

WANDERING BLADES

Wuxia RPG Playtest

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Valorous Games

CHARACTER CREATION

1) ATTRIBUTES

Roll 4d6 and assign to an attribute bonus. Add 10 to determine the attribute score.

- *Strength* - physical power
- *Agility* - quickness, coordination
- *Focus* - mental fortitude, wisdom
- *Intellect* - knowledge, problem solving

2) HIT POINTS (HP)

HP = Class hit die (HD)

3) QI POINTS

Qi Points = Focus Bonus + Class Bonus

4) DODGE

Dodge = Agility Score

5) CARRYING CAPACITY

Max Carry = Strength Score

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6) TECHNIQUE SLOTS

Determined by class. 1 new technique per level.

7) SPEED

Speed = Agility Bonus x 10

8) DRIVE, KEEPSAKE, & CONNECTION

- *Drive* - a character's inner motivation/passion/desire.
- *Keepsake* - a small item kept as a treasured memento.
- *Connection* - important relationship with another member of the party.

AMPLIFIED & HINDERED ROLLS

When a situation calls for a roll to be more effective, it is *amplified*. When a roll is amplified, the player receives a +5 bonus. This bonus cannot be applied multiple times to a single roll.

On the contrary, in a situation that calls for a die roll to be less effective, it is *hindered*. A hindered roll receives a -5 penalty. This penalty cannot be applied multiple times to a single roll.

ROLLING & DIFFICULTY

- *Moderate* - Difficulty 12
- *Challenging* - Difficulty 15
- *Difficult* - Difficulty 18
- *Futile* - Difficulty 20

QI ABILITIES

Qi Ability	Qi Cost	Effect
Deadly Intentions	1	Reroll all damage dice for an attack and keep the new total.
Qi-infused strike	1	Amplify your next attack roll.
Visualisation	1	Automatically succeed on a saving throw.
Essence of the World	1	In collaboration with the GM, a friendly NPC from your character's past joins a narrative scene.
Meditative Healing	1	Spend 1 qi point to regain hit points equal to a roll of your class hit point dice.
Esoteric Guard	Variable	Spend Guard per qi point to defend against an incoming attack. This can be used to Guard during an ambush.

HEALING

1. *Short rest* - roll a single hit die to recover hit points and recover qi points equal to Focus bonus.
2. *Long rest* - restored to maximum hit points and qi points. You may reduce the amount of healing by half to cure a non-permanent wound.

Name	Guard	Notes	Damage & Weight
Dagger	1	Mid-range (thrown)	Light (1 item slot, 1d6 damage)
Jian	3		
Axe	2		
Meteor Hammer	2	Mid-range, cannot block melee attacks	
Staff	2*	Mid-range, two-handed	Medium (2 item slots, 1d8 damage)
Dao	3		
Bow	1	Long range	
Spear	3	Mid-range, two-handed	
Zhanmadao	3	Mid-range, two-handed	Heavy (3 item slots, 1d10 damage)
Crossbow	1*	Long range. Can only attack once per turn.	

Name	Guard	Weight	Special
Padded	2	Light	
Shield	3	Medium	-1 damage taken while equipped, but unable to wield heavy weapons
Leather	4	Medium	
Lamellar Iron	6	Heavy	Speed penalty (5 feet), checks for stealth are hindered

Name	Weight	Contains
Scholar's Kit	3	Backpack, bedroll, flame stick, 2 days rations, set of books and scrolls, set of writing materials, regional map, compass, and small magnifying glass
Apothecary Kit	4	Backpack, bedroll, flame stick, 2 days rations, bandages, salves, gourd water bottle, bag of dried medicinal plants, grinding and mixing tools, small set of containers, and reference books on medicinal plants
Traveller's Kit	5	Backpack, bedroll, flame stick, torch, walking stick, heavy cloak, compass, gourd water bottle, 5 days rations, rope (30'), regional map, and dagger
Warrior's Kit	5	Backpack, bedroll, flame stick, torch, compass, gourd water bottle, 3 days rations, whistle, dagger, whetstone, and regional map
Thief's Kit	4	Backpack, bedroll, gourd water bottle, 2 days rations, flame stick, set of dice, grappling hook, rope (60'), dark cloak, lock picks, vial of oil, and makeup for disguises
Merchant's Kit	4	Backpack, bedroll, gourd water bottle, 3 days rations, lamp and oil, fire striker, personal seal and ink, set of writing materials, and a fine piece of jewelry
Artisan's Kit	3	Backpack, bedroll, gourd water bottle, 1 days rations, lamp and oil, fire striker, and either a musical instrument or set of brushes, ink, and paper
Potion Case	1	A case for potions. Each case has 3 slots for potions. A Potion Case has a Guard rating equal to the number of full potion vials contained within it, and if used to guard the case, along with all potions are destroyed and anybody in close range is hit by all potions and receives their topical effect.

