



GLOBETROTTERS' GUIDE TO THE FAR EAST

Far to the East, beyond the edge of Europe, lie towering peaks, endless steppes, vast deserts, mighty rivers, and impenetrable jungles. Amid this magnificent wilderness are the great civilizations of the Orient, whose antiquity rivals or exceeds that of any Western country. Links between the East and West stretch back over 1,000 years, but the peoples and their customs of these strange lands remain largely unknown in the Western world.

THE FAR EAST GAZETTEER

Even after centuries of direct contact, the Far East remains an exotic land to Westerners. The languages and customs of its inhabitants are completely alien, even to many of the colonial administrators who rule there. The climate quickly takes its toll on those used to comparatively mild summers and winters, and its majestic landscape is unlike anything Europe has to offer, as is the fantastical architecture and exotic food of the manifold Oriental cultures. European nations may rule large stretches of these lands, but the Far East far from being a home away from home. There is much to explore and many wonders to see for those who have the stamina and determination, as disease and deprivation are ever-constant traveling companions. Globetrotters visiting the region for the first time should be left in no doubt that this is foreign—if not alien—soil, and that they are indubitably strangers in a strange land. This section follows the pattern laid down in the core rulebook. Countries already described in *Leagues of Adventure* are not duplicated here.

BHUTAN

Nestled on the southern slopes of the eastern Himalayas, between China and India, the Kingdom of Bhutan is a small, independent country in a region dominated by economic and military superpowers. Unified in the early 17th century, Bhutan has endured Tibetan invasions, civil war, and political machinations. Finally united again in 1885, Bhutan has recently begun courting the British rulers of India. This is somewhat ironic, as Great Britain warred against Bhutan in 1864, gaining territory as part of Bhutan's surrender terms.

The current ruler, Ugyen Wangchuck, has no official title, having previously been a regional governor. As the 20th century dawns, he becomes the country's first monarch, and the Kingdom of Bhutan is born.

Ruler: Ugyen Wangchuck (1885-1907, then king 1907-1926)

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Author: Paul "Wiggy" Wade-Williams
Contributor: Colin Chapman
Editing: Tom Cadorette
Graphic Design: Robin Elliott



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BURMA

Following the First Anglo-Burmese War (1824-1826), Second Anglo-Burmese War (1852), and Third Anglo-Burmese War (1885), the Kingdom of Burma became yet another part of the growing British Empire in 1886 as a province of India. Under British rule, huge numbers of Indians (ever ready to work for less than any native population) enter the country as civil servants, construction workers, merchants, and soldiers. Foreign rule and the flood of immigrants did not sit well with the local populace, and only in 1890, following a brutal but short-lived military campaign did the British finally take complete control of the nation.

Rice exports have boomed, but the need for new land has forced many native farmers into taking out loans at exorbitantly high interest rates. Foreclosures rise dramatically, and assets like livestock or the rice paddies themselves, were seized to make repayments. In their place comes an army of indentured Indian laborers. With poverty rampant, many turn to *dacoity*, or armed robbery, to survive.

Inter-marriage is encouraged, and the resultant Anglo-Burmese sit above the native Burmese but below the British on the social ladder. As British companies control the wealth and power through a handful of representatives, the Anglo-Burmese dominate the burgeoning civil service, and Indians make up almost the entire army. For the native Burmese, life is an endless struggle to survive, with few prospects for betterment in a country with ever-lowering living standards. Currently, the government is facing guerilla bands led by former Burmese military officers, becoming a thorn in the British side. Resentful of the British and Indians, these guerrillas are tenacious, knowledgeable in the lay of the land, and completely unwilling to surrender as they know face harsh punishment or death for their rebellion. As far as most Britons are concerned, Burma is a violent country, and one best avoided.

DUTCH EAST INDIES

The Dutch East Indies (known to the other colonial powers as Indonesia or the Indian Archipelago) comprises over 17,500 islands, 6,000 of which are inhabited. Among the more notable are parts of Borneo and New Guinea, and the islands of Sumatra and Java.

Barring three years in the early 19th century, when the area was under British dominion, the Dutch have controlled the East Indies since 1602. Far from dominating the entire region at once, the Dutch undertook a steady expansion, slowly expanding their territorial claims first under the auspices of the Dutch East India Company, and later through direct control of the govern-

ment. The conquests and suppression continue into the *Leagues of Adventure* era with the Aceh War (1873-1913) and Lombok War (1894).

Although not segregated from the population geographically, the Dutch colonists are the social elite, dominating a caste system based on race, not ability or finances. Outside of the major towns, Dutch authority is weak, and bandits are a plague upon the land.

The Dutch East Indies are volcanically active, boasting around 150 volcanoes. The last major eruption was on the island of Krakatoa in 1883, the volcano's explosion so loud it could be heard thousands of miles away, and its smoke plume so thick that it radically affected the entire globe's climate for several years thereafter.

The islands are, for the most part, extremely rugged, with vast expanses covered in steaming jungle, and swamps dominating many coastal flatlands. Biologically diverse, it boasts untold species of elephants, rhinoceroses, monkeys, apes, tigers and other creatures, as well as countless varieties of birds and insects.

FRENCH INDOCHINA

France has had a presence in Southeast Asia since the 16th century, when French Jesuits brought Christianity to Vietnam. During the 18th century trade began between the two countries. By 1867, following a series of battles instigated by the Vietnamese against French interference, France governed not only much of Vietnam, but also neighboring Cambodia. North Vietnam was added in 1887 (though rebellions continue until 1895), and Lan Xang (Laos) in 1893 (see Siam below).

By 1897, France ruled the whole of Indochina. Further French expansion is halted by Siam, Great Britain (in Burma), and the Chinese. The territory comprises five provinces. In the far north in Tonkin. Running along the coast of Vietnam is Annam. Beneath this is Cochinchina, to the west of which is Cambodia. Finally, Lan Xang stretches from the Cambodian border up along the border with Siam to the southeast border of Burma.

France cares little for the traditions and cultures of the local peoples, its goal to ultimately convert the Indochinese into Frenchmen. French is the language of the local administration, and French laws are brutally enforced, making Indochina a breeding ground for future resentment and rebellion.

Rulers: French Indochina is governed by a Governor-General. Jules Georges Piquet (1889-1891), Bideau (acting; 1891), Jean Marie Antoine de Lanessan (1891-1894), François Pierre Rodier (acting; 1894-1895), Paul Armand Rousseau (1895-1896), Augustin Juline Fourès (acting; 1896-1897), Joseph Athanase Paul Doumer (1896-1902)

THE NAGAS

To the colonial administrators, talk of nagas is nothing more than the talk of primitive and superstitious peas-

ants, akin to European belief in dragons in days gone by. To the peoples of Cambodia and Lan Xang, as well as those of Malaysia and Siam, the nagas are very real.

Legends claim the nagas, a race of huge snake-like creatures, once ruled an area of the Pacific Ocean. Following a great disaster, they abandoned their homeland, seeking refuge in the Mekong River where they soon came to be worshipped as gods by the indigenous tribes. Millennia have passed, but nagas remain a permanent fixture in the culture of the region. Many temples are adorned with images of giant serpentine figures, and festivals are still carried out to honor and appease them. Deep in the jungle, so locals claim in hushed whispers, there still remain the crumbling, vine-covered remnants of buildings raised by nagas.

JAPAN

Until 1854, Japan had been largely closed to outsiders for some two centuries. Its forced opening to trade and commerce, ratified beneath the guns of the American fleet commanded by Commodore Perry, led to a period of great turmoil and social upheaval. Tokugawa Ieyasu, the Shogun (or Supreme Warlord, nominally serving the Emperor but in actuality the nation's real ruler) resigned, leading to a civil war between his supporters and those who favored centralized government with the Emperor in charge (or at least on paper). Barring a final revolt in 1877, it marked the end of the samurai as the ruling class, and the rise of the bureaucrat. Ironically, many samurai families benefitted from the revolt, becoming administrators in the new government. Others fared far less well, sinking into abject poverty.

Within a few years Japan enjoyed an industrial revolution. Foreign ideas, coupled with a massive increase in trade, quickly transformed the island nation from a feudal society into a modern industrial nation. Suspicious of Russian expansion, never friendly toward the Chinese, and keen to conquer their ancient enemy Korea, Japan's war machine has modernized as well. In 1895, Japan flexes its new-found martial might in the First Sino-Japanese War (see **Korea** below for more details). As a result of the war, Japan now controls the island of Taiwan, bringing that untamed island into the modern era and finally ending its widespread practice of headhunting.

Japan is a country that looks forward but unable, or perhaps unwilling, to cast off its bloody past. Its ports and major cities, now joined by a rail network, are marvels of the modern age, replete with all the riches (and misery) that entails. But, like much of the wider world, industrialization has done little for the rural peasant farmers. And yet, there are still ancient pagodas and castles just outside of these settlements that remind and whisper of the mighty battles and legends of the not-too-distant feudal era, of the spirit of the noble and fierce samurai, and of an inevitable and ultimately violent rejection of the West and its barbaric modernity.

LAKE IKEDA

Located on Kyushu, the third largest island of Japan, Lake Ikeda covers four square miles and reaches a depth of over 600 feet. It is said to be home to an aquatic saurian monster known as Issie. Its name is not truly Japanese, instead being applied by Westerners familiar with the story of the Loch Ness Monster.

