

Kuei-jin Mechanics Packet.

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Introduction: So you want to play Kuei-jin!

Kuei-jin is a problematic genre. To put it plainly, it was written in the 1990s by white guys from the US. The primary inspirations were 80s movies about the yellow menace, Japanese Anime, Hong Kong Action films, and campy mainland Wuxia dramas. It's apparent in the way some of the dharmic philosophies are described, which can read more like a fortune cookie than something descended from the philosophies of Southeast or East Asia. It's apparent in the outsized focus on China and Japan, with sporadic mention of Korea, and almost total neglect of Southeast Asia. Even the name is odd – Kuei/Gui comes from the Chinese word for ghost, -jin comes from the Japanese word for person, so the name of the group comes across a bit like Los Monster Hermanos, or Les Hommes de Blut. Now, it's 2017, and with the much wider reach of the internet we have a lot more information available than when this game was written, and frankly it can be a very fun game, so long as you're careful to be respectful of the real people and cultures you are representing.

“Cultural Appropriation,” or “So I'm white and want to pretend I'm not”

The majority of OWBN players are white Americans, with a large minority of Brazilians. Kuei-jin are, almost definitionally, from somewhere in Asia. So, how do you portray someone from another culture? Carefully.

Playing someone from another culture takes a lot of research. This is not a bad thing! It's fun to learn, and Asian cultures have thousands of years of history, literature, art, and philosophy which are rarely taught in the U.S. So, when creating your character, and throughout your process of playing your character, take the opportunity to dig into and experience this vast wealth of culture. The internet has opened up a vast array of media – it's easy to find thousands of hours of drama, modern or historical, from China, Korea, Japan, and India. Vietnam, Laos, Myanmar, and Thailand are a bit tougher, but can still be found easily. Good translations of classical poems and works of literature are readily available with a bit of Google – no longer do you have to dig through a university library. Don't just stick to Wikipedia. The internet has opened up a vast wealth of information, even for cultures where you don't speak the language.

One of the most important things is to remember the humanity of other cultures. Players will often fall into the trap of portraying a caricature – the wise martial arts master, the hard-bitten cop, the geisha. Avoid this at all costs. There's nothing worse than a white dude pretending to be Chow Yun Fat in a kimono with a bad accent. Remember that while they may come from a different culture, and have a different understanding of history and of the world, they are fundamentally a person, like you. You wouldn't show up to game playing Sean McPaddy, dressed like a leprechaun, drunk on whiskey and getting into fist fights about religion. Think of that Krusty the Clown sketch with him saying “ME SO SOLLTY,” and do not do that. Play someone who is not a caricature.

Remember that there is no such thing as “Asian Culture”, or God forbid, “Oriental”. In the U.S. we understand that the Irish and the Scottish and the French and the Italians and the Germans and the Poles and the Russians have a different cultural tradition. If you're descended from one of those cultures, you may even know the cultural clashes between Bavarians and North Germans, or Parisians and Occitans and Gascons, or Ulster and Irish. In the same way, China is not Japan is not Korea is not Vietnam is not Thailand. Shanghai is not Shaanxi is not Hebei is not Guangdong. Different provinces and towns have different dialects, cultural traditions, foods. White Wolf made the mistake of having a single, monolithic culture for all of China and for all of Southeast Asia.

So, go study, read, watch, talk to people who are of that culture, and remember that good characters are not stereotypes of their culture. You don't need to have all of that sorted out as soon as you start – it's okay to get the broad brush strokes in place, then fill in finer details as they come up in play.

Okay, Got it. What do I actually do in game?

Playing Kuei-jin, you're almost certainly the minority in your game. At the time of this writing, there are no games in OWBN which are primarily Kuei-jin, though one is in the works. You will likely be alone, or one of a small handful. So, some recommendations:

1. You are a backup character. Most of the game is "about" the other characters you interact with. You fill a role similar to Giovanni in a Cam or Sabbat game – a cultural outsider, potentially dangerous, with an unusual and almost unique skill set. You are not the main dish, you are a supporting condiment.
2. Have a reason to be there. Why did a 20-years-dead Chinese scholar come to Columbus, Ohio? There are relatively few games in OWBN with a large enough Asian population to support a group of Kuei-jin, or to support native Kuei-jin rising. San Francisco, New York, LA, Chicago, and that's about it. You've decided to leave your native culture, leave your own supernatural society, and live with a bunch of super-powerful people who find you dangerous and weird. Why? Example reasons: Your human descendants immigrated and you are very concerned about them, you're on some mission (and what do you do when it is completed?), you were exiled from your society (what horrible thing did you do that you have to hide among foreigners?), you're very independent and are trying to learn more about the world (what keeps you from moving on?). Similarly, avoid "Kill Whitey". While colonialism has a lot to answer for, and nearly every Asian country has been given plenty of reasons to be angry at westerners over the last two centuries, you are playing someone who has deliberately decided to surround yourself with westerners. If you make it obvious that you hate them, nobody will want to hang out with you and you'll be very bored standing outside of game and trying to come up with reasons why you know where Elysium is again when you keep calling the Prince gaijin.
3. The STs probably don't really get your rules. The other players certainly don't. So, be absolutely above board. Everyone knows what Presence 3 does. They probably don't know what Obligation 3 does, and are relying on your interpretation and honesty. If you go beyond what the book says, that's cheating and you will eventually get caught. A lot of the Kuei-jin rules are unclear – they were not solidly playtested, never got a second edition, and have some odd interactions. Talk through all of your powers with the STs, get clear rulings on things like which tests are static and which are opposed, how your powers interact with kindred and werewolves and whatever monster they plan on dropping on Elysium that week, and how your P'o should be portrayed. Reach out to the Coord's office if you need help.
4. You can bring in a lot of complications with easy access to wraiths and spirits. Talk to your STs and make sure they're fine with this being a part of their game. If you're playing in a low-powered "Sons of Anarchy"-inspired Anarch game, they probably don't want a Shinto priest summoning spectres and cutting deals with river dragons, but might be just fine with someone from Vietnam who woke up in the body of a dead American GI and snuck back to the U.S. to escape from the hell of warfare, unaware of any of this Kuei-jin stuff.

Rules Clarifications and new content

Willpower-Laws of the East gives two contradictory statements on how much willpower a Kuei-jin can have. It is recommended that STs allow a willpower max per the following table:

Dharma	Willpower Max
1	4
2	6
3	8
4	10
5	12

Dharma and Social Positions: You may have noticed that to be a Mandarin takes Dharma 6, which is out of reach for PCs. This means that you can never have a PC “Prince”, the status game is very limited, etc etc. To clarify, this is true in Asia. Far-lying courts may declare someone politically a “Mandarin” prior to them reaching Dharma 6. It would be profoundly unusual for anyone below Dharma 5 to be declared a Mandarin, and they do not receive the same level of social respect as a real Mandarin (or the bonus social traits for hitting Dharma 6), but in the barbaric, culture-less wasteland that is North and South America, you have to learn to adapt. Areas with a heavy Asian population (San Francisco, New York, Chicago, LA) may still require Dharma 6, but those who run what passes for Kuei-jin society in other places may call themselves Mandarins and hold authority over those areas, so long as they don’t mind the bemused smiles of their “peers” when they travel back home.

Similarly, page 112 of Laws of the East states that PCs must have extremely high P’o ratings to learn Intermediate or Advanced Demon Arts. This is an error. It is recommended that the STs allow a PC as many points in any given Demon Art as they have in P’o (subject to dharmic maximum, as usual). This brings them more in line with the rules for Soul virtue caps and balance starting on page 200. While this is not binding, it is extremely strongly recommended. It is also worth examining any time difficulties are set based on virtue ratings or willpower, as they are fertile ground for house rules. For example, the tests to advance in dharma involve static challenge of virtue vs willpower. For any other than starting characters, willpower is likely to be higher than even a focused virtue, as players are incentivized to keep their virtue pairs relatively balanced, and willpower can reach 10. If this becomes an issue in your game, you may wish to houserule that the tests are made against a difficulty of half willpower – rolling 5 dice vs a 9 makes more sense than throwing chops for a 5 vs a 9.

The Resplendent Crane Advantage is exactly the same as spending willpower for any other Dharma. The suggested replacement is that once per game session they may automatically use their dharmic advantage without the cost of a Willpower.

