



Jumpchain

Greetings traveller. Welcome (back) to the World of Darkness. All manners of supernatural horrors lurk in the shadows. Perhaps you're familiar with the children of Caine, the vaunted Kindred, the Western Vampires who pretend to be human. This jump isn't about them. Instead, let us travel East, where a different breed of vampires have existed since times immemorial.

The way the story goes is that in the First Age, all was one with the August Personage of Jade. The Second Age was marked by the split of Yin and Yang worlds from the Middle Kingdom, and the material world took shape, and the first Shen took their place in the world, followed by humans. But some of the first spirits neglected the duties of Heaven and became demons, the greatest demons becoming the Yama Kings. To protect the world, the August Personage created the Wan Xian, the Ten Thousand Heroes. Gradually, they ascended to Heaven and had to be replaced, which was overseen by legendary tests of virtue and strength. However, corrupt mortals subverted this, and with the Yama Kings honeyed lies in their ears, began to take chi by force from those weaker than them. The spirits became fearful of the Wan Xian, until Heaven levied a terrible curse upon the fallen heroes: They stole the breath and life of others, and so had their breath and life stolen. They became criminals, and so only criminals would join them. The Wall between the worlds became thick and only strong souls with Hell to pay could possibly join the ranks. No longer the Wan Xian, now the Wan Kuei, the Ten Thousand Demons. Before the spirits adjourned entirely, they left the seeds of Dharma, hopefully so the lost children can one day come home and redeem themselves.

The world has continued to fall as the Wheel of Ages turns, chi becomes corrupted, Asia plays host to foreign devils (both mortal and Cainite) and the Kuei-Jin, as they call themselves in the post-WWII era, fear the Sixth Age is at hand, where the August Personage steps down and the Yama Kings put one of their own atop the cosmos, the Demon Emperor, and the Age of Sorrow will commence.

You arrive any time after WWII. You recently perished, were sent to Hell, slashed your way through the wall, revived your corpse, were picked up after a brief period of running wild as a beastly Chih-Mei, and through rituals and whip cracks you regained your mind. Now you find yourself in the realm of the truly damned as a ghost in your old body.

As a ghost, you might have some unfinished business, but also a Karmic debt to be repaid. Through your Dharma, enlightenment can be achieved and the debt repaid, but the Road Back is long and perilous. You might want these chi points. Spend them well.

+1000cp

(There's a glossary at the bottom. White Wolf Wiki might also be helpful.)

Courts

You'll be picking a Court and a Dharma. The Courts are your starting locations (either because you took the Second Breath there or emigrated) and your Dharma is a philosophy/religion that you follow to gain enlightenment. Age and Sex are mostly irrelevant. (Note: most children lack either sufficient wickedness or power to take the Second Breath, so child Kuei-Jin are quite an oddity.) Select any court, Dharma and age/sex for free.

Five August Courts of the Quincunx

Obviously not a singular court. The Quincunx is the governing body of Chinese courts and the Kuei-Jin under them. Each of the five courts oversees a city in China, the Blood Court of Beijing, the Flesh Court of Shanghai, the Flame Court of Hong Kong, the Bone Court of Chongqing and the Jade Court of Changan. The Quincunx is generally the most "traditional" of the courts, but that means just as often they're the most mired in politics and end up being the most backward as a result.

Clans of the Sun

The Gaki (Kuei-Jin under the Clans of the Sun) claim domains inside of population centers in Japan. All vampires must swear loyalty to their Daimyo (who is typically comparable to an Ancestor of other courts) and leads their clans. Kuei-Jin who rise in Japan are typically claimed by whatever clan controls the region they rise in, though they are permitted to emigrate if their chosen Dharma isn't popular in his "family", but only if they have not sworn allegiance yet. The gaki refer to their relationships within their own clan in terms of father and son roles, with the one who lifts the newly born Kuei-Jin from their chih-mei state being their first "father," owing this individual respect and gratitude, with the father acting as a mentor. When they join a wu, they refer to each other's fathers as uncles, and the Daimyo will select an older wu to be the younger's collective father. Bodhisattvas are fathers in this regard above all others and grant a certain respect to their clans who founded or were a part of said clan. The Gaki naturally, have many fingers in the Japanese underworld and often butt heads with the Quincunx.

Green Courts

The Green Courts of Korea exists as a neutral ground between the Quincunx and the Clans of the Sun. Besides being potent crafters and masters of Jade artifacts, the Green Courts are known for giving refuge to nearly anyone: Akuma, Cainites and other Shen, as long as they can afford the services. Many Nagaraja (a Cainite bloodline) have found homes inside the borders of the Green Courts, with the caveat that they will not sire any more Cainites. They manage a network of safehouses called the Parallel Path and don't interfere with the politics or business of their customers, so long as they pay their dues. Additionally, they've sent many wu to L.A. to ensure that the Quincunx doesn't dominate the region.

Golden Courts

Loosely related courts spanning most of Southeast Asia and much of the Pacific Islands, including Hawaii, Fiji, Solomon Islands and even northern Australia. The most bizarre element of the structure of the Golden Courts (by the Chinese Courts' standards, for what that's worth) is that they are matriarchal. Many of the leaders are Yang imbalanced women with great skill in Flesh Shintai, who are granted the title of Penangallan, a title which male vampires may never hold. Similarly, men may never question the queen or any female ancestor, with three offences resulting in a ritualized and often gory execution.

Devil Tiger and Dancing Dragons are the most common Dharma adherents in the Golden Courts, as well as a relatively large number of Tempest of Inward Focus adherents.

Golden Lion Court

Located in Singapore, the Golden Lion Court has split from the Golden Courts proper and ignored many of the traditions. Most of the vampires here are exiles from the Golden Courts after they challenged their respective matriarch. The ancestors have considered breaking away from the Golden Courts entirely, but have opted against it due to the war that will inevitably ensue. The Way of the Resplendent Crane is the most common Dharma, as the Golden Lions despise the chaos of the Penangallan-ruled jungles.

Infinite Thunders Court

Also known as the Bijali Court (Infinite Thunders being a literal translation) is the prominent power of the Indian subcontinent. The most common Dharmic paths here are those which emphasize Hun. The Infinite Thunders suffers more from philosophical or religious differences than politics due to the mortal religions and cultures throughout the area. Of note, you might want to get the hell out of dodge if you're still around here in the 1990's.

New Promise Mandarinate

The first court to exist outside of Asia, formed on the first day of 1998. More of a colony than an actual territory, it exists largely on the west coast of the United States, primarily in Los Angeles, but have begun expanding in San Francisco. The Ancestor of the court operates much as the Prince does in a Camarilla territory, with his Mandarins acting similarly to primogen, the Jina acting as ancilla who overlook the disciples (who are similar to neonates and fledglings) Unfortunately, as a result of being born outside of Asia, many are not educated about the Hundred Clouds and thus have no dharma to follow.

Dharma

All Kuei-Jin have a Dharma. Well, the sapient ones do; the ones who don't are still chih-mei, or little better. Essentially, after taking the Second Breath and rising from the grave as an undead abomination, the various courts round up any chih-mei they can find and teach them to be human(ish) beings again before they are enslaved, or destroyed either by hunters or themselves. After a period of civilization and the debut into society proper, receiving personhood again, representatives of each Dharma see the newly graduated vampire and present the Dharma, and the vampire chooses whichever Dharma suits them the best. You can switch your Dharma if it no longer fits you, but you forfeit your progress in it. Anyone who does so after making significant progress loses a great deal of face and can never follow that Dharma again, suffering Final Death if they similarly fail the others. (Post-Jump this weakness is removed, but you probably won't go massively changing your life philosophy.)

The Dance of the Thrashing Dragon

The Laughing Rainbows are so named due to their belief on the nature of reality: ultimately an illusion but too beautiful to ignore. Thus, their purpose and method to achieve enlightenment is to experience each and every color, contemplating every possible angle of the wonders of the world. While not all Dragons are Laughing Rainbows, what this means in practice is that Thrashing Dragons are typically hedonists in the extreme, and are exploding with the Yang essence that they so often denied in life. They also trend toward impulsive and debauched courses of actions, and it cloaks a certain self-loathing of their undead condition; indeed, much to the chagrin of the Dragons, sex never feels quite as good as it did when they were alive. They hope to undo the curse, but they never succeed. Dragons are affiliated with Wood, the number three, Green and East.

The Howl of the Devil Tiger

Every creation myth needs a devil. Pain cleanses and purifies. They are not devil-worshippers as much as they are *devil-aspirants*. They seek to punish the truly wicked, in effect, monsters who smite those who are truly evil. The Devil Tigers seek to destroy Akuma and Cainite invaders, and seek to cultivate their own monstrosity in the most brutal fashion possible. However, even the greatest devils are impulsive, and many are not the least bit subtle. Devil Tigers are associated with Fire, the number two, Red and South.

The Path of a Thousand Whispers

Moderation. That is what the Hollow Reed and the Wise Centipedes preach. It is the rarest of the Orthodox Dharmas, if only because moderation is hard for humans, doubly so if you're an undead monster with a craving for blood. However, you may be familiar with the method: live a thousand lives and learn all the lessons you can. Perhaps not with the bit about living a life and dying a tragic death, severing all ties to the previous life. This is a primary weakness of the Dharma, in that nobody depends on you for long. After all, why bother trusting a Centipede when they're just going to leave their wu and court. Centipedes are associated with the Earth, Gray, the number zero, and the Center.

The Song of the Shadows

The Second Breath seems to imbue certain individuals with an unquenchable thirst for knowledge. Most of them come to the Song of the Shadow and become Bone Flowers. Most are melancholy, and many are victims of suicide or neglectful of family life. In death, they chase their arts and reject life. But they are cold and dispassionate, many looking like the walking corpses they are, and aspected to Yin they are, they seem to be in love with death and knowledge more than anything else. The Bone Flowers are associated with Metal, Black, the number four and West.

The Way of the Resplendent Crane

The Cranes believe that all suffering flows from imperfection. That they must be perfect if they are to transcend their curses; after all, the Wan Xian earned their fallen status by disobeying Heaven. Perhaps, if they become perfect once more, Heaven will take them back. They cultivate the Hun in the pursuit of that goal, and seek to turn the Great Cycle back to the first age, where all is one and all things are in perfect harmony. Though the world is vile, the power of Heaven exists inside of chi, and they still have a chance to save this wicked world from itself. But the Cranes have no love of rebels and rigidly adhere to the rules, to the point of fault and are not an especially forgiving lot. Cranes are associated with Water, the number one, Yellow and North.

Heretical Dharmas

These Dharmas exist in modern times, but are not sanctioned by the Quincunx. Most vampires will view you as poor and misguided for following a heretical Dharma and you'll probably be ostracized and hunted for it. Scorpion-Eaters have it much worse, being seen as dangerous traitors to the Yama Kings at the best of times and believing they should be killed on sight. The Quincunx has made it the official stance of no Bodhisattva, no validity, and don't take the heresies seriously as none of them have produced any. This is particularly hindering to Dharmic enlightenment, since you don't have the wealth of knowledge that a Bodhisattva represents, and no reliable method of advancing past the first few levels. Worse, as no Bodhisattva has been shown to exist, enlightenment may not be possible at all, as if the top rungs of the ladder are broken. If you wish to achieve enlightenment, you are well and truly on your own, Dharma-wise anyway.

Take the Akuma drawback, you still get points. The drawback is notably less severe (other than for Scorpion Eaters) in the Infinite Thunders Court, and most of the other courts don't even teach the heresies.

Face of the Gods

There are two versions of the Dharma, The Celestial Tribe version that supposedly predates even the Grand Arhat Xue's birth (and accordingly, the Orthodox Dharmas), and the heresy of the vampire poet O. Both versions believe that the twin souls are the remnants of divinity, and to return to it, you must cultivate the Hun and P'o. The Godlings use the chi to affect the universe and sculpt themselves back into divine form. Godlings do not share the apocalyptic ramblings of the Quincunx and don't believe the Sixth Age to be anything worth worrying about. However, they are also marked by arrogance, and scoff at the belief that undeath is a curse. The Face of the Gods is associated with the Heavenly Realms, the color Violet, and South, and focuses on Hun and P'o

Flame of the Rising Phoenix

The Rising Phoenixes stem from Kataragama, a vampire who assisted in defeating a Yama King. He rejected the Orthodox Dharmas and opted to return to his living family. To a phoenix, the Second Breath isn't any different from growing up, just another step in the natural progression of life. Life itself, is the greatest thing under heaven and they

treasure humanity. The Quincunx declares them heretic because they reject Heaven's Mandate and do not believe that they must correct karmic imbalance. Before the Final Nights, the Quincunx would live and let live with the Infinite Thunders, but have since rescinded that, believing the Sixth Age is nigh and they hunt heretics as Akuma. Phoenixes are associated with Humans, the color Gold and East.

Scorpion Eaters

The youngest Dharma of the lot, the Scorpion Eaters came into existence in the days following Hiroshima and Nagasaki. When the cities were bathed in nuclear fire, major Dragon Nests were tainted in the process. A number of vampires awoke and fed on the chi, and believing that the Sixth Age was nigh, begged the Yama Kings for survival, and the Yama Kings granted it. The Scorpion Eaters as a Dharma are not able to reach enlightenment. They only seek to survive by any means necessary, even if that means selling out to the Yama Kings. As such, though most are not *slaves* to the Yama Kings (and are not Akuma by definition), the Quincunx declares them Akuma and hunts them relentlessly.

Seekers of the Inward Way

Otherwise referred to as the Tempest of Inward Focus (incorrectly, by the Quincunx) are concerned only with balance. Seekers search for enlightenment inside the great circle that holds all. Between the opposites of Yin and Yang, Hun and P'o, there is a center of balance. The Seekers are heretics because they believe the Wheel of Ages, it's great cycle, the Yama Kings and Hell as illusions to be overcome, mere distractions from the inner purity and transcendence, but persecution from the Quincunx has lead to many become hateful, and even become Akuma to fight back. The Seekers are affiliated with the material world, Gray, and the Center.

Spirit of the Living Earth

This Dharma teaches that all of the world, creation itself is its own spiritual entity, a collective of many smaller spirits that exist everywhere. The material world is another illusion, and the Veils use the twin energies of Yin and Yang to move past such an illusion. They are unconcerned with mortal needs of food or sex; indeed, most mortals are completely incapable of interaction with the spirits and are of little consequence. The Dharma is heretical because they traffic with any spirit, demonic or otherwise. The Cerulean Veils have a habit of dealing with spirits, including those of the Yama Kings, and due to this and their scorn of the Quincunx, most are branded Akuma. The Cerulean Veils are associated with the Mirror Lands, Blue and West.

Perks

All perks discounted to their respective Dharmas or courts. [100] perks are free for the associated origin.

Second Breath [Free, Mandatory] The trip through Yomi Wan wasn't exactly pleasant, if you can remember it at all. But having returned to the world of the living as one of the Hungry Dead is not without benefit. You are, by and large, a physically dead being. The main benefit is the obvious: you're not truly alive, and are immune to most mortal frailties and you do not age.

