)

Athletics (15) - Jump 15/Balance 15/Endurance 15
Stealth (15) - Hide 15/Disguise 15/Misdirect 15
Agility (15) - Quiet 15/Tumble 15/Finesse 15
Perception (15) - Listen 15/Sight 15/Scent 15
Martial (15) - Stances 15/Techniques 15/Tactics 15
Focus (15) - Meditation 15/Concentration 15/Awareness 15
Supernatural (15) - Spirits 15/Energy 15/Magic 15
Culture (15) - Politics 15/Religion 15/Heirarchy 15
Approach (15) - Charm 15/Professional 15/Gossip 15
Discussion (15) - Negotiation 15/Deception 15/Intimidation 15
Deduction (15) - Etiquette 15/Insight 15/Appraisal 15
Melee (15) - Short 15/Medium 15/Long 15
Ranged (15) - Thrown 15/Assist 15/Unassist 15
Hand (15) - Fist 15/Palm 15/Claw 15
Leg (15) - Foot 15/Knee 15/Shin 15
Strikes (15) - Straight 15/Swift 15/Strong 15
Defenses (15) - Dodge 15/Block 15/Parry 15

ENERGY (1350 Points)

JaKi - Peak 15/Damper 15/Control 15/Shaping 15/Concentration 15/Channel 15/Aura 15/Efficiency 15/Barrier 15/Durability 15

SPECIAL TECHNIQUES (X Points)

Self Healing
Heal Other
Reiki Charge
Reiki Overcharge
Reiki Fling
Reiki Burst
Manifestation (Inner Power x5)
Flare (Aura Strike)
Full Charge Manifestation (Inner Power x5 + Aura Strike)

AURA TECHNIQUES (X Points)

Burning Aura
Hardened Aura
Wind Step
Fast Step



This was written to show a character with everything pushed to the limit and to see how much XP it would really take. Consider it a guideline on capabilities when somebody specialises in various areas.

The High Demon Lord is the leader of the Spirit Realm and keeps order amongst the Chaos. His mere presence creates destruction in his wake, and when he fights anyone in the way will perish.

Using YoKi grants them a massive EV of 52 however with Efficiency 15 the cost is reduced by 30 leaving 22, barely covered by expending 1 Stamina each round. Perhaps that is the reason the Demon Lord rarely fights. Remember that YoKi recovers through sleep. The Basic Defense of the Demon Lord is 59 (4+25+30) and even if a hit gets through it won't damage. When combined with Armour, a DR of 100+ is possible meaning that most attacks at best would only do 1 Energy damage slowly wittling YoKi away instead of actual wounds. Even if actual damage was done, Self Healing can be used at a value of 31 for 1 YoKi spent. Using Burning Aura to damage anyone that strikes the Lord, and Wind Step to move without needing to spend Reflex means that simply by existing in an area, many weak spirits and human will die. Use the stat block as a cautionary tale rather than something intended to fight.

SPECIAL ATTACKS

Creating a Special Attack gives a cost efficient version of attacking with ReiKi Charge. A Special Attack is built with XP during downtime. If taught by a Mentor, it qualifies for a discount. A Special Attack must be activated like a Technique (Reflex 1) and adds ReiKi Charge to the damage if any. If a Special Attack with Speed has Damage remaining after striking an object, it continues travelling in the same direction.

XP COST

The XP Cost of a Special Attack is the ReiKi cost before any cost reductions are taken into account (such as Life Drain and Blood Sync). Modifiers can increase XP cost

SHAPE COST

A Special Attack has a starting Shape cost of 1

DAMAGE DIE

You can add 1D6 Damage Die for +1 ReiKi cost and 1 Shaping cost.

CRITICAL DIE

Add 1D4 Damage Die and 1D8 Critical Die for +1 ReiKi and 2 Shaping cost.

SPEED

You can add Speed to your Attack to go further than Range 0. +1 Speed for +1 ReiKi.

SPECIAL MODIFIERS

These are modifiers you can apply to Special Attacks.