Players and STs will note that Devil Tiger enlightenment is purely a matter of luck, as both PC and ST are testing the same trait against the same target. Potential solutions vary, and are up to the ST – the Coord’s office recommends giving Devil Tigers more opportunities than you would most other dharmas.

Backgrounds:

Library-

Library is a new background introduced in order to lessen the need of Elder Kuei-jin, and plays into the highly literate nature of the various Dharmas (even the Devil Tigers have their books on Demons). Library consists of a series of tomes, scrolls and even more esoteric things that function exactly as a

Mentor for teaching things. Unlike a mentor it does not require favors for use, however it might be stolen, or the PC may be required by his court to lend pieces of it to other Kuei-Jin. A Mentor, too, might have a library, allowing the granting of wisdom beyond even his years (thus allowing the teaching of advanced Disciplines without a need for ubiquitous KJ elders).

Merits

One potential issue with Kuei-jin is relatively limited development in Chi and Soul virtues, emerging from the mechanics. Constantly losing control to your P'o is limiting, and you test against your P'o to gain enlightenment, so Hun, Yin, and Yang must be at least equal to P'o. At the same time, P'o must be 5 to get access to Aegis and win ties in combat. Their sum cannot be more than 10, for PCs. Thus, all Kuei-jin PCs are likely to end up at Hun, P'o, Yin, and Yang 5. This doesn't match the flavor text, in which the dharmas typically focus on a particular soul or chi virtue. As a result, I recommend allowing a merit similar to Calm Heart:

Focused Virtue (3 point Merit): The PC, through extensive meditation, has gone beyond the normal limits of their enlightenment. They may raise one of their Chi or Soul Virtues one point beyond the maximum allowed for their Dharma, increasing the Pair Maximum to 11 total.

The Kindred of the East book presented several merits intended to represent Kindred positions within the Kuei-jin court. These merits have been reworked for use in the primarily Kindred environment of One World by Night:

Out of Place (3 point Flaw): The PC does not fit in with the local culture. Your dress, mannerisms, and speech are perceived as foreign and unpleasant. At best, you will get polite, patronizing interest or curt responses. You're much more likely to have everyone take you for an easy mark – criminals and locals will take advantage of you whenever they feel like they can get away with it. You have a two trait penalty with non-supernatural residents of the area, it costs roughly twice as much to live in the area as it would a native, and all uses of influence take twice as long as normal. Not all foreigners need to take this flaw – taking it represents that you want cultural tension and racism to play a part in your character's story. Note that this was presented as a 6 point flaw in the KotE – it was much more difficult to live as a westerner in some areas of the world in the 90s than it is now, this flaw is primarily intended for Asians in western cities (thus avoiding the spectre of colonialism) as opposed to the other way around, and even rural areas in the west are likely to be more accommodating and less isolating for a recent Chinese immigrant than they would have 20 years ago.

Ambassador (1 point merit): This merit represents several different things:

- If taken by non-Kuei-jin, it represents that they have been granted permission by the Quincunx, or a similar organization, to be present in the court. This will allow them to speak, to make petitions of the Mandarins, and to visit or even live in the territory of that court, pending approval from the local authorities. They are effectively considered to hold one phantom point of status, though they are profoundly unlikely to be granted any more. This merit may be removed by an appropriate office-holder in the organization which granted the status.
- If taken by one of the Kuei-jin, it represents that they have been granted permission by the Camarilla, or by the Sabbat, to be present in the court. This will allow them to speak, make requests to the local authorities, and to visit the territory of that court, pending approval from the local authorities. They are effectively considered to hold one phantom point of status,

though they are profoundly unlikely to be granted any more. This merit may be removed by an appropriate office holder in the organization which granted the status.

Note that in either case, treatment of the Ambassador is determined by the local authorities. Many areas are suspicious of strange supernatural creatures from other societies, and while the Kuei-jin courts are not currently at war with the Camarilla, Sabbat, or Anarch Movement, there is certainly tension. Similarly, while it would be possible to buy this merit to represent arrangements with groups of Fera, western Werewolves are likely to be extremely suspicious of Asian undead with mild to serious wrym-taint showing up and claiming to be friendly.

Court Appointment (2/4 point merit): This merit represents that the holder has been given a formal duty and responsibility within one of the courts of the Kuei-jin. In games which focus on Kuei-jin society, it is not recommended – it is intended for games which primarily focus on Kindred politics, to represent that the holder has some significant authority within a society which is primarily NPCs. The 2 point version reflects a position such as Minister of Rites or Thunder, with significant responsibilities and moderate power within a specific sphere of society, while the 4 point version represents a position such as Mandarin or Investigating Censor, with broader authority and the ability to sit in judgement over other members of the society.

P'o Natures:

There are many extra sources of Natures for Kuei-jin to use, but only one book listing a handful of P'o Natures. Players are always invited to develop their own in cooperation with their ST, but here are a few extra for inspiration and potential use:

The Actor: Your P'o is driven to seek attention. The P'o attempts to take over when acting on reason has left you unnoticed, and you have the opportunity to act on emotion. It may do so by revealing the truth, sharing deep secrets of your heart and of those around you in a way guaranteed to cause tragedy. It may do so by “confessing” lies, but remember, it seeks attention and drama, not punishment. When you emerge from Shadow Soul, you're likely to find yourself in the bedroom of that one weird Thrashing Dragon, with the secret intrigues of your wu-mates spread around the court. You're unlikely to come out of Shadow Soul to find that you've confessed to being akuma.

The Hero: Your P'o is sick of all the evil in the world. It's time to make a name for yourself, time to become what you are destined to be, time to take your place alongside Zhang Fei and Li Kui. It may attempt to take over whenever you back down from a challenge. It's going to make sure you're in, all in, committed to proving your superiority and your ultimate destiny. You're likely to emerge from Shadow Soul to find that you've vowed to hunt down the akuma threatening the court, drank all of the Mandarins' wine toasting their health, and punched one of the Thunders for saying you were too drunk to fulfill your promise. With a very minor shift and a bit more modern perspective, this P'o nature could be called “The Magical Girl”.

The Hikikomori: Your P'o knows the world is dangerous. Everyone is against you, hell is going to win, there's no use trying. It may attempt to take over any time you spend willpower. It's going to get you out of danger, back home, where you can be safe. Don't talk to other people, don't interact, don't try. You know if you put effort into something you're just going to fail.

The Innocent: Your P'o believes nothing bad can happen to it. This is similar to the Fool or the Monkey, but subtly different- rather than acting without thought, or distracting itself with pleasure, this P'o simply blames others for all of its problems. It may attempt to take over when you take blame for the actions of another. In addition to the complication of not giving the wronged party any “face”, it will proceed to act in a childish or irresponsible manner

as long as it is out, and continue to blame others for those actions. After all, if everything is someone else's fault, then it cannot do anything wrong.

The Lover: Your P'o loves you. It is the only one who can really understand you, who can appreciate you, who understands all your faults and all your sins and loves you anyway. It may attempt to take over whenever you show emotional intimacy with another, and will seek to drive them away through whatever means are available, up to physical attacks if they insist on getting between it and you. Then you can be together, forever.

The Salaryman: Your P'o knows you have to work and fit in to get by. Work, work, work. Nothing but work. Get up, begin your work, continue until it's time to sleep. Go to court with everyone else, don't speak up or stand out, the tall nail gets hammered down. It may attempt to take over whenever you are falling short on a responsibility, or whenever you do not have a responsibility to which you are committed. You may have spent some time in the Wicked City, but your P'o has also learned to avoid ambition – ambition is the surest sign that someone is trying to supplant the boss. You don't want to be the boss. You're a good worker.

The Senior Student: Your P'o has worked hard to get here, and endured everything, and won't tolerate those young people who have no respect or understanding for the way of the world. The P'o attempts to take over when it has an opportunity to abuse a younger or weaker Kuei-jin with minimal consequences. It is driven by its own abuse, believing that the only reason the Hun has any strength is because of the torment it endured. This abuse may well be physical, but is more likely to be mental or emotional – this P'o can be charming, even inspiring, but will ultimately make those around it utterly dependent upon it or drive them away, perpetuating the cycle of abuse.