MOUNT HIEI

On the steep, wooded slopes of Mount Hiei is Enryaku-ji Temple, home to a group of Tendai Buddhist monks renowned for their physical endurance. Tendai scripture holds that enlightenment is achievable within a single lifespan through rigorous exercise and self-denial.

Throughout their seven-year training, the monks endure a regime of running that begins with 19 miles a day for a period of 100 days, ending in the final year with them having to cover 52 miles a day for 100 days, followed by 19 miles a day for another 100 days. Those who survive to complete the training will cover a total distance of 24,000 miles in 1,000 days and, in the process, attain enlightenment. To make their path even more difficult, during the fifth year the monks must abstain from food (of which they eat little anyway), water, and sleep for nine days straight.

During the first 100 days, candidates may withdraw from the challenge. They remain monks, but have no hope of achieving enlightenment in their current incarnation. After this period, the monk must either complete the course, die trying, or take his own life. Since 1585, less than 40 monks have completed the grueling challenge.

MOUNT TSURUGI

The second highest peak (6,500 feet) on the island of Shikoku, the smallest of the four main islands, Mount Tsurugi is the source of two local legends. The first claims the mountain is in fact man-made, and the second tells that a portion of King Solomon's legendary treasure lies buried deep within it. Both myths are certainly lure enough for any globetrotter, but those seeking to explore the mountain should be wary of a third legend that tells of a gigantic snake, with scales as black as night, that guards the treasure against any who would attempt to seize it.

KINGDOM OF SIAM

Once the dominant power in southeast Asia, the Kingdom of Siam's fortunes have waxed and waned over the centuries. After the British forcibly annexed southern Burma in 1826, they made contact with their new Siamese neighbors. Import taxes were lowered as

a result of a treaty, and trade boomed, as did Anglo-Siamese relations. Although ever wary of British intentions, it soon became apparent that the true threat to Siam's sovereignty was not the British—far more interested in economic supremacy than military conquest—but the French, whose colonial expansion in Indochina had not gone unnoticed.

Tensions came to a head in 1893. Two unrelated incidents, the expulsion of three merchants suspected of opium smuggling and the mysterious suicide of the French consul, led to France demanding the Siamese forfeit all territory in Lan Xang, at the time a vassal kingdom of Siam. Believing the British in Burma would support her in any conflict, Siam refused, and so began the Franco-Siamese War of 1893.

Unfortunately for Siam, the British had little wish to engage in direct war against the French. Forced to sue for peace after several major defeats on land and at sea, Siam gave up all claims to western Lan Xang. To ensure his kingdom would not suffer the ignominy of having foreign warships threaten the capital again, the Siamese King Rama V ordered the founding of the Royal Thai Naval Academy in 1898.

Ruler: King Rama V (1868-1910)

RUINS OF SUKHOTHAI

In 1851, King Rama IV (Rama V's father) ascended the throne of Siam. The British duly sent a delegation to congratulate him, and in return were given a copy of an historical work the king had been working on while still a prince. It told the story of a vast and powerful kingdom in the northern highlands of Siam, the zenith of its power reached between 1238 and 1438, ruled from the legendary city of Sukhothai.

The king's gift was politely accepted, and sent to the British Museum Library, where it promptly vanished into the vaults. There it remained for several decades, until it was discovered recently quite by accident. With the city's exact location unknown, and Britain now firmly in control of neighboring Burma, several Leagues are planning expeditions to find and explore its fabled ruins.

KOREA

Occupying a peninsula west of Japan, Korea has been ruled by the Joseon Dynasty since 1392. Since the 16th century, the Joseon kings had kept the kingdom cut off from the rest of the world, earning it the pejorative name of "the Hermit Kingdom." But in 1867, like Japan before, it was forced by the Western nations to normalize political and trade relations; as of 1890, it is an autonomous tributary state of China. Following the start of relations with France, Russia, and the United States of America, Korea is undergoing a process of industrial and cultural modernization. The economic and social changes wrought by these changes have not been well received

by many Koreans, nor with the Chinese whose grip over the country has been severely weakened.

From the middle of the 1890s, Korea is a military and political battleground, making it a dangerous place (and thus an ideal place to set adventures). In 1894, the peasants of southern Korea rose up in rebellion against both the government and the foreign powers interfering in their country. As the revolution spread, the beleaguered Korean government called on China to send troops. Seeing her chance to regain control, China did so, an act that led to Japan sending its own army into Korea to protect against Chinese expansion. A second peasant revolt later that same year focuses its attention on the Japanese, who now controlled the government. Armed with bows, spears, and a few vintage muskets, the peasants were decisively beaten by the modern Japanese army.

Although the second revolt had been crushed, Japan had no intention of withdrawing its forces, nor did the Chinese. The result was inevitable: the outbreak of the First Sino-Japanese War. The conflict ends in February 1895 with a Japanese victory, resulting in control of a substantial portion of Korea by the Japanese. Later that year in October, the capable and strong-willed Korean Queen Min was assassinated by order of the Japanese general Miura Goro, who saw her as a major obstacle to Japanese expansionist efforts on the Korean Peninsula.

In 1897, the Korean Empire is born. It is governed by Emperor Gojong, the husband of the assassinated Queen Min (who, in death, is renamed as the Empress Myeongseong). Gojong rules until his abdication in 1907, surviving an attempt by the Japanese to poison him by putting opium in his coffee in 1897. Under his hand, the process of modernization continues apace. By the end of the century, the capital city of Seoul has electric streetlights and a small tram network, and several railroad tracks now connect several major cities. The Empire lasts until 1910, when Korea is fully annexed by the Japanese.

MALAYSIA

Malaysia comprises the Malay Peninsula (British Malaya) and northern Borneo (British Borneo). British economic interests in Malaysia began in the 17th century and, with the addition of territorial expansion, have grown ever since. Initially mined for tin and gold, Malaya has become an agricultural center for pepper, coffee, and, more lucratively, rubber.

Considering the Malaysians unreliable workers, the British invited Chinese to settle and work in the country. Despite arriving as paupers, many have prospered. Indians, who like in Burma were shipped in as indentured laborers, have fared less well, and remain an underclass.

KOTA GELANGGI

Rumors of a lost city in the deep jungles of the southern Malay Peninsula have been circulating since

1881, when Dudley Francis Amelius Hervey, a colonial administrator and Fellow of the Royal Geographical Society, provided the RGS with several eyewitness reports he had collected. An expedition was duly launched, but was quickly thwarted by inhospitable terrain, terrible rains, and rampaging disease. Now, a decade later, several Leagues have expressed an interest in attempt yet another search for the lost city.

❧ MONGOLIA ❧

Five centuries ago, the Mongols controlled the largest land empire the world has ever seen. But time cares little for great empires, and the once-great conquerors are now themselves a conquered people, their lands a hinterland province of imperial China. Still, the Chinese have not been cruel overlords, and ancient Mongolian customs have been allowed to continue and flourish.

Mongolia is a harsh, windswept highland, baking hot in the short summer months and bitterly cold throughout the long winter. In the north and west are frigid mountains, while in the south lies the great Gobi Desert. Between these lies the steppe, an extension of the gently rolling grasslands that stretches across Asia and Europe all the way to distant Hungary, the highway for the vast conquests by the infamous Genghis Khan. Although Mongolia boasts a few permanent towns, much of the population lives a nomadic life, erecting their felt tents (known as *gers*) on the traditional pastures once inhabited by their ancient warrior ancestors.

THE TOMB OF GENGHIS KHAN

Founder of the Mongol Empire, Genghis Khan set his people on a road that would see them become masters of Asia and parts of the Middle East. According to *The Secret History of the Mongols*, a work written sometime after the Great Khan's death, he died in 1227. In accordance with the customs of his people, he was buried in an unmarked grave. Six centuries later, the site of his tomb, no doubt containing lavish goods from conquered lands placed there in tribute, remains a mystery. One legend says rivers were diverted to flow over his final resting place, while others say the ground was trampled flat by horses to disguise it. All agree that only a handful knew the location, and they took the secret to their graves, along with anyone unfortunate enough to have observed the funeral procession.

THE GREAT GOBI DESERT

Stretching through northern China into southern Mongolia, the Great Gobi Desert extends from the Tibetan Plateau to the great plains of China. All told, it stretches 1,000 miles southeast and northeast, and 500 miles north to south.

Several thousand feet above sea level, it is a cold des-

ert—frost regularly forms on the dunes, and snow is not unusual—yet suffers unbearably high temperatures in the summer thanks to hot winds blasting across the steppes of Siberia. In the space of a single day, temperatures can vary by as much as 95 °F. Despite these conditions, the desert was a vital part of the ancient Silk Road, still an important route of commerce even in this modern age of steam power and scientific discovery.

❧ NEPAL ❧

Nepal straddles both sides of the Himalayas, bordered by Tibet to the north and India along its other borders. Most of the country is mountainous, descending into lowland plains in the south. Although some modernization is in progress, Nepal is a technologically backward nation of farmers and herders. Few roads exist, and those that do wind tortuously up and down the monumental peaks and along snaking valleys. The natives are primarily practitioners of Hinduism, rather than following Buddhism as is popular throughout much of the Far East.

