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JADETECH

multi-jade



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mutli-jade

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A Reroll Productions Publication
www.RerollProductions.com + www.Jadepunk.com

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Jadeteck: Black Jade

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First published in 2017 by Reroll Productions.

6885 W. Lone Mountain Rd. #161, Las Vegas, NV 89108

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Heart of Jade

"What will you do now that you've done what you've come for?" Alistair tipped back his tea. Shen had never seen someone take their tea with so much milk and sugar, but the Aerish teenager assured him it was how modern people drank it. "You headed back to the farm? Gonna leave little old Alistair in the big bad city all by his lonesome?"

Shen smiled and shrugged. He honestly didn't know what was next. His conscience was clear. The papers he had burned would hopefully push Four Wind's ravenous development schedule back, if only just a little. Next to him the Aerish sailor planted his elbows on the table, his back to the bustling street outside the teahouse. "Mimi and I are taking the next cloudskimmer back to Aerish territory. This city isn't what it used to be and I'm not going back to jail."

Shen smiled. "You going to settle down and make little Aerishmen?" The big man smiled. "Maybe. It'll be good to get some sky under my feet again. Show Mimi the old mountains. We'll see where it goes from there." Next to him, Alistair went rigid. Shen glanced up. In the street outside the tea house a man in a long canvas coat and broad brimmed hat sat astride a tall black horse. He held a long-barreled Aerish made rifle against one shoulder and next to him a half dozen men similarly attired and armed sat in silence. Shen leaned forward and placed a hand on the sailor's arm.

"I do believe we are about to be shot at again."

The sailor sighed. "Again?"

The next four minutes saw the Divine Cup exploding in splinters and red jade as three friends dodged from table to post toward the back door. This was the third time in a week.

"Any idea who they are?" Shen panted as he rounded the corner out of the alley and into the wide street.

"It's Boyd," the Aerishman growled. "We came in on the same boat from Aerum way back. He's a dog and a half."

In the alley behind them there was a cry, and Shen turned to see Alistair tumbling headlong in the gravel. At far end of the alley Boyd stood dismounted, rifle in hand. The Aerish sailor bit his lip and met Shen's gaze. He nodded. "We're not leaving him."

Moving low, the pair ducked under another salvo and Shen hoisted his limp young friend onto the sailor's broad back. He was barely breathing.

"Quick now. Refinery Row."

"What?" The sailor's loose cotton shirt was rapidly staining the bright red of life's blood.

"We take him to Refinery Row."

"All right, but . . ." The sailor swallowed hard. "He's been shot through the heart, Shen. I don't know how even still breathing as it is."

The young Tuyangi snarled. "I know this. This is why we must hurry. There is no time. There is never any time."

Ten minutes later, Alistair was sprawled on an old table, face the color of snow, his lips a deepening blue. Overhead, pigeons flapped in the dusty gloom of girders. The Andral Brother's Refinery had been abandoned for several years now, the brothers themselves having apparently abandoned the building after a dispute with the Four Winds Trading Company. Shen turned and shouted into the darkness. "I know you're here. I know you know Alistair. I need your help."

From the dark a dozen shuffling feet brought half as many dirty faces into a beam of dusty light. Great liquid eyes peered up at Shen. He took a knee, moving to speak from the children's height. "I need jade. Blue and green and red. As much as you can find on short notice. For the love you bear for Alistair, hurry."

There was a flurry of pigeons and the children were gone. Shen turned back to the table and tugged open a pouch at his belt. He produced the tin of black jade oil he had created in his heist a week ago. He would need all of it here and in a moment. Dabbing a finger, he drew a small dark line beneath Alistair's left eye, and another on his right wrist.

"You may not die, Alistair, King of the Lonely Alliance."

The sailor shifted uncomfortably. Shen glanced up. "Go start the furnace. It needs to be exactly seven hundred and fifty degrees. No more."

