



EXTRAS

角色



THE PLAYER characters will encounter a host of people, creatures, spirits and so on in the course of their adventures. In many cases they will find themselves competing with them as enemies; in other cases they may enlist them as friends. In either case it's important for the referee to have a clear idea of the abilities of any non-player characters or creatures encountered. In this game, these non-player characters or creatures are collectively referred to as extras.

*The best harvests are other peoples',
the best children one's own*

ORDINARY PEOPLE

Deciding on abilities for everyday people is extremely easy. As the *Characters* chapter explained, a normal person has a **body** and **energy** score of 7. These will be lower in the case of old, weak or very young people. Abilities can be considered 0 in everything except 'relevant' areas, and what is relevant depends on the type of person, and the referee's requirements. As a rule of thumb, an average person will have a bonus of +3 to +4 in the abilities related to their profession. Thus the average soldier or bandit will have a mere +3 or +4 bonus with which to fight. Untrained people are unlikely to have any bonus at all.

Obviously the referee may design people with higher abilities as required. An officer in the Imperial Guard is likely to be a bit more competent at fighting, and so will have a +5 or so at combat skill. And there may be occasions when an ordinary person has an unusual skill for some reason. In all these cases, however, it is up to the referee to decide. The basic system has been designed so that it is easy to create ordinary people as non-player characters, without the necessity to cover page after page with statistics. Even important non-player characters only need to have

significant, relevant skills noted. Or they can be quickly described using one of these sample characters.

SAMPLE CHARACTERS

Creating a character is a long and complicated process. Here are a few characters which illustrate the process, and which represent typical people from legendary China. You may recognise a couple of them from popular Chinese movies or stories...

These are all normal characters. To make them heroes, just add three to each of their **energy** and **body** scores. Then, if the power level of the game is more than 0, assign additional abilities by buying them with the power level of the game. Take care, though, as the abilities provided include bonuses derived from provenance and current occupation.

Where patrons are listed in *italics*, it means that the patron is still active. Although most of the characters are written from a male perspective, most can be female too. In cases where it is impossible, this is noted.

These characters may also be used by the referee as 'standard' characters which player characters might meet. They are a little more detailed than is always necessary, so they can be used as recurring figures.

WARRIORS

BIG BRUISER

Age 30

Energy 9 Body 11 Size +2

Aptitudes:

ENDURANCE +1, STRENGTH +2, GRACE -1,
REASONING -2, FIGHTING +1

Skills:

FIGHTING +2, DRINKING +1, UNARMED COMBAT +1,
INTIMIDATION +2, COMMERCE +1, RUMOURS +1

Occupation: Bodyguard

Background: Town. Forced to leave family poor, lower class family an early age to try to make a living. Since then father has died. Now devoted to protecting employer.

Patrons: Father, *Employer*
 Favours: 1 owed to employer
 Motivation: Desire (good food)
 Respect +1

DASHING OFFICER

Age 35
 Energy 7 Body 9 Size +1
 Aptitudes:
 STRENGTH +1, PRESENCE +1, WIT -1, MAGIC -1,
 FIGHTING +2, SOLDIERY +1, SINGING -2
 Skills:
 FIGHTING +2, LITERACY +1, PILLOW ARTS +1, RIDING +1,
 SOLDIERY +1, SWORD +1, STRATEGY +1, FIRST AID +1,
 COMMERCE +1, RUMOURS +1, TASTE +1
 Occupation: Soldier, position +3
 Background: Town. Coming from the gentry, obtained
 current rank of captain through the influence of father, a
 retired General. [Cannot be female]
 Patrons: *Father, Major*
 Dependants: soldiers of unit
 Favours: 1 owed to sergeant who saved his life.
 Motivation: Fame
 Respect +3
 Possessions: sword, medium armour

OLD MASTER

Age 50
 Energy 7 Body 7
 Aptitudes:
 STRENGTH +1, PRESENCE +1, FIGHTING +2,
 LEAPING +1, INTIMIDATION +1,
 DRINKING -1, GAMBLING -1, INTRIGUE -1
 Skills:
 FIGHTING +2, LEAPING +1, UNARMED COMBAT +4, RIDING
 +1, SURGERY +1, EVALUATION +1, FISHING +1, MEDITATION
 +1, FIRST AID +2, ANIMAL LORE +1, PLANT LORE +1,
 WILDERNESS LORE +1
 Occupation: Hermit
 Background: Country. A career as a pugilist and arms
 instructor has culminated in a retreat from society.
 Dependants: a daughter
 Favours: owed favour by former student
 Motivation: Purity
 Respect +1

POOR SOLDIER

Age 25
 Energy 8 Body 8
 Aptitudes:
 ENDURANCE +1, WIT +1, DILIGENCE -1, DRINKING +1,
 UNKNOWN +1, UNKNOWN +1
 Skills:
 FIGHTING +2, STRENGTH +1, SOLDIERY +1, SWORD +1,
 STAFF/SPEAR +1, INTIMIDATION +1, DRINKING +1, FIRST AID
 +1, FOLK LORE +1, RUMOURS +1, ANIMAL LORE +1, PLANT
 LORE +1, WILDERNESS LORE +1, MANNERS +1
 Occupation: Soldier

