

The Tao that can be trodden is not the enduring and unchanging Tao. The name that can be named is not the enduring and unchanging name.

Conceived of as having no name, it is the Originator of heaven and earth; conceived of as having a name, it is the Mother of all things.

- Lao-tzu, the Tao Te Ching

## Taoist

"There is a Creative Principle which is itself uncreated; there is a Principle of Change which is itself unchanging. The Uncreated is able to create life; the Unchanging is able to effect change. That which is produced cannot but continue producing; that which is evolved cannot but continue evolving. Hence there is constant production and constant evolution. The law of constant production and of constant evolution at no time ceases to operate." – the Book of Lieh-Tzū

You are a martial artist. But, more than that, you are a Taoist. Kung Fu is only one of your practices. Chi Kung, Tao Yin, and others all add to your physical and mental prowess. You access the mystical power of Chi to perform amazing feats with mind and body.

Perhaps you spent years training at a monastery on Wudang Mountain. Perhaps you trained with a grand master in Taipei. Perhaps you found a master martial artist in the West who had learned the ancient, mystical, martial arts.

You use the "magic" of Chi to power your martial arts. But, you may also be able to heal, and to work with the mind. The "alchemy" of traditional herbalism may also be in your purview.

### Taoist

A monastic martial artist who has honed physical and mental prowess to use Chi. Your character's recommended highest characteristics are:

*Endurance, Dexterity, Intelligence*  
(End, Dex, Int)

聖人以不作為的方式佔據

**Step 1: Qualifications or Draft**

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Dexterity. You must roll the indicated number or higher:

*Qualifications*      8+ (*Dex*)

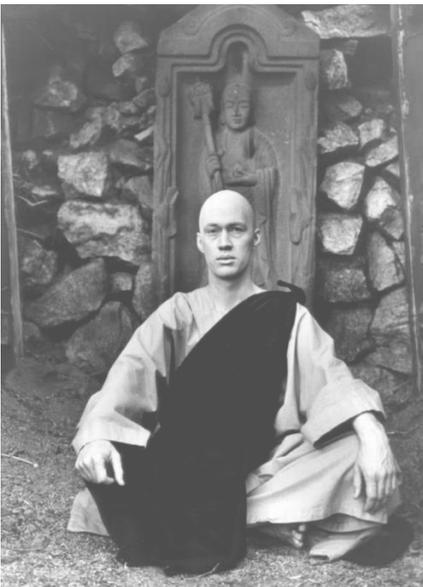
If you succeed, go to **Step 2: Begin at Rank-0** for Taoist, next column.

If you fail, roll on the Draft table:

*Draft*

Roll	Career / School
1	Martial Artist
2	Kuji-in
3	Drifter
4	Physician
5	Mystic Yogi
6	Vampire

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.

**Step 2: Begin at Rank-0**

At starting Rank-0 you have the following skills:

Wheeled Vehicle-0  
Linguistics-1 (English, Chinese, and two others)  
Melee: Martial Arts-0  
Magic: Chi-1

Note these on your character sheet under "Skills."

**Step 3: School Term**

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

**a) Survival**

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Endurance. You must roll the indicated number or higher:

*Survival*                      7+ (*End*)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

**Gaining Skills**

Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.

了自己並且無言地傳達指示

**b) Advancement**

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

*Advancement*      7+ (Int)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

*Rank & Skills*

Rank	Rank & Skills
0	<i>Xue Sheng</i> Wheeled Vehicle-0 Linguistics-1 Melee: Martial Arts-0 Magic: Chi-1
1	<i>Tu Di</i>
2	<i>Shi Xiong</i>
3	<i>Shi Fu</i> Magic: Healing-1
4	<i>Shi Bo</i>
5	<i>Gao Shou</i>
6	<i>Lao Shi</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

**c) Risky Castings**

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

*Risky Castings*      5+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

**Skills Tables***Personal Skills*

Roll	Skill / Characteristic
1	+1 Str
2	+1 Dex
3	+1 End
4	+1 Int
5	Athletics
6	Melee: Martial Arts

*Service Skills*

Roll	Skill
1	<b>Melee Combat</b>
2	Melee: Martial Arts
3	Magic: Chi
4	Medical: Human
5	Magic: Healing
6	Magic: Alchemy

*Specialist Skills*

Roll	Skill
1	<b>Outdoors</b>
2	Performance: Dance
3	Tactics
4	Magic: Mind
5	Magic: Calligraphy
6	Recon

*Advanced Skills (requires Edu 8+)*

Roll	Skill
1	Linguistics
2	Computer
3	Carousing
4	<b>Sciences</b>
5	Magic: Light
6	Streetwise

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

**d) Aging**

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.

# 聖人以不作為的方式佔據

You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

**Step 4: Graduate**

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

*Cash Benefits*

Roll	Credits
1	0
2	0
3	1,000
4	1,000
5	5,000
6	10,000
7	10,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

*Material Benefits*

Medical Kit-1
Alchemy Kit
Calligraphy Kit
<b>Martial Arts Weapon</b>
Amulet (1 spell inscribed)
Kiwi Junior Model-0 Laptop
Ordinary familiar (any)

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

**Step 5: Equipment & Encumbrance**

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

**Step 6: Combat Power**

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Int
- +
- Skill Level/DM's for: Athletics + Melee Combat + Tactics + all Magic Domains
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

**Step 7: Magic**

Go to "Magic" and learn how to create some preliminary magic spells.

**Multiple Careers & Schools**

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

了自己並且無言地傳達指示