COMBAT REFERENCE

ENCOUNTERS

2d6	Result
2-3	Hostile
4-6	Unfriendly, cautious, angered
7-8	Neutral, indifferent
9-10	Indifferent
11+	Friendly, helpful

INITIATIVE

Each player and the GM roll 1d20 + Agility. If any of the players roll highest, they entire party acts first. Then, each combatant decides if they want to take a FAST or SLOW TURN.

1. Winning side takes *fast turns*
2. Losing side takes *fast turns*
3. Winning side takes *slow turns*
4. Losing side takes *slow turns*

Fast Turn = 1 action, Slow Turn = 2 actions

Actions: *move, attack, or technique*

MOVEMENT

Engagement Zones:

1. *Close range* - within arm's reach
2. *Mid-range* - within the range of reach or thrown weapons like knives (10-15 feet).
3. *Long range* - beyond the reach of melee and thrown weapons (30+ feet).

ATTACKING

1. Roll 1d20 + applicable attribute bonus
2. Compare to the target's dodge
3. Target applies Guard (optional)
4. Apply damage to the target's hit points
5. Apply wounds (optional)

MORALE

Roll morale (2d6) if the NPC leader is killed, half the enemy group is killed, or GM's choice.

WOUNDS

If the hit points of a player character (PC) or non-player character (NPC) "Leader" are reduced to 0 (or beyond), they are *compromised* and will receive wounds. If a character is *on death's door*, they will die in a number of rounds equal to their Focus bonus unless they receive medical aid.

DMG	Wound	Effect
1	Flesh wound	-
2	Damaged item	A random item in your inventory is damaged or destroyed.
3	Deep wound (heavy bleeding)	Maximum Hit Points reduced by 2 (deep wound).
4	Damaged arm or hand	Unable to use Strength bonus for Checks or Saves. Carrying capacity -1.
5	Damaged leg or foot	Unable to use Agility bonus for Checks or Saves. Speed reduced by half in combat. Unable to run outside of combat. Carrying capacity -1.
6	Damaged eye	Loss of eye. PERMANENT.
7	Destroyed hand or foot	Unable to use Medium or Heavy weapons (hand). Speed reduced to 0 (foot). PERMANENT. Carrying capacity -2.
8	Destroyed arm	Unable to use weapons. Difficult Strength saving throw required to stay conscious. PERMANENT. Carrying capacity -3.
9	Destroyed leg	Speed reduced to 0. Difficult Strength saving throw required to stay conscious. PERMANENT. Carrying capacity -3.
10	Cracked skull	Immediately fall unconscious. <i>On death's door.</i>
11	Disembowelled or horrible internal damage	Immediately fall unconscious. Maximum Hit Points reduced to 1. <i>On death's door.</i> Carrying capacity -4.
12+	Killing blow	Instant death

YOUXIA

You are a youxia - a wandering hero who protects the innocent and seeks to correct injustices using their martial skills and diplomacy. You are neither a knight or a bandit. You have no allegiances to orders, monarchs, or noble families. Driven by an unwavering sense of justice, you avenge wrongs and help the poor - often through acts of violent heroism.

LVL	Bonus Qi	Signature Weapons
1	2	1
2	2	1
3	3	2
4	3	2
5	4	3

CLASS ABILITIES

Class Hit Die - 1d10 per level.