Formerly a kingdom, Nepal is currently ruled by hereditary prime ministers. Although far from the beaten path and insignificant in global affairs, the incumbent prime minister Bir Shamsher Jang Bahadur Rana (1885-1901) plays host to Prince Albert Victor (Queen Victoria's grandson) in 1890 and Archduke Franz Ferdinand of Austria in 1892. Rana is also a keen lover of music and literature.

❧ NEW GUINEA ❧

The island of New Guinea, the second largest island in the world, is currently divided between three European powers. Although first sighted by Portuguese and Spanish navigators, neither of these nations made any real effort to settle the island. Instead, the Dutch have ruled the western half as part of the Dutch East Indies since 1828. Great Britain claimed the southeast quarter starting in 1883, taking full control of the region in 1888, with Germany occupying the northeast quarter in 1884. On paper, these territories are known as Dutch New Guinea, British New Guinea, and German New Guinea, though the Germans refer to their portion as Kaiser-Wilhelmsland. German interests are handled by the German New Guinea Company until 1899, when the imperial government assumed direct control.

The island's geography is incredibly diverse. Although mostly rainforest, New Guinea also boasts grasslands, mangroves, and freshwater swamps. Its many native tribes—with an astounding 1,000 languages spoken amongst them—are primitive, with headhunting and cannibalism widespread throughout the island, despite the efforts of the colonial powers to stamp these practices out.

PHILIPPINES

The 7,000 islands that make up the Philippines are undergoing turbulent times. Since Spain began expanding her influence over the region in 1565, the natives have staged a number of uprisings. In 1872, the execution of three Filipino priests stirred even more unrest throughout the islands, and various rebels organized themselves into a secret society known as the Katipunan, dedicated to the expulsion of the Spanish.

In 1896 the Philippine Revolution exploded, sparked by the execution of José Rizal, a leading Filipino polymath accused of treason by the Spanish. Spain moved to crush the Katipunan, and the rebels decided to act before they were arrested, attacking the capital Manila. Although the attack failed the action was enough to fan the flames of armed rebellion throughout the islands. Dissension within the ranks of the Katipunan led to infighting, which weakened their capacity to strike at Spanish interests. In 1897, Spain and the rebels called a truce, several rebels leaders were granted amnesty and exiled, though low-level hostilities continued. With Spain distracted by the Spanish-American War in 1898, the rebels stepped up their insurgency, forcing the Spanish to withdraw from a large part of the country, and by June of that year, Spanish control was limited to just Manila. The leader of the rebels declared the Philippines an independent nation, and promptly founded the First Philippine Republic.

Following the Treaty of Paris, which ended the Spanish-American War, instead of having their independence recognized, the Philippines were ceded to the United States. In June 1899, the bloody and barbaric Philippine-American War began, ending in 1902 with the U.S. eventually defeating the Filipino resistance, forcing the dissolution of the First Philippine Republic.

SINGAPORE

The island nation of Singapore is separated from the southern tip of the Malay Peninsula by the Straits of Johor. After its destruction at the hands of the Portuguese in 1613, the capital—also called Singapore, after the largest island on which it was founded—remained a backwater until 1819, when the southern part of the island became the property of the British East India Company. By 1824, the British controlled the entire island, with Singapore becoming the capital in 1836.

As the port grew in importance as a trading hub, so the population expanded, boosted by migrant workers seeking employment. By the 1860s, tight-knit communities of Chinese, Indians, and Malays (in order of population numbers) were prevalent. Unfortunately, population growth grossly outstripped the city's capacity to cater for the incomers, and disease, crime, and poverty were

rampant. Upset with British rule, which extended from India, the local merchants secured the establishment of the island and city as a separate Crown Colony in 1867.

Today, Singapore remains a vital center for trade. Arab, American, Chinese, European, Indian, Jewish, and Malay mercantile houses all have offices here, and over 1.5 million tons of cargo passes through the port each year. Naturally, it is also a hotbed of politics and intrigue.

ADVENTURE SEEDS

Depending on the year, the Franco-Siamese and First Sino-Japanese Wars, the Burmese guerilla conflict against the British, and the Vietnamese struggle against the French are ideal backdrops for tales of adventure.

* Word spreads through the Leagues that the Chinese are searching for Genghis Khan's tomb. Given the devastation they wrought upon the nation's artifacts when they conquered Mongolia, no one interested in antiquities is prepared to take any chances they will react differently this time. Despite a complete lack of clues, the Leagues are preparing to back several rival expeditions.

* Recent reports of yeti in the Himalayas have spurred the Leagues into action. Some want to photograph and study the creatures, others wish to make first contact in the hope they are intelligent, and a few want to bag one to have a yeti head mounted on their Club wall.

* The Prime Minister of Nepal ordered construction of a new library, for the storage of rare works of literature. To show its support, the British Library has agreed to send several rare tomes to Nepal in time for the grand opening. Unfortunately, rival powers seek to disrupt the journey, in order to shame and humiliate Great Britain.

* During a visit to Bhutan, the globetrotters are forced to seek refuge in a remote monastery. Also sheltering from the terrible storm are two other delegations or expeditions. When the abbot is found murdered shortly before evening prayers, the monks issue their guests an ultimatum: either the murderer is handed over by dawn, or everyone will pay the price.

* The Emperor of Japan promises lucrative rewards to anyone who can deliver him weird science weapons. The Gun Club promptly sent an expedition carrying secret blueprints, but it has gone missing. The Club is looking for brave souls to head east, find the missing globetrotters, and deliver the plans before any rivals can beat them to the punch. The kidnapers are a group of former samurai, who want the weapons to mount a revolt.

* The Sporting Gentlemen's Society is looking to put together a mixed League expedition to take part in traditional Mongolian games, such as archery, horse-riding, and wrestling. All sporting types are welcome to apply.

* The Society of Aquanauts is proposing an expedition to Japan to search for the legendary gigantic Akkorokamui, a red-colored octopus-like creature said to be at least 300 feet in length.

* The Sporting Gentlemen's Club is offering a substantial reward to anyone who can complete the first 100 days of running with the monks of Mount Hiei.

CHARACTER OPTIONS

This section is intended for players. It introduces three Archetypes, two Skills, and over 20 Talents to the *Leagues of Adventure* setting suitable for all characters, especially those versed in the martial arts.

CONVERSING WITH THE NATIVES

The following new language groups are available to characters wishing to explore the Far East. Each group comprises dozens of minority tongues, many of which are mutually unintelligible, despite belonging to the same overarching group. For the sake of game play, we have generically grouped all the tongues together into greatly simplified languages.

Altaic: Mongolian, Tungusic, Turkic

Austro-Asiatic: Khmer (Cambodia), Malay (Malaysia), Muong (mountainous northern Vietnam), Vietnamese

Austronesian: Bornean, Mahakam (Madagascar), Papua (New Guinea), Philippine. This group also covers pretty much every language spoken in the western and central Pacific not listed elsewhere.

Indonesian: Indonesian, Javanese

Tai-Kadai: Thai (spoken in Laos and Siam, as well as parts of southern China)

Tibeto-Burman: Burmese, Tibetan (the language group is spoken in Bhutan, Nepal, and neighboring parts of China and India)

NEW ARCHETYPES

The following archetypes are ideally suited to characters native to the Far East. Given their generally low social class, they are not particularly suited to a generic *Leagues of Adventure* game, though some Leagues may accept such persons as members given the right League and a suitable backstory.

MONK

Monks dedicate themselves to perfecting their body, mind, and spirit. They often practice ascetic lifestyles and are associated with a particular religious group. They may be Benedictine Monks, Tibetan Lamas, or Whirling Dervishes. They believe that purifying the body purifies the soul.

As a result, many monks practice martial arts, renounce earthly pleasures, or adopt self-imposed constraints as a means to attain inner peace or develop a stronger connection with their faith. Whether they remain cloistered in monasteries illuminating manuscripts, or wander the

earth helping people, these spiritual seekers never stop searching for enlightenment.

MYSTIC

Mystics are those men and women who work to develop an intuitive understanding of the cosmos and their position in it. Perhaps they read books and study under strict masters, but intellectual comprehension is not their goal. If they study the form, it is only to realize the formless: the ineffable truths pursued by Mystics can only be understood and communicated indirectly through the languages of symbolism, faith, and ecstasy.

Whether they seek epiphany through simple meditation or elaborate ritual, all mystics agree that in order to truly understand reality we must abandon all preconceived notions of the world and give ourselves over to veiled, sometimes counter intuitive celestial truths.

WARRIOR

To the Warrior, combat is the ultimate art. They are certainly ready to follow the orders of their superiors and maneuver in cooperation with their peers, but fighting is an intensely personal undertaking for them; they pride themselves on their individual discipline and drive for superiority in all things related to war.

Many also practice more refined arts and scholarly disciplines such as poetry, politics, or architecture, but they know that the realm of martial arts extends to and even encompasses all these other domains, and that excellence in any endeavor can sharpen the mind and spirit to promote excellence in all others.

NEW SKILLS

Although both of these new Skills are aimed primarily at characters from the Orient, Occidental globetrotters may have learned something of the mysterious arts during previous expeditions or from a fellow member of their League.