INNER POWER +4 XP Cost

You may Channel GenKi up to 20% of Total GenKi as Trait Points. This may be taken up to 5 times increasing the Maximum GenKi value each time.

AURA STRIKE +4 XP Cost

You may apply your EV as Trait Points that do not need to be channeled. This applies even if you aren't using EV for the round. All Trait Points must be spent when using Aura Strike.

PURE FORCE +1 ReiKi

Increase Damage by +2. This may be taken multiple times.

AREA +1 ReiKi Cost

A Special Attack has a diameter of 1 +1 Meter for every point. If the Attack does not have Speed, you may choose to have it Surround or Spread. Spread deals damages to everything in a direction of your facing. Surround damages in all directions with you as a center. Increasing Surround again costs 2 points instead for every 1 meter radius increase.

LIFE DRAIN -5 ReiKi Cost

Lower ReiKi Cost by 5 and give a ShinKi cost of 1. This also lowers the ReiKi required to be channeled by the same amount. This may be taken multiple times.

BLOOD SYNC -1 ReiKi Cost

Lower ReiKi Cost by 1 and receive 1 Damage. This also lowers the ReiKi required to be channeled by the same amount. This may be taken multiple times.

RANGE +1 ReiKi Cost

An Attack with Speed 0 may be given a Range of +1 for every +1 ReiKi and +1 Shaping. When resolved it reaches out from the user to the Range or if it strikes an object. If there is damage remaining it continues through as if it was a ranged Projectile up to the Range.

POTENCY +X Rank Cost

Potency Ranks may be purchased starting at 0. Every Rank adds to your current Potency Ranks. You are still required to Channel the amount of ReiKi before Potency is applied.

NOTE: Even with Potency, Techniques cost a Minimum of 1.

CHANNEL BOOST +X Rank Cost

Channel Ranks may be purchased starting at 0. Every Rank adds to your current Channel Ranks, even if you do not have access to Energy Skills. Channel may be used to speed up the rate of charging the technique and applies to both ReiKi and GenKi.

TRAIT POINTS

Trait Points may be spent on Damage, Critical, Pure Force, Speed, and Range. These increase Shape cost. Efficiency Ranks GenKi used. For every 5 Trait Points used, the Area of the attack increases by 1 and damage decreases by 3. This may be decreased by spending 1 Trait Point per Meter or by increasing the Shape by 1.

TARGETING

When you declare the Activation of a Special Attack you choose a facing like a normal attack. When it resolves you choose a direction in your facing to target and roll the damage dice. An Attack travels in a straight line in that direction until striking a target. When a hex with a valid target is hit by the Attack the Target is automatically hit and may only Block in response. The Target may Dodge if the Move would place them out of the Area of the Attack. After an Attack deals damage, if it has Damage remaining it continues travelling in the same direction.

NOTE: If an Attack has Speed 0 it does not move

ITERATIVE ATTACKS

When learning a new Special Attack, you may base it off an Attack you already know. An Iterative Attack has the same properties as the base attack, but only spends half of the XP for each of those properties. This is reduced again with a Mentor. You then add any new properties for the regular XP cost.

RETRAINING

If Retraining of a character is allowed, you can improve an already learned Special Attack instead of needing to use Iterative Attacks. Any Iterative Attacks you have do not need to be rebuilt but any made in the future must use the changed Technique.

BEAM CLASH

At the moment there is no mechanic for dealing with a big clash between two energy attacks. When two energy attacks do collide, compare the damage of both attacks and lower it by the other. The one that has damage remaining continues on as normal. It is suggested for now to leave the dramatic blast collisions for when you are calculating damage between the two. More may need to be taken into account when dealing with Critical Damage values on collision.

TRANSFORMATIONS

A trope of the genre is the ability to change form temporarily or to gain a power boost through a power up or transformation.

One way to do this with Spirits and Monsters is to describe the form changing as they increase their Core Energy and get closer to their highest value.

Another option is to use Story Based Transformation and Boosted Power Ups. These are GM Optional and recommended to be major plot rewards or limited story pieces.

