JIN-SHIATO

DRAFT VERSION 1.0

BY ORION COOPER

In a different time on a different world, it is a time of strife for the empire where the sun never sets. A thousand year old ruler precedes over an empire disrupted. Civil war erupts over the land as annexed kingdoms cry revolution. Ancient evils awake as times goes on, and evil sorcerers seek dominance of forces mysterious and unknown. In a time where the future of the empire is uncertain, there are those who take up the gun, the sword, the fist, or the mysterious art of magic, and fight.

Welcome to Jin-Shiato.

0.0 Introduction

We all face challenges, and recently I was introduced to a very interesting one: build a 24 page RPG in 24 hours. It was so intriguing that I had to do it, and the result is what you are now reading. Armed with only an idea and a vision, I set about work on this game. What was that idea? I came to the conclusion that three things, if combined, would make an awesome game and setting:

Guns + Martial Arts + Magic = Kewlest Evar!

Not quite in those words, but close enough. I never actually worked on the game, always finding myself busy with something else. I envisioned a sort of mix of cultures and themes; a land that was a mix of China, Japan, and Britain combined with Victorian age technology. It's more like steampunk than historical technology, which is great since I've always loved steampunk. Being a fan of Wuxia movies, steampunk, and fantasy games in general, this was a natural move for me. I hope this to be one of many stepping stones towards being known and famous among the RPG community.

I hope you like this game, and I hope you find it to be a unique experience as well as a unique concept. So grab your gun, ready your spell and get in to your best martial arts stance, you're about to be enter the world of Jin-Shiato.

Sincerely,
Orion Cooper

1.0 Character Creation

Before you can adventure in the lands of Jin-Shiato, you must create your character. This section lists the instructions step by step to help you make your character as easily as possible. These steps are:

1.1 Roll and record statistics.
1.2 Choose skills and talents
1.3 Purchase equipment
1.4 Fill in relevant mechanics
1.5 Fill in cosmetic details

1.1 Roll and record statistics

On a blank sheet of paper write down the following statistics: Agility, Blood, Ethereal, Fitness, Intelligence, Speed, Strength, and Toughness. For each statistic, roll 5d20 (except Blood) and record the result next to each one. This produces a number from 5 to 100 and roughly spans the human potential, from the most worthless (a statistic of 1) to the apex of human aptitude (a statistic of 100). Each statistic is described as follows.

Agility: This statistic represents your hand-eye coordination, fine control, and balance.

Blood: This statistic represents your personal energy and power. The blood statistic always starts at 0 when a character is first created.

Ethereal: This statistic represents your magical power and nature.

Fitness: This statistic represents your ability to exert yourself over a long period of time and your resistance to foreign substances such as alcohol, toxins, and disease.

Intelligence: This statistic represents your learning ability, logic skills, and mental capacity.

Speed: This statistic represents your land speed, reflexes, and ability to react quickly.

Strength: This statistic represents your muscle power, lifting ability, and the ability to exert yourself over a short period of time.

Toughness: This statistic represents your ability to withstand injury and sudden shock.

Let's make a sample character; we'll call him Gian. Rolling his statistics, we get Agility 50, Blood 0, Ethereal 36, Fitness 58, Intelligence 44, Speed 52, Strength 60, and Toughness 67.

1.2 Choose skills and talents

The next step is to choose your characters skills and talents. Each character chooses three primary skills and three secondary skills. Then, the character chooses a talent.

Each skill is associated with a statistic. For example, the Sword skill is associated with Agility, and therefore it is written up as Swords (AGI). To determine your skill percentage with any one skill, you add two numbers: the base percentage and training percentage.

The base percentage is figured by dividing the statistic associated with the skill by 1/3. For example, Gian has a base percentage of 16% with Agility skills, 12% with Ethereal skills, 19% with Fitness skills, 14% with Intelligence skills, 17% with Speed skills, 20% with Strength skills, and 22% with Toughness skills.

