

Three Wais of Wudang Shan

In the mists of Hunan, on the slopes of the shan, the Three Wise of Wudang hear wails in the night. Wails of fright, cries, loud, but out of sight. As they descend the slopes, clutching tight their staffs, they see the frightful sight of blood, the fresh corpses after a fight near the river. But all are dead. No, not quite! They can hear wailing of children, assailing their ears, a haunting cry like “Wai wai wai”. Among the corpses, three children catch their eyes, and after their ailing cries they name them all “Wai”s.

外

One is away from the stream, crawling, bawling, and is given the name Wài, Outside. The little one grabs their hands with a man’s strength.

歲

One is in the bend of the river, still in the mother’s cold arms, keeping him out of harm’s way, and is given the name Wǎi, Riverbend. This little one is fair and light and stops crying at their sight.

歪

One is hanging upside down, foot caught in a gown tied in a knot, hanging from a crooked tree, and is given the name Wāi, Crooked. This little one’s chi is confused and mystifying, sometimes laughing, sometimes crying.

As they grow up, the three Wais of Wudang learn the martial arts of the temple.



Outside is strong and fierce, learns the way of the wild, and can summon great force to punch through or break any object.



Riverbend is quick and flexible, learns the way of wires, and can jump high, as if pulled by invisible threads, running on walls, jumping on to rooftops and skipping across water.



Crooked is mysterious, and speaks in strange words, learns the way of wine, and by getting drunk can move in soft, yielding and unpredictable ways.

But as they grow up, the three Wais talk to the Three Wise, asking them three Whys:

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“Why, o Wise Ones, were our people killed at the river in the valley?”

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“Why, o Wise Ones, are we able to gain such power, so much quicker than the other students?”

?

“And why, o Wise Ones, do we feel this restlessness in our souls, commanding us to seek, to find, to obtain something which we do not know?”

But the Three Wise cannot answer these whys, and shake their heads. So the three Wais decide to leave Wudang to seek their own ways. But before they leave the Three Wise advise:

“Go seek your ways, but be wise and wary of the ways of the world, and always remember the Way and Wuwei: Effortless action, the natural and humble, do not force and do not stumble.”

As such, the three Wais go out into the world, seeking the answers to the three whys, perhaps finding them, perhaps not, perhaps becoming wise on their own Ways.

The Hows

When you want to do something non-trivial, roll a number of dice, with any die showing a four or higher counted as a success. A simple task requires one success, a difficult one requires two, a heroic task requires three successes, and an impossible task requires four. You want to hit the exact number of successes. Too few successes will result in a failure, and too many may result in unintended consequences.



Each Wai has a few discipline dice. These have ten sides. You can always choose how many discipline dice you wish to roll, up to your maximum.



With time and experience, you may acquire wise dice. These have eight sides and work just like discipline dice, except you can choose whether or not to count them if they are successes.



When doing something skilful, you may roll one or more skilful dice. These have twenty sides.



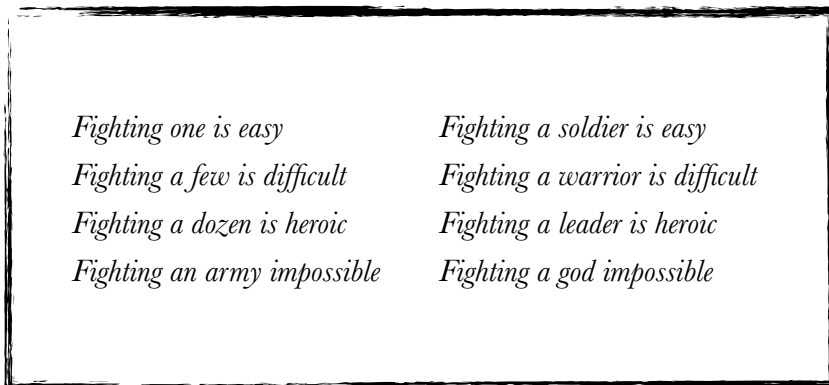
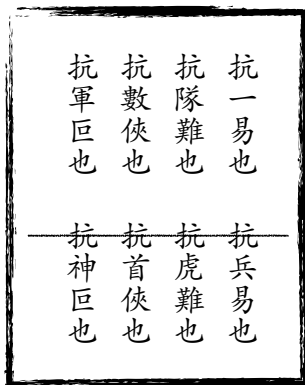
When making an effort, you may roll one or more effort dice. These have six sides. You can always choose how many discipline dice you wish to roll, up to your maximum.



If you lose a fight or is otherwise wounded, you gain a damage die. Roll these whenever you roll dice. These dice have twelve sides. These do not count as successes, but a failed damage die removes one success from your roll. This damage die disappears when the wound heals. If you ever roll three misses on damage dice in a single roll, you die.



Finally, you may gain one or more vice dice (see below). These have four sides. Roll these whenever you roll dice.



You can combine your forces to help each other, but helping does not always make things easier. When helping, you can both roll and you add your successes together, but the difficulty of the task increases by one.