Starting equipment - 1 weapon, 1 piece of light armour, Traveller's Kit

Hero in Disguise - You have a unique disguise, persona, and identity that allows you to blend into certain areas (GMs discretion). Any non-combat checks that leverage your disguise are amplified. This false identity must be a labourer, peasant, or farmer. It takes less than an hour to become their alter-ego and they can remain in it indefinitely or until they are discovered or reveal their martial prowess. Once a youxia removes their disguise or is discovered, they may not use it again until they have completed a long rest.

Signature Weapon - You have a few signature weapons that you wield, each with their own unique name. A signature weapon deals damage one category higher without changing the weight category. The number of signature weapons a youxia can possess is dependent on their level. When you attempt to use your signature weapon to influence the outcome of a social situation, your rolls are amplified until you fail a check.

YOUXIA TECHNIQUES

A youxia starts with two general techniques of their choice and one from a martial arts sect of their choosing. When a youxia gains a new level, they may add either one general technique or one from their chosen sect.

- **Focused Strike** (1 Qi Point - Combat) - A single attack is amplified and cannot be modified by a target's Guard.
- **Focused Dodge** (1 Qi Point - Reactive) - Add your Focus bonus to your dodge against a single attack.
- **Disarming Strike** (1 Qi Point - Reactive) - Disarm an adversary - make a check against their Agility score to disarm an opponent. If able, you may take and ready their weapon.
- **Heroic Strike** (3 Qi Points - Combat) - Deal maximum damage on a single attack. This technique can be declared after an attack resolves.

MOUNTAIN ORCHID SECT TECHNIQUES

- **Twilight Thrust** (1 Qi Point - Combat) - You may move in a straight line and make an Attack as a single action.
- **Gale Slash** (2 Qi Points - Combat) - A single attack creates a gust of wind that can knock a single opponent within close to mid-range off balance. They must make an Agility saving throw with a difficulty equal to your attack roll. On a failed roll, they must use an action to regain their footing.
- **Moonlit Swordplay** (2 Qi Points - Combat) - Using a single attack action, strike two nearby adversaries with a single attack roll. You may add one qi point for every additional target.

VAGABOND

You are a vagabond, an adaptable and resourceful traveller without a home. Vagabonds are often seen as independent, self-reliant, and sometimes self-ish. The life of a Vagabond is one of excitement and danger. Your wits and skills at stealth, subterfuge, intelligence gathering, and unconventional combat have found you employment wherever you travel.

LVL	Bonus Qi	Fortune
1	1	2
2	1	3
3	2	4
4	2	5
5	3	6

CLASS ABILITIES

Class Hit Die - 1d6 per level.

Starting equipment - 1 light weapon, Thief's Kit

Fortune - You have a number of fortune dice dictated by your level. When you spend one, add 1d4 to a single roll.

Vagabond Path - You start with a path that represents the lifestyle you lead. Each vagabond path has unique abilities and a list of situations where the Difficulty for checks is reduced by 2.

Assassin (vagabond path) - infiltration, speechcraft (ex. deception, bartering, intimidation, etc.), applying disguises, athletics (ex. climbing), & gathering intelligence

- **Sneak Attack** - roll an extra damage die for attacks against unaware targets.
- **Many Faces** - once per session, a reaction roll made by the party resolves by 3d6. You select two dice for the total.
- **Concealed Carry** - the necessary tools of the trade (excluding medium/heavy weapons and all armour) for your Vagabond Path do not take up item slots.

VAGABOND TECHNIQUES

A vagabond starts with two techniques of their choice that represent their prior experience. Add one technique each time a new level is gained.

- **Absorb Blow** (1 Qi Point - Reactive) - Lower the damage of a successful attack against you by your Intelligence bonus.
- **Misdirect & Strike** (1 Qi Point - Combat) - Distract an opponent before striking them from an unexpected angle. Your next attack roll is amplified and rolled with Intellect.
- **Vanish** (1 Qi Point - Support) - Disappear from sight for a brief moment, allowing for an opportunity to evade pursuit.
- **Concealed Strike** (2 Qi Points - Combat) - A successful attack against an enemy caught off guard deals +5 damage.
- **Dirty Tricks** (2 Qi Points - Support) - Use dirty tactics to distract an enemy. Attacks your allies make against them for the rest of the round are amplified.