The training percentage is based off whether the skill is a primary skill, secondary skill, or miscellaneous skill. With a primary skill, the training percentage is 30%. With a secondary skill, the training percentage is 15%. With a miscellaneous skill, the training percentage is 0%.

The final step is adding the base percentage and the training percentage together plus any miscellaneous modifiers to find the skill percentage. For example, if Gian chose the Swords skills as a primary skill, his skill percentage is 42% (12% + 30% + 0%). Gian has no miscellaneous modifiers to add to his skill. If Gian had the Warrior talent, his skill percentage would be 52% (12% + 30% + 10%).

The following skills are available and are explained later on:

Acrobatics (AGI)
Alchemy (INT)
Axes (STR)
Blunt Weapons (STR)
Bows (AGI)
Burglary (INT)
Chemistry (INT)
Crossbows (AGI)
Diplomacy (INT)
Dodging (SPE)
Draw Energy (ETH)
Enchantment (INT)
Firearms (AGI)
Flails (AGI)
Jumping (STR)
Knives (AGI)
Persuasion (INT)
Pole Arms (STR)
Running (FIT)
Science (INT)
Sorcery (INT)
Staves (AGI)
Stealth (AGI)
Swords (AGI)
Thrown Weapons (AGI)
Unarmed Combat (AGI)
Weaponsmithing (INT)

Once skills are chosen, you then choose one talent. Talents have no percentage, like skills or statistics. Instead, they are special abilities that give you a new ability or improve an existing one.

The following talents are available and are explained later on:

Ambidextrous
Disease Resistant
Fast Learner
Gifted
Magical Aptitude
Marksmen
Perceptive
Poison Resistant
Reincarnated
Silver Tongue
Warrior

1.3 Purchase equipment

The next step is to choose your equipment. Your character receives $500 to spend on whatever you please. Equipment is listed later on.

1.4 Fill in relevant mechanics

The next step is to fill in those little details, such as health, fatigue, learning ability, stats for weapons and armor, encumbrance, etc.

1.4.1 Health

Each character has a Health of 100% at character creation. As you take damage, the damage is deducted from your health. At 0% Health or less, you are dead.

1.4.2 Body

To determine your Body, take the result of your Toughness divided by 10. Before damage is applied against Health, you subtract your Body from damage dealt, and the remainder is applied to Health.

1.4.3 Fatigue

Each character has a Fatigue of 100% at character creation. As you exert yourself, you deduct any exhaustion from your Fatigue. At 0% Fatigue or less, you are unconscious.

1.4.4 Learning Ability

To determine your learning ability, multiply your Intelligence percentage by 10 and then subtract this number from 10, rounding all fractions. For example, Gian has a 44 Intelligence. 44% times 10 is 4.4, and subtract from 10 is 5.6, yielding 6 as his Learning Ability.

1.4.5 Encumbrance

To determine how much you can carry without being encumbered, take your Strength. From this number +1 to two times your Strength, you are encumbered. From two times your Strength +1 to three times your Strength, you are heavily encumbered. Beyond that, you are weighed down.

For example, Gian has a Strength of 60. From 1 to 60 pounds, he is unencumbered. From 61 to 120 pounds, he is encumbered. From 121 to 180 pounds, he is heavily encumbered. Beyond 180, he is weighed down.

1.4.6 Initiative

To determine your initiative, take the average of your Agility and your Speed, and then divide by 10, rounding down all fractions. This is the number of six sided dice you roll for initiative.

For example, Gian has an Agility of 50 and a Speed of 52. The average is 51, and divided by 10 is 5.1, or 5. He rolls 5d6 for his initiative.

1.4.7 Damage Adjustment

To determine your damage adjustment with melee weapons, take the result of your Strength percentage divided by 5, rounding down all fractions. To determine your damage adjustment with missile weapons, take the result of your Agility percentage divided by 5, rounding down all fractions.

1.4.8 Perception

You have two perception scores: Hearing and Seeing. Your percentage in each of these is 30%. Whenever you need to hear or see something, you make a skill check against these scores. You also use these scores to detect someone using the Stealth skill in an opposed skill check.

