

Based on Dan Bayn's *Wu-shu*

Fate

Hero

Chi

Names

Background Information

Trait 5

Trait 4

Trait 3

Weakness 1

Character Portrait

Things

Schtick

Plot Stuff

1. Principle of Narrative Truth  
What is narrated at the table happens exactly as narrated.  
...except when it is Vetoed.  
...or it resolves things prematurely.
2. Everything is a Detail.  
Any narrated detail is a Detail, regardless of content.  
...except when it is inappropriate for the agreed upon genre.  
...or otherwise unsuitable.

For each Detail, a die is gained up to a Die Cap imposed by the GM. These dice are secretly distributed between Yin and Yang at the players discretion. Each Yin Success negates a Yang Success against them. Each unnegated Yang Success reduces their target's Chi by one. Every die is rolled against the Trait that most applies, an equal result or under is a Success. Successes may also be Held in reserve for a specific action later.

Every character type has Chi. When reduced to zero Chi they can no longer narrate or roll dice or take an active part in the conflict.

Mooks never roll dice or narrate, but they may inflict automatic Yang Successes on every Hero. This may increase if not defeated quickly.

Secondary Goals may expire after a certain number of rounds also.

Instead of reducing a Hero's Chi, they may take a Setback which reduces their Die Cap by one.