

# Bite Mark

Quarterly e-publication dedicated to Claw Worlds  
Volume 1 Issue 01 May 2002

## Introduction

Welcome to the premier issue of Bite Mark, the quarterly e-publication for the Claw Worlds.

Bite Mark intends to fill in the gap between releases of Ironclaw and Jadeclaw Supplements. Its format follows

the traditional Sanguine style of general background, player information, and then host information. Please bear in mind, however, that rules discussed in this and future publications are optional and are not officially endorsed by Sanguine Productions Ltd.

We welcome designers and readers alike to submit their adventures, rules, and background information. Please check the Submission Guideline on the last page. Hopefully, through your support, Bite Mark will grow to become a full fledged publication.



## Zhongguo Calendar - Yin-yang li

By Chuan Lin

Edited by Kris Schnee

The Zhongguo calendar, yin-yang li, is based on exact astronomical observations of the longitude of the sun and the phases of the moon. It is a combined solar/lunar calendar in that it strives to have its years coincide with the tropical year and its months coincide with the synodic<sup>[1]</sup> months.

- An ordinary year has 12 months, and a leap year has 13 months.
- An ordinary year has 353, 354, or 355 days, and a leap year has 383, 384, or 385 days.

When determining what a Zhongguoese year looks like, one must make a number of astronomical calculations:

- 1 To determine the dates for the new moons; a new moon is the completely **black** moon (that is, when the moon is in conjunction with the sun). The date of a new moon is the first day of a new month.
- 2 To determine the dates when the sun's longitude is a multiple of 30 degrees. (The sun's longitude is 0 at Vernal Equinox, 90 at Summer Solstice, 180 at Autumnal Equinox, and 270 at Winter Solstice.) These dates are called the Principal Terms

and are used to determine the number of each month:

- Principal Term 1 occurs when the sun's longitude is 330 degrees.
- Principal Term 2 occurs when the sun's longitude is 0 degrees.
- Principal Term 3 occurs when the sun's longitude is 30 degrees.
- etc.
- Principal Term 11 occurs when the sun's longitude is 270 degrees.
- Principal Term 12 occurs when the sun's longitude is 300 degrees.
- Each month carries the number of the Principal Term that occurs in that month.
- In rare cases, a month may contain two Principal Terms; in this case the months numbers may have to be shifted. Principal Term 11 (Winter Solstice) must always fall in the 11th month.

## What Years Are Leap Years?

Leap years have 13 months. To determine if a year is a leap year, calculate the number of new moons between the 11th month in one year (i.e., the month containing the Winter Solstice) and the 11th month in the following year. If there are 13 new moons from the start of the 11th month in the first year to the start of the 11th month in the second year, a leap month must be inserted.

In leap years, at least one month does not contain a Principal Term. The first

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such month is the leap month. It carries the same number as the previous month, with the additional note that it is the leap month.

## How Does One Count Years?

Unlike most other calendars, the Zhongguo calendar does not count years in an infinite sequence. Instead years are grouped in a cycle of 60 years. They are also used to measure time since the accession of a king. Within each 60-year cycle, a year is assigned to a name consisting of two components.

The first component is a Celestial Stem (Table 1). These words have no Calabrese equivalent.

The second component is a Terrestrial Branch (Table 2). These are named after the Twelve Major Houses who first gathered to form what would become known as Zhongguo. Applying the names of the first twelve houses allows clear distinction of the Major Houses from those of latecomers and barbarians.

Each of the two components is used sequentially. Thus, the 1st year of the 60-year cycle becomes Yang Wood Rat (jia-zi), the 2nd year is Yin Wood Ox (yi-chou), the 3rd year is Yang Fire Tiger (bing-yin), etc. When we reach the end of a component, we start from the beginning: The 10th year is Yin Water Rooster (gui-you), the 11th year is Yang Wood Dog (jia-xu), the 12th year is Yin Wood Boar (yi-hai), and the 13th year is Yang Fire Rat (bing-zi). Finally, the 60th year becomes Yin Water Boar (gui-hai).

The idea of grouping and naming the 60-year cycles began in the year 159 when the Spiritual Hall was completed in Majing. The Hall was the academy dedicated to the study of astronomy and, eventually, the home of celestial globes and armillary spheres.<sup>[2]</sup> There, scholars from the Twelve Major Houses and the Ministry of Celestial Affairs came together and discussed the concept of time measurement. Then they began to backtrack and declare year 1 when the Twelve Tribes answered Qiling's call to form the nation.

Traditionally, archaic words are used to indicate the date and the month. But when the Zhou Dynasty was formed, the first Zhou king celebrated the event by commissioning a Minister of Celestial Affairs to plot out and reassign the months according to the States as the official names for months. Alternatively,

Table 1 - Celestial Stems	
1) Jia (yang wood/ strong wood)	6) Ji (yin earth/ weak earth)
2) Yi (yin wood/ weak wood)	7) Geng (yang metal/ strong metal)
3) Bing (yang fire/ strong fire)	8) Xin (yin metal/ weak metal)
4) Ding (yin fire/ weak fire)	9) Ren (yang water/ strong water)
5) Wu (yang earth/ strong earth)	10) Gui (yin water/ weak water)

since years are dedicated to the Twelve Major Houses, months can be relegated to minor houses, the more common names for months. During leap years, leap months are named for barbarians to represent periodical savage incursions (See Table 3).<sup>[3]</sup>

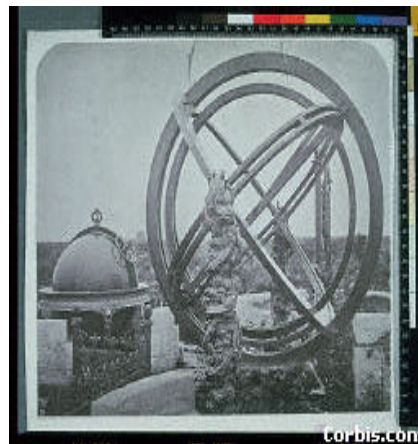


Image 1 - Celestial Globe

then devised a unified all-purpose calendar that contained information on the seasons of the year and the phases of the Moon. The calendar also contained the Yellow Path or Huang-dao that labeled each day as being auspicious or unfortunate for the Twelve Major Houses and for certain actions.

In Zhongguo, the calendar was a sacred document, sponsored and promulgated by the reigning monarch. For more than two millennia, the Ministry of Celestial Affairs made astronomical observations, calculated astronomical events such as eclipses, prepared astrological predictions, and maintained the calendar. After all, a successful calendar not only served practical needs, but also confirmed the consonance between Heaven and the Imperial Court, i.e. the Mandate of Heaven. The ability to cipher the Yellow Path and to use the calendar to its full potential is the sign of an erudite.

Years were counted from a succession of eras established by reigning kings. Although the accession of a king marked a new era, he could also declare a new era at various times within his reign. The introduction of a new era was an attempt to reestablish a broken connection between Heaven and Earth, as personified by the king. The splinter might be revealed by the death of a king, the occurrence of a natural disaster, or the failure of the Ministry of Celestial Affairs to predict a celestial event such as an eclipse.

Sexagenary cycles were used to count years, months, days, and fractions of a day using the set of Celestial Stems and Terrestrial Branches. Use of the sixty-day cycle is seen in the earliest astronomical records. Although the day count has fallen into disuse in everyday life, it is

## History of the Calendar

When the Book of the Vanishing Heavenly Stem had been compiled and scholars from the Twelve Major Houses gathered and analyzed each other's astro-nomic works, they were able to calculate that there are 365 1/4 days in the solar year and that each lunation is 29 1/2 days. These scholars, who later formed the first Ministry of Celestial Affairs,

Table 2 - Terrestrial Branch		
1) Zi (rat)	5) chen (dragon)	9) shen (monkey)
2) Chou (ox)	6) si (snake)	10) you (rooster)
3) yin (tiger)	7) wu (horse)	11) xu (dog)
4) mao (rabbit)	8) wei (sheep)	12) hai (boar)

still tabulated in the royal calendars and used in the Yellow Path.

For example, the first day of the new year is commonly referred to as Yang Wood Rat (jia-zi) Day. And the last day, the 354th, is called Yang Earth Yin Fire Snake (wu-ding-si) Day. It is easy to see why this kind of announcement is used by the most scholarly and in ceremonies.

During the Xiong Dynasty, a new feature was incorporated into the calendar that was easier for commoners to understand. Starting from the new moon phase to the start of the next new moon, a meteorological cycle of 24 periods is calculated. This meteorological cycle (ershisi-jieqi), helps farmers and travelers to plan their crops or trips accordingly. Since this was designed for the commoners, the description of each period is succinct and easy to understand (See Table 4).

The 24 points within the meteorological cycle are exactly  $15^\circ$  apart on the ecliptic, verified often by using celestial globes and armillary spheres in the Spiritual Hall. They calculated that it took about 15.2 days for the Sun to travel from one of these points to another (because the ecliptic is a complete circle of  $360^\circ$ ), and the Sun needs  $365 \frac{1}{4}$  days to finish its journey in this cycle. Ordinary, each of the 12 months of the year contains two points but, because a lunar month has only  $29 \frac{1}{2}$  days and the two points share about 30.4 days, there is always the chance that a lunar month will fail to contain both points, though the distance between any two given points is only  $15^\circ$ . If such an occasion occurs, the intercalation of an extra month takes place. For instance, one may find a year with two Jin/Phoenix

Table 3 - Name of Months		
Month based on State / Minor House		Leap Months based on Barbarian State / Races
1) Sung / Bear	7) Jin / Phoenix	1) Nine Tribes / Camel
2) Wei / Cat	8) Qin / Porcupine	2) Yindu / Elephant
3) Lu / Crane	9) Yen / Qiling	3) Han-guo / Leopard
4) Zhou / Deer	10) Chu / Swallow	4) Siam / Lynx
5) Cheng / Fox	11) Wu / Tortoise	5) Ala Shan / Wolf
6) Shen / Panda	12) Chi / Weasel	6) Xizang / Yak

months or with two Qin/Porcupine months in the Zhongguo calendar. This is the time of the most inauspicious period as it represents chaos and usurpation of order. Spies and security are put on extra alert during this time to watch for any rebellion. Some said that it was during a doubled Qin/Porcupine month when the Zhou Dynasty overthrew the Quan Dynasty.



Image 2 - Armillary

In fact, the exact length of a month in the Zhongguo calendar is either 30 days or 29 days--a phenomenon which reflects its lunar origin. Also, the meteorological cycle means essentially a solar year. The people of Zhongguo thus consider their calendar as yin-yang li, or a lunar-solar calendar.

### What Is the Current Year in the Zhongguo Calendar?

The current year is 2682 or the 1st Year of the Great Leap Forward under Zhou King Ping, in the 42nd year of the 44th cycle. This is the year of Yin Wood Snake (yi-si).