On the table, Alistair coughed blood, but his eyes flickered open.

"What . . . what is happening?"

Shen leaned over him. "Do you want to live?"

"What?"

"You must tell me. Do you want to live?"

Alistair blinked. "Yes."

"And you do not wish to die?"

". . . yes?"

"Good. May your will be true, Alistair." He ran a long black line between Alistair's eyes. "I will be but a moment."

Alistair's face shifted into something like peace as Shen's finger drew

away. For Alistair at least time would slow and his dying heart would live a little longer. Behind him, there was a rush of air as the furnace flared into life.

Twenty minutes later, a great heap of odds and ends lay on a table next to the furnace. A red jade thermos, a portable blue jade hookah, and a dozen green jade bolts (undoubtedly pulled from some bridge girder by a childish packrat) rounded out the score. Shen smiled. "Good work. Now run along. I must do impossible things."

Shen pulled off his shirt and slipped a leather apron over his head. He took a deep breath and let it out slow. He closed his eyes and felt his heartbeat slowing for the first time since the teahouse. It had to. What he was about to do had never been done and now he had to do it in the time it took to cook rice. He stood motionless for a moment, feeling the heat of the furnace on his face, hearing the beating of his own heart within his chest, smelling the old dust as it burned away atop the furnace, seeing the blackness behind his eyelids.

His eyes shot open. He reached for a pair of tongs with one hand and the red jade thermos with the other.

When it came to combining jade, it was nothing so simple as deciding what needed doing and shoving it together. The five jades were primal forces and when primal forces met, it was often with chaos: searing steam, crashing waves, raging flames, pulverizing winds, to name a few. A jade technician combining these elements was equal parts canny engineer and wily magician. It was like weaving water or fire or steam. It was at once solid and intangible, inert yet alive.

An hour later, Shen dunked the blackened mass into the cooling tank. Behind him the sailor was staring. "What is it?"

"It's a new heart."

"You . . . what?"

Shen reached into the tank and pulled his creation out. He pried off the shaping clay where it had hardened in the furnace. "It's a heart for Alistair. We must hurry."

"You can do that?"

"In theory." Shen cradled the fist sized thing in both hands now. It felt warm and alive. "Green to give it shape and strength. Red to make it beat. Blue to make it flow. Black to make it live."

The sailor's eyes were like saucers. "You are crazy, Shen."

Shen smiled. "Let us hope for Alistair's sake I am both crazy and good."

Welcome to the Jadetech Series

Jadetech defines the world of *Jadepunk*. It shapes everyday life and allows for a level of technology and understanding far beyond what would otherwise be possible. At its core, jade defies the laws that are considered the normal laws of nature. Any attempt to codify these exceptions to the natural order in any but the loosest of ways has failed. Many philosophers hold that jade—and by extension, Jadetech—is proof that the universe is unknowable in any way beyond the superficial. Others maintain the hope that some underlying principle or series of principles will emerge and explain the jade phenomena with some grand, unified law.

What is Multi-Jadetech?

Every type of jade, on its own, is powerful and world changing. When they are combined into a piece of multi-jadetech its capabilities have no limits. It's hard to create and difficult to maintain, but it has granted the Four Great Nations incredible power, and it feeds their empires in their ever present push to control the world. The first person to create a device using multiple forms of jade is lost to history. Every nation claims to have born that genius, yet none can prove it. While there may have been experiments in melding jade types in the various nations, it was not until the founding of Kausao City that enough minds were in proximity to the various jade types that multi-jadetech began to show up with any regularity. Soon the various jades were working in unison in all sorts of devices. To this day jade alchemists and engineers hope to discover some unified theory of jade through the use of multiple forms of jade together.

