

Eclipse Judgment

When is Our End



[Character Sheet](#) Courtesy of Souldy

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Preface

There are few genres out there which can truly be summarized as a “White Whale, Holy Grail.” One of these is Xianxia, or “Immortal Heroes,” or better known as “Cultivation” Fiction in the West. The basic concept is fairly simple: Martial Heroes train, study, and meditate to cultivate their internal power to ascend to something akin to godhood. It’s primarily based off of Taoist Medicine and Spiritualism, allowing the titular “Immortal Hero” to get powerful enough to fight gods, monsters, and any other assortment of problems.

Now, the issue is that power is hard to represent, and in most Xianxia fiction, the actual “Powers” and abilities of the Cultivators are less of a factor than their actions. It’s not necessarily about the vast and spectacular fights between godlike entities, it’s about WHY those two godlike entities are trying to kill one another. There is romance, drama, mysticism, and of course the occasional bout of Martial Arts, which by itself is treated more as an artform than a strict combat style.

Enter our Commissioner.

Eclipse Judgment’s basic pitch is simple enough on paper, a Tokusatsu (costume heroes) inspired RPG, but the catch is that they are all Cultivators. So combining the White Whale with something a bit more achievable has finally set my Pequod on its proper course. With a harpoon in hand, and faith in my heart, by hell’s heart, I will take a stab at it.



Walking the Path of Immortals

Heroes have been chosen throughout history as representatives of Spiritual Power. These heroic individuals have made their marks on history, in both story and deed, their legendary exploits being immortalized by the world itself. They have walked the path of Cultivation. Refining their souls' power to become more than simply human, stronger, wiser, and even grasping at the sparks of the divine power which inspire them.

However, time is a fickle beast, and gradually the heroes of old faded into myth. Few remembered the path of Cultivation, with vast recreations of the original manuals losing both essence and approach.

Time on the Mortal World has passed, and the needs of the Celestial Bureaucracy have been marching forward. While some worlds are able to grasp the concepts of Cultivation, others have let it slip into history. The Ministers of Heaven are often unconcerned of these worlds, except when Devils rear their head. Devils are those who have broken the Celestial Barriers and seek to spread chaos to others. They seek to steal away into other worlds, devouring power and souls for their own nefarious ends. If left unchecked, an Evil God may be birthed, requiring the Celestial Bureaucracy to act with all its forces to seal them away.

In spiritually rich worlds, brave Cultivators will take calls, both to prove their mettle and ascend to a higher power. These fantastic worlds are almost impossible for Evil Gods to form, let alone survive long enough as a Devil. In the worlds which have been left in rot, the arts of Cultivation are lost and the spiritual energy decaying, the danger of these Devils are great. Rather than disrupt the balance of the world by intervening directly, an Emissary is sent down to choose a few who are able to bear the weight of power. To cultivate their soul to deal with the Devil internally, rather than risk further contamination.

These heroes are chosen as guardians of justice in an unjust world. To cultivate their power and strike back against a Devil and their minions.



The Xiá

Those with "proper criteria" are few and far between, with most people having little in the way to manage their own Qi let alone the raw spiritual energy required. The Emissaries are forced to choose those who have a sliver more than others. Individuals who are close to death, those who live next to holy places, people whose ancestors may have had high tolerance, and even those who happen to have dealt indirectly with the Demon World.

The Xiá are drawn from all walks of life, often forcefully. Chosen by an Emissary to consume the Formation Pill, often promising great power or fortune to those who do, but failing to mention the side effects. When consumed, the Formation Pill kickstarts years of practice, meditation, and spiritual guidance in the span of a week. The young hero becomes terribly ill, their body attempting to process power which it is unaccustomed to. This week is hell for the Xiá, feeling as if they are on the brink of death, no medicine or doctor can ease the burning pain they feel and weakness of their body. The feverish dreams they have are a mixture of rapid fire training regimens and unlocking their meridians, letting their nascent Qi flow freely.

At the end of their trial by fire, they awake, stronger and more capable than ever before. Their reactions are quick, strength far above normal, and whatever ailments they had previously mysteriously vanish or are lessened. They are, by all accounts, restored in body and mind.

With Spiritual Energy unlocked, they are now able to freely perceive the Spiritual World as well as the Devil's Minions who threaten others. With guidance from the Emissary, the Xiá are tasked with keeping the world in balance. As if they cannot, their body will slowly wither away due to the increasing demand on their body and soul.

While the Emissary, in the form of a small animal of otherworldly appearance, is helpful, only the Xiá can save themselves and their new found allies. The Devil, seeking to grow in strength, needs to also grow the Xiá's power, and then defeat them at the 11th Hour to ascend to Evil God.

A balancing act of humanity and power is in front of them, one which many have taken, and many have failed.



20XX: When Everything Went Wrong

Earth has rarely been a bastion of peace and love, wars have been fought, politicians jockey for power, and everyday the world seems to get just a smidge worse than the next day. To the various accountants and auditors of the Celestial Bureaucracy, it's no different than any other world, if a tad more grim than usual. Things weren't always this way though, since the Devil arrived on our world, misfortune and miasma has begun to spread to it. The world has been slowly degrading due to the influence of their negative energy, which in turn is harvested by the Devil to fuel their ascension to Evil God.

In the current situation, the latest series of global conflicts have established a handful of impromptu alliances to secure the future of their respective nations. A new cold war rests over the planet as each nation prepares for when the clock strikes midnight.

The largest of these is the Pan-Asian Coalition (PAC), a collection of Asian powers that have banded together for mutual protection rather than camaraderie. At the helm of it, the Sino-Japanese Conglomerate find themselves managing their own differences and the needs of the alliance. In stark opposition, the Eurasian Sphere bangs their war drums to the North while the Great American Alliance (GAA) holds sway in the pacific.

The city at the center of it all is Shanghai, the nominal "Capital" of the PAC. While the Devil seeks to manipulate the world from the shadows, another shadow war takes place under clandestine darkness as spies and assassins work the midnight circuit.

To the Devil, paranoia, fear, desperation, and bloodshed all feed the power they desperately crave. But in the darkest nights, do the brightest lights shine.



The Spiritual & Demon World

Counter to Earth is the Demon World, every Cultivated and Uncultivated world has one, a reflection of it, sometimes hidden, sometimes obvious, but always present. On Earth, the Demon World is a hidden supernatural community of supernatural creatures and entities, feeding off the spiritual power of the world to sustain themselves.

Many do find themselves working alongside humans without ever revealing themselves to the world, going about their daily lives and enjoying it day to day. But as the Devil' influence begins to infect the world, the Demon World grows more malevolent alongside it. Those who advocate for violence against humans find themselves being raised up, while those who fight for peace end with knives in their backs. Even among the supernatural, chaos reigns.

Demons come in three varieties: Lesser, Greater, and Royal.

Lesser Demons are the grunts and laborers, the common monsters and creatures who would like nothing more than to be left alone. Often these creatures find it easiest to integrate into human society, adopting glamor or other methods to mask their identity.

Greater Demons are the powerful, if sometimes feral, leaders of the Demon World. Few are able to accurately find themselves in human society, with each one being associated with named creatures of myth and destruction. Some are kept placated in mountain homes or shrines, but many were slain or were captured as they grew desperate for power.

Finally, the Royal Demons, with only a few Demon Nations remaining, the Royal Families each hold significant sway in the daily lives of their subjects. Rarely will the Royal Demons even bother to interact with humanity, seeing them as more cattle to harvest spiritual energy from than actual "people." With the Devil's arrival, even the Royal Demons have begun to shore up their defenses, sending agents into the human world to possibly uncover a way to solve the crisis before it escalates.

Side Note: Demon Realm Stones

Widely accepted currency are "Spirit Stones" in the Demon World, about the size of a D10, shimmering when held. Each Enemy defeated will deposit around 3 to 8 Spirit Stones upon defeat, treat them as 1 AS¥, so about 50 Cents USD.

You'll buy a decent lunch in the Demon Realm after a fight.



The Devil & Their Minions

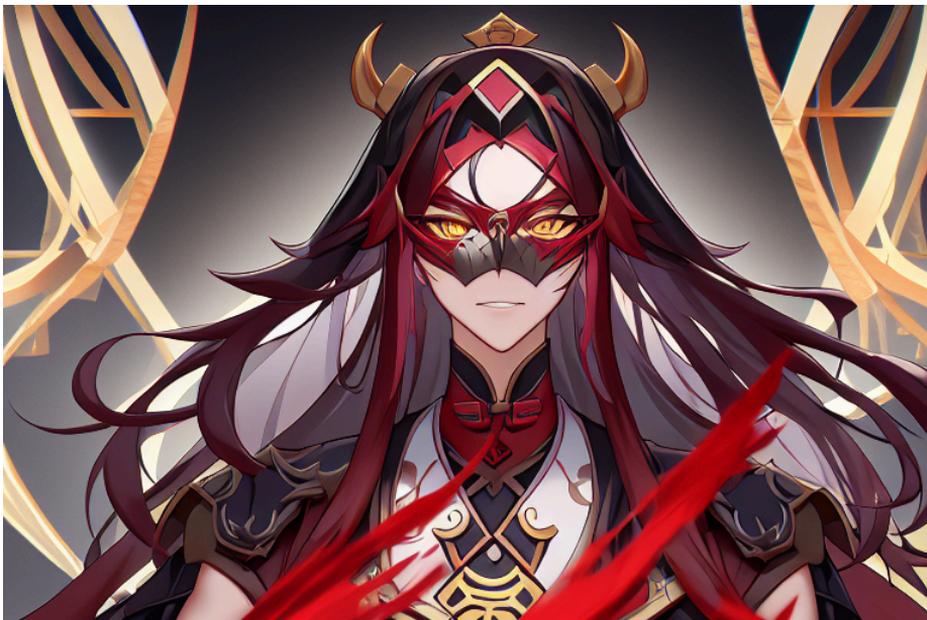
The ascension to a Devil is a harrowing experience, there are two main methods to the full ascension of a Cultivator to Devil: Complete Despair and Desperation.

When a Cultivator has reached their absolute lowest point, being consumed by their own despair, grief, or hatred, they will be drawn to the unholy power of Devilhood. These Devils are pitiful at best, drawing upon their evil power not necessarily for vile power or intent, but instead for their own self-interest. Often they are driven from their homeworld by this same despair or want to spread their misery to others.

Desperate Cultivators are another source of Devils, students who could not advance, those with broken meridians, or simply those wishing to skip ahead in the process. When a Cultivator undergoes the Devilfication process they gain rapid power in exchange for the need to continuously feed the new power with either negative spirit energy or their own Qi. The Devils who escape their own world have either harvested all they could or are escaping Cultivators tasked with defeating them, going to a new world to harvest their need for ascension to Evil God.

When a Devil has amassed enough power, they will evolve into an Evil God, a titanic creature of pure evil that will destroy the world it is rooted on, or worse, turn it into their throne world. The Celestial Bureaucracy will contain the world or will send a massive force to purge it completely. Whatever the result, an Evil God's birth is annihilation for the world with no hope of recovery. Luckily, the Devil requires power, while they may be able to skip ahead, their ability to ascend to an Evil God is entirely reliant on the same Cultivation they have already performed. In an Uncultivated world, ironically the only people able to defeat them, the Xiá, are also the people they need to defeat to take the final step.

Through a combination of Monsters and Lieutenants, they must cause despair, destruction, and allow the Xiá to become more empowered with every encounter. Until the Devil themselves can face them in battle. The Devil seeks to kill and harvest the Cultivated power of the Xiá at their peak, allowing their final ascension to Evil God.



Forming the Core: Playing the Game

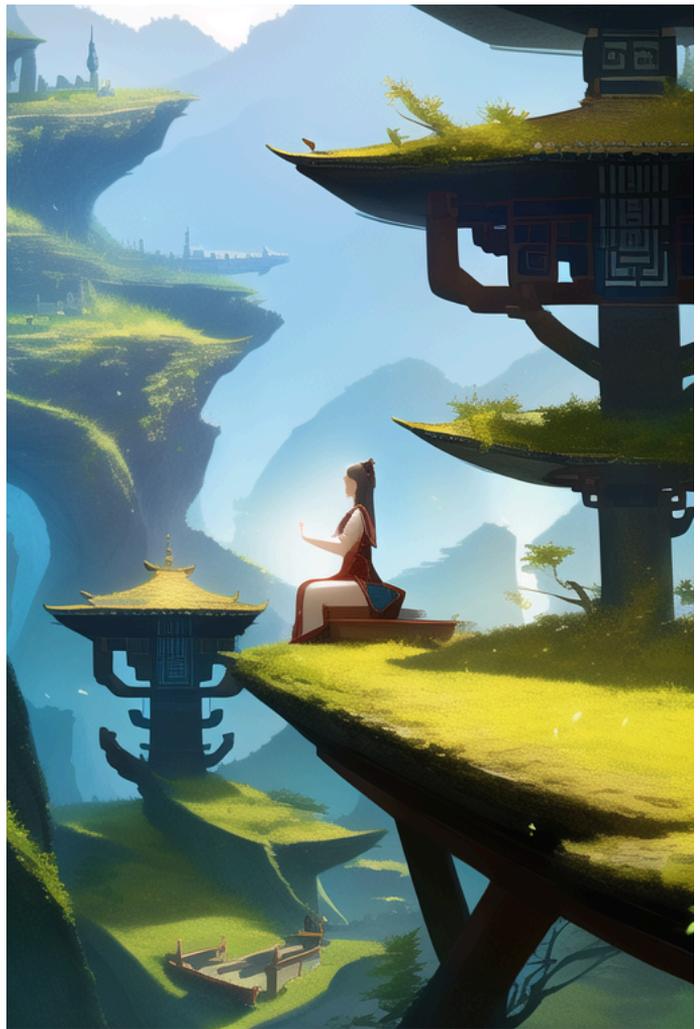
*Eclipse Judgment: When is Our End*¹ is a TTRPG about transforming Cultivators and their one way quest to stop evil and avoid their own demise. *Eclipse Judgment* is played with 3-5 Players taking the role of Xiá, a player taking the role of the Divine Master (DM) who is tasked with guiding and challenging the Xiás many trials, two Ten-Sided Die per Xiá², and a heart of righteousness willing to strive toward their Golden Core.

During their adventures, the Xiá will encounter struggles, problems, and other obstacles in their way in pursuit of enlightenment and salvation. When an obstacle is opposing the Xiá they will need to make a Check. The Xiá will roll 2d10, treating one die as the 10's place and one die as the 1's place, called a percentile roll. If their result is *higher* than the Target Number (TN) they have succeeded in their Check and bypass the problem. If the Xiá fails to reach their goal, they have suffered a setback or have been hindered in some way.