FOCUS

Base Attribute: Willpower

Focus represents the ability to concentrate and ignore distractions. This includes meditation, overcoming fear, and resisting torture and manipulation. Formal instruction in this Skill is rare in Western societies, but it may be learned through experience.

Characters with this Skill may substitute their Focus rating for Willpower rolls.

Your character may specialize in the following:

* Concentration: Ability to tune out or ignore distractions

* Courage: Ability to overcome fear in life-threatening situations

KUNG FU FIGHTING

There are hundreds of different styles of Kung Fu, usually modeled after specific animals such as Crane, Dragon, Leopard, Tiger, and Snake. Each style has different strengths and weaknesses, and the Gamemaster should feel free to come up with their own bonuses and penalties for a given style based on the examples listed under the Martial Arts Skill. Every martial art must have two bonuses, two penalties, and a single neutral technique.

Another option, especially if Kung Fu is going to play a big part in your game, is to take a specific style and designate the other styles as superior or inferior. Your character gains a flat +1 Martial Arts bonus when using a superior style against an inferior one.

For example, Tiger overcomes Crane, but is inferior to Dragon; Snake overcomes Dragon, but is inferior to Leopard; Crane overcomes Leopard, but is inferior to Tiger, and so on. Your character gains a +1 bonus when using Tiger Kung Fu against a Crane martial artist, but will lose this bonus if your opponent switches to a different style. Additionally, if your opponent knows Dragon Kung Fu, she could turn the tables on you and gain a +1 Martial Arts bonus against your character.

* Meditation: Ability to clear the mind and attain inner peace

* Resistance: Ability to withstand torture

* Resolve: Ability to resist manipulation and temptation

MARTIAL ARTS

Specialized Skill

Base Attribute: Strength

Martial Arts represents your character's expertise in traditional forms of hand-to-hand combat. It includes both Eastern and Western fighting styles, each with their own strengths and weaknesses (see the table on page 16). Characters with this Skill have spent time studying a particular style (e.g., boxing, judo, or karate) and can use its various techniques to incapacitate opponents.

Your character must focus on a specific fighting style:

* Aikido: Japanese martial art emphasizing blocks and throws

* Bando: Burmese defensive and counterattacking style incorporating the movement of animals

* Bokator: Cambodian martial art specializing in elbow and knee strikes, submissions, and ground fighting

* Boxing: English sport emphasizing blocks and punches

* Fanziquán: Chinese martial art emphasizing punches and blocks

* Judo: Japanese martial art emphasizing grapples and throws

* Karate: Okinawan-Japanese martial art emphasizing punches and kicks

* Kung Fu: Chinese martial art with various animal forms (see sidebar on page 8)

* Muay Lao: Laotian style emphasizing punches, kicks, and elbow and knee strikes

* Savate: French martial art emphasizing blocks and kicks (also practised in French Indochina)

* Subak: Korean style utilizing hand strikes, kicks, jointlocks, and throws

* Taekkyon: Korean martial art emphasizing kicks and throws

* Tai Chi Chuan: Chinese martial art emphasizing blocks and punches

* Wrestling: Ancient sport emphasizing blocks and grapples

Note: Characters with proficiency in more than one fighting style (including those with the Skill Mastery Talent) may switch fighting styles as a reflexive action at the start of their turn. The character immediately gains the benefits of the new fighting style, but also suffers the associated penalties until their next turn begins.

Starting Skill Lists: Add Martial Arts to the Assassination Bureau and the Sporting Gentlemen's Association starting skill lists.

NEW TALENTS

Below are some additional Talents that increase your character's martial abilities or allow them to ignore additional penalties. At the Gamemaster's discretion, some of these Talents may be restricted to certain styles of martial art. For instance, karate places little to no emphasis on grappling moves, and thus Combat Clinch may be disallowed because it does not suit the style. However, it is ideal for students of judo or kalaripayattu.

BREAKING BLOW

Prerequisites: Brawl 4 or Martial Arts 4

Your character can splinter boards and shatter stone with his bare hands. He knows exactly how and where to hit an object to do the most damage, allowing him to remove barriers and destroy his opponent's weapons and equipment.

Benefit: Your character's Brawl attacks do Structure damage to objects. Every two points of nonlethal damage inflicted does one point of Structure damage instead. Additional points do cosmetic damage only.

Normal: Your Brawl attacks do nonlethal damage.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus when attacking an object at second level, and a +4 bonus at third level.

COMBAT CLINCH

Prerequisites: Brawl or Martial Arts 4

Your character is an expert at no-holds-barred fighting and can hold opponents in place or pin them down so that they cannot escape his blows.

Benefit: Your character can hurt his opponent as part of the Grapple maneuver. Resolve the Grapple normally, but your character inflicts damage if you roll more successes than your opponent. If you roll the same or fewer successes than your opponent, your attack fails. Additionally, failed attempts to break the grapple with opposed Strength rolls do not inflict damage on his opponent.

Normal: Your character cannot strike an opponent he is grappling.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus at second level and a +4 bonus at third level.

DELAYED BLOW

Prerequisites: Brawl or Martial Arts 4

Your character knows how to strike an opponent's vital areas in such a way that appears to do no immediate harm, but in fact upsets his body's internal functions, causing pain and trauma at a later time.

Benefit: Your character may make a Brawl or Martial Arts attack, and if successful, she may delay the damage inflicted by up to ten combat turns (one minute). At any time before this duration has expired, your character may undo the damage by reversing her strike.

A roll is not normally required to reverse the strike, but if her opponent tries to resist, you must make another Brawl or Martial Arts attack, reducing the amount of delayed damage by the amount of damage that would have been inflicted by the second attack.

Normal: Your character inflicts hand-to-hand damage normally.

Advanced: You may buy this Talent up to three times. Your character may delay damage for one hour at second level and up to one day at third level.

DISARMING STRIKE

Prerequisites: Brawl, Martial Arts, or Melee 4

A foe without a weapon presents less of a threat and is often easier to kill or subdue.

Benefit: Your character suffers no penalty when performing a Disarm maneuver.

Normal: Your character suffers a -2 penalty to perform a Disarm maneuver.

Advanced: You may purchase this Talent up to three

times. Your character gains a +2 bonus to Disarm a foe at second level and a +4 bonus at third level.

DRUNKEN MASTER

Unique

Prerequisites: Con 4

Your character dodges and weaves erratically, confusing his foes and leaving them unsure where to strike next. Despite the name, the character need not actually be drunk to benefit from this Talent.

Benefit: When your character elects to block or dodge an attack, he may substitute his Con rating for his Active Defense in his Defense roll.

Normal: Your character cannot use his Con in place of his Active Defense when using block or dodge.

ESCAPE ARTIST

Prerequisites: Acrobatics 4

Your character can wriggle out of tight spaces, slip out of wrestling holds, or escape from shackles.

Benefit: Your character can attempt to escape from her bonds by contorting her body. Make an Acrobatics roll versus the difficulty of restraints. Escaping from reasonably snug ropes around the wrists is Difficulty 2. Squeezing through the bamboo bars of a cage is Difficulty 3 (or Difficulty 4 in the instance of iron bars). Wriggling free of a straitjacket is Difficulty 5.

This Talent does not assist in picking locks, so your character might be able to slip free of handcuffs but could not unlock her friends, nor would this Talent help free her from a locked room.

Additionally, your character can substitute an Acrobatics roll to free herself when being grappled.

Normal: Your character can not use Acrobatics to escape bonds. Your character must make an opposed Strength roll to free herself when being grappled.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 escape bonus at second level and a +8 bonus at third level.

EXPEDITIOUS RETREAT

Prerequisites: Brawl or Martial Arts 4

Your character has quick legs, allowing him to nimbly spring back and begin his escape after dealing his foe a sturdy hit.

Benefit: When your character stuns an opponent, he may move up to five feet away from him as a reflexive action, even if he has moved his full Move distance this combat turn. This free move may be taken only once per combat turn, no matter how many opponents he strikes during the turn.

Normal: Your character can only move away from an opponent by taking a Move action.

Advanced: You may purchase this Talent up to three times. Each additional level allows your character to move an extra five feet as part of his reflexive action.

CREATING NEW STYLES

The martial arts styles described on page 8 and in the table on page 16 are but a tiny sample of those known. While the Gamemaster can research other styles, she can also dream up completely fictitious ones. After all, this is a game where weird science exists, so why not some unique and unheard-of martial arts styles?

In terms of game mechanics, it couldn't be easier to make your own style. Simply assign two +1 bonuses, two -1 penalties, and one 0 modifier between Block, Grapple, Kick, Punch, and Throw (see page xxx for examples).

All you need do then is choose a name for the style. Keep in mind the bonuses and penalties you have assigned the style. If you invent a Crushing Fist style, for instance, logic dictates it should have a +1 Punch modifier. To help get your imagination running, we've included a few suggestions below—take one (or two) from each list.

