

CH'I

2004

Ch'i

Ch'i is the essence of being and life. Although any living creature has a certain measure of **Ch'i**, it is unusually strong in some, and some can even exert a limited degree of conscious control over the **Ch'i** within and proximate to themselves.

The rules which follow are based on a weird and unattributable smattering of Oriental mythology, personal reading, and whim, which should not under any circumstances be confused with research.

Designer's Note: **Ch'i** functions in many ways as an alternative Magic System for ForeSight, complete with its own analogues of Mystic Disciplines. In general, I do not recommend mixing the **Ch'i** rules and the conventional Magic and Mystic Discipline rules, although they can and do work together. It is my intention that these rules produce a distinctive feel and this would to a great extent be diluted in the presence of rival rules. In particular, characters should not be allowed to operate in both frameworks: only one or the other.

I should also note that **Ch'i** tends to dominate play in any setting of which it is a feature. It has been suggested that the cost of **Ch'i** is too low. I disagree: I think **Ch'i** is simply so useful that people will use it if it's available. If the cost were higher, players would cripple themselves to have it.

Any character in a **Ch'i** setting may have the **Ch'i** skill. A character may choose between two formulae, representing different sources of inner strength (spiritual paths).

Bright (Yin) Path

$$\text{Ch'i formula} = (\text{ST} + \text{IN}) / 2$$

Reflective (Yang) Path

$$\text{Ch'i formula} = (\text{EM} + \text{WP}) / 2$$

Ch'i has a BEF of 4, an Exp of 5, and a Limit of 1 (2 if talented).

A player must choose a path for his/her character. Once chosen, the character is stuck with that path (and the resulting Ch'i formula), regardless of whether it proves to be to his/her advantage (this may lead to a trade-off between current abilities and future potentials, but probably not). There are advantages and disadvantages to both paths, especially when it comes to the controlled use of Ch'i.

Like stamina, Ch'i is spent and recovered, with a character having a maximum reserve equal to three times his/her Ch'i score.

A character who has chosen the Bright Path recovers Ch'i equal to half his/her Ch'i total at sunrise every day. A character who has chosen the Reflective Path recovers Ch'i equal to half his/her Ch'i total at moonrise every day. (If the setting has no moon, or several moons, or the moon or moons rise significantly less or more often than the sun, then the GM may wish to make this sunset or midnight instead.) Ch'i expenditure is detailed below.

Example: Chan Kau Kui has chosen the Bright path. He has ST15, IN10, and a Ch'i level of 12. So, his formula totals 12.5 (rounds off to 13) plus 12 is 25. So his Ch'i PCS is 20+1 (one more level and it will be 20+2), while his Ch'i reserve (maximum) is 75. At sunrise each day he regains 38 points of Ch'i (75/2 is 37.5 rounds off to 38).

Unconscious Use of Ch'i

The principal unconscious use of Ch'i is for survival.

Wounding Ch'i Roll. A character who is wounded (and whose wound level increases as a consequence) immediately must make a Ch'i roll which costs 2 Ch'i points (adjusted, as always, for being wounded; if the character can't afford the Ch'i, a -2 modifier is incurred) and on a QR3 or better his/her condition will improve by one wound level as soon as he/she is able to rest for a few seconds. (**Note:** in no circumstances may a character benefit from being wounded, but he/she may break even.) This roll does not affect and is not affected by a character's being stunned by the blow.

Example: Chan Kau Kui's master is attacked by assassins of the Black Lotus. At first his incredible technique allows him to avoid all blows, but finally the most skilled of the assassins lands a vicious blow, inflicting a medium wound. The old man immediately makes a wounding Ch'i roll (spending the two points) and obtains a QR3. But the assassins are upon him. He runs outside the building and disappears into a bamboo thicket hoping to lose his assailants for at least enough time to rest and recover a wound level.

Dying Ch'i Roll. A character who would be killed or incapacitated must make a Ch'i roll at EF4 (no modifiers, but the rolls costs 5 Ch'i points and there is a -2 modifier if the character cannot pay). If successful he/she enjoys a respite from his/her wounds before succumbing to them. On a QR1 the respite lasts five minutes; on a QR2, one minute; on a QR3 thirty seconds; on a QR4, fifteen seconds. During the respite the character is able to ignore (7-QR) wound levels. In

any case, a character who makes his/her dying **Ch'i** roll can whisper dying words, and crawl slowly, for up to fifteen minutes (GM's discretion), unless a special effort is made to finish him/her off.