Background: Country. Joined the army when his father was
 forced to sell his land to a rich landlord and become a tenant
 farmer. Has mostly worked garrisoning cities, and doing fire
 fighting. Has found time to run a lucrative protection racket
 on the side. [Cannot be female]

Wealth: Earnings +1
 Patrons: *Father, Sergeant*
 Motivation: Undecided
 Possessions: sword, medium armour

YOUNG BOXER

Age 20
 Energy 7 Body 8
 Aptitudes:
 CO-ORDINATION +1, GRACE +1, FIGHTING +2,
 LEAPING +1, DILIGENCE -1, UNKNOWN +1
 Skills:
 FIGHTING +2, STRENGTH +1, LEAPING +1,
 UNARMED COMBAT +3, FIRST AID +2, ANIMAL LORE +1,
 PLANT LORE +1, WILDERNESS LORE +1, MANNERS -1
 Occupation: Pugilist
 Background: Country. Born to the merchant class, but
 became lower class on becoming a pugilist.
 Patrons: Father, *Martial Arts Teacher*
 Motivation: Chivalry

SCHOLARS

FUMBLING STUDENT

Age 20
 Energy 7 Body 7
 Aptitudes:
 DILIGENCE +1, REASONING +1, LANGUAGES +1,
 RHETORIC +1, UNKNOWN +1, UNKNOWN +1,
 GRACE -1, PERCEPTION -1, SNEAKING -1,
 ADMINISTRATION -1, COMMERCE -1
 Skills:
 LITERACY +1, COMPOSITION +2, CHINESE +1,
 PAINTING +1, RHETORIC +1, QIDAN LANGUAGE +1,
 CALLIGRAPHY +1, LAW +1, CLASSICS +2, HISTORY +1,
 INTRIGUE +1, TASTE +2, MANNERS +1
 Occupation: Scholar
 Background: Court. Son of a minister. Has devoted life so
 far to study, and acquiring the refinements of a gentleman.
 Has yet to attempt the examinations. Currently a student at
 the National University. [Cannot be female]
 Wealth: Stipend +2
 Patrons: *Father, Teacher*
 Motivation: Ambition

SHREWD MAGISTRATE

Age 40
 Energy 7 Body 7
 Aptitudes:
 INTUITION +1, REASONING +1, ADMINISTRATION +2,
 DISGUISE +1, RUNNING -1, THIEVERY -1, GAMBLING -1
 Skills:

LITERACY +1, CLASSICS +1, LAW +3, CALLIGRAPHY +1, CEREMONY +1, COMPOSITION +3, RHETORIC +1, INTIMIDATION +1, RUMOURS (local area) +2, INTRIGUE +1, MANNERS +2, TASTE +2
 Occupation: Mandarin, position +1
 Background: Court. Son of an Academician, primarily owes his position as magistrate to his father's influence. Nevertheless, he has passed the examinations. Takes a particular pleasure in unravelling crimes. [Cannot be female]
 Wealth: Earnings +1
 Patrons: Father, *Prefect*
 Motivation: Justice
 Respect +2

WILY STRATEGIST

Age 45
Energy 6 Body 6
 Aptitudes:
 INTUITION +1, REASONING +1, STRATEGY +2, INTRIGUE +1
 Skills:
 LITERACY +1, CHESS +2, COMPOSITION +1, EVALUATION +1, RHETORIC +1, STRATEGY +3, CALLIGRAPHY +1, INTRIGUE +2, CHINESE +1, CLASSICS +1, HISTORY +1, LEARNING +1, MANNERS +1, RUMOURS (Eastern Capital) +2, TASTE +2
 Occupation: Scholar
 Background: Court. Well-educated, but not yet having acquired an influential patron. Specialised in the Art of War as described by Sun Zi.
 Wealth: Earnings +1
 Patrons: none at present
 Favours: owed one by old friend from student days
 Motivation: Perfection

YOUNG CLERK

Age 19
Energy 7 Body 7
 Aptitudes:
 DILIGENCE +1, ART +1, EMPATHY +1, DRINKING -1, SHIPCRAFT -1, SOLDIERY -1, TRACKING -1, TRAPPING -1, DECEPTION -1, INTIMIDATION -2, UNKNOWN +2, UNKNOWN +1
 Skills:
 LITERACY +1, RIDING +1, ADMINISTRATION +1, COMPOSITION +1, ACTING +1, CALLIGRAPHY +1, MUSIC +1, PAINTING +1, CLASSICS +1, MANNERS +1, COMMERCE +1, RUMOURS +1, TASTE +1
 Occupation: Clerk
 Background: Town. Brought up in a family of gentry who had fallen on hard times, learned to read and write, but owing to the family's poverty has been forced to take a job as debt collector for a wealthy merchant.
 Patrons: *Father, Employer, Teacher*
 Motivation: Happiness 4