BANDIT

You are a bandit, a skilled outlaw who operates outside the laws of the jianghu or miaotang. While often motivated by the desire for power or wealth, bandits are also driven by a sense of rebellion and the desire to write their own destiny.

LVL	Bonus Qi	Notoriety
1	1	1
2	1	1
3	2	2
4	2	2
5	3	3

CLASS ABILITIES

Class Hit Die - 1d12 per level.

Starting equipment - 1 weapon, 1 piece of armour, Warrior's Kit

Brutal Strikes - Unarmed strikes deal 1d4 damage.

Hoarder - Double your Strength bonus when determining Carrying Capacity.

Notorious - Your exploits as a bandit are well known. This is expressed as your notoriety.

You receive a **bonus** (equal to your notoriety) when:

- You attempt to use reputation for ruthlessness and brutality to intimidate or coerce.
- You make a reaction roll upon encountering criminal NPCs

You receive a **penalty** (equal to your notoriety) when:

- You attempt to blend in at settlements.
- You attempt to earn the trust of NPCs that disapprove of banditry

BANDIT TECHNIQUES

A bandit starts with two techniques of their choice that represent their prior experience. Add one technique each time a new level is gained.

- **Focused Body** (1 Qi Point - Reactive) - Add your Strength bonus to Guard against a single attack. This can stack with Guard used from items.
- **Unstoppable** (1 Qi Point - Reactive) - At 0 HP, reduce the damage from incoming attacks by your Strength bonus.
- **Force with Force** (1 Qi Point - Reactive) - Match an enemy's attack with a strike of your own. Make an opposing attack roll. If it is higher than the enemy's roll, their attack is neutralised.
- **Goading Strike** (1 Qi Point - Support) - Your next attack is amplified, but deals half damage. All enemies within sight must focus their attention on you.
- **Wild Strike** (1 Qi Point - Combat) - Deliver a powerful, yet uncontrolled blow to an enemy. Your attack roll is hindered, but deals double damage.
- **Ramming Strike** (1 Qi Point - Combat) - Your attack pushes the target 10 feet away from you (from close to mid-range). This technique can be declared after an attack resolves.
- **Show of Force** (2 Qi Points - Combat) - After you successfully kill an enemy (either follower or leader), you make a display of brutality to force a morale check for the remaining enemies.
- **Rally** (2 Qi Points - Support) - Allies that have taken damage this turn recover one class hit die worth of HP.

APOTHECARY

You are an Apothecary, a master of medicines and poisons. Apothecaries are highly valued for their ability to produce medicines, salves, and even animal-controlling poisons that are vital to many towns and villages. Wandering apothecaries are the lifeblood of many a small community, and are often held in high regard.

LVL	Bonus Qi	Case Capacity	Potion Level
1	0	4	1
2	0	4	1
3	0	5	1
4	0	5	2
5	0	6	2

CLASS ABILITIES

Class Hit Die - 1d4 per level.

Starting equipment - Apothecary's Kit, as many potion cases as they can carry

Craft Potion - The Apothecary may craft potions from common medicinal ingredients that have special effects. All potions have two effects, one effect for when applied topically to the skin and one effect for when imbibed or added to food. All potions have a specific time required to brew, but some are instant reactions that can be made on the fly in battle.

Potent Brew - The Apothecary may craft Potions of a level equal to their level rounded down, to a minimum of 1.

Case Capacity - The Apothecary's bread and butter is the many potions they carry on their person. As such they have learned to maximise the storage efficiency and safety of their potion cases.

Throw Potion - The Apothecary is skilled at throwing their concoctions, and may apply the topical effect of any potion Technique from medium range.

Special Reagent - The Apothecary may find or purchase special reagents on their travels. While they are assumed at all times to have access to the basic common reagents used in their craft so long as they have an Apothecary's Kit, special reagents are rarer and can provide boosts to their potions.