### Bibliography

<http://webexhibits.org/calendars/calendar-chinese.html>

<http://www.chinesefortunecalendar.com/LunarCalendar.htm>

### Notes

[1] Relating to the conjunction of celestial bodies, especially the interval between two successive conjunctions of a planet or the moon with the sun.

[2] Armillary spheres are metal rings overlapping at angles to form an open sphere, and are used to show astronomical coordinates.

[3] Astute readers may recall that not all states were formed at the same time when the Zhou Dynasty began; nor were all minor houses formalized at the same time. The reason to use this rewritten history is simply to pay homage and to glorify how enlightened the Zhou Dynasty is. Of course, anyone who publicly denounces the revision will be accused of treason.

Table 4 - 24 Cycles			
1) Start of Spring	7) Start of Summer	13) Start of Autumn	19) Start of Winter
2) Rain Water	8) Grain Fills	14) Still Hot	20) Light Snow
3) Excited Insects	9) Grain in Ear	15) White Dew	21) Heavy Snow
4) Vernal Equinox	10) Summer Solstice	16) Autumnal Equinox	22) Winter Solstice
5) Clear and Bright	11) Slight Heat	17) Cold Dew	23) Little Cold
6) Grain Rains	12) Great Heat	18) Frost Descent	24) Severe Cold

## Variant Races

By Jason Holmgren  
Sanguine Productions Limited

Here are the unofficial Variant Races suitable for adopting Claw System to generic genre.

### Dwarves (2 points)

Characteristically short and stubborn, Dwarves toil away in mountain fastnesses, hoarding gold and rarely venturing to the surface. In combat, they fight as one, preferring close-quarters combat, as they are poor with long-distance weapons. The typical dwarf has a thick *Viking-esque* beard and gnarled hands from a life of physical labor.

- **Racial Gifts:** Robustness +2 (5 points)
- **Racial Flaws:** Poor Vision (-3 points)
- **Racial Skills:** Choose one (Axe or Mace), Craft: Mining, Resolve, and Tactics
- **Racial Weapons:** None
- **Racial Habitat:** Mountains
- **Racial Sense Tests:** Listen

### Elves (1 point)

Fair-skinned and fair-haired, Elves are often portrayed as a mysterious race, rarely mixing with others. They are usually *one with nature*, able to disappear in thick forests. Also by tradition, they are unparalleled experts with the bow, and notoriously difficult to surprise. Depending on who you ask, they are either taller or shorter than humans, but their ears are always pointed. They are always of thin or slight build.

- **Racial Gifts:** Keen Ears (1 point); Keen Eyes (1 point); Night Vision (1 point)
- **Racial Flaws:** Frail (-2 points)
- **Racial Skills:** Bow, Camouflage, Sixth Sense, and Stealth
- **Racial Weapons:** None
- **Racial Habitat:** Forest
- **Racial Sense Tests:** Spot; Listen

### Halflings / Hobbits (1 point)

A race of barefoot, short, chubby people who enjoy creature comforts, the race of *hobbit* was first introduced in J. R. R. Tolkien's Lord of the Rings series, and (to avoid copyright laws) they were later renamed *Halflings* in most fantasy RPGs, or *Kender* for the Dragonlance

books by TSR. The unifying characteristics are bare, hairy feet and a predilection to either staying at home or engaging in a life of thievery.

- **Racial Gifts:** Robustness +1 (2 points)
- **Racial Flaws:** Corpulent -1 (-1 point)
- **Racial Skills:** Camouflage, Craft: Cooking, Observation, and Stealth
- **Racial Weapons:** None
- **Racial Habitat:** Plains
- **Racial Sense Tests:** Smell

### Humans (varies)

Easily the most common fantasy race, Humans are often the *generalist* race, not enjoying any *inborn* advantages but likewise free from any inherited biases. When they put their minds to it, they can out-do any of the other races in their fantasy milieu.

The theory presented here is that there's more than one *human race*.

#### Common Men / Women (zero points)

The most *base* and numerous of the Humans, the Common Men and Women are the closest to historical humans, with Body Traits in the range of d6 to d10. Most folk never trespass more than seven leagues outside their home town; others are nomads who wander great distances on a regular basis on foot, since other transportation is expensive or even unavailable. Game Hosts should make more *specialized* versions of this type of Human for different locales in their fantasy world. In particular, the Conan series by Robert E. Howard has colorful descriptions of how geography and culture affect people.

- **Racial Gifts:** None
- **Racial Flaws:** None
- **Racial Skills:** Craft (of choice); Choose one (Area Knowledge [home town] or Hiking); Choose one (Observation, Resolve, Sixth Sense, or Stealth); Tactics
- **Racial Weapons:** None
- **Racial Habitat:** Choose one (Forest, Mountains, or Plains)
- **Racial Sense Tests:** none

#### Great Men / Women (4 points)

Some fantasy settings have a breed of Humans who are a cut above the rank and file, such as Chronopia's Firstborn or Middle-Earth Role-Playing's Dune-dain. These folk are noted for their larger

size (and Body Trait) and greater ability to withstand hardship. To that end, the Great Men and Women have the most general representation of hardiness, the Extra Hit Point. They are usually more Spartan in demeanor and behavior, *more human than human* as it were – used to getting their way and always interested in the bottom line.

- **Racial Gifts:** Extra Hit Point (4 points)
- **Racial Flaws:** None
- **Racial Skills:** Craft (of choice); Hiking; Resolve, and Tactics
- **Racial Weapons:** None
- **Racial Habitat:** Choose one (Forest, Mountains, or Plains)
- **Racial Sense Tests:** none

#### High Men / Women (zero points)

These people have magic in their blood. Perhaps they are descended from Elves, or maybe another great race such as the Vinya from Middle Earth Role-Playing. Unlike other Humans, they tend to be reclusive, often acting alone rather than in concert or in society. Their wits are often keen (Mind Trait of d8 or more), and it's no surprise that, combined with their inborn inclinations and hermit nature, they often become accomplished wizards.

- **Racial Gifts:** None
- **Racial Flaws:** None
- **Racial Skills:** Augury; Craft (of choice); Lore: Magic; Sixth Sense
- **Racial Weapons:** None
- **Racial Habitat:** Choose one (Forest, Mountains, or Plains)
- **Racial Sense Tests:** none

### Lizard People (4 points)

Nasty, hissing brutes, with lanky, steely limbs and darting snakey tails, the Lizard People are a fantasy staple from the pulp era of fantasy writers such as Clark Ashton Smith and Robert E. Howard. The Lizard People presented here are more like the *snake people* of Hyberborea or Lovecraft's Cthulu Mythos. Different ones might have Prehensile Feet or Poison. Noxious ones like the *trogloodytes* of Dungeons & Dragons fame could have a Spray attack.

- **Racial Gifts:** Claws (1 point); Prehensile Tail (1 point); Robustness +1 (1 point); Teeth (1 point)
- **Racial Flaws:** None



- **Racial Skills:** Choose one (Climbing or Swimming); Camouflage; Contortionist and Resolve
- **Racial Weapons:** Claws; Teeth
- **Racial Habitat:** Choose one (Forest or Plains)
- **Racial Sense Tests:** Smell

### Minotaurs (7 points)

In Greek mythology, the Minotaur was a half-man, half-bull monster that was cursed with an appetite for human flesh. This creature has proven very popular with fantasy audiences through the ages, and some authors make these brutes their own Race. By tradition, the Minotaur carries a giant axe and skulks about in mazes and dark corridors.

- **Racial Gifts:** Horns (1 point); Robustness +2 (5 points); Strength +2 (5 points)
- **Racial Flaws:** Gluttony (-1 point); Poor Sight (-3 points)
- **Racial Skills:** Axe, Intimidation, Resolve and Stealth
- **Racial Weapons:** Horns
- **Racial Habitat:** Plains
- **Racial Sense Tests:** Smell

### Orcs (zero points)

Where would the Dwarves and Elves be without their hereditary enemies, the Orcs? Are they debased humans or a separate race entirely? The Orcs presented here have pronounced snouts and war-worthy tusks. Like Dwarves, they

are poor suited to long-distance combat. They prefer to ambush folks using man-to-man tactics, often overwhelming by sheer strength of numbers. Since Orcs come from the harshest, most unforgiving conditions, the climates of other races look like idyllic paradises to them, so it's no wonder they're often willing to fight to the death to obtain them.

- **Racial Gifts:** Robustness +1 (2 points); Tusks (1 point)
- **Racial Flaws:** Poor Vision (-3 points)
- **Racial Skills:** Camouflage, Herbalism, Intimidation, and Resolve
- **Racial Weapons:** Choose one (Forest, Mountains, or Plains)
- **Racial Habitat:** Tusks
- **Racial Sense Tests:** Smell

### Ogres (7 points)

When you can't get a giant ... get an Ogre. Basically large, malformed humans who feel no pain, the *traditional* Ogre should have a low Mind trait (d4 to d6) and a high Body Trait (d10 or better). Sometimes they wear arms and armor like other folks... Other times, they simply use their bare hands to tear and shred all who oppose them. An Ogre makes an excellent *right hand man* for a major villain.

- **Racial Gifts:** Armor d4 (3 points); Strength +3 (7 points)
- **Racial Flaws:** Poor Vision (-3 points)

- **Racial Skills:** Brawling, Intimidation, Resolve, and Wrestling
- **Racial Weapons:** Choose one (Forest, Mountains, or Plains)
- **Racial Habitat:** none
- **Racial Sense Tests:** Smell

### Trolls (10 points)

The *classic* monstrous race, Trolls have rubbery skin, dirty claws, rheumy eyes, and nasty temperaments. Some legends give them amazing abilities of regeneration – the Troll presented here just *ignores* major cuts and gashes by virtue of its Armor. Other legends say that sunlight harms them, by burning their skin or by turning them to stone – these Trolls just can't stand the light of the sun, giving them penalties on everything they do. Reports of Trolls' mental capacity vary; sometimes they are little more than animals in intelligence, other times they are sophisticated villains masterminding the capture of princesses or children.

- **Racial Gifts:** Armor d6 (7 points); Strength +2 (5 points); Claws (1 point); Teeth (1 point)
- **Racial Flaws:** Dread of Sunlight (Very Common; -4 points)
- **Racial Skills:** Resolve, Stealth, and Wrestling
- **Racial Weapons:** Claws, Teeth
- **Racial Habitat:** Mountains
- **Racial Sense Tests:** Listen; Smell



*Relatives are given;  
Friends are selected.*

## Rules from the Cutting Room Floor:

### Character Background

By Chuan Lin

This was cut out early in the development of Jadeclaw for being too random and too many charts. Personally, I like it for it helps generate ideas for players who are hard pressed to come up with character background and to give them a sense of belonging in the Jadeclaw. This also allows the Host to work with play-

ers on setting up each characters personal goals.

