Legends of the Wulin
Sagacious Player's Informative Reference Sheet

The Basics
Rank
A character's *Rank* is a general measure of their power level, *Rank No. = 6 – Rank*, Unranked being Rank 6.
Fourth Rank is the usual starting level, giving a Rank No. of 2.

Rolling Dice
First of all, for pretty much every roll you will be rolling your *Lake* in D10. For most characters the *Lake* is 7 dice (the actual value is 5 + Rank No.). From the resulting numbers group them into similar results, for instance 9,7,7,7,3,3,0. Groups of dice are called *Sets*, the value of a set is:

$$\text{[Number of Dice][Number on Dice], for example the value of the set } \{7, 7, 7\} \text{ is } 37.$$

A single die has a value of 10 + [Number on Die], but it is not a Set. Sets from a roll can be assigned to different things, for instance an Attack roll could have sets assigned to an Attack and a Marvel.
Appropriate modifiers, such as Skills and Conditions, are then applied, always in multiples of 5.
Modifiers from the same source type do not stack. Types include Skills, Loresheets, Kung-fu or Weapons.

Difficulties
If there isn't a direct opponent then the value you need to **equal or beat** is the *Task Difficulty*, either the value of the roll that created an obstacle, or a value from the table below. Otherwise it's an opposed roll.

Trivial	Moderate	Hard	Memorable	Fantastic	Legendary	Impossible
10	20	30	40	60	80	100

If you succeed by 10 or more it is a *Critical Success*.

The River
The *River* stores dice from unused sets, it has a number of slots equal to Rank No.. You only get to keep **one** of the dice from the set.
There are four actions using for river dice, each can only be used if you haven't done one of the later ones yet that roll:

Wash dice out of your river for no effect.
Float dice from sets into your river.
Flood or *Flow* dice out, removing them from the River.

Dice you *Flow* dice become part of the group rolled. Dice you *Flood* do not, but activate other effects.

Chi and Joss
These are expendable resources. Joss is gained by performing *Deeds*, heroic acts related to your *Virtues* and by accepting *Interesting Times* when using a Set of 0s to complicate the situation. *Chivalrous Joss* adds one to your lake for a round, *Malicious Joss* removes a die from your opponent's lakes when they act against you. Joss use is declared when rolling Intiative, you can use up to Rank No. Joss per Round, or per roll outside of combat. It can also be used as narrative currency to purchase interesting coincidences.
Chi is used to power various effects, and determines how hard you are to damage. *Elemental Chi* counts as double for aligned techniques, *Corrupt Chi* counts as all five elements as well, *Enlightened Chi* counts as double for all purposes, but can't power corrupt techniques. Chi regenerates at a rate of Rank No. per round, modified by Conditions and the Focus on Breath action.

Combat Mechanics: On the Sheet
Internal and External Kung-Fu
External Styles determine your combat attributes, which are modified by your weapon. If you have more than one you decide which you are using **before** rolling initiative. They may also grant other abilities.
Internal Styles give options of spending Chi, unless specified these must be activated when you assign your sets and only last for the single roll. They can also be used to improvise Marvels in combat, giving a bonus of +5 per Chi spent, up to the Chi cost of your highest rank technique, this replaces the Skill bonus.

Laughter and Fear
An External Style has a thing that it *Laughs at*, gaining +5 on opposed rolls where relevant, and a thing that is *Fears*, giving the opponent a +5 on opposed rolls. These can both apply to one roll.

Combat Mechanics: In Play
The Initiative Roll
Combat works in *Rounds*, short snippets of time in which everybody acts once. The order is determined by the result of an *Initiative Roll*. Roll the Lake, then pick a Set (or single die) and apply Speed as a modifier to get your *Initiative* Score.
Extra Sets on the Initiative Roll can be used for a number of Minor Actions, such as disguising your style, or to set up a Wave.
A *Wave* is a longer action that those with higher initiative may attempt to prevent, such as Covering Ground or *Shaping*, which is setting the difficulty of another action or otherwise modifying the environment.
You can also gather information on the situation by using a Minor Action. Moving within a *Combat Zone* is no issue, but moving into another distinct area requires a *Cover Ground* Wave. A Minor Action can also be used to *Recover* from a Disrupt or Disorient Marvel by beating the roll that created it. Hiding your style is a Stealth-based Minor Action.
If you aren't sure if something is a Wave or not ask your Sage before you roll initiative!

Attack Rolls

When it is your action you pick your *Major Action*, usually an attack though not always, and roll your Lake. Major actions can be assigned a single die, but this will give a lower total than using a Set. Other Sets can be used to do *Minor Actions* such as *Marvels*: Skill-based extras such as *Breaking a Wave* (preventing the change of situation from occurring if you beat the result used to create the Wave), *Disrupt* (applying a penalty to a Combat Stat). Some other Marvels include *Knockback* (force an enemy into another Zone), *Disorient* (apply a penalty to a Skill), or stealing miscellaneous things from people, fast actions that directly affect an enemy.