Everyday Uses of Multi-Jade

While it is far too expensive and dangerous for everyday use by ordinary citizens the effects of multi-jadetech are felt by many who may not even know it. The fusion of red and white jade allows for airships of excellent stability and speed. The same can be said for sea-going vessels which often utilize red, blue, and white jade to accelerate travel and calm the sky and seas. The massive cranes of the high and low docks of Kausao City use multiple types of jade to carry large cargoes with a minimum of difficulty. The city of Kinardbal and the various floating fortresses that hold the Aerish Empire together could not exist without multiple forms of jade working in unison.

Rumors, Secrets, and Hidden Agendas

There have been rumors for months about what the Xiao Mining Corporation has been working on; they have been buying up large amounts of raw jade as well as other materials for construction. The executives have been seen in secret meetings with representatives of the various nations. While many think they are working toward a buyout of a rival, some believe they are seeking to drive up the jade prices and make a mint with their stockpiled jade. Still, others hint at a darker purpose to it all.

In truth, they have been working on a jade enhanced armored exoskeleton. Once complete it will allow for a single soldier to carry the firepower equal to a battalion of troops without the suit. They plan to auction the suit off to each of the four powers in secret and make a mint. However, the prototype has been stolen. Jubal Ngo, an alchemist who helped build the suit, has taken the device to sell to the criminals of the city. The Xiao Corporation has sent out its best retrieval squads to return the suit. When any of these forces meet, it will be a bloodbath. The Crime bosses will use the suit to control the streets and perhaps reignite the fires of bloody revolution. The corporation will increase each nation's ability to inflict horror upon the world and hasten the next great jade war. Jubal is desperate and half mad with fear, if anyone comes at him he will use the suit and people will die. The rumors of the suits loss have also reached the ears of the various spymasters of

the four nations and various other corporations. What they plan to do about it is anyone's guess.

Jubal Ngo

High Concept: Cowardly Corrupt Alchemist

Need: Money and Security.

Secret: Small Man With Big Ambitions.

Jade Warsuit

The Jade Warsuit is a revolution in Jadetech. It utilizes every type of Jade to produce some effects that grant a soldier immense combat effectiveness. Currently, the prototypes are too expensive, and Xiao Mining is seeking to find a way to either lower costs or showcase the efficiency of the suit.

Function Aspect: Multi-Jade Battle Exoskeleton

Features: Focus 4 (Fighter +1, Explorer +2, Scholar +1), Protective 2, Exceptional (On a successful defense, deal shifts of harm equal to your margin of success)

Flaws: Situational (skill bonuses cannot be used for attack or defense), Demanding (It takes one Turn to get into or out of the suit)

Cost: 6

Along the eastern coast of the continent of Ahao, there is a continual conflict between the Aerish, who have colonized the coast, and the various nations that already laid claim to these lands. Among the different nations of the Nehuat peoples, the nation of Cahuac has fought the hardest and won the most ground against Aerum. They control the rivers and lakes in the low country directly west of the colonial capital, Kapak City. In recent years they have begun using jadetech weapons to drive out this invading force. These weapons are of unique make. The Alchemist Engineers of Aerum do not know what to make of them. That Cahuac has suddenly developed jadetech is just barely plausible, but jadetech of this advancement and sophistication is beyond belief.

The Cahuac nation has made contact with the Kaiyumi through their neighbors to the south, the Ahlmac. The Kaiyumi see this war with Aerum as an opportunity to weaken their sometime allies while also garnering goodwill with the people of the continent. If they can weaken the strongest nations of the continent while also weakening the hold of the Aerish, it will make their eventual conquest of the mainland that much easier. To maintain plausible deniability, they utilize third parties and smugglers to get the weapons and equipment to Cahuac.

Smuggling Weapons To the Nehuat

Smuggling weapons through the hostile land is a dangerous yet profitable endeavor. Sneaking up the river to the lakelands involves many difficult tasks. Navigating the dangerous waters requires an Explorer roll of +3 difficulty or a Scholar roll of +5 difficulty. Avoiding patrols of Aerish Falkomando units requires a Scoundrel roll of +4 or an Explorer roll of +6. Avoiding dangerous animals is a bit easier, as the animals are not actively hunting people. It takes an Explorer roll of +4, an Aristocrat roll of +3 (if you have an appropriate aspect relating to how well you communicate with animals, otherwise it is a +6), or a Scholar roll of +5.