This optional rule has been modified after an email conversation with Matthew Huntington. His argument, the lack of prominence for the career and the race traits, has made sense to me. Therefore, emphasis in this article will be on the Race trait. Too often, it has been relegated to be the least important of 6 primary traits (Body, Speed, Mind, Will, Career, Race). Race trait is commonly viewed as the connection one has to his beastly self. Thus, a d4 bear is less bearish than a d12 bear. In Jadeclaw, I want it to be used to determine how closely a character has ties with his family or clan. A d4 bear is not as close to his clan and ancestral as a d12 bear. El-

ders of the clan/house judges the younger generation to see who among them are worthy. The chosen one would receive additional training, gifts, or even heirloom. Career trait and skills are nice, but the true measurement of a characters devotion to his family is his Race trait.

### Lineage

If a player creates a minor house or major house race at time of creation, he has the option to roll on the Ancestor Table to represent how far can a character trace back his root. During play, this character may receive another chance to roll as a gift or reward from major NPCs. This indicates that this character attempts to find more information on his genealogy. However, each successive

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roll must be greater than previous number in order to be valid. Sometime, one's research may result in a dead-end (any dice roll resulted less or equal to previous number) or he may find something worthwhile (any dice roll resulted greater than previous number). A success entitles a roll in the Notable Ancestors and the Family Heritage tables. Generally, it is harder to trace one's ancestry beyond Xiong Dynasty as it considered as legendary period.

Use Player Race Trait Dice to roll and take the highest number.

See Table 1A (page #6)

See Table 1B (page #7)

See Table 1C (page #8)

### Notable Ancestors

A player has the option to roll on Notable Ancestors table at time of character creation for free. He receives one roll per name level Race Trait (i.e. an Expert Race Trait allows 2 rolls, a Legendary Race Trait allows 4 rolls, etc.). Player

uses their race dice to roll in the table below. During play, when a character advances his Race Trait to a new quality level, he has the option to roll on this table. This represents the waking of Ancestral bloodline and the fact that ancestors are watching over their scions. Alternatively, character can choose additional benefit from previously rolled Ancestral bloodline. And depend how filial the character has behave toward his family, the Host may grant or take away this option.

See Table 2A (page #9)

### Family Heritage

A player has the option to roll on Family Heritage table at time of character creation for free using that character Race trait. Every time, a character advance his Race Trait to a new quality level, he can return to his homeland to find more or additional facts about his family heritages. Certain heritages may seem powerful to starting character. However, it does

not mean that player will have it immediately. Most require additional d6 to determine where it about. It can generate possible adventure hook for player to get back their birthright.

Most Gifts/Flaws in this chart are points free; player does not lose or gain points for taking them.

See Table 3A (page #13)

See Table 3B (page #17)

### Awaken Ancestral Weapon & Armors

Character may spend their experience point into heirloom weapon in an effort to reawaken the spirit within. This is also view as a test to see characters worthiness. The Host has the final say whether or not the newly awakened weapons or armors make sense to the campaign, to the storyline, or to the purpose of this item.

See Table 4A (page#17)

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Table 1A - Lineage

Die Rolled	Description
	<b>Spring &amp; Autumn Period:</b> Your House has been recently formed. This may due to severance of kinship. Your family officially received a surname within current timeframe. Other possibilities included: your family have lost majority of family ancestral tablets and unable to provide you with information beyond certain generation; you were kidnap as a child; your parents are not exactly your real parents.
1-4	Option: roll your race dice: 1-4: you can trace back 1 generations 5-7: you can trace back 2 generations 8-9: you can trace back 3 generations 10-11: you can trace back 4 generations 12: you can trace back 5 generations
	<b>East Zhou Dynasty:</b> The Zhou court was sacked! Invading barbarians allied with rebel lords and killed the visiting royal entourage. A prince from earlier marriage has been found and rallied around. The young price had retaken the capital, Ma-jing. Barbarians were chased off or killed. The royal line and power have been severely weakened.
5-7	Option: roll your race dice: 1-4: you can trace back 6 generations 5-7: you can trace back 7 generations 8-9: you can trace back 8 generations 10-11: you can trace back 9 generations 12: you can trace back 10 generations



**Table 1A - Lineage**  
(continued)

Die Rolled	Description
8-9	<p><b>West Zhou Dynasty:</b> The last major conflicts that shook heaven and earth as both spirits and mortals were fighting. The Duke of Zhou received the Mandate of Heaven to overthrow despot King Zhou of Quan Dynasty. Many wise men and gods aided the Duke whereas sorcerers and demons assisted the Tyrant. A major artifact, the Scroll of Celestials Beings, recorded true names of immortals both good and evil who were involved during that time. It had been hidden away in one of five mountain range of Zhongguo until the Mandate of Heaven is in another House's possession.</p> <p>Option: roll your race dice:            1-4: you can trace back 11 generations            5-7: you can trace back 12 generations            8-9: you can trace back 13 generations            10-11: you can trace back 14 generations            12: you can trace back 15 generations</p>
10-11	<p><b>Late Quan Dynasty:</b> For thirty years, Quan Dynasty was in a state of political chaos and decline with brothers struggling against each other for the crown, kings obsessed with building sumptuous palaces, and corrupt nobles living in luxury.</p> <p>Pan Geng, the ninth generation descendant of Tang, succeeded to the throne after the death of his elder brother Yangjia. He was famous for his rebuilding of Ma-jing and to force all other major houses to sending close family members to represent their interest in Quan Court.</p> <p>Option: roll your race dice:            1-4: you can trace back 17 generations            5-7: you can trace back 19 generations            8-9: you can trace back 20 generations            10-11: you can trace back 22 generations            12: you can trace back 23 generations</p>
12	Roll Again at next Lineage Table 1B

**Table 1B - Lineage**

Die Rolled	Description
1-4	<p><b>Early Quan Dynasty:</b> King Guo Lu or Tianyi was a major noble in the House of Guo. Rumors had it that he had sought the Dragon Pool and was able to access to the one within the Forbidden City. He has passed the Dragon Pool test and gain insight on how to strengthen copper into bronze. The first massive use of bronze weapons and armors occurred in the battle at Guo Bushei near the border of Guo State. A force of 300 Kaigan bodyguards routed 3000 imperial troops. After that battle, other nobles began to rally behind Guo Lu and eventually put him on the Qiling Throne.</p> <p>Option: roll your race dice:            1-4: you can trace back 25 generations            5-7: you can trace back 27 generations            8-9: you can trace back 29 generations            10-11: you can trace back 31 generations            12: you can trace back 33 generations</p>
5-7	<p><b>Late Xiong Dynasty:</b> First Brothers War occurred among 4 sons of Emperor Tianlu. The emperor had died without naming a successor. Though tradition indicated the elder son, Hu Shi, ought to be the next emperor. Prince Guo Dong, with supported from other siblings, claimed that Hu Shi was too cruel to be a just emperor. Various noble houses supported their choice of Prince. In the end, Prince Guo Dong managed to defeat all of his brothers and became the next emperor</p> <p>Option: roll your race dice:            1-4: you can trace back 34 generations            5-7: you can trace back 35 generations            8-9: you can trace back 36 generations            10-11: you can trace back 37 generations            12: you can trace up back 38 generations</p>

**Table 1B - Lineage**  
(continued)

Die Rolled	Description
8-9	<p><b>Early Xiong Dynasty:</b> Sage King Dai Yu wanted to pass the mantle of rulership to his able prime minister, Niu TaoJun. Instead, the prime minister refused and asked King Yu to pass it to his son, Xiong Murong. This set up the precedence of tradition of passing down from father to son. It also established Xiong Dynasty which was also known as Xia, the summer. Though there were nobles who objected the overturn of traditions, they were put down.</p> <p>Option: roll your race dice:  1-4: you can trace back 40 generations  5-7: you can trace back 42 generations  8-9: you can trace back 44 generations  10-11: you can trace back 46 generations  12: you can trace back 48 generations</p>
10-11	<p><b>The Great Flood:</b> The Great Flood was caused by accidentally miscasted of Kan by Daoists of Tai-pin School of Ever Peace. Numerous oracles indicated that celestial court had been angry at mortals' rapid attempts at magecraft and refused to help. Sage King Tu Xiehe issued reward of great wealth and status for those who can control the ever-rising water. You can trace back 49 generations.</p>
12	Roll Again at next Ancestral Table 1C

**Table 1C - Lineage**

Die Rolled	Description
1-4	<p><b>Third Sage King:</b> A period of consolidation as Shenzhou began to digest her newly acquired lands. It was also better known as the Second Enlightenment as many books and scrolls recorded knowledge of Shenzhou.</p> <p>Option: roll your race dice:  1-4: you can trace back 52 generations  5-7: you can trace back 55 generations  8-9: you can trace back 58 generations  10-11: you can trace back 61 generations  12: you can trace back 64 generations</p>
5-7	<p><b>Second Sage King:</b> A period of expansion as Shenzhou began to expand onto four corners. Emperor Yao had battle against the Four Evils that opposed to Shenzhou expansion.</p> <p>Option: roll your race dice:  1-4: you can trace back 67 generations  5-7: you can trace back 70 generations  8-9: you can trace back 73 generations  10-11: you can trace back 76 generations  12: you can trace back 79 generations</p>
8-9	<p><b>First Sage King:</b> A period of cultivation as people of Shenzhou was getting used to living together. Ideas of town and city structure began to develop. A bare minimum structure of political system was developed.</p> <p>Option: roll your race dice:  1-4: you can trace back 82 generations  5-7: you can trace back 85 generations  8-9: you can trace back 88 generations  10-11: you can trace back 91 generations  12: you can trace back 94 generations</p>





**Table 1C - Lineage**  
(continued)

Die Rolled	Description
10-11	<p><b>Yellow Emperor:</b> A Celestial Qiling appeared and talked to leaders of various tribes. The idea of living together with diverse clans under one nation was unheard of. Yet, eleven tribes were willing to give it a try. Along with Celestial Qiling, they formed a nation which known as Shenzhou.</p> <p>Option: roll your race dice:</p> <ul style="list-style-type: none"> <li>1-4: you can trace back 98 generations</li> <li>5-7: you can trace back 102 generations</li> <li>8-9: you can trace back 106 generations</li> <li>10-11: you can trace back 110 generations</li> <li>12: you can trace back 114 generations</li> </ul>
12	<p><b>Land Before Time:</b> The world was still relatively new. There were numerous tribes spread across the land. There were few trades and many conflicts among them. Spirits were commonly seen. A totem spirit protected every tribe.</p> <p>You can trace beyond 114 generations</p>

