

# THE JADE THRONE

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# THE JADE THRONE

## INTRODUCTION

The Jade Throne is a Live Action Role Playing (LARP) game set in Tokoro, a fictional version of a mix of ancient feudal Japan, ancient feudal China and ancient Greece where players play characters who are samurai living within the rigid and intricate social structure of courtly games, family feuds, glorious deeds and powerful beings.

## THE HISTORY OF THE WORLD

In the beginning all that there was existed as a swirling vortex of potential. The vortex made a spark and gradually, gradually everything that was heavy began to sink and everything that was light began to rise. A vast and rich sea dotted with islands covered all of the land, inhabited by strange creatures, some with scales and some with fur. From within this endless ocean a shoot began to grow, and grow, and grow, towering above the newly formed world until it touched the clouds. Two buds formed and flowered, one gold and one silver; in the centre of each flower rested a God. Within the golden flower slept the newly born sun, Ameratsu and within the silver flower slept the newly born moon, Tsukuyomi.

In time from their union 9 children were born; Shibo, Tsuru, Ryu, Hinotori, Ikkakuju, Kani, Sasori, Shishi and In'ei. Each of these children made their own way in the world.

Shibo, as the eldest child, was the most responsible and understood that the secret of the world was that everything begins and ends, as such it made a realm below the world to hold everyone who has passed through it.

Clever Tsuru became the advisor and formed a clan of it's descendants, settling to the south coast.

Enigmatic Ryu became the mystic and formed a clan of it's descendants, settling around the large estuary to the north.

Wise Hinotori became the magician and formed a clan of it's descendants, settling on the eastern islands and east coast.

Curious Ikkajuku became the explorer and formed a clan of it's descendants, settling to the north.

Steadfast Kani became the protector and formed a clan of it's descendants, settling to the west.

Shrewd Sasori became the pragmatist and formed a clan of it's descendants, settling in the middle of everything where it could keep an eye on the rest.

Aggressive Shishi became the militant and formed a clan of it's descendants, settling to the north.

In'ei did not know what to become and was jealous of it's siblings surety. This jealousy became spite and anger, and In'ei cast a bitter shadow wherever it went, attracting such beings that were fuelled by malevolence and self interest. In'ei drew these beings towards itself, overwhelming the land to the far west, creating the Penumbra, a vast area tainted with despair that in turn tainted anything touched by it's influence.

Ameratsu wanted to experience the people of Tokoro and in time bore a golden child who became the supreme ruler, set above all others in divine grace on a glorious Jade Throne, this child's descendants have ruled as the Agent of Heaven ever since.

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TOKORO



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## OOO INFORMATION

The Jade Throne is a wholly fictional, fantasy game setting.

This game is for adults; as such players must be 18 or older to attend.

Some of the subject matter may be of a mature nature;

- There may be horror elements;
- There may be pyrotechnics and effects;
- There may be elements of the game that explore personal horror and individual fears/phobias;
- We will not be including sexual violence as a theme at all in this game; please do not include this as part of your background.

Our venue is camping only; we have no indoor accommodation available. Both IC and OOC camping areas are available. There are unisex wash rooms on site with toilet and shower facilities.

Catering is provided as a part of the game and there are covered seating areas provided. If you have specific dietary requirements please contact us and we will be happy to assist you with your needs.

Due to the nature of our venue and the physical site limitations, there may be some areas of the outside game site that are less accessible than others. If you have specific mobility needs or require additional assistance please contact us to discuss these requirements. There is the option to play a completely non-combatant character, as the game will be set in a court setting, there will be areas of the game where IC combat is not permitted for any characters due to tradition and social rules.

We ask players to be creative and respectful in their costuming and kit choices and to respect that others are doing the same. We operate an aspirational costume/kit standard; this means we are really happy for everyone to try as hard as they can and to build up kit over time. However we respectfully request that where possible no trainers or clearly modern clothing is worn (if you need to wear modern shoes or clothing or use equipment such as a walking aid due to an OOC comfort or medical reason you are very welcome to do so).

For information about the site, contact details and to book please see the website [www.grangelrp.co.uk](http://www.grangelrp.co.uk), for all enquiries about the game, characters and rules please comment on the Jade Throne facebook group.

This rulebook is also available in a plain text format.

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## GLOSSARY OF TERMS

Advantages	A selection of special abilities available to characters within The Jade Throne.
Armour	Phys reps (physical representations)/kit or costume that has an armour value within the game.
Backgrounds	These represent roleplay focused and game affecting elements that make up characters; these may be purchased at character creation and as character advancements at the discretion of the game team following significant roleplay or interactions.
Bushi	The name for the martially focused schools/families within The Jade Throne.
Character Advancement	The process of advancing a character after playing a Jade Throne event.
Character Creation	The process of making a character in The Jade Throne, consisting of a specific set of rules determined by different choices, e.g. of clan or school/family.
Clan	A group or faction within The Jade Throne, membership of a clan dictates how advantages may be purchased at character creation, each clan has a number of schools/families within it that in turn dictate how skills may be purchased at character creation and the relative costs of skills when advancing characters.
Courtier	The name for the socially focused schools/families within The Jade Throne.
Element	In The Jade Throne, characters have particular affinities for different elements, Fu (Air/Wind), Chi (Earth), Ka (Fire), Ku (Void) and Sui (Water), dictated by their choice of clan. These elements are an important part of the background of the game and are represented within the game also, e.g. by Kamis of the different elements.
Family/school	Each clan is subdivided into 4 schools or families, each giving access to a specific set of skills at character creation in The Jade Throne and dictating how character advancement works.
Flaws	All characters must choose 1 flaw at character creation, this is something in a character's background that is negative and has the potential to create or enhance plot for the character personally or for the game as a whole.
Flexible armour	Armour phys reps that are flexible, e.g. made of softer leather or padded cloth.
Global hit points	In The Jade Throne all damage is global, this means that whenever a character is damaged (e.g. by being struck with a LARP safe melee weapon, a spell or a LARP safe projectile weapon) in any location on their body, head or limbs that hit counts towards the hit point loss total.
Glory	This represents how well known a character is within wider society related to actions they have personally taken.
Grace period	If a character is reduced to 0HP they are dying and have a 5 minutes grace period during which to receive healing and after which the blood loss (or similar) is too great for standard healing to be of any use.

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	During this 5 minutes bleed out (or similar) time a character may pathetically call for help, slowly crawl in the direction of aid etc. though they may not use any in character (IC) skills. After the 5 minutes are up they will pass out from the blood loss (or similar) and the character will be dead.
HP (Hit Points)	The amount of times a character can be damaged (e.g. by being struck with a LARP safe melee weapon, a spell or a LARP safe projectile weapon) before they are in their grace period and require healing.
Honour	This value represents how strictly a samurai character adheres to the code of Bushido, both internally and how the character is viewed by others.
IC (In Character)	Anything relating to something happening as part of the game world or carried out by a character, this can refer to conversations, items, letters etc.
Karma	Reincarnation is the concept that an aspect of a living being starts a new life in a different physical body or form after each biological death, Karma refers to the spiritual principle of cause and effect where intent and actions of an individual (cause) influence the future of that individual (effect) in life and beyond.
LARP or LRP	Live Action Role Playing or Live Role Playing (there really is no difference between these terms, they mean the same thing).
NPC (Non-Player Character)	Any character played on behalf of the game, e.g. by referees/game team/crew, these characters have drives and goals dictated by the game.
OOO (Out of Character)	Anything relating to something external to the game world or carried out by the player, e.g. checking the rules, clarification about a situation, an area where the game is not happening such as a kitchen or bathroom area.
Parry	To intercept a hit from a LARP safe melee weapon of any type with another LARP safe melee weapon of any type. Please do not parry projectiles.
Phys Rep (Physical Representation)	Prop or similar item used to physically represent an item for LARP, e.g. a LARP safe weapon or LARP safe surgeons tools or potion bottles.
PC (Player Character)	The character of a player in the game.
Rigid armour	Armour phys reps that are non-flexible, e.g. metal, polyurethane or harder leather.
Penumbra Taint	The physical representation of being influenced by contact with the realm of evil. Characters become tainted by being in contact with; and to a lesser degree in the presence of; artefacts, denizens or influences from the Penumbra, or of course from actually going there!
Shugenja	The name for the magic using schools/families within The Jade Throne.
Skills	A selection of learned/professional abilities available to characters within The Jade Throne.
Specialist	The name for the specialist schools/families within The Jade Throne, each of these has access to a particular set of skills.
Strike	To hit with a LARP safe melee weapon of any type. There is no need to make any call for making a normal hit.

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Subdual (damage call)	Sometimes, hits from a LARP safe weapon will be accompanied by a call of subdue or subdual, Any damage that is called as subdual or is mitigated to subdual by a game effect does no serious harm to a character. They may take as many hits as their current total HP allows after which they will be unconscious. If examined they will be bruised but not seriously hurt. 60 seconds after receiving subdual damage its effects are gone, although characters should roleplay recovery from losing consciousness over the next 10-15 minutes or so.
Ku (Void) Points	All characters have Ku (Void) points, they essentially represent how balanced a characters soul is and their potential to draw upon this balance in moments of requirement
Weapon Mastery	By training with a weapons master PCs are able to hone their skills IC and enhance the damage of their weapons, for example, adding a particular call to represent this training, for example adding a call of "through" (hit that ignores armour) when using a katana.

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## GAME CALLS

These are all calls you may hear during the course of the game, the calls provided here are those you might hear in combat and are provided here to assist with the smooth running of combat encounters.

If you are unsure what to do in response to call during the game please don't worry, ask the referees/game team or check with the person making the call.

Call	Type	May be called by	Description
ALARM	OOO	Anyone	This call means that there is an OOC problem and someone requires help. This call is usually used during mass combat and anyone may call this to alert all nearby to a problem. If you hear this call all combat in the vicinity should immediately cease until a referee/game team member restarts the action. Please do not use this call IC.
DODGE	Martial	PCs or NPCs who have specific skills	A character may call DODGE a specific amount of times when in receipt of a successful blow from a melee weapon or a projectile weapon (there are 2 skills representing the ability to dodge these respectively)
DROP	Martial	PCs or NPCs who have specific skills	If a character is able to sneak up on a character without their knowledge they may reduce said character to OHP with a single strike, calling DROP, characters are immediately in their 5 minute grace period and may act as such, i.e. moving and crying out if they are able. Any abilities that negate a single hit in some way may be used to counter this skill.
HEAT	Martial/spell effect	PCs or NPCs who have specific skills	Will deal 1 point of damage for every 10 seconds it is in contact with a character.
KA PALM	Spell effect	PCs or NPCs who have specific skills	Touch spell that does 4 points of damage.
KNOCK DOWN	Martial	PCs or NPCs who have specific skills	A blow from a weapon, a pugilistic blow or a spell effect that knocks a PC off their feet. This means a PC must roleplay falling to the ground, not merely bend their knee or stagger back. If it is unsafe to immediately fall to the ground then a PC must safely move to an area where they can fall down. Some characters have specific skills that mean they are not knocked down, if this is the case, a character should call NO EFFECT if in receipt of a blow/spell accompanied with this call.

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KNOCKOUT	Martial/spell effect	PCs or NPCs who have specific skills	A blow from a weapon or a pugilistic blow that knocks a PC/NPC unconscious, with suitable roleplay a PC/NPC is able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.
KU SPITE	Spell effect	PCs or NPCs who have specific skills	Touch attack reduces a single target to OHP.
PARALYSE	Martial/spell effect	PCs or NPCs who have specific skills	A blow from a weapon, a pugilistic blow or a spell effect that paralyzes a PC for 30 seconds. If it is unsafe to stand still then a PC must safely move to an area and then start the 30 second count. Some characters have specific skills that mean they are not paralyzed, if this is the case, a character should call NO EFFECT if in receipt of a blow/spell accompanied with this call.
SHATTER	Spell effect	PCs or NPCs who have specific skills	A caster may target a weapon within 30 feet and cause it to be shattered beyond use for combat. Weapons damaged in this way must be mended by an artisan/crafter IC. There may be some weapons that will be unaffected by this spell for various IC reasons.
TIME IN	OOC	Referees/game team	This call means that the game is in session, it may be used at the beginning of an event, in the morning of an event or after an ALARM or TIME FREEZE call.
TIME FREEZE	OOC	Referees/game team	This call means that the game pauses, from the moment it is called until the moment TIME IN is called, all PCs should close their eyes and act as if no time has passed. It is used to set up encounters or to remove or place an IC encounter, being or item.
TIME OUT	OOC	Referees/game team	This call means that the game stops. It may be used in the evening, at the end of the game or in the event of an emergency. Nothing IC should happen during TIME OUT with the exception of sanctioned downtime activities.

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## CHARACTER CREATION

All characters begin with the same template:

### BODY/HITS

Each character starts with 4 global hit points (HP). All HP are regained with overnight rest.
HP can also be regained via healing/first aid, potions or magic.
If a character is reduced to 0HP they are dying and have a 5 minutes grace period during which to receive healing and after which the blood loss (or similar) is too great for standard healing to be of any use. During this 5 minutes bleed out time a character may pathetically call for help, slowly crawl in the direction of aid etc. though they may not use any in character (IC) skills. After the 5 minutes are up they will pass out from the blood loss and the character will be dead.
Any damage that is called as subdual or is mitigated to subdual by a game effect does no serious harm to a character. They may take as many hits as their current total HP allows after which they will be unconscious. If examined they will be bruised but not seriously hurt. 60 seconds after receiving subdual damage its effects are gone, although characters should roleplay recovery from losing consciousness over the next 10-15 minutes or so.