Transformations and Power Ups are built using a pool of Temporary XP which is spent as if all Attributes and Skills are starting at 0. The purchased Ranks and Techniques are added to what the character already has.

STORY BASED

This is best used for major story events and saved to be a last chance resort. A trigger may be needed, such as being possessed, drinking a mysterious potion, or an emotional trigger like a loved one being brought near the brink of death.

It is best used only once during a story arc and when activated it should fully heal the character of all damage, recover all energy, and lasts for the entirety of just one scene. Attributes and Skills increased during the boost should increase GenKi and ReiKi.

BOOSTED

This is best used when you want a Boost available multiple times in a story for short periods of time. When Activating the Boost, it should have a Reflex Cost. End of Round Upkeep Cost should also include a cost of ShinKi or Stamina, as well as the generally increased costs from a Boosted EV with higher GenKi.

MAGIC

(This will be detailed more later)

This bests represents Techniques that involve manipulation of energy through incantation rather than personal control. It is recommended you save this for NPCs to utilise, and generally involve Skill Checks to achieve rather than Channeling ReiKi.

HOW DO WE MAKE A RAPID FIRE KI BLAST?



There are multiple approaches to this. The first way is to simply make it a description and flavour of a technique. If it is a lot of dice, you can describe it as a barrage of energy all firing out rapidly. But if you want a mechanical impact then there is the second option.

1. Build a Special Technique that you would like to use in rapid fire. In this example we will make it “Spirit Pulse”: **2D4 Damage 2D8 Stagger Speed 6 Potency 3**. This would cost 17 XP to purchase, as well as 8 ReiKi and Shape of 5 to use. You can do this without a Special Technique using ReiKi Charge and ReiKi Fling but those together may take more Actions per blast.
2. Channel ReiKi until you have a sufficient amount. For this example we will say that you Channel and Shape for one full round to perform the attacks on the next round. If you have 8 Reflex then you can Channel 4 times in a round and Shape 4 times, allowing for 16 ReiKi with a Channel of 3 ranks. You could also spend Stamina to Double your Channel score for the round giving you 32 ReiKi channeled but we will just stick with 20 for now. When you Channel ReiKi you may also Shape equal to Ranks, in this case we have 3 Shape Ranks. This gives us 12 Shape after Channeling automatically + 24 Shape from Shaping Actions. Remember to spend Stamina during End of Round to carry over Channeled ReiKi above your Concentration Ranks.
3. During the next round you have already Shaped 36, enough to use Energy Pulse 7 times. For 1 Reflex you can activate an already Shaped Energy Pulse and have it move half of it's normal speed on resolve (3 meters) costing 8 ReiKi (reduced to 2 with Potency 3 each on Technique and Skill), removed from your Pool each use. Between Phases they will move 6 meters.
4. You can continue to do this for 5 more Ticks. After 6 uses, your remaining Channeled ReiKi would be 4 but your Channeled ReiKi counts as 7 with the bonus from Aura Ranks of 3, not quite enough for one more Spirit Pulse.

5. You could instead use your last 2 Reflex for a bigger Super Attack. 1 Reflex to Shape gives a Shape score of 12, then 1 Reflex to release the Technique. For this Example we will use “Spirit Punch”: **4D6+3D4 Damage 1D8 Stagger 1D8 Penetrate 1D8 Knockback Speed 0** for 7 ReiKi (reduced to 4) and 11 Shape. After reducing the ReiKi cost you have 3 ReiKi left Charged and 1 Shaped. You would need to start Charging again next round but if you had a Concentration of 3 you could keep it charged without spending Stamina.

6. So in this example, we spent 12 seconds (1 round) gathering energy. Then the next 9 seconds were spent throwing 6 small staggering energy blasts travelling at 6 meters per 3 seconds followed up by another brief charge leading into a slower near unavoidable close range energy strike as a finisher.

NOTE: This is all able to be done as a Tier 1 character. At higher Tiers your numbers can be much higher.

STARTER ADVENTURE

STOLEN SPIRIT WARD

Stolen Spirit Ward is a basic adventure that covers multiple mechanics in WBS and allows player to choose from different options. Your own adventures may follow a different structure, this is just a suggestion.