1.5 Fill in cosmetic details

The final step, you fill in your character's name, height, weight, age, sex, skin color, hair color, eye color, homeland, and any other personal details you feel relevant to your character.

2.0 Skills and Talents

Skills are the second most important piece of your character, next to your statistics. Skills allow you to do things successfully, such as fire a gun, cast a spell, or hit someone with your fist.

Following immediately are rules for skill checks and how they come in to play, as well as how skills improve. Beyond that are descriptions of each skill, and then finally a description of the talents.

You, as the reader, may notice the lack of certain skills, such as Calligraphy, Painting, Dancing, etc. This was done purposefully, as the skills that matter most during play are represented. Player's should feel free to give themselves any skill not on the list that is feasible in the time period of the game at any percentage no higher than 75%.

2.1 Skill Checks

Whenever success with a skill (or statistic, since these same rules apply) is questionable and a result must be determined, the player makes a skill check. This is done by rolling percentile dice; if the die result is less than or equal to the skill percentage, then the player successfully accomplished what he set out to do. If the die result is greater than the skill percentage, than the player has failed at what he was trying to accomplish.

Additionally, the game master may apply modifiers to the skill percentage (or statistic) as applicable due to the situation. He should assign bonuses as follows:

Modifier	Difficulty
+60% or higher	Assured Success
+50%	No Difficulty
+40%	Ridiculously Easy
+30%	Very Easy
+20%	Easy
+10%	Slightly Easy
+0%	Normal
-10%	Slightly Hard
-20%	Hard
-30%	Very Hard
-40%	Ridiculously Hard
-50%	Almost Impossible
-60% or higher	Assured Failure

2.2 Opposed Skill Checks

An opposed skill check works like a regular skill check, except that it involves two people working against each other. If one opponent fails and one succeeds, the one who succeeds wins the opposed skill check. If both opponents fail, both fail the opposed skill check.

If both opponents succeed, then take the difference between your skill percentage and your result. This is your margin of success. Compare your margin of success with your opponents. If yours is greater, you win the opposed skill check. If his is greater, than he wins the opposed skill check.

2.3 Skill Descriptions

Following are descriptions of each skill. The applications of each skill are open so as to be able to be interpreted by each player and game master.

2.3.1 Acrobatics (AGI)

You are trained in all manners of jumping, flips, somersaults, and twists, as well as other feats of agility such as walking on ropes and smaller surface areas.

2.3.2 Alchemy (INT)

You are trained in the art of blending sorcery and chemistry to create concoctions that are greater than what can normally be done. Using the Alchemy skill requires a lab and 1-4 days to create a magical potion.

You cannot choose the Alchemy skill as a primary or secondary skill unless you have the Draw Energy skill and Sorcery skill as primary skills.

2.3.4 Axes (STR)

You are trained in using a large chopping instrument of destruction. When determining your damage adjustment with an weapon related to the Axes skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.5 Blunt Weapons (STR)

You are trained in using a blunt instrument of destruction. When determining your damage adjustment with an weapon related to the Blunt Weapons skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.6 Bows (AGI)

You are trained in using the bow, a ranged instrument of destruction. When determining your damage adjustment with an weapon related to the Bows skill, add your training percentage and your miscellaneous modifiers to your Agility percentage.

2.3.7 Burglary (INT)

You are trained in the art of breaking in to places, as well as opening locks without keys, searching for alarms and traps and disabling them, and lifting valuables cautiously.

2.3.8 Chemistry (INT)

You are trained in the science of combining chemicals and identifying them. Using this skill requires a lab and 1-4 days to create new chemical concoctions.

2.3.9 Crossbows (AGI)

You are trained in using the crossbow, a ranged instrument of destruction. When determining your damage adjustment with an weapon related to the Crossbows skill, add your training percentage and your miscellaneous modifiers to your Agility percentage.

2.3.10 Diplomacy (INT)

You are trained in the art of using fact and truth to convince someone else of whatever you are saying is correct. This skill is only used on non-players; it isn't used for players.