Difficulty	Target Number
Simple	30 - 50
Medium	50 - 70
Difficult	70 - 90
Complex	90 - 110
Saintly	110 - 130
Divine	130 - 150

If the Xiá is ever in opposition to another of equal caliber, they will make an Opposed Check instead. Both sides will roll their dice and whoever scores the highest result will emerge victorious. If the Xiá and their opponent are even (rolling the same value), then they will undergo a clash, rerolling the Opposed Check and magnifying the results.

The Fractional Note: Unless stated otherwise, all fractions are rounded up.



¹ From now on just shortened to "Eclipse Judgment"

² Though having a full set of dice and more D10's are always helpful.

Burying the Light: Karma & Deviation

The Xiá are powerful individuals, their path may be treacherous and filled with danger, but inside them boils a power matched only by the Immortals of old and the Divines themselves. Unlike those old Immortals and Divine Entities, the Xiá are fallible and prone to temptation. During their adventure, almost everything they do and don't do will increase their overall Karma, the strain their Cultivation has on their mortal soul. This strain is both beneficial and detrimental to the health of the Xiá and their future.

Karma is processed by the soul and the internal alchemical works powering their Cultivation, empowering both with repeated use. Similar to how muscles tear and reform, placing the soul under the influence of Karma allows the Xiá to grow in strength. This act of spiritual processing can only be done with connections to others, allowing the Xiá to keep their soul and Cultivation in balance with one another.

On the other hand, Karma is a weight on the soul. As with building muscle, too much stress will cause irreversible damage, or outright destruction. Should the Xiá ever exceed 108 Karma, they will suffer a Fire Deviation, the burning of their own soul by their Cultivation's power. If they are lucky, they may only lose their abilities and most of their remaining lifespan, at worst, they will die in agony as they are spiritually annihilated.

Divine Favor: Dice Augmentation

The Xiá have been granted power by the Divines and their fortunes, because of this, they have their ability to change their own fate and those around them.

When a Xiá makes a Check, after reviewing the result, they may choose to swap the 10's and 1's position of the dice. This increases their Karma by the sum of the dice rolled. For example, rolling a 27 would be a failure, however increasing their Karma by 9 (2+7), the Xiá swaps the die around resulting in a 72. This can be done before or after the Xiá applies their Attribute to the roll.

Next, the Xiá has the option of rerolling any Check by increasing their Karma by 8. This has them pick the dice back up and attempt to score a better result by accepting the new result. This can only be done once per Check.

Finally, when Xiá rolls duplicates on their die (11, 55, etc) after augmenting them with their Attributes, they have the option of rolling their dice again and adding the two results together. This is referred to as Exploding the Die. The subsequent "Explosion" of the roll is treated as if the dice were part of the same Check, meaning that Attributes cannot be spent to augment the roll, but other dice manipulation techniques can be used. If swapping the dice, they will add Karma equal to the entire set of four dice³.

Power comes at a cost. If a lower ranking Xiá exceeds their TN by 10+, they will gain 3 Karma. For example, if the Xiá rolls a total of 90 for a 50 TN Check, they will gain 12 Karma (40 over, so 4 x 3).

³ The Xiá rolls 44 and then rolls a 59, for a total of 103, wanting to swap the 59 for 95, they would have to increase their Karma by 22 (4+4+5+9).

That Subhuman Self: Power and the Xiá

Being both blessed and cursed with this celestial alchemical engine, the Xiá are mighty individuals. They have not only surpassed their current limits, but have slowly progressed toward passing human ones as well, quick reflexes, strong bodies, insightful cunning, and other quirks that make them "better" than human.

When designing challenges and other struggles, the Xiá are "Assumed Competent and Capable," which is to say that most mundane tasks aren't really that much of a concern for them. They are at peak human conditions with just a little extra to back them up. Activities which may be difficult for regular people seem fairly mundane to the Xiá, even if others may be a bit befuddled at the physical changes in their friend.

Unfortunately, this excellence in form does not mean perfect. While they are competent and able, they are still human with all the human flaws that go with it. People, problems, and even the occasional spiritual matter all have the Xiá fully able to succeed, or fail, at them. They may be able to leap ten feet in the air or punch a hole through a wall, but that can't help them stop being shy or console a friend at the loss of a loved one.

"Better than Human," but still tragically one at the same time.



Creating the Cultivator

When the Xiá has arisen, they have taken the first steps to becoming a true Cultivator. Together with their allies, they will oppose the Devil and their minions from causing chaos in the world.

When creating a Xiá, they will begin at Level 1, their Formation. This grants them their initial Attributes, Skills, and Abilities, as well as their first transformation. While still relatively weak, even starting Xiá are strong enough to hold their own against enemies, but refining their techniques and perfecting their form is the ultimate goal.

Attributes

Each Xiá has six Attributes which define how they have developed their abilities and supernatural power. Their Attribute scores range from 0 to 9, with even a 0 representing supernatural quality to it. At the start of their Journey, the Xiá will have a total of 3 Attribute Points to distribute among their Attributes to a maximum of 2.

Agility (AGI)

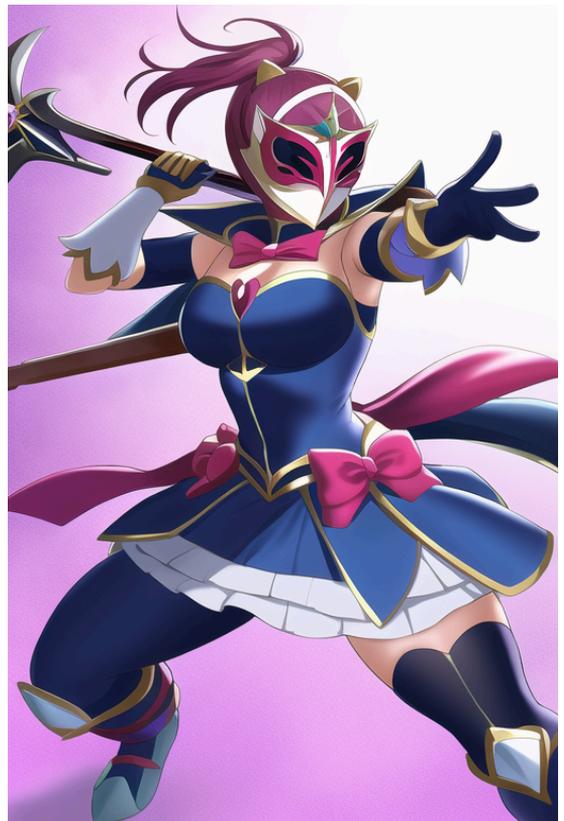
The Xiá's natural coordination, speed, and reaction to the situation, allowing them to move quickly to threats and danger. Those with high Agility are fast on their feet and pinpoint in their accuracy

Constitution (CON)

The Xiá's raw endurance and ability to withstand bodily harm toward themselves, as well as their spiritual strength to endure incoming threats. Those with high Constitution are not only hardy, but able to resist the martial and mystic arts of others.

Luck (LUK)

The Xiá's ability to manipulate fate and chance around them, allowing them to bend the world to their favor if only for a moment. Those with high Luck are unnaturally fortunate and destiny seems to favor their wild antics as well desperate techniques.



Might (MIT)

The Xiá's physical presence and power in their strikes, being able to break down walls and their enemies in a pinpoint strike. Those with high Might are monsters on the field of battle and physical activity.

Reason (REA)

The Xiá's quick wit and scholarly disposition, allowing them to not only find the truth when it is hidden, but also outwit their enemies. Those with high Reason can be associated with geniuses, but also have the knowledge of mystic arts of the world.

Soul (SUL)

The Xiá's natural magnetism and willpower, allowing them to influence others and push through difficulties. Those with high Soul are charismatic and popular among others, as well as having the resolve to stand firm against the temptation of others.

When making a Check, the Xiá is allowed to augment their rolls with their Attribute. They choose either of their dice and can increase, or decrease, the value of one of the die by one per Attribute Point. The Xiá do not need to spend all of their Attribute Points or any at all if they roll a desired result on their dice.

An Example: **Jin Yang and The Injury**

Jin was recently injured in a fight with the Devil's Minions, coming back to his part time job, he is questioned by his boss for the bandages. While it's obvious that Jin is injured, he needs to convince his boss that he's fine to work.

The task is considered to be an Easy (40) Soul Check. Jin rolls the dice and scores a 32, naturally, a failure, even with dice reversal. Rather than increase his Karma, he chooses to use his Soul Attribute to tick up the result of the 10's place by 1, to 42. He succeeds, convincing his boss that he fell down a flight of stairs, but he's still fine.

Side Note: **Dice Manipulation**

Attribute Bumps are tied to the entire roll. Having the dice explode after using a single point of it, would allow the augmentation of the second roll if the Xiá still had Attribute Points.



Backgrounds

The Xiá are human at their core, this means that they had a life before they became the chosen heroes of the Celestial Bureaucracy. To represent this history and experience, each of the Xiá have three Backgrounds to define themselves with.

These can be freely chosen, but they provide a simple understanding of the life that the Xiá lived before their influx of power. Each of these Backgrounds will provide a flat bonus to every Check that is associated with them, outside of Combat. While the Xiá may have a history of fighting or soldiering, none of them will have properly experienced their new power they have in a combat sense.

The bonus that the Xiá receives is based on the relevancy of the Background, granting a +10 for common association, +20 for niche applications, and a +30 for exact specifications. If a Background would ever incur a penalty, then it follows the same formula of -10/-20/-30, though this should be far less common.

There is no limit to what Backgrounds are available, and anything that the Xiá accomplished, worked, or experienced can be all valid options for Backgrounds.

An Example: Hino Sakiko, the Sick Girl

Hino has recently been discharged from the hospital after her miraculous recovery from her mysterious illness. While still getting used to not being in a hospital room, she has determined her Background:

- Daughter of a Medical Genius
- Raised by the Hospital
- Sickly Girl

For the past few years Hino has been condemned to her hospital bed and learning the ins-and-outs of the medical world and her father's work. While she may not be the most worldly individual, her intelligence is unmatched.

Side Note: Broad vs Specific Backgrounds

It may be tempting to have Backgrounds such as Underwater Basket Weaver as well as "Jack of All Trades." However, as the DM, you have final say over these. If a Xiá does have broad Backgrounds they will most likely not score the +30's and +20's as often, while specific Backgrounds may not be able to secure +10's as easily.



Relationships

A Xiá is not an island, their previous life had people close to them, their friends, family, coworkers, and even associates they have formed bonds with. These form the core of the Xiá's Relationships.

Each Relationship has an intensity ranked from 1 to 5, representing how important that person is to the Xiá and how well they can process their Karma. At the start of the Journey, each Xiá will have a total of 7 points to distribute among various relationships they have chosen. Each of these Relationships have a minimum of 1 and a maximum of 4 in their current state. Developing Relationships and gaining new ones is essential to the Xiá to not lose their humanity.

Each Relationship has a name and a tie with the Xiá, these can be just about anyone the Xiá could reasonably know. For example, a College Student may have their Friend, a Teacher, or a Pet as their relationships, while a Criminal may have a Contact, Dealer, or Boss as their own. The intensity of the bond allows Xiá to measure the importance the two have with one another, as well as seeing how easy the relationship can be strained in desperate times.

At minimum, the Xiá will have two relationships, but they can start with a maximum of seven.

As an important note, Xiá cannot have relationships among other Xiá or organizations. The power emanating from comrades-in-arms makes it difficult, if not impossible, to properly process Karma. Organizations or larger groups are too broad to process Karma, but the individuals inside of them can form strong bonds with the Xiá⁴.

An Example: Natalya Romanova, Assassin on the Run

Natalya's history is a complicated one, with many ties to many people, most of which are dead or wish they were. With her new life (and assumed name), she has made a point to foster a few relationships for their own good. However, genuine human connection will always win through.

- Hayashida Megumi (Convenience Store Clerk) - 2 (A chatty girl who is fascinated by the exotic Talya)
- Mr. Meowmers (Abandoned Cat) - 2 (A cat Talya adopted from the street, reminded her of herself)
- Lei "Doc" Meng ("Legal Doctor") - 2 (Former Russian Mob Doctor, now barely legal operator of a clinic, the two bicker, but in Russian)



⁴ For example, if you want to have a relationship with "A School," you may have a bond with the Student Council or Principal.

Qi Flow

Xiá are not immortal, yet. When engaging the forces of Evil, a Devil or any other supernatural threat, the young Cultivators run the risk of serious injury, and possibly death.

Each of the Xiá have Qi, which represents a combination of their bodily integrity, ability to survive injuries, and flow of vital energy. When Qi reaches 0, the Xiá reaches a critical state, they have been weakened and can be defeated should the enemy deliver the knockout blow on them. Whether this is simply being rendered unconscious, or worse, is up to the enemy.

The Xiá's total Qi is determined by their Level, Constitution, and Soul Attribute.

Level	Qi Flow
1	10 + CON + SUL
2	12 + CON + SUL
3	14 + CON + SUL
4	20 + CON + SUL
5	25 + CON + SUL
6	30 + CON + SUL
7	40 + CON + SUL
8	45 + CON + SUL
9	50 + CON + SUL
10	66 + CON + SUL



Qi is not simply a binary resource representing damage or health, but the flowing essence of the body allows the Xiá to draw upon it to boost themselves when needed. Qi may be used at any time to modify the result of various rolls the Hero will make.

- Increase any roll by +1 for 1 Qi
- Reroll either die for 5 Qi
- Reduce Karma⁵ by 1 for 4 Qi

The vital flow of Qi is a valuable resource when using powers as well. In Cultivated worlds, the flow of Qi that it's easy to manipulate, but in Uncultivated ones, Qi must be burnt internally to power the effects of abilities. The Xiá is always balancing their need for power, with their own survival.

⁵ But not process it

Transformation Hero

The next step will have the Xiá determine their Transformation. During their Journey, the Xiá will need to transform themselves into their combat form, allowing them to harness their Qi and Spiritual Energy, as well as protect them from the Devil's minions.

This transformation sequence is unique to every Xiá, but the universal features are as follows:

- They are armored, not strictly heavy plates, but some kind of clothing which protects the user from most physical injury.
- There is a mask or identity concealing feature of the transformation to hide the identity of the Xiá⁶.

A Transformation Sequence takes a full Action to perform (around 10 Seconds), and to all of those around the Xiá they are illuminated by a blinding light, then emerge fully suited up for combat. Those with Spiritual Power (including other Xiá) do perceive the full sequence, but only the most dangerous or quick entities can even attempt to stop it.