Soul Nature

Your death and Second Breath split your soul into two parts. Simply, the Hun is the higher soul, representing your integrity, patience, spirituality, empathy and other such traits. It allows you to control the P'o, sense the both the physical and spiritual realms, speak with spirits and resist the P'o should it take over. Your Hun also determines how easily you may remain awake during the day.

The P'o is your inner demon. Your P'o is a creature of cunning and corruption rather than a mindless animal. It allows you to berserk and willingly invoke Fire Soul, it enables you to learn more advanced Demon Arts and gives you more energy to use them, grow fangs with which to feed and resist mind control, but the P'o may also take control of your body, should you give it too much power, a state known as Shadow Soul. In either case, the souls becoming imbalanced leads to either hostile takeover by the P'o, or suppression of your demonic abilities by the Hun. A side benefit is that mind control is generally less effective against Kuei-Jin due to the dual souls, as is soul-stealing.

Chi and Imbalance

Chi is obtained by feeding on humans (or other sapients, including Shen) and is used to rise each evening, power disciplines and heal wounds (Wounds caused by supernatural effects, including but not limited to magic, fire, sunlight, chi burns, True Faith, or a Shen's teeth/claws take much longer and more chi to heal. . You cannot make your own chi as a vampire.

You have the option of imbalancing yourself toward Yin or Yang chi, which confers a number of benefits and weaknesses. You may also remain balanced and receive neither. This decision is notably not permanent.

Yin is used to resist Fire Soul, use ghostsight to see Yin spirits (ghosts, spectres, etc.) and structural weaknesses in objects and corporeal beings, as well as analyze damage and illnesses (though without being a medical professional, you only know general information.) Permanent Imbalance toward Yin makes you more corpse-like and allows you to ignore injuries, while also making you more flame-retardant, though sunlight causes you to decompose into more of a stinking corpse. You lose the benefit of only spending one Yin every ten nights, your Hun is weaker, you're less empathetic and you may become death obsessed or depressed.

Yang, on the other hand, is used to heal mortals (by feeding your blood), gain lifesight to see emotions (though Shen dislike this) or Yang spirits and makes you seem more alive. Wave Soul is easier to resist as well. Permanent Yang imbalance allows you to resist sunlight, sire (or birth) offspring, but also become more flammable, become more manic, gluttonous or develop multiple personalities. You're appetite for chi increases and you feel hungry sooner, and the P'o may be triggered by sex or food. You may also inadvertently become a carrier for diseases.

You become permanently imbalanced by focusing on one chi much more than the other, and this can be slowly corrected through time and effort (or achieving short-term "permanent" imbalance via disciplines.) Temporary imbalance does not carry these effects, but occurs when you have more than what you can normally carry, or any amount of one chi and none of the other. In either case, mistakes manipulating your chi will cause severe internal burns as the chi explodes or corrodes and is lost.

The Little Death

Should your body suffer catastrophic failure while you still have chi, your spirit will pass into the Mirror Lands. While weak and mostly defenseless, the spirit may restore the corpse over a period of several days, during which you'll experience nightmares and might make or lose progress on your Dharma. There's a strong possibility of Shadow Soul as you rise again, and you'll be extremely weakened and **very** hungry, but it's better than meeting Final Death. Sunlight, fire and other supernatural effects bypass the Little Death entirely, destroying you for good, as does dying without any leftover chi.

Quincunx Courts

Veiled Speech [100] The vampires of the Quincunx (and elsewhere as well) have certain sayings that they use euphemistically. You generally know the meanings of such phrases and how to in turn, should you need to get your point across without seeming crass or too direct.

Jade Court Education [200] The Jade Court advises Ancestors all over China (and other regions as well), and are particularly learned and wise. You yourself have received a portion of that wisdom, with it brings a worthy reputation of trust and intelligence. Additionally, you know enough to impart greater insight to those of lesser Dharmic standing than yourself.

Storehouses [400] The Flesh Court of Shanghai has a certain practice of maintaining “storehouses” of readily available chi. They typically consist of runaways, prostitutes and other undesirables who are kept in these places and drained for chi. You have access to these storehouses via goodwill from a Mandarin in the region, and in time you’ll be able to construct and run them yourself, learning all sorts of unsavory skills in the process.

Shadow War [600] Vampires, particularly those in the Quincunx, have a history of warring with other Shen in the area (particularly Cainites and Hengyokai) and among each other. Besides knowledge of the regular tactics in warfare and contesting cities that you vye for control of, you’ve also got the skills required to fight Shadow Wars against your fellow vampires, as well as knowledge of the protocols and rites to be observed.

Clans of the Sun

The Clans [100] Not as the Wester understands them, but each vampire is part of a clan and swears loyalty to their Daimyo. Allies that are related to you (or have similar family bonds) are fiercely loyal to you and one another, and they all prove more effective and productive when working together toward a common goal.

Kindred Exploitation [200] The uji have a certain understanding with the Sabbat, with their Paths of Enlightenment giving them at least enough of a similarity to the Kuei-Jin to understand one another. Though both sides still regard one another with rational suspicion, they do trade information, useful for destroying either Quincunx or Kin-Jin rivals. Interestingly, the Sabbat vampires are not at all affected by the toxic chi that permeates much of Japan, and you may consume their vitae while resisting the blood bond. In the future, there'll always be some kind of race traitor willing to deal with you if you look hard enough.

Vampire Mafia [400] It shouldn't come as any real surprise. (After all, Cainites have the Giovanni.) Vampires work at every level in Japan's organized crime families. You have several connections of note to the criminal underworld, and could likely make a local crime boss within a year. In future worlds, you'll connections to any other major Japanese crime syndicates. If your starting location isn't in Japan, it'll default to similar crime organizations, giving preference to the Japanese criminal underworld, other Asian crime syndicates, then other non-Asian crime syndicates in that order.

Question Authority [600] There occasionally comes a time when you need to challenge a superior. To not waste words, if you can prove yourself a better leader than a direct superior of yours, they'll generally cede responsibilities to you with minimal argument and fuss. People realize when you're better than them, vampires aren't any different. However, given that some vampires are an especially prideful lot, should you demonstrate your merits for whatever position, you'll find followers shifting to your side to remove the incompetents.

Golden Courts

Woman's Essence [100] Make no mistake about it, the Golden Courts are matriarchal in the extreme. Masculinity is typically associated with submission and low status (indeed, lower class women are forced by custom to masculinize.) and exaggerated femininity shows power and status. As such, using or even implying the wrong gender is a faux-paux at best and an unpardonable insult at worst. You'll never unintentionally violate whatever bizarre gender-norms you encounter.

Glad Langsuir [200] The younger vampires of the Golden Courts typically move between their elders until they find one who they enjoy service to and enjoy fellowship with the other underlings. You have a propensity for both sides of this; you'll quickly settle into groups which are satisfactory for you to serve, and when leading, you're likely to attract followers who enjoy serving you.

Passion Bloodflower [400] The only law that matters is the law of the jungle and the rule of the strong. You are able to cow your lessers and generally get your way against those less powerful than you. Thunder knows one word only, but that word can shake the world. You know how to protect what is yours and to continue your existence, but moreover, you can take pride in what you are and what you will become, and are able to focus on the joy in your life. You have to, in a long eternity, suffering and ruin are constant companions, but as long as you can enjoy, you can endure. The firsts are the steps on the path to enlightenment, and you'll have firsts in spades.

Welcoming the Penangallan [600] Well, maybe not yet. Penangallan's must be relatively advanced on their Dharmic Path. You have the makings of a Penangallan queen, however: you're able to attract mortal lovers of wealth and influence, feasting on their blood and wealth before sending them to an early grave. It becomes trivially easy for you to accrue wealth in this manner. You gain increased reserves of Yang chi and may spend it more quickly. You're less vulnerable to Fire and Wave Souls. Flesh and Jade Shintai will also come more easily to you in the future, and should you ever find yourself in a position to take the test of the Penangallan, you'll pass easily. Lastly, Penangallan is an exclusively female title, reserved for the most powerful and charismatic queens; your charisma grows in proportion to your exaggerated femininity.

Golden Lion Court

Banished [100] The Golden Lions are a court formed primarily of male vampires who were banished after they dared to defy a Penangallan, with Singapore serving as a sort of safe-haven and an island of civilization in the chaos of the Southeast Asian jungles. Should you be banished from anywhere in the future, you'll be able to find at least some place like Singapore to live, or at least to harbor you long enough to secure passage elsewhere.

Kin-Jin Connections [200] Due to the previous Camarilla control of the city in the 19th and 20th centuries, there are a non-zero number of Cainites roaming the city, sharing an uneasy peace with the Kuei-Jin. You know more than a few vampires in a given locale, and there is generally less stigma surrounding your interactions with other such invaders and barbarians.

Wu Loyalty [400] The doctrines of order that separate the Golden Lions from the rest of the Golden Courts led to the Resplendent Cranes (and Thousand Whispers, to a lesser extent) becoming the dominant Dharma in the city, and many of these teachings leak down to the individual wu. Subordinates are steadfastly loyal to their leader, and any organization you head will grant you the same benefit.

Business Acumen [600] The true irony of the state of things is that the vampires of Singapore prefer to use Cainite methods to control mortals; that is to say, they rule through business influence and money. Given that, Obligation is a favored discipline among the Golden Lions. You've got plenty of skill in the former, and you readily take to lessons in Obligation as well as the chi arts.

Green Courts

Practical [100] The Green Courts are, if nothing else, neutral and low profile. For the most part, they consider excess money spent on keeping appearances wasteful, and political squabbles are generally a waste of time. Similarly, the open door policy is well known and you're able to get most anything you want from other vampires here for the right price. You've taken these values to heart, and can give the reputation of neutrality and willingness to deal with any customer for the right price

Parallel Path [200] The vampires of the Green Court have a well hidden network of safehouses called the Parallel Path. Anyone (and that means *anyone with enough money, jade or intel*) is welcome to use the parallel path, and that includes Cainites, Hengyokai, and even Akuma. Westerners of any stripe are ripped off, but the door remains open. You've got your foot in the door, either to use or to manage and run links on the Parallel Path.

Jadework [400] The Green Courts are so named because of the vast stores of jade, which is bought and sold for great sums of money, political favors or whatever else that the vampires need. It can be worked into powerful talismans and used to store chi, so it definitely has its uses. You've acquired the skill needed to make many (though not all) of the talismans, and could easily learn more. Jade, as you might already know, is valuable to Shen for many reasons, not the least of which its use in various rites and chi storage. You've got the connections you need to buy and sell, but raw materials are hard to come by these days. In other worlds, this could be applied to similarly rarified and functional materials, particularly gems or those used for or by Shen.

Ghostly Allies [600] The Green Courts are famous for their connection to the spirits of the dead and the Yin world, to the point where some say they are the Courts greatest (and only) ally. You're able to make frequent forays into the Yin world, and the rotting corpses of your fellow court members don't bother you. The ghosts of the dead are more than willing to bargain for whatever they have, and may even be coaxed into serving you in the mortal world. If you didn't already feel at home in the Yin world, you probably would now.

Infinite Thunders Court

Melting Pot [100] Given the location, it should be no surprise that the Infinite Thunders court is diverse. The mortals of the Indian subcontinent congregate in great numbers from a multitude of faiths and cultures. Similarly, the Infinite Thunders are a bit more tolerant of so-called heresies than their neighbors in China and Southeast Asia. Any place you oversee or have a meaningful presence in tends toward more tolerant and open-minded thought.

Despair [200] The Golden Courts call their Indian neighbors the Court of Infinite tears, and not without good reason. The Rising Phoenixes cling to their lost mortality, but are forced to watch their mortal friends and families crumble to dust as the years wear on. You are inured to despair as a result, and will feel the weight less heavily than other vampires.

Gate of Jade [400] The Jade Warrior teaches that you must accept death as a part of life, as you are unable to protect what you value without the notion that you may lose it. Martial techniques come more easily to you, and you could easily become a gifted warrior, but the true boon is that you become more adept at avoiding conflict and violence in the first place.

Compassion [600] It's incredibly easy for vampires to grow detached and lose their love of humans. But the Infinite Thunders defy this notion; indeed, the final Gate of their philosophy can only be achieved by cultivating true love and compassion for all things. You, too, will never lose your compassion for the living, this compassion enables you to love your enemies, grants great wisdom and offers you great protection against corruptive influences on your mind, body and soul.

New Promise Mandarinate

Western Freedom [100] One of the most interesting parts about the Mandarinate and the vampires who arise there is that, despite several not having formal education in ancient history and traditions, and a few sad individuals who have no Dharmic prospects, is that they are blank slates free from such strictures. Your superiors generally give you more free reign to act according to your best judgement as long as you're useful, or at least as long as you don't cause them trouble.

Know Thy Enemy [200] No war can be won without knowing what you're dealing with. To that end, you're rather skilled at information gathering about your foes. You'll pretty quickly learn the generalities of enemies, particularly Cainites, and things will only go faster if you have a few test subjects.

Spirit Travel [400] The singular greatest advantage that the Kuei-Jin have over their Western counterparts is their innate connection to the spirit worlds, for travel, information brokering, assassination, and all other manner of boons afforded to them by the great mobility. Travelling through various realms is significantly easier and safer for you than it would be for others of similar power, and it's also much faster than it would otherwise be. Also applies to your ability to travel along Dragon Lines and through the Mirror Lands.

Mastermind [600] The primary weakness of the Kuei-Jin in the war on the West Coast of America is that most of the combat aspects of the vampires mostly even out, but gives the numbers advantage strictly to the Kindred. In order to circumvent this, those of the New Promise use propaganda, guerilla tactics and misdirection to combat their foes, angering other Shen (particularly North American Garou) and deflecting onto the Cainites. Infiltrating mortal institutions and pulling a few strings to demolish Havens during daylight is also relatively simple. You're well able to fight the Kindred despite them having several advantages, and will learn to find those advantages against other foes in the future.

Dance of the Thrashing Dragon

Vice as a Virtue [100] The Dragons are criticized for their indulging in the four Fs of life: Feasting, fighting, fleeing and reproduction. The accusations are true, but that doesn't mean your indulgence is bad, after all, the Dharma still produces Bodhisattvas, so they have to be doing something right. You've taken a page out of the Laughing Rainbows books: the world may just be an illusion but it's too beautiful to ignore. Food tastes better, the world and the people in it (including yourself) are more beautiful, and sex and drugs are more intense.

Laughing Rainbow [200] The path espoused by Thousand Crane Mother teaches you to live like a maimed dog: it simply is, never lamenting the loss of a leg nor what it could've been instead. And so, following the path of the Rainbows, you live the remainder of your long existence without justification or regret.

Scattering of the Seeds [400] An ancient sutra, recited by the Thousand Crane Mother. She revealed the tenets of the Dance of the Thrashing Dragon, and gave a path to enlightenment, but more importantly she gave her disciples the freedom to find their own way. In the same vein, you are able to scatter the seeds in your own way, teaching your students not only what you've learned, but inspiring them to teach their own students something new that they created. As a bonus, your students, when they go on to become teachers themselves, will also benefit from Scattering of the Seeds.