High Concept: Elite Aerish Fighter

Need: Follow Orders With Extreme Dedication

Secret: We Stand For The Old Gods of Aerum

Equipment: Falkmando Carbine

Function Aspect: Red and White Jade Carbine

Features: Harmful 2

Flaws: Demanding (needs to take a turn to reload after six shots)

Cost: 1

Falkomandos

The elite fighting corps of the Aerish military forces, the Falkomandos are renowned for their unconventional tactics and extreme overkill. They date back to before the rise of the first Prophet and the worship of Ehal. As such they hold to many pagan traditions that would shock Aerish society if found out. They wear ceremonial Feathers in their caps to designate their elite status: Eagle feathers for a commander, Hawk for sergeants, Falcon for the standard troop, and Owl feathers for the scouts and sharpshooters.

High in the mountains of Western Tuyang, the monks of the Tintang Jichu Diman Monastery have found a new method of safely combining powdered jades of differing types. Specifically, they have created a drug that enhances mind and body using tears of the poppy with blue, white, green, and black jade. Many businesspeople, inventors, and nobles have come to the monastery to request this drug so that they might learn its secrets and mass produce it. So far all have failed. Currently there are rumors in the capital that the army may be used to gain through force that which negotiating could not.

Powder of Eternity

The powder of Eternity allows for total awareness of self and one's place in the universe. The monks see it as a method to speed enlightenment, and there is currently a discussion among them as to whether it is a pointless distraction from or a useful tool in gaining enlightenment.

Function Aspect: **Multi-jade Nootropic**

Features: Focus 4 (Explorer +2, Scholar +2), Exceptional (gain a +3 from invoking aspects related to perception or awareness)

Flaws: (Two flaws based on the creation roll; examples of appropriate flaws: Situational [only defending or making observations], Troubling [**Overwhelmed by the Truth**])

Someone has finally nailed down the formula or method for creating synthetic jade. At least that is the rumor, and it seems many nations and corporations believe it. They have begun making covert, and even some overt moves against each other all the while their hunters are out in the streets seeking any truth to this rumor. All are converging on a single poor neighborhood within Kausao City. Whether the rumors are true or not, the dangers of the city have never been higher.

Two Possibilities

The Rumors Are True: If the rumors are true, this will change everything. The forces of the Governor and the Council will be secretly trying to gain the secret to keep it hidden so they can maintain their power and prestige. The Various corporations will seek to gain control so that they no longer need to be beholden to anyone. In all likelihood, war will break out among the nations. No nation could allow such a game changer to be in the hands of a rival nation. Currently, they are holding back and waiting to see if this is just a rumor. They are gearing up for war, though. Troops are being massed, and weapons are being stockpiled.

The Rumors Are False: A small-time grifter has just hit the big time. By convincing various key people that artificial jade exists she hopes to make lots of money. Needless to say, she is in over her head and has no idea who is after that information. The best case scenario is that she is hunted by all the great nations for the rest of her life. The worst case scenario is that she accidentally starts a war to end all wars.

Problems that occur with multi-jade

In the creation of multi-jade devices, there are many dangers. The greatest and oddest is when a multi-jade device catastrophically fails. In such circumstances, the local laws of physics bend or break for an indefinite time; this is why any jade workshop that has existed for more than a few years has a very odd feel to it. Shifting gravity and static electricity build up, areas where time moves slightly differently — all of it stems from poorly constructed multi-jadetech.

Multi-jade also causes unique sensory aftereffects. When two types of jade interact you get odd noises, strange lighting effects, confusing smells, afterimages of actions taken, and even more bizarre results. Nothing so severe that it interferes, but people get a feel for jade and multi-jade feels off. It is unsettling to those not used to it.