If you learn a secret martial arts technique, the difficulty of all fighting is reduced by one, except against someone who knows the weak point of the technique. Secret techniques can be learned by one Wai only and the user cannot receive help, unless they are combination techniques requiring several Wais to perform.

外 *Outside*



You can always roll up to **one** discipline dice.



You get to roll one skilful die when solving a problem by using strength and physical force, and two when trying to break through or destroy something.



You can always roll up to **four** effort dice.



Whenever you roll too many successes, the result is excessive force, destruction, or loss of control. Interpret as needed in the situation.



Whenever you roll and fails, you receive one vice die, which must be rolled in each conflict.



Whenever you are met with refusal or insult, roll all your vice dice. If one comes up a one, you will respond threateningly or aggressively. If two or more come up as ones, you will respond with rage and/or violence. The GM describes the act and consequences.



If you hurt someone you care about or damage something precious to you, you lose all your vice dice. If you lost at least one, acquire a wise die.



Outside seeks to answer the three whys, but also wants power and enjoys being feared.

歲 *Riverbend*



You can always roll up to **three** discipline dice.



You get to roll one skilful die when solving a problem by using speed and agility, and two when trying to reach a place or catch up to someone by running or jumping.



You can always roll up to **two** effort dice.



Whenever you roll too many successes, you succeed with flair and panache, but receive one vice die for arrogance, which must be rolled in each conflict.



Whenever you roll and fail, you simply fail to succeed at your goal.



Whenever you meet someone of high social status, roll all current vice dice. If one comes up a one, you will treat the person as a social equal. If two or more come up as ones, you will behave in an arrogant and disrespectful manner. The GM describes the act and consequences.



If you receive needed help from a friend or stranger, you lose all your vice dice. If you lost at least one, acquire a wise die.



Riverbend seeks to answer the three why's, but also seeks riches, titles and esteem.

歪 Crooked



You can always roll up to **two** discipline dice.



You get to roll skilful dice when drinking wine in or before a conflict. When doing so, add any number of skill dice to the roll, and count them for successes as normal. However, then add one vice die for every skilful die rolled.



You can always roll up to **one** effort die.



Whenever you roll too many successes, you simply succeed and make it look effortless, unless at least one vice die shows a one. In this case, you collapse in a drunken stupor and are unable to do anything productive until all vice dice have been cleared.



Whenever you roll and fail, you simply fail to succeed at your goal.



Whenever you are told to sober up or try you to behave in a dignified manner, roll all current vice dice. If one comes up a one, you will rudely tell the person to mind their own business. If two or more come up as ones, you will drink and sink into a depression. The GM describes the act and its consequences.



You lose one vice die during a full day of activity, and two during a night of sleep. If drunkenness causes one of your friends harm or suffering, acquire a wise die once you've sobered up.



Crooked seeks to answer the three why's, but also seeks festivities, good food, drink and debauchery.



The Whats

This game has a game master and they can roll on the tables below to generate the answers to the Whys:

“Why, o Wise Ones, were our people killed at the river in the valley?”

1. They were slain by the Emperor’s soldiers.
2. They were slain by a rival wulin clan.
3. They were slain in a fight for the leadership of the clan.
4. They were slain by a snake spirit.
5. They were slain by the Wudang sect.
6. They were slain by you, o heroes.

“Why, o Wise Ones, are we able to gain such power, so much quicker than the other students?”

1. You carry the spirit force of your lost clan.
2. You have been blessed by the warrior god Guan-yu, who will demand your loyalty.
3. You have inherited the chi force of lost Wudang leader Zhang Sanfeng.
4. You were nourished by a water dragon.
5. You are the reincarnations of ancient masters.
6. You are not human.

“And why, o Wise Ones, do we feel this restlessness in our souls, commanding us to seek, to find, to obtain something which we do not know?”

1. You feel the hateful call of revenge by your slain kin.
2. It is the restlessness of youth, which will only be quieted by accepting the imperfection of the world.
3. It is the sins of your past lives, which must be atoned.
4. It is the yearning for true love, and you must find your kindred spirits.
5. It is a spiritual poison which will kill you unless you learn the secret meditation technique to combat it.
6. You are souls of mortal enemies, destined to fight each other in the end.

Names

1. Old Wu
2. Rain
3. Wei-wei
4. Nightfall
5. Ah-ming
6. Little Dragon

Clans

1. The Wudang sect
2. The Shaolin temple
3. The Beggar’s clan
4. The Green Lotus
5. The Cloud Runners
6. The Monkey clan

Places

1. Temple of the Jade Emperor
2. The streets of Luoyang
3. A forest pagoda
4. A wayside tavern
5. A eunuch’s palace
6. Cloud-covered mountains

Secret techniques

1. The Buddha’s Palm
2. The Five Elements Fist
3. Claws of Ten Thousand Dragons
4. Searching for the Needle
5. The Eight Secret Flowers
6. The Drunken Monkey

The Boring Stuff

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