When fully transformed, the Xiá will receive an Armor Pool (AP) equal to their Level which represents their natural ability to resist damage due to their suit. While transformed, they are able to fully manipulate their Qi and use all of their abilities.

Later in their development, the Xiá will unlock further transformations, allowing them to develop their forms even further.

Level	Armor Pool (AP)
1 - 3	30
4 - 6	40
7 - 9	50
10	75



⁶ If questioned, the Emissary will tell them of "The Incident" which caused the proliferation of masks on Uncultivated world's Xiá. This incident should be bizarre and often hilarious, but still somewhat grim.

Martial Arts & Mystic Abilities: Techniques

The final step in creating a Xiá is the creation of their Martial Art style as well as their personal Techniques. These define the nature of the abilities the Xiá possesses in a combat scenario. While they are able to manipulate their Qi outside of combat, while transformed in the heat of the fight, are their abilities at their peak.

Combat Style & Method

During the Formation of the Xiá's Cultivation, they experienced a rapid series of training from a variety of teachers, sects, and martial masters. All of these being unique to the individual and their preferred method of approach.

In the Martial Sphere of Cultivated Worlds, Martial Arts takes the form of a variety of different approaches. Not simply kicks or punches, but using their force of personality, willpower, physical endurance, mystic arts, or raw luck. At the end of their Formation, the Xiá will have developed a style most closely associated with their preferred approach and abilities.

The Xiá's Combat Style is split up between their Offensive and Defensive Combat Skill. Each of the Combat Skills are tied to a different Attribute, reflecting the Xiá's need for balance in both their style and nature.

These can be any two Attributes of the Xiá's choice, but they cannot be the same for both the Offensive and Defensive Combat Skill.

An Example: **Our Three Heroes**

Jin Yang, the Lackadaisy Musician (Jazzy Fist)

- Offensive - Soul
- Defensive - Luck

Hino Sakiko, the Sick Girl (Tiger Scholar)

- Offensive - Agility
- Defensive - Reason

Natalya Romanova, the Ex-Assassin (Bear Sambo)

- Offensive - Might
- Defensive - Agility

When a Combat Skill Check is called, the Xiá will use their Offensive or Defensive Combat Skill to attack or block the attack. The Heroes are encouraged to be flavorful with their style in their descriptions, emphasizing certain aspects of the Attributes being used. Make sure to name the Style, no matter how goofy or deadly serious it may sound. It is vitally important.



Techniques

If the Combat Style is the method and approach, Techniques are the execution of it. A Technique is a powerful ability that the Xiá has mastered to use against their foes or assist them in combat.

When first starting out, the Xiá has **50** Technique Points to build their preferred Technique. Going down the list choosing individual features and quirks of the Techniques. When the Technique is used, its effects will immediately trigger and resolve.

Any unused Technique Points will be converted into starting Experience Points for the Xiá's Journey.

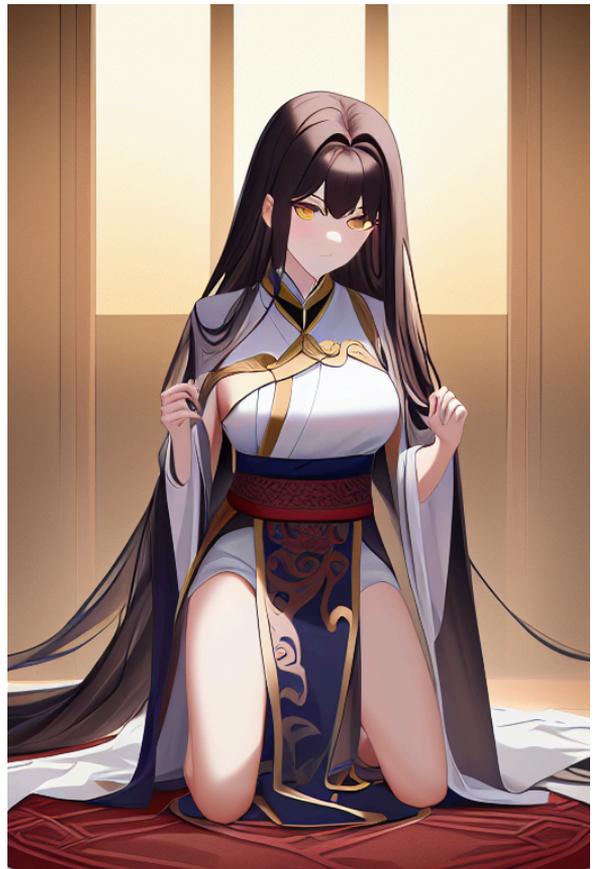
Earth: Foundations and Understanding

In the world of Cultivation there exists five main methods of developing Techniques: Martial Arts, Mystic Arts, Weapon Arts, Miracles, and Enlightenment.

Martial Arts are the sophisticated combat moves and graceful stunts that the martial world is able to perform, allowing the Xiá to change the flow of a battle by their will alone. These require Checks to be successful and are tied to actions during battle. Mystic Arts are the strange and magical abilities Cultivators are able to muster by the use of their Qi. These don't require Checks, but slowly whittle away at the Xiá's Qi when they need it. Weapon Arts are tied to bound weapons the Xiá has forged in their soul, these weapons are devastating in their hands and allow them a host of abilities (and drawbacks) for wielding them.

Miracles are the Xiá's ability to manipulate the world around them directly with their Qi, while these may be simple to understand, these allow them to change the flow of story events or change the nature of their soul's expression. Finally, Enlightenment. Naturally a Xiá cannot develop them, only during particular Breakthroughs can a Xiá harness the natural power of one of these powerful Techniques. Enlightenment can change the nature of the Journey, Xiá's abilities, or even mimic Techniques or Mystic Arts, but instead of Qi or Actions, they rapidly build Karma.

During Technique Creation, a Xiá only has access to Martial Arts, Mystic Arts, Weapon Arts, as well as Miracles.



Metal: The Sacred Bond of Weapon and Warrior

Weapon Arts are a close spiritual link between a Xiá and a weapon, primarily formed from the heart to defend them and defeat their enemies. These Weapons take on many forms, but they are fundamentally tied to the Xiá and no one else.

A Xiá can freely summon their weapon while Transformed at any point, or have it fly back to their hand. The weapon and wielder are one in the same. If disarmed, the weapon must be picked back up, or resummoned. Should a Xiá possess multiple Weapon Arts, they can only summon one at a time due to the strain on their soul. Xiá can give their weapon to their allies or have foes steal them, but they will act as just a tool, rather than the carefully attuned bond between the weapon and the Xiá.

Should the Xiá uncover a Weapon Art, then they will need to bond with it to unlock its full power and abilities.

Base Weapon Type

The first thing the Xiá must do is determine the nature of the weapon, what it is, what it can naturally do when alone. If the weapon is used by a non-bonded individual, then it defaults to this.

The Bonus Damage of the weapon dictates how much additional damage is added to the attack. Ranged Weapons can only add their Bonus Damage to Ranged Attacks, while Melee Weapons can only add them to Melee. Tags are specific features and quirks of the weapons.

Weapon Type	Bonus Damage	Tags	Technique Cost
Martial Art ⁷	0		0
Melee, Heavy	5	Heavy, Two-Handed	6
Melee, Light	1	Fast	2
Melee, Medium	3		4
Ranged, Heavy	6	Ranged, Heavy, Two-Handed	6
Ranged, Light	2	Ranged, Fast	2
Ranged, Medium	4	Ranged, Two-Handed	4

⁷ Technically the Fists of the Xiá is a "Weapon," and can be freely edited. However, do bear in mind that you cannot give your Martial Arts to someone else. Well, you CAN, but it's extremely dangerous and will probably kill you.

Increasing Damage

The Xiá is able to increase the Bonus Damage of their Weapon by purchasing additional bonuses for it. These are ranked out of the current damage of the weapon, meaning that if increased beyond it, then all subsequent increases will cost more⁸.

Current Damage	Technique Points
0 - 2	3
3 - 5	5
6 - 8	7
9 - 10	10
11+	13

Adding and Removing Tags

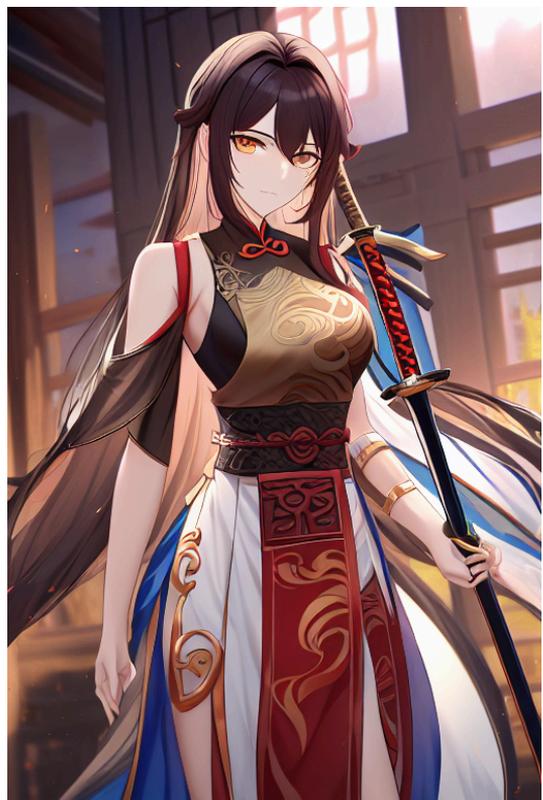
The Xiá is free to edit the nature of their weapon by adding or removing certain Tags. These allow the Xiá to change the flow of their attacks and what they are freely able to do with them.

Add Tag	Description	Technique Points
Concealable	The Weapon can be easily hidden on the Xiá person.	4
Draining	The Weapon uses the Xiá's Qi while active, reducing the total amount.	-2 / 4 Qi
Dual-Wield	The Weapon can be paired with another Weapon Art	4
Elemental	The Weapon adopts a Elemental Affinity	4
Fast	The Weapon increases Initiative by +2	5
Free Hand	The Weapon allows the User to freely manipulate objects	4
Gory	The Weapon increases the Xiá's Zen by 1 for each Defeated Enemy	6
Graceful	The Weapon can be used to attack two Minions in Melee or avoid the Ranged Weapon Melee Penalty.	6
Heavy	The Weapon decreases Initiative by -2	-3
Long Range Melee	The Weapon can be used to attack Enemies in adjacent locations, even if Engaged.	5
Outer Shell	The Weapon can be summoned by a Untransformed Xiá (Mutually exclusive with Transform Dependent)	3
Piercing	The Weapon deals double damage to an Enemies Aura or Armor Points.	8

⁸ For example, if a Xiá wishes to increase the Light Melee Weapon to 4 Damage, it would look like: 1->2 (3) ->3 (3) ->4 (5), for a total of 11 Technique Points.

Ranged	The Weapon can be used as a Ranged Weapon	7
Split Soul	The Weapon can be summoned alongside another Weapon Art	5
Stun	The Weapon inflicts Stun on a Target, they lose 1 Action for the Round. Does not Stack.	6
Switch	The Weapon, for no Action, can be Switched into another purchased Weapon Art. Both must have Switch.	3
Transform Dependent	The Weapon can only be used while in Power / Shin Transformation (Mutually exclusive with Outer Shell)	-2 / -4
Two Handed	The Weapon requires two hands to use effectively, if they cannot, take a -30 when using it.	-2
Unwieldy	The Weapon is awkward to use and difficult to maneuver, can only attack enemies that are Engaged with Melee Attacks or two spaces away with Ranged Attacks.	-3

Remove Tag	Description	Technique Points
Fast	The Weapon increases Initiative by +2	-3
Heavy	The Weapon decreases Initiative by -2	3
Two Handed	The Weapon requires two hands to use effectively, if they cannot, take a -30 when using it.	2
Ranged	The Weapon can be used as a Ranged Weapon	-4



Water: The Art of Spiritual Manipulation

Harnessing the internal Qi of their Cultivation, the Xiá are allowed to manipulate the world around them using the flow of Spiritual Energy around them. This is a taxing experience, but allows the Cultivator to directly influence others around them for a cost.

Creating a Mystic Art

When a Xiá is developing or learning a Mystic Art, they are allowed to construct various parts of it as well as manipulate those parts later on. All Mystic Arts are powered by Qi, meaning that the Xiá is required to burn away their own health to successfully use these abilities. When creating a customized Mystic Art, the amount of Qi used is the base Technique Point Cost. Should the Xiá find more detailed manuals or learn from Spiritual Guides further Mystic Arts, they are free to use them.

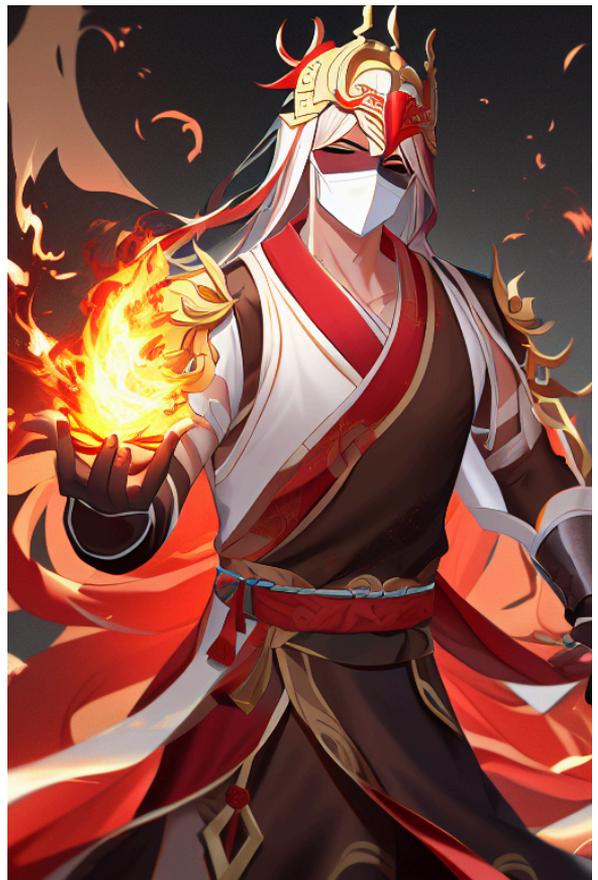
When creating a Mystic Art, consult the following charts.

Side Note: Qi Manipulation

Every Xiá has the ability to manipulate their Qi to a limited degree. While the Mystic Arts allow them to manipulate their Qi in a more efficient manner, all of the Heroes can freely use their Qi to manipulate their environment.