**Table 2A - Ancestry**

Die Rolled	Description
1	<p><b>Miscreant:</b> One of your ancestors had made himself above reproach by the law. His legacy is to bestow follow benefits</p> <p>Your ancestor was known for (roll 1d6) ...</p> <ol style="list-style-type: none"> <li>1. his bandit kingdom that extracted heavy tolls.</li> <li>2. indiscriminate rogue that robbed even the dead</li> <li>3. his crime against society that became a cautionary tales</li> <li>4. as a Gentleman Robber, he robbed the rich to give to the poor.</li> <li>5. his dealing with the foolish noble that became a popular folktale</li> <li>6. formed a band of righteous brotherhood to fight against local corrupt government / nobility.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>• Gains a new miscreant skill at level 1</li> <li>• Increases an existing miscreant skill by 1.</li> </ul> <p>@ Legendary/Mythical (same as above but also includes the following selections):</p> <ul style="list-style-type: none"> <li>• Gains a new favorite use to an existing miscreant skill above 10</li> <li>• Ties an existing miscreant skill to your Race Trait</li> </ul>
2	<p><b>Merchant:</b> One of your ancestors had made a name for himself as a well-known merchant</p> <p>Your ancestor was known for (roll 1d6)...</p> <ol style="list-style-type: none"> <li>1. His/her greed had nearly destroyed the economy system of his time.</li> <li>2. His/her covetousness had bankrupted local economy system of his time.</li> <li>3. Your ancestor was horribly murdered by some deranged debtor who had sold everything he/she had and still unable to pay off the debt.</li> <li>4. Local economy was indebted to his/her merchant skills.</li> <li>5. There is a trade route named after your ancestor.</li> <li>6. He/she was the guild-master of entire Zhongguo merchants of his/her time.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>• Gains a new trade skill at level 1</li> <li>• Receives 1 point Wealth</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>• Gains a new favorite use to an existing trade skill</li> <li>• Receives 2 point Wealth</li> </ul>

Table 2A - Ancestry

Die Rolled	Description
3	<p><b>Warrior</b>: One of your ancestors had made a name for himself as a well-known warrior.</p> <p>Your ancestor was known for (roll 1d6)...</p> <ol style="list-style-type: none"> <li>1. Whatever his/her personal name was, people had forgotten. Instead, he/she was better known as &lt;insert your family name&gt; Maniacal.</li> <li>2. Parents were using his/her name to scare little boy/girl into obedience.</li> <li>3. When he died, people were dancing in the street.</li> <li>4. He/she had become a &lt;insert your choice of weapon&gt;-saint.</li> <li>5. A perfect warrior who had mastered all 18 types of weapons.</li> <li>6. There is a fighting technique named after him/her.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>• Increases an existing combat skill by 1</li> <li>• Gain a qualified Basic Martial Art for free</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>• Select a martial art school that your character automatically gains free membership due to your ancestor's fame.</li> <li>• Ties your highest existing combat skill to your Race Trait</li> </ul>
4	<p><b>Barbarian</b>: One of your ancestors had married a barbarian; had traveled aboard extensively; or had made exhaustive study of a barbarian culture.</p> <p>Your ancestor was known for (roll 1d6)...</p> <ol style="list-style-type: none"> <li>1. Your ancestor had been cast out of society for his barbaric behavior</li> <li>2. Your ancestor had taken a branch of your clan and moved to barbaric land.</li> <li>3. Your clan was deeply humiliated by your ancestor's barbaric antics.</li> <li>4. Barbaric knowledge have been cherished in your clan.</li> <li>5. Your clan benefits from your ancestor's barbaric practicality.</li> <li>6. Your ancestor had introduced a barbaric culture that was popularly accepted by locals. It had assimilated into local custom.</li> </ol> <p>At your Race Level, choose one of benefits (when mention barbarian skill, use Ironclaw sourcebooks, or future Jadeclaw barbarian sourcebooks):</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>• Gains a new barbarian skill at level 1</li> <li>• Able to purchase Barbaric Gift (Atvatism)</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>• Increase an existing barbarian skill by 1</li> <li>• Ties an existing barbarian skill to your Race Trait</li> </ul>
5	<p><b>Artisan/Craftsman</b>: One of your ancestors had made a name for himself as a well-known artisan/craftsman.</p> <p>Your ancestor was known for (roll 1d6)...</p> <ol style="list-style-type: none"> <li>1. His skill was so great, yet, so eerie. Yet, he was able to charge ridiculously high price for service rendered. Still, certain individuals brought his products for some unknown reasons...</li> <li>2. He was killed for making this thing. And the death had cursed this item to be a thing of evil. No one knows its whereabouts.</li> <li>3. He was exposed as a fake or so according to his/her profession rivals.</li> <li>4. Many craftsman/artisans claimed to be his pupils.</li> <li>5. He sacrificed him for making this item. However, the death had completed this item to be a thing of perfection. No one knows its whereabouts.</li> <li>6. His skill was so great that his creations were viewed as national treasures to be displayed in imperial court, prominent temples, or noble houses.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>• Gains a new trade/craft skill at level 1</li> <li>• Receive the vision of whereabouts of your ancestor's artifact.</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>• Gains a new favorite use to an existing trade/craft skill</li> <li>• Ties an existing trade/craft skill to your Race Trait</li> </ul>

**Table 2A - Ancestry**  
(continue)

Die Rolled	Description
6	<p><b>Erudite:</b> One of your ancestors had made a name for himself as a well-known scholar.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"><li>1. His works have been used as examples to warn future scholars to be careful and factual with their writings.</li><li>2. Boy was the 'ignorant' king pissed at your ancestor's poem jeered at his esteemed wife. Now, his/her skull is used as a hole-puncher in an royal jail.</li><li>3. He/she was a second fiddle to the great scholar of that time. The only reason people remembered him/her was due to association.</li><li>4. He/she opened up school and the place was always crowded.</li><li>5. No one can find a fault with your ancestor literary works.</li><li>6. Your ancestor was sighted discussing literature with a true dragon. As a result, your family had received a drag-on-pearl.</li></ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"><li>• Gains a new five classics/lore skill at level 1</li><li>• Gain a Philosophy Trait (see supplement #1) at level 1</li></ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"><li>• Gains a new favorite use to an existing five classics/lore skill</li><li>• Ties an existing five classics/lore skill to your Race Trait</li></ul>
7	<p><b>Physician/Professional:</b> One of your ancestors has made a name for himself as a well-known physician/professional.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"><li>1. Together a pestilence and your ancestor medication have nearly wiped out local population.</li><li>2. Your ancestor had attempted to heal an affliction of a noble's daughter but failed. They buried their daughter and your living ancestor along to serve her afterlife.</li><li>3. Your family was disgraced after revealed that your ancestor was a fraud.</li><li>4. Your ancestor had established a school and attracted hundreds of pupils.</li><li>5. Your ancestor had become an imperial physician personally responsible for welfare of imperial household.</li><li>6. Your ancestor had discovered how to prolong life and lived almost like an immortal. He traveled around the world.</li></ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"><li>• Gains a new physician/professional skill at level 1</li><li>• Increases an existing physician/professional skill by 1</li></ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"><li>• Gains a new favorite use to an existing physician/professional skill above 10</li><li>• Ties an existing physician/professional skill to your Race Trait</li></ul>
8	<p><b>Officer:</b> One of your ancestors had made a name for himself as a well-known official (your choice of general or minister title).</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"><li>1: Your ancestor had blundered so badly that your family line could have ended there and then. Fortunately, it was the quick thinking of some distinct relative that hidden the bloodline from king's wrath.</li><li>2: Your ancestor is so corrupted (as a minister) or incompetence (as a general) that his/her skull was used to hold night soil.</li><li>3: Your ancestor was public known as "Imperial Pucker"</li><li>4: No one dared to commit serious crime at where your ancestor governed.</li><li>5: Through your ancestor's effort, Zhongguo enjoyed a period of peace and tranquility.</li><li>6: Your ancestor was offered the royal crown, yet, he refused and contended to serve the next ruler.</li></ol>

**Table 2A - Ancestry**  
(continue)

Dice Rolled	Description
8	<p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>Gains a new influence skill at level 1</li> <li>Increases an existing influence skill by 1 to no more than 5 (10).</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>Gains a new favorite use to an existing influence skill above 10</li> <li>Ties your highest existing influence skill to your Race Trait</li> </ul>
9	<p><b>Noble:</b> One of your ancestors had made a name for himself as well-known nobility.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"> <li>Though your ancestor claimed to receive the mandate of heaven, the history recorded another failed rebellion. Only the act of faithful servant had preserved family line by substitute his child for your ancestor.</li> <li>Your ancestor gave new meaning to inbreed.</li> <li>Your ancestor name was often mentioned during annual Sixty-Six Sacrilegious Contest.</li> <li>People came from miles to pay their final respect when your ancestor passed away.</li> <li>Your family was below imperial line but above everyone else through your ancestor's effort.</li> <li>Your ancestor married into imperial lineage.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>Gains any 1 skill at level 1</li> <li>Gain 1 point of Nobility Gift</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>Gains a new favorite use to an existing skill above 10</li> <li>Ties your highest existing skill to your Race Trait</li> </ul>
10	<p><b>Hermit:</b> One of your ancestors had made a name for himself as a well-known hermit.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"> <li>Whoever read your ancestor insights became corrupted.</li> <li>No, your ancestor was not mad! He was deranged.</li> <li>Peasants threw stones at your ancestor whenever he wandered too close to a village.</li> <li>Peasants welcomed your ancestor whenever he wandered too close to a village.</li> <li>Books were written to record and interpreted your ancestor insights.</li> <li>He was known as a Wise Man of the Mountain.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>Gains a mystic skill at level 1</li> <li>Increases an existing mystic skill by 1</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>Increase an existing mystic skill by 1</li> <li>Ties an existing mystic skill to the Race Trait</li> </ul>
11	<p><b>Legendary:</b> One of your ancestors had made a name for himself as a well-known hero/villain.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"> <li>Your ancestor was the villain of numerous folk tales who got vanquished by popular heroes.</li> <li>People still shuddered when they walked past former estate of your ancestor.</li> <li>Your ancestor almost had achieved his goal if he/she was not hampered by heroes of that period.</li> <li>People around you still remembered what your ancestor had done to save them from local terrors.</li> <li>Story-tellers told your ancestors deeds at popular social festivals.</li> <li>Through your ancestor's effort, Zhongguo was saved from brink of disaster.</li> </ol>



**Table 2A - Ancestry**  
(continue)

Die Rolled	Description
11	<p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>Increases 2 existing career related skills by 1</li> <li>Gain 1 point of Good Reputation Gift (Scion of Legendary Hero)</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>Gains new favorite use to 2 existing career skills</li> <li>Receives 2 point Gift of Belongings, legacy of your ancestor</li> </ul>
12	<p><b>Deified:</b> One of your ancestors had found the secret of immortality.</p> <p>Your ancestor was known for...</p> <ol style="list-style-type: none"> <li>There are cults existed nowadays who still sacrifices children in your ancestor name.</li> <li>If certain individuals knew your ancestor's true name, they can summon him back into mortal world.</li> <li>Your ancestor had found the false immortality. He/she is still alive somewhere in Zhongguo.</li> <li>Your ancestor had found the secret of immortality and lived in isle of paradise.</li> <li>Your ancestor was indoctrinated into pantheon of 660 Zhongguo deities.</li> <li>There are temples dedicated to your ancestor.</li> </ol> <p>At your Race Level, choose one of benefits:</p> <p>@ Expert/Heroic</p> <ul style="list-style-type: none"> <li>Choose 1 additional skill to be tie into your Race Trait.</li> <li>You may purchase a spell that ties into your Race Trait and used your Race Trait as Magic Pool.</li> </ul> <p>@ Legendary/Mythical (same as Basic/Expert but also includes the following selections):</p> <ul style="list-style-type: none"> <li>Ties an existing skill to your Race Trait</li> <li>Receive Bonus to your roll on tests related to seek out immortality</li> </ul>