During the respite from his/her wounds the character may, of course, attempt to heal him/her-self.

A character does not get another dying **Ch'i** roll when his/her respite ends, or if struck down during such a respite.

Example: Chan Kau Kui's master is still pursued by assassins from the Black Lotus. Each attacks using poisoned darts, and eventually he succumbs. He makes a dying **ch'i** roll and gets a QR3—he has thirty seconds before he dies. Since he has no chance of defeating his attackers, he leaps out of the bamboo thicket onto the roof of the monastery and flings his seal into a small crevice in the wall of a nearby building, where he knows Chan Kau Kui uses to exchange love letters with a maiden in the village.

Second Chance Roll. Finally, when a character has failed a vital or very important roll (GM's discretion as to whether a roll is "vital" or "very important", but the character need not know that the roll was important) **Ch'i** may allow a second chance. If the roll is deemed vital and has been failed, the character must make a **Ch'i** roll (which costs 2 **Ch'i** Points, 4 if the failure was a QR10, with a -2 modifier if the character can't pay). On a QR1, the character may immediately make another attempt as +2; on a QR2 at +1; on a QR3 at the same EF as before; on a QR4 at -1; on a QR7 no additional roll is granted; and on a QR10 the failure is aggravated.

Example: Chan Kau Kui is thrown backwards during a fight atop a cliff. He slides towards the precipice and grabs desperately for a tree root. This is an athletics roll at -3 and he rolls 100 and fails (automatically, his SC is over 100). The GM rules this is a vital roll as Chan Kau Kui was attempting to protect the honor of his monastery and falling would bring ridicule on his master. He spends two **Ch'i** points and makes a **Ch'i** roll. A QR1 gives him +2 on his reroll, not that he needs it.

A failed **Ch'i roll**, however vital, may never result in a second chance, nor may a failed second chance. (We do want to get on with the game.)

Focussed **Ch'i** Use

A character may focus his/her **Ch'i** through skills (but only a few "outer ways" are listed). For each level of **Ch'i** the character learns, he/she may choose a skill. A skill may be chosen twice. So, a character with **Ch'i** at level twelve might have chosen twelve skills once or six skills twice, or three skills twice and six skills once, or whatever.

Mind and spirit seek the inner way: if a character has chosen a skill once, he/she may expend one **Ch'i** point prior to making a roll with that skill to obtain a +1 modifier for that roll, or three points to obtain a +2 modifier.

Mind and spirit seek the outer way: If a character has chosen a skill twice, he/she may be able to perform certain extraordinary feats with that skill. Unless otherwise stated, the **Ch'i** cost for performing the feat is five points, and it requires a roll using the appropriate skill and the lower of the character's **Ch'i** and skill PCSs (failure indicating that the points are spent without the feat being performed; and a fumble indicating that the feat has gone badly, or at least embarrassingly, wrong).

The feats are listed below, and in some cases are specific to the path the character has chosen.