Mixing the powdered forms of jade seemed to be the easiest solution to the problems of mixing jade types. However, while it can work, powdered multi-jade is the most difficult to control. Often it will cause madness or poison any who breathe it in. On occasion, this madness has been permanent. Sometimes the jades will react violently with one another and cause strange effects in the area around the user. Electrical shocks and shorts, spontaneous combustion, strange magnetic or gravitic anomalies. Powdered and mixed, multi-jade is a dangerous substance.

The Grand Academy of Aerum

The Grand Academy is the greatest institute of jadetech in all of Aerum. It has existed on the same mountain top for over a hundred years; a castle full of towers and walls seemingly arranged at random. The academy is filled with strange physics effects from the use of jade over the years. It 's hard to say what is intentional and what is incidental. Nearly every surface in the academy has its own gravitational plane and can be walked upon. The professors of jadetech are some of the strangest and borderline insane people in the whole of the empire. Many students, upon first entering, find the academy to be a dizzying and fantastic place. The longer they spend there the stranger they become, and eventually they grow used to the madness of the academy. A common phrase among those who deal in jade is, "Mad as an Engineer."

Assets

Multi-Jade Bullets

Much like infusions and potions, special bullets are created as temporary assets. Most serious gunslingers and shootists make their own rounds, though there are always those who purchase them from dealers. Among the Jianghu societies and criminal underground those who purchase specialty rounds are viewed as poseurs and unworthy of their guns. There has been a recent push among those who seek to influence the council for greater restrictions to be placed on sidearms. The ultimate goal seems to be to outlaw guns the same way they have outlawed martial arts. The problem with such a blanket edict is that it would hinder the corporation's ability to cheaply and efficiently guard their interests. The debate is heated in polite society, in the streets, it has occasionally led to violence and secret assassinations.

Tracer Rounds

Bullets that will follow their target, even going so far as to bend around corners to strike them.

Function aspect: Blue and White Jade Bullets

Features: Focus 4 (+4 Fighter)

Flaws: Must have Situational (only when used to fire the gun loaded with this round) plus whatever else is gained through the creation roll

Heavy Bullets

Bullets that increase the gravity on the victim as well as increasing the friction on the victim's joints.

Function aspect: **White and Green Jade bullets**

Features: Exceptional (victim must make an overcome roll vs. +2 to move out of current zone)

Flaws: Must have Situational (only when used to fire the gun loaded with this round) plus whatever else is gained through the creation roll (requires two flaws)

Spike Blossom Rounds

Very restricted, these bullets penetrate armor and flesh and then explode.

Function aspect: **Green and Red Jade Bullets**

Features: Exceptional (Ignores any stress from equipment), Harmful 4

Flaws: Must have Situational (only when used to fire the gun loaded with this round) plus whatever else is gained through the creation roll.

Soul Killer Rounds

Bullets that drain the electrical impulses from the muscle groups and air from the lungs. They kill while leaving no wound and no blood, just red skin and blue lips. These rounds are completely illegal in every major nation and Kausao City. Just Owning them can carry a life sentence at a labor camp.