Kiss the Sun [600] Most vampires fear the sun like no other, and even at the best of times, Yang imbalanced vampires can only withstand it's light for an hour or so. Though the cost of Yang chi may be high, you are able to spend it to resist the daylight significantly longer than others. In later worlds (or here, should you be able to feed from ambient chi), you can draw the Yang directly from sunlight. You'll still need to take the time to do so, but a few seconds of focus will buy you more than an hour of daylight. Conquer the sun and the rotting curse!

The Howl of the Devil Tiger

Passion [100] The model Devil Tiger lives every day as if it were the last, exemplified in the tenets of the Dharma. Devil Tigers do only one thing at a time, and they give it their all, and so shall you. Besides the obvious benefit that single-minded passion can give to your endeavors, you also cast aside the fear and hesitation, and can endure great pain in stride.

Superb Cruelty [200] Devil Tigers are not merely beings of petty evils. Anybody can blindly perform evil acts, but it takes true wisdom to be a devil. You have attained this sort of diabolical cunning, and it makes your evil a work of art. It also allows you to seek the evildoers and mete out poetic justice through your cruelty.

Demonology [400] Normally, for other vampires, devouring souls constitutes an Act of Blindness and sets them back on their Dharma. But even the Devil Tigers know better than to casually destroy spirits without a good reason, lest Heaven render it's punishment swiftly and severely. You'll know when the time to devour a spirit is at hand, and when to avoid doing so. Heaven will also give you a bit more leeway; sometimes cracking a walnut requires a sledgehammer. This also affords you an additional measure of skill trafficking with various spirits. Most Devil Tigers are casual demonologists after all.

Picking up the Devil [600] The Devil Tigers seek a certain harmony with the P'o. Rather than being controlled by it, the Tigers seek to coexist their two souls. Admittedly, the Hun must still be the master, but the P'o still has valid urges, with the Tiger walking the razor's edge that other Dharma's fear. You have a much easier time maintaining balance and control between any sort of internal collective. Corrupting influences and dark voices whispered by inner demons are more suggestions than temptations or compulsions, and your demons (or other soul-roommates, so to speak) will be much more willing to come to an amicable and mutually beneficial relationship, but with you unquestionably at the head.

The Path of the Thousand Whispers

Fashioning the Mask [100] A necessary tool for the Wise Centipedes and Rootless trees. Creating all of the trappings of a mortal life, birth certificate, identification, passports, employment and so on, all of the things that most people take for granted. You'll find that gaining documentation will come easily, whether legal with the difficulties smoothed over or easily obtainable and convincing fakes being easy to find. Jobs and other trappings will be in abundance, should you choose to seek them. As well, as the masks are made, they must break, and each life will have a moment when you recognize that it's usefulness to you has ended. You will be able to break conveniently and with minimal stress to you and those closest to you, both of you achieving the closure you need.

Balance [200] One of the central tenets of the Dharma is balance, for the Wise Centipedes lie between the Yin and Yang, Hun and P'o. You know that if balance cannot be achieved, that the imbalancing factors must be removed, and you have no qualms doing so. But more importantly, if balance can be brought back, you generally know exactly what needs to happen, and can implement a plan to achieve it.

Rites of Balance [400] The Centipedes have several rites to moderate their un-lives and adjust for balance. You know the most useful ones: You're able to temporarily (or permanently, with more effort) assume a given Mask (without needing mastery of Flesh Shintai), adjust your Yin, Yang, Hun and P'o to be more in line with one another and the rites for your "death" and revival. Following the latter will be most useful in achieving your moments of insight.

Tenacious Spirit [600] The strength of your soul is great, and you do not relinquish your grip on your (un)life so easily. Should you be well and truly destroyed, rather than meeting Final Death, you'll return to life, albeit as a Yulan-Jin, a disembodied spirit forced to inhabit bodies that aren't your own. Post-jump, you'll be able to reconstruct your body, but in either case you can only benefit from this once per jump. In any case, the Little Death will rarely set you back on your Dharma, and often the dreams and nightmares you experience will serve as signposts on The Road Back.

The Song of Shadows

Speak in Riddles [100] Well, riddles or koans. Bone Flowers on the whole detest direct speech, as the general belief among the Dharma is that speaking directly to one another when not strictly necessary is an insult to another's intelligence. Your speech has become refined and you're unlikely to misunderstand someone should they be speaking in this fashion.

Eternal Cherry Blossom [200] Unlike most Bone Flowers, you seem to have a hidden reserve of Yang or a stronger connection to the world of the living. The actual cause isn't important; what is important is that you will never risk the ch'ing shih, the shambling corpses that long-term Yin imbalanced vampires tend to become. You'll suffer a certain dry rot when exposed to daylight, which will be no more kind to you than other Yin vampires, but at least you won't decay into an ugly monster. This normally comes with a significant increase in the Yama Kings being interested in such a beautiful Bone Flower, but that isn't of significant concern by purchasing the perk.

The Shadows [400] Bone Flowers are often experts in stealth, detective work, espionage, assassination and (somewhat different from the others) ambassador work. Their natural affinity for the quiet, patient and detached aspects of Yin makes them well suited for these lines of work. You gain measurable skill in all of these, with one of your choice being head and shoulders above the others.

Cold Mind [600] The pinnacle of Bone Flower thought is the Cold Mind. It's perfect self-control, logic, stoicism and the embodiment of the principle of Yin in all it's icy purity. You now embody these traits, and can scheme and deliberate with the best of them. Your patience is nigh-unlimited and your thirst for knowledge is great, allowing your plans to stretch undauntingly towards eternity.

The Way of the Resplendent Crane

Purpose Under Heaven [100] All things that exist have a purpose. Even the Kuei-Hin and the Devil Tigers, evidenced by the fact that the Dharma can produce Bodhisattvas. With that in mind, you are able to see the intended purpose in most things, and gain a better understanding.

Make Amends [200] It is inevitable that your P'o will get the better of you, or that you'll make a choice (intentionally or otherwise) that you'll come to regret. But when that happens, as long as you set out to make things right, Joss will align to help you do so, and the offended parties will see the sincerity of your attempts.

The Eighth Tenet [400] "Maintain your dignity, honor and composure. You are an example of what the Damned can become." All vampires have fallen from Heaven's good graces, and through the Way of the Crane, things can be made right again. You are an exemplar of this principle, and many look to you for your wisdom and guidance, and you have the capacity to lead your followers on the right path.

The Superior Man [600] The Resplendent Crane ideal; having integrated the values and laws into your being, you will continue to act in whatever fashion you consider to be morally correct without thinking about it. Your of unimpeachable moral fiber, rewarding goodness and destroying evil, and you cannot be removed from the path of righteousness without choosing to do so yourself.

Face of the Gods

Cult of Personality [100] Of course. How can a god harvest the prayers and grant the desires of followers they do not have? It becomes easy to find the people who are searching for the meaning in life, and could conceivably be swayed into following a small god.

Unkillable Faith [200] No matter how hard the hunters or the Quincunx tries, so long as you exist, your faith will have it's followers. The miracles you perform and the closure you give to the mortals underneath you are too real for any to ignore for long, and having the favor of a small god is better than having no god at all. Your faith will endure.

Standing in your Brother's Presence [400] You will find yourself drawn to other godly beings, others like yourself. Other Godlings here will consider you one of their fellows (unless they dislike you in particular) and in the future, other godlike beings will at least consider your words to have some divinity behind them, even if it is minor. How they react will, of course, depend on the individual god.

Strength through Belief [600] Godlings are capable of harvesting prayers and consuming the chi from them, granted to them from their worshippers, but you exceed this ability. The more people who bear witness to your divinity and bend the knee to your will, the greater your strength will become. Further, the range of your Prayer-Eating disciplines will increase exponentially with your Dharma advancement, and doubters will often find themselves believers with the evidence of their eyes.

Flame of the Rising Phoenix

Live Well [100] The Thrashing Dragons are on the right track, but they believe that simply succumbing to gluttony and vice will make them whole again, and come to the realization that it cannot once they run out of food, sex or drugs. Certainly those things can make you happy, but you are able to find pleasure and meaning in the simple joys of the world, children laughing, the company of loved ones and a perfect summer evening.

The Return [200] The Phoenix does not leave it's old life behind when the step out of Hell and into the night. They can choose to, but they wouldn't be Phoenixes then. As long as you remember where you came from, you'll never lose sight of who you are. Should you ever return home, stepping back in will be as easy as waking from a dream. You also gain knowledge of the specific ritual that Phoenixes use to erase memories (but not the physical evidence) of their deaths.

Family Ties [400] The Phoenixes give the P'o only what it needs. The demon is a crafty and manipulative foe, and it's gifts should only be accepted in dire circumstances and with great caution. Many do this to protect their mortal families, and so, as long as you have someone to live for, your inner demons, literal or otherwise, can never truly overwhelm you.

Open the Heart [600] The Phoenixes believe that humans are Heaven's greatest achievement, that their virtues should be mirrored in the Phoenixes own virtues. Returning from Hell is the proof that the goodness still exists in them, and that sinners can be saved before they meet the same fate. You're able to share that light with those you meet, showing them the error of their ways and giving them a genuine chance to repent before their time of judgement. Not all will oblige, as the wicked are still in their ways, but many will, particularly if they understand the stakes.

Scorpion Eaters

Eating Scorpions [100] The first thing to any Scorpion is to accept that the Sixth Age is nigh, and to learn to feast on scorpions and waste in order to survive. Tainted chi is frankly delicious to you, and can be found in the basest, disgusting places of feces and garbage, just waiting to be drawn out and utilized.

Survival [200] The Scorpions are intent on surviving the Sixth Age, no matter the cost. They will do absolutely whatever it takes in order to make that happen, and they believe that when the Wheel turns back to the First Age, that will be their salvation. You have taken this principle to heart, and whenever your very life is on the line, you will find the reserves of will needed to take whatever heinous action you need to guarantee the continued security of your own skin.

Corruptor [400] Other Dharmas know several ways to lift others up, but yours is the best at tearing others down. You know how to spread corruption and evil, breaking the noble men and women of the world and tempting them to evil with honeyed words, lies, and promises of power. On a less abstract note, you know how to best poison the environment in order to give yourself the tainted chi you so crave.

Deal with the Devils [600] The Scorpion Eaters came about because the very first one awoke after the atomic bombs were dropped on Japan, fed on the tainted chi and beseeched the Yama Kings to save her. Though they do not directly serve the Yama Kings (though the Quincunx believes they do) they are bystanders and neutral third parties. But making deals with the literal devils is easy for you, and the devils are all too willing to serve you, provided you are willing to pay the price. Thanks to your “connections”, you do receive a generous discount.

Seekers of the Inward Way

Duality [100] The Tau is all things. Good and evil, knowledge and ignorance, bitter and sweet. There are lessons in things that are pleasing or displeasing, else you shouldn't be able to sense them at all. You may learn the lessons from the duality, learning the arguments for and against all things. Nothing is without meaning.

The Eye of the Storm [200] Enlightenment lies between the extremes. By maintaining balance within yourself and between the various opposites within yourself, you will gain greater understanding of the world, yourself and your Dharma. Effectively, the clarity granted by being in the Eye will accelerate your progress.

Inner Peace [400] You always seem to know just what needs to be said or done in order to put another on the path toward inner peace. Circumstances will align to put you in an influential position over others who are in turmoil and in danger of losing their way, giving you the perfect opportunity you need to guide them the lost souls on their path.

Piercing the Shroud [600] Your insight into the nature of the Tau has taught you the truth: the world is just another in a series of illusions. With that in mind, you can recognize the petty illusions for what they are, as simple glamors and nothing more. Unravelling the greater illusions of reality is a bit trickier, but doing so will now be easier, and you'll achieve greater insights into how the universe and the great cycle function.

Spirit of the Living Earth

Kami-Touched [100] Unlike others of the Dharma, you are able to easily communicate with any spirits in the locale. Unlike other vampires, you do not require the use of your special sights in order to see the spirits, they are as plain to you as the material world.

Imi [200] Imi (taboos) are imposed by the Kami. But now, in any space that you own, you may impose your own set of taboos. The strength of your taboos and the force of will it takes to break them increase dramatically with your Dharma and own spiritual powers. The spirits who abide within your domain and submit to you enforce your will.

Wanderlust [400] One of the tenets of the Dharma is “Tread across the Earth and absorb its full glory.” There is great beauty in the natural world, but moreso, you will be able to mediate in nature and find solutions to many of your own problems, simply by observing the world. Besides the practical and Dharmic applications, spending time in the company of nature spirits is refreshing to you, and the spirits themselves may lead you to new places of interest.

Ally of the Spirits [600] Other Cerulean Veils make friends with the spirit, but you are truly loved. The spirits of the world are very friendly toward you and they are quite easy to bargain with. You gain an instinctive knowledge of how to please the spirits, and what they might want, and in their gratitude, they will serve your ends much more readily. Given how widespread spirits are and the sheer number of objects and places they inhabit, you may now have many friends in many places.

General Perks

Some other useful stuff. Pick any two for a discount. Discounted [100] perks are free instead.

Colorful Names [Free] The vampires and their sects have interesting names. You've got the Thousand Crane Mother, Black Earth Boy, Passion Bloodflower, Black Metal Egg and so on. You receive a new name befitting this style, and can apply it elsewhere as well, should you choose.

Etiquette [100] Above and beyond the normal education that all vampires receive upon regaining sapience, you've received a much more thorough education that covers practices from outside your court. Your propriety and sense of station will endear you to your betters. Elsewhere you'll better understand your standing and the social customs of supernatural societies, or at the very least high mortal society.

Sweet Dreams [100] Most vampires spend their day-sleep in the grip of nightmares. You're one of the lucky few that don't. Your dreams, while they are not any more useful to you than they would otherwise be, they're at least not nightmarish reminders of your time in Hell.

Martial Arts [100] What would Asian vampires be if they didn't have this? You can pick any martial art (restricted to actual styles) that you gain substantial skill, enough that you could win in a tournament even without any vampire powers. Purchase multiple times to either increase your skill to grandmaster levels in a single style or learn new styles.

Eastern Medicine [200] You've got a solid foundation in several Asian medicinal disciplines. This includes knowledge of chi flows in the body, acupuncture, cupping, herbs, moxibustion and the like. Granted, most of this originated in China, but you could easily apply principles to other traditional medicines. Worth noting that you know variations that will actually work. Efficacy not guaranteed on other species.

Flexible Feeding [200] You're able to draw chi as if you were much more progressed in your Dharma than you actually are. You'll be able to learn to draw chi from breath within a year or two, and directly from the environment within another decade or so. Until that time, you derive more chi from feeding in the "traditional" methods of drinking blood or eating people, and will continue to benefit similarly once you have access to the more advanced feeding methods.

Languages [200] Asia being such a big place with varied cultures, naturally language can be a bit of a barrier. Normally you'd just know the language of your starting location, but now you'll be able to pick up new languages with extraordinary speed, and the ones you don't understand you can make a decent crack at.

Portents [200] Care for a fortune cookie? Well, anyway, through your preferred fortune telling method, you can get some cryptic but generally accurate information about the future. Tarot Cards, I Ching, scattering sand or examining entrails, whatever works.