Skill	Extraordinary Feats
Acrobatics	<p>Lightning Limbs: character may enter a high-speed spin lasting ten seconds, remaining on the spot, but performing HTH attacks at +2 DC, and defending at +2 (but may not "jump back" when dodging).</p> <p>Running Hands: character may move up to 100m in 3s with a dazzling combination of cartwheels and midair somersaults during which any attacks directed at him/her incur a -6 modifier.</p>
Athletics	<p>Feather Feet: character may run up to 100m in 3s (during which time he/she is very difficult, -6, to hit), up to 20m of which may be along a vertical surface or on the surface of water.</p> <p>Sky Somersaults: character may perform heroic leaps during which a single attack and parry (both at +4DC) may be performed, and during which any attack made, other than by someone else performing a sky somersault, is at -6.</p> <p>Water Bug: character may stand, run, or walk on water for ten seconds.</p> <p>Heaven Leap: character may surface (safely) from a depth of up to 100m (assuming no serious obstructions).</p>
Climbing	Character may climb on any surface (vertical or even upside down) for up to 50m in between 15s and 10min (so it can be used to stand on a ceiling or wall for 10 minutes).
Any ranged combat skill	Once per combat round the character may perform two fire actions as part of any other action, however complex, without incurring negative modifiers for being unbalanced or moving.
Stamina	Character may recover to reserve stamina, or from reserve stamina to full stamina.
HTH Combat	<p>Bright Path: character may perform distant strike (at up to Ch'i PCS/2 metres distance, +1 metre per point of Chi expended), for normal damage. Damage inflicted is "magical".</p> <p>Reflective Path: character may perform "umbrella parry", intercepting a blow aimed at any other person within Ch'i PCS/2 metres. Both paths: may perform heroic attacks and parries, counting as "magical", at +2DCs. Such an attack will break a non-magical (non-Ch'i-wielded) weapon, even if successfully parried. (i.e. if the attack succeeds but is parried.)</p>
Pain Resistance	Character may recover one wound level.
Throwing	<p>Bright Path: character may throw a weapon three times as far as normal with a +4 modifier to DC. The maximum range for any object will be at least a number of metres equal to the lower of Ch'i PCS and Throwing PCS. The minimum DC for any reasonably hard object larger than a pebble thrown this way (even playing cards, for example) is UCDC+4.</p> <p>Reflective Path: character may throw a weapon to intercept another missile, deflecting it from its intended target.</p>

Ch'i Weaving

The most spectacular use of **Ch'i** is for the weaving of spells. The weaving of spells requires three stages: gathering, forming, and projecting.

Gathering is the process of collecting the energy that will make up the spell; it costs **Ch'i** and once the energy is gathered, it has to go somewhere (so a **Ch'i** weaver prefers not to be interrupted at this point). Gathering requires talent, which one either has or has not, and the conscious use of one's innate **Ch'i** skill. To gather, a character must make a **Ch'i** roll and if successful has gathered the energy.

Projection Skill	Formula	BEF	Exp	Limit
Weaving	DX	5	4	1
Moving Orb	Use DX (dexterity) rather than any specific skill			
Ball	DX	5	4	1
Strike Bolt	Use the Throw skill			
Barrier	DX	6	3	1
Disperse	WP/2	5	2	1.5
Infuse	EM	5	3	1
Capture	WP/2	5	3	1.5

Forming is the process of creating the basic spell form, which together with the projection determines the effects

of the spell on the world and its inhabitants. Once a spell has been formed, it will just sit there in "basic orb form" until dispersed (eg. by touching it). Forming requires knowledge of the structure of the orb to be formed, and use of the Weaving skill.

Projecting is the process of turning the basic orb form into something useful. An orb may be sent forth as a Moving Orb, faster as a Ball, fastest of all as a Strike Bolt, turned into a Barrier, Dispersed, or Infused (into a person or object). A projected orb may be captured and deformed (returned to Orb form) or dispersed. Both are difficult feats. Each type of projection requires a separate skill.

Thus a **Ch'i** weaver's capabilities are defined by his/her **Ch'i** skill, his/her weaving skill, his/her knowledge of Orb Structures, and his/her projection skills.

Orb Structures	Time to Learn	Path	Colour
Ways	1 year	Bright	Green
Image	1 year	Reflective	Pale Blue
Glass	6 months	Reflective	Pale Green
Fire	3 months	Bright	Red-Purple
Healing	1 year	Bright	Yellow
Water	3 months	Bright	Blue-Green
Smoke	6 months	Reflective	Pale Grey
Bamboo	3 months	Reflective	Brown
Metal	3 months	Bright	Silver

Stone	3 months	Reflective	Brown
Snake	6 months	Bright	Orange-Red
Rat	6 months	Reflective	Grey
Sun	1 year	Bright	Yellow
Moon	1 year	Reflective	Pale Yellow

Weaving Procedures

Gathering

The character chooses the amount of energy he/she wishes to gather, expends that many **Ch'i** points, and spends $\sqrt{\text{energy}}$ *concentrate* actions performing complex gesticulations, and then performs a **Ch'i** roll at $-\sqrt{\text{energy}}$. If successful, the energy is gathered (QR4 only half the energy is gathered OR the all the energy is gathered but the character must stand still to retain control; QR3 and better all, and the character can walk around with the energy gathered; QR2 and better and the character can do anything he/she likes with the energy gathered).

Anyone or any unaccounted-for object touching a gathering character receives a nasty discharge (comprising all energy gathered so far), equal in DC to the energy being gathered.