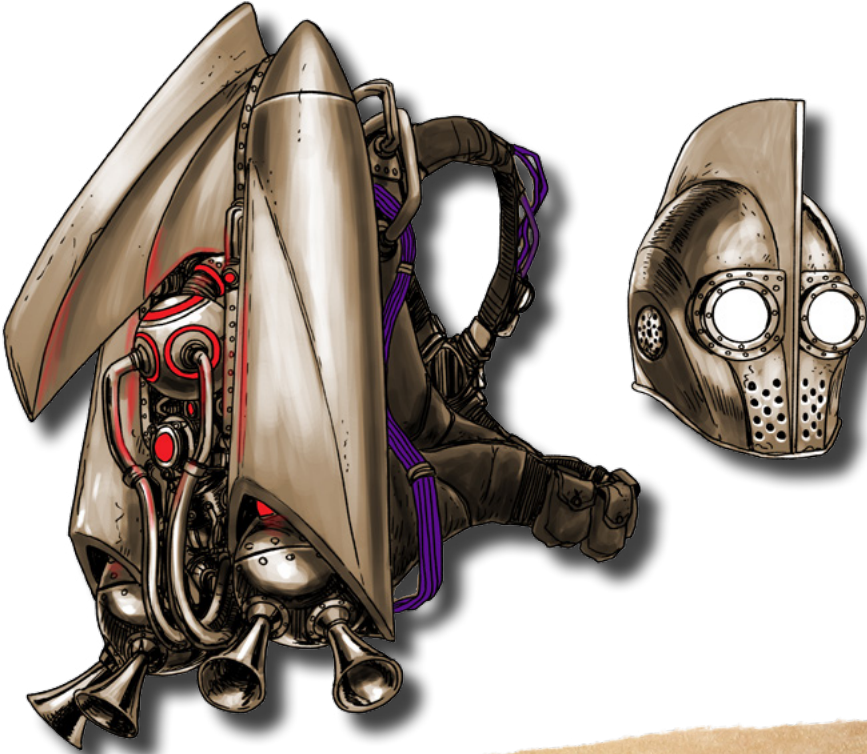
Function Aspect: **Black and White Jade Bullets,**

Features: Harmful 4, Aspect (**Clenching Muscles** and **Gasping for Air**), Exceptional (+3 when invoking the **Clenching Muscles** and **Gasping For Air** aspects against the target)

Flaws: Must have Situational (only when used to fire the gun loaded with this round) plus whatever else is gained through the creation roll (requires two flaws)

Rocket Pack and Helmet

These two items are a rarity due to the expense of creating them and the dangers involved in using them. Some Oligarchs and Heads of Industry outfit select Guards and soldiers with them, more as a status symbol than for any use they give in combat. These two assets always go together as it is dangerous or difficult to use the one without the other.



Function Aspect: Red and Green Jade Flight Pack

Features: Exceptional (arrive or leave a scene instantly, provided there is a way in or out), Focus (Explorer +2)

Flaws: Situational (only when flying), Trouble (No Steering, No Brakes!)

Cost: 2

Function Aspect: White Jade and Black Jade Helmet

Features: Protection 1, Focus (Scholar +1)

Flaws: Situational (Only for perception when traveling through the air)

Cost: 1

The Sky Dreadnought

The Tuyang have recently had a major push toward updating their military forces. This upswing in military preparedness has made the other nations nervous, but nothing in their armament has caused such distress as their new fleet of Sky Dreadnoughts. These military vessels are some of the largest airships in the world. Currently, the Tuyang air forces have fourteen of these monstrosities playing the skies of Tuyang.

Function aspect: **Multi-Jade Aerial Behemoth**

Features: Exceptional (instantly leave or appear in a scene, as long as there's a way in or out), Sturdy 2, Protective 2

Flaws: Situational (requires a crew of one hundred to get under way), Demanding (requires a +4 Explorer roll to get underway)

Cost: 2

Jade Cannons

Aboard each Dreadnought is a multitude of cannons ready and able to bring down any threat in the sky. They utilize red jade to launch projectiles and blue jade sights for aim. Dreadnoughts usually have four rows of cannons per ship.

Function Aspect: **Red and Blue Jade Cannons**

Features: Harmful 4, Focus 2 (Fighter +2), Numerous 4 (16 cannons), Exceptional (hits everything in the zone it is fired at)

Flaws: Situational (must be crewed by three people per cannon to be fired properly), Demanding 2 (it takes one action and an Engineer roll vs. +2 to reload after each shot)

Cost: 5

Cloudskimmer

A small sailing craft that surfs the tops of clouds can only hold one person. It is a true windsurfer, and many a wealthy dilettante will be seen with one. There is a subculture of the idle rich who seek out the most dangerous storms to surf the tops of hurricanes and thunderstorms. Those who can prove they have surfed the wildest skies are viewed with a great deal of respect in this group of thrill seekers.