### ALL CHARACTERS HAVE THE FOLLOWING FREE SKILLS

Katana	Ability to strike and parry with a LARP safe long sword (wherever katana is referred to within the rules it should be considered to mean "long sword," ideally props/phys reps should fit with the setting as much as possible although we realise not everyone will be able to facilitate this immediately so we just ask that no phys reps are very jarring with the setting). A katana is the bushi symbol of martial prowess, and so while all characters may possess the skill to use a katana, it is dishonourable within the setting to openly carry and use a katana if a character is not a bushi or martial specialist. Katanas are not worn in a court setting as this would also be a dishonorable act, implying that a character would require a martial weapon is insulting to a court.
Wakizashi	Ability to strike and parry with a LARP safe short sword (wherever wakizashi is referred to within the rules it should be considered to mean "short sword," ideally phys reps should fit with the setting as much as possible although we realise not everyone will be able to facilitate this immediately so we just ask that no phys reps are very jarring with the setting). A wakizashi is the bushi symbol of martial prowess worn in court, and so while all characters may possess the skill to use a wakizashi, it is dishonourable within the setting to openly carry and use a wakizashi if a character is not a bushi, a martial specialist or has a very specific IC reason to carry a martial weapon as a non martially focussed character.
Literacy/numeracy	Read/write and count to any level of ability required IC/out of character (OOC), any character is welcome to roleplay not being able to read/write or count if they wish.

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Wear Armour	Wear any armour (ideally phys reps should fit with the setting as much as possible although we realise not everyone will be able to facilitate this immediately so we just ask that no phys reps are very jarring with the setting), any flexible armour gives 2 extra global hits, any rigid armour gives 4 extra global hits, armour should cover a reasonable amount of the head, chest and limbs in order to give this armour bonus. After a fight, a certain amount of roleplaying around repairing armour using appropriate phys reps is expected to restore hits.
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## MAXIMUM HITS

Characters may only ever have a maximum +1 to their HP from advantages and a maximum +1 to armour from the defense skill. Therefore the maximum amount of HP a character is able to achieve is 10 global HP/hits as follows

4	Global HP as a starting character
4 OR 2	Hits from Rigid Armour or Flexible Armour
1	Global HP from Reaction, Endurance, Dexterity or Strength advantages
1	Extra hit to armour from the "Defense" skill

Kani characters may also upgrade their armour to 5 hits with the Armour Efficiency advantage, so the maximum amount of HP a Kani character is able to achieve is 11 global HP/hits.

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## CLANS

All player characters (PCs) are samurai from one of the six clans listed below; players are very strongly encouraged to make costume choices to incorporate the colours associated with their clan and to incorporate symbols and logos of their clans into their character's kit and costume.

Clan	Colours
Kani	Blue/grey plus red/black/brown
Tsuru	Sky blue and silver
Ryu	Gold with dark green accents
Shishi	Yellows/Browns plus earth tones
Hinotori	Red/yellow/orange
Sasori	Blood-red and black

There are a limited amount of player spaces available for each clan, bookable on a first come, first served basis. This is to ensure a balance of each clan within the game as a whole. Clan members have innate loyalty to each other, and honour within a clan is paramount, what one clan member does can affect all of the others.

Aside from the roleplaying elements, membership of a clan enables 2 specific character choices:

- At character generation each PC should choose 2 advantages from within those listed for each clan, advantages are divided up by elements and then again by thematic statistics, e.g. endurance or resolve; there are some clan specific advantages and some that appear in multiple clan listings. Each PC must choose;
  - 1 advantage related to their clan's primary element and then;
  - 1 advantage related to either their clan's primary or secondary element.
- At character generation each PC should choose to come from 1 of 4 families/schools from within each clan, this choice determines whether a PC is a Bushi, Shugenja, Courtier or a specialist, i.e. Kani Scout, Tsuru Harrier, Ryu Tattooist, Shishi Berserker, Hinotori Monk or Sasori Shinobi in each clan and this in turn determines what skills are available for that PC.
- At character generation each PC must choose 2 skills; there are clan specific, family/school specific and general skills listed within each family/school. At character creation skills must be chosen from the relevant specific family/school or general skill lists only, when PCs advance in future they are able to choose more freely in some circumstances, there are some clan or family specific skills that it would be very unlikely for a clan or family member to teach to someone outside of their clan or family. (see Character Advancement below).

All player characters in The Jade Throne are samurai, and all player characters are bushi, shugenja or courtiers (specialist characters fall into one of these categories, details are in family/school descriptions). All characters wear a phys rep to show which character type they are:

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- Bushi may carry and use a katana as their symbol of martial prowess but do not wear their katana in court as this is a dishonorable act, instead wearing a wakizashi.
- Courtiers wear a fan
- Shugenja wear a scroll case

Attached to or next to this phys rep also might be symbols in the form of knotted rope lengths or tokens denoting information such as levels of glory, honour or penumbra taint, or favours owed, these can be interpreted using particular skills but should be ignored OOC by players without said abilities.

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## KANI



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below:

A Kani PC must choose one advantage from their primary element, Chi (Earth); choose one of Quick Healer, Reduce Wound Penalties, +1HP or Armour Efficiency (Endurance Advantages) or choose one of Resist Mind Effects, Ignore Wound Penalties, +1 Spell per day or Resist Penumbra Taint (Resolve Advantages)

And then one other advantage from either:

- Chi (Earth) as above;
- their secondary element, Sui (Water); choose from Stand Firm, Knockdown or +1HP (Strength Advantages) or Detect Lies, Clear Thinker or +1 Spell per day (Insight Advantages);
- or from the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Kani PCs Ku (Void) advantages must be chosen in numerical order).

Kani defend Tokoro against the Penumbra, patrolling the wall along it's border. They are fierce and dogmatic, dutiful and proud, belligerent and brave. The clan wear martial steel grey to represent armour and duty above all else with accents of burnt oranges and reds.

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## KANI

Kani Primary Element: CHI (EARTH)	
ENDURANCE	RESOLVE
<b>Quick Healer:</b> You heal wounds more quickly; instead of recovering wounds overnight you may recover 1HP for each hour of complete rest, under the care of a physician you may recover 1HP per half hour of complete rest.	<b>Resist Mind Effects:</b> You are not normally affected by spells that change your behaviour (there may be some exceptions) or by fear effects or confusion effects.
<b>Reduce Wound Penalties:</b> When reaching 0HP you are able to move normally and defend yourself or others, though you may not attack or use abilities requiring concentration. If you receive no healing before the 5 minute grace period is completed you will die. If you are completely overwhelmed and outnumbered by more than 3 opponents or you take more than double the amount of damage you can usually take then you will not be able to withstand the onslaught and must immediately collapse unconscious at whatever point you are in your grace period.	<b>Ignore Wound Penalties:</b> You may continue to fight for 2 minutes when reaching 0HP, you should role-play this as a great effort of will and are not able to make complicated rational decisions during this time. After this period you are unconscious for the remaining 3 minutes of your grace period and may not call for help/make any noise, defend yourself or crawl towards others. If you receive no healing before the 5 minute grace period is completed you will die.
+1 HP	+ 1 spell per day (see spell list below).
<i>Kani Specific endurance advantage</i> <b>Armour efficiency:</b> Wearing armour confers 1 extra point of protection than standard, i.e. rigid armour confers 5 points of protection and flexible armour confers 3 points of protection.	<b>Resist Penumbra Taint:</b> You may resist 1 point of Penumbra Taint once per day. This advantage may not be used to resist penumbra taint gained through knowingly interacting with tainted items, beings or areas or if engaging in voluntary activities that grant taint.

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## KANI

Kani Secondary Element: SUI (WATER)	
STRENGTH	INSIGHT
<p><b>Stand Firm:</b> you may not be knocked down with a knockdown call or by environmental effects (there may be situations where this is not applicable)</p>	<p><b>Detect Lies:</b> After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.</p>
<p><b>Knockdown:</b> you may call knockdown during combat by roleplaying a mighty blow, and the affected character is knocked off their feet to the floor.</p>	<p><b>Clear Thinker:</b> You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.</p>
+1 HP	+ 1 spell per day (see spell list below).

CU (VOID)
<i>Kani clan members must take these advantages in the order in which they appear, i.e. 1 then 2 and so on</i>
1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.
2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.
3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.
4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.
5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.
6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.
7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.

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## KANI

### KANI FAMILIES

#### Kani Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

#### Kani Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. **Members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.**

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These

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## KANI

tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

Kani Courtiers receive no loss of honour for conducting trade in public.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list. May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill. IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill. <i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss) <i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill	Make, read and interpret formal IC maps. <i>During downtime a character may source and create items such as paper, inks and other sundries for making maps.</i>

# THE JADE THRONE

## KANI

	“Instruction” during a game or instruction must be sought IC to learn the skill during downtime)	<i>They may also make and create IC documents during downtime.</i>
Tea Ceremony	Courtier	May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants). May brew “Jade Infusion” (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).

### Kani Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants the basic spell list and shugenja may cast 4 spells per day (see spell list below), however Kani Shugenja may not cast spells from within the Fu (Air/Wind) spell list.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Jade Strike	<b><i>Kani Shugenja specific skill</i></b>	A target within 30 feet of the caster that is infected with 3 or more point of Penumbra taint is dealt 4 points of damage. There is no affect if the target is untainted or has 1 or 2 points of Penumbra taint. A Kani Shugenja may us this skill 3 times per day.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May

# THE JADE THRONE

## KANI

		recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.
Spellcraft	Shugenja	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

### Kani Scout family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court, this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution. Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
Hunting/Tracking	<b><i>Kani Scout specific skill</i></b>	May hunt/track beings in and around an area; may disguise/disrupt tracks so as not to be followed. May hide in an outside area (undetectable if manage to "hide" out of sight of any characters, may then stand still with finger in the Fu (Air/Wind) – some spells/special abilities may counter this). May investigate an external space and gain any information etc. (use a referee), 15 minutes roleplaying required.
H2H	Bushi	Proficient in H2H fighting; carried out with knives/roleplaying.

Kani General skills (may be taken by Bushi, Courtier, Shugenja and Scouts)

Skill	Class	Description
Acting	General (May not be taken at character generation, only as a character advancement)	Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.
Artisan/Crafting	General (May not be taken at	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of

# THE JADE THRONE

## KANI

	character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.** During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.

# THE JADE THRONE

## KANI

Medic/physician	General	May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on 0HP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest. May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.)
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, and grants 1 weapon skill: <ul style="list-style-type: none"><li>• Bow/crossbow</li><li>• Spear/Polearm</li><li>• 2H Weapon</li><li>• Dagger</li></ul>

# THE JADE THRONE

## TSURU



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below:

A Tsuru PC must choose one advantage from their primary element, Fu (Air/Wind); choose one of Dodge (melee), Dodge (projectile), +1HP (Reaction Advantages) or choose one of Precise Memory, Enhanced senses or +1 Spell per day (Consciousness Advantages).

And then one other advantage from either:

- Fu (Air/Wind) as above;
- their secondary element, Ka (Fire); choose from Ambidexterity, Knockout or +1HP (Dexterity Advantages) or Knowledge, Understanding or +1 Spell per day (Intellect Advantages);
- or from the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Tsuru PCs Ku (Void) advantages must be chosen in numerical order).

Tsuru are the founders of the court, they maintain the traditions of Tokoro, traditional and conventional, meticulous and stoic, keepers of custom and reputation. The clan wear the cerulean blue of a clear summer sky with white and bright metallic accents.

# THE JADE THRONE

## TSURU

Tsuru Primary Element: FU (AIR/WIND)	
REACTION	CONSCIOUSNESS
<b>Dodge:</b> May call dodge (meaning that a melee hit does no damage) three times per fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.	<b>Precise Memory:</b> You may recall facts and information, to use this advantage ask a referee.
<b>Dodge:</b> May call dodge (meaning that a projectile hit does no damage) three times per melee fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.	<b>Enhanced senses:</b> You may overhear a conversation or look at a document or similar within a 10 foot radius of your location, either by using a referee or by putting your finger in the air and moving to the location.
+1 HP	+ 1 spell per day

Tsuru Secondary Element: KA (FIRE)	
DEXTERITY	INTELLECT
<b>Ambidexterity:</b> You may fight with a weapon in both hands.	<b>Knowledge:</b> You start each event with a lore sheet of pertinent information.
<b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.	<b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee
+1 HP	+ 1 spell per day

CU (VOID)
<i>Tsuru clan members must take these advantages in the order in which they appear, i.e. 1 then 2 and so on</i>
1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.
2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.
3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.
4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.
5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.

# THE JADE THRONE

## TSURU

6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.

7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.



# THE JADE THRONE

## TSURU

### TSURU FAMILIES

#### Tsuru Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

#### Tsuru Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These

# THE JADE THRONE

## TSURU

tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	<p>May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list.</p> <p>May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill.</p> <p>IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill.</p> <p><i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i></p>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>Write formal IC documents (requires phys reps)</p> <p>This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss)</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i></p>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought	<p>Make, read and interpret formal IC maps.</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i></p>

# THE JADE THRONE

## TSURU

	IC to learn the skill during downtime)	
Favour	<b><i>Tsuru Courtier specific skill</i></b>	Once per event, a Tsuru Courtier may use their influence to procure one favour via a network of NPCs. These favours will usually require a favour to be carried out in exchange at some point in the future.
Tea Ceremony	Courtier	May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants). May brew "Jade Infusion" (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).

### Tsuru Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Tsuru Shugenja may not cast spells from within the Ka (Fire) spell list.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Divination	<b><i>Tsuru Shugenja specific skill</i></b>	Once per day may attempt to divine information about a specific topic/theme. Requires roleplaying a small rite of around 15 minutes. Information may be non-specific/vague (use a referee).