Pretty Hot for a Dead Chick [200/400] Or a guy, doesn't matter. You're good enough to turn heads. You'll need to aspect yourself to Yang in order for this to be any real use to you (unless your prospective dates are fine with you being cold) but it beats waking up and looking at an actual corpse. [200] makes you pretty, but [400] is reaching obviously supernatural levels of beauty (like, tipping off Hunters level beauty.)

Torture [200] It's no secret that the Mandarins and other senior vampires of Asia are exceptionally gifted torturers, the eldest of which are (quite notably) inventive enough to make Elder Tzimisce (among other things, some of the most well known Cainite pain artists) wince. Buying this would allow you to make most Shen scream, but practice makes perfect and you'll have them begging for death before you even start one day.

A Dose of Good Joss [400] Perhaps you were a Dhampyr before you took the Second Breath? Whatever. It seems that, for whatever reason, you've managed to earn a fair bit of good luck from Heaven even though you're ostensibly damned. You've got a devil's luck for sure, enough that people will notice and many will likely envy you.

Mandate of Hell [600] Like the Mandate of Heaven, but for Shen. Effectively, whenever leaders prove themselves to be corrupt or incompetent, you don't have to obey them, and you actually have the right to overthrow them. You'll need evidence that this is the case, but toppling a corrupt governing body will be child's play, and oftentimes will result in someone (not necessarily you) you approve of restoring order. Things only get easier the more evidence you have, and disaster will strike ruling bodies of great corruption; such signs will be easily recognizable to you and pointing them out is usually evidence enough.

Disciplines

Vampiric powers. They cost chi of the type when noted, most otherwise require naught but focus and will to utilize. Regardless, all disciplines cost [200] per rank, discounted to half where marked and double discounted to [50] per rank where applicable. You get a free rank in any discipline you have a discount in, two if you have a double discount. New Promise Mandarinate may take any seven disciplines at a discount.

Chi Arts

Create effects through Chi Manipulation.

Equilibrium (Discount Resplendent Crane, Seekers of the Inward Way, Thousand Whispers, Thrashing Dragon, Golden Lion Court)

Redirect Chi flow through your and other's bodies. Most activate with a touch. Ghosts and other incorporeals are not subject to these abilities unless another power allows you touch them.

1. **Master Flow:** With a few seconds of concentration, you may convert Yin chi to Yang or vice versa. Passively, you may spend both Yin and Yang chi at the same time.
2. **Adjust Balance:** You may attune your target to Yin, Yang or Balance. Targets imbalanced to Yin become lethargic or even suicidal until night's end. Yang imbalance leads to mania and cannot focus. Balance conveys a number of physical and mental benefits and cures most non-terminal illnesses until a month has passed. These abilities can also render enemy Kuei-Jin unable to use disciplines or to heal them. It can also affect Cainites, who find it harder (or easier in the case of balance) to resist their Beast.
3. **Shift the Balance:** For a moderate period of time, you may shift your chi, raising your Yin and lowering your Yang (or vice versa) in equal amounts, shifting how your body reacts to various effects in the process and temporarily emulating a chi imbalance.
4. **Chi Interrupt:** You may disrupt the chi flow in a foe's body, causing them to temporarily but noticeably degrade physically, injuring them in the process. Disrupting chi badly enough can cause them to fall over, unconscious, or in some cases, cause heart failure.

5. **Chi Mastery:** You may bleed chi from your target. Affects most supernaturals, causing them to lose chi, vitae, glamour, etc. Alternatively, you may corrupt chi, burning the victim until they spend it. Humans who have their chi so defiled usually die unless they receive medical attention from a doctor skilled in Eastern Medicine.

Feng Shui/ Tso Tao (Discount Spirit of the Living Earth, Thousand Whispers, Quincunx, Clans of the Sun, Green Courts)

Lit. Wind and Water, aka Chinese Geomancy. Essentially, proper placement of buildings and interiors to exist harmoniously with Dragon Nests and Lines. Fang Shih (practitioners of the art) are often paid handsomely for their services. Tso Tao is “The Black Way”, frequently used by vampires.

1. **Wind-Water Eye:** You are able to sense and evaluate the Dragon Lines of the area, taking note of what chi exists nearby and how to arrange your surroundings to best utilize it. Or you can go the other way to bring bad Joss. You can also sense if anyone has tampered with Dragon Lines, and arranging the environment can strengthen or weaken the Wall.
2. **Broom of Heaven:** Your skill in Feng Shui allows you to cleanse an area of evil and defilement, as well as repair damage caused by overfeeding on the ambient chi. Do not repeatedly defile and cleanse an area, it pisses the spirits off.
3. **Hand of Darkness:** You are to affect the ambient chi flow, allowing you to levy a curse against an area. Depending on how grealy you manage to curse the area, the duration runs anywhere from a few hours to years or longer, but averages about a month. In any event, anyone living or working in the cursed area is subject to terrible luck.
4. **Inharmonious Alignment:** You may attempt to interfere with the flow of chi in the area to such an extent that no Shen may attempt to regain chi or other energies from the environment, for a time; once again, a number of hours to many years, but trending towards about a month. This tends to piss off elder vampires and using this may get you declared Akuma for doing so.
5. **Chi Ward:** You can protect areas against Shen and spirits from entering or leaving an area. The creatures are unable to cross the barrier through most

means, and are unable to draw chi from within the affected area. The barrier only lasts a few minutes, unless you expend chi to extend the effect for a few hours, but the effect always ends at sunrise.

Tapestry (Discount Devil Tiger, Song of Shadows, Spirit of the Living Earth, Thousand Whispers, Green Courts)
Manipulate Dragon Lines for fun and profit.

1. **Spirit Call:** Bending the threads to entice spirits to make contact. Does not confer any ability to see or interact with the spirit, and the spirit isn't under your control. You may call specific spirits if they are close by (in the spirit world, that is.)
2. **Chi Ward:** You may strengthen or weaken the Wall, which may drive away spirits. If the wall's strength is maximized, no chi powers can be used at all. Has a moderate cooldown.
3. **Chi Shaping:** You are able to shape the local chi flows, such as deflecting magical attacks, affecting luck in the immediate area, or creating traps to ensnare spirits.
4. **Ride the Dragon:** By sensing and utilizing a local Dragon Line, the vampire can travel along it, effectively teleporting within the given range. Shorter distances are easier, but skilled practitioners can travel hundreds of miles, or maybe even further.
5. **Chi Rift:** By manipulating Yin or Yang lines, the vampire is able to create a storm that eventually tears a rift into the Yin or Yang World. The storms are dangerous to most creatures, and allow many hostile or malevolent creatures from either world to pass through.

Yang Prana (Discount Face of the Gods, Seekers of the Inward Way, Rising Phoenix, Thrashing Dragon, Golden Courts and Infinite Thunders court)

A series of forms and postures that require flexibility and vigor, and so demand a minimum level of physical fitness. It also requires mostly free movement, so being bound mostly negates these powers. Can only be invoked with Yang Chi.

1. **Principle of Motion:** Yang being what it is, is behind energy and activity. Spending chi, you are able to temporarily but greatly increase your reflexes or your speed.
2. **Yang Mantle:** You are able to bring an aura of Yang chi over yourself, invisible to mortals, but reminiscent of electricity in the air, and confers a number of benefits. By sensing and tuning your aura to match another being's, you can make living humans or animals perceive you favorably for the duration. You may influence Yang Spirits, and channel Yang through wooden objects, allowing it to inflict severe wounds against supernaturals and mortals alike, as well as striking spirits, or unleashing a gout of scarlet flame.
3. **Dragon Dance:** A combat dance invoked through wild leaps. Doing this allows you to enter a controlled Fire Soul, allowing you to ignore injuries and your strikes inflict more damage. You may also activate the Black Wind discipline (but such usually leads to a long frenzy)
4. **Eightfold Yang Mantle:** Twisting your body in a dance for several seconds, you may concentrate or diffuse your Yang aura. Concentrating it causes your body to crackle with scarlet energy, allowing you to easily resist Yang based attacks as well as life-energy effects, wooden weapons and fire. Diffusing the aura radiates out in waves, allowing you to create an illusion around you.
5. **Semblance of the Scarlet Queen:** By flooding your body with Yang all at once, you transmute your body into Yang itself. By doing so, you seep into the Yang World. While in the Yang world, you may pass through physical barriers as a spirit would and traffic with Yang Spirits.

Yin Prana (Discount Face of the Gods, Seekers of the Inward Way, Song of Shadows, Green Courts and Infinite Thunders Courts)

The counterpart to Yang Prana, but manipulating Yin instead of Yang, and using delicate motions instead of wild thrashing. Control and restraint are paramount. The discipline requires a certain amount of physical endurance and perceptiveness to use effectively. Can only use Yin chi.

1. **Shrouded Moon:** By evoking your Yin, you meld into the shadows, becoming invisible and silent.
2. **Yin Mantle:** By bringing your aura of Yin over yourself, you may win the favor of ghosts and other Yin spirits, or channel your energy through metal, allowing it to inflict severe wounds against most creatures, as well as enhancing it further to strike ghosts or shoot black Yin lightning.
3. **Bone Dance:** Slow movements and postures focus your Yin. Anyone nearby become lethargic, then hypnotically suggestible (and often forgetting you were even there.) with Shen becoming sluggish. Finally, continuing the dance causes mortals to sleep and Shen to become more sluggish still, with Kuei-Jin and Cainites falling into torpor for the evening.
4. **Eightfold Yin Mantle:** Concentrating or dissipating your Yin aura. Solidifying it allows you to create simple objects out of a cold, dark substance, and most things are icy, leeching warmth from the living. You can form the Yin into armor, resisting Yin attacks, metal weapons, as well as water and wind-based weapons. Lastly, you may solidify your shadow and invoke your P'o, creating a wild, demonic being (a Wayang), which remains for several minutes, though if destroyed, the P'o immediately attempts to force you into Shadow Soul.
5. **Semblance of the Ebon Dragon:** By flooding your body with Yin, you may enter the Yin world. Similar to the Yang world, but full of dark spirits and dead souls.

Demon Arts (Discounted one Demon Art to all, all discounted to Devil Tigers and Scorpion Eaters)

All vampires have at least one Demon Art, owing to the first powers they displayed after their Second Breath. Demon arts are not invoked with regular chi; instead, each night when the vampire rises, they have a certain amount of demon chi, the P'o having rested during the day as well and refreshed itself. There is a measure of risk involved with using Demon Arts, however, as giving the demon more leeway may not be the best idea. Soul disciplines (aside from Chi'iu Muh) are unusable while using Demon Arts. Your first purchase of any one Demon Art is free, and the remaining powers in that line are at a discount.

Black Wind (Discount Clans of the Sun)

By spending demon chi, the vampire can call upon their P'o to greatly increase their speed and strength. However, by doing so, they open themselves to the demon and must use the power for the demon's ends, which usually involve destruction and death, sometimes of your own allies. Does not have discrete powers; instead, each purchase increases the efficiency of your demon chi, and proportionately increases your speed and strength with each purchase per point spent.

Demon Shintai (Discount Resplendent Crane)

Does not have individual powers. Instead, each purchase allows you to add an additional demonic feature onto the demonic form accessed through this discipline. Additionally, using your demonic form greatly bolsters your physical attributes. Once a demonic feature is added to your demon form, it's permanent. Also, your demon form might bleed through when you are viewed with chisight or other aura-reading effects.
[List of Demon Shintai options](#)

Hellweaving (Discount Akuma Drawback)

A discipline known only to the true Akuma, servants of the Yama kings. The Iron Book of the Red Bridge, written by a Kuei-Jin poet, described the realms of the Yomi World, but the second part (which has been banned, censored and otherwise erased from the record) details Hellweaving. In addition to the usual requirements, these powers require an additional sacrifice of varying value.

1. **Glimpse of Yomi:** Making eye contact with your intended target and spending demon chi, you may torture them with visions of Yomi. Most mortals flee in terror, and the frailer humans may suffer a fatal heart episode. Gold must be sacrificed, at least a coin's worth.
2. **Razor Winds:** Spending demon chi tears open a portal to the Yomi world, releasing the flaying winds. More chi (Yin or Demon) can be spent to release more devastating winds. Additionally, Yin or Demon chi must be sacrificed to invoke this power.
3. **Favor of the Yama Kings:** By spending Demon Chi, for the next hour, anything that furthers evil benefits from good joss. If you have any kind of demonic mentor or benefactor, your good fortune extends the remainder of the night. Extra demon chi is required as a sacrifice.
4. **Remembrance of Yomi:** All vampires remember Hell. By touching your victim and spending your demon chi, you may force the victim into Shadow Soul for an hour. Jade must be sacrificed.
5. **Weavings of the Yomi World:** By spending a fair amount of demon chi while inside of a Dragon's Nest, you may defile it, rendering it an outpost of the Yama Kings and useless to other Shen. The only sacrifice suitable for this power is a service rendered to any demonic being, who then grants the authority to use this ritual.

Iron Mountain (Discount Thrashing Dragon)

Has no individual powers to be purchased. Instead, each purchase adds to the vampires already inhuman durability, and allows them to resist damage they wouldn't be able to normally (fire, sunlight, magic, the attacks of Shen, etc.) Is a passive discipline, and does not disallow the use of Soul Disciplines.

Kiai (Discount Infinite Thunders court)

Focusing the demon through the voice. Obviously doesn't work well for stealth or while unable to speak. Fus Roh Dah.

1. **Focusing shout:** Spending demon chi allows you to release your P'o through a shout, adding its power to your immediate next action, so long as it's appropriate for you P'o (usually destructive or fleeing.)
2. **Aspect of the Timid Sparrow:** While engaged in close combat with another, you may startle a foe with your voice, startling them and creating an opening in their defenses to exploit.
3. **Ngilai:** A fear shout. Spending Yin chi, you are able to cause a terrible fear in your target, who will attempt to flee, though those of weaker constitutions may die of a heart fit. Other vampires may go into Wave Soul.
4. **Song of the Tormented Soul:** You may unleash the torment felt toward your undead state to inflict on your intended target, which bring to boil the negative emotions in your victim. The more powerful your will and torment, the longer they experience the emotions, making all things more difficult. At the upper end, will cause insanity, suicidal or homicidal urges. Does not work too well on beings that are powered by said negative emotions, such as Akuma, Yomi spirits, demons, angry ghosts and the like.
5. **Greater Ngilai:** As the lesser Ngilai, but affects anything within earshot, friend or foe.

Shintai Disciplines

“God-Body” disciplines. Five such disciplines are commonly practiced, one for each of the elements present in Chinese mythology: Water, Earth, Wood, Fire and Metal., as well as other powers under the same classification. Learning the Shintais also involves a number of exercises and forms, which allows the vampire to bolster the physical attribute tied to the shintai by expending chi. Greater mastery allows greater temporary improvements.