FIRST PART

A color or a number, Blocking, Bloody, Broken, Buddhist, Burning, Cannon, Cotton, Crouching, Crushing, Crying, Dancing, Drunken, Eastern, Empty, Falling, Flexible, Flying, Folding, Furious, Fury of the, Harmonious, Hidden, Howling, Iron, Jade, Laughing, Leaping, Lightning, Long, Lost, Northern, Open, Path of the, Power of the, Praying, Radiant, Raking, Resplendent, Righteous, Rigid, Roaring, Screaming, Short, Southern, Springing, Supreme, Thundering, Tumbling, Ultimate, Wandering, Way of the, Western, Wet

SECOND PART

Ancestors, Air, Animals, Arrow, Bear, Body, Boxing, Claw, Cloud, Crane, Dragon, Eagle, Earth, Eyebrow, Fire, Fist, Feet/Foot, Fortune, Frog, Fury, Hand, Horse, Kami or Spirit, Kung Fu, Legs, Leopard, Lion, Lotus or Lotus Blossom, Mantis, Metal, Monk, Monkey, Mountain, Nature, Palm, Panda, Rain, River, Serpent or Snake (or specific type), Shirt, Tail, Thunder, Tiger, Water, Weapon, Wrestling, Void

Examples: *Laughing Monkey, Northern Spear, Dancing Dragon, Seven Immortal Ancestors, Feet of the Mountain, Flying Dagger, Southern Claw Boxing, Folding Fist, Leopard Claw, Empty Palm, Way of the Void, Iron Water, Harmonious Roaring Lotus, Hidden Fire, Drunken Fist, Crushing Serpent, Red Tiger Fist, Laughing Panda, Supreme Ultimate Crushing Bear, Way of the Righteous Spirit.*

FEIGN DEATH

Unique

Prerequisites: Con 4

Advanced students are taught techniques allowing them to temporarily slow her metabolism to the point where she appears to be dead.

Benefit: Your character can voluntarily suppress her respiration and slow her heartbeat to the point where even a medical examiner might be fooled. Your character's eyes must be closed while feigning death, but otherwise remains fully conscious, and may revive himself whenever she chooses. Anyone attempting to detect signs of life must make an opposed Medicine roll against your character's Con roll.

Normal: Your character is unable to feign death.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Con bonus at second level and a +4 bonus at third level when undergoing medical examination.

FIRST STRIKE

Prerequisites: Brawl, Martial Arts, or Melee 4

Your character has learned to kill his enemies before they can gang up on him.

Benefit: Once per round, your character may make a single Brawl, Martial Arts, or Melee attack one opponent who moves within reach of his weapon as a free action. No combat maneuvers may be used in conjunction with this special attack. This maneuver does not cost your character his Attack action for the round if he has not yet acted, nor does it change his place in the initiative order if he is holding his action.

Normal: Your character has no ability to attack a foe that moves adjacent to him unless he is holding his action and chooses to attack.

Advanced: You may buy this Talent up to three times. Your character gains the ability to strike one additional opponent per combat round who moves adjacent to him at each level.

FLYING KICK

Prerequisites: Brawl or Martial Arts 4

The character can launch herself at a distant opponent and deliver a fearsome kick at the end.

Benefit: If you character jumps vertically (a Move Action) before making an attack against a foe she has landed next to, she gains +1 to his Brawl or Martial Arts roll for each whole 5 feet he jumped.

Normal: Your character gains no benefits by jumping before making attack.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus for each five whole feet she jumped prior to the attack at second level, and +4 at third level.

Special: A character with Mobile Attack may deliver a flying kick at any point during his jump, not just at the

end. Her bonus is calculated based on the distance she moved before the attack was made.

HARDENING

Prerequisites: Body 3

Your character has an amazing resistance to a certain type of caustic damage and is able to shrug off things that might hurt other people.

Benefit: You can roll your character's Passive Defense rating when resisting certain types of caustic damage, such as fire, electricity, or poison (select one type when you purchase this Talent).

Normal: Your character has no resistance to caustic damage.

Advanced: You may purchase up to three times for the same damage type. Alternately, its effects apply to a different type of caustic damage for each purchase. Your character gains a +2 Passive Defense bonus at second level and a +4 bonus at third level.

IRON HAND

Prerequisites: Brawl or Martial Arts 4

By hardening his fists and feet and focusing his blow, the character can penetrate armor with relative ease.

Benefit: Your character's punches and kicks ignore two points of his opponent's Passive Defense granted him by wearing armor.

Normal: Your character cannot ignore his opponent's Passive Defense granted by armor except through Called Shots to a specific location.

Advanced: You may buy this Talent up to three times. Your character ignores up to 4 points of armor Passive Defense at second level, and 8 points at third level.

Special: Vehicular Defense is a mixture of maneuverability and armor. The character ignores half the stated amount of Defense when attacking vehicles.

IRON STANCE

Prerequisites: Brawl, Martial Arts, or Melee 4

Your character is perpetually aware of her stance and her balance. Even when struck violently, she maintains her footing.

Benefit: Treat your character as having +1 Strength for resisting Knockback and Knockdown.

Normal: If your character takes more damage in one blow than her Strength rating, she is knocked backward five feet per point of damage in excess of her Strength rating. If the damage is more than double her Strength rating, she is knocked down as well.

Advanced: You may buy this Talent up to three times. Your character gains a +1 Strength bonus to resist Knockback and Knockdown for each level of this Talent.

MISSILE DEFLECTION

Prerequisites: Brawl or Martial Arts 4

Your character is able to block ranged attacks with his bare hands, deflecting arrows and thrown weapons without suffering injury.

Benefit: Your character may block Archery and Athletics attacks with his bare hands as if they were Brawl attacks. If you roll more than double the number of successes as your attacker, your character can snatch the missile out of the air (and may throw it back on his next action). If your character loses his Active Defense, he loses his Missile Deflection ability as well.

Normal: Your character cannot block ranged attacks.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Defense bonus against ranged weapon attacks at second level and a +4 bonus at third level.

PAINFUL STRIKE

Requirements: Brawl or Martial Arts 4

Your character knows exactly where to hit an opponent to daze him without hurting him very much.

Benefit: Your character gains a +1 bonus to stun her opponent. This bonus is only applied to the damage total for purposes of the stun check after you've determined whether or not the blow hits. No additional damage is done, but this bonus makes it possible for your character to stun or knockout an opponent without doing much damage to him.

Normal: Your character's unmodified damage is compared to your opponent's Stun rating.

Advanced: You may buy this Talent up to four times. Each level after the first grants your character an additional +1 damage bonus to stun his opponent.

PARALYZING BLOW

Prerequisites: Brawl or Martial Arts 4

Your character knows how to strike an opponent's pressure points in such a way that does no harm, but causes her muscles to seize, temporarily paralyzing her.

Benefit: Your character may make a Brawl or Martial Arts attack to attempt to immobilize his opponent. Make a grapple attack as normal, but if the damage your character would have done exceeds his opponent's Strength rating, she is paralyzed for one turn per additional success. If you roll more damage than twice your opponent's Strength rating, she is paralyzed for the remainder of the combat (or one scene). At any time before this duration ends, your character may free his opponent by reversing his strike. No roll is required to undo the paralysis.

Normal: Your character must grapple an opponent to immobilize her.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus at second level and a +4 bonus at third level.

QUICK LEARNER

Prerequisites: Brawl, Martial Arts, or Melee 4

The character learns from his defeats by studying his opponent's moves and practicing counterstrikes, readying himself to exact vengeance at their next meeting.

Benefit: When your character is knocked unconscious or otherwise soundly defeated by a brawler or martial artist, he gains +2 to his Brawl or Martial Arts rolls against that villain in their next encounter.

Normal: Your character gains no bonus when facing a foe who has defeated him before.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Brawl or Martial Arts bonus when attacking his nemesis at second level, and a +4 bonus at third level.

Special: This Talent cannot be used in the same encounter the character was defeated, even if he is returned to consciousness—he needs time to practice. The bonus is only good for the next encounter—after that, the villain has adopted new moves.

RAIN OF BLOWS

Unique

Prerequisites: Brawl, Martial Arts, or Melee 4

The watchwords of the style are “total” and “aggression.” Students are taught there is no need to worry about your defense if your opponent cannot hit you back.

Benefit: Your character gains a +4 bonus to his attack roll when making a Total Attack. This Talent allows your character to make just a single attack (it cannot be combined with Florentine or Flurry).

Normal: Your character has a +2 bonus when making a Total Attack.

RANGED STRIKE

Prerequisites: Martial Arts 4

The character has learned to focus her *chi*, or life energy, extending it from her hands or feet like a solid wall of energy to pummel distant foes.

Benefit: Your character can use Martial Arts to strike a foe at a range of up to 10 feet away.

Normal: Your character must be adjacent to a foe to use her punches or kicks.

Advanced: You may buy this Talent up to three times. Your character extends the range to 25 feet at second level, and 50 feet at third level.

STATIC DEFENSE

Prerequisites: Brawl, Martial Arts, or Melee 4

This defensive technique is built around remaining stationary. Your character has mastered the secret of moving his body while keeping his feet still.

Benefit: Your character can forfeit his Move action to gain +2 to his Active Defense for that round. The bonus is lost even if the character moves involuntarily, such as by suffering Knockback or Knockdown.

Normal: Your character gains no bonus to Defense by remaining stationary.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 Active Defense bonus at second level and a +8 bonus at third level.

TWO AS ONE

Prerequisites: Brawl or Martial Arts 4

The character has learned to fight in close cooperation with an ally, using her comrade as a pivot to launch spinning kicks, unleash bone-jarring punches, or avoid blows.