Abilities

Linguistics: Kaja: Kaja is the tongue of the Third Age, more ancient than all of recorded human history. It has generally only been preserved by particularly learned Shen such as the Kuei-jin and certain Mage Groups. It is thus coord approval to learn for non Kuei-jin (With the exception of Mages of the Wu Lung and Akashic Brotherhood). It is primarily used in a handful of ancient texts, as well as ritual writing and some highly formalized court writing – finding someone who can pronounce the ancient tones properly is a rarity.

Lore:

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

Kuei-jin Lore

1

- You are familiar with the basics of the Kuei-jin condition, some are mindless. Some eat flesh, some drink blood, Some steal breath. The more ancient and powerful the Kuei-jin the more refined his eating habits and mind.
- Some Kuei-jin can be staked, some cannot. Those who look more monstrous can be staked with wood those who look more humane with metal.
- Kuei-jin are extremely religious, even if their religions are those of twisted monsters.

2

- You are familiar with the claims that properly following the religions of the Kuei-jin (called Dharmas) lead the Kuei-jin to power.
- If you are a Kuei-jin you understand your balance, and have a vague understanding of the other possibilities. If you are not Kuei-jin you have a vague understanding that Yang vampires are weak to metal, Yin Vampires are weak to Wood and balanced vampires have no such vulnerability.
- You can name a general stereotype of the Dharmas that readily come into contact in your nationality (the Dharmas of Xue in China, The Face of the Gods in India, etc)
- You are familiar with the History of the Sect of your area (or the area in which you studied this lore).
- You are familiar with claims that the Kuei-jin have returned from the Yomi. If you are Kindred you could readily believe such claims are just extended superstition to cover odd and peculiar rites involving frenzy. If you're KJ, you certainly know the truth of this firsthand.
- You have a vague understanding of the cycle of ages.
- You have some understanding of the mythic "founder" of your personal area (most likely Xue and his teachings)
- You know the titles and protocol of the local sect.
- You know Akuma is a term the Kuei-jin use for unrepentant servants of hell. Being declared one can get you destroyed or outlawed by the courts. You've heard that some cruel ministers will conspire to declare innocent Kuei-jin Akuma.
- You know there is something called direction, it has some vague perceived stereotypes and expected social roles based on astrological signs.
- You have heard a one sentence summary of the disciplines readily available to your dharma and sect (the ones in the corebook).
- You know dhampyr exist and can be produced by Yang-affected Kuei-jin

3

- You have extensive understanding of the histories and protocols of the local sect, you are familiar with broad stereotypes of the other sects in the Middle Kingdom
- You are familiar with a general stereotype of the Dharmas not local to you (A Quincux Kuei-jin at this level would be familiar with the broad stereotypes of the Heresies for example)
- You are extensively familiar with the nature of Kuei-jin Balance
- You are extensively familiar with the concepts of Direction and what they mean in KJ society.
- You are familiar with broad swaths of Kuei-jin history starting with Xue (or other mythic founder) and leading up to modern times.
- You are familiar with the existence of rites, and might be able to sum up the generalities of basic and common rites, though knowledge of the specifics of them requires the relevant background.
- You know that Akuma are considered servants of hell, but have heard rumors that while the term is used politically, it is sometimes accurate - there may be something to the whole "servants of the Yama Kings" thing.
- A person with this level of Lore may qualify for learning Kaja (pending other secondary concerns)

4

- You have an understanding of the history of the Kuei-jin from the time of the Wan Xian to the present day.
- You are familiar extensively with the nature of the Dhampyr, age, capabilities that they may weave Joss

- You are familiar with the generalities of the more esoteric and sorcerous rites.
- You are familiar with the concept of alternative techniques for common Disciplines and can give a one sentence summary of the more esoteric disciplines (like Miabsham)
- You know some disciplines were lost during the transition of 4th to 5th age as were some rites.
- You can name the most heavily active Bodhisattva in the middle Kingdom along with the Ancestors of many major courts, you know who all the August Ancestors are along with the Daimyo of the uji.
- You have heard many tales of Kuei-jin and Kin-jin interaction, from the wars in India and the Mongol conquest to the ancient legends of Zao-lat.

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

5

- There are few legendary figures in Kuei-jin history you cannot name, from the founder of the Rising Phoenixes to the Queen of Flesh who invented Flesh Shintai.
- At this level you understand extensively how Zao-lat poisoned the relationship between the two types of vampires, how his thieving nature along with his thieving brood are the foundation of this ancient feud.
- At this level it is likely you have read from many translations of ancient tomes. You can debate dharmic philosophy fluently.
- You understand that the rites and disciplines lost in the changing of ages were not lost by mere ignorance and violence but rather by fundamental changes in the nature of reality, you know the Scorpion eaters have lost many disciplines as well having gained new and horrific ones, you are concerned about what this says about the future.

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

6-

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

7-

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

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

1

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

2

- You are familiar with the major works that have shaped the Dharma, along with major figures in its history, you have an intricate understanding of your sect (or the sect that taught you the lore) and a broad if stereotyped view of major sects in the dharma
- 3
- You are familiar with common techniques held as “proprietary” to the Dharma(Rites, Disciplines etc). You have a more nuanced understanding of other major sects in the Dharma. You may be familiar at this point in passing with minor or heretical sects of the dharma.
- 4
- At this level you are familiar with the minor and heretical offshoots of the Dharma.
- 5
- At this level the scholar heard some of the rumored secrets of the Dharma though he cannot determine the validity one way or the other.
- 6-
- This is a true scholar of the Dharma, familiar with the intricacies of some of the greatest secrets of the Dharma.
- 7-
- There are no secrets of the Dharma this member does not know.

Disciplines

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

- The first Category is the Demon arts. Once a Kuei-jin has grasped the basics of the art he may raise it up to his P’o Rating (limited of course by his Dharma rating – no elder disciplines at Dharma 5!). Your P’o has much to teach you if you will only listen, and the power of wickedness comes easily.
- The Second Category is the Shintai Arts. Once a Kuei-jin has grasped the basics of the art he may raise it up to intermediate levels. It is recommended that learning the Advanced powers take guidance, either by a mentor, a library, communion with spirits, or extensive meditation and plot.
- The Third Category is the highly ritualized arts found in both chi and soul arts. Disciplines of this category require teaching to be raised no matter the level, just as an “out of clan discipline” for kindred. Gaining an Advanced discipline in this category thus likely requires a favor done for a court, an elder, or access to a rare library (and many exciting and dangerous journeys to obtain that access).
- Finally the Fourth Category is powers that are held by the various heretical Dharmas, some are completely unlearnable by those outside the Dharma (Inward way, Tempest of the Inward Focus, the Bile Shintai) and some are just very dangerous for a Kuei-jin to learn outside the Dharma(Prayer Eating).

Category	Discipline	Approval	Teacher?
1	All Demon Arts other than Hellweaving	ST Approval	None required
2	All Shintai except Bile	ST Approval	None required, but recommended for Advanced level.
3	Chi Arts (Equilibrium, Feng Shui, Tapestry, Yin and Yang Prana) Soul Disciplines (Chi’iu Muh, Cultivation, Internalize, Obligation, Tzu Wei)	ST Approval	Yes
4	Mibasham, Prayer Eating, Inward Way, Tempest of Inward Focus, Alternate Powers (e.g. Spider’s Caress, Bitter Yin Blessing, Bitter Yin Cloud. Animal Form Dragon Dance, Eightfold Yang Barrier,	ST Approval, Coord Notify to possess out of sect / dharma	Yes, teacher must be of appropriate sect or dharma

	Gender Change, Fur and Fangs, Thousand Lice Spies, the Fire which Illuminates, Gentle Yielding, Taking what is Given, Taking the Face. Blush of Life Restored, Clothed in Life, Spit Blood.)		
5	Hell Weaving, Bile Shintai, 4th age elemental shintai	Coord Approval to possess	Yes, student and teacher must be of appropriate sect or dharma

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

Retests: Most of the powers in the Laws of the East do not have a listed retest. This does not mean there is no applicable retest. Use common sense; if in doubt it's probably Occult or Athletics.