A character must make a **Ch'i** roll at $-\sqrt{\text{energy}}$ to gain control of gathered energy that has not been formed. If he/she fails, he/she may attempt to safely disperse the energy by making a **Ch'i** roll at $+2-\sqrt{\text{energy}}$; this constitutes an action. If this roll fails or is not attempted, half the energy discharges into the gathering character (for like DC) and half into a nearby, convenient object.

Glowing strands of energy beset a character who is gathering. Once gathered, the energy is visible as glowing coils of "lightning" crawling over the character, especially around his/her hands, and feet. Uncontrolled or barely controlled energy also starts to gather around a character's torso and head, causing some irritation and distraction. Berserk energy concentrates about the eyes, nose, mouth, ears, and genitals.

Forming

Forming energy into an orb requires a weaving roll at $-\sqrt{\text{energy}}$ and requires a *concentrate* action. An orb will be $30 \times (\text{energy})$ cm in diameter.

Maintaining Control: once an orb has been formed it remains in the possession of its weaver so long as he/she maintains control (the weaver must make an unmodified weaving roll once every ten seconds, or until the orb is projected) and is not distracted. If he/she loses control or is distracted, the orb becomes

uncontrolled (which means it just sits there). Such an orb should probably be dispersed, or can be recaptured using the Capture skill.

Tightening the Weave: once formed, a weaver may attempt to “tighten” the weave of an orb. Each tightening requires an additional weaving roll at $-\sqrt{\text{energy}}$, and requires another *concentrate* action. Tightly woven orbs take longer to lose energy (see table below). Orbs can be tightened up to seven times (same roll and additional action for each tightening).

Effects of Weave Tightening								
Tightenings	None	1	2	3	4	5	6	7
Energy Loss	30s	1min	2min	3min	5min	8min	10min	15min

Path: a character forming an orb who subscribes to the preferred path for that orb’s structure receives a +2 bonus for forming.

Duration: as long as an orb remains under control, it remains undiminished. An *uncontrolled* or *projected* orb will lose one point of energy every thirty seconds (or minute, for a tightly woven orb; or five minutes for a doubly-tightened orb) – until discharged or reduced to nothing.

Projecting

This is a *throw* action, and requires that an appropriate projection roll be made at $-\sqrt{\text{energy}}$ (round modifier up). If successful, the projection takes place as normal. A normal failure means the orb remains, under the would-be projector’s control. A character projecting (or dispersing) an orb receives a +1 modifier if the orb prefers his/her path.

Duration: once projected, an orb will lose energy at the same rate as an uncontrolled orb (that’s what it is), i.e. one point every thirty seconds (or longer for tightly woven orbs).

A **moving** orb is the size of a basic orb and moves at fast walking speed in a straight line. In appropriate circumstances it will discharge into anything it touches.

A **ball** is $15 \times \sqrt{\text{energy}}$ cm in diameter and about twice as bright. It moves somewhat faster than running speed (also in a straight line), and can be “thrown” (using throwing skill) at a target, who can dodge it as though it were a melee attack of the same QR. The GM may wish to apply modifiers for lack of space to dodge, or seconds’ advance warning of the ball’s arrival.

A **strike bolt** is $2 \times \sqrt{\text{energy}}$ cm in diameter and very bright. It moves extremely fast (the same speed as an arrow).

A **barrier** will try to be around (energy) square metres in area and 5cm thick, but will become thicker if confined, and stretch thinner to seal a wider breach. Barriers are generally vertical (like walls) rather than horizontal. If created in mid air, they will fall rather slowly.

An **unprojected orb** can be dispersed by making a disperse roll at $-\sqrt{\text{energy}}$. A **projected orb** can be dispersed by making a disperse roll at $-\sqrt{\text{energy}}$ if it is essentially static and not changing, and by making the same roll at a negative modifier otherwise. Note: a weaver can disperse an orb he/she originally wove more easily and receives a +2 modifier.

Infusion affects one object (the object designated by the weaver, if this is okay with the GM, and an object containing or contained by the object as designated by the GM otherwise). Most orb structures have specific effects noted for basic infusion, especially into people. The following rules apply generally to infusing all orb structures.