Synopsis: The PCs have been hired to escort someone to the Kurihama Village. On the way the wagon gets ambushed leading to Encounter 1. After the Encounter, the PCs will either repair the wagon or be sent out to gather supplies to help repair it. On arrival to Kurihama Village, they are approached by a cautious guard. He explains that the village has recently lost their Spirit Ward and they need strong warriors to go find it. With some investigation the PCs can find the tracks leading back to the cave of the thieves who have teamed up with some goblins. A fight ensues which ends with the PCs returning the Spirit Ward.

Scene 0 (En Route): The PCs are en route to Kurihama Village. They are on foot while the escorted rides in a wagon. Use this time to have the PCs get to know each other by giving a summary of their characters capabilities, motives, name, and anything they find important. It is a journey that will take about 12 hours so there is plenty of time to talk. The PCs could use part of this time to make knowledge checks to see what they know about the road and the area around Kurihama. Some suggested skill combinations are Spirits+Plants to know the terrain or Academics+Politics to know about the Village, let them be creative. Compare the results of their roll to the Target Numbers table to determine the level of information they may have. Let them know about information such as a Spirit Ward to keep demons at bay, the forested area around it is known to have perpetual mud, and that goblins and bandits have been seen in the area.

Scene 1 (The Broken Wagon): After the PCs have gathered what information they can and introduced themselves, the journey is interrupted with a *thunk* noise as a Crossbow Bolt strikes the Wagon causing a wheel to break off. The PCs that are passively aware (Total Modifier of **Perception(Any)** + **Focus(Awareness)** + **Wits** equal to 10 or higher) may be able to discern the direction it came from. If the PCs investigate either the direction of the bolt, or the damage to the wagon, then the Ambush will take place with a Surprise Attack. If the PCs do not investigate and instead choose to stand guard, the Wagon driver will get down to check, also leading to the Ambush with no Surprise.

Encounter 1 (Ambush): Bandit Marauder (1/PC), Bandit Bowman (2)

The Bandit Bowmen remain out of the scene, only firing a Crossbow once per Round. At the start of each

Round, Roll 1D4 for each Bowman and have their attack resolve on that Phase, Assume the other Phases are used to reload the weapon. A Bowman attack can come from anywhere out of scene, passing through a PC in a line toward the Wagon.

Bandit Marauders run out of the surrounding terrain to attack the PCs, using a Run Action to move 3 hexes up to the closest PC. The Bandit Marauders will each choose one PC to focus on and attack them relentlessly focusing on Fast attacks, or using a Strong attack with Strain (Stamina) if they have a good opening against a PC that can not use Active Defense. They will also use the Walk Action each Tick, moving 1 Hex to either get into range or move out of range, possibly circling to the back of the PC to get closer to the wagon. If a PC goes down then the Marauder will try to get into the Wagon and grab the escorted. If a Marauder has received enough damage to exceed the first Health Threshold, they will choose to take a broken limb and begin to flee on the next possible action. The Bowmen will cease attacking when all Marauders choose to flee or have been knocked out.

GM Note: Both Fast Attack and Walk resolve as Quick. You can only resolve one action as Quick on each Tick with the other resolving at the normal action speed. If the Marauder is not in range, resolve Walk first then Attack. If they are in range, resolve Attack first then Walk. If the PC goes to pursue a fleeing Marauder, remind them that murder is still a crime. Alternatively tell them that there is no honour in slaying a surrendered opponent and doing so could taint them.

Scene 2 (Wagon Fix): After the ambush, the PCs are informed that they need to get to Kurihama Village before sundown. With a broken wheel, the PCs will either need to look for materials in the nearby forest or attempt to fix it themselves. This becomes a group Extended Skill Check. With a complete wagon the journey continues on without further events, allowing the PCs to recover any spent Stamina as they travel alternating shifts.

FIX THE WAGON

Action Options: Look for materials. Patch the wheel.