However, this is a catch. Every one of these "Open Manipulations" cost 1d10 Qi and Karma for the intensity. For example, if a Xiá wants to light a candle at a distance, they reduce their Qi by 1d10, and gain 1d10 Karma. If they want to leap up a four story building untransformed, they may need to burn 3d10 Qi and gain 3d10 Karma.

While Transformed, manipulating Qi is far easier and these effects are drastically reduced except for extreme cases or blatantly magical effects.



Application

The Application is what the Mystic Art is going to be actually “doing” and does not cost Qi to add for the first Application. Every subsequent Application costs an additional 2 Qi to add.

Application	Effect
<i>Control</i>	Control an Object within the Domain for Duration
<i>Creation</i>	Create an Object in the Domain for the Duration
<i>Damage</i>	Deal Damage equal to the Potency + Qi Burn
<i>Heal</i>	Repair Armor equal to the Potency + Qi Burn
<i>Movement</i>	Immediately Move a Target to a Location
<i>Protect</i>	Reduce Damage equal to Potency + Qi Burn
<i>Remove Status</i>	Remove a Curse for (Potency + Qi Burn = Remaining Duration)

Potency

Reflecting how powerful the Mystic Art is. The Potency is the raw amount of energy poured into a single ability, increasing the Potency raises the value of the Mystic Art as well as its raw show of force.

Potency Value	Qi Cost
0 - 3	1
4 - 6	2
7 - 9	3
10+	5

Side Note: Domains

A "Domain" is a more conceptual idea as well as an elemental one. Should the Xiá find themselves a trainer or manual dictating a Control or Creation Mystic Art, they'll be able to manipulate a particular "Domain" of it as well. Some Domains may be broad such as "Earth, Fire, or Water" while others can be particular, such as "Swords."

If a Xiá wants a Control or Creation Mystic Art, work with them on the Domain being used. For ease's sake, here's a quick and dirty chart about costs.

Domain	Qi Cost
Specific	0
Broad	5
Elemental	7

Range

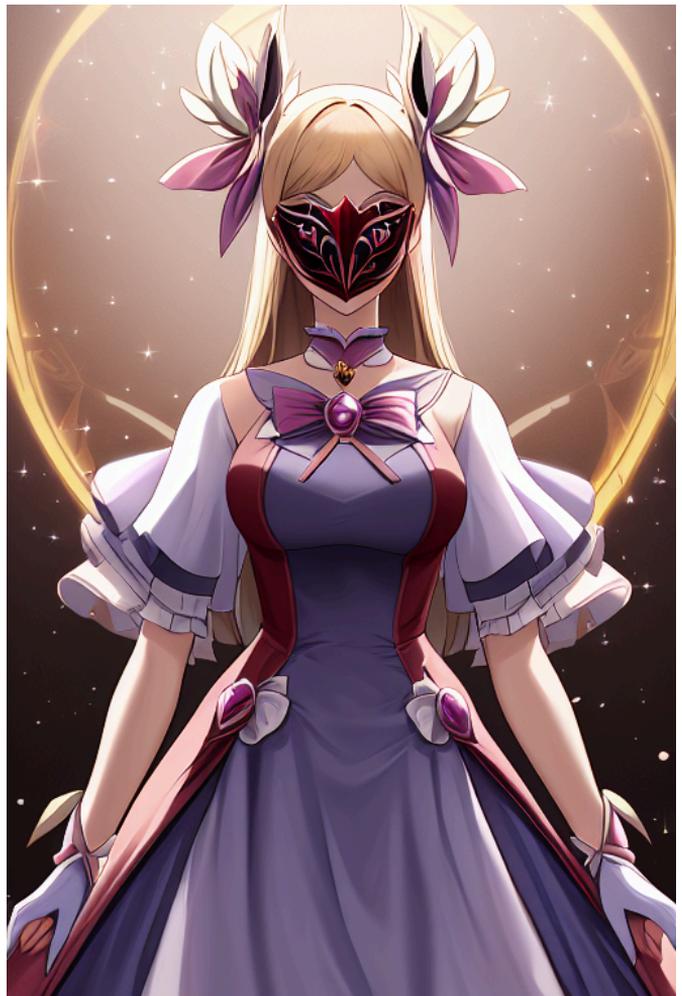
Range reflects how far away the Mystic Art is going to reach once it is cast. The further away the Mystic Art is, the more Qi it takes to actually manipulate it.

Battle Map Range	Non-Battle Range	Qi Cost
Current Space	5m	0
1 Space	10m	1
2 Spaces	20m	3
3 Spaces	50m	5
Full Battle Map	100m	7
-	Perception ⁹	15

Duration

Duration affects how long the Mystic Art effects last after it has been used. The Countdown starts during the next Resolution Phase. Longer Mystic Arts require more Qi upfront to use, however it is cheaper than reusing the same Mystic Art multiple times.

Duration	Qi Cost
1 Recovery	0
2 Recovery	2
3 Recovery	4
4 Recovery	6
5 Recovery	8



⁹ As long as the Xiá knows where to direct it, they can use this Mystic

Delivery Method

The Delivery is how the Xiá must employ the Mystic Art and where they must be to actually employ its uses.

Delivery	Qi Cost	Description
Cast	0	Xiá must be within range of the target.
Detonation	2	Xiá or other Characters may detonate the Mystic Art at will.
Technique Trigger	3	The Xiá's Mystic Art will only trigger when a Technique is used by the Xiá or one of their Allies.
Touch	-3	Xiá must touch the target
Transform	2	The Xiá's Mystic Art will activate when they shift in or out of a Transformed State.
Trigger	3	Mystic Art will activate when a Trigger is activated.
Weapon Art	2	The Xiá's Mystic Art will only trigger when their Weapon Art is used in combat.
Zen Detonation	-2	The Xiá requires their Zen to reach 7 before this Mystic Art can be used. Zen is then consumed.



Manipulation Time

Some Mystic Arts require the Xiá to slowly and steadily perfect the various small bits and pieces of the Mystic Art to successfully employ it. The longer it takes for a Xiá to use the Mystic Art, the less taxing it is on their system.

Time to Cast (Actions)	Time to Cast (Natural Time)	Qi Cost
1	Seconds	0
2	Minutes	-2
3	2 Hours	-3
4	6 Hours	-4
5	24 Hours	-5

Elemental Affinity

Mystic Arts either manipulate the flow of raw energy through the world or are tied to a particular element. The elements of Earth - Metal - Water - Wood - Fire are available to use. Each Element used must feed into the next one¹⁰.

Elements Present	Qi Cost
1	2
2	5
3	9
4	14
5	20

Imbued Mystic Arts

A Xiá may use 5 Technique Points to harmonize a Mystic Art to their Qi Flow, memorizing its intricacies and details to a fine point. Imbued Mystic Arts reduce the Qi Cost by 5, making it not as taxing on Xiá or their abilities. However, tying a Mystic Art to one's soul makes it so it cannot benefit from Qi Burning anymore. In exchange, the Xiá may instead increase their Karma by 2 instead to gain the same benefits.

Xiá can only imbue one Mystic Art per Breakthrough, for a total of three.

d.

Qi Burning

A Xiá in desperate straits may always choose to burn their Qi away in exchange to change the feature of their non-Imbued Mystic Arts. When Qi Burning the Xiá may "Buy Up" any aspect of the Mystic Art to increase its effects for that use alone.

For example, if a Xiá wishes to increase the Potency from 2 to 4, they will need to spend 3 Qi in addition to the cost of the Mystic Art.

Qi Burning may never be used to reduce the effects of a Mystic Art, only buy up. The only way to dampen an effect of a Mystic Art is to work out a "lesser" version of it.

¹⁰ If you select Earth first, to get to Wood, you'll need to purchase a total of 4 Elements. Unless you Qi Burn to change it to Wood.

Wood: The Warrior's Way

A Xiá's Martial Arts is the refinement of their abilities and skill at combat. Martial Arts in the Cultivated Worlds can be exotic and bend the nature of the world around them, however, in the Uncultivated world, these Martial Arts enhance the powers of the Xiá and their skills.

Martial Arts are broken into three categories: Zen Martial Arts, Katsu Martial Arts, and Stances. Zen Techniques can be used at any time and do not require the Xiá to lose focus on the battle by using Zen, Katsu Techniques do require the use of Zen to successfully perform their actions. Stances can be used and will remain in effect until the Xiá breaks the stance or switches to an alternate one.

Martial Arts are tied to an Action the Xiá can perform.

Current Damage

The Martial Art allows the Xiá to increase the damage of their attack by a raw value. For example, if the Xiá wishes for +2 Damage, they must spend 10 or 4 Technique Points to do such (2x5 for Zen or 2x2 for Katsu).

Current Damage	Technique Points (Zen)	Technique Points (Katsu)
0 - 2	5	2
3 - 5	7	4
6 - 8	9	6
9 - 10	11	8
11+	15	10

Shifting Combat Skill Die

The Martial Art allows the Xiá to change the Combat Skill Die of their Attack or Defense, shifting it into a different form. Shifting a Combat Skill Die allows the Xiá to mix up their styles or rely more heavily on their other Attributes in the heat of battle.

Shift Combat Skill Die	Technique Points (Zen)	Technique Points (Katsu)
Defense - Offense Switch	3	2
Off Combat Attribute	6	4

Range

The Xiá is allowed to shift the Range of a Martial Art up by one or more spaces, allowing for further strikes and more precise aim.

Range	Technique Points (Zen)	Technique Points (Katsu)
Within Range / Engagement	0	0
+1 Space	3	2
+2 Spaces	6	4
+3 Spaces	9	6
Full Battle Map	12	8

Movement

The Xiá will move when using the Martial Art. If the “Engaged” choice is selected, then the normal engagement rules apply (being unable to go past enemies) if “Bypass” is chosen, then the Xiá has the ability to move through enemies.

Zen Martial Arts

Movement	Technique Points (Engaged)	Technique Points (Bypass)
1 Space	2	4
2 Spaces	5	7
3 Spaces	9	11
Full Battle Map	14	16

Katsu Martial Arts

Movement	Technique Points (Engaged)	Technique Points (Bypass)
1 Space	1	2
2 Spaces	3	4
3 Spaces	5	7
Full Battle Map	8	10

Armor Points

The Xiá uses their Transformation's Armor in the Martial Art. Degrading their Armor reduces the Armor Points of the Xiá when the Martial Art is used. Strengthening the Armor has Armor Points be restored. If the Armor is already broken, then it cannot be restored this way.

Armor Points	Technique Points
Degrade Armor	-1 / 1 Armor Point
Strengthen Armor	2 / 1 Armor Point

Bonus / Penalty to Combat Skill Check

The Xiá's Martial Art imposes a Bonus / Penalty to the to strike or defense when using this Martial Art.

Bonus / Penalty to Combat Skill	Technique Points (Zen)	Technique Points (Katsu)
-30	-8	-5
-20	-4	-3
-10	-2	-1
10	4	3
20	8	6
30	12	9



Retaliation Attack

Xiá and other Supernatural Enemies are able to retaliate during melee combat, representing the rapid exchange of blows, dodges, and misses that go into a battle. Changing the nature of a Technique's Retaliation is based on it being a Defensive or Offensive Technique. If Defensive, it allows the Defender to counter even ranged attacks with devastating parries, if Offensive can hinder the defensive capabilities of their foes.

Zen Martial Arts

Retaliation Attack	Technique Points (Offense)	Technique Points (Defense)
No Retaliation	6	-2
Engagement	0	0
Ranged Attack	-5	6

Katsu Martial Arts

Retaliation Attack	Technique Points (Offense)	Technique Points (Defense)
No Retaliation	4	-1
Engagement	0	0
Ranged Attack	-5	4



Side Note: Retaliation Attacks

In standard Melee Combat, both sides will roll to attack / defend, whoever is victorious has the full attack go off. If the Defender wins this is called a Retaliation Attack, allowing them to do full damage.

For Offensive Techniques, "No Retaliation" means that even if the Defender wins they cannot hit back. Engagement is the standard Melee Combat Rules, while Ranged Attacks means that even the Xiá's Ranged Attacks can be Retaliated against.

For Defensive Techniques, "No Retaliation" means that the Defender cannot retaliate, even if they are successful. Engagement is normal. Ranged Attacks mean that any Ranged Attacks against the Xiá can be retaliated.

In short, if you want to punch a fireball back at someone, then you choose "Defense - Ranged Attack" but if you want to have your kick be so devastating that defending against it makes it impossible to strike back against, you select "Offense - No Retaliation."

Zen Fluctuation

Zen represents the linkage of soul and action, allowing a Xiá to focus on the flow of the battle rather than any other creature around them. The rise and fall of Zen is essential to keeping the Xiá in the thick of the battle. Zen is built up slowly in combat by performing actions and Techniques. When creating a Katsu Action, the Xiá must choose the Zen Cost for using it, defaulting at 4.

Zen Martial Arts

Base Zen Increase	Technique Points
0	-2
1	0
2	3
3	6
4	9
5	12

Katsu Martial Arts

Zen Cost	Technique Points
1	12
2	8
3	4
4	0
5	-3
6	-6
7	-9



Side Note: Mandatory Additions

Few things in this section are "Mandatory" to take, the only one that truly is necessary to take is noting down the Zen Cost of Katsu Martial Arts. Though if you are designing a Katsu Martial Art, you'll probably want to use the cheaper TP costs to design a truly devastating move. Anything with a 0 Cost is most likely already "Default" for most Techniques as well. Get creative!

Transformation State

The need for the Xiá to be in a particular state of transformation to effectively use their Martial Art. Even during Partial Transformation, the young Hero is able to draw upon the necessary energy to use it, if just for a moment.

Transformation State	Technique Points (Zen)	Technique Points (Katsu) ¹¹
Untransformed	5	N/A
Standard	0	0
Power	-3	-3
Shin	-6	-6

Number of Actions

The number of actions required to execute the Martial Art. Additional Rounds may be used to focus the energy of the Xiá to complete these impressive abilities, or have them transform further to gain that necessary speed.

Number of Actions	Technique Points
1 Action	0
2 Actions	-3
3 Actions	-5
4 Actions	-8
5 Actions	-12



Multiple Targets

The Martial Art can be used to target multiple enemies at once, allowing the Xiá to deal with many enemies. Each target must be within range of the Martial Art being used.

Number of Targets	Technique Points (Zen)	Technique Points (Katsu)
1	0	0
2	4	2
3	8	4
4+	12	6

Number of Attacks

¹¹ Katsu Techniques, due to the raw focus required, cannot be used while Untransformed.

Martial Arts allow for a rapid series of strikes against a single opponent, mimicking striking them multiple times, or speeding up the Xiá's body TO strike multiple times against the same opponent.

