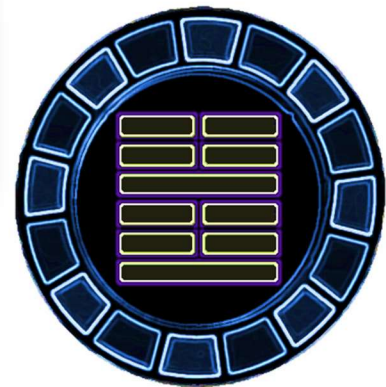


Bàofēngyǔ 暴风雨



storm approaching...

The second line, yin, shows the storm engulfing. ..

The third line, yin, shows one distressed by the thunder of the passing storm.

Good fortune comes if this fear inspires one to action...

The I-Ching, Hexagram 51

Quote: *None, just cold stares and a hand held up to warn you against going further....

The Bàofēngyǔ, colloquially known as the Storms, are an ever-present force of controlled destruction for the 3 Kingdoms of Go. They are the living embodiments of Nature's unbridled fury - icy blizzards, sand-storms, hail, thunder, lightning, torrential deluges of rain- but are also born to be protectors and servants.

Those with the resources and clout enough can boast of having a Bàofēngyǔ or two as retinue. They are lucky indeed, as nothing can deter a Storm from his duty. Even if working for the worst of an Evil Chinese Ghost-Wizard, their loyalty is unwavering. It should also be pointed out that the Bàofēngyǔ are almost always male, though this doesn't mean that there are no female Storms. It would be a rare Master that could brag of having women of this Gasin Family.

The Storm's chrysalis begins when that budding Hsien is caught in a storm that should to rights end their still-mortal existence. Faced with the colossal destructive power of Nature and their own impending death, the Storm opens up and beckons that soul into itself. What emerges is a new Bàofēngyǔ, anxious to seek out others like himself and a new master to serve.

Appearance: In all forms, the Bàofēngyǔ are tall, and hard-faced men. The Hotei-Form, despite their mortal seeming, prefer to wear the traditional clothing of the warrior class or priest-hood. The Wani-Form differs little from their Hotei-Form. Their hair is always longer, often down to their waist. Their eyes churn with their elements - Dust-Storm eye's swirling clouds of dust, Rain-Storm eye's liquid orbs dripping down the cheeks, and Thunder-Storms being roiling black and purple clouds. The Bàofēngyǔ's Mask of the Shentai appear as stony -faced Gods with long hair, traditional priestly class garb, and entire bodies made of their Storm-Element.

Lifestyle: The Life of the Bàofēngyǔ is one of silent and stoic servitude. From moment of chrysalis, they seek out something to protect. Some few serve dark wizards, some act as temple guards, others may be bodyguards for a rich celebrity.

Hsien-Tsu Bàofēngyǔ are a rare occurrence as most awaken during their later years. It is the first exposure to a major storm, one in which their mortal life might be in danger, which is the catalyst for their chrysalis into Hsien-hood.

Hsien-Jin Bàofēngyǔ have found other of their kind to be their brothers and have a found a position as a servant (be it temple-

TYPES OF STORMS:

DUST: The Storm spends 1 point of Yugen. Stinging dust and sand pours out of his mouth and eyes, and violently spins around the scene, dealing harsh abrasions to exposed skin (1 bashing a turn) and choking and blinding everyone within (willpower x 3 Meters).

HAIL: The Storm takes one round to prepare, spends 1 point of Yugen, and rolls willpower. The Amount of successes indicate how many turns it will last, as thick golf-ball sized pieces of icy Hail rain down from above- They do bashing damage equal to Storm's current Yugen rating a turn, unless the targets can get undercover.

LIGHTNING: The Storm must perform a kata- then make eye contact with a person, point at them - and spend 1 Yugen. A bolt of lightning lashes out from their hand to the target. The damage is the current Yugen rating and is always lethal. This can only be performed once every other round,

RAIN: The Storm takes one round to prepare, spends 1 point of Yugen and rolls willpower. Number of success is how much the difficulty is raised for opponents, as icy rain begins pouring down on them, getting in the eyes, making it harder to breathe, and weakening an opponent's grip on weapons. This lasts a number of turns equal to the current Yugen rating (after the first is spent) but even afterwards, all opponents are at a +1 difficulty for the remainder of the scene.

SNOW: The Storm spends 1 Yugen and slowly breathes out slowly and the scene grows colder and colder. After a number of turns (dropping 10 degrees every second). Once the scene is cold enough, the winds pick up, and a volley of heavy snow-laden winds rush across the scene. Opponents must roll their stamina (diff 8) or be frozen on the spot. Even those opponents who succeed will be at a -3 penalty to all rolls as their frozen hands bodies are wracked with the cold. These frozen conditions will last as long as the Storm's current Yugen rating before the usual weather conditions begin to return.