Beast Shintai (Discount Song of Shadows, Spirit of the Living Earth, Quincunx, Golden Courts, Green Courts)

Using the P'o to command animals. Higher levels enable you to gain a sort of spirit animal that empowers you with the abilities of other Shen. Suspiciously similar to the Cainite discipline of Animalism. Attuned to Strength

1. **Cower before the Beast:** By making eye contact with an animal, you may intimidate an animal, forcing it to cower or flee from you.
2. **Animal Spy:** By concentrating and staring into the eyes of an animal, you may link your spirit with the beast. Your body drops unconscious for the duration, but you may control the animal and receive input from it's senses. Mammals and birds are the best targets; simpler creatures (namely, insects, crustaceans, fish and the like) are not complex enough to control effectively.
3. **Conjuring the Animal Kami:** You release a sort of psychic call that reaches out to a species (or specific sub-category, such as alpha-males or subspecies), and the animals answer the call if they are within a few miles, assuming they are able. No inherent control over the animals, but they are not unfriendly toward you and may fight against your foes.
4. **Sway the Beast:** By making eye contact, you may control an animal, forcing it to obey any command you give it, including suicidal commands.
5. **Unleash the Beast Spirit:** You select a totem animal upon learning this discipline. Through concentration, you may assume a hybrid form between your normal state and your totem, gaining relevant physical attributes of the creature.

Blood Shintai (Discount Devil Tigers, Resplendent Crane, Quincunx)

Manipulating blood. Attuned to strength.

1. **Permeate:** Manipulating the blood inside of your body. You may choose to diffuse it and swell your features or concentrate it in your center to shrivel. You may do so selectively or as a whole. Also, by shriveling your body, you may also slowly squeeze through cracks or other tight spaces.
2. **Blood Atemi:** With a touch, you may control the blood in another's body. Naturally, this can wreak havoc on the living, causing severe nausea (from head rush and inner ears) if the victim is Shen, or cause a stroke if they're not. You may numb or spasm limbs, making them difficult or impossible to use, or to speed healing in living creatures. Obviously, the creature must actually have blood for this to work.
3. **Flow Like Blood:** By spending Yang chi, you may become unnaturally fluid, allowing you to easily dodge incoming attacks.
4. **Bloodlash:** Slitting your wrist, you may create a blood-whip of great length, which you may strike with for severe damage or constrict your foes.
5. **Blood Awakening:** Sprinkling a bit of Yang-infused blood allows you to animate objects by awakening its spirit. By spitting Yin blood on a spirit, you may freeze spirits in place, which become bizarre white jade. Spirit's so trapped can be smashed and returned to the spirit world, or drained of chi. The latter pisses off spirits in general and is ill-advised.

Bone Shintai (Discount Song of Shadows, Quincunx and Green Courts)

Dem Bones, Bonesaw is ready, doot doot, etc. Requires and enhances Stamina.

1. **Corpse Skin:** Spending Yin chi to make your skin undergo mild rigor-mortis. While being disgusting, you also become somewhat more resilient to injury.
2. **White Tiger Corpse:** Infusing your skin and bones with Yin, you may render yourself invisible. You also seem to have a chill aura about you. Additional Yin must be spent to make your clothes and other trappings vanish too.
3. **Bone Obedience:** By controlling the Yin and channeling it into your bones, you may cause them to grow into weapons and armor, or temporarily change your frame or face. Interestingly, you may also turn your fingers into literal skeleton keys to open normal locks.
4. **Five Poison Cloud:** Exhale a cloud of Yin energy, corroding anything inside. Metal rusts while living (or undead) matter wither and rot.
5. **Ch'ing Shih:** By pulsing a massive amount of Yin, you may assume the Ch'in Shih form. Your bones fill with Yin marrow and you may manipulate your skeleton in almost any way you can imagine, generating bone spikes from nearly anywhere. Ghosts and other Yin spirits are not immune to your blows, but they may be fed some of your body mass to replenish your chi. You may inject a poison into your foes (also includes ghosts) with mortals who die rising as mindless undead under your control. They must be fed Yin chi every night or they crumble to dust, with a similar fate awaiting them if they meet daylight.

Flesh Shintai (Discount Thousand Whispers, Thrashing Dragon, Quincunx and Golden Courts)

Freakish body manipulation. Supposedly has roots in the Golden Courts; unsurprising, given the Courts are home to temples so debauched even vampires avoid them. By channeling Yang, you can manipulate your body in unthinkable and often disgusting ways. The Penagallan of myth have this discipline to thank for their bizarre abilities. Attuned to Dexterity

1. **Long Neck:** The name is a misnomer; you can extend your neck or limbs, allowing you to strike or grab at a great distance. You can still be decapitated normally, and limbs can be severed normally, for however much that matters. Notably, the skin does not extend along the length of the detached limb, leading the gory sight of your hand or whatever flying off, attached with a trail of tissue and tendon.
2. **Detach Limb:** There are two common uses, limbs or head-mass. Limbs drag or creep around, and can grab objects. You're unable to see out of the limb, so you're limited to scrying or the like. The limb falls motionless and likely disintegrates during the day. The head-mass allows you to detach your head and entrails. The mass is mostly boneless and can squeeze through spaces the skull would fit. You may also strangle your foes with your intestines as well. Your body remains dormant and vulnerable, and if destroyed, you're kind of fucked. (Regenerating isn't easy, and you have to spend extra chi to rise each evening to not dry out. Most of the time, it's the Little Death to escape this sorry state)
3. **Lotus Cloud:** Breathe out a cloud of chi that affects breathing creatures (creatures that don't need to breathe are obviously unaffected.) Those affected by the cloud are effectively under a narcotic, being pacified and likely to take any pleasurable suggestion.
4. **Pelesit:** You can construct and detach them from your body. Known as Pelesits, they can function as spies or perform other simple tasks. They have human-level intelligence, and can move by hopping, climbing or crawling. They may even speak, albeit in an annoying high-pitched voice. They remain alive for the evening and die at dawn. The pelesits must borrow a measure of your stamina for the duration, and if they fail to return, you must recover the lost stamina through your usual avenues. Some vampires even tattoo themselves and detach their ink to form their pelesits.

5. **Ten Thousand Faces:** You gain mastery over your body, and can shape it freely. You may assume any human form you choose, or animal form with the same rough mass as your body. Extra chi allows you to add extra arms, wings, claws or other features, similar to Demon Shintai. These changes are permanent until you choose to change again.

Jade Shintai (Discount Spirit of the Living Earth, Thousand Whispers, Thrashing Dragon, Quincunx, Golden Courts and Golden Lion Court)

Similar to Equilibrium, but instead of manipulating chi inside of a body, manipulate the chi that flows ambiently. Somehow not the same as Tapestry, either. Attuned to Strength

1. **Stand upon the Dragon's Back:** Root yourself with chi from the Earth. While using this ability, it's nigh impossible to force you back, knock you down or throw you.
2. **Tread the Thrashing Dragon's Tail:** By polarizing your chi, you may walk along any surface. This includes narrow ledges, treacherous footing and even bodies of water. Also enables you to jump really far.
3. **Placate the Earth Dragon:** Singing to spirits of the earth, you may meld into the ground (or walls if they are wood or earthen materials) You may also pass through similar walls.
4. **Harnessing the Dragon's Breath:** Attuning yourself to the ambient chi, you may fly along it. Areas where the Wall between the physical and spiritual worlds enable faster flight, as does greater mastery of your chi.
5. **Jade Servant of the August Personage:** Invoking this discipline requires you to touch a sizable amount of the element you intend to use. While using this, your skin appears to be covered in liquid jade. Using Water makes you leech warmth from your foes, metal allows you to crackle with static and conduct it in your attacks, Earth reflects damage back onto the foe (if bare-handed) or their weapon, Wood functions similarly to Earth (but does not affect weapons) and allows you to stake Cainites, and Fire (forces you to resist Wave Soul in the process) but makes you resistant to fire and you exude an aura of heat that damages foes attacking you with bare skin or flammable equipment.

Ghost-Flame Shintai (Discount Devil Tiger, Quincunx, Clans of the Sun)

Spirit Arson. Yang flames are red and hot, Yin flames are cold and blue. Attuned to Stamina

1. **Goblin Face:** Your eyes and mouth glow with the appropriate color flame, depending on which chi is spent. Most animals and some mortals flee from the Goblin Face.
2. **Goblin Spark:** You may conjure a flame and send it forth. It's not powerful enough to burn, but it might sting a bit. You may shape it to create all kinds of interesting visuals. Vampyrotechnics. Worth noting that against sufficiently weak Kuei-Jin and Cainites, they may frenzy if you use this ability against them. It can also scare away spirits.
3. **Goblin Shapes:** With more precise control over your fire, you may create more flame and create more elaborate shapes and take on different colors, with a range of several hundred feet. Additionally, the fire constructs can destroy chi of the opposite kind if a solid creature touches it. Supernaturals lose glamour, vitae or whatever else they'd use instead of chi.
4. **Goblin Scorch:** By spending chi, you may breath fire. Yang flame is just actual fire. Yin flame is cold and burns the soul, draining will and causing other debilitating effects.
5. **Goblin Lantern:** You may ignite your own body. By spending enough chi, you may become fully made of chi as a roiling ball of flame. With even more chi, you're able to fly, and you possess all the previous ghost-flame powers, but are vulnerable to ghost-flames of the opposite chi.

Smoke Shintai (Discount Quincunx, Clans of the Sun, Golden Courts)

Obfuscation and trickery, sometimes with literal smoke, but also figurative smokescreens and deception. Higher levels confer some control over fire. Attuned to Dexterity

1. **Smoke without Fire:** The name is a misnomer. By spending Yang, you may dramatically increase the smoke created by a fire without increasing the flame proportionately.
2. **Words of Smoke:** Spending Yang chi makes you a significantly better liar, supernaturally enhancing the credibility of your words; no matter how impossible it sounds, you seem at least somewhat believable.
3. **The Hampering Smoke of Chou Zheng:** With Yang Chi, a target within 10 yards will be blinded briefly.
4. **Wisp Mayd:** Spending Yang chi allows the vampire to weave smoke into illusions. You must have a fair amount of smoke to work with, and the illusions are still obviously smoke to the touch.
5. **Volcano's Fist:** Yang chi causes your hand to glow with intense heat, and burns anything you touch with it. This deals tremendous damage to supernaturals, particularly those who loathe fire.

Storm Shintai (Discount Spirit of the Living Earth, Quincunx, Golden Courts, Golden Lion Court and Infinite Thunders Courts)

Attuning your chi to control the weather, preferred by those with strong P'os. Attuned to Stamina

1. **Conjure the Duke of Wind:** Creates gusts of wind. Wind generated is anywhere between 10 and 200 mph, though without tremendous power trends toward the lower half of that scale. You can use the wind to create head- or tailwinds (depending on direction) and winds over 70 mph can blow over objects, people and damage structures. You may alter the wind direction as you see fit, but it always comes directly from you.

2. **Thunderbolt's Kiss:** Spending Yang chi, you may hold lightning invisibly in your hands, or visibly arc throughout your body. Deals damage in proportion to your Yang whenever you physically touch your foes; foes who touch you first suffer no ill effects from this power.
3. **Thunderbolt's Caress:** Similar to the above power, but you may also throw the lightning (or it leaps out of your hands or shoots out of your eyes, whatever.)
4. **Cloud Chariot:** Creating strong localized winds, you are able to fly at about 20 mph, or more with skill, though generally not more than 200 mph at its peak. Also only affects you.
5. **The Flight of Dragons:** By spending Yang chi, you may affect local weather patterns. The greater your skill (or chi expenditure), the greater the effect. Simple changes are easy (temperature, cloud cover), creating ordinary storms is more complex, and at it's most difficult (and impressive) is the ability to conjure or disperse hurricanes.

Bile Shintai

The Scorpion Eaters have a set of "mutated" Shintai disciplines, each a rough parallel of another Shintai common among other vampires. These are mutually exclusive to regular Shintai, and cannot be learned alongside them (Demon Shintai being the main exception.) Similarly, non-Scorpion Eaters cannot learn the Bile Shintai unless they become Scorpion Eaters, and so these are inaccessible to them. All are discounted to Scorpion-Eaters.

Balefire Shintai

The most hated of the Bile Shintais, it corrupts Dragon Nests. Also its use also comes with a free stench of burning garbage. Aspected to fire, attuned to Strength

1. **Burning Kiss:** By spending chi, and touching a target, you may poison your victim. They feel unwell, but are often not sufficiently ill to cause serious problems. This power is usually used to corrupt chi before consuming it.
2. **Baleful Light:** As Goblin Spark.

3. **Death Breath:** As Goblin Scorch.
4. **Invading the Dragon:** Similar to Riding the Dragon, you also leave behind tainted chi. The more chi spent, the more it inhibits others traveling along Dragon Lines. Spending a great amount of chi corrupts it sufficiently that the Dragon Lines are all but impassable, but using this power leaves a trail that other Shen may use to track you.
5. **Body of Burning Filth:** In addition to igniting your body as Goblin Lantern, you may poison a Dragon's Nest, or greatly increase the local Wall's strength. With an appropriate ritual, you may also permanently corrupt a Dragon's Nest into unusability.

Decay Shintai

The Bone Shintai Parallel (and the Metal Shintai for the Scorpions), this discipline specializes in the powers of entropy and decay. Attuned to strength. This power mostly uses Yin chi.

1. **Stink of the Grave:** By spending Yin chi, you may infuse your body with it, becoming a walking corpse (well, more of one) and cloaking yourself in an absolute god-awful stench. Mortals who don't flee and choose to fight back are unable to do so as effectively, due to the smell.
2. **Deadly Waft:** You may become invisible, but you still release a strong smell which betrays your presence. Spending Yin contains it to a faint odor, but a keen sense of smell may still track you.
3. **Bone Shrapnel:** By touching a target and spending Yin, you may cause your victim's skeleton to suffer micro-explosions. You have no specific control over where the explosions occur.
4. **Splenetic Exhalation:** Similar to the Five Poison Cloud of the Bone Shintai, but it's more like pollution. Not that it makes a lot of difference, your cloud still corrodes most of what it touches.
5. **Harbinger of Decay:** You may inject your target with a significant portion of Yin chi, causing them to fall unconscious. When they awaken the next evening, their physical attributes are greatly enhanced and they attack anyone who they could eat. The victim will die from this effect unless they are healed by a supernatural ability that can purge the toxic chi, or if they are killed by another force first.

Disease Shintai

The Flesh Shintai parallel. A Yang focused discipline, one that, like it's parallel, is usually pretty gross. Attuned to Strength

1. **Acrimonious Flesh:** By touching your victim and expending a point of chi, you may afflict your victim with skin conditions. All manner of gross boils, acne, warts and flaking skin spontaneously erupt on the victim's skin. Lasts for a few days, though can be supernaturally cured relatively easily.
2. **Dead Hands:** As Detach Limb
3. **Fevered Delirium:** As Lotus Clouds, but more like fever delusions than euphoria.
4. **Servile Plague:** As Pelesit, but you vomit out a swarm of insects instead.
5. **Soul of Sickness:** By spending Yang chi, you may carry any disease within you for a moderate amount of time. Mortals who encounter you are likely infected, and fall gravely ill, dying within a few days if they do not receive supernatural healing. Shen suffer similarly, but may expend Yang chi (or their relevant resource) to resist. Diseases spread through this ability are unable to infect additional targets past those who encounter you directly.