**Table 3A - Family Heritage**

Die Rolled	Description
1-2	<p><b>Name:</b> Your ancestor has made a name for your family. Roll a d6. Now whenever people heard your family name...</p> <ol style="list-style-type: none"> <li>They remembered your ancestor who had persecuted them. Gain Bad Reputation (Uncommon/Strong)</li> <li>They remembered your ancestor who had wronged them. Gain Bad Reputation (Uncommon/Moderated)</li> <li>They remembered your ancestor fondly. Gain Good Reputation (Rare)</li> <li>They treated you favorably. Gain Good Reputation (Uncommon/Moderated)</li> <li>They still praised your ancestor. Gain Good Reputation (Common/Moderate)</li> <li>They are in tears about good things your ancestor had done for their ancestor. Gain Good Reputation (Uncommon/Strong)</li> </ol>
3	<p><b>Obligation:</b> Your ancestor had made a pact with someone. Roll a d6. Someday, you may</p> <ol style="list-style-type: none"> <li>have to commit to do a favor to someone who will show up with your family emblem, not once, but three times. Gain Duty x 3</li> <li>have to commit to do a favor to someone who will show up with your family emblem, not once, but two times. Gain Duty x 2</li> <li>have to commit to do a favor to someone who will show up with your family emblem. Gain Duty</li> <li>call up a favor when you show him his family emblem. Gain Favor</li> <li>call up a favor twice when you show him his family emblem. Gain Favor x 2</li> <li>call up a favor three times when you show him his family emblem. Gain Favor x 3</li> </ol>



**Table 3A - Family Heritage**  
(continue)

Die Rolled	Description
4	<b>Belonging:</b> Your ancestor had gain/lost great family fortunes. Roll a d6. Your starting equipment may
	1. have nothing and still have to help pay up monetary debts of back 10,000 jewel jades. You have to help support an extended family living expanse. Gain <b>Proverty &amp; Duty (to extended family)</b> Flaws. Your personal goal is to buy off these flaws (cost 15 xp with minimal of 1 point per session). The side effect is the flaw, <b>Bad Reputation: His word is Worthless.</b>
	2. have nothing and still have to help pay up monetary debts of back 1,000 jewel jades. You have to help support your family living expanse. Gain <b>Proverty &amp; Duty (to family)</b> Flaws. Your personal goal is to buy off these disadvantages (cost 10 xp with minimal of 1 point per session). The side effect is the flaw, <b>Bad Reputation: His word is Worthless.</b>
	3. have nothing. Gain <b>Proverty</b> Flaw. Your personal goal is to buy off this flaw (cost 5 xp with minimal of 1 point per session). The side effect is <b>the Bad Reputation: His word is Worthless.</b>
	4. receive 2 pt worth of Belongings. (letter of credit, can be used during play to get certain expensive stuff)
	5. receive 4 pt worth of Belongings. (letter of credit, can be used during play to get certain expensive stuff)
5-6	6. receive 6 pt worth of Belongings. (letter of credit, can be used during play to get certain expensive stuff)
	<b>Weapon</b> (player choose a weapon): Roll d6 to see what kind of weapon it is.
	1 - 3: Weapon is known for its ease of use. Weapon gives addition d8 to hit.
7	4 - 5: Weapon is exceptionally sharp. Weapon gains addition d8 of damage.
	6: Weapon is asleep. Player has to infuse xp to awaken it.
	Go to the Birthright Whereabouts Table below to see who has it.
8	<b>Armors</b> (player choose a suit of armor): Roll d6 to see what kind of armor it is.
	1 - 3: Armor is known for its lightness. Armor is half of it normal weight.
	4 - 5: Armor is exceptionally sturdy. Armor gains additional d8 of protection.
9-10	6: Armor is asleep. Player has to infuse xp to awaken it.
	Go to the Birthright Whereabouts Table below to see who has it.
	<b>Land:</b> Your ancestor had possessed the title of land. Roll d6 to see what happened to it.
9-10	1. Now, your family is forced to pay rent just to live on your former land. Great shame.
	2. Now, your family has lost it to your family enemy and forced to live far away from it. Secret shame.
	3. It had been traded away during hard time.
	4. It has been rented away to generate sufficient cash for the extended family to live comfortably.
	5. Your grandfather owns it. Your family lived under your grandfather's grace.
	6. Your father owns it.
	optional: Roll dice corresponding to your highest race die to determine the size of this land.
	1. 5 acres
	2. 8 acres
	3. 13 acres
	4. 21 acres
	5. 34 acres
6. 55 acres	
7. 89 acres	
8. 144 acres	
9. 233 acres	
10. 377 acres	
11. 600 acres	
12. 977 acres	
9-10	<b>Title:</b> Your ancestor had achieved the rank of nobility. Roll dice corresponding to your point to determine the title.
	1. Baron (Nanjue) - 3 points of nobility
	2-3. Viscount (Zijue) - 4 points of nobility
	4-6. Count (Bojue) - 5 points of nobility
	7-9. Marquise (Houjue) - 6 points of nobility
	10-11. Duke (Gongjue) - 7 points of nobility
12. King (Wang ) - 8 points of nobility	



**Table 3A - Family Heritage**  
(continue)

**Die Rolled Description**

**9-10**

Roll d6 to determine whatever happened to the title.

1. Officially, your family line had been extinct due to (rebellion, in-fighting, political maneuvering, etc.). You have to proof that you are the heir to that title.
2. Your disgraced ancestor had sold it for large sum of money. Whoever assumed the title would have to pay princely sum to reclaim it.
3. Family enemy had stolen the title from your family and they assumed all privileges and prestige.
4. Your grandfather has the title. (1 point of belonging, 2 point of Good Reputation: Family Name, 1 point of local investiture, 5 point less to minimum of 0 than your grandfather's title)
5. Your uncle has the title. (2 point of belonging, 3 point of Good Reputation: Family Name, 2 point of local investiture, 3 point less to minimum of 0 than your uncle's title)
6. Your father has the title. (3 point of belonging, 4 point of Good Reputation: Family Name, 3 point of local investiture, 1 point less than your father's title)

You may forgo next Birthright random roll and get the land Birthright instead.

**11**

**Book:** Your ancestor had written a book of great value. Roll dice corresponding to your highest race die to determine the type of book this is

1. It is diary of your ancestor detailed about how he descended into dark side. It will bring great shame to family if revealed. Yet, it is too valuable to be destroyed.
2. It is your ancestor secret records detailed about how he discovered secrets about current prominent nobility. If revealed, it will bring destruction to that nobility. However, that nobility had been watching your family for a long time. They will strike if they know what they are looking for.
3. The book is a collector item and will fetch high price if sold in public.
4. It has hidden meaning that would lead to great wealth if decipher.
5. It has hidden meaning that would lead to an item of great renown if decipher.
6. It has hidden meaning that would lead to the secret of immortality if decipher.
7. It teaches how to improve one skill if pass the following literacy test:  
for advancing within Basic skill range: difficulty of 2d8  
for advancing within Expert skill range: difficulty of 2d10  
for advancing within Heroic skill range: difficulty of 2d12  
for advancing within Legendary skill range: difficulty of 2d12 & 2d4  
for advancing within Mythical skill range: difficulty of 2d12 & 2d6
8. It teaches how to improve two skills if pass the following literacy test:  
for advancing within Basic skill range: difficulty of 2d10  
for advancing within Expert skill range: difficulty of 2d12  
for advancing within Heroic skill range: difficulty of 2d12 & 2d4  
for advancing within Legendary skill range: difficulty of 2d12 & 2d6  
for advancing within Mythical skill range: difficulty of 2d12 & 2d8
9. It teaches how to improve one secondary trait as defined by none Race, Career and 4 Attributes by pass the following literacy test:  
for advancing within Basic skill range: difficulty of 2d10  
for advancing within Expert skill range: difficulty of 2d12  
for advancing within Heroic skill range: difficulty of 2d12 & 2d4  
for advancing within Legendary skill range: difficulty of 2d12 & 2d6  
for advancing within Mythical skill range: difficulty of 2d12 & 2d8
10. It teaches how to improve two secondary traits trait as defined by none Race, Career and 4 Attributes by pass the following literacy test:  
for advancing within Basic skill range: difficulty of 2d12  
for advancing within Expert skill range: difficulty of 2d12 & 2d4  
for advancing within Heroic skill range: difficulty of 2d12 & 2d6  
for advancing within Legendary skill range: difficulty of 2d12 & 2d8  
for advancing within Mythical skill range: difficulty of 2d12 & 2d10

**Table 3A - Family Heritage**  
(continue)

**Die Rolled    Description**

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11. It teaches how to improve one primary trait as defined by Race, Career and 4 Attributes by pass the following literacy test:  
for advancing within Basic skill range: difficulty of 2d12  
for advancing within Expert skill range: difficulty of 2d12 & 2d4  
for advancing within Heroic skill range: difficulty of 2d12 & 2d6  
for advancing within Legendary skill range: difficulty of 2d12 & 2d8  
for advancing within Mythical skill range: difficulty of 2d12 & 2d10
12. It teaches how to improve two primary traits as defined by Race, Career and 4 Attributes by pass the following literacy test:  
for advancing within Basic skill range: difficulty of 3d12  
for advancing within Expert skill range: difficulty of 3d12 & 3d4  
for advancing within Heroic skill range: difficulty of 3d12 & 3d6  
for advancing within Legendary skill range: difficulty of 3d12 & 3d8  
for advancing within Mythical skill range: difficulty of 3d12 & 3d10

**Note:** once, the skill and the trait for the book have been selected. It cannot be changed. These books are different from those that brought with Belonging or Wealth Gift. These are family heirloom that passed down from one generation to another. They are compilation of knowledge within the family and, therefore, not for outsiders. Any breach of this unspoken law will attract thieves and embarrassment. Not to mention the fact that family, clan or house as a whole would be less likely to let this character has another family heirloom. However, those with Blooded Brother or Sister Gift (see supplement #1) may share this gift as if they are part of a family.

To use these skill or trait books: at the end of session when the Host gives out experience point, a player may declare his attempt to understand the book. He uses his literacy skill to roll against the corresponding difficulty dice. Use the Summary of Die Roll: Damage Rolls table in page 100 of Jadeclaw RPG. Every hit equals one bonus experience point applicable only to that particular skill or trait. **OPTIONAL RULE:** prior the start of the session when the game time has passed more than a week since last game, players may declare that they have spent time to study the book. And for every 10 game days, they may roll to see if they learned anything from the book.