# THE JADE THRONE

## Tsuru

Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May
Spellcraft	Shugenja	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

### Tsuru Harrier family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Battle tactics	<b><i>Tsuru Harrier specific skill</i></b>	Predict battle/skirmish tactics, gain insight from a battle report. <i>During downtime a character may request information about related subjects e.g. battle tactics or battle reports or enemy commanders etc.</i>
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

# THE JADE THRONE

## TSURU

### Tsuru General skills (may be taken by Bushi, Courtiers, Shugenjas and Harriers)

Skill	Class	Description
Acting	General (May not be taken at character generation, only as a character advancement)	Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.
Artisan/Crafting	General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access

# THE JADE THRONE

## TSURU

		<p>relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.**</p> <p>During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.</p>
Medic/physician	General	<p>May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on 0HP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest.</p> <p>May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.)</p>
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>This skill may be taken multiple times, and grants 1 weapon skill:</p> <ul style="list-style-type: none"><li>• Bow/crossbow</li><li>• Spear/Polearm</li><li>• 2H Weapon</li><li>• Dagger</li></ul>

# THE JADE THRONE

## RYU



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below:

Ryu PCs get “Ambidexterity” as a free advantage.

A Ryu PC must choose one advantage from their primary element, Ka (Fire); choose one of Knockout or +1HP (Dexterity Advantages) or one of Knowledge, Understanding or +1 Spell per day (Intellect Advantages)

And then one other advantage from either:

- Fu (Air/Wind) as above;
- their secondary element, Chi (Earth); choose from Quick Healer, Reduce Wound Penalties or +1HP (Endurance Advantages) or Resist Mind Effects, Ignore Wound Penalties, +1 Spell per day or Resist Penumbra Taint (Resolve Advantages);
- or from the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Ryu PCs Ku (Void) advantages must be chosen in numerical order).

**Ryu tattooists ONLY may choose to only take one advantage and begin the game with a tattoo instead if they wish.**

Ryu are enigmatic and mysterious, keeping the secrets of Tokoro, inscrutable and wise, giving sage advice and making judicious decisions. The clan wear emerald and forest greens, with metallic elements in all colours, shiny copper, pewter and glossy black.

# THE JADE THRONE

## RYU

Ryu Primary Element: KA (FIRE)	
DEXTERITY	INTELLECT
<p><b>**this is a free advantage to all Ryu characters**</b></p> <p><b>Ambidexterity:</b> You may fight with a weapon in both hands.</p>	<p><b>Knowledge:</b> You start each event with a lore sheet of pertinent information.</p>
<p><b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.</p>	<p><b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee</p>
+1 HP	+ 1 spell per day

Ryu Secondary Element: CHI (EARTH)	
ENDURANCE	RESOLVE
<p><b>Quick Healer:</b> You heal wounds more quickly; instead of recovering wounds overnight you may recover 1HP for each hour of complete rest, under the care of a physician you may recover 1HP per half hour of complete rest.</p>	<p><b>Resist Mind Effects:</b> You are not normally affected by spells that change your behaviour (there may be some exceptions) or by fear effects or confusion effects.</p>
<p><b>Reduce Wound Penalties:</b> When reaching 0HP you are able to move normally and defend yourself or others, though you may not attack or use abilities requiring concentration. If you receive no healing before the 5 minute grace period is completed you will die. If you are completely overwhelmed and outnumbered by more than 3 opponents or you take more than double the amount of damage you can usually take then you will not be able to withstand the onslaught and must immediately collapse unconscious at whatever point you are in your grace period. If you are completely overwhelmed and outnumbered by more than 3 opponents or you take more than double the amount of damage you can usually take then you will not be able to withstand the onslaught and must immediately collapse unconscious at whatever point you are in your grace period.</p>	<p><b>Ignore Wound Penalties:</b> You may continue to fight for 2 minutes when reaching 0HP, you should roleplay this as a great effort of will and are not able to make complicated rational decisions during this time. After this period you are unconscious for the remaining 3 minutes of your grace period and may not call for help/make any noise, defend yourself or crawl towards others. If you receive no healing before the 5 minute grace period is completed you will die.</p>
+1 HP	+ 1 spell per day (see spell list below).

# THE JADE THRONE

## RYU

	<b>Resist Penumbra Taint:</b> You may resist 1 point of Penumbra Taint once per day. This advantage may not be used to resist penumbra taint gained through knowingly interacting with tainted items, beings or areas or if engaging in voluntary activities that grant taint.
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### КУ (VOID)

*Ryu clan members must take these advantages in the order in which they appear, i.e. 1 then 2 and so on*

1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.
2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.
3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.
4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.
5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.
6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.
7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.

# THE JADE THRONE

## RYU

### RYU FAMILIES

#### Ryu Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

#### Ryu Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These

# THE JADE THRONE

## RYU

tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list. May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill. IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill. <i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss) <i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill	Make, read and interpret formal IC maps. <i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make</i>

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	“Instruction” during a game or instruction must be sought IC to learn the skill during downtime)	and create IC documents during downtime.
Clear Thinker	<b>Ryu Courtier specific skill</b>	You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.
Detect Lies	<b>Ryu Courtier specific skill</b>	After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.
Tea Ceremony	Courtier	May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants). May brew “Jade Infusion” (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).

### Ryu Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this family/character class grants basic spell list and may cast 4 spells per day (see spell list below), however Ryu Shugenja may not cast spells from within the Sui (Water) spell list.

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Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May
Spellcraft	Shugenja	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

**Ryu Tattooist (tattooist class counts as Courtier or Bushi when related to buying skills, the character must choose which designation they fall under at character generation)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants either of the following abilities depending on which path is chosen: If the character is a courtier: Membership of this school grants the ability to "read room" (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR If the character is a bushi: All weapon skills as free skills. Following martial contest with a new or

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## RYU

significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Ryu tattooists may not gain honour tokens.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss) <i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Make, read and interpret formal IC maps. <i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i>
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Tattooing	<b>Ryu Tattooist specific skill</b>	A tattooist may tattoo another character with IC specific tattoos that are able to grant specific abilities, a tattooist may only tattoo one of these types of tattoos per event. (Characters may tattoo mundanely/decoratively as much

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## RYU

		or as little as they wish).
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Tattooing is carried out with specially prepared inks that must be obtained IC.

Characters may have only 1 tattoo for each Ku (Void) point they possess.

Tattooing a character takes a significant amount of roleplaying, and should be represented in some way IC. OOC care should be taken to treat all parties in the IC encounter with respect and negotiate a way to carry out the tattoo.

Tattoos can be imbued with the following properties, determined by the symbol that is tattooed on a character's skin. In order to receive the benefit of the tattoo in future games, a character must physically represent the tattoo in some way.

### Tattoo symbols and IC effects

- Arrowroot: You may heal another character to full HP once per day, at a cost of reducing yourself to 1HP. This will heal normally.
- Cat: Lucky things may happen, games may go your way, you may find just what you're looking for just when you need it
- Centipede: You may not be restrained permanently, bonds will fall from your body
- Cherry blossom: You may pass a final message to a designated person after your death, this may take the form of a mysterious letter, a communication with a Kami or something else
- Cloud: Spirits can see you and will notice you, they may open up conversation with you
- Crab: May ignore any single blow, regardless of the call/origins of the blow. Characters with this skill may never use the dodge skill.
- Crow: Complete immunity to Penumbra taint. Penumbra creatures can sense a crow tattoo and will target its owner.
- Dragon: Immunity to all magic, this includes beneficial and detrimental spells.
- Eagle: Immunity to wind blast/spear of wind
- Moon: Resist all mind affecting abilities, e.g. mind control, fear etc. May never use "detect lies" or "clear thinker" as a skill, advantage or any other method that mimics these.
- Phoenix: Immunity to heat metal
- Skull: Undead creatures will notice you, they may open up conversation with you rather than attacking and ask for favours etc.
- Sun: Resist all mind affecting abilities, e.g. mind control, fear etc. May never use "detect lies" or "clear thinker" as a skill, advantage or any other method that mimics these.
- Tiger: + 1 maximum Ku (Void) point (maximum becomes 5)
- Water/ Wave: Immunity to paralysis

Tattooists may design their own tattoos in conjunction with the game team, the skill to draw and empower each new tattoo that is specifically designed/agreed must be chosen as an extra unique skill in a similar way to using spellcraft to choose extra skills for Shugenja.

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## RYU

### Ryu General skills (may be taken by Bushi, Courtiers, Shugenjas and Tattooists)

Skill	Class	Description
Acting	General (May not be taken at character generation, only as a character advancement)	Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.
Artisan/Crafting	General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access

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## RYU

		<p>relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.**</p> <p>During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.</p>
Medic/physician	General	<p>May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on 0HP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest.</p> <p>May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.)</p>
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>This skill may be taken multiple times, and grants 1 weapon skill:</p> <ul style="list-style-type: none"> <li>• Bow/crossbow</li> <li>• Spear/Polearm</li> <li>• 2H Weapon</li> <li>• Dagger</li> </ul>

# THE JADE THRONE

## SHISHI



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below:

A Shishi PC must choose one advantage from their primary element, Sui (Water); choose one of Stand Firm, Knockdown or +1HP (Strength Advantages) or one of Detect Lies, Clear Thinker or +1 Spell per day (Insight Advantages)

And then one other advantage from either:

- Sui (Water) as above;
- their secondary element, Ka (Fire); choose from Ambidexterity, Knockout, +1HP, Defend or Berserk (Dexterity Advantages) or Knowledge, Understanding or +1 Spell per day (Intellect Advantages);
- or from the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Shishi PCs Ku (Void) advantages must be chosen in numerical order).

Shishi are the military leaders, maintaining a vast standing army, they are rigid and traditional, argumentative and hotheaded, fiercely defensive and stoic. The clan wear opulent golds and browns, rich earth tones in reds and ochres.

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## SHISHI

Shishi Primary Element: SUI (WATER)	
STRENGTH	INSIGHT
<p><b>Stand Firm:</b> you may not be knocked down with a knockdown call or by environmental effects (there may be situations where this is not applicable)</p>	<p><b>Detect Lies:</b> After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.</p>
<p><b>Knockdown:</b> you may call knockdown during combat by roleplaying a mighty blow, and the affected character is knocked off their feet to the floor.</p>	<p><b>Clear Thinker:</b> You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.</p>
+1 HP	+ 1 spell per day (see spell list below).

Ryu Primary Element: KA (FIRE)	
DEXTERITY	INTELLECT
<p><b>**this is a free advantage to all Ryu characters**</b></p> <p><b>Ambidexterity:</b> You may fight with a weapon in both hands.</p>	<p><b>Knowledge:</b> You start each event with a lore sheet of pertinent information.</p>
<p><b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.</p>	<p><b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee</p>
+1 HP	+ 1 spell per day
<p><b>Shishi specific dexterity advantage</b></p> <p><b>Defend:</b> once per day you may declare your intent to defend only, take up a reasonably static defensive stance and for 2 minutes you will take no</p>	

# THE JADE THRONE

## SHISHI

damage from melee attacks during a fight (magic or poison attacks will work as standard – if you are hit with a contact poison you do not take damage from the melee hit but take all other affects from the poison), during this period you may only defend/parry, you may cause no damage of any kind.

### **Shishi specific dexterity advantage (Berserker only)**

**Berserk:** once per day you may work yourself into a berserk frenzy; at this point you begin your grace period, you may then fight for 2 minutes during which time you ignore all normal melee damage (you should react to through damage, knockdown damage, paralyse damage, magic or poison attacks as standard – if you are hit with a contact poison you do not take damage from the melee hit but take all other affects from the contact poison). At the end of this 2 minute period, or before if you have been hit with damage as above you should fall to the ground unconscious for the remaining of your grace period, at OHP.

### **KU (VOID)**

*Shishi clan members must take these advantages in the order in which they appear, i.e. 1 then 2 and so on*

1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.

2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.

3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.

4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.

5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.

6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.

7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.

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## SHISHI

### Shishi Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Battle tactics	<i>Shishi Bushi specific skill</i>	Predict battle/skirmish tactics, gain insight from a battle report. <i>During downtime a character may request information about related subjects e.g. battle tactics or battle reports or enemy commanders etc.</i>
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

### Shishi Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to "read room" (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

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## SHISHI

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list. May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill. IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill. <i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss) <i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i>
Cartography	Courtier (after character creation must be learned/taught IC by a	Make, read and interpret formal IC maps. <i>During downtime a character may source and create items such as paper, inks and other sun</i>

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## SHISHI

	character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<i>dries for making maps. They may also make and create IC documents during downtime.</i>
Tea Ceremony	Courtier	May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants). May brew "Jade Infusion" (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).

### Shishi Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Shishi Shugenja may not cast spells from within the Ka (Fire) spell list.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Ancestors	Shishi Shugenja specific skill	Once per day may attempt to commune with the ancestors of any character, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May

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## SHISHI

		recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.
Spellcraft	Shugenja	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

### Shishi Berserker School (berserker class counts as Bushi when related to buying skills)

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

### Shishi General skills (may be taken by Bushi, Courtiers and Shugenjas)

Skill	Class	Description
Acting	General (May not be taken at character generation, only as a character advancement)	Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.
Artisan/Crafting	General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC)	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to

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## SHISHI

	by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.** During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.
Medic/physician	General	May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable

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## SHISHI

		amount of roleplaying will return 1HP to a character on OHP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest. May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.)
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, and grants 1 weapon skill: <ul style="list-style-type: none"><li>• Bow/crossbow</li><li>• Spear/Polearm</li><li>• 2H Weapon</li><li>• Dagger</li></ul>

# THE JADE THRONE

## HINOTORI



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below, a Hinotori PC must choose a primary element for their character; this will then become the primary element for their character on going, this may not change after it has been chosen.