Number of Attacks	Technique Points (Zen)	Technique Points (Katsu)
1	0	0
2	6	4
3+	12	8



Martial Art Tags

Similar to Weapon Arts, Martial Arts may be assigned a series of Tags to change the nature of how they function, or impose stricter requirements on the Xiá of when and where its possible to use their Martial Art.

Tag	Description	Technique Points (Zen)	Technique Points (Katsu)
All-Body	This Martial Art can only be used as the First Action in a Round	-3	-3
Bloody	The Martial Art increases the Xiá's Zen by 1 for each Defeated Enemy	4	3
Chain	This Martial Art can only be used as the Second Action in a Round.	-3	-3
Chip	This Martial Art will always deal at least 1 Damage to the Enemies Qi.	4	2
Elemental	This Martial Art has a Elemental Affinity	5	4
Fade	This Martial Art allows the Xiá to Disengage from a Target for Free	4	2
Fast	This Martial Art increase the User's Initiative by +2 on the next Initiative Phase	3	2
Hold	This Martial Art Holds the enemy, making it so they cannot Move until the Resolution Phase	5	3
Location Dependent	The Martial Art can only be used if in a particular Location on the Battle Map	-2	-2
Long Range Melee	The Martial Art Can be used to attack Targets in adjacent locations, even if Engaged.	4	3
Minion Killer	The Martial Art gains a +10 Bonus when targeting a Minion Enemy (Can be taken multiple times)	3	2
Mix-Up	This Martial Art can be rerolled once if it fails.	3	2
Off Balance	This Martial Art decreases the User's Initiative by -2 on the next Initiative Phase	-2	-2
Piercing	The Martial Art deals double damage to an Enemies Aura or Armor Points.	6	4
Point Blank Shot	The Martial Art can be used to make a Ranged Attack at no penalty while Engaged.	3	2
Stun	The Martial Art inflicts Stun on a Target, they lose 1 Action for the Round. Does not Stack.	6	4
Engagement	The Martial Art must be used on a Target the Xiá is engaged with.	-2	-2

Stances

A Stance is a trained style of martial art allowing the Xiá to adopt a method to enhance their abilities by shifting their Qi and Acupuncture Points. In more technical terms, performing an Action will put you in a Stance, granting all of the chosen benefits until it is switched out of or the Xiá breaks out of it for another Action.

Stance	Description	Technique Cost
Armorer	The Xiá restores 1d5 Armor Points as long as they maintain this stance	12
Martial Brilliance	The Xia gains +10/+20/+30 bonus to their Combat Skill Checks while in this Stance	8/10/ 12
Flowing Form	The Xiá cannot be Held by an enemy	8
Elemental Resistance	The Xia cannot be effected by a Particular Element	4 / Per Element
Zen Focus	The Xia gains 1 Zen during the Resolution Phase	12
Violent Strikes	The Xia gains +1d10 to all Damage while in this Stance	14
Mystic Focus	The Xia reduces the Qi Cost of Mystic Arts by half.	14
Wide Open	Cannot use their Defensive Combat Skill Attribute	-4
Forgiving Palm	Cannot use their Offensive Combat Skill Attribute	-5
Rock & Stone	Unable to Maneuver	-4
Technique Cancellation	Cannot use any other Techniques or Mystic Arts	-5
Turtle Style	Cannot Retaliate in a Melee Attack (or Ranged Attacks)	-4
Qi Inferno	Reduce Qi by 1d10 every Resolution Phase as long as the Stance Remains	-8
Martial Obsession	Cannot use basic attacks, must use only Techniques	-5
True Pacifist	Cannot Attack or Defend Oneself	-10
Transformation Dependent	Must be in the Power / Shin Transformation to use this Stance	-4/6

Fire: Changing Destiny, By Any Means

Miracles are by their nature strange and unnatural, rather than being taught or understood, these Techniques must be felt out and are uniquely personal to the Xiá and their talents. Blatantly supernatural, Miracles allow the Xiá to bend the world to what they need to perform and bypass certain obstacles with ease. While supernatural in nature, they are simply just methods to bypass problems, but instead allow the Xiá to morph and mold themselves.

Each Miracle is associated with a cosmetic or structural change to their Armor in any transformation. There is no direct correlation to any change versus Miracle chosen, rather it allows the Xiá to more closely design their Transformations and abilities.

Miracle Type	Technique Points	Description
Malediction	-5	The “Miracle” is little more than a hindrance to the Xiá preventing them from acting in certain ways or stopping their actions in crucial times.
Cosmetic Miracle	0	The Miracle changes the Xiá in a fundamental way, but does not provide any major supernatural boons or banes to their everyday life.
Lesser	10	Effects which force the hand, but keep with the flow, of the world and its order. Being able to see in the dark, impressive leaping ability, or even being able to throw their sight a small distance away.
Greater	25	Effects which are not only blatantly supernatural, but twist the world to fit what the user needs. Such as being able to walk on water perfectly, stop time for a few seconds, or exercising evil spirits.



Miraculous Traits	Description	Effect	Tech Cost
Academic	The Armor rapidly intakes different information and understands it quickly. Scholarly or more flowing Armor.	The Xiá receives +20 when performing a Check to uncover information while in their Armor.	3
Albino	The Armor is Albino, with naturally thin skin susceptible to burning and deathly white.	The Xiá receives a -20 when performing any action in heated locations or bright light inside the Armor.	-3
Appendages	The Armor has a separate set of Appendages growing from a different location on it.	The Xiá has a singular appendage (or small set of appendages) that allow the manipulation as though they are arms or legs.	3
Blind	The Armor blinds the Xiá while inside of it, even their natural sight is diminished.	The Xiá is unable to see while inside their Armor, if they are not in the same space as an ally, they cannot use their Attributes in Combat.	-7
Conditioned	The Armor is tightly fitted with protective garments throughout it.	The Xiá ignores any blocking features or environmental hazards (such as fire, toxic waste, or miasma)	3
Danger Senses	The Armor's helmet appears to be more warlike and protected.	The Xiá will never be ambushed by enemies.	6
Darkvision	The Armor has an uneasy glow in its mask when in dark areas.	The Xiá takes no penalties for dark or pitchblack locations.	2
Deaf	The Armor blocks out all sound from the outside, just the Xiá's heartbeat and breathing remain.	The Xiá is unable to hear anything, they take a -2 to Initiative Checks.	-5
Elemental Strength	The Armor shows mystic symbols of a particular element.	The Xiá is considered Strong to an Elemental Type, taking half damage from it.	4
Elemental Weakness	The Armor shows mystic symbols of a particular element, reversed.	The Xiá is considered Weak to an Elemental Type, taking double damage from it.	-3
Empath's Nightmare	The Armor exudes small tendrils that point toward nearby allies.	When an ally's Armor is Broken, reduce Armor Points by half.	-5
Focused Purpose	The Armor's mask takes on a animalistic appearance	The Xiá begins combat with 1 Zen.	6
Fortress Built	The Armor's far bulkier and stronger fit, higher tiers emphasizes this by growing larger and larger.	The Xiá may always choose to take damage for an ally if they are within 1 Space of them.	4
Fragile	The Armor barely looks like it could protect anyone, let alone the Xiá.	Reduce total Armor Points by 10 for each Transformation.	-5

Hideous	The Armor is sickening and wicked looking, difficult for even the Xiá to accept they inhabit it.	All Allies take a -10 to all Actions while in the same space as the Xiá	-3
Innocent	The Armor radiates an innocent aura, with others flocking to protect it.	All Allies take a +10 to all Actions while in the same space as the Xiá. Does not stack.	5
Living Protection	The Armor feels goeey on the inside, almost as if alive itself.	When the Armor is Broken, deal 2d10+Highest Attribute in damage to the Enemy that broke the armor.	4
Long Wings	The Armor can unfurl a pair of powerful wings to take flight with.	The Xiá with sufficient height and speed, can achieve rudimentary flight for a short time.	9
Martyr's Blood	The Armor is adorned with healing implements and symbology.	When the Armor is Broken, all allies in the battle receive +5 Armor Points.	5
Mercantile Desires	The Armor is adorned with rich finery and valuable baubles.	The Xiá will receive double the amount of Spirit Stones at the end of a successful battle.	5
Multiple Eyes	The Armor allows the Xiá to see in all directions if they focus on it.	The Xiá gains a +3 to the Surprise Round.	5
Natural Armor	The Armor has been heavily reinforced with various plates strapped to it.	Increase the Armor Points by 10 for all Transformation States.	10
Regenerative	The Armor constantly shifts around, repairing any little crack quickly.	When the Armor is Broken, any healing immediately repairs it to 1 Armor Point.	10
Tinkerers	The Armor has various tools and gizmos embedded in it, with the Xiá always finding something new in it.	The Xiá can make a Luck Check to always produce the correct tool for the job. If they fail, they'll still produce "something" of value.	3
Unseen	The Armor has a shimmering quality, slipping in and out of sight constantly.	The Xiá may always choose to Ambush the enemy, even if they fail the Surprise Roll. If they do such, they only have a single Action.	6

Side Note: Pulling this all Together

Alright, we've gotten this far, simple, right? Alright, I'll walk you through making the full abilities of our three sample Characters.

Jin Yang, the Lackadaisy Musician (Jazzy Fist)

Jin's Jazzy Fist is more reliant on his ability to show off and draw attention to himself, he would have the following Techniques:

Lullaby of the Hero (Mystic Art / 8)

- Heal + Protect (2)
- Potency 3 (3)
- Range 2 (3)

Six String Strike (Melee Attack - Zen Martial Art / 27)

- Strengthen Armor 3 (6)
- +20 Combat Skill (8)
- No Retaliation (Offense) (6)
- Zen 2 (3)
- Number of Attacks 2 (6)
- Fast (3), Mix-Up (3), Bloody (4), All-Body (-3)

Lesser Miracle (10) - Master Musician

- Martyr's Blood (5)

Jin is mostly going to want to get into the fight and continuously deal with enemies with his Six String Strike, even if he is severely injured, he can still provide assistance with his Lullaby of the Hero and Martyr's Blood.

Hino Sakiko, the Sick Girl (Tiger Scholar)

Hino's Tiger Scholar is far more focused and methodical, where Jin runs into danger with two fists out, Hino prefers to pick apart enemies at a distance.

Lady's Needle, Medium Ranged (4) (Weapon Art / 20)

+5 Damage (5)
Ranged, Two-Handed, Gory (6), Fast (5)

Heaven's Embrace (Mystic Art / 4)

- Heal
- Potency (5)
- Current Space (0)
- 2 Resolution Phase (2)
- Touch (-3)

Tiger Retreat Strike (Zen Martial Art / 14)

- Movement 1 (Bypass) (4)
- No Retaliation - Offense (6)
- Base Zen 0 (-2)
- Untransformed (5)
- Stun (6), All-Body (-3), Engagement (-2)

Heart Rending Needle (Katsu Martial Art / 16)

- Zen Cost 5 (-3)
- Attacks 3 (18)
- Hold (3)
- Location Dependent (Ascendent) (-2)

Tiger Power Stance (Stance / 6)

- Rock & Stone (-4)
- Wide Open (-4)
- Violent Strikes (14)

Weak Constitution (-5) (Malediction / -10)

- Fragile (-5)

Hino is a bit more complicated, relying on a combination of her Tiger Power Stance to build up Zen for a devastating execution via Heart Rending Needle. In times of need, she does provide a good escape method with Tiger Retreat Strike. She needs to support Jin & Natalya though.

Natalya Romanova, the Ex-Assassin (Bear Sambo)

Where the other two focus on particular nuances to their styles, Natalya has one job and one job alone. Punch and Maim.

Claw of the Mother Bear (Weapon Art / 19)

- Martial Arts
- +4 Damage (16)
- Heavy (-3)
- Stun (6)

Ubiystvennyy Kulak (Zen Technique / 20)

- Movement 1 (Engaged) (2)
- No Retaliation - Offensive (6)
- Long Distance Melee (4), Engagement (-2), Piercing (6), Chip (4)

Zheleznyy Zanaves (Katsu Technique / 9)

- Ranged Retaliation - Defense (4)
- Zen Cost 3 (4)
- Off-Balance (-2)
- +10 Bonus (3)

Fists of Fury: Combat

The Xiá are granted power by the immortals for a reason, and that is to confront the Devil and their forces wherever they may appear. While some of the minions of the Devil may be defeated through non-physical means, most must be dealt with directly, through the power of flying fists, special techniques, and mystic arts.

The act of defeating the Lieutenants and Monsters of the Devil will require strength of arms and courage to overcome them. This is where combat comes up and the Xiá must be prepared to fight off the threat to their world.

Transformation Sequences

The Xiá live on an Uncultivated Earth, while they are able to manifest their Qi and perform supernatural feats, they are still in the beginning phases of their Cultivation process. This means that even supernatural attacks against them can easily injure them, not to mention the unprepared citizens of the world who can barely perceive the mystical threats attacking them.

The Emissaries of the Celestial Bureaucracy are keenly aware of the current state of Earth, and have given the Xiá the ability to transform. This armor allows them to soak damage and be a noticeable target for supernatural enemies. As the Heroes grow stronger, they will be able to empower their transformations to deal with greater and more powerful foes.

All the Xiá will transform at the start of the combat if they are not surprised¹², allowing them to adopt their combat form and be ready for battle. While transformed, they are fully able to manipulate their Qi and Spiritual Power.

Each Transformation grants the Xiá their Armor Pool (as discussed above), as well as the number of Actions they have per turn.

Transformation	Actions / Turn
Untransformed	1
Standard	2
Power	3
Shin	5



¹² If the Xiá are ever caught unawares and untransformed, they may need to transform mid combat. Watch out!

Phases, Rounds, and Turns

Combat is divided into Rounds, Phases, and Turns.

Phases represent distinct moments in time that allow the Xiá and their enemies to inflict or recover from certain effects. There are a total of three Phases: Initiative, Action, and Recovery.

Initiative¹³

During the Initiative Phase, each of the Combatants will determine their Action Order by rolling an Agility Check. Whoever scores the highest will act first in their section of the Battle Map. Effects resolve from the top to the bottom of the Battle Map.

All standard Roll Augmentations can be used for the Initiative roll. Should two of the Combatants roll equal to one another, then depending on the Transformation state of the Xiá will they act first or second.

Transformation	Act Before ...
Untransformed	Mortals
Standard	Minions
Power	Lieutenants
Shin	Monsters

Minions and Mortals do not roll for Initiative, instead they will have a static value (often between 10 and 40). Finally, some effects may resolve or trigger during the Initiative Phase, these are always resolved first, and should multiple effects take place at once, the highest on the Battle Map will always resolve first.