2.3.11 Dodging (SPE)

You are trained in avoiding attacks and other dangerous things coming your way.

2.3.12 Draw Energy (ETH)

You are trained in drawing energy from the parallel ethereal world to power your magic.

2.3.13 Enchantment (INT)

You are trained in placing magical enchantments on items. Using the Enchantment skill requires a lab and 1-4 days to place an enchantment.

You cannot choose the Enchantment skill as a primary or secondary skill unless you have the Draw Energy skill and Sorcery skill as primary skills.

2.3.14 Firearms (AGI)

You are trained in the use of firearms, mechanical devices that propel small bullets at high speeds. When determining your damage adjustment with an weapon related to the Firearms skill, add your training percentage and your miscellaneous modifiers to your Agility percentage.

2.3.15 Flails (AGI)

You are trained in using a roped or chained instruments of destruction. When determining your damage adjustment with an weapon related to the Flails Weapons skill, add your training percentage

and your miscellaneous modifiers to your Strength percentage.

2.3.16 Jumping (STR)

You are trained in making vertical and horizontal leaps. When determining your jumping distance, use your Jumping skill percentage instead of your Strength percentage.

2.3.17 Knives (AGI)

You are trained in using short bladed instruments of destruction. When determining your damage adjustment with an weapon related to the Knives Weapons skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.18 Persuasion (INT)

You are trained in using lies and charisma to persuade others that what you say is correct. This skill is only used on non-players; it isn't used for players.

2.3.19 Pole Arms (STR)

You are trained in using long hafted instruments of destruction. When determining your damage adjustment with an weapon related to the Pole Arms Weapons skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.20 Running (FIT)

You are trained running over long and short distances. When determining your running speed, add your training percentage and miscellaneous modifiers to your Speed percentage.

2.3.21 Science (INT)

You are trained in the knowledge of various areas of science as well as building mechanical, electrical, and super machines. This is known as the mad scientist skill. Using this skill to build things requires a lab and anywhere from 1-4 days, 1-4 weeks, 1-4 months, and even 1-4 years to build a machine dependant on complexity.

2.3.22 Sorcery (INT)

You are trained in manipulating magical energies to produce desired effects.

You cannot choose the Sorcery skill as a primary or secondary skill unless you have the Draw Energy skill as primary skills.

2.3.23 Staves (AGI)

You are trained in using long wooden sticks as instruments of destruction. When determining your damage adjustment with an weapon related to the Staves Weapons skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.24 Stealth (AGI)

You are trained in moving without making a sound or hiding in places to remain unseen, and other works of being stealthy.

2.3.25 Swords (AGI)

You are trained in using long bladed instruments of destruction. When determining your damage adjustment with an weapon related to the Swords Weapons skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.26 Thrown Weapons (AGI)

You are trained in using weapons designed to be thrown. When determining your damage adjustment with an weapon related to the Thrown Weapons skill, add your training percentage and your miscellaneous modifiers to your Agility percentage.

2.3.27 Unarmed Combat (AGI)

You are trained in using your feet and fists, as well as other body parts as instruments of destruction. When determining your damage adjustment with an weapon related to the Unarmed Combat skill, add your training percentage and your miscellaneous modifiers to your Strength percentage.

2.3.28 Weaponsmithing (INT)

You are trained in making various weapons in order to hurt other people. Making weapons requires various smithing tools and 1-3 weeks of work.

2.4 Talents Descriptions

The descriptions of each talent are found following this paragraph.

2.4.1 Ambidextrous

You are able to use both hands with equal proficiency. When using your off-hand to make an attack or using your off-hand for any other purpose, you suffer no penalty for doing so.

2.4.2 Disease Resistant

Your body is unusually resistant to diseases. When determining your character's resistance to disease, add +50% to your Fitness percentage.

2.4.3 Fast Learner

You are very quick at picking up new things. Subtract 3 from your learning ability (with a minimum of 1).