A Hinotori PC must choose one advantage from their primary element, for Hinotori PCs this could be:

- Fu (Air/Wind); choose one of Dodge (melee), Dodge (projectile), +1HP (Reaction Advantages) or choose one of Precise Memory, Enhanced senses or +1 Spell per day (Consciousness Advantages).
- Chi (Earth); choose one of Quick Healer, Reduce Wound Penalties or +1HP (Endurance Advantages) or choose one of Resist Mind Effects, Ignore Wound Penalties, +1 Spell per day or Resist Penumbra Taint (Resolve Advantages)
- Ka (Fire); choose one of Ambidexterity, Knockout, +1HP (Dexterity Advantages) or choose one of Knowledge, Understanding or +1 Spell per day (Intellect Advantages)
- Sui (Water); choose one of Stand Firm, Knockdown or +1HP (Strength Advantages) or one of Detect Lies, Clear Thinker or +1 Spell per day (Insight Advantages)

The PC should then choose one other advantage from either their primary element or from the Ku (Void) advantages list (for Hinotori PCs Ku (Void) affinity must be chosen as the first advantage from this list, after that Ku (Void) advantages may be chosen in any order).

- the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Shishi PCs Ku (Void) advantages must be chosen in numerical order).

Hinotori are the premier magic using clan, eloquent and forthright, constantly seeking enlightenment, garnering respect alongside being considered arrogant and slightly removed. The clan wear the colours of fire, incandescent yellows, dazzling oranges and bright reds, flashes of metallic gold and silver.

# THE JADE THRONE

## HINOTORI

Hinotori possible primary element: FU (AIR/WIND)	
REACTION	CONSCIOUSNESS
<p><b>Dodge:</b> May call dodge (meaning that a melee hit does no damage) three times per fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.</p>	<p><b>Precise Memory:</b> You may recall facts and information, to use this advantage ask a referee.</p>
<p><b>Dodge:</b> May call dodge (meaning that a projectile hit does no damage) three times per melee fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.</p>	<p><b>Enhanced senses:</b> You may overhear a conversation or look at a document or similar within a 10 foot radius of your location, either by using a referee or by putting your finger in the air and moving to the location.</p>
+1 HP	+ 1 spell per day

Hinotori possible primary element: CHI (EARTH)	
ENDURANCE	RESOLVE
<p><b>Quick Healer:</b> You heal wounds more quickly; instead of recovering wounds overnight you may recover 1HP for each hour of complete rest, under the care of a physician you may recover 1HP per half hour of complete rest.</p>	<p><b>Resist Mind Effects:</b> You are not normally affected by spells that change your behaviour (there may be some exceptions) or by fear effects or confusion effects.</p>
<p><b>Reduce Wound Penalties:</b> When reaching 0HP you are able to move normally and defend yourself or others, though you may not attack or use abilities requiring concentration. If you receive no healing before the 5 minute grace period is completed you will die. If you are completely overwhelmed and outnumbered by more than 3 opponents or you take more than double the amount of damage you can usually take then you will not be able to withstand the onslaught and must immediately collapse unconscious at whatever point you are in your grace period. If you are completely overwhelmed and outnumbered by more than 3 opponents or you take more than double the amount of damage you can usually take then you will not be able to withstand the onslaught and must immediately col</p>	<p><b>Ignore Wound Penalties:</b> You may continue to fight for 2 minutes when reaching 0HP, you should role-play this as a great effort of will and are not able to make complicated rational decisions during this time. After this period you are unconscious for the remaining 3 minutes of your grace period and may not call for help/make any noise, defend yourself or crawl towards others. If you receive no healing before the 5 minute grace period is completed you will die.</p>

# THE JADE THRONE

## HINOTORI

lapse unconscious at whatever point you are in your grace period.	
+1 HP	+ 1 spell per day (see spell list below).

Hinotori possible primary element: KA (FIRE)	
DEXTERITY	INTELLECT
<p><b>**this is a free advantage to all Ryu characters**</b></p> <p><b>Ambidexterity:</b> You may fight with a weapon in both hands.</p>	<p><b>Knowledge:</b> You start each event with a lore sheet of pertinent information.</p>
<p><b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.</p>	<p><b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee</p>
+1 HP	+ 1 spell per day

Hinotori possible primary element: SUI (WATER)	
STRENGTH	INSIGHT
<p><b>Stand Firm:</b> you may not be knocked down with a knockdown call or by environmental effects (there may be situations where this is not applicable)</p>	<p><b>Detect Lies:</b> After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.</p>
<p><b>Knockdown:</b> you may call knockdown during combat by roleplaying a mighty blow, and the affected character is knocked off their feet to the floor.</p>	<p><b>Clear Thinker:</b> You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.</p>
+1 HP	+ 1 spell per day (see spell list below).

# THE JADE THRONE

## HINOTORI

### KU (VOID)

*Hinotori Secondary Element (a Hinotori may take these advantages in any order)*

1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.
2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.
3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.
4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.
5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.
6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.
7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.

# THE JADE THRONE

## HINOTORI

### Hinotori Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

### Hinotori Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to "read room" (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

# THE JADE THRONE

## HINOTORI

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	<p>May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list.</p> <p>May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill.</p> <p>IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill.</p> <p><i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i></p>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>Write formal IC documents (requires phys reps)</p> <p>This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss)</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i></p>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>Make, read and interpret formal IC maps.</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i></p>

# THE JADE THRONE

## HINOTORI

Tea Ceremony	Courtier	<p>May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants).</p> <p>May brew "Jade Infusion" (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).</p>
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### Hinotori Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), there are no restrictions on spell lists for Hinotori Shugenja.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.
Spellcraft	Shugenja (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

# THE JADE THRONE

## HINOTORI

**Hinotori Monk School (Monk class counts as Courtier or Bushi when related to buying skills, the character must choose which designation they fall under at character generation)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants either of the following abilities depending on which path is chosen: If the character is a courtier: The ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR

If the character is a bushi: All weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Hinotori Monks may not gain honour tokens.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill “Instruction” during a game or instruction must be sought IC by a character with the skill	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character’s own clan cipher, each subsequent pick allows understanding of another

# THE JADE THRONE

## HINOTORI

	<p>"Instruction" during a game or instruction must be sought IC to learn the skill during downtime)</p>	<p>clan's cipher (revealing publically that you know another clan's cipher will cause honour loss)</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i></p>
Cartography	<p>Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)</p>	<p>Make, read and interpret formal IC maps.</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i></p>
H2H	Bushi	<p>Proficient in H2H fighting, carried out with knives/roleplaying.</p>

### General skills (may be taken by Bushi, Courtiers and Shugenja)

Skill	Class	Description
Acting	<p>General (May not be taken at character generation, only as a character advancement)</p>	<p>Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.</p>
Artisan/Crafting	<p>General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)</p>	<p>Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting.</p> <p><i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i></p>
Gaming	<p>General (May not be taken at charac-</p>	<p>Gain advantages in games, cheat (use a referee)</p>

# THE JADE THRONE

## HINOTORI

	ter generation, only as a character advancement)	
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.** During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.
Medic/physician	General	May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on OHP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest. May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some

# THE JADE THRONE

## HINOTORI

		unknown poisons/diseases which will need specific cures/more investigation.
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, and grants 1 weapon skill: <ul style="list-style-type: none"><li>• Bow/crossbow</li><li>• Spear/Polearm</li><li>• 2H Weapon</li><li>• Dagger</li></ul>

# THE JADE THRONE

## SASORI



Aside from the roleplaying elements of being part of a clan, membership grants 2 advantages from within those listed below, a Shishi PC must choose one advantage from their primary element, Ka (Fire) and then one advantage from either Ka (Fire) or their secondary element, Fu (Air/Wind) or from the Ku (Void) advantages list (for Tsuru PCs Ku (Void) advantages must be chosen in numerical order).

A Sasori PC must choose one advantage from their primary element, Ka (Fire); choose one of Ambidexterity, Knockout or +1HP (Dexterity Advantages) or one of Knowledge, Understanding or +1 Spell per day (Intellect Advantages)

And then one other advantage from either:

- Ka (Fire) as above;
- their secondary element, Fu (Air/Wind); choose from Dodge (melee), Dodge (projectile), +1HP (Reaction Advantages) or choose one of Precise Memory, Enhanced senses, +1 Spell per day or Lie (Consciousness Advantages);
- or from the Ku (Void) advantages list; 1. Ku (Void) Affinity, 2. Ancestors, 3. Ku (Void) Awareness, 4. Ku (Void) Crush, 5. Ku (Void) Meditation, 6. Ku (Void) Disruption or 7. Ku (Void) Attunement (for Shishi PCs Ku (Void) advantages must be chosen in numerical order).

Shrewd and manipulative, Sasori are spies and negotiators, assassins and blackmailers. The clan wear black predominantly, with visceral internal colours of blood and flesh.

# THE JADE THRONE

## SASORI

Sasori primary element: KA (FIRE)	
DEXTERITY	INTELLECT
<p><b>**this is a free advantage to all Ryu characters**</b></p> <p><b>Ambidexterity:</b> You may fight with a weapon in both hands.</p>	<p><b>Knowledge:</b> You start each event with a lore sheet of pertinent information.</p>
<p><b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.</p>	<p><b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee</p>
+1 HP	+ 1 spell per day

Sasori secondary element: FU (AIR/WIND)	
REACTION	CONSCIOUSNESS
<p><b>Dodge:</b> May call dodge (meaning that a melee hit does no damage) three times per fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.</p>	<p><b>Precise Memory:</b> You may recall facts and information, to use this advantage ask a referee.</p>
<p><b>Dodge:</b> May call dodge (meaning that a projectile hit does no damage) three times per melee fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.</p>	<p><b>Enhanced senses:</b> You may overhear a conversation or look at a document or similar within a 10 foot radius of your location, either by using a referee or by putting your finger in the air and moving to the location.</p>
+1 HP	+ 1 spell per day
	<p><b>Sasori specific consciousness advantage</b></p> <p><b>Lie:</b> This ability allows you to lie if even another character uses the skills Detect Lies or Clear Thinker.</p>

CU (VOID)
<p><i>Shishi clan members must take these advantages in the order in which they appear, i.e. 1 then 2 and so on</i></p>
<p>1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.</p>
<p>2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.</p>
<p>3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of</p>

# THE JADE THRONE

## SASORI

you. This included concealed items, including those concealed magically or mundanely.

4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.

5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.

6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.

7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.



# THE JADE THRONE

## SASORI

### Sasori Bushi family/school

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Defence	Bushi	+ 1 armour to any armour worn, this skill may only be taken once.
H2H	Bushi	Proficient in H2H fighting, carried out with knives/roleplaying.
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.

### Sasori Courtier family/school

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

# THE JADE THRONE

## SASORI

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	<p>May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list.</p> <p>May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill.</p> <p>IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill.</p> <p><i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i></p>
Calligraphy	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>Write formal IC documents (requires phys reps)</p> <p>This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss)</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i></p>
Cartography	Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	<p>Make, read and interpret formal IC maps.</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i></p>

# THE JADE THRONE

## SASORI

Tea Ceremony	Courtier	<p>May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants).</p> <p>May brew "Jade Infusion" (must be obtained IC) to remove Penumbra taint, this works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).</p>
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### Hinotori Shugenja family/school

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), there are no restrictions on spell lists for Hinotori Shugenja.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Commune with Spirits	Shugenja	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Meditation	Shugenja/Bushi	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.
Spellcraft	Shugenja (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).

# THE JADE THRONE

## SASORI

**Sasori Shinobi family/school (shinobi class counts as Courtier and Bushi when related to buying skills, the character may choose from either/both for the duration of their character's life)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court, this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting. Shinobi carry a fan or a katana (outside of court)/wakizashi (in court) from their belt, depending on what they are currently pretending to be.

Membership of this school grants either of the following abilities, the character must decide at character generation which one to take:

If the character is a courtier: The ability to "read room" (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR

If the character is a bushi: All weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

Choose from these skills or general skills only at character generation.

Skill	Class	Description
Alchemist	Courtier	May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list. May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill.

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		<p>IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill.</p> <p><i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i></p>
Assassination	<b>Sasori Shinobi specific skill</b>	<p><i>If a character is able to sneak up on a character without their knowledge they may reduce said character to OHP with a single strike, calling "Drop," characters are immediately in their 5 minute grace period and may act as such, i.e. moving and crying out if they are able. Any abilities that negate a single hit in some way may be used to counter this skill.</i></p>
Calligraphy	<p>Courtier (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)</p>	<p>Write formal IC documents (requires phys reps)</p> <p>This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss)</p> <p><i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i></p>
H2H	Bushi	<p>Proficient in H2H fighting, carried out with knives/roleplaying.</p>

### Sasori General skills (may be taken by Bushi, Courtiers and Shugenja)

Skill	Class	Description
Acting	<p>General (May not be taken at character generation, only as a character advancement)</p>	<p>Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.</p>

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Artisan/Crafting	General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. <i>Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.</i>
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Locksmith	General	May pick locks, detect and disarm traps (roleplaying required)
Lore	General	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access relevant lore sheets for an event. **Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.** During downtime a character may research specific themes and subjects in order to ad-

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		vance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.
Medic/physician	General	May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on OHP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest. May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, and grants 1 weapon skill: <ul style="list-style-type: none"><li>• Bow/crossbow</li><li>• Spear/Polearm</li><li>• 2H Weapon</li><li>• Dagger</li></ul>

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## GLORY

(a value of 0-10)

This represents how well known and/or famous/infamous a character is within wider society related to actions they have personally taken, e.g. a peasant who rose to the ranks of samurai through great deeds would be considered glorious. Courtiers know and record how glorious an individual is, within society it does not represent a formal structure at all, but instead a measure of fame and respect as represented through roleplaying and IC reactions.

Glory is represented OOC via symbols or tokens supplied by the game that must be worn obviously and visibly attached to or next to a characters katana (outside of court)/wakizashi (in court), fan or scroll case, these can be interpreted using particular skills but should be ignored OOC by players without said abilities.