During the initial round of combat, if neither side has fully revealed themselves, both may roll their Initiative as normal. If either side manages to score over 30 on the highest roll of their opponents (the enemy rolls a 40 and the Xiá rolls a 70) then they are considered Ambushed.

The Ambushers may perform a full round of combat before the Ambushed are able to act. Then Combat begins as normal.

If the Xiá or Enemies deliberately set-up an Ambush, they all receive a +30 to this "Ambush Roll". For example, a Monster has planned an Ambush and rolls a 60, for a total of a 90 for their Ambush. The Monster will act first in the Initiative, but will not be considered Ambushing.

Action



¹³ Fast Initiative - If there is a desire to skip this phase, the resolve order strictly by Battle Map Position.

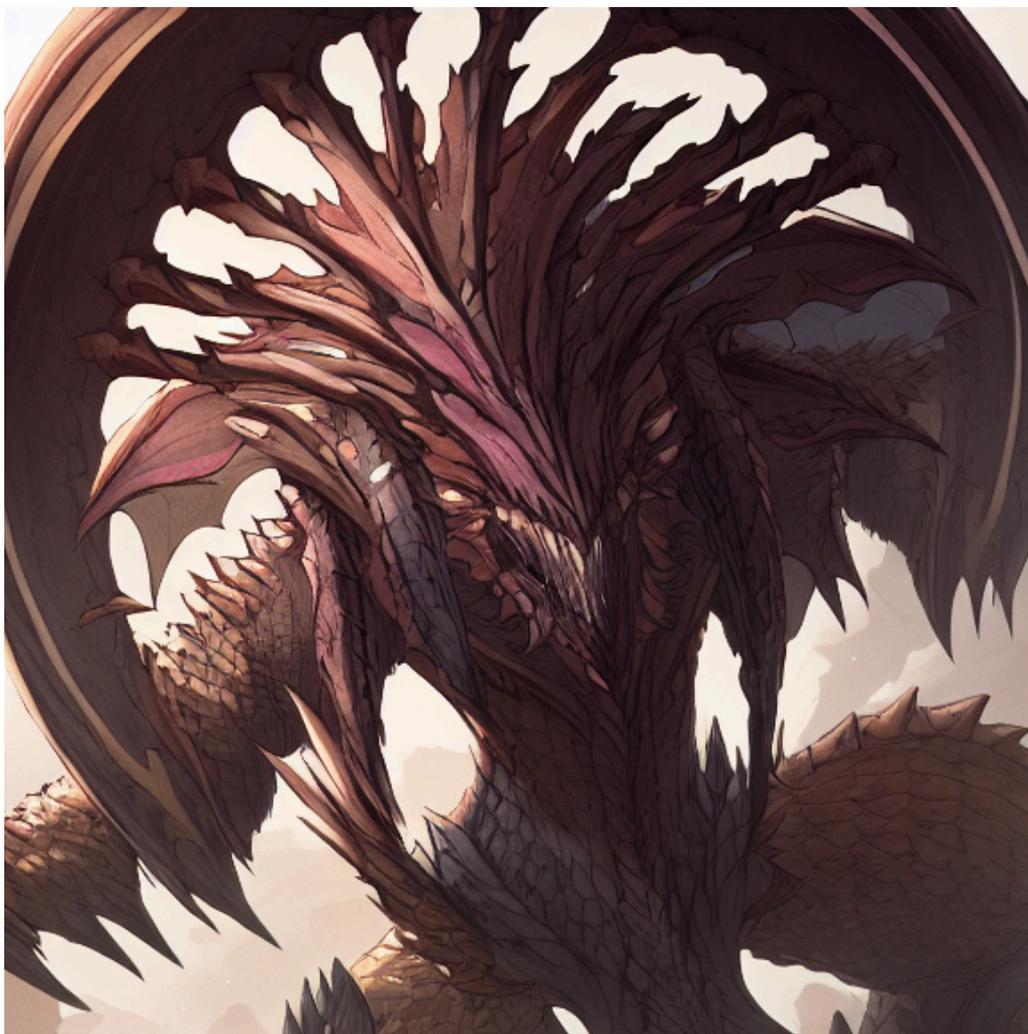
When the Initiative Order has been determined, each of the Combatants will resolve their turn in descending order. Performing a set action equal to the number they possess. After they have resolved their Actions, their turn is over and passes to the next.

Resolution

When the last combatant has fully acted, each of the Combatants will resolve any effects and damage they have sustained during the round. Powers and abilities that are resolved during this Phase take place immediately before damage or effects are resolved.

Damage is calculated in order of the amount sustained. From the highest amount to the lowest amount. Should an enemy be annihilated, or a Xiá taken out, they will be removed from combat at this phase.

When the Resolution Phase has concluded, the next round begins at the Initiative Phase.



The Battle Map: Through Heaven and Hell

When the fight breaks out, the Divine Master will produce the Battle Map, an abstract representation of the space between allies and enemies as well as the aggression on both sides.

All Xiá and their allies will begin in either Heaven, Ascent, or Earth. While their enemies will begin on Hell, Descent, or Earth. During the Initiative Phase, the order of actions will be determined in order of Hell - Descent - Earth - Ascent - Heaven.

When making attacks, all Combatants can make a melee strike in any adjacent location, while ranged attacks can be anywhere on the Battle Map.

Enemies or Allies cannot naturally pass through the opposition with simple movement, requiring time or a feature to break through the enemy lines. As long as there is a single Combatant in a location, their enemies cannot pass through them. Being in the same location has the two Combatants be considered to be Engaged with one another, exchanging blows and strikes in a close quarters duel for supremacy.

While the Battle Map may be the same, this is an abstraction of a location.

Each Battlefield will have a certain number of features (on average they will have 3 to 6) to change the nature of the fight and provide additional options for the Xiá and their enemies.

Features can be a variety of different objects and locations spread around all five of the locations. A Xiá can manipulate a Feature for a bonus to their roll (+5/10/15/20), interact with the object, or allow them to perform a Stunt Action to build up additional Zen.

BATTLE MAP

HELL

DESCENT

EARTH

ASCENT

HEAVEN

BATTLE MAP

An Example Battlefield: **Industrial Park**

The Minions of the Devil have taken up residence in an abandoned industrial park, where they are holding a few Demons hostage. The Xiá have to act!

There are four feature in the Industrial Zone

- Ascent: Half-Built Building
- Earth: Metal Pipe, Sand Pit
- Descent: A Big Excavator

How the Xiá choose to approach the battle and the features are up to them, but the hostages are located in Descent and Hell, they have to reach them fast!

Fury of Heaven: Actions and Zen

The Xiá's instincts kick into overdrive when confronted with an enemy, a mixture of adrenaline, desperation, and Qi flow together to create a potent mixture of combat readiness.

When it is the Xiá's turn, they are able to perform a number of actions equal to their current Transformation State. Certain actions will generate Zen¹⁴, which is the state of clarity in combat the Xiá enter. Zen can be then expelled with Katsu Actions to perform additional effects or trigger their Techniques.

Zen only can reach a maximum of 7.

Zen Actions

Attack, Melee

The Xiá moves to attack a target with a martial art or their own melee weapon. The Xiá and the Target will both roll a Combat Skill Check, whoever scores the highest will deal the combination of all of their dice plus any bonuses to the loser.

The Xiá must target enemies they are currently Engaged with, or any enemy within one space of them.

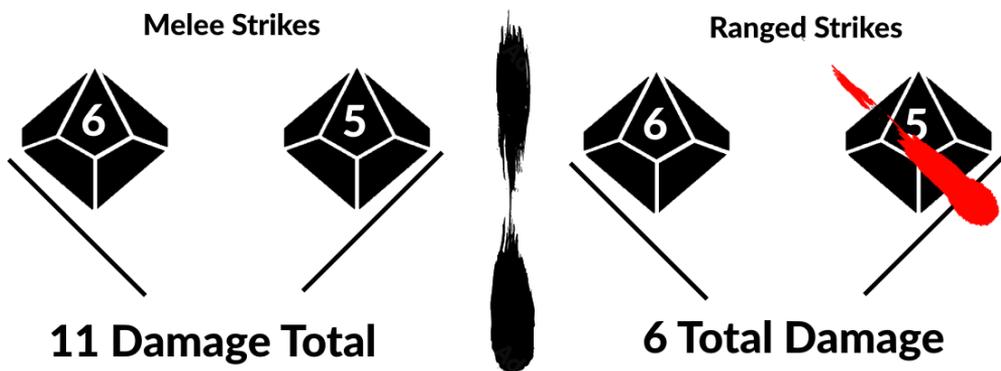
Attack, Ranged

The Xiá takes aim and shoots at a target with a ranged weapon. The Xiá and the Target will both roll a Combat Skill Check. If the Xiá scores higher, they will hit, if the enemy rolls higher, they will dodge the attack. If they hit, they will deal damage equal to one of the dice rolled for the check, if a dice explodes, they may take a second die.

If the Xiá is currently Engaged, the Engaging Enemy may make a free attack against the Xiá, rolling an opposed Combat Skill Check. If the Xiá fails this attack, they will take damage and their attack will fail.

Defending

The Xiá focuses on defending themselves from the assault; if they are attacked that round, they do not retaliate, but gain a +20 Bonus to their Roll.



¹⁴ Use tokens or a die to represent the amount of generated Zen

Focus

The Xiá takes a breather and focuses their internal energy, they may increase their Zen by 2.

Maneuver

The Xiá moves to an adjacent location on the Battle Map. If they are attempting to move out of a space while Engaged, they must spend a second action, or make an Opposed Combat Skill Check which they are defending from a Melee Attack. If they succeed, they over, if they fail, they do not.

Other

The Xiá performs another action or interacts with a Feature gaining its bonuses. If the Xiá wants to perform a Stunt with a Feature, they are free to narrate what they do, increasing their Zen by 2.

Partial Transform

If the Xiá has mastered the next phase of their Transformation, they can increase their Karma by half the Transformation's value, and for the rest of the Round they are treated as if they are in the next stage of their Transformation. At the start of the Resolution Phase, they will devolve back into the original Transformation.

Zen Technique

The Xiá performs a Zen Technique, resolving its effects and paying its cost.



Side Note: **Elemental Strengths and Weaknesses**

Certain abilities and situations may have an Element associated with an Attack. The Elements are Fire - Earth - Metal - Wood - Water. If a Combatant is WEAK to an Element, they take double damage. If a Combatant is STRONG to an Element they will take half damage.

Katsu Actions

Execution

The Xiá annihilates a Minion with a Minion Rating less than their current Zen Value, spending that amount. This can be done any number of times as long as the Xiá has the Zen¹⁵.

Katsu Techniques

The Xiá performs a Katsu Technique, resolving its effects and paying its cost.

Refocus

The Xiá breathes deeply and realigns their Qi. They may increase the Armor Points by 2 for every Zen they currently have, spending all of it at once. If Armor is Broken, then Refocusing requires 7 Zen to restore Armor Points to 1.

Sealing

The Xiá seals an ability of a Monster or Lieutenant with a Zen Value equal to or lower than the Xiá's current Zen Value. If there are no more Abilities to Seal, then they may spend a full 7 Zen to reduce the Monster or Lieutenant's current Qi by half.

The Xiá must be Engaged with the Target for this Action to work.



¹⁵ If there are three [Minion Rating] 2 enemies, then a Zen 6 Xiá can spend all of their Zen, to defeat all of them immediately.

Transformation Actions

Transforming mid-combat may be the only way to succeed against more difficult foes. When the Xiá has unlocked their next Transformation, they may spend a number of Actions to go to the next phase. Transforming also takes a toll on the Xiá themselves, resulting in their Karma rapidly increasing as they gain more power.

Transformation	Actions to Transform	Karma Gain
Untransformed ¹⁶	0	0
Standard	1	0
Power	1	20
Shin	2	40



¹⁶ Any Transformation, for free, may cancel their Transformation reverting back to their Untransformed state.

Unbreakable Bonds: Relationships and Obligations

The Xiá is not alone in their struggles, they are surrounded by those who care about them and wish to see them happy. These are relationships, playing a fundamental role in the nature of the Xiá's Cultivation. In Cultivated Worlds, with the proper flow of Qi and Spiritual Energy, the refinement of power is natural, however in an Uncultivated world the Xiá must work harder to properly nurture their new found power.

Relationships allow the Xiá to process Karma, the weight on their soul, which converts it into Experience Points. At the end of every Session, the Xiá will take a 1d10 per Intensity of a Relationship they have interacted with. They will roll these dice and reduce their current Karma by that amount, converting it all into Experience Points to be used to increase the Xiá's power.

Relationships come in many varieties and purposes, each one requiring the Xiá to expend time and effort to cultivate further.

Natural Relationships

A Xiá's Natural Relationships are tied to their personal lives, these are people who have a vested interest in the Xiá as a person, not as a Cultivator. These can be friends, family, co-workers, or any other variety of people the Xiá interacts with.

Natural Relationships only fade if the Xiá actively wishes to distance themselves or the Relationships break down.

The Xiá can gain more of these by cultivating and forging bonds with others along their Journey, allowing them to have a wider repertoire of friends and associates to lean on. However, all of these relationships all have something on the Xiá as much as them, these are living, breathing, people with their own concerns and problems. Many times a Xiá may be called to help a friend over investigating a crime or training their powers.

Impromptu Relationships

During the Journey, the Xiá will find those in need, often being targeted by the Devil or their forces. These people will immediately form an Impromptu Relationship with each of Xiá, as long as the heroes assist them.

Impromptu Relationships are always at Intensity 1, but when the problem is solved, they will fade away into the background unless they are actively kept as a Natural Relationship by one of the Xiá.

These Relationships are quick, dirty, and forged in fire. While the Xiá may be able to process some of their Karma, these individuals may only know Xiá in their transformed state.

Obligations

The Xiá may have a Obligation of some kind, this is a special Relationship which is a gradual method of processing Karma in exchange for time. These can be going to school, going to work, or assisting with any number of projects or problems. Obligations are not "real Relationships," but they may involve Relationships.

By themselves the Obligation has a raw Karmic Processing Rate of 1 to 5, everytime the Xiá goes to or participates in the Obligation, they will process that much Karma. Often an Obligation will only come up once per session. By their nature, these are not strictly problems, but things which force the Xiá's hand and have them take time away from their celestial duties.

Working on an Obligation with a Natural Relationship does count as fully interacting with as well.

Strained Relationships

Not everyone is perfect. People are fallible and fall into danger. If a Xiá does not interact with or struggles to maintain a bond with one of their Relationships, then it will become Strained.