Form Powers: It is generally recommended that PCs are not allowed to have more than one form power, one chi form/mantle, and one kata active at a time. Thus, a PC could not have Yin Mantle, Yang Mantle, and Jade Servant of the August Personage active at once, or Demon Shintai, Unleash the Beast Spirit, and Ch'ing Shih active at once, or Dragon Dance, Distant Death Kata, and Bone Dance active at once. The only exceptions recommended are those explicitly described in the rules (e.g. Dragon Dance and Animal Form Dragon Dance), and possibly Demon Shintai combining with other form powers, since the time spent in hell made the form assumed through Demon Shintai nearly a native form for the P'o. Use common sense – Modifying your 6 armed giant demon form to have a tiger's head and clumps of blood-matted fur is cool and fitting, particularly for a devil tiger from India, but having your aura rippling with yin and yang energy while you simultaneously do an energetic and bestial dance, flex calmly and dramatically, and sway languorously just makes no sense.

Bone Shintai-

Five Poison Cloud is an intermediate discipline. Bone Shintai should not have 1 intermediate power and two advanced powers.

Equilibrium

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

Cultivation

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

Tapestry

All magic powers (including blood magic, Hedge magic, True Magic) which directly affect the Kuei-jin are considered protected against by a Defensive Spiral.

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

Chi'juh Muh

Spirit Eating- While a shen may spend a willpower to resist having their soul consumed, this does not mean they may spend a willpower to resist having it ripped from their body, only that they may expend a willpower to delay the destruction of the soul. The suggestion here is that the Kuei-jin may attempt to destroy the soul every fifteen minutes and 1 willpower will grant a 15 minute reprieve. The Shen may continue to spend willpower until the

Kuei-jin either gives up, either runs out of willpower, or for any other reason the Kuei-jin is forced to relinquish the soul. It is recommended that Kuei-jin who have used this power must also spend willpower periodically to keep the extra soul within their body, and cannot keep more than one other person's soul at a time.

Internalize

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

The KOTE companion mentions that there are many more hidden disciplines throughout the middle Kingdom, special techniques of particular Wu, hidden Sects etc. While a Kuei-jin of less dharmic rating than 6 is typically incapable of developing a New Discipline (and thus beyond PC hands) it might be of interest for an ST team to introduce one of these secret techniques either for antagonists or as prize to ultimately be won by the PCs. The suggestion of this office is if a PC is interested in developing a combination power that the Kuei-jin has a dharma rating one higher than the highest level discipline in the combo. If the PC is interested in developing an alternative discipline technique they first must have the level in question, and a Dharmic rating one higher than the power the Kuei-jin wishes to create. The Ties of the Wu may overcome this; a perfect wu of Dharma 5s could potentially create their own 5 level discipline (or make alternative techniques for a discipline of the first 5 levels). Such is the power of such a configuration.

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

Converted Disciplines

The following are recommended conversions for Disciplines which never received a LARP conversion. If different rules work better for your game, please feel free to houserule. Note: A number of these powers make use of extended challenges, these may end up slowing down the flow of the game (especially in combat). An alternative option would be to use the method suggested on page 70 of Dark Epics, that after a successful initial test the Player may choose to spend up to 4 traits from the appropriate category in order to add "successes".

Chi Arts

Feng Shui

(KotE Companion Page 48)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm, even if they are not a Kuei-jin or Dhampyr. Note that a Hedge Magician who is transformed into another supernatural (for example, through the Kindred Embrace) loses access to their previous powers.

Basic: Wind Water Eye

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

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

Any Kuei-jin who has this power can automatically sense when it has been used on an area, and anyone who has an appropriate ability (not simply occult, either Feng Shui as an ability or a specialization on an appropriate ability) may make a mental challenge (difficulty equal to the mental traits of the creator, retest with appropriate ability) to notice what has been done.

Basic: Broom of Heaven

Kuei-jin who know this power may use it to cleanse an area of spiritual defilement. This includes uses of Hands of Darkness, cracks in the Wall, and defilement from over use of feeding on ambient chi, but does not include larger scale damage caused, such as Chi Rifts and more excessive tampering by the Yama Kings. The Kuei-jin makes a number of mental challenges equal to his Occult score (difficulty 6) each success cancels out one success towards defiling the place. Remember that this is a Basic power; attempting to overcome the effects of higher level powers make take time, effort, and expenditure of influences to permanently modify the energy of an area. This power may be attempted only once per night per user, but successes from all uses stack (both from multiple casters and from multiple castings) provided that it is used at least once a night on the same area with the same goal.

Intermediate: Hand of Darkness

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

Intermediate: Inharmonious alignment

This power allows the Kuei-jin to interfere with the feeding on ambient chi in an area by elders. It may affect the regaining of other supernatural energy (such as Gnosis, Glamour, Quintessence or Pathos at Storyteller's discretion, though it will never interfere with the taking of Blood or Breath).

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

Advanced: Chi Ward

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

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

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

Demon Arts

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

Iron Mountain

(KoTE companion page 59)

This Discipline works as the Kindred Discipline Fortitude with the following exceptions, the first time in a scene that the Kuei-jin tests down damage, OR fills in the extra health level granted OR Uses Aegis the Kuei-jin must check for Shadow Soul.

Kiai

(KoTE Companion page 60)

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

Basic: Focusing Shout

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

Basic: Aspect of the Timid Sparrow

The Kuei-jin spends a point of willpower and chooses a target with whom he is engaged in melee or hand-to-hand combat. He then makes a Physical challenge (difficulty of twice the target's Courage, Yang rating, or other appropriate virtue depending on creature type, retest Intimidation). If successful the target is considered to be down three traits for purposes of determining whether or not the Kuei-jin hits him or not. The Kuei-jin may attack the target on the same turn this power is used upon them.

Intermediate: Ngilai

A Kuei-jin who knows this power may spend one point of Yin chi to invoke it. He picks a target and makes a physical challenge (retest Intimidation). If successful the target must flee the presence of the Kuei-jin for a number of turns equal to the Kuei-jin's P'o. Shen may ignore this effect by spending a point of willpower, but are considered 1 trait down on all actions during that time period. Any supernatural being that has a special fear condition (Fox frenzy, wave soul, etc) must check for that with a difficulty equal to the Kuei-jin's P'o. Mortal with less than 2 stamina related traits that have this power used on them drop dead from a heart attack.

Intermediate: The Song of the Tormented Soul

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

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

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

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

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

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

Advanced: Greater Ngilai

This works as the intermediate power but affects everyone within earshot; anyone who spends a point of temporary willpower is down two traits rather than one.

Shintai Arts

Blood Shintai (variant)

Spit Blood (Devil Tigers Page 64)

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

Beast Shintai (KoTE companion Page 69)

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

Basic: Cower before the Beast

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

Basic: Animal Spy

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

Intermediate: Conjuring the Animal Kami

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

Intermediate: Sway the Beast

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

Advanced: Unleash the Beast Spirit

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

This new form grants the Kuei-jin a few benefits, as determined in when the power is purchased. The form will grant extra traits, typically raw physical traits, but potentially including mental depending on the form. Kuei-jin gains a number of animal features based on the form taken (a Squid totem would have tentacles, a Turtle a hard shell, a bird wings); refer to demon shintai features and Gangrel / Nosferatu Merits and Flaws for mechanics for such additions. Extra points in appropriate abilities are also allowable (athletics on a monkey form, for instance). It is recommended that the form grant no more than 9 points in total traits, abilities, and merits, of which no more than 6 should be traits. Particularly thematic flaws or negative traits are also appropriate, but no more than 3 should be used – creating the Beast Spirit Form should be fun and flavorful, not an exercise in min-maxing.

Smoke Shintai (KotE Companion p 71)

Basic: Smoke without Fire

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

Basic: Words of Smoke

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

Intermediate: The Hampering Smoke of Chou Zeng

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

Intermediate: Wisp Maya

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

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

Advanced: Volcano Fist

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

Storm Shintai (KoTE companion page 71)

Basic: Conjure the Duke of Wind

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

Basic: Thunderbolt's Kiss

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

Intermediate: Thunderbolt's Caress

This power allows the Kuei-jin to throw bolts of lightning at those within a number of yards equal to Permanent Yang + Storm Shintai level. The Kuei-jin spends a point of Yang chi and makes a physical challenge(retest firearms) if he succeeds the bolt of lightning does a number of levels of lethal damage to the target equal to half his Permanent Yang. The visual effect of this can be anything from throwing a blast at someone to lightning jumping from the eyes of the Kuei-jin to his target.