Glory ranks or tokens/symbols are awarded or removed by NPCs, by the game due to actions or by characters who are of a higher glory rank and have glory tokens/symbols to award.

<b>Glorious Actions</b>	<b>Inglorious Actions</b>
Being publicly acknowledged by someone of significantly higher Status	Being deliberately ignored by a significantly higher ranked Samurai
Avenging a Blood Feud	Defeat in battle or duel
Being given a significant gift by a higher ranked Samurai	A member of your family commits a terribly dishonourable act
Creating a great work of art	Idleness - committing no glorious deed for weeks
Winning a duel fairly	Being caught in a lie
Victory in battle	
Successfully completing a quest given by a superior	
Being the subject of a great work of art	
Marriage to a higher Glory spouse	
Publicly bragging about your glorious deeds	
An honest and public declaration of love without revealing who the subject of your love is	
Being publicly promoted	
Successfully stealing credit for another's glorious deeds	

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## HONOUR

(a value of 0-10)

This value represents how strictly a samurai character adheres to the code of Bushido, both internally and how the character is viewed by others.

Non samurai characters do not have an honour value, this includes peasants who are treated as “non people” by samurai characters, and are not able to wield weapons of war (katana and wakizashi). This also includes monks and tattooists, who are outside of the honour/status structure but are still treated with respect as learned and valued individuals.

Honour is represented OOC via symbols or tokens supplied by the game that must be worn obviously and visibly attached to or next to a characters katana (outside of court)/wakizashi (in court), fan or scroll case, these can be interpreted using particular skills but should be ignored OOC by players without said abilities.

Honour ranks or tokens/symbols are awarded or removed by NPCs, by the game due to actions or by characters who are of a higher honour rank and have honour tokens/symbols to award.

Honour is recorded IC by Courtiers and can be formally granted to/removed from any character by any other character with a higher social status.

### SOCIAL STATUS AND POSITION IN SOCIETY

Emperor/Empress						Monk/ Tattooist
Shogun						
Imperial Family Damiyo	Voice of the Emperor	Jade Champion	Emerald Champion	Imperial Chancellor	Imperial Advisor	
Major/Great Clan Damiyo						
Minor Clan Damiyo						
Imperial Herald		Family Damiyo		Military General		
Provincial Governor		Vassal Family Damiyo		Military Commander		
City Governor		Advisor to a Damiyo		Military Captain		
Emerald Magistrate			Jade Magistrate			
Emerald Inquisitor			Jade Inquisitor			
Clan Magistrate		Diplomat		Military Sergeant		
Clan Samurai – Bushi/Shugenja/Courtier						
Peasants		Farmer				
		Artisan				
		Merchant				
Low peasants		Geisha, mortician, torturer, leatherworker, gravedigger				

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## HONOUR

### TENETS OF BUSHIDO

Righteousness	Gi
Heroic Courage	Yu
Benevolence/Compassion	Jin
Respect	Rei
Honour	Meiyo
Honesty	Makoto
Duty & Loyalty	Chugi
Self-Control	Jisei

Characters with low honour tend toward being rascals and less trusted, characters with high honour are noble and trustworthy, both should be roleplayed thus.

Honour can be bestowed for noble and heroic acts and can be removed for shameful deeds, is recorded IC by the Courtiers and an individual's honour reflects on their clan's honour, therefore a character may never have an honour rank above that of their clan.

Honourable Deeds	Dishonourable Transgressions
Accepting responsibility for a superior's shameful actions	Blasphemously breaching etiquette
Showing sincere courtesy to enemies or rivals	Duped into performing a criminal or disloyal act
Aiding a wounded enemy	Being an accomplice to a heinous crime
Protecting your clan/family/lord's interests despite great risk to yourself	Disloyalty to a lord, spouse, or superior
Facing a superior foe in the name of your family	Duped into performing a foolish act
Giving a truthful report at your own expense	Enduring an insult to your ancestors
Fulfilling a promise despite great personal cost	Disobeying your superior's orders
Showing kindness to one beneath you in station	Fleeing from battle
Enduring an insult to yourself	Accepting a bribe
Acknowledging a Superior Opponent	Manipulating another into dishonourable behaviour
Following orders despite personal misgivings	Lying to bolster your reputation
Politely ignoring another's dishonourable behaviour	Enduring an insult to your family or clan

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## KU (VOID) POINTS

(a score of 0-5)

All characters have Ku (Void) points, they essentially represent how balanced a characters soul is and their potential to draw upon this balance in moments of requirement. Within the game, Ku (Void) may be used in 2 ways:

- Each point may be spent once each game (the Ku (Void) point will return at the next game attended) to:
  - Overcome a level of mental control, as per the Chi (Earth)/Willpower advantage Resist Mind Effects
  - Ignore the effects of wounds as per the Chi (Earth)/Willpower advantage Ignore Wound Penalties
- OR
- A Ku (Void) point may be permanently burnt (this will not be regained between events) to save a characters life as per the background Great Destiny, the difference here being a character may apply this to their own or another character. This may only ever be done once per event, regardless of the amount of Ku (Void) points a character has accrued.

Ku (Void) points are automatically gained when all elements are balanced, each time this happens (i.e. when a character gains 1, then 2, then 3 advantages in each of Fu (Air/Wind), Chi (Earth), Ka (Fire) and Sui (Water)). Ku (Void) points may also be gained via roleplay, the maximum Ku (Void) points a character may ever have is 4.

Characters may also spend Ku (Void) points on abilities granted by Ku (Void) advantages

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## BACKGROUNDS

These represent role play focused and game affecting elements that make up characters; these may be purchased at character creation and as character advancements at the discretion of the game team following significant role play or interactions.

Allies	You have an ally or contact who may assist you in certain circumstances, you may contact your ally, they may visit or contact you and you may ask them certain favours. You should write about your ally in your background, and remember, the higher placed an ally is within society the less assistance they are likely to be able to provide.
Forbidden Knowledge	You possess significant knowledge of something considered within society to be taboo or forbidden. This is similar to the lore skill but the knowledge has been gained in secret. You should write about how this knowledge was gained in your background and you may receive a lore sheet/may ask a referee for information on the subject in the game.
Inheritance	When achieving your majority you received an item of significance, this should be something that you use on a day to day basis as your character, e.g. a Bushi may have received a family blade, a Courtier may have received a "go" set. This item will be known and recognised by Courtiers and dignitaries and possessing such an item confers respect and grants + 1 honour to a character.
Inner Gift	You possess a mysterious supernatural gift related to karma, Kami or the Spirit Realms, for example: <ul style="list-style-type: none"> <li>• Empathy: You sometimes are able to glean information about something that has happened to another person, usually connected to a strong emotion.</li> <li>• Foresight: You are sometimes able to tell what might happen in response to a situation or set of occurrences.</li> <li>• Prophecy: You sometimes have vague prophetic dreams about the past, present or future.</li> <li>• Spirit Visions: You sometimes get a vision of the last person to touch an item or something that has happened in an area or place.</li> </ul>
Karmic Tie	You and another person must both take this background in order for it to be effective. You will always be aware of the spiritual, physical and mental wellbeing of the person you are tied to. You will know; <ul style="list-style-type: none"> <li>• if they are in mortal danger;</li> <li>• if they have lost their HP/are on their grace period;</li> <li>• if they are being affected by a power or influence that has changed their perceptions or controlled their mind in some way;</li> <li>• if they are influenced by a Kami or similar being.</li> </ul>
Magic Resistance	You are inherently resistant to magic, you may call "immune" to 2 spells each day.

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## BACKGROUNDS

Rank	You have minor rank within your clan, equivalent to a magistrate, this background grants +1 glory.
Ku (Void) Magic	You are able to cast Ku (Void) magic (in order to cast void spells you must purchase this background).

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## PENUMBRA TAINT

(a value of 0-3)

The physical representation of being influenced by contact with the realm of evil. Characters become tainted by being in contact with; and to a lesser degree in the presence of; artefacts, denizens or influences from the Penumbra, or of course from actually going there!

Characters who are tainted manifest this physically and in their behaviour:

- 1 level of Penumbra taint has no requirement for a physical effect, however characters should lose their temper more easily, should develop a fear or phobia of something that occurs reasonably often and generally react in a more erratic way.
- 2 levels of Penumbra taint manifests physically as a very tired look, with sunken eyes represented by grey/black make-up under the eyes, and sallow skin represented by white or yellow make-up. Characters should become even more unpredictable in their behaviour; their phobias should increase, becoming phobic of something more common and developing paranoid traits.
- 3 levels of Penumbra taint builds on what has developed in level 1 and 2, with the addition of lank and greasy hair, represented by using a hair product of some kind and even more sunken eyes and sallow skin.

Physically carrying a piece of jade protects characters from becoming tainted, instead the taint is absorbed by the jade, destroying it in the process. As jade has this power within the game it may only ever be possessed by a character if it is obtained IC.

Characters may gain taint through roleplay or involvement in specific situations, and characters may have up to 3 points of taint before said character becomes unplayable. At this point the character must be retired and may be used as a NPC in future.

Penumbra taint is represented by a black knotted cord at the waist of any afflicted person; with a knot for each level of Penumbra taint, i.e. 1 knot for 1 level of taint and so on. Those characters with Penumbra lore may recognise the signs in other characters, if a character does not have Penumbra Lore they should ignore said knotted cord.

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## FLAWS

All characters must choose 1 flaw at character creation, this is something in a character's background that is negative and has the potential to create or enhance plot for the character personally or for the game as a whole. Flaws may be chosen from this list, in which case players should consider how their flaw fits into their character background, alternatively players may choose a flaw of their own making with agreement from the game team.

Amnesia	You have forgotten your past.
Bad Reputation	Your glory value may never rise above 1.
Black Sheep	Your family has cast you out.
Cannot Lie	You are unable to lie under any circumstances.
Corruption	You start the game with 1 level of shadowland taint.
Cursed	Your ancestor angered a powerful spirit while acting dishonourably. The spirit cursed their line causing all who share their blood to share their faults.
Dark Fate	Once per game, when you would have died, you may instead recover to 1HP. However, at some point you will encounter an unavoidable and spectacular death.
Dark Secret	There is a shameful secret within your past or your family past.
Elemental Fear	You have a desperate fear of one of the elements: Fu (Air/Wind), Chi (Earth), Ka (Fire) or Sui (Water); interpret this in a way appropriate to your PC, it should have a significant impact on the PC's life.
Enemy	You have a significant personal enemy.
Flawed	Your ancestors have forsaken you.
Fragile	You only have 3HP as standard.
Haunted	You are haunted by a spirit, perhaps of one of your ancestors.
Hunted	You are hunted by an organisation or a group.
Obligation	You or your family owes a significant favour that you are honour bound to fulfil when required.
Portents	You were born under a prophecy of great doom and disaster.

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## SPELL LIST

All spells with a \* next to them must be purchased individually with spellcraft skill picks. Spells without a \* are basic spells available to all Shugenja at character creation.

Spells should be enacted with suitable wording, phrases or physical actions to suit individual characters, in order for a spell to work the caster must clearly state the name of the spell and describe what it does, e.g. if it knocks the target to their feet, this must be mentioned in the wording of the spell or at the end of their action, some spells will require referee intervention.

### GENERAL SPELL LIST

Commune with Kami	<b>Requires a referee.</b> Open a channel of communication with a specific Kami. Said Kami may or may not answer/appear, dependent on their whim, availability or relationship with the caster. Communications may take the form of a conversation with an OOC referee playing as the disembodied voice of the Kami, may take place as a conversation inside the caster's head via a referee or may take the form of a physical appearance or something else.
Counterspell	Negates the effects of one other spell cast within 30 feet of the caster if counterspell is cast at the same time or almost immediately after it. Only works to counter spells from the basic spell list (those not starred on this list).
Sense Magic	Any visible magical objects/items/artefacts within 30 feet of the caster "glow," being revealed as magical, and the Shugenja is able to learn what the item etc. does IC. This spell will not reveal something hidden mundanely or concealed in a pocket/in a box/actually out of sight etc. and will not reveal the magical nature of any sentient being. May require a referee/items etc. may be marked OOC in which case on casting this spell a Shugenja may look at the information on items etc.
*Banish Kami	Banish a Kami from the immediate area, be aware that this may anger said Kami and/or other characters. A Kami may not return to within a mile of the Shugenja's location for any reason for 10 minutes after this has been cast. This spell may only be used by an individual Shugenja on an individual Kami once per day. Learning this spell means a Shugenja automatically knows how to counterspell it if it is cast by another Shugenja.

### FU (AIR/WIND) SPELL LIST

Kani Shugenja may not cast spells from the Fu (Air/Wind) list.

Reveal	<b>May require a referee.</b> Reveals all objects/items/artefacts/beings hidden by magical means (e.g. the conceal spell or the hide element of hunting/tracking) within 30 feet of the caster. Will not reveal something/someone hidden mundanely or concealed in a pocket/in a box/just out of sight etc.
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## SPELL LIST

Wind Blast	Knocks one target within 30 feet of the caster off their feet, there are specific skills/advantages/abilities that grant the ability to resist being knocked over. You must include within the spell casting verbals the words "Wind Blast" and "Knockdown".
*Conceal	The caster may touch an object smaller than a person and conceal it magically until the following sunrise. Items concealed thus are hidden spiritually as well as physically, e.g. from the spell Divine (see below). Learning this spell means a Shugenja automatically knows how to counterspell it if it is cast by another Shugenja.
*Spear of Wind	A caster may throw a spear of wind at an opponent within 30 feet of their location, causing 4 points of damage and knocking the target off their feet. There are specific skills/advantages/abilities that grant the ability to resist being knocked over. Learning this spell means a Shugenja automatically knows how to counterspell it if it is cast by another Shugenja. You must include within the spell casting verbals the words "Spear of Wind," "Knockdown" and declare the spell does 4 points of damage.
*Forget	A caster may touch a character and cause them to forget any single encounter or occurrence until the following sunrise (within reason, e.g. this spell will not allow a Shugenja to make a character forget their entire childhood but it may allow a Shugenja to make a character forget meeting someone or a particular altercation etc.) Learning this spell means a Shugenja automatically knows how to counterspell it if it is cast by another Shugenja.