When a Relationship is Strained, instead of rolling to remove Karma, at the end of the Session, depending on the Intensity of the Relationship, the Xiá will roll to gain that much Karma. The Karma gained from Strained Relationships weigh heavily on the Xiá and force them to act to repair them, or they may pursue a more radical choice and break away from the Relationship.

Strained Relationships require time and effort to fully heal and repair, sometimes literally. If a Family Member is injured, then the relationship is strained until they make a recovery. If a Classmate is depressed and miserable, the Relationship is strained. If a co-worker is furious at the boss, the Relationship is strained. Strained Relationships are built on negative emotions that knock the Qi Balance of the Xiá off.

Obligations can suffer from strain as well, if the Xiá fails to attend the Obligation or assist in it, it will incur a Karma boost consistently. First time is the raw Karma, but every subsequent time adds another step of multiplication to it. For example, "Going to School " has an Obligation of 3, the first time it's missed is +3 Karma, second time is +6 Karma, then +9, +12, and so on. This is also not dealing with the overall consequences of not participating in the Obligation itself.

Should the Xiá completely fail to live up to the Obligation, they receive a flat [Obligation Value x 10] increase to their Karma, as well suffer the devastating consequences.

Side Note: Interaction Limits and Such

Placing a numerical value on relationships can be a bit complicated as players may hyperfocus on "Optimizing" their relationships. Per session, give them the option of interacting with one to two of their Natural Relationships as well as the Impromptu. Obligations should come up as an inconvenience more than an active effort to game it. Going to school will only net you a single instance of Karmic Processing, but the Xiá needs to go to school as the others desperately need him.

If you notice Players are neglecting "underperforming" relationships, then strain them.

Salvation in Damnation: Partial Deviations

A Deviation is an aberrant scar on the soul, the worst of these can cause a Cultivation to burn out entirely or change the nature of a person at a fundamental level. The dreaded Fire Deviation is the chief concern of many Cultivators undergoing emotional turmoil, not only scarring their soul, but also their ability to manipulate their Qi.

When Karma reaches critical level, with a Xiá unable to properly process it, they risk a full Fire Deviation. This will not only immolate their soul, but has a distinct chance of outright killing them. After reaching 108 Karma, the Fire Deviation will consume them. But, in desperation, a Xiá has one last opportunity to save themselves.

Partial Deviations is akin to a ritualistic scarring of the soul, instead of lighting itself ablaze, the Xiá forces it to take a different path to grant them more time to process that Karma.

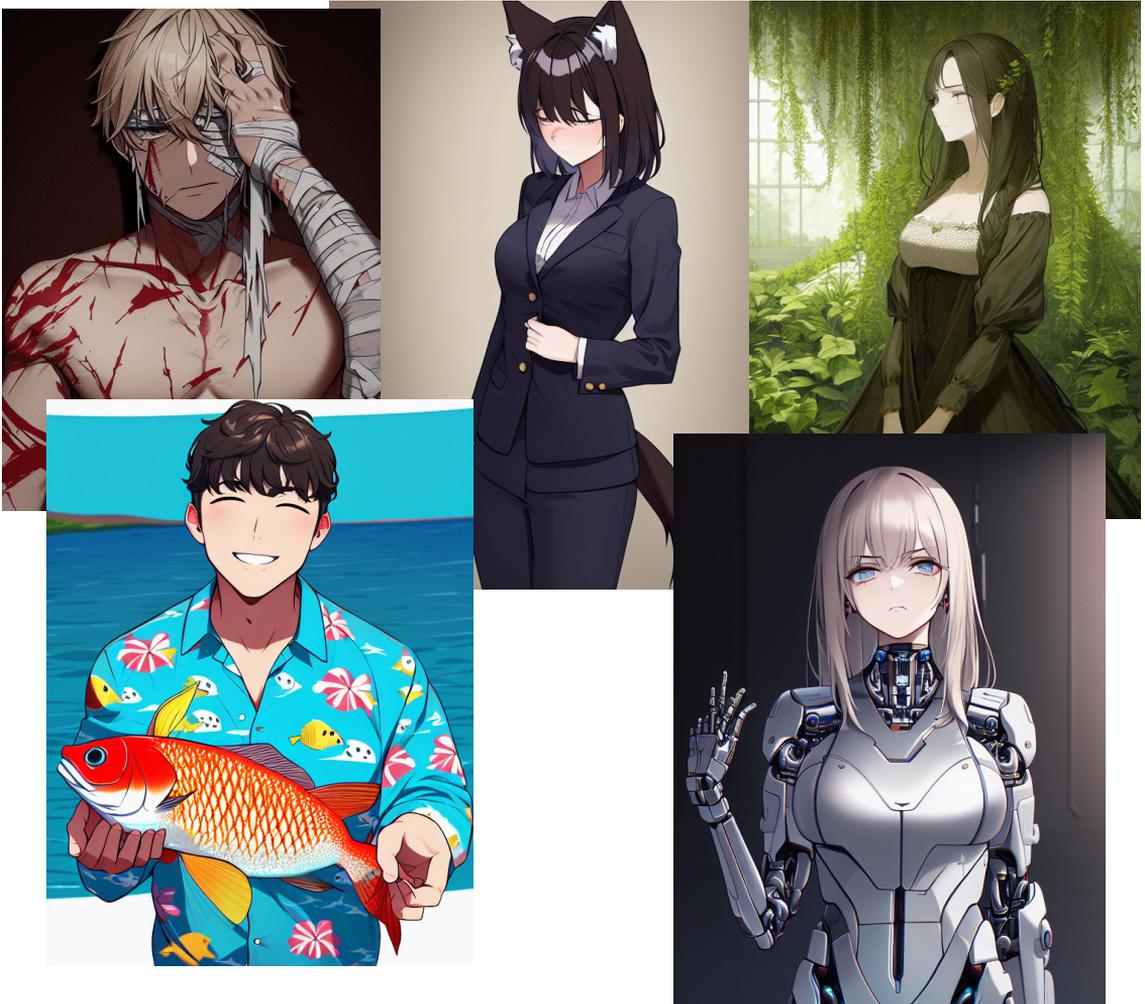
The Xiá may opt to take a Partial Deviation to reduce their Karma by a set amount, each time they take a Partial Deviation, the amount of Karma removed is reduced. This Karma is NOT PROCESSED, meaning that it is not converted into Experience Points, but rather completely lost. In its place, the Xiá's body twists and changes itself, physically, to represent the new wounds on the Xiá's spirit.

Partial Deviations	Karma Removed
First	70
Second	50
Third	30
Fourth	10
Fifth	1



Each Partial Deviation is tied to an Elemental Type. When the Xiá undergoes the Partial Deviation, the effects are immediate and agonizing, but they will live.

1d10	Element	Description
1-2	Wood	Undergoing a Wood Deviation has the Xiá undergo a "natural" change in their body, having their body act as a vase for new plant life or other such natural entities.
3-4	Fire	The roar of a Fire Deviation is but a spark of the real thing, the Xiá will still be burnt by the overwhelming flames forcing them to hide hideous scars, marks, or other very obvious and difficult to hide injuries. Expect old wounds to open back up.
5-6	Earth	The process of an Earth Deviation forces the Xiá's body to change into a more primal state, often mimicking beastmen and other animalistic demons.
7-8	Metal	Suffering from a Metal Deviation has the Xiá's body twist, turn, chug, and clang together, as a part of their body has now mechanized, requiring constant maintenance and coverings to ensure their new metallic form's secrecy.
9-10	Water	The flow of a Water Deviation is calming at first, but the Xiá will quickly understand that the more aquatic features they have grown are not fit for overland travel.



Steps Toward Heaven: Advancement

The path of a Cultivator is a journey of growth and progress, stagnation is death. As the Xiá increase their power and abilities, they will develop new Techniques, Mystic Arts, Personal Resolve, and even learn to transform themselves into stronger forms.

These "steps" of Cultivation are referred to as Levels, there are a total of 10 Levels in *Eclipse Judgment*, each being a significant step in the Xiá's progress in the development of their Qi.

Level	Experience Points	Qi Flow	Transformation	Breakthrough
Level 1	0	10 + CON + SUL	Standard	Formation
Level 2	20	12 + CON + SUL		
Level 3	40	14 + CON + SUL		Mortal
Level 4	50	20 + CON + SUL	Power	
Level 5	70	25 + CON + SUL		Hero
Level 6	80	30 + CON + SUL	Shin	
Level 7	100	40 + CON + SUL		Savior
Level 8	110	45 + CON + SUL		
Level 9	130	50 + CON + SUL		Divine
Level 10	150	66 + CON + SUL		

Every Level has an amount of Experience Points (EXP) required to advance to it. This amount of Spiritual Power is gained primarily through processing Karma and training. When you hit an EXP Milestone (20 XP for example), all further EXP gained is nullified. Starting back from 0 for the next Level.

Each Level increases the Xiá's Qi Flow, allowing them to manipulate their Qi better and survive heavier hits. They also receive one of two options:

- Gain 1 Attribute Point
- Gain 5 Technique Points

At Level 3, 5, 7, and 9, the Xiá will need to perform a Breakthrough to successfully increase their Level to 4, 6, 8, and 10 respectively. They will maintain their full EXP and any further EXP gained is lost immediately.

Side Note: Unequal EXP Distribution

There is a distinct chance that PC's will end up with different EXP Values depending on rolls and Karma gains. This is intentional, promoting the fact that Cultivation can sometimes rush ahead and other times lag. If a Xiá is far ahead, use Breakthroughs to halt their progress for a time for others to catch up.

Karma Processing, Relationships, and Levels

Detailed more in depth in the Relationship's Chapter, Karma Processing is the ability for the Xiá to turn their accumulated Karma into EXP by "venting it" with Obligations or Relationships.

This is the most consistent way for a Xiá to increase their power, but the Xiá must always keep in mind that these Relationships are built with people, emotionally fragile individuals that may or may not understand the Xiá's current responsibilities.

Everytime a Xiá increases in Level, they must either reduce a Relationship by one step (to a minimum of 0, severing the Relationship) or have their current Level in Relationships Strained (Footnote: If reaching Level 4, a two Rank 2 Relationships, a Rank 1 / Rank 3 Relationship, or a Rank 4 Relationship may be Strained). The Xiá as they Cultivate deeper, will begin to drift away from their "normal life" finding it harder, and harder, to maintain connections with others.

Those lone wolves who are going it alone? They don't suffer at all from this consequence, outside being completely alone and not having a proper way to vent Karma.

Pumping Iron: Training Experience

There will come times when a Xiá will need to perform raw training. No Karma, No Relationships, just the Xiá and the determination to better themselves.

Training in this method is consistent, if a tad inefficient due to the Xiá already being relatively strong. They will need to push themselves beyond their normal capabilities in relative seclusion until they see some (minor) results.

Training has the Xiá roll a 1d10 and gain that much EXP for an entire block of time. It may be a week, a few days, or even an entire month of just working out the kinks and abilities. Xiá can optimize their Training Routine by recruiting others or having the proper equipment for their needs¹⁷. Each additional feature grants a +1d10 to the amount of EXP they would gain (but do not stack).

- Having a Supernatural Assistant
- Having another Xiá Participate
- Being in a Spiritual Training Ground
- Training with the Celestial Emissary
- Possessing a Supernatural Training Artifact

A Xiá can gain EXP equal to their [Current Level x 10] in training (Level 2 can gain 20 EXP), representing their raw ability. They will never fully be able to cross the threshold without Karma Processing or an alternative method.

¹⁷ Many of these services can be rendered in the Demon World ... for the right price of course.

Cultivated Pills

A fast, if somewhat hectic, method of gaining power rapidly is consuming Celestial Medicine, referred to mostly as Pills. These Pills are full of EXP that are immediately added to the Xiá's current amount, however, many of these Pills have side effects. The good, flawless, ones are often only used on Cultivated Worlds by real Cultivators. The off-brand, cheaper, varieties are found on Uncultivated ones.

When consumed, the EXP is given, and a side-effect takes place. Some severe problems are things like Qi or Technique Blockers, which prevents the use of Qi or Techniques while the Pill is digested. Lesser issues involve odd habits, unnatural illnesses, or increased sensitivity to the Elements. The worst of these Pills are a weight on the Soul, having an immediate Karma Cost.

Celestial Meditation

The final main way to gain EXP is through Celestial Meditation. The Emissary takes aside a Xiá and meditates with them, this process is slow and laborious, having the Xiá concentrate wholly on their internal Qi. The Emissary during this time will begin a process similar to the Formation, running the Xiá through a plethora of Cultivators of other worlds and their abilities to assist the Xiá's current state of affairs.

This process is long and taxing on the Emissary, meaning that they rarely wish to perform such a feat, but in desperate times they will.

If a Xiá undergoes Celestial Meditation, they will gain EXP equal to the closest ally ahead of them, including any Levels associated with it¹⁸.

Side Note: Pills and Meditation

Both of these methods are not primary ways of gaining EXP, but instead methods to pump EXP up on certain Characters who are suffering from bad luck. Pills should be used as a fun side-adventure or problem for the Characters to deal with for a light-hearted session which Karma is not gained actively, while Celestial Meditation should only be used when a Character is severely behind the other (often due to poor rolls or inability to process Karma effectively).



¹⁸ For example, I am Level 4 with 30 EXP and my closest Ally is Level 5 with 5 EXP. After Celestial Meditation, I would be Level 5 with 5 EXP.

On the Job Training

A Xiá is not expected to have their full repertoire of abilities and skills immediately, even by the end of their Journey, naturally developing Xiá will not fully be able to express themselves properly.

Like most things, being a Xiá is about learning. It doesn't matter if they are a millenia old Cultivator or a fresh Xiá trying to defeat their first foe.

During the Journey, the Xiá may find teachers, manuals, or other sources of knowledge and wisdom to glean information from. When a Xiá takes time to internalize the messages or abilities presented with these sources, they will be able to develop new Techniques, Mystic Arts, Miracles, and Enlightenments.

The Xiá does not need to pay a Technique Point cost for these learned abilities, but they can spend their own Technique Points on improving or editing the moves they have acquired.

These newly acquired learned Techniques can enable the Xiá to perform abilities they could not have afforded otherwise, or change the nature of the Xiá's fighting style. Often these sources of power cannot be called upon more than a few times to understand their information. Individual Teachers may only take on a single new student, manuals may burn after reading, and even the occasional mystic scroll will impart the mystic knowledge of the Technique to a single reader.