Suggested Skills: Perception (Sight) + Athletics (Endurance) or Materials (Plants) + Craftsmanship (Mechanics)

Segments Needed - 10

Time Taken - 5 minutes

25+ = 2 Segments

15-24 = 1 Segments

5-10 = 0 Segments

<5 = -1 Segment

GM NOTE: The listed skill combinations are suggestions. If a player suggests another combination or even a new action that sounds reasonable, feel free to allow it. You can alter the TN for different actions outside of what is suggested. Remember to combine the total Segments after every time increment (5 minutes)

Scene 3 (Arrival at the gate): After many long hours of travel the sun is setting as the group arrives at Kurihama Village. The Kurihama gate guard approaches the wagon with a spear outstretched, warning them that the village is no longer safe to stay. After some discussion, it is revealed that the village recently lost the Spirit Ward, a talisman that sits in the village center enchanted to keep demons and spirits away. They are worried that an attack may come soon from a nearby goblin nest. There is also concern about how it was taken as it can not be touched by spirits of a goblin's strength, meaning it was either a stronger spirit or a human in allegiance. The PCs are thanked by the escort and given some currency credit. The Guard requests that the PCs help with guard duty tonight as they have proven themselves capable, in exchange they will be given free room and board.

Encounter 2 (Goblin skulkers): Goblins (2/PC) During the night, a group of Goblins will attempt to approach the village gate. PCs keeping watch can attempt to see them with Perception (Any) + Focus (Concentration), Focus (Awareness), or Supernatural (Spirits) against TN 17 (14 if using Scent, 20 if using sight). If the PCs pass, they see the goblins approach within 15 meters from the gate. Otherwise the goblins make it past the gate and the PCs are alerted by a scream from a villager. The Goblins use EV 2 the whole encounter, will try to avoid direct conflict, and will flee when they have grabbed a villager, or have taken more than 3 damage. Remember to use Stamina.

Scene 4 (Post Goblin): If no villagers were taken, the PCs finish up the shift and rest up overnight. The next morning they are approached by the village chief who emphasises the importance of getting the Ward back. If villagers were taken, the PCs are told it is their duty to get them back. The only clues they have are muddy foot prints from a nearby swamp. PCs can attempt to track the goblins from their footprints, they may notice damaged trees from being dragged around, and with a high enough skill check will notice traces of humans on the way and something bigger (an orc).

Scene 5 (Track them): The PCs need to track down the goblins lair. This can be done with a variety of skills, let the players try to justify what skills they wish to use. Use the Target Numbers chart to determine an appropriate TN, keeping it in the Journeyman tier. Remember to keep in mind Success Thresholds.

Encounter 3 (Wild Orc): Orc (1)

In the swamps, the PCs come across an Orc. It is on the hunt and sees the PCs as food. The Orc fights at EV

3, wears full body hide armour (DR 8 Soak 4 Worn ENC 5) and wields a tree as a club (Medium Bash +2 Crit ENC 3). The swamp terrain makes Walk -1 (Dex 2-7 to Run 1, Dex 8 to Walk 1) and trees are every few meters around causing obstacles. If the PCs fight, make it clear when their attacks do little damage and encourage them to run. The Orc also has Self Healing. *NOTE: The Total Encumbrance of the Armour and Weapon is 13, which lowers the Current Strength by 4. The Current Encumbrance is 8, as high as Base Strength so Dex and Con are unaffected. When the Orc attacks he has 8 ranks total, allowing him to deal 3 dice in damage as well as 3 total Critical dice.*

Scene 6 (Cave Escape): Whether through victory or running away, the PCs have survived the Orc attack. Continuing the search they eventually come across the goblin nest, outside is patrolled by 5 Bandit Marauders. Inside the cave is any Goblins that survived Encounter 2 as well as the Spirit Ward sitting on a pedestal. At this point, remind the players that the goal is to recover the Spirit Ward, so they can try to avoid combat if they want. The Bandits are on patrol so get to roll Active Perception (1D6+7).