### CHI (EARTH) SPELL LIST

Paralyse	A target within 30 feet of the caster is paralysed for 30 seconds; they still take damage and may still be affected as normal by any other effects (some targets may be immune). You must include within the spell casting verbals the words "Paralyse" or "Paralysis".
*Detect Penumbra Taint	A caster may see whether a specific target (object or person) is tainted by the Penumbra and to what degree the taint has progressed.
*Earthquake	<b>For OOC safety reasons a referee may decide that this spell may not used/ may counter this spell at any time without notice, particularly in mass combat it is wise to liaise with a referee before casting this spell.</b> Centred on themselves; the caster may cause the earth to shake and knock all characters within a 30 foot radius off their feet. The caster is unaffected, and there are specific skills/advantages/abilities that are grant the ability to resist being knocked over. Learning this spell means a Shugenja automatically knows how to counterspell it if it is cast by another Shugenja. You must include within the spell casting verbals the words "Earthquake," "Knockdown" and the 30 foot radius.

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*Shatter	A caster may target a weapon within 30 feet and cause it to be shattered beyond use for combat. Weapons damaged in this way must be mended by an artisan/crafter IC. There may be some weapons that will be unaffected by this spell for various IC reasons. Learning this spell means a Shugenja automatically know how to counterspell it if it is cast by another Shugenja.
*Unshakeable	The caster may touch a target to imbue them with the ability to stand firm for 1 minute against any affects that would knock them off their feet, cause them to run away in fear or similar. Learning this spell means a Shugenja automatically know how to counterspell it if it is cast by another Shugenja.

### KA (FIRE) SPELL LIST

Tsuru Shugenja, Shishi Shugenja and Sasori Shugenja may not cast spells from the Ka (Fire) list.

Heat metal	The caster may heat any single metal object (objects must be at least the approximate size of a belt buckle, items made of smaller components, e.g. chain mail are treated as one item for the purposes of this spell. Items that are visibly made of different materials, e.g. wood or bone are completely unaffected by this spell) within 30 feet so it may not be held or worn without causing damage. Any object heated thus will deal 1 point of damage for every 10 seconds it is in contact with a character. Metal objects will retain their heat for 2 minutes after the spell has been cast after which they cool very rapidly. You must include within the spell casting verbals the words "Heat".
Light	The caster may provide a light source for up to 2 minutes, this should be enacted by the caster carrying with them a suitably concealable or IC prop to represent said light source, a completely unmodified torch is not acceptable.
*Ka (Fire) palm	A caster may heat up their hand and touch a target, immediately causing 4 points of damage. Learning this spell means a Shugenja automatically know how to counterspell it if it is cast by another Shugenja. You must include within the spell casting verbals the words "Fire palm" and declare the spell does 4 points of damage.
*Phoenix	<b>Requires a referee.</b> A Shugenja may trap the soul/essence of a character who has died, this needs to be enacted as a ceremony within 5 minutes of the death of said character and the Shugenja must store the soul within a specially prepared vessel that has been previously purified with the spell "Ku (Void) purification". This character may then be revived from death at any time prior to the next sunrise after the death has occurred. In order to revive a character the Shugenja must place their complete physical body next to a large fire and open the vessel.

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## SPELL LIST

### SUI (WATER) SPELL LIST

Ryu Shugenja may not cast spells from the Sui (Water) list.

Cure ailment	A Shugenja may remove a disease, poison or similar effect from an affected being, this will remove all ongoing effects and will halt the progress of the ailment but will not heal HP if the affected being has taken damage already. There may be some ailments that are not affected by this spell.
Healing	A Shugenja may return a being to their full health, restoring all HP. There may be some circumstances where this spell does not work or works differently than intended.
Remove paralysis	Immediately removes the effects of paralysis.

### KU (VOID) SPELL LIST

In order to cast Void magic, a character must purchase both the background "Ku (Void) Magic" and the advantage "Ku (Void) Affinity".

Karma	A Shugenja may set up a link between themselves and a designated other, these characters may then share Ku (Void) points between them as a single Ku (Void) pool. This spell may only be cast by an individual Shugenja once per event, and the sharing element is then in place for that entire event. In order to transfer Ku (Void) points a Shugenja and their designated other must touch.
Ku (Void) purification	A Shugenja may spend a Ku (Void) point (this will be regained at the next sunrise) and by touching it/them, a caster may remove any and all magical effects from a being, item, artefact etc. This spell may only be used on an individual being, item, artefact etc. once per day.
Ku (Void) spite	A Shugenja may spend a Ku (Void) point (this will be regained at the next sunrise) to touch another being, this touch attack reduces a single target to OHP. When touching the target you must say "Void spite" and declare the spell reduces the target to OHP.
*Ku (Void) divination	Requires a referee. A Shugenja may spend a Ku (Void) point (this will be regained at the next event) to see visions of the recent past, present or near future by looking at a reflective surface, e.g. a mirror or a pool of water. When casting the spell the Shugenja should consider all of the information they know about what they wish to divine, e.g. if they wish to find out information about a person or set of circumstances they should consider all of the information they already know, it is significantly harder to divine information about a place they have never been or a person they have never seen as opposed to information about their home or their best friend. Attempting to divine information about the past is more complicated the further the Shugenja looks back and so information may be less specific or more vague.

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## SPELL LIST

	<p>Divining information about the future is also complicated and the Shugenja will receive impressions and possibilities rather than concrete facts as actions may influence or completely change what they see before it even happens. This spell can be risky as it is possible that any beings who are the subject of a divination may have ways to know they are being observed or ways to stop a Shugenja from divining information about them, e.g. the conceal spell above. This spell requires a player to undergo a reasonable period of concentration and a referee will be required to enact the outcome of the spell, the more notice given the more considered the outcome is likely to be.</p>
*Ku (Void) drain	<p>A Shugenja may drain 1 Ku (Void) point from a willing or unconscious character and gain it themself.</p>
*Ku (Void) revival	<p>Requires a referee. A Shugenja may burn one of their own Ku (Void) points (this is permanently gone) to revive a character who has died, this character returns at full health (any ailments or Penumbra taint the character was subject to is removed), with full HP. This power may be enacted at any time prior to the next sunrise after the death has occurred and the body of the character may be incomplete, though there must be either the heart or brain present. Depending on the circumstances of the death, a character who is revived in this way may undergo changes, such as removal of skills, advantages etc. or a change in personality.</p>

# THE JADE THRONE

## POISONS/REMEDIES

Alchemists may identify and create all of the poisons/remedies from the following list. All ingredients to brew poisons/remedies must be obtained IC and physicians may spend time roleplaying during events (phys reps of laboratories etc. and physically taking time to create items are both required in order for these items to be created). Alternatively, poisons and remedies may be created in downtime though ingredients must still be obtained IC.

Active ingredients (including those of specific elemental types and those specific to a poison or remedy) and solutions are IC items and must be acquired/sourced within the game, each must be represented by a phys rep, as must the poisons/remedies when they are created. Please only use pure water as a phys rep for imbibed poisons/remedies and use a non-reactive solution for blade venoms or salves such as water, hypoallergenic cream etc. Roleplaying taking/applying a poison or remedy may always just be simulated, please dispose of the phys rep appropriately in this circumstance at a convenient time.

If they are not used all poisons/remedies become inert 5 minutes after application on a surface or after the seal being opened. Contact poisons must make contact with an un-armoured location in order to have an effect, they may be applied to a weapon's striking surface, to an item to be picked up or similar.

Name	Function	Method	Effects	Recipe
Dead still	Poison	Contact poison	Removes the ability to cast spells from the Fu (Air/Wind) spell list for 5 minutes.	Requires 1 Chi (Earth) specific active ingredient and 1 solution
Ka (Fire) biter	Poison	Contact poison	Removes the ability to cast spells from the Sui (Water) spell list for 5 minutes.	Requires 1 Ka (Fire) specific active ingredient and 1 solution
Fauntei Shi	Poison	Imbibed	After half an hour the poisoned character is paralysed and drops to OHP (as they are paralysed they may not cry out or move toward help), if they do not receive any help then after their 5 minute grace period is complete they are dead. Cannot be healed with medicine skill, only healing magic or the remedy "Rukun's Juice" both of which may be administered any time during the grace period.	Requires 1 specific active ingredient, 1 active ingredient and 1 solution
Healing balm	Remedy	Imbibed	Immediately recovers a character to full HP.	Requires 1 active ingredient and 1 solution

# THE JADE THRONE

## POISONS / REMEDIES

Jolt	Remedy	Imbibed	Immediately halts the effects of "Sleep," the target will gradually awaken over a period of 5-10 minutes. Does not heal any HP or remove any other effects.	Requires 1 active ingredient and 1 solution
Lozenge	Remedy	Imbibed	Reverses the effect of "Mute".	Requires 1 active ingredient and 1 solution
Madness	Poison	Imbibed	Causes insanity and removes the ability to use any character skills or advantages for 5 minutes.	Requires 1 active ingredient and 1 solution
Mute	Poison	Imbibed	Freezes a character's voice box so they are unable to speak for 5 minutes.	Requires 1 active ingredient and 1 solution
Quake	Poison	Contact poison	Removes the ability to cast spells from the Chi (Earth) spell list for 5 minutes.	Requires 1 Fu (Air/Wind) specific active ingredient and 1 solution
Quench	Poison	Contact poison	Removes the ability to cast spells from the Ka (Fire) spell list for 5 minutes.	Requires 1 Sui (Water) specific active ingredient and 1 solution
Rukun's Juice	Remedy	Imbibed	Immediately halts the effects of Fauntei Shi, returning the character to 1HP. A character who has been poisoned and taken this remedy will not start to regain HP for 2 hours by any means aside magic and during this 2 hour period they are too weak to take part in fighting encounters.	Requires 1 specific active ingredient, 1 active ingredient and 1 solution
Sleep	Poison	Imbibed/ Contact poison	The target falls into a sleep from which they cannot be awoken. Cannot be healed with medicine skill, only healing magic or the remedy "Jolt".	Requires 1 active ingredient and 1 solution

# THE JADE THRONE

## FAVOURS

The world of The Jade Throne runs on a system of favours recorded and governed by the Courtiers. From speaking on behalf of someone in court to procuring rare ingredients or a weapon of legend, each transaction is recorded by the Courtiers and sometimes recorded by a calligrapher.

Favours are represented by tokens, traded by courtiers and given by higher-ranking characters. Favour tokens can be traded with or gifted to other characters or NPCs to cover up situations, source items or ingredients, or any number of other things.

This system of recording favours is entirely IC and PCs are encouraged to find their own ways to record favours and transactions, those with the calligraphy skill may produce official IC documents.

1 courtier per event will be honoured by the hosting clan, granting them 1 favour.



# THE JADE THRONE

## HOW TO MAKE A CHARACTER

1. Basic characters	<p>All characters have the following skills</p> <ul style="list-style-type: none"><li>• Katana (long sword)</li><li>• Wakizashi (short sword)</li><li>• Literacy/numeracy</li><li>• Wear Armour</li></ul> <p>Body/hits</p> <ul style="list-style-type: none"><li>• Each character starts with 4 global hits. All hits are regained with overnight rest.</li><li>• Hits can also be regained via healing/first aid, potions or magic.</li><li>• If a character is reduced to zero hits they are dying, and have 5 minutes to receive healing after which the blood loss is too great for standard healing to be of any use. During this 5 minute bleed out time a character may pathetically call for help, slowly crawl in the direction of aid etc. though they may not use any IC skills. After the 5 minutes are up they will pass out from the blood loss.</li><li>• Any damage that is called as subdual, or is mitigated to subdual by a game effect does no serious harm to your character. You may take as many hits as your current total hits allow after which you be unconscious. If examined you will be bruised but not seriously hurt. 60 seconds after receiving subdual damage its effects are removed, in other words you come to if you've been put down or if still on your feet you shake off the effect of the dead arm etc. that you were suffering.</li></ul>
2. Choose clan	This grants 2 advantages, 1 from the primary element related to the clan and 1 from either the primary element, secondary element or Ku (Void). (Ryu tattooists may elect to start the game with a tattoo instead of their second advantage.)
3. Choose family/school	Membership of a school grants 2 skills from within the designated skills for that school and the general clan list.
4. Glory	All characters start with 1 glory as standard
5. Honour	All characters start with 1 honour as standard
6. Ku (Void)	All characters start with 1 Ku (Void) point as standard
7. Free choice	Choose 2 from the following: + 1 skill from within the clan/school OR + 1 background (maximum of 2 backgrounds) OR + 1 advantage from within the clan primary, secondary or Ku (Void) advantages
8. Penumbra Taint	All characters start with 0 taint as standard
9. Choose Flaw	+ 1 flaw

# THE JADE THRONE

## CHARACTER ADVANCEMENTS

After attending an event each character may purchase one of the following:

- 1 advantage
- 1 class skill/general skill
- 0.5 out of class skill (takes 2 events to get the skill – roleplay learning it partly during the event where you have only half the skill)

When advancing a character, players may choose advantages as they wish from any element, the only restrictions being that advantages marked as specific to particular clans/schools are not available to those outside of said clan/school, and Ku (Void) advantages must be purchased in numerical order for all clans with the exception of the Hinotori.