Benefit: When your character is adjacent to an ally who has Brawl or Martial Arts 4 or higher, she gains +2 to her Martial Arts rolls. In addition, you may choose to act on your ally's Initiative if it is higher.

Normal: Your character gains no benefits from fighting alongside a comrade.

Advanced: You may buy this Talent up to three times. Your character gains a +4 bonus to his Martial Arts roll at second level, and +8 at third level.

VITAL STRIKE

Unique

Prerequisites: Brawl, Martial Arts, or Melee 4

The human body is riddled with weak spots and vulnerable areas, both well-known and obscure. Students are taught how to locate them all, and how to target them in combat.

Benefit: The martial artist ignores modifiers equal to his Medicine level when making a Called Shot to hit a vital area. This has no effect against Cover or similar modifiers.

Normal: Your character suffers a penalty to his opponent's full Defense rating (including armor and other Defense modifiers) when trying to strike a vital area.

Special: The bonus applies only when attacking human opponents, not animals or constructs, such as mechanical men. Taking a Specialization in Veterinary allows this ability to be used against animals. At the Gamemaster's discretion, a character with Science: Engineering may use this Talent against mechanical constructs.

YIELD NO GROUND

Prerequisites: Brawl, Martial Arts, or Melee 4

Balance is an essential part of the style, and your character has learned that lesson well. When others fall, she bends briefly before straightening.

Benefit: When your character suffers a Knockback or Knockdown she may make an Acrobatics: Balance roll as a reflexive action to avoid moving or falling.

Normal: If your character takes more damage in one blow than her Strength rating, she is knocked backward five feet per point of damage in excess of her Strength rating. If the damage is more than double her Strength rating, she is knocked down as well.

Advanced: You may buy this Talent up to three times. Your character gains a +2 bonus to his Acrobatics: Bal-

ance to resist Knockback and Knockdown for each level of this Talent.

NEW LEAGUES

Below are several new Leagues of Adventure. They follow all the standard rules as presented in the *Leagues of Adventure* core rules.

THE CURRY CLUB

Curry applies to a variety of spicy dishes found in India, China, Japan, and much of Southeast Asia. In 1810, London's first curry house, the Hindoostanee Coffee House, opened its doors. Although it closed its doors just a year later due to poor reception by the British public, curries caught the imagination and taste buds of several notable citizens. In order that they might continue to enjoy curry, they founded the Curry Club in 1819.

As well as tucking into a good Indian curry each Saturday night, cooked in the clubhouse kitchen by master chefs brought in from the various districts, adventurous members travel to the distant Orient to sample the many curries available, as well as to gather spices and herbs for their own kitchens, collecting recipes for their personal chefs—and perhaps hire a new chef!

By tradition, each time a Club member travels to India or the Far East, he must bring back a new recipe (the Club maintains an extensive recipe library). On the anniversary of the opening of the Hindoostanee Coffee House, all the new-found recipes from the past year are cooked, then sampled by the Clubbers. The one voted the best is then served on the first Saturday of each month for the entire year, and the person who brought it back awarded a small silver cup for his efforts.

Starting Skill List: Pick two from Connoisseur, Craft: Cooking, Expeditions, Linguistics

THE MEIJI CLUB

Founded in Tokyo in 1875 by the Emperor of Japan's decree, the Meiji Club serves as a place when foreigners involved in the modernization and industrialization of Japan can gather together, and meet with the country's leading government officials and industrialists.

It has counterparts in London and New York. Here, Japanese students and engineers sent into the outside world to learn Western ways and methods can engage with their peers and foreign counterparts.

While the Club's upper echelon is populated with business moguls seeking to expand their holdings and profits, it accepts members of all social classes, so long as they have academic, scientific, or technological skills of use to Japan.

Starting Skill List: Pick two from Academics (pick one), Bureaucracy, Craft (pick one), Diplomacy, Linguistics, Science (pick one)

ROYAL ASIATIC SOCIETY

Founded in 1823, the Asiatic Society received a royal charter a year later for "the investigation of subjects connected with and for the encouragement of science, literature and the arts in relation to Asia." Members regularly visit the continent for the purposes of gathering knowledge on the region's history, languages, cultures, and religions. Its clubhouse in London maintains a library (open to members only) and a collection of artwork and manuscripts covering lands from Persia eastward.

For those seeking fellow companions abroad, the Royal Asiatic Society has clubhouses in the major cities of India, as well as Hong Kong and Seoul. It plans to sponsor delegations with the intent of securing permission to open branches in Peking and Tokyo in the very near future.

Starting Skill List: Pick two from Academics (pick one), Anthropology, Art (pick one), Expeditions, Linguistics, Performance.

THE YETI CLUB

An offshoot of the Alpine Club, with whom it still retains cordial if strained relations, the Yeti Club was founded by mountaineers who happened across tales or sightings of the mysterious creature known as the yeti. Over the years, the membership has expanded to include anthropologists and scientists keen to track down and study the elusive creatures in their native habitat.

Although every member believes yetis exist, the Club has no one core theory as to the origin of the beasts. Arguments are commonplace as members espouse their particular theories and denounce those of others, all the while seeking funds for expeditions.

The Prime Minister of Nepal has no public opinion on the yeti, but his desire to improve Anglo-Nepalese relations convinced him to open a branch of the Yeti Club in the country's capital, Kathmandu. From here, expeditions are launched into the Himalayas.

The Club is also planning expeditions to the north-eastern United States to search for the sasquatch, the Caucasus Mountains in the hope of finding the almaty, and Sumatra, where the orang pendek supposedly lives. All of these hominids are believed to be relatives of the yeti, and the Club wants to study them all.

Starting Skill List: Pick two from Anthropology, Athletics, Empathy, Expeditions, Linguistics, Science: Biology, Survival

ORIENTAL WEAPONS

This section details a number of weapons unique to India and lands further east. See the reference charts on page 16 for their stats. Prices are given first for purchas-

ing the weapon locally or in neighboring regions, and second for more distant realms, such as Europe.

MELEE WEAPONS

Ashiko/Shuko: Ninja climbing claws consisting of leather or metal band from which several short spikes or claws project to provide extra purchase on the surface being climbed. Ashiko are worn on the feet, shuko on the hands, and both can enhance an unarmed strike with their spikes.

Dao: These one-handed Chinese swords have curved, single-edged, scimitar-like blades, brass cup-shaped guards, and brass pommels decorated with a sash tassel. The double Dao is a pair of swords fitting within a single scabbard to appear as if it is a single blade.

Hu Cha: Originally used to hunt tigers, this heavy, broad-headed fighting trident is called a “Tiger Fork.”

Ji: This Chinese halberd comprises a normal spear fitted with a crescent-shaped axe head at the base of the spearhead. Some ji have a crescent-shaped blade on each side of the shaft.

Katana: This curved, single-edged sword associated with the Samurai of feudal Japan is well made, with a hilt covered in sharkskin. It is still carried by officers of the Japanese military in much the same way as British officers wear dress swords.

Kris: This weapon enjoys widespread use in Indonesia and is attributed with many mythical powers. It has a narrow, tapering, undulating stabbing blade and a carved wooden pistol-grip handle. Due to its popularity and manufacture across Java and the surrounding area, it varies greatly in quality.

Kukri: A heavy, forward-curving chopping blade around 16-18 inches in total length, the kukri is the fearsome weapon and tool of the Gurkhas of Nepal—many of whom proudly serve with distinction in the British Army. The leather-covered wooden scabbard contains two smaller blades: the karda, a small utility blade, and the chakmak, used to keep the kukri’s blade keen as well as for use with a flint for fire-starting.

Kwan Dao: Another Chinese weapon, the kwan dao is a pole arm with a broad, single-edged, heavily curved chopping head and a decorative back edge sporting a short horsehair tassel.

Naginata: A Japanese polearm with a stout wooden shaft topped with a slightly curved, single-edged cutting blade similar to a wakizashi short sword.

Nunchaku: Among the most famous of martial arts weapons, the Okinawan nunchaku is formed from two short wooden batons, connected by a short length of doubled cord or chain.

Wakizashi: The Japanese wakizashi is identical in style to the katanas, but significantly shorter. Ancient samurai wore one along with a katana as a symbol of rank.

Yue Ya Chan: An unusual Chinese weapon, this polearm is a wooden pole topped on one end with a sharpened shovel-like head, and on the other by a crescent, moon-shaped blade.

RANGED WEAPONS

Shuriken: Small, star-shaped metal throwing blades often described as “throwing stars.” These strange implements are used by an ancient order of Japanese assassins known as ninja.

VILLAINOUS LEAGUES

Below are new villainous Leagues whose machinations and goals the globetrotters may well have to thwart as they explore the region.

THE EMPEROR’S FIST

A growing number of officers within the Imperial Japanese Army believe that economic might is not enough to secure Japan’s future as a world power. For sure, Japan is growing rich, but also has limited stocks of natural resources, such as coal and iron. Importing these keeps the industrializing process moving ahead, but it also leaves Japan open to manipulation by those who control access to the raw resources. In order to expand its influence and ensure self-sufficiency, Japan must conquer other lands, most especially their ancient enemies China and Korea. The Fist is not stupid. It knows it needs the support of the government in order for the army to launch an invasion. Fortunately, there are ways to ensure that support. The Fist’s junior members are employed in seeking evidence that Japan’s neighbors are acting against her best interests and creating situations that force enemy powers to act aggressively—the latter up to and including assassination.