THUNDER: The Storm spends 1 Yugen and loudly claps his hands. A concussive shockwave of sound, light, and pressure explodes from his palms, knocking down his opponents (the opponents must roll stamina difficulty 8 to remain standing). For one turn afterwards, everyone is deafened. Those who fell are deafened and blinded and are at a +1 difficulty for the next few rounds (equal to the Storm's Str rating).

WIND: The Storm begins a slow easy kata, which becomes faster and more intricate ever moment. After 3 turns, he spends 1 point of Yugen. The Opponents are then buffeted by gale-force winds and must succeed a Dex diff roll 8 to even stay on their feet. If they fail, they will be caught up in the whirlwind sweeping the scene. Heavy Items will spiral around the room (dealing 5 dice worth of bashing damage + 1 dice of damage for every opponent caught in the storm slamming into their opponents. The winds last for a number of turns equal to the Storm's current Yugen rating.

-No Bàofēngyǔ can use their powers on another Bàofēngyǔ-

-Rumor has it that there are other types of storms being born in modern years. Fire-Nados, Mud-Blizzards, Acid-Rains, Smog: If these are to be true, none have seen of it yet. It is up to storyteller's and player's to decide if they are a reality, and what that might look like.

guard, bodyguard, or enforcer for something more nebulous). They will maintain this position until death.

Glamour Ways: The Bào fēng yǔ regain Glamour/Yugen by faithfully serving their master, or supporting their duty, and the gratitude that comes along with it. If they do a good job, and somebody notices, then they refuel their magic. It should be noted that those who serve darker masters may have a harder time... as their master may be a grumbling old wizard who berates his "Foolish Minions" for imaginary slights or unsuccessful missions...

Unleashing: Cantrips cast by the Bào fēng yǔ are accompanied by the sights, sounds, and smells of their element. Dust Bào fēng yǔ may smell like hot sand, Snow Bào fēng yǔ may feel like a cool icy blast, Rain Bào fēng yǔ may sound like a gentle shower just outside.

Affinity: Nature, **Kwannon-Jin Fortune:** Metal

Birthrights:

Perfect Guardian: The Storms Heaven dictated Mandate is to serve and serve they do well. At Character creation, all Storms begin with a +1 to all physical attributes. In addition, they get an added bonus of +2 to all rolls involving brawl, do, or melee rolls when actively fulfilling that mandate.

Born of Storms: As one might have guessed, the Bào fēng yǔ have natural ties to their chosen elements, and can call upon the fury of weather. The Side-bar above highlights the how of unleashing these meteorological magics.

Frailties

Beck and Call: As have been expressed, the Bào fēng yǔ are subject to the whims and depredations of either their mission or their masters. If they have a mission to protect a place, then this is easier. If they have to serve a master it can grow complicated. Especially if that Master is evil. Their influx of Yugen is dictated by how well they serve, and if something should ever befall the object of their mission (the temple is raided, their master is killed) then that glamour would be replaced with Banality until the situation is somehow bettered (the temple is repaired, serve the master's family, etc...). Even then, it will take some time to right the wrongs, and their Hsien Nature will be in jeopardy during the interim.

Hsi-Chih Wang, Lightning servant of a Loo-Pain –Akashic Barabbi, hurriedly expresses opinions of the Hsien before his master returns.

Daruma: Generals? Perhaps. But it is hard to see them as anything but toys.

Dokkaebi: They know their place. That is the best I can give them.

Enrena: Simple messengers who think themselves quick and clever, one moment in my world would have them dissipate as quickly as a fart in the wind.

Hanayomeningyo: They honor the unfortunate dead in a way none other could. For that alone, they deserve our respect.

Shinigami: I understand their importance, but they don't have to seem so happy about their mission. It's disheartening that they smile so, when pressed with such ghoulish tasks.

Tennyō: Divine Goddesses, I will never wish for another master, but it would be nice to work for them.

Zashiki-Warashi: Even we servants need servants to attend out needs.

Yaoguai: The Foo and Bulgae I respect, the Imugi I secretly support. The rest I can do without.

Bakemono: If only they were more cohesive, they might pose a decent threat. As it is, I only pity their lack of team-work.

Obake: They want a divine mission, and so act in a manner befitting that want. They cry for consideration and throw tantrums in a feeble attempt to warrant heaven's attention.

Hirayanu: Useless prattling beasts that rut in the fields and complain about their station.

Kamuii: Regardless of how much they beg, I will never be one of their number. I belong to my master and will until Heaven takes me away.

Sunset People: Disappointments.