Function Aspect: **Blue and White Jade Cloudskimmer**

Features: Exceptional (instantly leave or appear in a scene, as long as there's a way in or out)

Flaws: Situational (only works on or in clouds; otherwise you sink gently to the ground), Troubling (**At the Whims of the Air Currents**)

Cost: 1

The Parasol

Aaliya Bahar is something of an eccentric genius. Heiress to the Bahar fortune she invested it all in raw jade. She has a knack for designing elegant and straightforward jade devices that allow for impressive effects. Using that genius she has multiplied her family fortune a hundred fold. She is obsessively neat and tidy with a strong desire that everything is just so. She found the frequent rains of kausao city to be untidy and annoying, so she set about to solve that problem. For other minds, such a thing would be the height of hubris, but for Aaliya it was a day like any other. The Parasol was the eventual success. When holding the parasol no rain will fall on the Aaliyah, and as a strange side effect, she can walk upon the water as if it were solid ground.

Function Aspect: **A blue and green jade umbrella**

Features: Exceptional (water is repelled away from you such that it never rains where you are, and you may walk on water), Sturdy 2, Protective 1

Flaws: Situational (must be in your hand and open for the effects to work), Demanding (takes a turn to open)

Cost: 3

There are rumors that Aaliya is doing more than merely inventing and making loads of money. It is said that her coachman is seen out in the worst slums in the dark of night collecting the poor and the homeless. Those people are never seen again. Many think she is attempting to do something truly sinister, and that her eccentricities are merely the first signs of her malicious insanity

The Map

It's almost too good to be true, a handheld device that will show you where you are and where you are going, a map that updates itself as you travel and will accept notes on the various place you visit so that you will never forget an important place or event again. And the cost is remarkably low, though not so low that the working class can have one. Almost overnight it seems that everyone has a map. Well, everyone who matters, that is.

Function Aspect: Multi-Jade Automatic Map

Features: Focus 4 (+2 Explorer, +2 Scholar)

Flaws: Situational (Only when used for overcome rolls for navigation or local knowledge), Troubling (Always Being Watched)

Cost: 1

The Dreadful Secret of the Maps

The maps were constructed at the behest of the governor as a way to get the populous to spy on themselves. Each map is connected to the central map in the governor's palace. This massive Black Jade creation allows the governor to see the location and movements of every map in the city, as well as all the notations made on every map. Using a particular lense built into the central map the governor can see and hear through a window. No one knows of the smaller maps in the city as if through a window. No one knows of the central map save the governor; he had all the alchemists and engineers who worked on it killed, save for one. One alchemist escaped and is in hiding. The governor's forces seek out that last thread and will kill anyone and everyone who might have heard the dread secret.

Function aspect: **Blue and Green Jade Mystic Tattoo**
Features: Exceptional (You may ignore blindness or anything that blocks your senses), Focus 2 (+1 Fighter, +1 Scholar)
Flaws: Situational (must have skin contact with the ground), Troubling (**Attack Without Thought**)
Cost: 2

Ground Snake Tattoo

One of the earliest jade tattoos, The Ground Snake Tattoo is well known among the criminal and Jianghu societies. You can tell a lot about a fighter based on the specifics of the design of this particular tattoo. Many gangs have specific versions that belong only to them, and they will come down hard on anyone who copies their colors. It is a sleeve tattoo on one arm of a blue snake coiled over a bed of green grass. Its powers have allowed many subpar fighters to hold their own versus superior opponents and many great fighters to do the impossible. The blue jade increases the reflexes and speed of the user while the green jade allows a deep connection with the earth allowing for an ability to sense anything or anyone touching the ground around you, allowing you to “see” through your feet.