**Gift of Ancestor:** Your virtue ancestors have left their essences to the family line as they passed away. The Gift of Ancestor allows user to automatically pass the test related to a trait or a skill as listed under each race. The usage will reduce the size of the Gift by one until eventually dissolved. Character can fuse his essence into the Gift of Ancestor by sacrifice 5 xp to raise it by 1 point. Roll dice corresponding to the highest Race dice to determine the value of this Ancestral Gift.

1. A 4 pt Gift of your race.
- 2-3. A 6 pt Gift of your race.
- 4-6. A 8 pt Gift of your race.
- 7-9. A 10 pt Gift of your race.
- 10-11. A 12 pt Gift of your race.
12. A 12 pt Gift of your race plus a 4 pt Gift of a random race.

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**Random Race Table**

- |               |         |  |
|---------------|---------|--|
| 1. Emerald    | Snake   | (WILL Roll; Mystic Roll)               |
| 2. Bloodstone | Horse   | (BODY Roll; Athletic Skill Roll)       |
| 3. Onyx       | Goat    | (MIND Roll; Five Classics Skill Roll)  |
| 4. Opal       | Monkey  | (MIND Roll; Subterfuge Skill Roll)     |
| 5. Sapphire   | Rooster | (WILL Roll; Lore Skill Roll)           |
| 6. Moonstone  | Dog     | (SPEED Roll; Ken Skill Roll)           |
| 7. Ruby       | Pig     | (BODY Roll; Influence Skill Roll)      |
| 8. Diamond    | Rat     | (SPEED Roll; Trade Skill Roll)         |
| 9. Agate      | Ox      | (WILL Roll; Unencumbered Skill Roll)   |
| 10. Amethyst  | Tiger   | (BODY Roll; Combat Skill Roll)         |
| 11. Jasper    | Rabbit  | (SPEED Roll; Entertainment Skill Roll) |
| 12. Pear      | Dragon  | (Any 1 trait, any 1 skill)             |

Go to the Birthright Whereabouts Table below to see who has it.



### Table 3B - Birthright Whereabouts

Roll a d6 to see who has it

1. Your ancestor had lost this family heirloom and nobody knows its whereabouts. Your family has suffered great shame until it is recovered.
  2. Your ancestor had lost this family heirloom to his enemy. It is prominently display at his location. Your family has been shamed until it is recovered.
  3. Your ancestor was forced to sell this family heirloom during hard time. You can redeem it if you are able to pay 100 jewel jades for it.
  4. It is in your grandfather possession. He may give it to you if you able to bring great glory to your family.
  5. It is in your father possession. He may give it to you if you are able to prove yourself.
  6. It is in your hand. Do not disgrace it or your family.
- 

### Table 4 - Awaken Ancestral Spirits

Character may spend their experience point into the weapon in an effort to reawaken the spirit within. The Host has the final say whether or not the newly awaken weapons or armors make sense to the campaign, to the storyline, or to the purpose of this item.

#### **Awaken bonus To Hit** (Weapons only)

Cost: 5 xp for d4 and every 5 xp to increase dice size. **Note:** It can be taken multiple times

#### **Awaken bonus To Damage** (Weapons only) / To Resist Damage (Armors only)

Cost: 5 xp for d4 and every 5 xp to increase dice size. **Note:** It can be taken multiple times

#### **Awaken a Magical Aura** (Weapons & Armors)

Cost: d4 aura = 10 xp, 5 xp to increase the aura strength beyond d4, etc. **Note:** It can be taken multiple times

#### **Awaken a Magical Spell** (Weapons & Armors)

Cost: # of xp = 5 \* Spell Cost. **Note:** Can be taken multiple times.

#### **Awaken a Bagua Personality Trait** (Weapons)

Cost: 10 xp for a d4 and every 10 xp to increase its trait.

#### **Awaken an Empty Hand Trait** (Armors)

Cost: 10 xp for a d4 and every 10 xp to increase its trait. **Note:** Wearer can use Empty Hand fighting style.

#### **Awaken its Venerableness** (Weapons)

Cost: 10 xp for level 1 and every 5 xp to increase its seniority level by 1, +10 xp per additional class of weapon.

**Note:** No weapon of the same kind may parry against a weapon that has higher seniority level. It can be taken multiple times

#### **Awaken a Skills** (Weapons & Armors)

Cost: 5 xp per skill per level. **Note:** Give bonus die to particular skills. Can be taken multiple times

#### **Awaken a Martial Art Maneuver** (Weapon & Armors)

Cost: 5 xp per maneuver per level. **Note:** Can be taken multiple times

#### **Awaken its Humility** (Weapons & Armors)

Cost: 5 xp per discard the highest opposing Observing dice.

**Note:** Cause onlooker to dismiss this item as something of important or threatening. It can be taken multiple times

#### **Awaken its Gift** (Weapons & Armors)

Cost: 5 xp per Gift point cost. **Note:** Item gains an appropriate Gift (approved by the Host). It can be taken multiple times

#### **Awaken its Initiative** (Weapons & Armors)

Cost: 10 xp. **Note:** Item gains an initiative bonus that allows wielder to go before someone else, once per combat round

#### **Awaken its Resolve** (Armor & Weapon)

Cost: 20 xp. **Note:** To include its Armor dice/Weapon dice in unconscious and death roll

#### **Awaken its Magical Resistance** (Armor)

Cost: 5 xp to increase its magical resistance die by 1 level. **Note:** Only apply to the Four Mirror Armor. It can be taken multiple times

**Table 4 - Awaken Ancestral Spirits**  
(continue)

**Awaken Thrown & Return** (Weapons)

Cost: 5 xp per pace beyond user's strength level in pace, +5 xp to have it return in 2 rounds, +10 to have it return in 1 round, + 15 to have it return at the end of the same round, +20 to have it return immediately

**Awaken Lightness** (Armors & Weapon)

Cost: 5 xp to reduce its weight by half (round up). **Note:** It can be taken multiple times.

**Awaken Exquisite** (Weapons & Armors)

Cost: 5 xp per level. **Note:** This weapon is more attractive when compares to others. It can be taken multiple times.

**Awaken Never Rust** (Weapons & Armors)

Cost: 10 xp

**Awaken its Focus** (Weapon)

Cost: 5 xp, +5 xp to increase its frequency.

**Note:** Once per scene, weapon can strike as if it has Strike Focus. It can be taken multiple times.

**Awaken its Steadiness** (Armor)

Cost: 10 xp. **Note:** Include its Armor dice to resist against change of position (e.g. knock back, knock down)

**Awaken its Loyalty** (Weapons & Armors)

Cost: 10 xp

**Note:** Weapon will not strike against member of the same clan unless the target has breached filial duty then the weapon will cause double damage. Armor will not protect outsider who is not member of the same clan unless the target has been blooded oath.

**Awaken its Handiness** (Weapons)

Cost: 5 xp to decrease/increase its size by 1/2

**Note:** Give a command word to make the weapon shrink/increase its size. This is a free action. It can be taken multiple times.

## Bite Mark

### Submission Guidelines

Last Updated: 22 April 2002

#### So you want to send us something?

That's great! Bite Mark is nothing more than names without the efforts and work of people like you. In order to make life easier for the Sanguine Production staff (and thus to make it easier for your work to be seen), please note the following guidelines.

Questions regarding these guidelines can be sent to  
ezine\_editor@sanguineproductions.com.

#### What we want

- 1 We accept written articles as well as art.
- 2 All submissions should either relate to Ironclaw or Jadeclaw in some way.

- 3 You must be the legal owner of the work to submit something, and you remain responsible for your work.
- 4 All forms of artwork are acceptable - hand drawn, computer generated, computer modified photographs, etc. - as long as it is converted to the proper image format for our use.
- 5 Unless you submitted your art with an article, it will be included in another article. The appropriateness of your art for the articles requiring art will greatly affect the acceptance rate. We don't expect to run art as an article.
- 6 Material that has already been published (on a personal webpage, on Ironclaw newsgroup, for example) is acceptable as long as it is not commonly known and there are no legal issues regarding our republication

#### What we don't want

- 1 We may run exceptional (in our opinion) fiction, but don't write any assuming you can convince us to run it.

- 2 NPCs with background and/or adventure seeds are fine, but we aren't interested in hearing the exploits of your character(s). The more generally useful any such submission is to the average readers, the more likely we are to run it.
- 3 All submissions should be appropriate for a general audience. While we have our views on censorship, Sanguine Productions strives to appeal to as many as possible while offending as few as possible.
- 4 Please do not create a type, column, series, or class for your submission. Such things would fragment our content, create an expectation of future material that may not manifest, and the material can usually stand alone on its own right anyway. If you are interested in writing a column or series of articles, please contact us with a detailed proposal before submitting any work

continued on page 24

Adventure:  
**Gift of the Ancestors**

By Chuan Lin  
Edited by Kris Schnee

**Summary**

This is a brief encounter with ancestral spirits pleading for help from travelers. Their numbers are shrinking and they do not know why. It all began in the last few days of the New Year celebration when they attended their descendants' offerings. Each day since then, their number has shrunk by one. The cause is a Daoist who came to town six months ago to take up the residency. At the end of New Year Festival, he announced that he sensed the willingness of ancestral spirits to leave a piece of themselves to their descendents. People flocked to him asking about how to acquire this Gift of Ancestors, and the Daoist promised to help. The town's Tomb Defenders stood guard against outside threats, unaware that the Daoist was planning to rob the town of its spiritual heritage.

First, using his knowledge of Feng Shui (see under New Skill section), the Daoist perverted the graveyard's positive chi or aura to Unholy. Each night, he cast a trio of spells: Cries of Descendants (see under New Spells section), Commanding the Greatness, and Sacrifice of the Ancestor (see under New Spell section). This process effectively summoned a spirit, held it, and transformed it into Gifts of the Ancestor, in the form of a smaller gem and a large one. To prove that he had delivered what he promised, he gave the smaller gem to the spirit's living family. The larger one he kept for himself.

The Daoist planned to suck this town dry before moving on to the next town. The Gifts he collected are part of the ingredients necessary to become immortal. The effects of the ancestral void he would create are that spirits would respond to requests less often, and that spells would be harder to cast. Anyone attuned to the supernatural would feel a sense of void.

**Notes**  
Conversations to Player Characters are in a **different color font**.

**Hook**  
The story begins as a group of adventurers travels toward a new town. The time is about a week after the closing of the New Year celebration (15 days after New Year's Day). For several nights, they hear the howling wind and see little whirlwinds dancing around the outskirts of their campsite. As they approach the town they begin to hear sounds of crying. If characters actively investigate, they find nothing. Spirits cannot initiate direct communication without being invited to do so (See Table 1).

If invited, a group of spirits appears. The campfire grows very cold even though it burns brightly. Every living being feels a mist and inhales freezing air. The spirits look exhausted and famished. An elderly Rooster spirit, Mao Xianzhao, speaks for the entire group.