When advancing skills, players may choose skills freely from within their own clan/school list and from the general list within their clan, as at character generation. If a skill is listed as requiring to be learned/taught IC, or a skill is specific to a clan/school outside of the characters own clan/school then a character must be taught that skill by another character who already knows that skill and also has the instructor skill, skills may also be learned from NPCs either during game time or as a downtime action if agreement has been reached or a PC has a contact or appropriate reason to know someone with the skill, this is at the discretion of the game team. Some skills taught this way during character advancement may only be taught if a character has achieved a certain status/has a particular level of honour or glory within their clan or individually.

Players may request to buy a background within their character advancement, but this will be granted or denied on a case by case basis and it is likely that the game team will require something to have happened within the game/the plot in order for these to be granted.

The Jade Throne runs a flattened character level system so characters who join the game and make a character for event 2 will have an extra free choice and characters who join the game and make a character for event 3 have 2 extra free choices and so on, these must be chosen within the character creation guidelines, i.e. characters may not choose out of clan or out of class advantages or skills as starting characters. This is to differentiate new characters from characters that have played in previous games; characters who have played more than one game have more flexibility and may diversify/tailor their characters to their own requirements. New characters will only ever start with honour, glory and void points as per the character generation guidelines.

# THE JADE THRONE

## WEAPON MASTERY

By training IC with a weapons master PCs will be able to hone their skills IC and enhance the damage of their weapons, for example, adding a particular call to represent this training, characters may learn “through” with a katana or wakizashi, “knockdown” with a 2H weapon or “paralyse” with a dagger/small weapon. These special weapon calls may take a significant amount of time to learn and characters may have a limited amount of uses per day/per event etc. as decided by the trainer.

# THE JADE THRONE

## KARMA

Reincarnation is the concept that an aspect of a living being starts a new life in a different physical body or form after each biological death, Karma refers to the spiritual principle of cause and effect where intent and actions of an individual (cause) influence the future of that individual (effect) in life and beyond.

# THE JADE THRONE

## ADVANTAGES SUMMARY

Each character chooses 2 advantages from within those listed for each clan, there are some clan specific advantages and some that appear in multiple clan listings, a character must choose one advantage related to their primary element and then one advantage related to either their primary or secondary element. Ryu Tattooists may choose to replace one of their clan advantages and begin the game with an IC tattoo instead (see skills below).

*\*Hinotori PCs may choose any element as their primary element*

Element	Statistic	Clans	Advantage
Fu (Air/Wind)	Consciousness	Tsuru Primary Sasori Secondary	<b>Precise Memory:</b> You may recall facts and information, to use this advantage ask a referee.
			<b>Enhanced senses:</b> You may overhear a conversation or look at a document or similar within a 10 foot radius of your location, either by using a referee or by putting your finger in the Fu (Air/Wind) and moving to the location.
		+ 1 spell per day	
	Sasori Secondary	<b><i>Sasori specific consciousness advantage</i></b> <b>Lie:</b> This ability allows you to lie if even another character uses the skills Detect Lies or Clear Thinker.	
Reaction	Tsuru Primary Sasori Secondary	Dodge: May call dodge (meaning that a melee hit does no damage) three times per fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.	
		Dodge: May call dodge (meaning that a projectile hit does no damage) three times per melee fighting encounter. If rigid armour is worn then a character may only dodge once per fighting encounter, if flexible armour is worn then a character may only dodge twice per fighting encounter.	
		+1 HP	

# THE JADE THRONE

## ADVANTAGES SUMMARY

Each character chooses 2 advantages from within those listed for each clan, there are some clan specific advantages and some that appear in multiple clan listings, a character must choose one advantage related to their primary element and then one advantage related to either their primary or secondary element. Ryu Tattooists may choose to replace one of their clan advantages and begin the game with an IC tattoo instead (see skills below).

*\*Hinotori PCs may choose any element as their primary element*

Element	Statistic	Clans	Advantage
Chi (Earth)	Endurance	Kani Primary Ryu Secondary	<b>Quick Healer:</b> You heal wounds more quickly; instead of recovering wounds overnight you may recover 1HP for each hour of complete rest, under the care of a physician you may recover 1HP per half hour of complete rest.
			<b>Reduce Wound Penalties:</b> When reaching OHP you are able to move normally and defend yourself or others, though you may not attack or use abilities requiring concentration. If you receive no healing before the 5 minute grace period is completed you will die.
			+1 HP
		Kani Primary	Kani Specific endurance advantage <b>Armour efficiency:</b> wearing armour confers 1 extra point of protection than standard, i.e. rigid armour confers 5 points of protection and flexible armour confers 3 points of protection.
Resolve	Kani Primary Ryu Secondary	<b>Resist Mind Effects:</b> You are not normally affected by spells that change your behaviour (there may be some exceptions) or by fear effects or confusion effects.	
		<b>Ignore Wound Penalties:</b> You may continue to fight for 2 minutes when reaching OHP, you should roleplay this as a great effort of will and are not able to make complicated rational decisions during this time. After this period you are unconscious for the remaining 3 minutes of your grace period and may not call for help/make any noise, defend yourself or crawl towards others. If you receive no healing before the 5 minute grace period is completed you will die.	
		+ 1 spell per day	

# THE JADE THRONE

## ADVANTAGES SUMMARY

Each character chooses 2 advantages from within those listed for each clan, there are some clan specific advantages and some that appear in multiple clan listings, a character must choose one advantage related to their primary element and then one advantage related to either their primary or secondary element. Ryu Tattooists may choose to replace one of their clan advantages and begin the game with an IC tattoo instead (see skills below). \*Hinotori PCs may choose any element as their primary element

Element	Statistic	Clans	Advantage
Ka (Fire)	Dexterity	Tsuru Secondary Ryu Primary Shishi Secondary Sasori Primary	<b>Ambidexterity:</b> You may fight with a weapon in both hands. <b>**this is a free advantage to all Ryu characters**</b>
			<b>Knockout:</b> with suitable roleplay you are able to subdue a character with one blow to the head. You must be able to safely roleplay this, e.g. by coming up behind them or knocking someone out who is restrained. This ability may not be used in mass combat.
			+1 HP
		Shishi Secondary	<b>Shishi specific dexterity advantage</b> <b>Defend:</b> once per day you may declare your intent to defend only, take up a reasonably static defensive stance and for 2 minutes you will take no damage from melee attacks during a fight (magic or poison attacks will work as standard – if you are hit with a blade venom you do not take damage from the melee hit but take all other affects from the blade venom), during this period you may only defend/parry, you may cause no damage of any kind.
	<b>Shishi specific dexterity advantage (Berserker only)</b> <b>Berserk:</b> once per day you may work yourself into a berserk frenzy; at this point you begin your grace period, you may then fight for 2 minutes during which time you ignore all normal melee damage (you should react to through damage, knock-down damage, paralyse damage, magic or poison attacks as standard – if you are hit with a blade venom you do not take damage from the melee hit but take all other affects from the blade venom). At the end of this 2 minute period, or before if you have been hit with damage as above you should fall to the ground unconscious for the remaining of your grace period, at OHP.		
	Intellect	Tsuru Secondary Ryu Primary Shishi Secondary Sasori Primary	<b>Knowledge:</b> You start each event with a lore sheet of pertinent information.
<b>Understanding:</b> You may spend some time thinking on a situation and receive insight from a referee			
+ 1 spell per day			

# THE JADE THRONE

## ADVANTAGES SUMMARY

Each character chooses 2 advantages from within those listed for each clan, there are some clan specific advantages and some that appear in multiple clan listings, a character must choose one advantage related to their primary element and then one advantage related to either their primary or secondary element. Ryu Tattooists may choose to replace one of their clan advantages and begin the game with an IC tattoo instead (see skills below).

*\*Hinotori PCs may choose any element as their primary element*

Element	Statistic	Clans	Advantage
Sui (Water)	Strength	Kani Secondary Shishi Primary	<b>Stand Firm:</b> you may not be knocked down with a knockdown call or by environmental effects (there may be situations where this is not applicable)
			<b>Knockdown:</b> you may call knockdown during combat by roleplaying a mighty blow, and the affected character is knocked off their feet to the floor.
			+1 HP
	Insight	Kani Secondary Shishi Primary	<b>Detect Lies:</b> After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.
<b>Clear Thinker:</b> You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.			
+ 1 spell per day			

# THE JADE THRONE

## ADVANTAGES SUMMARY

Each character chooses 2 advantages from within those listed for each clan, there are some clan specific advantages and some that appear in multiple clan listings, a character must choose one advantage related to their primary element and then one advantage related to either their primary or secondary element. Ryu Tattooists may choose to replace one of their clan advantages and begin the game with an IC tattoo instead (see skills below).

*\*Hinotori PCs may choose any element as their primary element*

Element	Statistic	Clans	Advantage
Ku (Void)	N/A	Hinotori Secondary  All other clans may choose these advantages but must choose them in numerical order	1. Ku (Void) Affinity: You have an affinity for void, if you are a shugenja you must buy this advantage in order to cast Ku (Void) magic.
			2. Ancestors: You may spend a Ku (Void) point to commune with your ancestors once per game.
			3. Ku (Void) Awareness: You may spend a Ku (Void) point to become aware of everything within 10 feet of you. This included concealed items, including those concealed magically or mundanely.
			4. Ku (Void) Crush: You may spend a Ku (Void) point to remove a Ku (Void) point from another being.
			5. Ku (Void) Meditation: You may meditate for 30 minutes and regain all of your Ku (Void) points.
			6. Ku (Void) Disruption: You may spend a Ku (Void) point and remove the ability to use a particular element's advantages and spells from another being until the following sunrise.
			7. Ku (Void) Attunement: You may spend a Ku (Void) point to align yourself elementally with the area you are in for 1 hour, e.g. enacting this advantage near a lake or the sea would more than likely align a character with Sui (Water). Enacting this advantage allows you to choose one advantage from the relevant element and apply it to your character for the duration that you are attuned to said element.

# THE JADE THRONE

## KANI CLAN FAMILIES

### **Kani Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Kani Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Kani Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Kani Shugenja may not cast spells from within the Fu (Air/Wind) spell list.

### **Kani Scout family/school (scout class counts as Bushi when related to buying skills)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court, this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## TSURU CLAN FAMILIES

### **Tsuru Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Tsuru Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Tsuru Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Tsuru Shugenja may not cast spells from within the Ka (Fire) spell list.

### **Tsuru Harrier family/school (harrier class counts as Bushi when related to buying skills)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## RYU CLAN FAMILIES

### **Ryu Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Ryu Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Ryu Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this family/character class grants basic spell list and may cast 4 spells per day (see spell list below), however Ryu Shugenja may not cast spells from within the Sui (Water) spell list.

### **Ryu Tattooist (tattooist class counts as Courtier or Bushi when related to buying skills, the character must choose which designation they fall under at character generation)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants either of the following abilities depending on which path is chosen:

# THE JADE THRONE

## RYU CLAN FAMILIES

If the character is a courtier: The ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR

If the character is a bushi: All weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## SHISHI CLAN FAMILIES

### **Shishi Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Shishi Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Shishi Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Shishi Shugenja may not cast spells from within the Ka (Fire) spell list.

### **Shishi Berserker School (berserker class counts as Bushi when related to buying skills)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## HINOTORI CLAN FAMILIES

### **Hinotori Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Hinotori Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Hinotori Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), there are no restrictions on spell lists for Hinotori Shugenja.

### **Hinotori Monk School (Monk class counts as Courtier or Bushi when related to buying skills, the character must choose which designation they fall under at character generation)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants either of the following abilities depending on which path is chosen:

# THE JADE THRONE

## HINOTORI CLAN FAMILIES

If the character is a courtier: The ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR

If the character is a bushi: All weapon skills as free skills. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## SASORI CLAN FAMILIES

### **Sasori Bushi family/school**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court; this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

Membership of this school grants all weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

### **Sasori Courtier family/school**

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

Membership of this school grants the ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

### **Sasori Shugenja family/school**

All Shugenja carry a scroll case from their belt in court; this represents a demonstration of knowledge and magical ability and readiness to engage in knowledge or magical combat or resolution.

Membership of this school grants basic spell list and may cast 4 spells per day (see spell list below), however Sasori Shugenja may not cast spells from within the Ka (Fire) spell list.

### **Sasori Shinobi family/school (shinobi class counts as Courtier and Bushi when related to buying skills, the character may choose from either/both for the duration of their character's life)**

All Bushi carry a wakizashi from their belt in court/a katana from their belt outside of court, this represents a demonstration of martial prowess and readiness to engage in martial combat or resolution.

All Courtiers carry a fan from their belt in court; this represents a demonstration of social prowess and readiness to engage in social combat or resolution. Courtiers are responsible for all communications within court and for trading favours and information with other Courtiers. Both members of the Bushi and Shugenja families must find a Courtier to represent them if they wish to be heard in a formal court setting.

# THE JADE THRONE

## SASORI CLAN FAMILIES

Shinobi carry a fan or a katana (outside of court)/wakizashi (in court) from their belt, depending on what they are currently pretending to be.

Membership of this school grants either of the following abilities, the character must decide at character generation which one to take:

If the character is a courtier: The ability to “read room” (ascertain information about/relationships between other characters – ask a referee/lore sheet at beginning of event), courtier characters are able to interpret the honour and glory levels of others and how they change, through interpreting the honour and glory tokens/symbols worn visibly next to or near to the katana (outside of court)/wakizashi (in court), fan or scroll case of all characters. It also allows Courtiers to recognise and determine some flaws in other characters.

Courtiers are able to gain dark favour tokens if they discover a secret, overhear a private conversation or witness a dishonourable or inglorious act and choose not to reveal it. These tokens may then be traded in and used as leverage or blackmail (!) with/against those who have been overheard or indiscreet. These tokens are similar to favour tokens. Courtiers may begin the game with dark favour tokens based on the flaws and indiscretions of other characters.