Encounter 4 (Optional Battle): Bandit Marauder (5) Goblin (X)

Only do this if the PCs fail to steal the Spirit Ward. This involves the 5 Bandit Marauders and the Goblins in the cave. The marauders will run after 2 rounds, while the Goblins attempt to keep the Spirit Ward away by passing it to each other. The goal is to drain the party's Stamina (every 5 rounds) before the Goblins decide to swarm (read Group Tactics) and take down one PC at a time.

Scene 7 (Return the Ward): The PCs eventually return the ward as they are thanked by the village. The ward will take one day to recharge and the PCs are invited to stay another night. At this point each player chooses 5 Skills or Attributes to gain 3 XP each and 5 points to spend as they wish.

BANDIT MARAUDER

A basic Bandit. Attributes and Skills are all at Journeyman Tier, high enough to represent some skill and training, but nothing at Adept levels that represent the dedication PCs may have.

PRIMARY

STR -4 CON -4 DEX -4
SMRT -4 CHA -4 WIT -4

DERIVED

HLTH -8 STM -8 REF -8

DEFENSES

Basic - 8 **Dodge** - 14 + 2 (if moving) **Parry** - 9 + Weapon Ranks

Total GenKi 12 (11 from ENC) **Core GenKi** N/A

Total ReiKi 72 **Core ReiKi** N/A

EQUIPMENT

Weapon - Sharp Dagger (Short Pierce Enc 3): Attack +12/Damage 3D+3/Critical 3D

Armour - Leather Coat (DR 3/Soak 2/Enc 4)

Encumbrance - Total 7 Current 5 = STR -1

SKILLS

Stealth (1) - Hide 3

Athletics (1) - Jump 2/Endurance 1

Agility (1) - Quiet 1/Tumble 2

Perception (1) - Listen 1/Sight 2

Melee (1) - Short 3

Strikes (2) - Fast 2/Standard 2/Strong 2

Defenses (1) - Dodge 3

Discussion (0) - Intimidation 2

BANDIT ARCHER

A basic Bandit. Attributes and Skills are all at Journeyman Tier, high enough to represent some skill and training, but nothing at Adept levels that represent the dedication PCs may have. Focused on Ranged Combat over Melee. Use EV Boost to ignore Dex and Con penalties.

PRIMARY

STR -4 CON -4 DEX -4
SMRT -4 CHA -4 WIT -4

DERIVED

HLTH -8 STM -8 REF -8

DEFENSES

Basic - 8 **Dodge** - 14 + 2 (if moving) **Parry** - 9 + Weapon Ranks

Total GenKi 12 (9 from ENC) **Core GenKi** N/A

Total ReiKi 72 **Core ReiKi** N/A

EQUIPMENT

Weapon - Crossbow (Unassisted Enc 5): Attack +11/Damage 3D+4/Critical 1D

Ammo - Basic Bolts (Pierce Enc 1) x 12

Encumbrance - Total 6 Current 5 (Bolts are carried until loaded) = STR -1 (DEX + CON -1 when Crossbow Loaded)

SKILLS

Stealth (1) - Hide 3

Athletics (1) - Jump 2/Endurance 1

Agility (1) - Quiet 1/Tumble 2

Perception (1) - Listen 1/Sight 2

Ranged (1) - Unassisted 3

Strikes (2) - Fast 2/Standard 2/Strong 2

Defenses (1) - Dodge 3

Discussion (0) - Intimidation 2

THOUGHTS I HAVENT

ADDED IN PROPERLY

Feint: Quick Action, adds ranks when comparing to target Speed to determine penalty

Four Arms: Special Technique that costs Channeled ReiKi to activate and then pay more ReiKi during UpKeep. Gives free Quick Actions during a round based on UpKeep cost.

Reiki Burst: When using a Ranged attack boosted with ReiKi, the attack can continue through the target like a Special Attack.

ReiKi Fling: Acts like a standard ReiKi projectile

New Tactics: With Feint, also adding Trip and Grapple. No idea on the mechanics for them though.

Energy Manipulation: Channel and Shape change to Quick Actions. Reflex 1 Action to use both at once. Maybe Reflex 1 for Overcharge.

Extended Checks: EXTENDED CHECKS