Elemental Gauntlets

Weapons made famous by the Free Companies during the most recent civil war in Tuyang. They have since spread across the globe, and many knockoffs and copies have been made due to their popularity. These gauntlets allow welders to summon and manipulate the very elements. To do so, the gauntlets must have a specially prepared Jade Elemental Rondure within the slots on the backs of the gauntlets. Having one allows the wielder to manipulate that one element. What makes them versatile is that the wielder can control two elements at a time, one per hand, and quickly swap out one rondure for another if the situation calls for it.

Function Aspect: **Multi-Jade Manipulation Gauntlets**

Features: Exceptional (gain a +3 when invoking an aspect related to the elements of the rondures slotted in the gauntlets),

Flaws: Demanding (Takes a turn and a +2 difficulty Engineer roll to insert or swap a rondure)

Cost: 1

Elemental Rondures

On their own, they don't look like much, just a small jade marble. When slotted into an Elemental Gauntlet they become a powerful and dangerous weapon. Included are the five most common types of rondure; there are others that do more specific, impressive, and dangerous effects.

Earth Stone

Allows the use of the stones on the ground for attack and defense, by moving them about with the power of jade.

Function aspect: **Green Jade Rondure**

Features: Protective 1, Harmful 2

Flaws: Demanding (requires a +2 Scholar roll to gather up surround rock and stone)

Cost: 2

Function Aspect: **Red Jade Rondure**

Features: Exceptional (May attack everyone in the zone), Harmful 2

Flaws: Demanding (must make a difficulty +2 Scholar roll to create the fire), Troubling (Fire Cannot Be Fully Controlled)

Cost: 2

Fire Stone

Allows one to pull fire out of nowhere and throw it or shape it into weapons.

Ice Stone

Allows one to create ice as a weapon of war.

Function aspect: **Blue Jade Rondure**
Features: Harmful 1, Focus 1 (+1 Explorer)
Flaws: Situational (Only when using the ice you create with this rondure to move about or affect the environment)
Cost: 1

Function aspect: **White Jade Rondure**

Features: Focus 2 (+2 Explorer), Protection 1
Flaws: Situational (only when overcoming or defending using the wind you have created)
Cost: 2

Wind Stone

Allows one to create and control powerful winds and move about with the freedom of the wind.

Lightning Stone

Allows one to create and through lightning bolts.

Function Aspect: **Black Jade Rondure**

Features: Exceptional (Ignore stress boxes when an attack strikes the target), Harm 2
Flaws: Demanding (take a turn to gather up the lightning), Consuming
Cost: 2

The Grimoire

It has been known by many names, and seemingly only exists in rumor. A book penned with ink formed from all of the jades combined by a mad inventor who promptly killed himself once the task was complete. Throughout history, even the rumor of the book's presence sparks madness and violence. It was rumored to be in the hands of the mad emperor when he boiled his family alive and set fire to the capital of Tuyang. It was said to be the cause of Kaiyumi expedition that led to the discovery of Kausao and the Jade wars that swiftly followed. Everyone wants it for the power it presents, but all fear it for the death that follows wherever it goes. The book speaks in nonsense phrases and sentences fragments. To those who know how to interpret it, the book can reveal hints at the future and the possibility to manipulate that future toward your ends.

Function Aspect: **Multi-Jade Book Of Prophecy**

Features: Exceptional (When creating an advantage relating to the future events, instead of putting a free invocation on an aspect, you can create an additional aspect), Focus 2 (+2 Scholar), Protective 2, Flexible 2 (may use Scholar in place of Fighter or Aristocrat)
Flaws: Situational (May only gain benefits when using a free invocation on an aspect created with the book), Troubling (**The Book Seeks Chaos**), Demanding (requires a +4 difficulty Scholar roll before you may use the book)
Cost: 3