SASAKI NAKURO

Pencil-thin, gaunt, bespectacled, and a touch effeminate, Sasaki is the stereotypical bureaucrat. Beneath the exterior of a bookish lackey lurks a keen intellect and powerful personality.

Sasaki is one of the new breed of Japanese, learned in the ways of the Western world, open to new ideas, and fanatically loyal to the Emperor. He holds the Japan of old in complete disdain, primarily because under that regime he would have had no future beyond being a lowly farmer. Like many lower-class citizens gifted with a keen intellect, the new government has allowed him to strive for social advancement.

Although not a member of the military, he firmly believes in the Fist’s cause. Japan has risen from the ashes of feudalism like a phoenix, and a phoenix must spread its wings. His ability to travel under diplomatic protection and his widespread network of spies and assassins allows him to stir up trouble wherever the Fist’s leaders desire, or silence those who uncover their existence.

Although a villain, Sasaki is not the sort to go toe-to-toe with armed globetrotters. Rather, he operates from the shadows, manipulating others into doing his dirty work while maintaining his persona of a bootlick.

Patron 2

Archetype: *Government Official*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 4, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 7, Defense 5, Stun 2, Health 5

Skills: Con 8, Diplomacy 7, Empathy 7, Investigation 6, Linguistics 7, Spying 7, Streetwise 6

Talents: Natural Leader (recruit temporary allies)

Resources: Rank 1 (The Emperor's Fist; +2 Social bonus), Status 1 (minor diplomat; +2 Social bonus)

Flaws: Skinny (+1 Style point whenever his weak physique causes difficulty)

Weapons: Punch 0N

SWORDS OF THE BAKUFU

With the return of power to the Emperor of Japan, the samurai were disbanded and cast aside in favor of a Western-style army. True, many samurai became soldiers, but they were stripped of both their social status and the right to carry their swords in public. While some have adopted the ways of industrialized Japan (being literate, they were ideal candidates to send overseas for education, while others have become bureaucrats and journalists), a small number seek a different future through a return to the ways of the past. Once referring to the household of the shogun, *bakufu* later came to mean the feudal military dictatorship of the shogun, whose reign was supported by the samurai. The Swords of the Bakufu desire nothing less than the reduction of the Emperor to a silent figurehead and the reinstatement of the position of shogun as the leading political authority. Naturally, the samurai class is also to be returned to its previous dominant position in society. While the Japanese press lambasts those who publicly espouse such views, the true Swords operate in the shadows, keeping their opinions to themselves. Many operate within the imperial bureaucracy and military, quietly diverting funds and materiel to hidden enclaves in Japan's mountainous interior. The moment the Emperor makes a serious mistake, they will strike, hoping the tide of public opinion will turn in their favor. Of course, their agents are doing everything possible to ensure something does go wrong. Despite cartoons in the newspapers depicting samurai hacking at machines with their swords to show their dislike of the modern world, the Swords are not Luddites. Indeed, Western advancements, especially weapons, are most welcome, for they have helped boost Japan's economy and made her an important nation. All that must change for Japan to be perfect in their eyes is the restoration of the samurai as the nation's ruling class.

COLONEL NISHIMURA MANABU

From an old and honorable samurai family, Nishimura served the rebellious warlord Saigo Takamori, who led the ill-fated Satsuma Rebellion of 1877. Already an old man, Nishimura did not die on the battlefield like his master, for his strengths lay not in warfare, but in bureaucracy and planning. Pardoned by the Emperor, Nishimura accepted a commission in the Imperial Japanese Army as a captain and assignment to the Imperial Army General Staff Office. Despite his age, he rose steadily through the ranks thanks to his apparent loyalty.

While he still practices the art of archery and swordsmanship when time allows, Nishimura is now in his late seventies, and combat holds no glory for him. A devout believer in the Swords of the Bakufu's cause, Nishimura does what he can to ensure guns and artillery pieces go missing, and is currently busy stirring up trouble in China and Korea in the hope the Emperor will send the Imperial Army in sufficient strength that Japan will be relatively unguarded, and thus ripe for a coup.

Patron 2

Archetype: *Military Officer*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6

Skills: Academics: Philosophy 5, Archery 4, Art: Poetry 5, Bureaucracy 7 (*Military 8*), Diplomacy 6, Empathy 5, Intimidation 5, Linguistics 4, Melee 5 (*Swords 6*)

Talents: Total Recall (remembers every detail)

Resources: Rank 1 (Swords of the Bakufu; +2 Social bonus), Rank 2 (Colonel; +2 Social bonus)

Flaws: Secret (+1 Style point whenever he goes out of his way to protect the secret)

Weapons: Punch 0N

TYPICAL MEMBER

The Swords of the Bakufu comprise mainly bureaucrats and soldiers. At its core lie the old samurai families and their scions, children at the time of the Satsuma Rebellion, but who have been weaned on tales of the Emperor's treachery toward the samurai and the glorious final battle of the rebellion.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 5, Firearms 4, Martial Arts 5, Melee 5, Stealth 4

Talents: Subtle Strike (can use Stealth for attack roll)

Resources: None

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 5N, Rifle 7L, Katana 8L

MARTIAL ARTS TABLE

Style	Block	Grapple	Kick	Punch	Throw
Aikido	+1 bonus	—	-1 penalty	-1 penalty	+1 bonus
Bando	+1 bonus	-1 penalty	—	+1 bonus	-1 penalty
Bokator	-1 penalty	—	+1 bonus	+1 bonus	-1 penalty
Boxing	+1 bonus	-1 penalty	—	+1 bonus	-1 penalty
Fanziquán	+1 bonus	—	-1 penalty	+1 bonus	-1 penalty
Judo	—	+1 bonus	-1 penalty	-1 penalty	+1 bonus
Karate	—	-1 penalty	+1 bonus	+1 bonus	
Kung Fu	See sidebar on page xxx				
Muay Lao	—	-1 penalty	+1 bonus	+1 bonus	-1 penalty
Savate	+1 bonus	-1 penalty	+1 bonus	—	-1 penalty
Subak	-1 penalty	+1 bonus	+1 bonus	-1 penalty	—
Taekkyon	-1 penalty	-1 penalty	+1 bonus	—	+1 bonus
Tai Chi Chuan	+1 bonus	-1 penalty	-1 bonus	+1 penalty	—
Wrestling	+1 bonus	+1 bonus	-1 penalty	-1 penalty	—

ORIENTAL MELEE WEAPON TABLE

Melee Weapon	Damage	Strength	Cost	Weight	Notes
Ashiko	1L	1	12s.	0.5 lb.	Uses Brawl rating for attack, +2 to Climbing rolls, halves Move
Chi Shou	1L	1	4s.	1 lb.	Uses Brawl rating for attack
Dao, Double	2L	2	&1 3s	6 lb.	
Hu Cha	4L	2	18s.	9 lb.	Two-handed
Ji	4L	2	12s.	7 lb.	Two-handed
Katana	3L	2	&5+	3 lb.	
Kris	2L	1	8s.	1 lb.	
Kukri	2L	1	6s.	1 lb.	
Kwan Dao	4L	2	&1	9 lb.	Two-handed
Naginata	4L	2	&1 6s.	8 lb.	Two-handed
Nunchaku	2N	1	2s.	1 lb.	
Wakizashi	2L	2	&2+	1.5 lb.	
Yue Ya Chan	4L	2	16s.	10 lb.	Two-handed

ORIENTAL MISSILE WEAPON TABLE

Ranged Weapon	Damage	Strength	Range	Rate	Cost	Weight	Notes
Shuriken	0L	1	10 ft.	1	4s.	—	

ADMINISTRATOR

Archetype: *Government Official* Motivation: *Justice*

Style: 3

Health: 4

Primary

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Law	3	1	4	(2)
Anthropology	3	3	6	(3)
Bureaucracy	3	3	6	(3)
Diplomacy	3	4	7	(3+)
Firearms	3	2	5	(2+)
Investigation	3	2	5	(2+)
Performance	3	1	4	(2)
Sports	3	1	4	(2)

Talents

Well-Connected (Can improve his Contacts Resource as if it were a Talent)

Resources

- Contacts 0 (Political; +1 bonus)
- Follower 0 (Translator)
- Rank 0 (Society of Antiquarians; +1 Social bonus)
- Status 0 (Colonial administrator; +1 Social bonus)

Flaw

Gullible (+1 Style point whenever he is taken advantage of because of his trusting nature)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	L	(0)L

“THIS CHAP SAYS HE HAS A MAP TO THE TEMPLE, BUT HE NEEDS £5 TO BUY MEDICINE.”