Intermediate: Cloud Chariot

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

Advanced: The Flight of the Dragons

The Kuei-jin with this power may alter the weather he spends a point of yang chi and makes a number of Physical Challenges equal to his permanent Yang (Difficulty 6 retest occult) Successes are spent on area and severity. Each

success spent on Area doubles the effect (0 extremely localized, 1 one mile, 2 two miles, 3 four miles, 4 8 miles, 5 16 miles). Severity ranges from minor effects (0 successes) up to and including typhoon level effects (5 successes spent).

Soul Arts

Mibasham (KoTE Companion p 76)

Basic: Lens of the Self

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

Basic: Pors'dan

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

Intermediate: Stepping Stones

A Kuei-jin with this power may enter the Yin, Yang or even Yomi worlds. He spends a point of willpower and makes a mental challenge (retest occult difficulty of the local Wall) if successful the Kuei-jin may bodily enter the other realm immediately. This power grants him no special protection or powers, and he must make a similar challenge to leave that realm. Leaving some realms are likely to be even harder, and leaving Yomi is the stuff of legend, rather than of a simple test. Persistent rumors in the courts say that Kuei-jin of particularly rarified Dharma (7+) may be able to use this power to enter the Heavenly Realms. But if they could, how would they be received?

Intermediate: A Stumble on the Path

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

Advanced: Riddle of Maya

A Kuei-jin with this power may reveal a piece of their understanding of the true nature of reality. The Kuei-jin utters his explanation and makes a social challenge (Retest occult). If successful, the target loses a number of temporary willpower equal to 10 minus the Local wall rating (thus losing 3 in most cities). The self worth of the Kuei-jin is similarly bolstered; he may regain a number of willpower points equal to half of those lost by the target (rounded up). This power may only be used on a target once per night.

Tzu Wei (KoTE Companion p 78)

Note: This power may be learned by those who practice Hedge Magic of an appropriate Asian Paradigm.

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

Basic: Fate of the One

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

A Horoscope requires charts, occult paraphernalia and, most importantly, time. It requires at least 15 minutes of game time to use this power, granting the benefit for one night. With a more accurate horoscope and the expenditure of a point of willpower, greater durations can be achieved. If a full night is spent preparing the horoscope, the benefit lasts until the new year. A Target may only have one reading of this power active on him at one time.

Basic: Joss Weaving

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

This power, much like the previous one, requires 15 minutes to cast. A full horoscope, taking at least one night of work, must have been cast for the target within the last year.

Intermediate: Fate of the Wu

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

Intermediate: Grand Duke's Theorem

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

Year Direction

2011 South Southeast

2012 South

2013 South Southwest

2014 Southwest

2015 West Southwest

2016 West

2017 West Northwest

2018 Northwest

2019 North Northwest

2020 North

2021 North Northeast

2022 Northeast

2023 East Northeast

2024 East

2025 East Southeast

2026 Southeast

Extrapolate from there for flashbacks, time travel plots, or cases where the KJ coord doesn't revise this packet for more than a decade.

Advanced: Realigning the Stars

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

The Heretical Arts

Inward Way (Heresies of the Way p 49)

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

Basic: Inner Balance

This power functions exactly as the Equilibrium power Master the Flow.

Basic: Rest Upon the Blade

This power grants the Kuei-jin a number of benefits.

Firstly, he may meditate for a number of days equal to his Dharma rating without needing to feed. If he moves even his finger, the trance is broken and he must start again.

Secondly, the Kuei-jin may spend a point of Yang chi and add his dharma rating to any attempt to resist mental domination or to overcome fear.

Intermediate: Scales of Need.

This power functions exactly as the Equilibrium power Shift the Balance

Intermediate: Feed the Soul

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

Advanced: Flowing with the Tau

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

The Kuei-jin may not enter the spirit worlds. Anything that would force him to do so will force him to rematerialize. Areas of tainted chi are potentially dangerous, and entering one will force an immediate shadow soul check.

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

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

Basic: Swirling Winds Style

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

Basic: Meditation of Metal

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

Intermediate: Kata of Mounting Fury

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

Intermediate: Fighting Cloud Style

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

Advanced: Illusion Shattering Strike

The player of the Kuei-jin announces his intent to use this power and then may spend a number of points of chi equal to the Character's Dharma rating, potentially exceeding the number of chi which he can normally spend in a turn. He then strikes a spiritual entity manifesting in the mortal world (ghost, demon, spirit, etc.) with a standard physical challenge. If the strike hits, the spirit loses a number of willpower equal to the chi spent. If the Spirit loses its last point of willpower in this manner, it disperses back into the spirit world to reform, causing the spirit great pain and likely earning the Kuei-jin an eternal enemy.

Prayer Eating (Heresies of the Way p. 77)

Note: This discipline is almost exclusively in the hands of the Face of the Gods Dharma and is outlawed in all "civilized" Courts. The Passion Bloodflower sect of the Thrashing Dragons and Brilliant Coals Devil Tiger Sect are also rumored to allow the study of its secrets, but the Discipline is still officially banned in the Scarlet Courts.

Basic: Hear Prayers.

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

Basic: Prayer Appraisal

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

- One Success: the Kuei-jin knows if they are sincere in their prayers and what they wish for.
- Two Successes: the Kuei-jin knows the hidden reasons behind the prayers (Such as "I want my grandmother to get better... So she will put me in her will.")
- Three Successes: the Kuei-jin knows every prayer the Devotee has made in the last month, along with the reasons behind them
- Four Successes: the Kuei-jin knows everything as per three successes along with the target's permanent willpower rating, his thoughts and feelings, if he's ever lied to the Kuei-jin, if the Target is under any sort of supernatural bond (such as the blood bond), his Nature, his long term goals.
- Five Successes At this level the target is an open book to the Kuei-jin, all his thoughts, hopes dreams and memories are open to the Kuei-jin, even those that have been edited by another. The Kuei-jin knows not only any and all blood or spirit bonds the Target holds, but who holds them over said target.

Intermediate: Fulfill Prayers

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

Intermediate: Prayer Eating

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

Advanced: Unbreakable Soul Bonds

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

Bile Shintai

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

Poison Shintai (Heresies of the Way p 123)

Basic: Stinging Touch

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

Basic: Inharmonious Excretion

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

Intermediate: Flow like Sewage

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

Intermediate: Bilious Expectoration

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

Advanced: Phlegmatic Sting

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

Decay Shintai (Heresies of the Way p 124)

Basic: Stink of the Grave

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

Basic: Deadly Waft-

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

Intermediate: Bone Shrapnel-

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

Intermediate: Splenetic Exhalation-

This Power functions as Bone Shintai Power Five Poison Cloud.

Advanced: Harbinger of Decay

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

Radiation Shintai (Heresies of the Way p 124)

Basic: Treacherous Earth

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

Basic: Repulsive Touch

The scorpion Eater makes himself repugnant to the Ten Thousand things, a disgusting being outside the cycle. He spends two Yin chi and makes a social challenge (difficulty 6, retest occult) after which he becomes intangible for the entire scene. His swim speed and jump speed is tripled as even air and water are disgusted by him. He cannot be touched, and most physical challenges cannot be initiated against him, but the Scorpion Eater is still affected by mental and spiritual powers as normal.

Intermediate: The Bowels of the Earth.

This power Functions as the Jade Shintai Power Placate the Earth Dragon, with one exception: difficulty is not based on the strength or weakness of the Wall but rather the toxicity of the area. A Toxic Waste dump would be automatic while a pristine mountain patch might be actively impossible. Generally speaking industrial parts of a city would be difficulty 6 or 7, normal wilderness would be 9.

Intermediate: Burn Out.

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

Advanced : Destroy with a Touch

The Scorpion Eater may call upon the weaknesses and impurities of the earth itself. He spends a point of Willpower and then a variable number of points of chi; for each point spends he may destroy 1 cubic meter of earth. A

Scorpion Eater with sufficient knowledge of buildings (such as the architecture skill) may use this power to find the key points in a building to collapse it, He makes a mental challenge (retest appropriate skill) spends a point of willpower and a variable amount of chi as determined by the ST. Finally, if in an area with localized fault lines, the Scorpion Eater may be able to cause an magnitude 4 earthquake, potentially knocking over objects in the local area and even damaging poorly constructed buildings or breaking windows in the immediate area. It is likely felt in a wider area, though people in earthquake-prone regions may not remark on it if they were not in the immediate vicinity. This works much like destroying a building but requires science (Geology, or Seismology).