2.4.4 Gifted

You are exceptionally gifted and talented. Add +10% to each of your statistics (except Blood).

2.4.5 Magical Aptitude

You have an innate affinity for magic. Add +10% to your Ethereal statistic, and +15% to your Alchemy, Draw Energy, Enchantment, and Sorcery skills.

2.4.6 Marksman

You have a calm hand and steady shot. Add +15% to your Bows, Crossbows, Firearms, and Thrown Weapons skills. Add +10% to your Agility statistic for the purpose of determining your damage adjustment with these skills.

2.4.7 Perceptive

Your senses are very sharp. You receive a +30% bonus to one Perception score of your choice and +15% to the other Perception score.

2.4.8 Poison Resistance

Your body is unusually resistant to poison. When determining your character's resistance to poison, add +50% to your Fitness percentage.

2.4.9 Reincarnated

You lived a life before this one, and you remember a few things from it. You receive one extra Primary skill and one extra Secondary skill.

2.4.10 Silver Tongue

You are very good with words and handling people. You receive a +20% to your Diplomacy and Persuasion skills.

2.4.11 Warrior

You have a natural affinity for fighting and weapons. You receive a +10% to the following skills: Axes, Blunt Weapons, Flails, Knives, Pole Arms, Staves, Swords, and Unarmed Combat. Add +10% to your Strength statistic for the purpose of determining your damage adjustment with these skills.

3.0 Equipment

The following section details plenty of equipment for your character to possess.

3.1 Clothing

Belt	$5
Boots	$20
Cloth Gloves	$10
Cloth Jacket	$30
Cloth Trousers	$15
Cloth Tunic	$20
Headband	$4
Kimono	$35
Robes	$20
Sandals	$10
Silk Gloves	$20
Silk Jacket	$40
Silk Trousers	$25
Silk Tunic	$30
Socks	$3
Straw Hat	$15
Top Hat	$20

3.2 Food

Beef	$2
Beer	$2
Brandy	$3
Crab	$5
Fish	$3
Fried Meat and Vegetables	$6
Grog	$4
Lobster	$6
Prawns	$5
Rice Ball	$2
Rice Bowl	$1
Rice Bowl with Seafood	$7
Rice Bowl with Toppings	$3
Rice Cake	$2
Rice Wrapped In Seaweed	$2
Sake	$1
Sarsaparilla	$2
Seafood Soup	$8
Seaweed Soup	$3
Sushi	$4
Tea	$1
Tempura	$5
Whiskey	$5
Wine	$6

Weapon	Skill	Damage	Penetration	Range	Weight	Price	Two-Handed?
Battle Axe	Axes	5d6	—	—	6 lbs.	$12	N
Bladed Fan	Knives	2d8	—	—	3 lbs.	$5	N
Bo Staff	Staves	3d8	—	—	9 lbs.	$1	Y
Bokken	Swords	2d6	—	—	2 lbs.	$5	N
Chain	Flails	5d4	—	—	5 lbs.	$6	Y
Crossbow	Crossbows	2d20	5	600’	8 lbs.	$50	Y
Derringer	Firearms	4d10	6	25’	1 lbs.	$200	N
Hammer	Blunt Weapons	3d6	—	—	4 lbs.	$8	N
Hand Axe	Axes	2d8	—	—	3 lbs.	$4	N
Heavy Pistol	Firearms	3d20	12	70’	1 lbs.	$300	N
Jo Staff	Staves	2d6	—	—	2 lbs.	$3	N
Kama	Axes	2d8	—	—	2 lbs.	$5	N
Katana	Swords	2d10	—	—	4 lbs.	$50	N
Kusarigama	Flails	3d6	—	—	6 lbs.	$15	Y
Long Spear	Pole Arms	3d8	—	30’	9 lbs.	$20	Y
Longbow	Bows	2d20	7	500’	7 lbs.	$80	Y
Mace	Blunt Weapons	5d4	—	—	5 lbs.	$7	N
Maul	Blunt Weapons	5d6	—	—	13 lbs.	$15	Y
Musket	Firearms	9d10	13	150’	3 lbs.	$500	Y
No Dachi	Swords	5d8	—	—	15 lbs.	$100	Y
Nunchaku	Blunt Weapons	3d6	—	—	3 lbs.	$9	N
Pole Axe	Pole Arms	3d8	—	—	10 lbs.	$20	Y
Rifle	Firearms	8d10	15	200’	3 lbs.	$600	Y
Sai	Blunt Weapons	3d4	—	—	1 lbs.	$4	N
Scattergun	Firearms	6d20	20	20’	3 lbs.	$550	Y
Shortbow	Bows	2d10	5	400’	5 lbs.	$40	Y
Shuriken	Thrown Weapons	2d4	—	10’	¼ lbs.	$1	N
Six-Gun	Firearms	4d20	10	50’	1 lbs.	$250	N
Spear	Pole Arms	3d6	—	20’	4 lbs.	$10	N
Tanto	Knives	2d6	—	10’	1 lbs.	$10	N
Tetsubo	Blunt Weapons	4d6	—	—	12 lbs.	$18	Y
Trident	Pole Arms	2d12	—	—	6 lbs.	$20	Y
Wakizashi	Swords	4d4	—	—	2 lbs.	$25	N