CHARACTER BACKGROUND

No, I never wanted to be a colonial administrator. I was intent instead on becoming a barrister, but my father had other plans for me. He saw my service in the Colonial Office as a means for social advancement for me, and a more secure career. After all, we'll never lose or surrender our colonial territories, right? After graduating and joining the Colonial Office I was immediately dispatched to the Far East. As a young man without aristocratic or political ties, I started at the bottom of the ladder. After a brief spell as a legal clerk, I became involved with the census. Despite not yet having mastered any languages beyond my native tongue, I looked forward to meeting the locals and seeing how our colonial rule had brought new opportunities and wealth to them. What I saw appalled me to my core. While we Europeans lived in relative comfort, the natives lived in utter squalor. Disease was rampant, unemployment high, poverty in excess of our worst city slums, and justice a dream few could ever hope to grasp. Naturally I contacted my superiors. Alas, they did not bat an eyelid at my report—it seems such conditions were considered the norm in these parts of the world. Still, my conscience would not allow me to sit idly by. I have little authority, but I do what I can to make life better for those without hope. My collaboration with the natives has not gone unnoticed by my superiors, but I work within the law, and there is little they can do beyond denying me promotion.

During my time with the Census Office, and through conversations with my translator, I became aware that many of the people my superiors called primitives were in fact the descendants of once-mighty empires and kingdoms, now consigned to dust and folk tales. My childhood interest in the great expeditions across Africa was rekindled, and I set about researching local history. My investigations led to the discovery of a minor lost temple, nothing so great as to attract the world's press, but enough to interest the Society of Antiquarians. Perhaps one day the citizens of these mighty empires of old will stand proud again, but until they do I shall endeavour to make life better for them.

ROLEPLAYING

You may be a colonial administrator, but you are not uncaring of the plight of those your nation governs. You are a champion for social rights and justice, and greatly interested in the history of indigenous peoples, but you are also a sucker for a hard-luck story. As a result, you are often take advantage of.

HERO TO OTHERS

Archetype: *Warrior*

Motivation: *Duty*

Style: 3

Health: 5

Primary

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Academics: Philosophy	3	1	4	(2)
Acrobatics	2	2	4	(2)
Athletics	3	3	6	(3)
Empathy	3	2	5	(2+)
Focus	2	2	4	(2)
Martial Arts: Tai Chi Chuan	3	4	7	(3+)
Sports	2	3	5	(2+)

Talents

- Block (Perform Block as a reflexive action)
- Painful Strike (+1 bonus to stun his opponent)

Resources

- Follower 0 (Chronicler of Adventures)
- Rank 0 (Sporting Gentlemen's Association; +1 Social bonus)

Flaw

- Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	7N	(3+)N

“YOU FAILED BECAUSE YOU THOUGHT YOU WOULD FAIL. YOU WERE DEFEATED BEFORE YOU BEGAN. NOW, TRY AGAIN.”

CHARACTER BACKGROUND

My parents died when I was young, and I was left in the care of a distant relative. Times were hard, and I was naught but another mouth to feed. Scrawny and shy, I was a target for bullies—I tried to fight back, but that only resulted in more severe beatings. In order to learn to defend myself, I'd secretly watch the martial arts students training, peering into their school's courtyard by means of a conveniently located tree. When no one was around, I'd sneak into the school and steal plums from the trees that grew on the grounds, for I was always hungry. One day, the master caught me. I proclaimed my innocence, but the plum juice could not be washed away with words. I expected a thrashing, but instead he smiled at me, and then gave me a choice: either I must defeat a student of his choosing, or he would hand me to the police. I protested that I could not fight, to which he replied that he would teach me, for not to do so would be unfair. For many years thereafter I spent every day at the school, never once challenged. One day the master rang the gong, summoning the students to the courtyard. In front of my peers he reminded me of my childhood crime, and proclaimed the day had come to fulfill my vow, and that my opponent would be the school's champion. I protested I was not ready, that I could not defeat the school's best. But I knew I must fulfill my vow, and I stepped into the fighting circle with the champion. Needless to say, I lost... badly. Instead of summoning the police, the master pulled me up from the ground, clapped me on the back, and proclaimed me the victor. I protested again, saying that I had failed to beat my opponent. At this the master laughed, saying that true failure only comes through not trying, for in refusing to try we place false limits on ourselves, and thus never grow or learn. Despite my belief I was inadequate, I had still accepted the challenge, and thus won a victory over myself, the true opponent my master had in mind. After dismissing the students he took me aside. "The world is an unjust place," he said, "and there are many who need a hero, if only to show them what they can truly achieve. You will go out into the world and be that hero."

ROLEPLAYING

Your master sent you into the world to right wrongs and protect the weak, and that is what you will do. The road is a difficult one, for there is much injustice in the world, but through adversity and struggle come wisdom and enlightenment. and protect the weak, and that is what you will do.

YETI HUNTER

Archetype: *Scientist*

Motivation: *Glory*

Style: 3

Health: 5

Primary

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 5

Perception: 5

Stun: 3

Skill	Base	Levels	Rating	Average
Anthropology	3	3	6	(3)
Art: Photography	3	2	5	(2+)
Athletics	3	3	6	(3)
Expeditions	3	1	4	(2)
Firearms	2	2	4	(2)
Linguistics	3	2	5	(2+)
Science: Biology	3	2	5	(2+)
Survival	3	2	5	(2+)

Talents

Climb (Climbing speed is doubled)

Resources

Contacts 0 (Expeditions; +1 bonus)

Follower 1 (Sherpa)

Rank 0 (The Yeti Club; +1 Social bonus)

Flaw

Obvious (–2 penalty to stealth and deception-related rolls; +1 Style point whenever she fails to conceal her motives or draws negative attention to herself)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	3L	0	7L	(3+)L

“GOAT HAIRS? ARE YOU MAD, SIR? THESE ARE CLEARLY YETI HAIRS!”

CHARACTER BACKGROUND

I first head of the yeti while part of an Alpine Club expedition to the Himalayas. I was a young student of biology at the time and an avid mountaineer, and my participation was only thanks to my professor, who put in a good word for me.

On the expedition's third day we came across the footprints. They were high up, in an area no man regularly travels, and we knew of no other expeditions in this region. The expedition leader dismissed them as the tracks of large wolves, which had stepped close to each other and so formed the imprints. Our guides were dismissive of this notion, claiming them were made by one of the yeti, the elusive “man-bear of the snow” that haunts the mountains.

That night I could not sleep, and so took a short walk from the camp to watch the stars pass overhead. Not far away, in the flickering shadows cast about by the remnants of our campfire, I saw a hulking, hairy form pass just out of the corner of my eye. I hurried after it but found no trace beyond a few coarse hairs snagged on a rock. I noisily awoke my peers with the news of my sighting, only to be told the hairs were probably that of a goat or wolf, and that the thin air and earlier stories of our Sherpas had obviously tricked my senses. Likely, they claimed, I had seen my own shadow.

On our return I published my findings, though this was against the advice of my professor. Sure enough, my peers mocked me and the university decided perhaps my placement was a mistake. Expelled for bringing the university into disrepute, I had a bleak future until I was contacted by the Yeti Club, who offered me membership and tutorage.

I have returned to the Himalayas several times since, but have had no further sightings of the yeti. Of course, I am not deterred by this—if mankind gave up on everything so easily we would still be living in caves! Word has recently reached me of a creature called a sasquatch, which lives in the forests of the northwest United States of America. Perhaps the creature is a relative of the yeti. I shall soon find out, for I am planning an expedition to investigate the stories next year.

ROLEPLAYING

Your peers may think you mad for believing in the yeti, but you're adamant they exist. Photographing one won't just be the anthropological and biology discovery of the century, it will ensure your name lives forever.

SAMPLE HENCHMEN

CHINESE DOCTOR

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Craft: Pharmacology 5, Empathy 4, Martial Arts: Tai Chi Chuan 4, Medicine 5

Talents: Herb Lore (use natural supplies)

Resources: None

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 4N

COLONIAL FUNCTIONARY

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 4, Diplomacy 4, Linguistics 3

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

NINJA

Follower 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 5, Defense 5, Stun 2, Health 4

Skills: Acrobatics 5, Athletics 4, Martial Arts: Aikido 4, Melee 4, Stealth 5

Talents: Subtle Strike (can use Stealth for attack roll)

Resources: None

Flaws: Secret (+1 Style point whenever he goes out of his way to protect the secret)

Weapons: Punch 4N, Shuriken 4L, Wakizashi 7L

OPIUM ADDICT

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Gambling 4, Larceny 5

Talents/Resources: None

Flaws: Addiction (Opium: +1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

ORIENTAL MYSTIC

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 2, Defense 2, Stun 1, Health 3

Skills: Academics: Philosophy 5, Focus 4

Talents/Resources: None

Flaws: Inscrutable (+1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

Weapons: Punch 0N

PLUCKY ORIENTAL KID

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size -1, Move 3, Perception 4, Initiative 4, Defense 4, Stun 1, Health 2

Skills: Martial Arts: pick one 4, Stealth 5

Talents/Resources: None

Flaws: Young (+1 Style point whenever her size causes her difficulty or she is patronized because of her young age)

Weapons: Punch 5N

SHERPA

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 5 (*Climbing* 6), Expeditions (*Terrain: Mountains* 6) 5, Survival 5

Talents: Pack Mule (treats his encumbrance level as one less)

Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty to his friends causes trouble for himself or his companions)

Weapons: Punch 0N

SUMO WRESTLER

Follower 0

Primary Attributes: Body 3, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 1, Perception 1, Initiative 2, Defense 4, Stun 2, Health 4

Skills: Acrobatics 4, Martial Arts: Wrestling 4

Talents/Resources: None

Flaws: Obese (+1 Style point whenever his weight slows him down or causes him difficulty)

Weapons: Punch 4N