Poison Shintai

Parallel to Blood Shintai (as well as to Water) you may control the various fluids within a body of your target. You may attune these powers to Yin, Yang or Balance. Attuned to Dexterity.

1. **Stinging Touch:** By spending chi, you may coat one of your extremities with bile or acid, which deals severe damage when a foe is struck.
2. **Inharmonious Excretion:** By touching your victim and expending chi, you may cause the digestion tract to spasm violently, causing them to vomit bile. Your victim can normally do nothing for the better part of a minute besides purge themselves of their stomach contents.

3. **Flow like Sewage:** By spending Yang chi, you may dissolve into a disgusting mass of meat-pulp. You may move slowly while in this state and can force yourself through cracks. You're also more resistant to physical damage.
4. **Bilious Expectoration:** By spending chi and hocking a loogie, you may release acidic spittle as a projectile. It's weakly corrosive toward metals or stone, but is much stronger against organic matter.
5. **Phlegmatic Sting:** By touching your victim and spending Yin, you may turn any fluid inside of into poisonous mush. Mortals die almost immediately (and horribly), Shen are usually less affected but it corrupts chi in rough proportion to damage inflicted.

Radiation Shintai

The parallel of Jade Shintai and the Bile Shintai of Earth. Even the Earth itself may contain poison. Attuned to Strength

1. **Treacherous Earth:** Spending Yang chi allows you to root the victim to the ground. Shen may resist with chi expenditure.
2. **Repulsive touch:** By spending chi, you may become utterly repulsive to creation, as matter refuses to touch you. Similar to the Jade Shintai power, you may greatly increase your jumping and swimming speed, as even these are repelled.
3. **The Bowels of the Earth:** As Placate the Earth Dragon, but it requires a tainted place. A dump would be easy, clean cities are very difficult.
4. **Burnout:** By (somehow) harnessing global warming, you may activate any man-made device by touching it. It's trivially easy to power a phone, more difficult to get a car going, and it would take great skill to power a jet, but the machinery operates at peak capacity for several hours (or longer, depending on extra Yang chi spent.) The device is ruined by overuse after the fact.
5. **Destroy with a Touch:** By touching an object and spending chi, you may destroy a cubic yard of material, causing it to flow like mud or crumble to dust. Attacking a fault line in this fashion may allow you to cause a minor earthquake.

Soul Disciplines

Several powers related to manipulating souls. Mastery over such disciplines allows you to crush other beings wills, heal or consume souls and other similar feats. However, as the disciplines rely on your dual-soul nature and your understanding of both, screwing up usually results in Shadow Soul.

Cultivation (Discount Devil Tiger, Face of the Gods, Resplendent Crane, Rising Phoenix, Thrashing Dragon, Golden Courts, Golden Lion Court)

Have you spoken with your inner demons recently?

1. **Scrutinize:** By mediating briefly, you may speak with your P'o. Under most circumstances, the demon is uncooperative, but you might be able to get some useful information anyway if you talk about something it likes. You may also learn about other vampires demons. Against Cainites, you may learn about their humanity (or other morality system), virtues, mental illnesses and other information about their soul. Against mortals, you learn about their vices, secrets and character flaws.
2. **Cleave the Demon:** By separating the souls, you may use one to control your body while the other floats close by in the mirror lands. The two souls separate and struggle for control of the body. If the loose soul is attacked and all of your chi is expended, it immediately returns to Hell and you fall into torpor for a period of time. The displaced soul can hide in your body, but if the P'o is in control, there might be some concessions you need to make. Both souls are linked telepathically, and can each function in the physical and spirit realms.
3. **Lash the Demon:** Similar to the above power, but eye contact lets you affect other creatures. Forcibly separating another vampire's soul may lead to them becoming passive, suggestible or easily frightened (if the Hun is in control), or frenzy if the P'o is in control. When used against a Cainite or a creature with a similar Beast, they frenzy immediately. Mortals usually become passive unless their bestial side is particularly strong, whereupon they frenzy as well.
4. **Yoke the Demon:** Subordinate your demon. It hates it, and may take horrible revenge the next time it successfully takes over. If you successfully yoke your P'o, it can't control you, but you are unable to use Demon Arts. The P'o may function as a watch and detect other nearby demons (which include other Kuei-Jin, Cainites, shapeshifters, most spirits and certain mortals.) Doesn't let

you see exactly where they are, but alerts you to their presence. Also gives you a menacing aura, which causes mortals to avoid you or cower.

5. **Two Become One:** You are able to temporarily meld your twin souls together, a taste of enlightenment. You are immune to Wave, Fire and Shadow Souls, and may use any of your demonic abilities without the P'o's backlash. Mind Control effects are also even harder to use against you, as you effectively have two minds working in concert to attack.

Chi'iu Muh (Discount Devil Tiger, Face of the Gods, Resplendent Crane, Thousand Whispers, Thrashing Dragon, Green Courts, Infinite Thunders Courts)

Lit. Dragon Tears. The dragons of earlier ages had pearls in their foreheads, and practitioners of this discipline appears to be a similar pearl, but develops into a third eye. It requires a certain effort to pull the eye back in and hide it. Interestingly, this functions as either a soul discipline or a Demon Art, depending on which soul is in control. The Hun can heal, and the P'o can swallow souls and destroy spirits. As a result, this discipline is deeply distrusted by many vampires, as are its practitioners.

1. **Rasa:** You frequently experience visions from the Cycle, and your dreams are rich, filled with awe, terror and knowledge of the spirit worlds, often giving some measure of Dharmic insight.
2. **Chi Sight:** By spending one point of Yin and Yang, your sights (ghost sight, lifesight and normal sight) all dramatically increase. You are able to clearly see any spirit in the vicinity and gauge their approximate strength, as well as the strength of the Wall, the location of Dragon Nests and other such chi flows. You may also see disturbances in the Mirror Lands and detect defiled chi, as well as reading auras and receiving information about ghosts. Worth noting, Cainite disciplines produce a detectable and unpleasant ripple in the local chi.
3. **Dragon Ward:** By flexing your will, other creatures may not approach you unless they win a battle of wills. If they lose, they are temporarily stunned.
4. **Purification:** With your Hun in control, you are able to sense mental or spiritual illnesses in your target. You may cure these ailments with a measure of your skill and difficulty. You may also still the P'o in another temporarily, preventing it from taking control and disallowing Demon Arts. You may also cleanse areas of

defiled chi, but failure causes the chi to backlash onto you. With the P'o in control, you may mentally poison an individual, enslaving them to you for days on end.

5. **Spirit Eating:** With the Hun, locking eyes with a target allows you to remove the spirit from another, leaving the body mindless. With the soul inside, you may work spiritual healing on the target, restoring humanity, setting Kuei-Jin on their Dharmic path and perform other acts of spiritual mending. However, if the P'o uses this discipline, it may torture the soul for an evening and scars them permanently, implant commands or even change personality. Or the P'o may simply eat it. You automatically lose some Dharma (unless you're a Devil-Tiger, Akuma, or under some other specific circumstances.) and you gain their memories and knowledge for several days. The victim's body dies.

Internalize (Discount Face of the Gods, Resplendent Crane, Rising Phoenix, Seekers of the Inward Way, Thousand Whispers, Golden Lion Court)

Masters of this discipline are scarce, owing to the fact that it requires the vampire to master both their Hun and P'o natures, but doing so offers many benefits, offering unique mastery over self. Interestingly, has influenced (and been influenced by) Zen over the ages.

1. **No Mind:** By meditating, you are able to empty your thoughts, and in doing so, make it harder to read, control or influence your mind. This comes with the caveat that while using this power, you are unable to use other Soul Arts.
2. **Blood Yoga:** By meditating for at least an hour, you are able to restore your psychic reserves, refresh yourself mentally and better resist your baser impulses.
3. **Distant Death Kata:** By concentrating while focusing your breathing, you may strike the air, and in doing so, deliver an unavoidable strike to a foe within your sight.
4. **Iron Soul:** By taking the time to steady your mind, you greatly enhance your abilities to accomplish great feats, as your concentration becomes a sort of temporary hyper-focus that allows you to take the best path.

5. **Harmony with the All:** Concentrating, you must focus on your Dharmic path and attempt to attune yourself to Great Cycle, channeling the unity of all things. Succeeding in this attunement means that you have achieved godlike awareness and will; It's nearly impossible for you to screw up horribly in anything you try, you may ignore your injuries and pain, as well as your competence receiving a great boost. You easily resist mind control, as well as Fire and Shadow Souls (disallowing Demon Arts, however), and your senses make it impossible to ambush you, even if your attacker is invisible. You may even receive visions of the future relevant to the current situation. You do eventually fall out of this state, unfortunately.

Mibasham (Discount Song of Shadows, Rising Phoenix, Seekers of the Inward Way, Thousand Whispers, Green Courts, Infinite Thunders Court)

Derives from the Persian word "to be" and is largely concerned with existence as a whole. Mostly used by vampires with high Dharma or Hun, and almost never seen among Devil Tigers, with no known examples.

1. **The Lens of the Self:** By spending chi, you may learn your targets nature, what motivates them and other traits of the sort.
2. **Pors'dan:** The so called "Combat Koan" among the less reverent vampires, by speaking calmly and clear, you may utter a koan, a simple question that causes those who hear it to lose their focus on whatever they do for a time, making them trip up more. The reason why the nickname isn't liked is that it's more useful in a subtle usage, such as conversation.
3. **Stepping Stone:** The vampire, with difficulty relative to the local Wall, may step into other worlds. Here, that means the Yin, Yang and Yomi worlds; at Ancestor or greater levels of Dharma (+7), you may ascend to the Heavenly Realms. Post-jump, this'll allow you to traverse dimensions within the local multiverse. Does not provide any special protection against these worlds, merely allowing access.
4. **A stumble on the Path:** By speaking with another vampire, you are able to crack their purpose and understanding of their role. By doing so, the victim will temporarily lose their way of their Dharma, with all of the penalties that entails. They will regain themselves over the next evening or so, and may regain more

than what they lost, but the latter is rare. Your victim must be able to hear and understand you.

5. **Ryddle of Maya:** By parting the veil of the worlds (with difficulty relative to the Wall) the you are capable of sapping willpower from your foes.

Obligation (Discounted Face of the Gods, Resplendent Crane, Rising Phoenix, Thrashing Dragon, Golden Lion court)

Using the Hun to speak with the authority of Heaven and the power of Dragons.

1. **Evaluate:** Looking into another's soul to learn information about them. You may learn general personality and casual information, but it may be cryptic or simply untrue. The greater your will, the more you can learn, including their real name, and part or all of their life's story, repressed memories, blood/spirit bonds, morality, Dharma or other moral system, etc.
2. **Soul bridge:** By extending your Hun, you may create a psychic link between your soul and another, allowing you to read surface thoughts or transmit basic emotions to your target.
3. **Authority:** Your Hun overwhelms lesser being. You are able to enforce your will on your lessers, having an uncanny charisma in their eyes. They cannot lie to you, and obey your authority, acquiescing to your demands. It is difficult, though not impossible (depending on how much stronger your will is) to make others act uncharacteristically, dangerously or self-destructive.
4. **Thousand Hell Stare:** Channel all of your negative emotions into the Hun, before flooding it into your victim. Your psychic attack allows you to crush their will, making them obey or flee, inflict insanity or even drive mortals to suicide. Cainites can be driven to frenzy as well.
5. **Soul Shackles:** You are able to use this ability to form long-term bonds between your soul and another. At its lowest level, this makes your intended target friendly toward you, but applying the ability further causes them to become deeply devoted to you, though your authority is still second to true love or deep convictions. Continuing further makes them fanatically loyal to you. The greater

your skill in this discipline (or the more you use it against an individual) enhances the duration, lasting anywhere from a month to many years on a single use.

Tzu Wei (Discount Song of Shadows, Thousand Whispers, Quincunx, Green Courts) Similar to Feng Shui, this art stems from Chinese magic, or possibly vice versa. In any case, it uses astrology to determine the future, what symbols are auspicious or inauspicious, and so on.

1. **Fate of the One:** By interpreting portents of Joss (in whatever manner of fortune-telling you employ) you are able to learn what omens and days are lucky for a single person. Advising them correctly, they receive a minor bonus to luck. Attempting to curse them by advising them incorrectly usually results in bad luck for you, as well as fate conspiring for them to ignore your “advice”
2. **Joss weaving:** With more effort, you may interpret fate as above, but also bend them in favor of an individual.
3. **Fate of the Wu:** As Fate of the One, but applies to a dozen or fewer individuals. They all receive the relevant boons or banes, but only with respect to goals regarding the future that was predicted, and not towards goals that were not relevant to the fortune
4. **Grand Duke’s Theorem:** The year determines a direction (2000 was East Southeast, 2001 was South Southeast, 2002 was South, etc.) When you spend a small amount of chi, for the rest of the night, you are receive a bonus to all actions you take while facing the year’s direction, and an equal penalty against it. If the direction is your personal direction, bonuses and penalties are doubled. (Personal Directions are determined by your horoscope.) You may spend chi to cancel the bad Joss as well.
5. **Realigning the Stars:** With sufficient force of will, you are able to realign an individual’s horoscope for the night, granting them good Joss. You may also curse someone to a similar effect.

Inward Way (Discount Seekers of the Inward Way, Clans of the Sun)

The Seekers believe that, in order to achieve transcendence and become one with the Tau, you must be completely one yourself. Such, their proprietary discipline is all about mastering Yin and Yang, Hun and P'o.

1. **Inner Balance:** Same as Master Flow of Equilibrium.
2. **Rest Upon the Blade:** By taking the time to meditate, you may enter a trance. You will not need to spend any chi, but you may not move at all as a result. You may remain in this state for a number of days depending on how far along in your Dharma you are. Additionally, you may also use this to temporarily boost your willpower by spending Yang chi, gaining strength of will relative to your Dharmic advancement.
3. **Scales of Need:** As Shift the Balance of Equilibrium.
4. **Feed the Soul:** By taking several hours to stretch and meditate, you may convert the Hun's strength into the P'os, or vice versa. Making one significantly stronger than the other is more difficult, and like any other vampire, if the P'o becomes significantly stronger than the Hun, it's not liable to give up control.
5. **Flowing with the Tau:** By taking the time to concentrate and spending a good chunk of Yin and Yang chi, you can dissolve your body and become pure chi. While in this state, you may only sense the world in terms of chi, but you may also travel along Dragon Lines as Ride the Dragon of Tapestry. While in your chi state, you're not a spirit, but you are vulnerable to effects that would interrupt or harm chi.

Tempest of the Inward Focus (Discount Seekers of the Inward Way, Clans of the Sun)

Sort of a martial art/prana, created to serve as the external component to the Inward Way discipline. Most who practice them believe that you must master both if you care about being good at either. Similarly to the Yin and Yang Pranas, you must be able to move to use these, the powers are meant to apply to martial arts.