A **Ch'i** weaver may also infuse barriers, moving orbs, balls, and strike bolts. The roll to project as a barrier, ball, or strike bolt must be made first. If the subsequent infusion roll is failed, then the projection drifts off, no longer under the weaver's control.

Infused barriers give one surface of the object infused the property of the barrier for the normal duration. (Eg. you might infuse a shield with a Moon Barrier, or a sword with a Fire barrier.)

Infused orbs, balls and strike bolts "discharge" (as per normal) on impact. Furthermore, they will last up to $(\text{energy})/2$ hours before use. An object infused with a ball or strike bolt will glow faintly with a diffuse nimbus (for orbs) to intensely with no nimbus (for strikebolts) with light of the appropriate colour, and be noticeably cool (for reflective path) or warm (for bright path) to the touch.

A **projected orb** may be **captured** (turned into an unprojected orb owned by the weaver) by making a $-\sqrt{\text{energy}}$ roll (with further negative modifiers if the projection is non-static).

Orb Structures in Detail

Ways

Ways orbs and balls move a distance equal to $10 \times (\text{energy})\text{m}$, and carry anything they touch within them (up to $50 \times (\text{energy})\text{kg}$), bouncing off anything too heavy or large for them to pick up.

A ways strike bolt moves too fast for safety, but can carry an object which will do damage equal to $(\text{energy})/2$ DC (plus any inherent damage, eg. if the object is dynamite). This damage applies to both the projectile and the target.

A character infused with ways can "beckon" objects up to $(\text{energy})\text{kg}$ to his/her hands. They travel at $(\text{energy})/(\text{mass in kg})$ metres per second. Only one object at a time can be "beckoned". An object infused with ways becomes a magnet, picking up all objects less than $\sqrt{\text{energy}}\text{kg}$ that it touches.

Image

Image projections simply look and act exactly like something (except that they travel in a straight line or stand still). Images “discharge” (disappear in a brief puff and sizzle) upon being touched by a sentient being. An “infused” image changes the appearance of the target, and does not discharge on touch. The “images” are animated and have a sound and smell.

Glass

Glass orbs, balls, and strike bolts have the property of being transparent. If they intersect with another object, the object with which they intersect becomes transparent.

Objects infused with glass become transparent (and very difficult to see and aim missile weapons at; -4).

The transparency of glass projections is not invisibility, since there is noticeable distortion, but the benefits to stealth are enormous (-3 to person or creatures trying to notice or locate “glass” characters by sight).

Fire

Fire orbs, balls, strike bolts, and walls will discharge into anything touching them. The weaver who formed the orb may choose the number of times a fire orb will discharge, call it N, each discharge doing DC (energy)/N. The last discharge causes the projection to disappear. Fire projections radiate a fair amount of heat, making them uncomfortable to approach closely.

A character infused with a fire orb can breath fire as an action (missile attack using Perception instead of any skill) with a range of (energy) metres, and doing DC (energy)/2, each shot costing one point of **Ch'i**. Flammable objects touching the character (but not those which were touching him/her when he/she was infused; they're infused as well*) burst into flame, and the character is hot to touch (DC1) or remain in contact with (DC5 per 3s).

Objects infused with fire become extremely hot to touch and inflict DC (energy)/4 to touch, DC (energy)/2 for sustained impact (such as a deliberate thrust).

* **Ergo**: if two people are in contact and one is infused with fire, both are infused with half energy. And so on. Do be careful.

Healing

Healing orbs, balls, and strike bolts, will put into a healing sleep any person or thing struck for their duration (or until roused), during which time they can make recovery rolls as though one day were passing every five seconds. (Since standard duration is (energy)/2 minutes, this is six days per point of energy.) During this period, QR10 results (which would normally worsen a character's condition) are ignored.

Note that healing can serve as an offensive spell! (The drawback being that the "victim" is healed in the process of being put to sleep. I don't know if the AMA would approve...) A conscious character may attempt to resist the effect of a healing orb by force of sheer willpower (i.e. a willpower roll at $+1-\sqrt{\text{energy}}$).

A character (or object) infused with healing may make a recovery roll every three seconds while injured, and ignore any QR10 result. (Recovery rolls are EF3 EN – endurance – rolls, which are not modified for being wounded. You need a QR3 to get better, and normally a QR10 worsens your condition.)