APOTHECARY TECHNIQUES

The Apothecary starts with 4 Techniques and gains 2 Techniques every level as they increase their knowledge. Apothecary may learn any Technique they wish, so long as they find a Master to instruct them on the art. At the GM's discretion, some Techniques may not be available to Apothecary at all without finding a master if the Technique is hidden or otherwise unavailable. Techniques always require an action to apply, and consume the corresponding potion. Any Technique that has a listed creation time must be prepared beforehand to be used.

All potions have a listed size which determines how many slots of capacity it requires in a Potion Case. Small potions require 1 slot, medium potions require 2, and large potions require 3.

Level 1 Techniques

Invigorating Brew

Creation Time: 60 minutes

Size: Medium

Imbibe Effect: Recover 1d8 hit points

Topical Effect: None

Rare Reagent: Increase recovery by 1 die

Flash Powder

Creation Time: Instant

Size: Small

Imbibe Effect: Suffer 1d4 points of damage to your hit points. This cannot wound.

Topical Effect: Target becomes Hindered for their next Attack

Rare Reagent: Target also takes 1d6 points of damage.

Viscous Venom

Creation Time: 60 minutes

Size: Medium

Imbibe Effect: Suffer 1d8 damage

Topical Effect: Target takes 1d8 damage

Rare Reagent: Increase damage by 1 die

Potent Poison

Creation Time: 60 minutes

Size: Small

Imbibe Effect: Suffer 1d10 damage

Topical Effect: Target takes 1d4 damage

Rare Reagent: Increase damage by 1 die

Numbing Salve

Creation Time: 60 minutes

Size: Small

Imbibe Effect: Suffer 1d4 points of damage to your hit points. This cannot wound.

Topical Effect: Recover 1d8 hit points

Rare Reagent: Increase recovery by 1 die

Level 2 Techniques

Swift Venom

Creation Time: Instant

Size: Medium

Imbibe Effect: Suffer 1d8 damage

Topical Effect: Target takes 1d8 damage

Rare Reagent: Increase damage by 1 die

Potion of Stamina

Creation Time: 120 minutes

Size: Medium

Imbibe Effect: Target gains enhanced strength, increasing their carrying capacity by 2 for 2 hours.

Topical Effect: None

Rare Reagent: Increase carrying capacity bonus by 1 and duration by 1 hour.

Strength Sapping Salve

Creation Time: 120 minutes

Size: Medium

Imbibe Effect: Suffer 1d4 damage and lose 2 carrying capacity for 1 hour

Topical Effect: Target loses 2 carrying capacity for 1 hour

Rare Reagent: Increase carrying capacity reduction by 1 and duration by 1 hour.

Stabilizing Poultice

Creation Time: 120 minutes

Size: Large

Imbibe Effect: Suffer 1d4 damage

Topical Effect: If applied within 10 minutes of suffering a wound and followed by a long rest, a character may recover from any Wounds up to 3 as well as receive the normal recovery from a full rest.

Rare Reagent: Increase the wound recovery by 1.

The Stabilizing Poultice does not allow recovery from permanent wounds.

DAOSHI

You are a Daoshi, a mystic who studies mysteries and the occult. A Daoshi learns special incantations that allow them to bind small items with great power. Daoshi seek to unravel mysteries and broaden their knowledge of the mystic and unknown.

LVL	Bonus Qi	Talisman Limit	Base Talisman LVL
1	2	3	1
2	3	5	1
3	4	7	1
4	5	10	2
5	6	13	2

CLASS ABILITIES

Class Hit Die - 1d4 per level.

Starting equipment - 1 light weapon, Scholar's Kit

Craft Talisman - The Daoshi may craft a Talisman and imbue it with a spell. The Talisman costs Qi equal to its Talisman Level to craft when the Daoshi elects to craft a Talisman instantly for immediate use. If the Daoshi has time, they may prepare their Talismans in advance which will halve the Qi cost (minimum of 1) to prepare and take 30 minutes per Talisman Level. In the cases where a Talisman's cost would halve to a fractional number, it will cost less every other time, so crafting a level 1 Talisman ahead of time will cost 1 Qi for the first craft and 0 Qi for the second craft, whereas crafting a level 3 Talisman will cost 2 Qi the first craft and 1 Qi the second craft.