Disease Shintai (Heresies of the Way p 125)

Basic: Acrimonious Flesh

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

Basic: Dead Hands

This power functions as the Flesh Shintai power Detach limb

Intermediate: Fevered Delirium

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

Intermediate: Servile Plague

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

Advanced: The Soul of Sickness

The Scorpion Eater spends two points of Yang to activate this power. He may for a scene be the carrier of any disease the Scorpion Eater wishes. He may use any previous power in Disease shintai as a vector of this disease. Any target affected must make a Physical challenge (difficulty 8) or succumb to the disease. The Target loses 3 physical traits per day until they die. Mortal medicine cannot cure this, but supernatural effects may at the Storyteller's discretion. A supernatural being who catches this disease may spend two points of their supernatural power (Gnosis, Glamour, blood etc) to cure themselves of this disease.

Balefire Shintai. (Heresies of the Way p 126)

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

Basic: Burning Kiss.

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

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

Baleful light

This Functions as the Ghost Flame Shintai Power Goblin Spark.

Intermediate: Death Breath

This power Functions as the Ghost Flame Shintai Power Goblin Scorch

Intermediate: Invading the Dragon

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

Advanced: Body of Burning Filth

This power Functions as the Ghost flame Shintai power Goblin Body, but also allows the Scorpion Eater to temporarily corrupt a Dragon's nest. The rite Shitting down the Dragon's Neck is needed for such permanent defilement. The Scorpion Eater spends a variable number of chi, and must meditate on the Nest for a number of hours equal to the chi spent (if the Scorpion Eater is interrupted, round down the time spent). For each point of chi spent the Dragon's nest is tainted for 2 days (so if the Scorpion Eater spent 5 points of chi and 5 hours there the nest is corrupted for ten days). Suffice to say this makes the Scorpion Eater quite unpopular with other supernatural beings who are either incapable of ingesting such tainted chi, or are tainted by it.

Rites

Note Rites are divided into four categories:

Category 1 rites are generally readily available to all Kuei-jin with the purchase of the "Rites" background.

Category 2 rites are considered Dharma or Sect specific and thus are more difficult for outsiders to learn, or that are long forgotten or only known by a small handful of individuals, likely requiring favors to acquire.

Category 3 rites are secrets and require coord approval for those outside the group to know, and likewise require favors to acquire.

Category 4 Rites are extremely rare and/or powerful and are thus npc only.

Rite Creation

Any Kuei-jin interested in developing a new Rite must at minimum have a dharma rating of 3 for basic, or 5 for intermediate rites. The process is at storyteller discretion, but should take at least a season for basic rites, and a half a year for Intermediate. Advanced rites may potentially be created by a Wu of Dharma 5 individuals and likely require a year of development.

Necromancy?

Bone Flowers are, in theory, capable of translating Kindred Necromancy rituals as rites. The Korean Jade Court is doing so with the assistance of a handful of surviving Nagaraja. Most translated Necromancy should come from them (through mentors and the like), though it is theoretically possible to perform a similar process with another group who get Necromancy as an In-Clan Discipline. Learning translated Necromantic Rites, either from the Jade Court or by translating them yourself, requires the approval of the Kuei-jin and Giovanni Coordinator. Voodun rites are specifically excluded and cannot be directly translated, as a pact with The Baron is required to learn them, and he and the Ebon Dragon are not on the same page. Other rituals which are strongly associated with a particular necromantic paradigm may be equally outside the capacity of the Bone Flower. Necromantic rituals learned are learned as rites one level higher (so basics are considered intermediate, and Intermediates are considered advanced).

Rituals can give me free XP?

The Dark Jade Lover Rites (Gentle Repose, the Earth's Embrace and Embracing the Little Death) grant free points in abilities to the character, which can be problematic with org rules on point gain. Instead, it is suggested that Gentle Repose grants an automatic auspicious occasion with a bonus trait to the event, as well as removing any house-rule training time required on abilities. The Earth's Embrace has the same functions as the Gentle Repose, but also functions as a 4 point mentor for purposes of learning new abilities. Finally Embracing the Little Death has all the functionality of the Earth's Embrace, but also functions as a 5 dot mentor and may be used for the development of traits other than abilities, such as merits. Using these variants or the originals these Rites cannot be used more than once every 6 months, and only one of these rites may be used during that window.

Rite Listing:

Rite Name	Category	Sect/Dharma	Source
Behold the Spirit Doorway	1		KotE
Binding Goods	1		KotE
Blood Preservation	1		KotE
Cloak the Dragon's Passage	1		KotE
Construct the Dragon Bone Prison	1		KotE
Creating the Rivergate	1		KotE
Embrace the Spirit's Change	1		KotE
Facing the Dynastic Way	1		Blood and Silk
Harmonious Shielding of the Guarded House	1		KotE
Imbuing Jade	1		KotE
Restoring the Dharmic Balance	1		KotE
Rite of Supplication	1		KotE
Speak through the Tongue of the Dragon	1		KotE
Taking the left-hand Path	1		KotE
The Way of the Lone Walker	1		KotE
Trace the Dragon's Blood	1		KotE
Asserting the Heavenly Privilege of Yang Demon Command	2	Devil Tigers	Dharma Book: Devil Tiger
Assume the Greater Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Awakening the Greater Jade	2		OWBN
Awakening the Lesser Jade	2		OWBN
Beckoning the Unrighteous Spirit	2	Devil Tiger, Thrashing Dragon, Bone Flower, Cerulean Veil, Resplendent Crane, Divine Face	Dharma Book: Devil Tiger
Bone Oil Kiss	2	Bone Flowers, Cerulean Veils	Dharma Book: Bone Flowers
Branding the Criminal	2	Cranes	Blood and Silk
Center the Demon	2	Thousand Whispers	Dharma Book: Thousand Whispers
Commune with Itugen	2	Blood Court or Mongolia	Wind from the East
Commune with Tengri	2	Blood Court or Mongolia	Wind from the East
Digesting the Feast	2	Devil Tigers	Dharma Book: Devil Tiger
Donning the Flawless Mask	2	Bone Flowers	Dharma Book: Bone Flowers

Donning the Necklace of Skulls	2	Thrashing Dragons and Devil Tigers of the Scarlet Courts	Dharma Book: Thrashing Dragons
Dream of the suffocating cat	2	Devil Tigers	Blood and Silk
Ebon Wardings	2	Devil Tigers	Dharma Book: Devil Tiger
Embracing the Little Death	2	Thousand Whispers	Dharma Book: Thousand Whispers
Fabrication of Elemental Instrument	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons
Gather the Broken Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Gracious Acceptance of the Most Revered Lotus Blossom Gift	2	Bone Flowers	Dharma Book: Bone Flowers
Greeting the Sun	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Harmony with the Night	2	Bone Flowers	Dharma Book: Bone Flowers
Honor the Second Breath	2	Thousand Whispers	Dharma Book: Thousand Whispers
Loose the Wandering Spirit	2	Thousand Whispers	Dharma Book: Thousand Whispers
Oath of the Peach Garden	2		OWBN
Prayer for Taking a Life	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Reflecting the Inner Face	2		Shadow War
Rite of giving Birth	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
Rite of Greater Inauspicious Object	2	Devil Tigers	Dharma Book: Devil Tiger
Rite of Little Inauspicious Object	2	Devil Tigers	Dharma Book: Devil Tiger
Rite of the Gracious Courier	2		Shadow War
Ritual of a Thousand Cuts	2	Thousand Whispers	Dharma Book: Thousand Whispers
Ritual of Heavenly Defilement	2	Devil Tigers	Dharma Book: Devil Tiger
Savage Joss	2	Devil Tigers	Dharma Book: Devil Tiger
Sense of the Ger.	2	Blood Court, or Mongolia	Wind from the East
Sense the Earth's Sickness	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons
Strength of the Herd	2	Blood Court or Mongolia	Wind from the East
The Ashes of the Phoenix	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Black Silken Pouch	2	Bone Flowers	Dharma Book: Bone Flowers
The Deceptive Jade Chains of Yin Demon Command	2	Devil Tigers	Dharma Book: Devil Tiger
The Earth's Embrace	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Folding Lotus	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Gentle Repose	2	Thousand Whispers	Dharma Book: Thousand Whispers
The Mark of Judgment	2	Cranes	Dharma Book: Cranes