1. **Swirling Wind Style:** As Principle of Motion from Yang Prana, but only with regards to martial arts.
2. **Meditation of Metal:** By spending Yin chi, you may imbue your skin with metallic properties, granting yourself armor but losing flexibility in the process. It notably stacks with mundane armor or other protections, but most Tempests wouldn't stoop to such lows.
3. **Kata of the Mounting Fury:** As Dragon Dance from Yang Prana, but again, only with martial arts.
4. **Fighting Cloud Style:** By spending equal measures of Yin and Yang in combat, you may find a point where the two cease to oppose one another. For the duration, you may run up walls and leap great distances and make multiple kicking attacks through the air.
5. **Illusion Shattering Strike:** By spending chi, you may attack a spirit's physical form (assuming it's a spirit of another world that has taken material presence; a demon or a ghost, but not another Kuei-Jin) Instead of dealing material damage, it hampers their ability to remain anchored in the material world, until at last they dissolve back to whence they came. They must take the time to reform and return to the world, if they can, and they remember you, because that shit hurts.

Prayer Eating (discount Face of the Gods, Infinite Thunders Court)

Aka Playing God. The ability to connect with worshippers, inspiring devotion, knowing desires and sustaining the vampire on prayer alone.

1. **Hear Prayer:** Through meditation, you may hear prayers directed toward you.
2. **Prayer Appraisal:** Through eye contact, you can see a sincere worshipper's prayers and desires. The more skilled you are, the more you can learn about them.
3. **Fulfill Prayer:** You may make minor manipulations to fate in order to make small prayers come true. Examples include a worshipper getting a promotion or a chronic illness going into remission. The effects must actually be possible, and this is mostly just a fancy joss aimed at a worshipper.
4. **Prayer-Eating:** Prayers directed at you during a worship ceremony collect on your hands as a golden honey, which can be consumed for chi. A single non-believer ruins this.
5. **Unbreakable Soul-Bonds:** You are able to infuse a willing, true believer with absolute loyalty. They will endure torture, mutilation and worse before betraying you.

Companions and Followers

Everyone needs friends.

Wu [100] Import four of your companions as fellow vampires. They receive their own background, associated freebies and inner demons. They've also got [600] they can spend on anything except more companions. You can also choose to create new companions if you're so inclined.

Sister Wu [100] If you need a few more slots, this works as the above option. They probably are (but don't have to be) another Wu in the area that you often work closely with or have a sort of genteel rivalry with, depending on who you import. Gets you another 4 slots (the 5th slot in this Wu is usually some oddball Thousand Whispers who'll dip out sooner or later.)

Nushi [200, discount Wu] You've found yourself a Nushi. It's a totem spirit that is bound to your Wu (or you, if you're by yourself.) Either way, the spirit offers some small but potent boons as long as you appease it with the offerings it desires. Examples include bonus to attributes or a form of communication between Wu-mates. You may change Nushi every decade. Other Wu's you purchase receive their own Nushi.

Hundred Corpse Families [400] Lots and lots of Second Breaths this time. As the above, but as many companions as you have, gaining the above benefits.

Bodhisattva Mentor [300, additional purchases discounted] Seems you've got yourself an elder vampire (who usually shares your Dharma, but they can be of any Orthodox Dharma) who's taken a bit of a shine to you, as much as they can, and is willing to speak with you regularly to impart advice, pose koans and offer Dharmic and discipline tutelage. They're not going to fight or adventure with you, except perhaps under the most dire circumstances (think apocalypse-tier) but they'll usually greet you warmly. Post-jump, you'll be able to reach them by meditating, and will be able to reach them even if they've ascended to the Hundred Clouds and left the world entirely. Follower option, more than an actual companion.

Tong [100] Or Scarlet Screen if you prefer. You've got about five dozen mortal agents who knowingly (or unknowingly, in the case of the Screen) serve a vampiric master. Generally speaking, they're loyal daylight agents that'll do more or less whatever you tell them. Downside being that as individuals they're not really all that powerful or skilled.

Items

Useful items and fun toys. Imports available on weapons and clothing. Destroyed or lost objects find replacements in your hands within a month. You may pick two [100] items for free, and one item from every other price tier to be discounted.

Jade Talisman [variable] Talismans made of jade can store chi, although they are can only attuned to one of Yin or Yang. For each [100] you spend, you have a talisman that can store a meager amount of chi, or you may combine them as you wish. In either case, it functions as chi battery, and may absorb chi ambiently in locations where the Wall is weak. The more powerful the talisman, the more chi can be stored, although you may only draw upon chi as your Dharma allows. Talismans are highly coveted.

Dosh [50] \$50,000 cash (or whatever local currency), can be bought multiple times, doesn't restock.

Ideograph Charms [100] A set of three charms that provide minor magical effects. The Fire Watch charm prevents normal fire from lighting, and provides fire resistance to objects from magical or extremely hot mundane sources. Harmony talismans are activated with chi, and as long as you remain calm and take no hostile actions, others have a hard time doing so as well. The Joss can be fed chi to passively increase your luck by a small but noticeable amount.

Incense of Inauspicious Attention [100] A spiritually tainted incense. For one evening after burning, you the area around you is considered defiled. Useful if you need a corrupted Dragon Nest or similarly unhallowed ground. Mortals who lack adequate protection are often choked by the stench and haunted by nightmares for weeks. The scent is unmistakable to anyone who encounters it a second time.

Prostitute-Cleaning Ointment [100] Yang imbalanced vampires are often carriers of diseases, whether they know it or not. Fortunately for Thrashing Dragons everywhere, the ointment prevents the vampire from spreading any disease until the next sunrise. Despite the name, it works on virtually all diseases, as it's made by binding a spirit of

health into the ointment as it's made. Often disguised as lube, but is thick, clear and scentless. Restocks each week.

Service Interchange Talisman [100] A prayer strip made of red plastic and a road spirit. You can attach it to a utility connection of any kind, and you'll receive unlimited service from said utility, and it cannot be disconnected. The unusual usage will go unnoticed and inspectors ignore them. Destroying or removing the tag will get you billed on the next cycle. You receive a dozen such tags.

Tomb [100/200] You know, there are more than a few Kuei-Jin who wouldn't have risen from the grave if they'd gotten the proper burial rites. Oh well, too late now. You've got a full on tomb, like a small mausoleum, unless you pay [200], in which case it's a decent sized underground family crypt. Useful as a lair, hideaway or a resting place between lives as a Thousand Whispers.

Unrighteous Prayer Strips [100] Silk, paper or sinner's skin, with calligraphy of prayers. By throwing a bundle of these, the prayer strips seek out and strike foes, forcing them to relive their greatest torments. Not terribly useful against vampires. Your foe is shaken and performs worse in all aspects until they have time to calm themselves.

Wine Bottle of Plenty [100] Not necessarily a bottle of wine, actually, just traditionally one. You've got some manner of intoxicant, in which is bound a spirit of vice, that never falls below half-full, unless broken or deliberately emptied. You can import any recreational drug.

A big hunk of Jade [200, discount Green Court] Like seriously, it's huge. Size of an average watermelon. You get another one every year, too. It's probably worth a fortune, even outside of Shen circles. Your choice of color, which matters for some purposes. Can be double-discounted.

Data Tap [200] An occult-designed electronic device with a bound spider spirit. It has a hi-res screen, buttons and ports, and mystically rewrites the connected computer's interface to accept it's commands, the time to do so depending on the security and complexity of the computer in question. It can steal vast quantities of data, and has a number of cracking tools built into it.

Gold Talons [200] Ten golden finger tip spikes. By spending Yang chi, you may stiffen them into diamond-tipped claws that cause vicious wounds on Shen and mortals alike. Also good for climbing.

Laughing Buddha Mask [200] Wearing this mask grants you a tremendous amount of charisma and social skills. The mask appears to meld with your face and disappear completely, and you become very pleasant to be around. Your face takes on a white, almost painted quality. Requires a bit of Yang to activate.

Mandarin Mask [200] A blank jade mask. If you wear it and spend chi, you may choose a specific type of mortal to disguise yourself as. Doing so allows you to take on the appearance (and aura) of a nondescript individual of the type for an hour, unless you spend more chi. Shen may be able to see through the disguise if they're skilled enough at reading auras. (Types of mortals include businessmen, police, gangsters, etc. Effectively jobs or other generic descriptors.)

Shady Electric Bank Notes [200] It's a credit card with a bound spirit inside. You may place it into an ATM, or pay for purchases and expenses, and the merchant receives payment but no record of the transaction will exist. The card always identifies as valid to whatever address are not unlimited, however; their purchasing power is limited to about \$1000 at a time and \$5000 a day, and overuse makes them stop working, or worse, attract demon-hunters.

Camouflage Suit [300] Spirits of night and darkness bound into what appears to be an elite military suit, with the appropriate armor, cargo space and other accoutrements. You may call upon the spirit to hide your scent and infrared and radar signatures, and making you more difficult to spot. The spirit's reserves of energy recovers slowly over the course of ten days, but is faster in areas with an abundance of Yang (Dragon Nests or the Yang World)

Demon Jade Talisman [300] As the other talismans, but these are much rarer, such that the cost for them is a [300] a piece. However, they have the benefit of storing Demon chi instead of Yin or Yang, and as a bonus these store much more chi than a similarly priced regular talisman. The main caveat is that these can only be recharged in locations of tainted chi.

Harp of True Songs [300] One of the last artifacts of a Crane Monastery in the Ming Dynasty. Whenever played by a skilled musician, it temporarily empowers whichever soul is dominant in vampires in the audience, making them more of whatever they are,

whether or not that is what they want to be. Mortals, as well as Cainites, other Shen and the musician in question are not affected.

Wayang Sash [300] An Indonesian style sash. Infusing it with Yin chi allows you to animate it as a draconic shadow. It can communicate via whisper and makes an excellent spy. Spending more Yin allows it to animate longer. It's surprisingly strong (stronger than the average human) and can be repaired if it's damaged.

Baton of Mastery [400] Can be an elaborate staff or a simple nightstick, but in either case, striking a foe with it drives them into panic and fear. Kuei-Jin may forcibly enter Wave Soul, Cainites may frenzy and mortals usually just panic and flee.

Black Metal Egg [400] Polished black metal, obsidian or onyx, the egg is similar in size to a large chicken's egg. These function similarly to Yin Jade talismans, but you have to store the chi yourself instead of the talisman harvesting it for you. Still, they hold much more Yin chi than an appropriate Jade Talisman. However, feeding it Yang chi cancels out an equal amount of Yin, and if the Yang exceeds the Yin inside of the egg, it shatters.

Crown of Rising Authority [400] A simple silver band with jade insets carved with characters of Hell, Death and Beginning. Wearing the crown makes you more intimidating. By exerting your P'o, you may force other vampires to see the demons that tormented them before the Second Breath, and they may fall into Wave Soul. Post-jump, this effect will function on any creature, but is particularly effect against those who've been tormented by literal demons, but the P'o greatly enjoys the power and may attempt to drive you into Shadow Soul.

Knives of Sublime Hunter [400] Wicked blades with a bound spirit of hunger. The knives usually have saw blades, wicked curves, spiked guards and all sorts of other gory overkill by design. Whenever you attack an unaware or unprepared target, the knife's spirit will lash out and inflict tremendous damage.

Star Shower Blade [400] A triple bladed weapon (gripped in the center and whirled at your foes) that can be charged with chi to inflict great damage to Shen. You may also throw it out a great distance (even a weak wielder could throw it 25 yards) before the blade seeks it's target. You may speak a command word that causes the blade to split into three pieces that may seek the same or separate targets, before all three boomerang back to you and reform in your hand.

Ghost Shackles [600] There exist certain spirits, called Spectres (among other names) that earn the ire of Heaven. The shackles are two separate ankle cuffs and a small jade key. By incapacitating a spirit, you may leash it with the shackles, and bind the ghost. Any Yin chi that the ghost would otherwise obtain is fed straight to you instead. The main rub of this is that using the shackles often leads to rumors that find their way to Bone Flower elders that will forcibly remove the key from you, to be used for their own purposes. The ghost that they free will likely be quite angry with you.

Library [600] You've got yourself a copy of all of the relevant ancient texts concerning the Wan Xian and their fall into the Wan Kuei, all of the poet O's works, most of the rituals, sacred Dharmic texts, a pile of koans and lessons by bodhisattvas and practically every available scrap of lore worth knowing about the Shen of Asia. There's also a certain amount of necromantic texts stolen or traded from Cainite necromancers (Namely, Giovanni or Nagaraja) and a fair amount of misleading or incomplete works documenting the Cainites. Is a warehouse attachment, standalone building or a hidden cache. Sadly not digitized.

Personal Dragon Nest [600] A plot of land where several Dragon Lines converge into a Nest. It's remote and well hidden, such that most Shen won't realize it exists at all, so you won't need to do much to keep it. Additionally, even if you can't feed via osmosis of ambient chi, you'll somehow be able to here despite the lack of Dharmic advancement required, albeit at a greatly diminished rate. Still, beats hunting.

Soul Ashes [600] Extremely fine ashes, usually black or gray. By spending Yin, you may activate the power of the ashes. The ashes disappear after being sprinkled on an item, and the item's bearer will gradually become more languid and depressed. As long as they carrier the cursed item, they become more and more depressed, and may eventually commit suicide. Mortals who succeed in their suicides often arise as new Kuei-Jin, but as any other, they are mindless chih-mei and must be civilized in the usual fashion.

Drawbacks

Accrue more negative Karma for additional gain? That's not very enlightened of you.

Another Turn of the Wheel [0] You may extend your stay here for another 10, 100 or 1000 years. After that, you'll stick around for millenia increments, up to next fifth age. This is useful if you wish to progress your dharma or learn from the greats, but obviously comes with the risk of living through the sixth age and the more mundane day-to-day problems.

Have we done this before? [0] Any other forays into the Classic/Old World of Darkness are remembered by this world. If you're in L.A. circa October 2004, you may meet a certain Kindred neonate, who may or may not be you. Your call on whether or not interacting with them is a good idea and the paradox it might cause. Same goes for any other instances.

Wrong Body [+100] It's not unheard of for vampires to return in bodies that aren't their own. You, unfortunately, came back in a body that was a relatively poor fit. Maybe you're a different age, or too short, or too tall, or the wrong sex, or some other mismatched characteristic. It'll never feel quite right to you. It'll cause some behavior tics or involuntary muscle memory or mannerisms from the body's previous inhabitant.

Unhappy Ghost [+100, requires Wrong Body] Said body's previous inhabitant still exists as a ghost. They may be interested in usurping your place, just generally angry or not at peace. You can put them to rest and get them to leave you alone, but it'll take some time.

Soul Jumper [+300, requires Wrong Body] You are Yulan-Jin, meaning you are unable to maintain a physical body for long. You can count on experiencing the Little Death every year or so, and instead of hovering near your corpse and waiting to pull it back together, you'll wander the mirror lands until you can possess another corpse. Worse, the memories of your lives (both here and in previous jumps) will cloud and run together with the lives of your bodies. You may lose yourself in the torrent of memories and be

unable to remember who you were. Some Thousand Whispers may see this as a boon. Also carries dubious blessing of rising from the grave elsewhere in the world.