Other effects, such as Energy Attacks or Secondary Strikes can only be used if you have something that enables you to use them, they are types of Attack. Usually you may only Attack someone in the same *Combat Zone*, unless an ability says otherwise.

An attack can be described as either *Best Dodged* or *Best Blocked*, the effect of which will be described under Defence Roll.

Area Attacks are apply the result of the roll to **everyone** in a Zone, you may Flood a die from the river to exclude targets.

Once you have arranged all your actions, declare the Action and Result (total after modifiers) of every component. Unless otherwise specified these are now final. Your opponent may now defend themselves!

Defence Rolls

When targeted by effects (including some beneficial ones!), roll the Lake for a Defence Roll. Now assign a **Set or Single Die** to defending against each component of the attack roll. Modifiers to defence are usually of the same type as that which created the effect, for instance a Combat Stat against an Attack Action, Skills (or Improvised Chi) against Marvels, Energy Attacks use Combat Stats.

When deciding between *Dodging* (using Footwork) or *Blocking* keep in mind that using the non-advantageous defence imposes a penalty of -5 to the roll. Determining the Modifier then applying it may be faster than a running total.

If your result **beats** the aggressor's result you are not affected by that particular effect. A result is needed **for each component**.

If you have the ability to **Reply**, now is the time to use it.

Ripples and the Rippling Roll

For every **ten points or fraction thereof** that an Attack (not a Marvel) **exceeds** the defence result a ripple is inflicted on the defender. Ripples represent strain, damage and other factors that may come to effect the outcome of a conflict.

A Critical Success that generates Ripples also forces an immediate Rippling Roll after adding it's ripples.

A *Rippling Roll* roll uses a number of dice equal to the ripples the character has. The character can protect themselves using *Chi Aura*, bought for **one Chi per die** for the single roll. **Do not roll the Lake**. Against normal Attacks (or Secondary Strikes) the Rippling Roll is modified by Damage, the Chi Aura roll is modified by Toughness.

Generate a single result from each roll, and compare the difference. If the Chi Aura roll beats the Rippling Roll nothing happens, otherwise a Condition is inflicted. *Chi Threshold* is (by default) equal to the total number of points of **maximum** Chi a character has, plus a modifier from armour.

If the Rippling Result beats the Aura Result by less than Chi Threshold a Trivial Condition is inflicted, this is Minor condition if it exceeds Aura Result by Chi Threshold or more, a Major Condition if the difference is more than twice Chi Threshold. If the Rippling Result exceeds the Aura Result by more than three times Chi Threshold the character is taken out. An existing condition may instead be increased in severity by applying a condition of equal severity, if it makes sense for the two attacks to cause the same type of complication. Conditions are picked by whoever inflicted it.

At the end of a Combat each combatant makes a rippling roll, the opponent picks any conditions that make sense.

Secret Arts.

Secret Arts are special types of Skill-based Major Actions. They cost a point of Chi to use and can only be used in combat if the character has the *Fast Work* technique from the appropriate Loresheet. Secret Arts manipulate Conditions, and each has specific *Tools* that are needed in order to use it. If the character has Stealthy Work they may add a Stealth-based minor action to hide what they are doing, which will need to be overcome in the defence roll to realise what is happening.

Secret Arts can often *Discover* conditions, which effectively creates them from nothing. Bonuses are given for plausibility!

Conditions

Summary of conditions.

Conditions modify how a character operates. They are always conditional and can be worked around by a clever player. However they are still always important in the fiction. *Penalties* ("Do not do this or take penalty X") are generally bad, *Hyperactivities* ("Do this and get bonus X") are generally good, the table below shows both.

A *Chi Deviation* comes from having exotic Chi, it is a special Condition that usually act like a breath or cultivation penalty.

A character is assumed to be able to maintain one condition without effort if they want to, not counting Deviations.

Conditions come in a number of flavours, Injury conditions being the most common. Each Condition causes a single type of effect.

The difficulty to Soothe or Inflame a condition is equal to the roll used to make it, or the standard difficulty below.

Severity\Effect	Action Modifier	Breath	Conversion		Difficulty
Trivial	-/+ 0 to Results	-/+0 Chi/Round	No Change		
Minor	-/+ 5 to Results	-/+1 Chi/Round	1 Elemental ↔ 1 Normal Chi		
Major	-/+ 10 to Results	-/+2 Chi/Round or -/+1 Exotic Chi	2 Elemental ↔ 2 Normal Chi or 1 Elemental ↔ 1 Elemental		

There are also *Cultivation* and *Entanglement* Conditions which affect character advancement, speak to your Sage!

A *Disadvantage* is a special type of Entanglement Condition, you gain extra Destiny when it manifests.

Always Remember: Cool description can net you a +5 modifier to your roll. Keep things cool and dramatic, and look to your Virtues if you don't know what to do in a given situation, you'll get more Destiny that way!

Hope this was useful for you – Mr Purple