The Scarlet Silk Leash of Yang Spirit Binding	2	Thrashing Dragons, Cerulean Veils	Dharma Book: Thrashing Dragons
The Thousand Eyed Sorcerer	2	Thrashing Dragons	Dharma Book: Thrashing Dragons
The Voice that Compels Truth	2	Cranes	Dharma Book: Cranes
Walk the Spirit Path	2	Thousand Whispers, Cerulean Veils	Dharma Book: Thrashing Dragons
Wear the Lesser Mask	2	Thousand Whispers	Dharma Book: Thousand Whispers
Welcoming a Sworn Brother	2		OWBN
Bakemono Rite	3	Devil Tigers	Dharma Book: Devil Tiger
Conciliatory Doorway Ritual	3	Cerulean Veils	Heresies of the Way
Eating the Scorpion	3	Scorpion Eaters	Heresies of the Way
Inquisition of the Prying Magistrate	3	Resplendent Crane	Blood and Silk
Memories of Torments Unexperienced	3	Devil Tigers	Blood and Silk
Mist of the Lotus	3	Rising Phoenixes	Heresies of the Way
Reading the Leaves of Wisdom	3	Bone Flowers, Cranes	Dharma Book: Bone Flowers
Rite of Beseeching Remembrance	3	Cerulean Veils	Heresies of the Way
Ritual of the Invisible Mask	3	Thousand Whispers	Blood and Silk
Shitting Down the Dragon's Neck.	3	Scorpion Eaters	Heresies of the Way
Shroud over Death	3	Rising Phoenixes	Heresies of the Way
Speak with Local Beasts	3	Thrashing Dragons	Blood and Silk
Stoking the Demon's Fury	3	Quincunx	KotE
The Ritual of Guarded Alliance	3	Cerulean Veils	Heresies of the Way
The Ritual of the Black Peony	3	Akuma	Thousand Hells
Tithing to the Ancestor	3	Rising Phoenixes	Heresies of the Way
Wisdom of the Spirit Ways	3	Thousand Whispers	Blood and Silk
Crowning the Ancestor	4	Elder	Blood and Silk
Embracing the True Death	4	Thousand Whispers	Dharma Book: Thousand Whispers
Loose the Wandering Spirit	4	Thousand Whispers	Dharma Book: Thousand Whispers
Memorial to the Merciless Ministers	4	Devil Tiger	Blood and Silk
Purifications of Rice and Garlic	4	Resplendent Crane	Blood and Silk
Reeds in the Cycle of Seasons	4	Thousand Whispers	Blood and Silk
Ritual of Heavenly Defilement	4	Devil Tiger	Dharma Book: Devil Tiger

The Breathing Mask.	4	Thrashing Dragon	Blood and Silk
The Inauspicious Gate	4	Boneflower	Dharma Book: Boneflowers
The Righteous Hunt	4	Boneflower	Blood and Silk
Welcoming the Penanggalan	4	Thrashing Dragon, Devil Tiger	Dharma Book: Thrashing Dragons

Level 0 Rites

Conciliatory Doorway Ritual (Heresies of the way p 101)

This rite has no mechanic the veil merely performs a basic effect (like scattering salt or powdered jade) when entering a door to placate the spirits of the boundary. It is recommended that Cerulean Veil characters receive this rite for free, and that other dharmas pay 1 point to learn.

Basic

Binding Goods (Blood and Silk p 96)

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

Branding the Criminal (Blood and Silk p 99)

A variant on the Rite Mark of Judgment this has a number of advantages and disadvantages over the other rite. This grants greater control to the Crane at the cost of subtly. The Crane chooses what character he writes (Jack ass, rapist etc) and for the Three day period the target not only is down one social trait on all actions, but generally people treat him as the trait written. This rite effects both Kuei-jin and non-Kuei-jin. As a downside the supernatural character is clearly visible to any supernatural being and Mediums.

Blood Preservation (Blood and Silk p 96)

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

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

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

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

Eating the Scorpion (Heresies of the way p 127)

This is the Rite used to make more scorpion eaters. First the Target is shackled, second the Target is forced to spend all of his Yin and Yang chi on top a tainted Dragon's Nest. Now that the target is in fire soul he is tossed into

a pool of tainted chi (toxic waste is a popular choice). Once the target escapes fire and probably the following shadow soul he is now a Scorpion Eater and all that is required to finish the pact and allow him to feed on tainted chi is to consume a live tainted scorpion.

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

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

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

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

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

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

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

Rite of the Gracious Courier (Shadow War p 96)

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

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

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

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

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

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

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

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

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

This power grants a special connection between the phoenix and his family (whether by blood or choice). He spends a point of Yin and Yang chi and then requests an oath to aid him from each mortal gathered (They need not

know completely what they are being asked but they cannot be coerced) The Phoenix then makes a number of social challenges equal to the people gathered (difficulty 6, retest occult or rituals). Each success ties the Phoenix to an individual (these ties may be followed by supernatural powers such as Trace the Dragon's scales or any chi sight).

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

Intermediate

Awakenings the Greater Jade (OWBN)

The ritualist takes a piece of high quality normal jade, bathes it in purified water, and offers prayers to the jade and its importance under heaven. The ritualist then make a mental challenge vs 8 traits to awaken the Jade with abilities based on the color of the jade, retest occult. Failure means the effort is wasted, but the stone is still usable for another try. These powers can be used repeatedly, requiring an additional chi expenditure.

- Black jade: By expending a point of Yin chi, weapons crafted from this material created deal aggravated damage for the night. If a shapeshifter is struck with the weapon, it drains a point of Gnosis as well.
- Red jade: By expending a point of Yin and a point of Yang chi, the user may gain 1 free retest for combat skills. Talismans crafted from Red Jade may only be used once per story, even if multiple such talismans are owned. This Jade also counts as 1 trait of basic countermagic against true magic targeting the wearer.

Awakening the Lesser Jade (OWBN)

The ritualist takes a piece of high quality normal jade, bathes it in purified water, and offers prayers to the jade and its importance under heaven. The ritualist then make a mental challenge vs 5 traits to awaken the Jade with abilities based on the color of the jade, retest occult. Failure means the effort is wasted, but the stone is still usable for another try. These powers can be used only once and then the Jade becomes inert.

- Blue or Green: Creates a ward against all Shen. A point of willpower must be spent to cross the ward. Kuei-jin/Kin-jin who do so must make a static willpower Chop vs. the user of the Jade or become incapacitated.
- Yellow or Gray: By spending a point of Yin chi, Increase Unarmed damage by 1 for the scene. Damage is converted to lethal, or aggravated if against changelings. By spending a point of Yang chi, gain two phantom health levels of armor which soak damage from mystical sources (disciplines, thaumaturgy, even magical claws).
- White Jade: Creates a ward against all Shen. A point of willpower must be spent to cross the ward. Wraiths who do so suffer one level of lethal damage every round they are within the ward.

Bone Oil Kiss (Blood and Silk p 100)

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

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

Commune with Itugen (Winds from the East p 73)

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

Commune with Tengri (Winds from the East p 73)

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

Encircle (Winds from the East p 72)

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

Facing the Dynastic Way (Blood and Silk p125)

This rite allows the ritualist to shift their direction. The ritualist must appear before his wu and his court and make a formal petition. Doing so likely requires extensive roleplay, and potentially social challenges from the elders of the court. Should the ritualist receive the approval of the court, he may shift his direction.

Inquisition of the Prying Magistrate (Blood and Silk p99)

This rite compels a target to tell the truth. The ritualist spends an hour praying at an altar, studying, burning incense, and beating or torturing the subject per traditional interrogation techniques (either symbolically or literally, as the Magistrate's conscience dictates, which may cause a test for fire soul or for frenzy in the subject). The target must be present for the full hour, and must kowtow to the altar, either by force, by supernatural power, or willingly. The ritual does not compel the target to answer or evade a question, but he cannot tell a direct lie so long as he remains sitting or kneeling. There is no test involved unless the target uses a power allowing a test against mental compulsion, including Kuei-jin voluntarily allowing their P'o to initiate such a test.