Hunters [+100/200] You'll run into hunters with surprising frequency. Most will just be Van Helsing wannabes with guns and swords, but they'll have a surprising amount of detective capability and will pursue you endlessly. For [+200], they'll specifically be hunting Kuei-Jin, but if you only go for [+100], they'll pretty much always confuse you for a Cainite and get most of your weaknesses wrong.

Running Monkey [+200] New vampires are typically expected to have a phase immediately after they're turned loose, lasting around a mortal lifetime, where they are free to settle their mortal scores and move past the mortal cares that truly don't matter in the grand scheme of things. They're expected to be respectful, but not particularly wise. You, however, will be something of a troublemaker for your given court, and you'll never outgrow the Running Monkey stage, which'll cost you a significant amount of respect in the long run, and you'll never amount to any real status in the meantime.

Akuma [+300] Whether or not it's true, you've been branded an Akuma, a devil or traitor to the Yama Kings. At best, you'll be ostracized and exiled, at worst you'll be hunted and killed by every court worth talking about. Your Wu is likely to drop you like a hot potato unless they're Akuma too. If you're a heretical Dharma, Infinite Thunders is your best bet and most of them aren't going to have a real problem with you, though you may be targeted by the Yama Kings instead.

Out of Control [+300] Your P'o is quite a bit stronger than you'd like. You can expect to enter Shadow Soul a lot, and even this is of minimal benefit to Devil Tigers and the like because not even they are supposed to be the demon's slave. Hope you can cope with your body frequently getting hijacked with someone who's only problem with ruining your life is dying.

Defiled [+400] You've ingested corrupted chi. Common among vampires near Hiroshima or Nagasaki, but anywhere tainted chi exists is possible. You'll suffer constant nightmares and burning pain inside of you. If you should make a gross mistake manipulating your chi, you'll vomit a fair bit of chi as inert sludge, and suffer horrible internal burns. Those burns are cursed wounds and mostly refuse to heal. A Bodhisattva may know a cure, but few Kuei-Jin who've ingested tainted chi last long enough to find out if that rumor is true. Scorpion-Eaters may take this drawback, but then the only chi you can draw will be from other Shen.

Kanbujian [+400/500] Unlike other chih mei, you managed to arise spontaneously and were not picked up by other vampires, allowing you to roam freely until you managed to break free of the P'o. Without instruction, you won't have a Dharma and cannot learn complex disciplines (mostly referring to soul and chi arts.) You have, at best, a tenuous grasp on your humanity and are quite capable of falling back under the demon's sway, and you'll have to learn the hard way about your body and powers until some other vampire educates you and inducts you into society proper, at which point you receive the full benefits of your purchased perks, disciplines and items, but that could be a very long time. For an extra [+100], you'll never meet another non-Kanbujian vampire, and you won't get any of your purchases here until you leave.

Rise of the Demon Emperor [+600] Oh boy, you did it now. The Sixth Age begins with your arrival, and the Yama Kings are out in force. The August Personage of Jade is nowhere to be found, and it looks like the Sixth Age will grind the Wheel of Ages to a halt, trapping the universe in the Age of Sorrow forever. Worse, the Yama Kings want your head and are willing to pay nearly any price to get it.

Conclusion

Well, you didn't meet Final Death. Good job. Now for the usual choices.

Stay in the Middle Kingdom: You sure? This world kinda sucks.

A Road Back: Going home?

A Road Forward: Continuing on?

You also have a sort of meta-option.

Hundred Clouds: You can reach it now, or any time after if you've reached the end of The Road Back; the end of the Dharma and your curse.

Glossary

Ages: Eras of the great cycle of eternity. First age was when everything was one, ages get progressively worse until the 5th age (modern day Earth) then SHTF in the 6th age and the Demon Emperor takes over and makes life hell until the 7th age starts and things become less awful until the 12th age, which is the first, and so on.

August Personage of Jade: God, basically.

Akuma: lit. Devils. Vampires who willingly serve the Yama Kings. Alternatively, being branded an Akuma can be used as a humiliating public punishment and possibly exile a vampires from the larger community, typically for great crimes.

Bodhisattva: Vampires nearing the end of the Road Back, effectively one step away from the Hundred Clouds. Powerful and wise, many are recluses but will offer their wisdom.

Cainites: Kindred, Kin-Jin, People of Caine, Western Vampires.

Chi: Life juice. Vampires cannot make their own and must take it from others.

Chih'Mei: Infant devils fresh from Hell. Newborn vampires who are little better than animals and must be disciplined to regain sapience. Alternatively, the younger, less enlightened vampires who's monstrosity gets the better of them and they fall back to this state, known as The Road Forward.

Demon Chi: Not actually chi, but demonic power from the P'o

Dharma: Karmic path to enlightenment. The further along you, the closer you are to transcending, and the greater power you wield. It's like a religion, generation and morality in one stat.

Facing the Eye of Heaven: Effectively Ritual Suicide, but also an execution method. The vampire faces the dawn. When used as a method of suicide, the vampire attempts to resist Wave Soul and composes a poem commemorating their Final Death. Those who succeed and die with dignity and without fear are afforded great posthumous respect, and are believed to ascend to heaven or reincarnate as mortals.

Final Death: Mostly self-explanatory, but distinct from mortal death and the Little Death.

Fire Soul: Frenzy, either for hunger or anger.

Garou: The were-beast shapeshifters outside of Asia.

Hengeyokai: Shapeshifters and Were-beasts.

Hsien: Changelings

Hun: The Higher part of your dual soul, embodies rational self and higher thought.

Strong Hun leads to honor and temperance and allows the vampire to control their impulses better.

Joss: Chinese conception of luck. It's not random, more the gods giving you favor for pleasing them and fucking with you for pissing them off.

Little Death: Vampires who are not destroyed by aggravated (baneful) damage (fire, daylight, supernatural attacks) and still have leftover chi enter a state similar to Torpor.

Nightmares and harrowing visions afflict the vampire but they are able to return to un-life within a week or two. Feared, as many lose their Dharma's way afterwards, but also sometimes a learning tool.

Middle Kingdom, The: China, more broadly the rest of East Asia and broader still the whole material world.

Mirror Lands: A sort of limbo between the spirit worlds and the material world.

Moment of Blindness: Dharmic setback. Parallel to humanity hit for vampires, but also has a loss of Dharmic power that may take centuries to recover.

Kuei-Jin: Post WWII name for Eastern Vampires. lit. Kuei for Ghost, Jin for People, respectively in Chinese and Japanese.

P'o: The lower half of your dual soul. Wild, animalistic and savage, it may take control of the vampire, not dissimilar to the Cainite's Beast. The P'o is not mindless, and is much more cunning than the Beast.

The Road Back: Basically, escaping the curse of vampirism via Dharmas.

The Road Forward: Reducing yourself to Chih'Mei and continuing as a monster.

Second Breath: When a dead person becomes a vampire. Usually not more than two months after mortal death, but can take many forms, such as taking another's corpse or reassembling ashes.

Shen: Supernaturals in general, but usually specifically those of Asia.

Shadow Soul: Demonic possession by your P'o. Generally a bad thing.

Shadow War: Basically, ritual fighting between vampires. Twilight Shadow war is generally more genteel and usually ends when a specific objective is reached, and is considered more interesting. Midnight War is typically all out and the only way to honorably concede is Facing the Eye of Heaven.

Wall, The: Essentially, how easy it is to pierce through to spiritual realms. The wall is stronger in artificial locations (banks, labs) somewhat strong in cities or countryside, weaker in graveyards and other vaguely occult/spiritual locations and non-existent inside Dragon Nests and the like.

Wan Kuei: The traditional name for vampires, lit. Ten Thousand Demons/Ghosts.

Wan Xian: The Ten Thousand Heroes, who fell in the Fourth Age to become the Wan Kuei.

Wave Soul: Fear Frenzy

Wind Soul: Normal state for Kuei-Jin.

Wu: Your new family for your new life, a group of vampires you work and "live" with.

Yin: Passive, Negative, Cold, Metal, Death and Feminine chi force.

Yang: Active, Positive, Hot, Wood, Living and Masculine chi force.

Notes

Ignore fluff you don't like.

What is the Hundred Clouds? Enlightenment, mostly. It's not a place, not a power or an illusion, though many younger vampires believe it to be those things. It's a symbol, not a group. Is it rejoining the cycle of reincarnation? Is it going to Heaven and being with the August Personage? Is it sparking? You decide! Your guess is as good as mine.

Little Death is in full effect during the jump, though the downside remains that you may lose your dharmic way. So long as you aren't destroyed by one of the banes and you still have some chi in your system, you reform after a few days. Granted, you risk immediate Fire and Shadow Souls upon rising again, but it beats Final Death. Fanwank how the Little Death works post jump. My stance is that It still works the way it does here (Fire, Sunlight and supernatural effects still prevent it, but those effects need to be the direct cause of death.) You won't incur an undue fire or sunlight weakness, and dying via fire only cancels the little death if fire is still something that can hurt you. I don't believe in trap options.

Fanwank how your chi and metaphysics work post-jump. My official stance is that you receive a chi-generation boost post-jump, and you generate chi as normal, though expending too much may be detrimental to your health. You're extremely unlikely to kill yourself by accident. Living beings (with few exceptions) will still have chi since it's just life energy, but absorbing it ambiently from Dragon Nests or wherever else will vary depending on how you fanwank it.

I think you need to buy multiple powers at the same dot separately, if you know of any others. Obviously fanwank it however you want because I don't particularly like that rule. I just have it in here because it's what happens in the system proper.

You can increase your Dharma post-jump as normal, but your progression might be slower because you don't (necessarily) have the wisdom of the bodhisattvas and other elders. Worth noting that the last levels of Dharmic advancement takes hundreds or thousands of years anyway. You can also learn more disciplines with the same restrictions, and advanced disciplines with the appropriate Dharma rating. You're not likely to have a Dharma greater than five before you leave, and that's a prerequisite. Fanwank how Dharmic advancement works with learning boosters. *(On a personal note, I hate the rule that you're only able to learn disciplines from the blood of a vampire who already knows the discipline, and the subsequent hack that follows with your companions taking one dot in everything and then just drinking each other's blood to gain the potential. Since aside from the chi, Kuei-Jin blood has no terribly interesting properties that I'm aware of, and disciplines come from skill instead of blood, so you don't need to do any of that dumb shit, but obviously it'll be faster if you have a tutor instead of just experimenting.)*

You don't actually need a demonic Benefactor to benefit from the Hellweaving bonus, any sort of demonic patron will do, or yourself if you count as a demon.

The forced Akuma drawback isn't meant to screw heretical Dharmas any more than they already are. If you can work around it, great. The main reason is that the Quincunx

typically declares heretics Akuma unless they convert.. I don't believe that the heretical Dharma's or their disciplines are meaningfully more powerful than the orthodox Dharmas, which is why you still get points, and why I don't think it needs to be stringently enforced the way that drawbacks often are.

Soul Ashes are a canon item. I don't believe they're the only way to make more Kuei-Jin. The way I see it, there are two possibilities, the first being anchoring a soul to a corpse; fanwank how that one works. The second will be killing a prospective vampire (Generally, a person of strong will and at least somewhat wicked), splitting the soul, torturing the P'o and then giving it a reason to rise from the grave. It's not that different from making a Changeling in nWoD's Changeling: the Lost. You can come up with your own method as long as it makes sense; just because the Kuei-Jin don't know how doesn't mean it can't happen, but do note that creating damned souls driving corpses around is generally considered to be a bad thing.

Thanks to Valeria, for inspiring the jump doc color scheme. To NuBee, who's been a big help, both critiquing and being generally friendly. To the anons of the thread, you know who you are.

By Pathfinder Anon

Changelog

0.1

Initial draft. Most core disciplines and a few drawbacks.

0.2

Clarifications, more disciplines, descriptions for courts.

0.3

Finished Disciplines and added pricing to them, added Dharma descriptions. Added some Court stuff, not very much. Started on perks proper, added items, still combing the splatbooks for more. Added the "Drawback" for heretical Dharmas as a sort of hard disclaimer.

0.4

Made a few changes to text for clarity. Notably, to the Bodhisattva companion, who is more of a "follower" (in whatever sense that applies) and Cultivation's Two Become One. My initial reading of it made me immediately think it made you immune to fire instead of Fire Soul, so I changed it to Wave, Fire and Shadow instead of leading with Fire. I also made the decision to make a Blood and Silk supplement rather than trying to shoehorn in 4th age stuff and dance around an ambiguous time period in ways that don't make a lot of sense. Removed Heretical, just take Akuma for points, added a note on it for heretical Dharmas. Added some more Dharma and court perks. I'm feeling better about giving floating discounts to disciplines and the like because Seekers and Bone Flowers are somewhat sparse in specific discipline specialties, so either more disciplines will gain court discounts, or I'll average the number of discounts and assign floating discounts based on the average. All Dharmas have their perks outlined, and I added Infinite Thunders Court perks.

0.5

Moved Scattering the Seeds to 400, it was a shitty capstone. Yang Spirit Binding is in the ritual compendiums. Replaced the 200 version of Kiss the Sun with Laughing Rainbow, and buffed Kiss the Sun to capstone levels. Thrashing Dragons as a whole suck less now. Finished the court perks, though I admit there is some overlap. I still need to add court discounts to disciplines, not all of them are there yet.

0.6

Redid the 400 perk for Japanese vampires into a criminal connections perk, so it actually does something now. Reworded Kiss the Sun so it's less clunky. Jadework is better and split into a perk and an item.

0.7

Jump is mostly finished. What's left is basically discounting, balance tweaks, stuff I forgot, fluff, formatting spelling and grammar checking. I think the discipline discounts work now?

0.8

Couple more general perks. Something else that I did was delete a few references to Cainites where it was irrelevant. Rewrote the discipline section header as a result. Formatting and fluff changes. Might need to reformat and go to a dark color scheme. Totally forgot the Japan Court discounts.

0.9

We're mostly nearing completion. Added discipline discounts for Green Courts and Seekers/Spirit of Living Earth. They received basically nothing outside of their proprietary disciplines. Repriced Nushi, extra purchases of Bodhisattva discounted rewrote fluff a bit, changed color, reformatted the document, made text more consistent. I'll post 1.0 to the thread and then to the drive once I have it ready.

1.0

Finishing touches. Jumpable release, Blood and Silk supplement to follow soon. Added Eastern Medicine, had to change a few formatting things around to account for the image.

1.01

A number of minor, last minute additions and fixes.

1.02

Added a P'o drawback. Spaced out discipline levels to make them a little easier to read. Split Pretty Hot for a Dead Chick into two tiers because people were complaining the single version was too expensive for not being very good. Supernatural beauty should be enough now.

1.03

Bolded all option names for better clarity. Slightly tweaked the appearance perk again. Re-organized the Dharma perks to match their order listed under the backgrounds. Previously, I truncated the names and alphabetized them, which led to some confusion. Notably, Thrashing Dragon was last while Dance of the Thrashing Dragon was first.