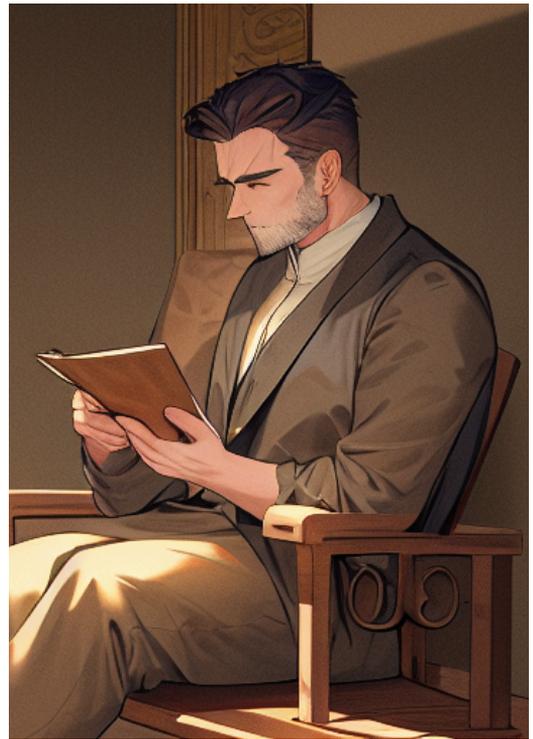
Acquiring these newly found Techniques should be a difficult experience for the Xiá, but one that is far more rewarding than attempting to reinvent the wheel.

Side Note: **Enlightenments**

By their nature, these abilities are supposed to be a bit weird and mystical in their own right, but always personal. An example Enlightenment:

Walking With Swords - The Xiá's can use their Weapon Art to fly should they stand on it, they move about as fast as a card while "riding" their weapon.

However, each of these comes with a Karma "Boost" of 5 / 10 / 15 / 20 / 25 depending on the ability. Walking With Swords would be a nice little 10'er due to being convenient, but not game changing. These aren't usually combat abilities, and if they are, they are built similar to Techniques with a Raw Karma cost equal to their Technique Points.



Side Note: **Teaching Others**

Techniques cannot be taught to the other Xiá, due to the nature of the Cultivation and abilities. Simply put, these are immortal techniques that require years to fully master that the Xiá's soul has internalized. Teaching someone these skills may take years, if not decades, to properly instruct them on it.

Breakthroughs

When a Cultivator reaches a certain point in their training, they will need to perform a Breakthrough. This has them go on an adventure to find an object, consume a bug, or some variety of tool to help them unlock their potential further. Should they succeed, they will experience the next level of power, until they need to do it again.

The Xiá of an Uncultivated world need to do the same, but unlike their Cultivator kin, they will need to perform these Breakthroughs to allow them to unlock more of the personal power to combat the rising threat of the Devil.

Breakthroughs can be any number of challenges, special training, eating special food, or even outright finding the key to unlock their next step of power. When a Xiá reaches Level 3, 5, 7, and 9, they will need to perform a Breakthrough to advance to Level 4, 6, 8, and 10.

Mortal Breakthrough

The first major Breakthrough has the Xiá understand that they are no longer fully human. This is an arduous mental or physical task that forces the Xiá to come to terms with their new power or suffer the consequences of it. After completing this major goal, they have fully graduated from being "Enhanced" to fully "Cultivating."

Hero Breakthrough

The second important Breakthrough occurs when the Xiá has reached a tipping point in their power. No longer fully constrained by mortal bounds, they are expected to adopt a certain heroic persona, they will begin to embody a particular aspect of heroism and righteousness. The task they will need to perform will be impressive and demanding, but most importantly it must be well-known, they must become a "Hero."

Savior Breakthrough

The third Breakthrough is personal to Xiá. These symbolize a turning point in the Xiá's perception of themselves as well as the world around them, whether they will embrace their humanity or their cultivated instincts. To cross this hurdle, the Xiá will need to undergo a task to save or destroy, something personal to them, a factor that binds them to their world and invigorates their desire to protect the world they are fighting for.

Divine Breakthrough

The final Breakthrough has the Xiá reach the final precipice of their power. Becoming all they can be is a difficult notion for many, but to complete this final Breakthrough, the Xiá will need to do it. The task assigned to them is directly from the Celestial Emissary and the Bureaucracy itself, having them undertake the final steps in their ascension to true Cultivator requires a show of force that is able to destroy the Devil that infects their world.

After completing every Breakthrough, the Xiá has reached the end of their Journey, they are a True Cultivator. At this stage, the only real threat in front of them is the Devil themselves, leading to a final, climatic, showdown with the villainous force themselves.

Side Note: **Sliding Scale of Power**

Should the DM wish it, the Sliding Scale of Power Rule may apply. If this rule is in place, after every Breakthrough, the threshold of generating extra Karma from rolls increases by 10.

Normally, a Xiá gains 3 Karma for exceeding 10 on a roll (scoring 100 for a roll requiring 90 for example). If they have completed their Mortal Breakthrough, this increases to +20 (for a TN of 90, needing a 110), Heroic Breakthrough is +30 (for a TN of 90, needing a 120), Savior Breakthrough is +40 (for a TN of 90, needing a 130), and finally their Divine Breakthrough is +50 (for a TN of 90, needing a 140).

This does mean Xiá won't generate as much Karma by rolling later in their advancement, but they will be able to flex their newfound powers without having to worry about the strain on the soul.



Transformations from Heaven

A Xiá's Transformation allows them to shift the tide of battle in their favor. Each Transformation being more dramatic than the last. When Xiá Transforms, their Armor changes in a notable way granting them access to their new abilities and endurance.

The Xiá will unlock their Power Form at Level 4, while their final Shin Transformation is at Level 6.

When a Xiá Transforms to anything other than their Standard or to the Untransformed state, they will increase their Karma by the designated amount, and then increase their Armor Points by the new amount.

Transformation	Bonus Armor Points	Actions Available	Karma Gain
Untransformed	None (Only Qi)	1	0
Standard	0	2	0
Power	+20	3	20
Shin	+40	5	40

If Xiá's Armor is Broken, then it is repaired when Transforming. However, if a Xiá ever reduces their Transformation down a step, then they will reduce their total Armor Points by that amount as well¹⁹. This can never damage a Xiá's Qi, but Armor Break still applies.



¹⁹ For example, going from Power to Standard incurs a -20 Armor Point penalty.

The Final Steps to Heaven

What if they win?

The Xiá triumph over the Devil, banishing them back to their own world to face judgment. The world is saved, and the eclipse ends. But what about the Xiá? Having achieved this level of power is difficult to control, being a superhuman among regular individuals will cause a distinct imbalance of the world and the Celestial Bureaucracy simply cannot afford to have that happen (as that's the perfect brewing pot of a Devil).

The Xiá are given a final choice at the end of their Journey by the Emissary. They may choose to stay in their Uncultivated world, losing their powers, but maintaining a fragment of their strength and abilities, or go with them. Those that choose to stay will remember their time as a Xiá, but will rejoin society as a regular person, as the world gradually readjusts to forget about the Xiá's exploits and the Devil's influence. They will remember and be among the friends, family, and those they care about.

Those who choose to go with the Emissary, will join the ranks of the Celestial Bureaucracy. They will train and Cultivate further into the Immortal warrior they can be, a true Xianxiá. However, this offer does come with one downside, those who remain in the world, their Relationships with mortals and demons will gradually fade into non-existence. They will be as if they never existed, only remembered by their fellow Xiá who stood by their side. They may return on duties from the Celestial Bureaucracy, but they will never fully rejoin their "home" society.

Power always comes at a cost, a delicate balance must always be struck.



The Emissary's Handbook

As the Divine Master, you have the responsibility of guiding the Xiá on their Journey and the problems that are spawned from it. Generally speaking, the Xiá are naturally powerful individuals who are able to bend the nature of the world to their whims, forcing you to be a little crafty.

Here are some basic tools to assist you in creating valid threats to the Xiá.

Minions

Many Devils employ Minions as fodder troops to further their own ends. Sometimes a Minion is little more than just an amalgamation of a foul Demonic Mystic Art, other times they are forcefully drafted Demons or Mortals corrupted by the Devil's influence.

Each Minion has three main features associated with them: A Minion Rating, a Minion Combat Score, and a Minion Attack.

Minion Rating is how dangerous the Minion actually is. Minion Rating ranges from 1 to 10. With 1 being Useless Cannon Fodder more valuable as ammunition than actual fighting forces, and 10 being a valid soldier on the frontline, but who has yet to distinguish themselves. Minion Rating is primarily associated with the Execution Action, as well as being the flat amount of damage they will end up doing if they strike a Xia²⁰.

Minion Combat Score is a flat percentage ranging from 20 to 80, representing the Minion's ability to injure, or dodge, the Xiá.

Finally, a Minion Attack is either a Melee or Ranged variety, representing the type of weapon the Minion possesses. Often shock troops will be designed to swarm and hinder the Xiá, while rangers will pick apart the backline of the Xiá's formation.

Minions will always act last in the Initiative Order in their space and if damaged, they will immediately crumble under the Xiá's power. Often there are [# of Xiá x 3] Minions on the field, but weaker varieties tend to swarm more, while stronger varieties tend to be more individual.

Certain Minions may have a Gimmick, which grants them a special power or property the DM is free to determine. Nothing should instantly kill or damage a Xiá without a roll.

An Example: **Claymen**

Claymen are molded monsters in the facade of a human, often looking like they are melting or poorly held together. There are two main types of Claymen:

- Claymen Soldier (MR: 3, MCS: 40, Melee)
- Claymen Gunners (MR: 2, MCS 35, Ranged)

Gimmick: Every defeated Clayman will rebuild itself during the Recovery Phase if they were not destroyed by Water, Fire, or Earth Elemental Damage.



²⁰ The Clayman's MR 3 means they'll deal 3 Damage if they hit a Xia.

Lieutenants

A Lieutenant is an enhanced individual granted power by the Devil, these individuals are powerful and malicious, with a goal to stop the Xiá in their tracts or complete a particular goal.

Each Lieutenant is built similarly to a Xiá, except they are granted [# of Xiá x 50] Technique Points to build their particular Techniques and abilities. They will roll the dice as normal and be a genuine threat to the underprepared Xiá.

However, rarely does the Devil want the Lieutenant to succeed fully. The critical flaw in their design is that their Techniques can be Sealed. If a Xiá manages to seal a Technique, they are unable to use it for the remainder of the battle, only through performing a "Seal Breaking" Action (which replaces the Sealing Action for them) will they be able to restore it.

Lieutenants cannot also Transform, forcing them to remain static as the Xiá adapt to the situation. If a Lieutenant is ever defeated, all of their Minions will collapse as well, either fleeing or being completely destroyed.

Average Level of Xiá	Qi Amount	Evil Aura ²¹
Level 1	20 + CON + SUL	20
Level 2	24 + CON + SUL	35
Level 3	28 + CON + SUL	50
Level 4	34 + CON + SUL	65
Level 5	40 + CON + SUL	80
Level 6	44 + CON + SUL	95
Level 7	48 + CON + SUL	110
Level 8	54 + CON + SUL	125
Level 9	58 + CON + SUL	140
Level 10	64 + CON + SUL	155



²¹ Evil Aura acts as "Armor Points" for the Lieutenants

Monsters

A Monster is a force of nature the Devil has unleashed upon the area, these are Supernatural Threats that cause a large amount of problems for the Xiá and everybody around them. Monsters are a large-scale threat that require the Xiá to find their critical weakness and destroy the Monster before they can do any significant damage.

Monsters are forces of nature, often being controlled by a Lieutenant of some variety. Monster encounters are less a direct battle and more of a puzzle to determine the nature of the beast being fought and how best to defeat them. Requiring the Xiá to manipulate their surroundings and force the Monster into a situation to annihilate them.

When the Monster has been weakened, they can be successfully fought and destroyed similar to a Lieutenant. However, they receive [# of Xia x 75] Technique Points to spend among their Techniques. However, should their Handler be defeated or weakness exploited²², they will have a designated Technique that will be permanently sealed in combat.

A Monster should be a set piece battle, forcing the Xiá to think on their feet to deal with a major threat in front of them.

An Example: **Wuhuichi, the Filth Eater**

A hunched and feral creature, Wuhuichi stalks underneath the city, devouring both refuse and any unfortunate soul who wanders too close to the sewers. Recently it's been agitated and drags unsuspecting victims into its filthy den.

The Devil's Lieutenant, Menggao, feeds the creature to do his bidding.

Normally Wuhuichi moves rapidly in his home (A Zen Martial Art allowing him to move anywhere on the map, with Bypass) as well as the food Menggao feeding him granting him Vile Strength (Stance: Armorer, Violent Strikes, and Zen Focus). He is however, drawn to "Weak" individuals near the sewer grates at night.

If the Xiá were to lure him away, seal off any escape, as well as possibly feed him "Sedated Food" he may be able to be taken down. It would require a lot of planning and the right connections though...



²² A major example would be applying an opposing Element against them (Spraying down the flaming nightmare monster with a firehose should make him reconsider its life choices).

The Devil

The ultimate threat is more similar to the Xiá than they'd like to admit. The Devil is a Level 10 Xiá and is granted a number of special Techniques by the DM.

These Special Techniques allow the Devil to manipulate the field in their favor or change the nature of the fight drastically. Each Devil is unique and their influence should be felt throughout the entire Journey. The Devil is able to transform into their Power Form and finally their Evil Demigod Form, forcing the Xiá to match them in battle, or suffer at their hands.

Devil Type	Qi Amount	Evil Aura	Techniques	Primary Type
Conquering King	70 + CON + SUL	70	Xiá x 55	Weapon Arts
Evil Wizard	80 + CON + SUL	50	Xiá x 65	Mystic Arts
Devilish Rogue	60 + CON + SUL	60	Xiá x 45	Martial Arts

Devil Form	# of Actions	Evil Aura (Bonus)	Special Power
Power	3	+30	1
Evil Demigod	5	+50	2
Evil Pseudo God	7	+80	3

An Example: Li Shin, Devil King

Li Shin is a former Cultivator using the power of the Devil to conquer a new world for his ambitions.

- **Power Special: Devil King's Wrath (Stance)** - Violent Strikes, Zen Focus, Martial Brilliance (+20)
- **Evil Demigod Special:** If in the same space as Li Shin, take 2d10 Damage during the Resolution Phase.
- **Evil Pseudogod Special:** If Li Shin breaks the Xiá's Armor, deal 3d10 Damage to Qi immediately.

Side Note: Winging It

Perhaps this isn't the most professional note, but Devils do require a bit of "Winging It" regarding their powers and abilities. These are individuals who have skipped ahead and used forsaken arts to be as evil as possible. They don't necessarily need to play by the rules and they should be a genuine threat for the Level 10 Xiá.

However, they are alone and cocky. Should the Xiá exploit their weaknesses, punish the Devil appropriately.