*"Oh sagacious gentlemen, thank you for inviting a group of humble unworthy ghosts into your presence. We would not dare show ourselves in your glorious presence; but alas, our numbers are diminishing and we are in fear for our existence. We are humbly begging for your assistance."*

If the party declines to assist, the elderly Rooster spirit simply bows his head and leads the remaining ghost party away from the group. The ghosts stay around for a while before looking for help elsewhere. **This adventure is over.**

If the party agrees to assist, Mao Xianzhao explains his situation as follows:

*"Grand Gentlemen, it was only a few evenings ago when this strange situation occurred. For the past few nights, we heard a Calling to one of us. But whenever a Called spirit answered, he did not return. Their graves have been empty ever since. It comes to the point that we fear the Calling and as soon as the sun rests, we flee from our homes and do not return till the sun awakens. Still, this may not be enough..."*

Mao Xianzhao will attempt to answer any questions put forth by players.

- \* Who has been Called away?  
*"Master Deng of Boar, Master Hao of Dog, Master Pan of Rat, Mistress Zhang of Boar, and Master Shi of Horse were all Called away and never returned."*
- \* Why can't their living family members do something about it?

*"We are limited to nighttime activity. During the day, we are bounded within our burial mounds. We fear to explore the cemetery for extended periods because of the Calling. We tried to contact our family members but they did not hear or see us."*

- \* Who does this to them?  
*"We do not know who is behind all these Callings. Whoever it is, knows about the spirit's living family to be able to do the Calling."*

- \* What is the Calling?

Table 1 - To determine Character Lore - Religion against Difficulty of 2d6	
Botch	The PC interprets the noises as dread ghost cries that try to persuade travelers to their doom.
Failure	Winds and lighting bugs, nothing out of ordinary.
Success	The PC knows that these spirits of the dead want to contact mortal beings but cannot do so unless verbally invited or through celestial calligraphy.
Overwhelm	The PC also knows that a bamboo fan is used to fan off aggressive spirits; a peach wood sword is useful to defeat malicious spirits. But then, malicious spirits would not be so obvious.
Those without Lore - Religion may attempt the roll with their Mind against 2d10	

**Table 2 - Determine Aura of the Burial Ground (regular Difficulty)**

<b>Botch</b>	<i>Inauspicious Unholy Aura! This place is oozed with evil.</i>
<b>Failure</b>	<i>No noticeable aura.</i>
<b>Success</b>	<i>Proper Unholy Aura (d8 strength) at night; Fragile Unholy Aura (d4 strength) during day.</i>
<b>Overwhelm</b>	<i>Sane as above; in addition, the aura comes from disruption of nature flow of chi as opposed to regular spell casting.</i>

*"The Calling is an ancestral pact between the living descendants and their spirit ancestors. Spirits are expected to watch over their lineage and attempt to help if necessary. In turn, our children promised to honor us periodically through worship. The Calling acts as a reminder to the spirit folks."*

### If players decide to visit the Burial Ground then and there:

After half an hour or so of trekking, the party reaches a small hill. They hear the Calling, which sounds like a mumbling of noise. Then they will see an elderly matron boar ghost begin to move toward the source. Other ghosts see it, become frightened, and begin to back away and vanish. Mao Xianzhao gives a warning:

*"It may be best to investigate this place during the day. We feel a strong Unholy Aura emitted from this burial ground at night!"*

With that, he also disappears with the rest.

### To Detect the Aura of the Burial Ground

Those with **Barbels**, **Second Sight**, or **Scry** spells may attempt to detect the validity of Mao Xianzhao's claim. If successful they will see the place is glowing with an **Unholy Aura**. Depending on the success of detecting it, the party may realize it is **Proper Unholy Aura** (d8 strength) with a Success roll or **Proper Unholy Aura** (d8 strength) at night and **Fragile Unholy Aura** (d4 strength) at daytime with an Overwhelming Success. Also a Perverted Feng Shui Arrangement has taken effect, making it hard to conduct combat (costs 1 Fatigue per action) and easy to cast spells (-1 penalty to To Hit rolls).

### Visit the Burial Ground At Night

In the graveyard a Perverted Feng Shui Arrangement has taken effect, making it hard to conduct combat (-1 penalty to To Hit rolls) and easy to cast spells (+1 bonus to cast spell). Everyone within the graveyard has Proper Unholy Aura on them. This makes it dangerous to cast certain types of spells.

If players succeed in following the boar spirit, they will see Zhang Jiao, Master of Supernatural Laws, casting a spell to transmute the spirit into a Gift of the Ancestor. With him are the Tomb Defenders; there are as many Tomb Defenders as there are party members. See NPC listings to see how they react according to players' behavior.

### If players decide to proceed to the town during daytime:

It is a busy and lively normal-sized town. Activities are mainly from the townsfolk; travelers are few but slowly increase as days pass. There is a tavern at each end of the town. At the center are the Town Magistrate's Hall and the Daoist Temple.

A successful roll of **Streetwise (vs. 2d6)** will indicate this town is abuzz over the Gift of Ancestors. Apparently, Zhang Jiao, the local Master of Supernatural Laws, declared that the spirits were pleased with this year's offerings and with last year's show of filial piety. Spirits are willing to give part of their essence as the Gift of Ancestors to their descendants. Those who are interested in acquiring the Gift have petitioned the Master of Supernatural Laws to help them get theirs.

If party members enquire about:

**Master Mao Xianzhao of Rooster** - An ancestral spirit of House Mao whose descendant is the Town Mayor.

- Magistrate Mao is reserved. He does not give out lots of useful information and is hesitant about receiving the Gift of Ancestors. Yet he does not oppose townsfolk who ask. If asked about Zhang Jiao, Magistrate Mao will say that the priest arrived six months ago and claimed that the spirits had guided him there. Since

**Table 3 - To Follow the Ghost at Night**

the PCs decide to follow, roll their Tracking Skill against a difficulty of 2d10 in an attempt to follow the ghost in the dark and unfamiliar land.	
<b>Botch</b>	You are hopelessly lost. You spent the entire night wandering around. By day break, you found yourself several miles away from where you started.
<b>Failure</b>	You are lost. You circle back to your campsite.
<b>Success</b>	The ghost has led you to the Master Teacher of Supernatural Laws (Fah Lao Shih), Zhang Jiao. He is in midst of spell casting. There are some guards (tomb defenders) keep at a respectable distance away from him.
<b>Overwhelm</b>	You have followed the ghost successfully to the Calling. You saw Daoist and some guards in the heart of cemetery. They do not notice you.



then, he has performed necessary priestly functions for the townsfolk. Mao has given written permission to Zhang Jiao to approach the burial ground at night to perform his service. And Tomb Defenders are employed by this town to safeguard their ancestral burial mounds.

**Master Deng Hong of Boar** - An ancestral spirit of House Deng whose descendant is a town Merchant.

- Merchant Deng is in a joyous mood. He considers his house receiving the Gift of Ancestors as a sign of good fortune yet to come. He has ordered an exquisite lacquer box to store the Gift. He thinks highly of Zhang Jiao. He knows the same amount of information as Elder Mao.

**Master Hao Yaning of Dog** - An ancestral spirit of House Hao whose descendant is a town Craftsman.

- Craftsman Hao is happily whistling to himself in the process of making cedar lacquer boxes for people who want to use them to store the Gift. Business has been getting better ever since the Gift of Ancestors arrived, thanks to Master Zhang Jiao.

**Master Pan Shiyl of Rat** - An ancestral spirit of House Pan whose descendant is a town Farmer.

- Farmer Pan is out in the field working. He feels a bit sad. Though he is happy and honored to receive it, he does not feel particularly close to the Gift. Maybe he is not filial enough, and his ancestor is disappointed in him. However, he is thankful that Master Zhang Jiao has helped him to receive the Gift.

**Mistress Zhang Xin of Boar** - An ancestral spirit of House Zhang whose descendant is a town Farmer.

- Farmer Zhang is working in the field. He is joyous about receiving the Gift. It was not easy, as he had to get up early one morning to petition Master Zhang Jiao. All his efforts were well worth the Gift of Ancestors he received. Now the family is reunited under one roof again.

**Master Shi Zhaobin of Horse** - An ancestral spirit of House Shi whose descendant is a town Farmer.

- Farmer Shi is working in the field. He is also very happy about receiving the Gift. He feels as if his ancestors are now living within his household as opposed to far away. He is thankful for Master Zhang Jiao's selfless effort.

It will be a **Difficult Persuasion Test (2d10)** to ask these people to let players to see their Gift. After all, the players are outsiders and not even part of this town, let alone part of their family. A Botch may cause them to suspect players as thieves or bandits who plan to steal their Gifts.

Those successfully persuade NPC to show them his Gift of Ancestor will see a small 4 pt. Gem of appropriate race. Color is brighter, rich and vivid when compare to ordinary gem of same kind. There is an inclusion in its clarity; the Gift has an archaic character of the family name. There is no cut on the Gift; it is smooth all around. Carat weight of the Gift is equal to its point in zhu or 0.467 g (i.e. a 4 pt. Gift is weight 4 zhu or 1.668 g).

A **Difficult Persuasion Test (2d10)** is necessary for players to ask what Zhang Jiao did to help them get the Gift. If successful, they will say that all Zhang Jiao required from them was their personal name and the personal name of their ancestral spirit. It will be a **"For Experts" Persuasion Test (2d12)** to get Merchant Deng to tell players his personal name and the personal name of his ancestor (Hong).

### Visit the Burial Ground by Day

There is a trail branching off from the main road that leads to the Burial Ground. Twenty-four (24) Tomb Defenders, divided equally into day and night shifts, patrol the place. As long as players stay on the trail to the Burial Ground, they will not be molested. Tomb Defenders will keep a respectable distance to maintain their diligence. They will react negatively and actively against any attempt to desecrate the Burial Ground.

Those who have the ability to detect magic can roll their appropriate skill to see what kind of magic has been cast in this area. See above, "To Detect the Aura of the Burial Ground" (page#2), for additional information. It will be difficult to redirect the Feng Shui flow without the necessary skill, Lore: Feng Shui (page#5).

Those with nature-related Careers will notice that the place is deadly quiet in the sense that no birds and no insects are around.

The tombs of

- Master Deng of Boar
- Master Hao of Dog
- Master Pan of Rat
- Mistress Zhang of Boar
- Master Shi of Horse

are unmolested, but characters with the Shen Qing Career (Being of Supreme Purity) will be able to sense emptiness from these graves.

### Coming In From Off the Beaten Path

If players are coming from off the trail, there is a good chance that they will step into three increasingly dangerous traps:

1. A large net that pulls the target off the ground. Find Trap Test (Routine - 2d8), Trap Activation Test (Routine - 2d8 against Target Observation Skill).
2. Sets of snapping jaws (bear traps) have been cleverly camouflaged. Find Trap Test (Difficult - 2d10), Trap Activation Test (Difficult - 2d10 against Target Observation Skill). If the trap is activated, the player has to make a Body Test (Difficult - 2d10) to free their leg from the snapping jaw trap.
3. A large pit that drops players 15 feet into the ground. Find Trap Test (For Experts Only - 2d12), Trap Activation Test (For Experts Only - 2d12 against Target Observation Skill).