Memories of Torments Unexperienced (Blood and Silk p 97)

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

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

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

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

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

The Bone Flower performs a 15 minute rite over a book of some personal significance and then opens it at random. He makes a Mental challenge (Difficulty 9 retest enigmas) to understand his divination, if successful the ST should probably grant some sort of clue to an upcoming plot or solution to a problem. Answers are often cryptic. If well roleplayed, it is recommended to give the ritualist a free retest related to acting on the results of the divination.

Reflecting the Inner Face (Shadow War p 97)

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

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

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

The Ritual of the Black Peony (Thousand Hells p104)

This rite allows a ritualist to enter into a dream contract with hell, forging a lesser Akuma pact. Any use of it requires discussion with and approval from the Demon Coord and Kuei-jin Coord. Come on, do it. Free powers, what are you worried about? Besides, it's just a dream. The court will never know.

Ritual of the Invisible Mask (Blood and Silk p101)

This rite allows a Thousand Whispers to disguise their appearance to match an assumed identity. The rite takes a half-hour to cast, after which she appears as a particular identity. This power cannot be used to imitate a specific person who already exists, but can establish a new identity – if used again, people who saw the ritualist before will recognize them. Each identity must be unique, no clothing or props may be shared. This does not change any characteristics; for example, if the Thousand Whispers is Yin-cycled, they will still feel cold to the touch and be unable to eat, performing activities with organs which the Thousand Whispers does not possess will be challenging, etc. If someone is in a position to notice such an inconsistency, they make a static mental challenge against a difficulty of the ritualist's mental traits to notice that they are disguised in an elaborate costume. Active supernatural powers will automatically detect these inconsistencies and see the ritualist's true face behind the disguise. Note that this ancient rite has been almost entirely replaced by the modern rite of Wear the Lesser Mask, which allows copying a specific individual and is not as easily pierced.

Shroud Over Death (Heresies of the Way p 24)

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

Speak with Local Beasts (Blood and Silk p 102)

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

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

Fera in the area of the this effect will sense the invitation, and they might decide to come, though they are not compelled. Should they arrive, the results will be strongly colored by the reputation and previous actions of the ritualist; a werewolf may not appreciate wyrmspawn trying to steal their duties, or might appreciate the positive intent of the rite.

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

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

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

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

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

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

Advanced

Awakening the True Jade (OWBN)

The Ritualist takes a piece of True jade and bathes it in purified water and offers prayers to the jade and it's sacred place under heaven. The ritualist spends one night carving the stone per level they are trying to achieve and spend a point of the appropriate type of chi per level they are trying to make. So a rank 5 talisman requires 5 nights of work and 5 points of chi, in addition to large and incredibly costly precious ingredients. Afterwards the ritualist makes a mental challenge vs. 3+ the level of the Talisman they are creating (retest occult). Failure means the chi is wasted and the ritualist must begin from the beginning and the Jade is no longer suitable for awakening. Effect is based on the color of True Jade used.

- White or Black: Yin chi is required and it allows the creation of a Yin Jade Talisman, following the rules within Laws of the East.
- Red or Green: Yang Chi is required and it allows the creation of a Yang Jade Talisman following the rules within Laws of the East.
- Imperial jade: Creates Yu Ying Jade, allowing it to absorb up to its rating of both Yin and Yang chi from the ambient environment. The owner makes a mental test against the local wall of where the Jade is stored to begin allowing it to absorb chi. Success allows it to absorb one point of appropriate chi, alternating Yang than Yin, per day. After it is full the owner must wait a week before absorbing any of the chi or destroy the artifact. If the Jade is not set to absorb chi it may be used daily to draw chi out of it, but once it is absorbing chi again, the owner must wait a week after it finishes.

There are whispers of a version of this rite which can create a talisman capable of storing demon chi. If such a thing exists, it is likely carefully protected by elder Devil Tigers. And where would you find Jade capable of storing the energies of Hell, if not Hell itself?

Oath of the Peach Garden (OWBN)

This rite is enacted in order to bring together a disparate group of Kuei Jin into a new Wu. It forms the foundations of their guanxi with one another, and blesses them in the eyes of Heaven and the August Personage of Jade. The Rite requires a personal statement of dedication and an oath towards each prospective member. Should the wu intend to buy a Nushi, that spirit must be present to sanctify their oath before Heaven. At the end of their oath, each member must test for Shadow Soul as the P'o attempts to corrupt the proceedings. Should everyone succeed, the Ritemaster then has a Mental versus 8+ the prospective number of Wu members, retest Occult or Rituals.

Failure indicates the prospective members of the wu have in some way offended the spirits, and must make amends before the rite can be completed. In the past, this rite was often performed in a personal setting, with only the eyes of Heaven as a witness, but in the 5th Age, this rite is more challenging. It is often performed before the assembled court, and can only be cast by someone who has undergone Naming the Ancestor, or by a minimum of 3 recognized Mandarins in cooperation. It is traditional for some token or gift to be given by the Ancestor or the Mandarins who cast this Rite to thank them for their support..

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

This is the power needed to permanently defile a Dragon's Nest. This requires three Scorpion Eaters who each know the Balefire Shintai power Body of Burning Filth. All Scorpion Eaters must expend a combined amount of 40 points of chi (this may come from the three, or additional gang members who have come along), over the course of the night. Each of the three Scorpion Eaters who have Body of Filth Activated must make three Physical challenges (difficulty 9 retest occult or rituals), and must succeed 2 out of 3 times. If even one of the Three fails, the entire ritual fails the chi is wasted and they must begin again. After success on the physical challenges, the three must make three mental challenges (difficulty 9 retest occult) Each of the Three must win 2 out of 3 times, and again if even one fails this, the ritual fails and the chi is wasted. Those attuned to chi flow nearby may detect the rite in progress. Success results in a permanently defiled Dragon's Nest, and likely pollutes the area with all manner of horrible things in the physical world.

Welcoming a Sworn Brother (OWBN)

Sometimes, Wu-mates die, leave their Wu, or attain enlightenment. When this happens, the remaining members may wish to re-establish themselves with new members. In that case, the prospective new Wu-mate must undergo the same ritual purifications and swear an oath similar to the rite Oath of the Peach Garden, after which they also test for Shadow Soul. The remaining Wu members then pledge their brotherhood and acceptance of the candidate, and the Ritemaster has a Mental Challenge versus 8+ the current number of members to successfully cast the Rite. Failure carries the same consequences as Oath of the Peach Garden. This Rite can be enacted by a single Mandarin.

Wisdom of the Spirit Ways (Blood and Silk, p101)

This rite is an ancient predecessor of the Rites of the Dark Jade Lover, most often practiced by Thousand Whispers during the 4th Age. To cast it, the ritualist undergoes traditional funeral preparations, then "dies" and is buried. This allows them to take the Little Death in a ritualistic fashion which does not constitute an act of Blindness. Her body serves as an anchor to the world, and if it is destroyed, the ritualist is lost forever. Unlike most experiences of the Little Death, this is not a time of nightmares, but a dreamlike state of learning and meditation in which the vampire absorbs the experiences of their last life and wanders the Yin and Yang worlds, receiving tutelage from the inhabitants of the spirit courts. The length of this journey is one night per permanent point of Yin. Mechanically, this journey allows the Centipede to buy appropriate abilities, traits, and virtues as though they had a mentor rated 5. Supernatural abilities may not be purchased with this power.

Master

The Righteous Hunt

The Bone Flower performs a 30 minute ritual that must be within the boundaries of the target's house, he makes a mental challenge (difficulty 11, retest occult) if successful he grants the target the flaw "spectre meat" (p 93 laws of the Hunt), this mark on the target will persist in death where their spirit shall be haunted by the hungry dead. Only atoning for the act that caused the bone Flower to cast this ritual will remove this effect. It may also be possible to use elder level powers designed to unweave rituals, true magic, or pay the Yama Kings a very reasonable price.

Expert

The Breathing Mask

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

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

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

Conclusion:

Thank you to all the players and STs I've gotten to interact with, thank you to everyone who has contributed content to this packet, especially the previous coordinators. Go have fun. I want to hear your stories.

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