Grasping for Knowledge - The Daoshi may craft Talismans of a level equal to $\frac{1}{2}$ their level rounded down, to a minimum of 1. If desired, they may attempt to craft a Talisman above their apparent skill level, so long as they know the recipe. Attempting to craft a Talisman above your capability requires a d20 roll, with each level above what you can craft requiring you to exceed the roll by 10. If you are taking your time to prepare the Talisman, you may take double the normal time to reduce the roll requirement to 5 per level above your capability (so, for a level 1 Daoshi, they can craft level 1 Talismans as normal but if they are attempting to craft a level 2 Talisman, they will need to roll an 11 or higher, or a 6 or higher if they choose to spend 2 hours preparing it).

Talisman Limit - The Talisman Limit refers to the amount of Talismans a Daoshi can prepare ahead of time and carry with them. Once these talismans are used and expended, the Daoshi may prepare more as desired. A Daoshi who is at their Talisman limit may still use their Qi as normal to create a Talisman on the fly for immediate use. A Talisman's level determines how much of the Talisman Limit it consumes, so a level 2 Talisman will require 2 of a Daoshi's Talisman Limit.

DAOSHI TECHNIQUES

A Daoshi starts with 4 Techniques and gains 2 Techniques every level as they increase their knowledge. Daoshi may learn any Technique they wish, so long as they find a Master to instruct them on the art. At the GM's discretion, some Techniques may not be available to Daoshi at all without finding a master if the Technique is hidden or otherwise unavailable. Techniques always require an action to apply, even if you are using a Talisman that has been prepared in advance.

Level 1 Techniques - Level 1 Techniques require 1 Qi to use, and 30 minutes to prepare.

- **Talisman of Astonishing Weight** (Support) - Target weapon's damage die increases by 1 step, as if it were heavier than it actually is. This effect expires when the target weapon has been used to attack 3 times. If the weapon is already at its maximum weight, increase the damage by 1.
- **Talisman of Guarding** (Support) - When target item is used to Guard, this Talisman is expended instead of the item.
- **Talisman of Defensive Enhancement** (Support) - When target item is used to Guard, this Talisman increases its Guard by 2.
- **Talisman of Blinding Speed** (Support) - Boost target's speed by 20 feet for their next 3 Move actions.
- **Talisman of Surety** (Support) - Target becomes Amplified for their next Attack roll.
- **Talisman of Long Flame** (Esoteric) - Talisman emanates light like a Fire Stick for 5 hours.
- **Talisman of Enhanced Senses** (Esoteric) - Target becomes Amplified when searching or investigating.
- **Lifeguarding Talisman** (Support) - If a target would take a wound, reduce the amount of wounds by 1.

Level 2 Techniques - Level 2 Techniques require 2 Qi to use, and 60 minutes to prepare.

- **Talisman of Defensive Superiority** (Support) - When target item is used to Guard, this Talisman increases its Guard by 4.
- **Talisman of Heavenly Speed** (Support) - Boost target's speed by 40 feet for their next 3 Move actions.
- **Lifeguarding Talisman** (Support) - If a target would take a wound, reduce the amount of wounds by 2.
- **Talisman of Protection** (Support) - Target gains the ability to use this Talisman to Guard against an attack - when used the Talisman has a guard of 4 and is permanently destroyed on use.
- **Brutal Strike Talisman** (Support) - Target deals +2 damage on their next weapon hit.

Level 3 Techniques - Level 3 Techniques require 3 Qi to use, and 90 minutes to prepare.

- **Talisman of Unbelievable Weight** (Support) - Target weapon's damage die increases by 2 steps, as if it were heavier than it actually is. This effect expires when the target weapon has been used to attack 3 times. If the weapon is already at its maximum weight, increase the damage by 1 for each additional weight step.
- **Talisman of Divine Speed** (Support) - Boost target's speed by 60 feet for their next 3 Move actions.
- **Talisman of Qi Recovery** (Support) - When target runs out of Qi, the Talisman breaks and restores 2 Qi.
- **Talisman of the Artisan** (Support) - Target item may be used to Guard again as if a long rest had been taken.
- **Lifesaving Talisman** (Support) - If a target would take a wound, reduce the amount of wounds by 3.