Once the trap has sprung, a string tied to it rings bells that alert the Tomb Defenders. These people will arrive in about 15 to 20 minutes. They will attempt to persuade players to turn around as they are trespassing.

## Conflict

Who should the townsfolk believe, a group of strangers they do not know or a priest who has been with them for six months and who has delivered what he promised?

Zhang Jiao will depend on public opinion and greed to cast out the players. He can even play on public sympathy by acting as a self-sacrificing man who would rather leave than cause a violent confrontation.

However, if confronted, he will defend himself with spells (with Break the Golden Chain to Release the Dragon as his escape spell) before attempting a physical brawl.

If the players are able to publicly demonstrate the evil within Zhang Jiao, the townsfolk are shocked and beg for help to restore the spirits.

One way to restore the spirits' essence is to have the Gifts of the Ancestors reburied in the proper graves. Over time, the Gifts will dissolve and the spirits regain their essence.

The Host may award a random 4 pt. Gift of Ancestors per player character in addition to the traditional 1-2-3-4 xp if they have performed remarkably well.

## End Notes

### NPCs

**Zhang Jiao, (Fah Lao Shih)**  
Master of Supernatural Laws

Zhang Jiao has found the Book of Immortality, or so he thinks. In pursuing it, he became mad and gradually turned to the dark side. He believed that it is necessary to experience both the Unreal and Unholy in order to gain a better understanding of it. However, he could not maintain his standards and succumbed

to the Unholy Aura. Zhang Jiao always justified himself by saying that if he really set his heart, he could stop using Unholy Auras any day.

Zhang Jiao came upon this nameless town six months ago while in pursuit of false immortality. He noticed the optimal Feng Shui in the surrounding area and wanted to gather some qi energy as part of the requirements for immortality. So he settled down and offered his services to the townsfolk. He slowly gained their trust and perverted the flow of energy around the Burial Ground.

By the time the New Year arrived, Zhang Jiao gained sufficient experience to learn more Unholy Aura spells. In the midst of the celebration, he announced that he had received a message from the spirit world: the townsfolk's ancestors, being pleased with the living, are willing to give the Gift of Ancestors to their descendants. This news excited the majority of the townsfolk to almost break down the temple door, to petition the Master of Supernatural Laws to do their families first.

Using both personal names of the living and the dead, Zhang Jiao was able to call the ancestral spirits, and transformed their essences into 2 sets of Ancestral Gifts. He kept the larger one and gave the smaller one to the family. The proof of his effort enflamed more townsfolk into petitioning for their turn. If the players do not interrupt him, it will take a year and a half to deplete the spirits around this town.

If confronted by the players, Zhang Jiao will do his best to be humble and appear to consider their claims seriously. He does not admit wrongdoing nor does he accuse the players of being false. Instead he will say that he may have misinterpreted the message of the spirits and needs more time to divine the proper course of action. By being inactive, he hopes to arouse the townsfolk's sentiment against the players through their anxious greed for the Gift of Ancestors. Otherwise he will simply bide his time for the players to leave before resuming his task. He plans to become an immortal, so he is in no hurry and would rather wait out Player Characters for days, weeks or even months of inactivity than

### Zhang Jiao, (Fah Lao Shih)

Master of Supernatural Laws

Body d8 Speed d10 Mind d10 Will d10

Dog d8 Career *Fah Shih* d12&d8

**Skills:** Hiking (d8&d8&d8); Tactics (d8&d8&d10); Tracking (d8&d8&d10); Literacy (d12&d4&d12&d8&d10); Lore: Magic (d12&d8&d12&d8); Meditation (d12&d6&d12&d8); Sixth Sense (d10&d12&d10); Lore: Feng Shui (d12&d4&d10); Brawling (d12&d4&d10); Resolve (d12&d4&d10);

**Gifts:** Claws, Howl, Teeth, Luck, Local Investiture

**Flaws:** Proud, Taciturn, Secret (perverting the Feng Shui around the burial ground), Secret (perverting the spirits' essence into Gift of Ancestors)

**Extra Trait:** Fu Method Empty Hand Fighting (JC p185, d12)

**Magic Points:** 20

**Spells:** Break the Golden Chain to Release the Dragon (JC p212), Gentle Permeation (JC p229), Fah Shih's Fragile Aura of Lies (JC p226), Inner Truth (JC p232), Preponderance of the Small (JC p238), Silence (JC p242), Turmoil (JC p246), Perverting Our Knowledge (p7), Abandonment (JC p210), Admonishment (JC p210), Blindness of Inexperience (JC p212), Deference to Modesty (JC p222), Fah Shih's Proper Aura of Lies (JC p228), Twice-Fold Bounty of Unreal (JC p247), Cries of Descendants (p7), Sacrifice of the Ancestor (p7), False Nature (p7)

**Equipment:** Heavy Leather, written permission to be at the Burial Ground at night

**Combat:** Initiative (d10&d10), Brawling (d12&d4&d10), Damage (d12&d8), Soak (d8&d8), Resolve (d12&d4&d10)

confront them. There are other things he could do.

If accused of setting up an Unholy Aura and perverting Feng Shui, he will claim ignorance since there is no such thing as Unholy nor is Feng Shui an accessible skill to everyman.

His Gifts of Ancestors and Book of False Immortality are in hidden in the temple and under spells of protection.

## Tomb Defenders

These are townsfolk who take up the responsibility of safeguarding the town's Burial Ground. They believe the spirits protect their land and they are supposed to protect spirits against men. Anybody who came to the Burial Ground, except by the main path from town, would be

viewed with suspicion and hostility. They have set traps to deter interlopers and to alert them to the whereabouts of hostile forces.

The Tomb Defenders allow visitation at daytime and will keep a healthy distance away from the people. But no one can stay when the sun is about to go down. Only those with a specific writ from the Town Magistrate, Mao, may stay beyond the norm.

When asked about Zhang Jiao's activity:

The priest has only recently begun to appear at night after the New Year holidays. His paperwork is valid to let him stay at night. They saw nothing wrong or evil being done in their presence. They only saw one Gift being picked up by the priest. (Spirits summoned by Zhang Jiao are invisible to outsiders; they only see the whirlwinds. The Gift of Ancestors is divided when Zhang Jiao is in the comfort of his room and away from prying eyes).

When asked about the Unholy Aura or the quietness of the Burial Ground:

They do not know how the bad Feng Shui was placed upon this place. They also realized the quietness of the place but do not know the source of it. If players accuse the priest of this act, they will defend his reputation. They would rather stick together against outsiders (players) than go after one of their own (the priest).

The Tomb Defenders' stats are up to the Host, who should judge the fighting strength of the PCs.

### New Gift

#### Gift of the Ancestor (various pts.)

Your virtuous ancestors have left their essences to the family line as they passed away. The Ancestral Gift allows the user to automatically pass tests related to a trait or a skill as listed under each race. Each use will reduce the size of the Gift by one until eventually it dissolves. A character can fuse his essence into the Gift of Ancestors by sacrificing 5 xp to raise it by 1 point.

### New Skill

Lore: Feng Shui

The Art of Wind and Water, this skill allows practitioners to redirect a flow of chi through arrangement of position within a location. Some examples of the use of Lore: Feng Shui are:

Temporary Luck to One Race, Temporary Bad Luck to another Race  
Bonus to one kind of skill, penalty to opposing kind of skill

- Reduce the cost of spells by increasing the difficulty of combat or vice versa -- ie. +1 bonus to spell casting, but To-Hit rolls are at a -1 penalty.
- Reduce the cost of spells by increasing the fatigue cost of combat or vice versa -- ie. spells cost 1 less Magic Point, but combat actions cost 1 Fatigue.
- -1 penalty to To Hit rolls
- Create an Aura at this location (if the practitioner has Aura spells)

### New Spells

#### Perverting Our Knowledge

[Unholy]

Immortality, False

Cost: 1

Difficulty: 1d12

Type: Regular

Effect: Insert Unholy effects into the next spell, as one of its Natures (at Apprentice level), as a Nature or an Aura (at Journeyman level), or both (at Master level).

#### Cries of Descendants

[Heaven, Unreal]

Purity Magic

Cost: 2

Difficulty: 2d10

Type: Regular

Effect: Summon an ancestral spirit. Must know the personal name of a living descendant and the personal name of the ancestral spirit. The spirits of the House always looked after their scions. In return, the living pay homage and respect to the dead. This is the strength of the family. The summoned spirit can provide knowledge and advice.

#### False Aura

<i>Table - Gift of Ancestor</i>		
<b>Gem Type</b>	<b>Race</b>	<b>Bonus Trait/Skill</b>
<i>Emerald</i>	<i>Snake</i>	<i>Will Mystic</i>
<i>Bloodstone</i>	<i>Horse</i>	<i>Body Athletic</i>
<i>Onyx</i>	<i>Goat</i>	<i>Mind Five Classic</i>
<i>Opal</i>	<i>Monkey</i>	<i>Mind Subterfuge</i>
<i>Sapphire</i>	<i>Rooster</i>	<i>Will Lore</i>
<i>Moonstone</i>	<i>Dog</i>	<i>Speed Ken</i>
<i>Ruby</i>	<i>Boar</i>	<i>Body Influence</i>
<i>Diamond</i>	<i>Rat</i>	<i>Speed Trade</i>
<i>Agate</i>	<i>Ox</i>	<i>Will Unencumbered</i>
<i>Amethyst</i>	<i>Tiger</i>	<i>Body Combat</i>
<i>Jasper</i>	<i>Rabbit</i>	<i>Speed Entertainment</i>
<i>Pearl</i>	<i>Dragon</i>	<i>any</i>

[Unholy, Lies]  
Immortality, False  
Cost: 2

Difficulty: 2d8

Type: Regular

Effect: Swap an Aura from the next spell with Unholy Aura.

## Sacrifice of the Ancestor

[Unholy]

Immortality, False

Cost: 4

Difficulty: 2d10

Type: Regular

Effect: Force a spirit to give up its essence into the Gift of Ancestors (see above). The process will consume the spirit.

## Lies Truth

[Unholy]

Immortality, False

Cost: 3

Difficulty: 2d10

Type: Regular

Effect: Pick a single target (caster = Apprentice), a cluster (caster = Journeyman), or a group (caster = Master). The

target(s) become vulnerable to Unholy for the duration of this Scene.

## FAQ

Q: What if the PCs try to summon the spirits during the day?

A: A spirit cannot directly respond or act during the daylight unless it is an immortal or something even more powerful.

Q: Where's the map?

A: Use the generic village map in the Jadeclaw book.



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- 1 Article submissions should be in plain ASCII text (i.e. a .TXT). Please do not use HTML or proprietary formats. Required markup (sidebars, images, etc) can be indicated in the text:

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Note that blahblah

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Continued from page 18

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