

Btsan བཙན་

“Power deities, for all their strength, are very much like humans, they are subjects to periods of despair and are not free from the crippling consequences of emotions. For over two decades Tibetans were forbidden from holding any religious ceremonies or prayers. No prayer flags, incense or ceremonies were offered to the deities and demi-gods of the region. This neglect broke their hearts, and they became bedraggled and weak.”

— Tsering Wangmo Dhompa

Quote: What did you say about the Buddha? All the wrath of a bloody-red Heaven will fall on you like a flood for your insult. Say it again, I dare you...

Angry Gods from the tops of - and above, the mountainous country, the Btsan were feared as both Bon-Po and Buddhists spirit-monsters. But the Btsan's origins differ for each. To Buddhists, the Btsan were angry monks in red robes, who weren't cut out for the rigors of monastic life and were reborn as vengeful ghosts of warfare. To the indigenous Bon, the Btsan were Red demon-gods of the hunt numbering 110 million, darkening their sky as they chased down their quarry. Unfortunate mortals out and about on nights of the hunt would fall prey to their sport- not unlike stories of the Keltic Wyld Hunt.

Two navel-gazing Faiths of Mortals arguing about the Btsan's true genesis is simply a distraction and their own origin never mattered overmuch, at least not to their own numbers. The only thing relevant was justice be served swiftly, harshly, and hopefully, with as much Blood as possible. The Btsan Zo-dor (Kith) are a militant group, the only Werma (Seelie) family to serve that role, even more-so than the Demon-half of the Gyalpo, and the Btsan weren't made for peaceful negotiations. Though it would be unfair to paint them as four-color anti-heroes (or one color at any rate) the stereotype exists for a reason.

Astride their beloved Wind-Horses, also red, the Btsan plow the skies above their mountain in search of demons, monsters, needy mortals, anything to keep them busy. Some whisper that these actions - the Btsan's ceaseless search for swift, harsh, justice - are also a distraction, a self-fulfilling means to keep them bound to constant reincarnation as angry gods with no hope of ever escaping the cycle. Perhaps there is some truth in this, but the Btsan's are too busy to hear it.

Appearance: Red in outlook, red in appearance, the Btsan are some of the easiest to spot regardless of Mien. The Nirmana



Kya (Mortal Mien) is that of a rugged and angry looking mortal (the majority men, but the Changeling Way doesn't discriminate) with angry glaring red eyes, and coppery red highlights in their dark hair. They all wear red clothing without exception. The Dharma Kya (Fae Mien) is that of a tall, red-skinned monster with wild unruly red hair, angry glaring red eyes, and a mouth full of red-stained teeth. Not a few of them also sport red-horns, or a third red eye in the middle of their forehead. They favor red armor either bloody red and dripping gore or gleaming a fiery red as if still hot from the forges. Some particularly vicious few wear a crimson helmet emblazoned with a leering red death-mask. Others favor their own visage for intimidation. At all times, in all forms, their Wind-Horses are close-by.

Lifestyle The Btsan are a maddening bunch of hunters, warriors, and sky-gods. The Changeling may have relegated some of their power, but none of their zeal. Their Bodhicitta (Chrysalis) is a torrid affair, with the young Btsan throwing angry fits at any slight, real, or imagined. Soon enough, other Btsan will arrive to indoctrinate the budding Sky-God into their martial ways. They will choose a Wind-Horse (some say this the true Bodhicitta) and settle into their roles as protectors of holy-places, demon-hunters, soldiers of the Buddhas, or any other role that serves the needs of the Zo-dor community - and gives them a healthy outlet for their anger.

Cetana Btsan are about to meet and choose their beloved Red Wind-Horse, once they do, the skies aren't the limit, as the bond between the two will last a lifetime.

LUNG TA - ལུང་ཏཱ་

Called the Lung Ta in Tibet, the Khiimori in Mongolia, and Rüzgar Tayi in Turkey, the Wind-Horse is not only the symbol of Tibet, but a sacred symbol of Psychopomps and a metaphor for the Human Spirit. They are found all across the Dreaming of the East and are sometimes seen in the Waking World where the boundaries between grow thin. Though only a few select Kithain can hope of befriending one, the Btsan's very existence is tied to this great beast. A Btsan can always tell which of the Lung Ta will deign to ally, the Red ones-

Most stats of a wild Btsan are as follows- but a player can of course craft his own using Chimera generation and the 3 free points of the Chimera background at Character Creation - and no Btsan is complete without his Wind-Horse.