Water

Water orbs, balls, strike bolts, and walls will subtract twice their energy from the energy of any fire projection with which they come into contact, discharging themselves in the process; they will also extinguish normal fires on contact (losing 1 point of energy per square metre of fire extinguished). A character or object infused with water reduces the DC of any fire damage he/she suffers by (energy). This, again, does not discharge the projection. Thus water is a very powerful defensive structure (against fire), and even more useful for fighting conventional fires, but of no use offensively.

Smoke

Smoke orbs, balls, and strike bolts discharge on contact, causing confusion to the target (who becomes wreathed in a personal smoke cloud). Any action requiring hand-eye coordination by the affected character incurs a $-\sqrt{\text{energy}}$ modifier.

A smoke barrier has the equivalent effect on any appropriate action performed through the barrier (eg. attacking through or shooting through the barrier).

A character (or object, if so desired) infused with smoke turns into a somewhat coordinated humanoid cloud of smoke, essentially immaterial and able to seep about at walking pace. A strong wind will blow the character away, but he/she will remain integral and (except for his/her dignity) essentially unharmed. Incredibly strong winds (gale force or magical) will cause a character some damage (they'll come out very bruised, battered, and dishevelled, with a light or medium wound).

Bamboo

Bamboo orbs and balls are strange glowing things which discharge into the ground forming a thicket and then grow over an area $\sqrt{\text{effect}}$ square metres to a height of $\sqrt{\text{effect}}$ square metres. The thicket will severely inconvenience anyone on the spot where it grows (who will probably be tangled up in it), and is also difficult to traverse.

A bamboo barrier is essentially an impassable thicket of standard size.

A character or object infused with Bamboo becomes either extremely flexible, reducing any damage inflicted by $\sqrt{\text{energy}}$ classes, or larger (increasing mass by $25\% \times \text{energy}$) and strength by energy .

Metal

Metal orbs, balls, and strike bolts comprise swarms of fast-moving darts, which strike about the target on impact. Orbs comprise $\text{energy} \times \text{DC} 2$ darts; balls comprise $\text{energy}/2 \times \text{DC} 4$ darts; strike bolts comprise a single bolt which delivers $\text{energy} \times 1.5$ (but armour provides normal protection).

A metal barrier is a metal wall.

An object infused with metal becomes extremely strong, weapons improve by $\sqrt{\text{energy}}$ DCs. A character infused with metal gains a protective covering of metal, which provides $\sqrt{\text{energy}}$ DCs of protection against all types of damage (and will not break).

Stone

Stone orbs, balls, and strike bolts on impact turn the target to stone. The target generally becomes much heavier (but cannot be damaged).

A character or object infused with stone is impossible to damage if he/she remains perfectly still (the character can choose to be perfectly still why thus infused, and need not breath) and resting on the ground (not on a wooden floor suspended above the ground, though).

Snake

Snake orbs and balls entangle the object struck with animated tendrils having an effective strength equal to $\text{energy} \times 2$. If something else comes into contact with the entangled object, the snake spreads out evenly (dividing up its strength). A character can escape from entanglement in fifteen seconds minus one second per point by which his/her strength exceeds that of the entanglement. (A character

cannot escape unless his/her strength exceeds that of the entanglement.) If several characters are entangled by the same projection, when one escapes, fifty percent of the entangling strength which had been binding the escapee returns to the others.

Example: Chan Chi Mui is struck by an energy 10 snake orb. The strength of the orb is twice its energy, or ST20, which exceeds his ST15. He cannot escape! Crazy Biao leaps to the rescue. The tendrils spread, ST10 against each. Chi Mui can escape in 10 seconds (15 minus 5, the amount by which his ST15 exceeds the ST10 of the tendrils) and seizes his chance. Unfortunately, half of the ST10 now transfers to Crazy Biao (ST11), so he is trapped by ST15, and cannot escape! Chi Mui plunges back in to save his friend...

Snake strike bolts poison the target, with strength equal to (energy). If the strength of the poison exceeds the endurance of the target, then the target must make three WP rolls at $-\sqrt{\text{the difference}}$. If all are failed, the target dies; if two are failed, the character is paralysed for the duration; if one is failed the character operates at -2 (owing to seizures and twitches) for the duration; and if all are made, the character is unaffected.

A snake barrier is an entanglement (as described above) waiting for victims.