OR

If the character is a bushi: All weapon skills as free skills, it also grants the ability to size up an opponent while fighting them. Following martial contest with a new or significant opponent, a bushi can meditate for 10 minutes to gain information about the fighting styles, weaknesses and other information about their adversaries, speak with a referee or member of the game team to find out this information.

# THE JADE THRONE

## SKILLS SUMMARY

Skill	Class	Description
Acting	General (May not be taken at character generation, only as a character advancement)	Disguise appearance/voice (requires phys reps/use a referee), this includes disguising the signs of Penumbra taint if a character has 1, 2 or 3 points of taint.
Alchemist (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Courtiers of all clans Ryu Tattooist (Courtier) Hinotori Monk (Courtier) Hinotori Shugenja Sasori Shinobi (Courtier)	May brew all poisons/remedies from the basic list. May also identify any poison or remedy from the basic list. May design/create and identify other poisons and remedies in response to player actions/plot. Roleplaying at events is required for this element of the skill. IC components/ingredients and phys reps for brewing equipment are required for all elements of this skill. <i>During downtime you may make or create poisons or remedies that you know and have sourced the ingredients IC for.</i>
Artisan/Crafting	General (May not be taken at character generation, only as a character advancement, must also be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Proficiency in a particular craft e.g. origami etc. (requires phys reps) also allows detection of forgeries in all types of crafted items/knowledge of makers/information about items etc. This skill may be taken multiple times to represent different types of crafting. <i>During downtime you may make or create 1 item/items (within reason) that you have sourced the ingredients IC for. The game team will assist with what is possible in between each downtime.</i>
Assassination	<b>Sasori Shinobi</b>	If a character is able to sneak up on a character without their knowledge they may reduce said character to 0HP with a single strike, calling "Drop," characters are immediately in their 5 minute grace period and may act as such, i.e. moving and crying out if they are able. Any abilities that negate a single hit in some way may be used to counter this skill.
Battle tactics	<b>Tsuru Harrier</b> <b>Shishi Bushi</b>	Predict battle/skirmish tactics, gain insight from a battle report. During downtime a character may request information about related subjects

# THE JADE THRONE

## SKILLS SUMMARY

		e.g. battle tactics or battle reports or enemy commanders etc.
Calligraphy (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Courtiers of all clans Ryu Tattooist (Courtier) Hinotori Monk (Courtier) Sasori Shinobi (Courtier)	Write formal IC documents (requires phys reps) This skill may be taken multiple times, the first pick allows the basic ability to write formal recognised documents and an understanding of the character's own clan cipher, each subsequent pick allows understanding of another clan's cipher (revealing publically that you know another clan's cipher will cause honour loss) <i>During downtime a character may source and create items such as paper, inks and other sundries for writing. Characters may also formally communicate via official channels in downtime, for themselves and on behalf of others. They may also make and create IC documents during downtime.</i>
Cartography (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Courtiers of all clans Ryu Tattooist (Courtier) Hinotori Monk (Courtier)	Make, read and interpret formal IC maps. <i>During downtime a character may source and create items such as paper, inks and other sundries for making maps. They may also make and create IC documents during downtime.</i>
Clear Thinker	<b>Ryu Courtier</b>	You are unable to be duped or tricked, after 5 minutes of conversation/ observation (to represent observing body language, eye contact, inflection etc.) you may ask another character if they are attempting to conceal the truth. Another character must declare whether they are dissembling, outright lying or attempting to manipulate a situation or person. They must also declare a very basic summary of their true intent within the given situation. You may not ask about a specific statement. You may use this ability up to 3 times per day.
Commune with Ancestors	<b>Shishi Shugenja</b>	Once per day may attempt to commune with the ancestors of any character, requires role-playing and referees will require as much

# THE JADE THRONE

## SKILLS SUMMARY

		notice as possible. Information may be non-specific/vague (use a referee).
Commune with Spirits	Shugenja of all clans	Once per day may attempt to commune with specific spirits/general spirits in an area, requires roleplaying and referees will require as much notice as possible. Information may be non-specific/vague (use a referee).
Defence	Bushi of all clans Kani Scout (Bushi) Tsuru Harrier (Bushi) Shishi Berserker (Bushi) Hinotori Monk (Bushi)	+ 1 armour to any armour worn, this skill may only be taken once.
Detect Lies	<b>Ryu Courtier</b>	After observing/conversing with another character for 5 minutes you may ask specifically if one statement they have made is a lie. The character in question must declare whether their statement is true or a lie but does not have to declare the truth. You may use this ability up to 3 times per day.
Divination	<b>Tsuru Shugenja</b>	Once per day may attempt to divine information about a specific topic/theme. Requires roleplaying a small rite of around 15 minutes. Information may be non-specific/vague (use a referee).
Favour	<b>Tsuru Courtier</b>	Once per event, a Doji Courtier may use their influence to procure one favour via a network of NPCs. These favours will usually require a favour to be carried out in exchange at some point in the future.
Gaming	General (May not be taken at character generation, only as a character advancement)	Gain advantages in games, cheat (use a referee)
H2H	Bushi of all clans Kani Scout (Bushi) Tsuru Harrier (Bushi) Shishi Berserker (Bushi) Hinotori Monk (Bushi) Sasori Shinobi (Bushi)	Proficient in H2H fighting, carried out with knives/roleplaying.

# THE JADE THRONE

## SKILLS SUMMARY

Hunting/Tracking	Kani Scout	May hunt/track beings in and around an area; may disguise/disrupt tracks so as not to be followed. May hide in an outside area (undetectable if manage to “hide” out of sight of any characters, may then stand still with finger in the Fu (Air/Wind) – some spells/special abilities may counter this). May investigate an external space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Instruction	General (May not be taken at character generation, only as a character advancement)	This skill confers the ability to teach any another skill they already know. Each downtime you may teach a skill that you know and that you are an instructor in to another character, you should roleplay being their mentor at subsequent events, you should spend some significant time roleplaying the teaching during the event prior to the downtime or the event after as suits.
Investigation	General (May not be taken at character generation, only as a character advancement)	May forensically investigate an internal space and gain any information etc. (use a referee), 15 minutes roleplaying required.
Jade Strike	Kani Shugenja	A target within 30 feet of the caster that is infected with 3 or more point of Penumbra taint is dealt 4 points of damage. There is no affect if the target is untainted or has 1 or 2 points of Penumbra taint
Katana	Free skill available at character creation	Ability to strike and parry with a LARP safe long sword (physical representation (phys rep) should fit with the setting)
Literacy/numeracy	Free skill available at character creation	Ability to strike and parry with a LARP safe long sword (physical representation (phys rep) should fit with the setting)
Locksmith	General skill available to all characters	May pick locks, detect and disarm traps (roleplaying required)
Lore (after character creation must be learned/taught IC by a character with the skill “Instruction” during a	General (May not be taken at character generation, only as a character advancement)	This skill may be taken multiple times, each pick allows a character knowledge on a specialist subject, e.g. Theology, each pick will allow you to ask pertinent questions/access relevant lore sheets for an event.

# THE JADE THRONE

## SKILLS SUMMARY

game or instruction must be sought IC to learn the skill during downtime)		**Penumbra Lore is only available to Kani PCs, other PCs must take the Forbidden Lore background in order to know Penumbra Lore.** <i>During downtime a character may research specific themes and subjects in order to advance their interaction with the plot and narrative, this will be represented by information/lore sheets at subsequent games.</i>
Medic/physician	General skill available to all characters	May heal other characters via surgery/wound treatment etc., (requires phys reps) a suitable amount of roleplaying will return 1HP to a character on OHP, characters that have been under the care of a physician will regain HP at a rate of 1HP per 1 hour of complete rest. May remove the effects of/administer remedies to cure some diseases and poisons following investigation and treatment (treatment may take some time and there may be some unknown poisons/diseases which will need specific cures/more investigation.)
Meditation	Bushi of all clans Shugenja of all clans Kani Scout (Bushi) Tsuru Harrier (Bushi) Shishi Berserker (Bushi) Hinotori Monk (Bushi) Sasori Shinobi (Bushi)	May remove some mind effects via meditation (use a referee), 15 minutes roleplaying required. May gain insight into a situation (use a referee), 15 minutes roleplaying required. May recover 1 spell with 15 minutes meditation, may only meditate for spell recovery once per day.
Spellcraft (after character creation must be learned/taught IC by a character with the skill "Instruction" during a game or instruction must be sought IC to learn the skill during downtime)	Shugenja of all clans	This skill may be taken multiple times, each pick represents learning 1 new spell of the Shugenja's choice that is added to the Shugenja's arsenal (see spell list below).
Tea Ceremony	Courtiers of all clans	May carry out a formal tea ceremony, at which all participants may regain maximum Ku (Void) points (30 minutes roleplaying, maximum of 5 participants). May brew "Jade Infusion" (must be obtained IC) to remove Penumbra taint, this

# THE JADE THRONE

## SKILLS SUMMARY

		works by carrying out a formal tea ceremony where no Ku (Void) points are regained but instead 1 participant may remove 1 point of Penumbra taint (30 minutes roleplaying, maximum of 5 participants, though only 1 may benefit).
Tattooing	<i>Ryu Tattooist</i>	A tattooist may tattoo another character with IC specific tattoos that are able to grant specific abilities, a tattooist may only tattoo one of these types of tattoos per event. (Characters may tattoo mundanely/decoratively as much or as little as they wish).

Tattooing is carried out with specially prepared inks that must be obtained IC.

Characters may have only 1 tattoo for each Ku (Void) point they possess.

Tattooing a character takes a significant amount of roleplaying, and should be represented in some way IC. OOC care should be taken to treat all parties in the IC encounter with respect and negotiate a way to carry out the tattoo.

Tattoos can be imbued with the following properties, determined by the symbol that is tattooed on a character's skin. In order to receive the benefit of the tattoo in future games, a character must physically represent the tattoo in some way.

### Tattoo symbols and IC effects

- Arrowroot: You may heal another character to full HP once per day, at a cost of reducing yourself to 1HP. This will heal normally.
- Cat: Lucky things may happen, games may go your way, you may find just what you're looking for just when you need it
- Centipede: You may not be restrained permanently, bonds will fall from your body
- Cherry blossom: You may pass a final message to a designated person after your death, this may take the form of a mysterious letter, a communication with a Kami or something else
- Cloud: Spirits can see you and will notice you, they may open up conversation with you
- Crab: May ignore any single blow, regardless of the call/origins of the blow. Characters with this skill may never use the dodge skill.
- Crow: Complete immunity to Penumbra taint. Penumbra creatures can sense a crow tattoo and will target it's owner.
- Dragon: Immunity to all magic
- Eagle: Immunity to wind blast/spear of wind
- Lion or Fu-Dog: + 1 HP, may not be healed, will only replenish with rest of at least half an hour

# THE JADE THRONE

## SKILLS SUMMARY

- Moon: Resist all mind affecting abilities, e.g. mind control, fear etc. May never use “detect lies” or “clear thinker” as a skill, advantage or any other method that mimics these.
- Phoenix: Immunity to heat metal
- Skull: Undead creatures will notice you, they may open up conversation with you rather than attacking and ask for favours etc.
- Sun: Resist all mind affecting abilities, e.g. mind control, fear etc. May never use “detect lies” or “clear thinker” as a skill, advantage or any other method that mimics these.
- Tiger: + 1 maximum Ku (Void) point (maximum becomes 5)
- Water/ Wave: Immunity to paralysis

Tattooists may design their own tattoos in conjunction with the game team, the skill to draw and empower each new tattoo that is specifically designed/agreed must be chosen as an extra unique skill in a similar way to using spellcraft to choose extra skills for Shugenja.

Skill	Class	Description
Wakizashi	Free skill available at character creation	Ability to strike and parry with a LARP safe short sword (phys reps should fit with the setting)
Weapons	General (May not be taken at character generation, only as a character advancement, must be learned/taught IC by a character with the skill “Instruction” during a game or instruction must be sought IC to learn the skill during downtime)	This skill may be taken multiple times, and grants 1 weapon skill: <ul style="list-style-type: none"> <li>• Bow/crossbow</li> <li>• Spear/Polearm</li> <li>• 2H Weapon</li> <li>• Dagger</li> </ul>
Wear Armour	Free skill available at character creation	Wear any armour (phys reps should fit with the setting), any flexible armour gives 2 extra global hits, any rigid armour gives 4 extra global hits, regardless of the locations worn/hit, armour should cover a reasonable amount of the head, chest and limbs in order to give a bonus. After a fight, a certain amount of roleplaying around repairing armour using appropriate phys reps is expected to restore hits.

# THE JADE THRONE

## SKILLS MATRIX

Skills	Kani				Tsuru				Ryu				Shishi				Hinotori				Sasori			
	Bushi	Courtier	Shugenja	Scout	Bushi	Courtier	Shugenja	Harrier	Bushi	Courtier	Shugenja	Tattooist	Bushi	Courtier	Shugenja	Berserker	Bushi	Courtier	Shugenja	Monk	Bushi	Courtier	Shugenja	Assassin
Acting																								
Alchemist																								
Artisan/Crafting																								
Assassination																								
Battle tactics																								
Calligraphy																								
Cartography																								
Clear Thinker																								
Commune with Ancestors																								
Commune with Spirits																								
Defence																								
Detect Lies																								
Divination																								
Favour																								
Gaming																								
H2H																								
Hunting/Tracking																								
Instruction																								
Investigation																								
Jade Strike																								
Katana																								
Literacy/numeracy																								
Locksmith																								
Lore																								
Medic/physician																								
Meditation																								
Spellcraft																								
Tea Ceremony																								
Tattooing																								
Wakizashi																								
Weapons																								
Wear Armour																								