- ❖ **Attributes:** Strength 4, Dexterity 3, Stamina 5, Intelligence 3, Perception 1, Wits 1
- ❖ **Skills:** Alertness 3, Athletics 4, Brawl 2, Survival 2
- ❖ **Willpower:** 6
- ❖ **Attacks:** Trample for 4, kick for 5, Bite for 3
- ❖ **Health:** Ok x 5, -1, -3 x 2, -5 x 2, -6 x 2, incapacitated
- ❖ **Redes:** Enchantment, Fear, Flight, Glamour Pact, Scuttle, Traverse Dreaming, Wyrđ

Chonyil Btsan are eager to prove themselves, not only to their elders, but also Gods, Buddhas, or whomever else needs to see real power. A good trouncing of a demon works wonders for the Karma, or so the Chonyil believe. Of course, telling them any different angers them. Their views may change in time, but the anger lasts throughout their whole lives.

Nyinmo Btsan have hunted demons plenty, guarded temples enough, and allied with other Zo-dor adequately enow, to realize one thing: there is plenty more to do, and this lifetime may not be enough. Of course, this angers them, so when they die the cycle begins anew. It takes a strong will to escape the wheel of their own fury...

Glamour Ways: Btsan regain their Sog when allied, or simply interacting, with mortals who share the same moral compass. Great-team ups to slay evil work, but so too do religious gatherings with a focus on overcoming obstacles, or even patriotic conversations of old veterans speaking of past victories. If there is Pride involved, and a certain disgust for the enemy, then the Btsan refuels their magicks...

Unleashing: Phowa cast by the Btsan are heavy with thick swathes of scarlet light, bolts of crimson lightning arcing across the scene, and the screaming of horses and roar of thunder. It can be a terrifying experience for outsiders...

Affinity: Fae

Birthrights:

Wind-Horse: Upon Chrysalis, each of the Btsan form a perfect bond with a Red Wind-Horse, a relationship that lasts through their lifetime (and sometimes beyond). The Wind-horse can fly, can talk, and is stronger than any normal Horse of the Waking World.

This counts as the Tulpa (Chimera Background) of level 3 at Character Creation for free (see stats in the sidebar above).

However, a player can absolutely make their own, and is in no way limited to level 3, forking as many Background points into the Chimera rating as they wish with Storyteller having final say.

Angry Red Gods: As fierce as they are, the Btsan's very aura is a that of a glowing-red, angry, god-demon with all the wrath of heaven at their disposal. At Character creation, all Btsan begin with 2 free dots of Intimidation up to 5. They can never botch such a roll. In addition, if in a situation where a contested intimidation roll is to be had between them and another (read pissing contest) then the Btsan can spend a point of Glamour and add three dice to their Intimidation pool- causing fire and smoke to pour out of their mouth, and their eyes to burn with a baleful red glow...

Frailties:

Red Offerings: In the old days when the Btsan were more regularly venerated as gods, only red offerings were laid out for them. Such has carried out for the modern Btsan. In addition to their red clothes, red horses, red faces, and red energy pouring out of them, the Btsan can only eat red foods. Dark red wines, red meat, red vegetables, nothing else can physically sate their hunger. At any time they imbibe in any foodstuff colored other than red (or reddish) they must make a stamina roll, difficulty 7, or risk heaving it back up.

Angry Red Gods: Every bit the Berserkers of legend, the Btsan are notorious for their angry rampages across the skies. At any time that there is sufficient reason for their anger, they must make a willpower roll, difficulty depending on severity of reason, or else blindly attack any and everyone in their way - allies or innocents, fae, mortals, or prodigals alike...

Witnessing a minor infringement of the rules may only be a difficulty 6 or 7, but flagrant disrespect of the Btsan's own personhood may be an 8 or 9.

Also, regardless of how the Btsan feels about the Bon deities or the Buddhas, flippant disrespect for religion is always a difficulty 10. Atheism in particular greatly confuses the Btsan, which of course, infuriates them all the more, and any interaction with a particularly flagrant Atheist will always result in a willpower roll.

Choegyial high astride his beloved Blood-Wing, bellows out his opinions on the other, less-worthy Zo-dor.

Deva Putra: It must be tough, to be caught understanding your own Godhood, and understand nothing else. I am glad that I am not affected.

Gyalpos: Half the time they are good opponents, the other half they are worthless pretty faces.

Klesa: Anger? A distraction? What the hell are you talking about?

Mrtya: Too many weak-willed folk are fall prey to these devious Mara. I'm not afraid of death, so I'm not affected.

Skhandha: I do not understand how their powers work, but I know that they are Mara. Therefore, they are the enemy.

Yeti: They hide away in the snow, invisible to the war and not picking a side. But I do like their kind spirits.