A character or object infused with snake becomes a largish (3m) snake (of equivalent intellect) and can wander about biting people with poison (as described above) for a cost of one point of **Ch'i** per bite landed (to inject the poison). Inanimate objects will turn into scaly animated versions of themselves, and slither off to bit whatever was in the direction the weaver was facing. A character-snake can speak in a quiet hiss. Sort of fun, I guess.

Rat

Rat orbs and balls turn, upon impact, into numerous nasty little rodents which crawl over the target causing much consternation. The rats last for the duration, doing $\sqrt{\text{effect}}$ times for DC1 during any ten second period in which the person covered with them stops concentrating on getting rid of them.

A rat strike bolt causes disease. The nature of lethality of the disease is up to the GM, but if fatal it should be curable (by magic, if nothing else).

A rat barrier is horizontal rather than vertical, and comprises a swarm of rats that will attack anyone within their area (effect) times for DC1, and those coming close but not entering $\sqrt{\text{effect}}$ times for DC1.

A character infused with rat becomes a rat (but retains his/her intellect) and can sneak around, bite people (causing disease, as above), and speak in a high pitched squeaky voice. Inanimate objects cannot be turned into rats. Characters turned into rats are even harder to hit (or notice) than normal rats, being tiny, agile, and intelligent (assume -4 size modifier to hit or notice).

Sun

Sun orbs, balls, and strikebolts are intensely bright. An object struck glows brightly (and is at least partially blinded, especially when it comes to seeing anything not close enough to be brightly lit). The light produced is equivalent to $(\text{energy}) \times 60$ watt light globes. In darkish conditions, such an object will be visible from a huge distance.

Sun strike bolts have the same effect as orbs and balls, and in addition do DC $(\text{energy})/2$ (or DC $(\text{energy}) \times 2$ against undead, demons, and creatures aligned with darkness, whatever that means) ignoring all armor.

Sun barriers are intensely bright, and cannot be passed by spirits, demons, or the undead. A character who does pass a sun barrier will be blinded as if he/she has stared at the sun for $\sqrt{(\text{energy})}$ seconds, even if his/her eyes were tightly shut.

Characters infused with sun can see in the darkness as though the sun were shining (within $(\text{energy}) \times 2$ metres; everything else seems deep in shadow). They can also cause bright light to issue from their mouths and eyes (with blinding intensity, if the target is within $(\text{energy})/2$ metres).

Moon

Moon orbs, balls, and strikebolts discharge deflecting other orbs, bolts, and strikebolts of energy equal to or less than their own energy. If they strike a moving person/object then the person/object will be flung back at their previous forward speed for $\sqrt{(\text{energy})}$ metres. Stationery objects do not interact with moon projections.

Moon barriers are perfectly reflective (in one direction) of orbs, balls, and strikebolts of equal or lesser energy, and also of light (they look like mirrors on their reflective side, and are dark on their other side). Generally, moon barriers won't send things straight back at their originators. (If the originator can see his/her reflection in the moon barrier when he/she looses an offensive projection then he/she may be in trouble!)

A person or object infused with moon reflects projections of equal or lower energy that come into contact with or discharges into his/her body, and becomes reflective (no, that doesn't make him/her philosophical). Again, generally, this won't sent things straight back at their originators.

Weaving Props

Various props may afford positive modifiers for projecting, or when using particular orb structures. In particular, a metal fan will give positive modifiers for dispersal; a mirror is useful for moon orbs.

Long Term Infusions

If an infusion is made into a broth made from Ginseng and various rare herbs and flower petals, its “shelf life” can be increased almost indefinitely by carefully evaporating the brew (with the leaves, etc., still in it) into a powdered concentrate. In order to use the “potion” (or, more properly, infusion), you can either make a broth out of it (by adding hot water, or even tea), or you can chew the powder (yech!).

You can share out the infusion, mix infusions, etc., as you wish, and then divide the energy among those who got a share, but no one will receive a greater benefit than the most potent component.

Say what? Okay, suppose you combine energy 5, 6, and 7, infusions, and then share out the broth between two people; $5+6+7$ is 18; divide by 2 is 9; but the most potent component was energy seven, so both end up with a seven-point infusion. If the same infusion were split amongst three people, each would get six points, as you’d expect. This prevents a character building a really huge infusion out of lots of easy-to-make little ones.)