Weapon: The name of the weapon.
Skill: What skill the weapon uses.
Damage: How much damage is rolled on a successful hit.
Penetration: How much of the Body stat is ignored on a successful hit.
Range: Maximum range to which the weapon can be used at.
Weight: How much the weapon weighs.
Price: How much it costs.
Two-Handed?: Whether the weapon needs to be used two-handed or not.

4.0 The Cosmos

The universe that Jin-Shiato resides in is different from our own in many ways, and this section describes some of the forces at work in this universe.

4.1 Blood

Each character has a statistic called Blood. It doesn't quite mean what one thinks. Philosophers of Jin-Shiato have long theorized that the universe is made up of vibrations, as well as everything that dwells within it. Philosophers, monks, martial artists, and sorcerers all practice a way of refining their natural vibrations to compress them and make them more efficient, to eventually match the vibrations of the universe.

The method to refine the vibrations involves meditation and mentally controlling one's own personal energy. The hugest obstacle is the initial development, which stops most people. Once this hurdle is cleared, development is easier, but still difficult.

As one's vibrations are refined, the most substantial change can be seen in one's blood. It becomes brighter in color as it becomes more vibrant. It becomes smaller, allowing more blood in the same space and bringing more oxygen to the body. Energy currents can be seen running through the blood, and as the vibrations are refined, sometimes these currents can be seen on the body when emotion is flared.

The more one's vibrations are refined and more in tune with the universe, the more energy and power pours from the universe in to the person. He becomes a receptacle for cosmic power, and it improves every area of his life.

In order to refine one's vibrations (and therefore increase the Blood statistic), one must meditate and mentally visualizing one's personal energy being directed. The character must do this every day for at least an hour. The time it takes before the hurdle is different for every character; it takes 1d6 months.

After the required amount of time, the character makes a skill check against a percentage equal to all his Statistics (except Blood) averaged – 50%. If this modifier brings the percentage below 1%, it is 1% instead.

For example, Gian's statistics averaged are 52. Subtracting 50, he has a 2% chance. If he rolls a 2% or less on percentile dice, he succeeds.

If the character succeeds, his Blood statistic increases by 1%. In order to increase his Blood statistic after that, he must spend a day of meditation; he makes the same check as before but only with a –10% penalty. So if Gian made his check, further checks to increase his Blood statistic are 42% instead of 2%.

Blood benefits you in a number of ways. First of all, you add all of your Blood percentage to all of your other statistics! Second, your Blood gives you a longer lifespan; you multiply your Blood (as a whole number instead of a percentage) by your maximum lifespan of 100 years. It is quite possible to exceed 100% in statistics (you become more than human) or possibly live for thousands of years. Blood is the way to personal power.