MYSTICS

BUDDHIST MASTER

Age 50
Energy 6 Body 6
 Aptitudes:
 INTUITION +1, ART +1, PRESENCE +1, FISHING +1, DRINKING -1, FOOTBALL -2, COMMERCE -1, GAMBLING -1, INTRIGUE -2, MEDITATION +1
 Skills:
 LITERACY +1, CHANTING +2, MEDITATION +1, CEREMONY +1, THEOLOGY +4, INTRIGUE +1, MANNERS +1, TASTE +2
 Occupation: Priest, position +5
 Background: Court. Son of a high-ranking member of the Buddhist clergy, he lacked the political ambitions to advance too high up the hierarchy. Instead he devoted himself to the philosophy and practice of *Chan* Buddhism.
 Patrons: all dead
 Motivation: Enlightenment
 Respect +2

TAOIST SORCERER

Age 45
Energy 6 Body 6
 Aptitudes:
 MAGIC +1, AMBIDEXTERITY +1, FIGHTING +1, NIGHT VISION +1, SINGING +1, ALCHEMY +1, ELEMENTALISM +1, ILLUSION +1
 Skills:
 LITERACY +1, FIGHTING +1, SWORD +2, CALLIGRAPHY +1, DIVINATION +1, ELEMENTALISM +2, OCCULTISM +1, ANIMAL LORE +1, MANNERS -1, PLANT LORE +1, WILDERNESS LORE +1, SPELLS (*Master of Fire* +3, *Eyes of the Snake* +2, *Strength of the Yellow Earth* +2, *Dragon Veins* +1)
 Occupation: Magician
 Background: Country. Practitioner of the Magical Arts. Has constantly been distracted by circumstances from his desire to study the Arts of Longevity. Now seeks a 'quick fix' method of Immortality.
 Patron: Master
 Dependants: Two students
 Motivation: Immortality

RECENT INITIATE

Age 19
Energy 7 Body 7
 Aptitudes:
 EMPATHY +1, AMBIDEXTERITY +2, DANCING +1, SINGING +1, PILLOW ARTS -1, MEDICINE +1, STRATEGY -1, ANIMALS +1, UNKNOWN +1
 Skills:
 LITERACY +1, RIDING +1, SURGERY +2, MEDICINE +1, ANIMAL LORE +1, CEREMONY +1, FIRST AID +1, FOLK LORE +1, PLANT LORE +1, THEOLOGY +1, WILDERNESS LORE +1, MANNERS -1
 Occupation: Priest (Buddhist Monk)

Background: Country. Although currently a little too worldly for his or her own good, has shown a genuine desire to help other people. Father is a farmer.
Patrons: *Father, Abbot, Ward Chief*
Favours: owes 1 to the Ward Chief of his village for recommendation to the Abbot.
Motivation: Mercy 4

COUNTRY SHAMAN

Age 50
Energy 7 Body 5
Aptitudes:
MAGIC +1, AMBIDEXTERITY +1, STRENGTH -1, INTUITION +1, PRESENCE +1, LEAPING -2, PILLOW ARTS -1, COMMERCE -1, COMPOSITION -1, OCCULTISM +2
Skills:
FIGHTING +1, SINGING +1, SWIMMING +1, MEDICINE +2, ELEMENTALISM +2, OCCULTISM +2, MEDITATION +1, STORYTELLING +1, MANNERS -1, ANIMAL LORE +1, ASTROLOGY +2, FOLK LORE +1, RUMOURS +1, PLANT LORE +1, WILDERNESS LORE +1, SPELLS (*Spirit Sending* +3, *Spirit Voice* +1, *Eyes of the Snake* +2, *Yellow Emperor's Method* +2)
Occupation: Magician
Background: Country. Practises the ancient magical methods preserved down through the centuries. Specialises in communication with spirits, exorcisms and curses. (Country Shamans are often women.)
Favours: owed 1 by the village Ward Chief, and two by ordinary people.
Motivation: none
Respect +2

TOYNSFOLK

HONEST ROGUE

Age 28
Energy 7 Body 7
Aptitudes:
PERCEPTION +1, WIT +1, PRESENCE -1, FIGHTING +1, CLIMBING +1, MISSILES +1, NIGHT VISION +1, PILLOW ARTS +1
Skills:
GRACE +1, ACROBATICS +1, CLIMBING +1, FAST DRAW +1, DAGGER +3, THROW +2, SNEAKING +2, THIEVERY +1, COMMERCE +1, GAMBLING +1, DECEPTION +1, RUMOURS +2, TASTE +1
Occupation: Criminal ('Labourer')
Background: Town. Involved in a number of shady deals around town, and is not above a little larceny, as long as the victim deserves it.
Patrons: *Father*
Favours: owes 1 to the local Sergeant, Yang Ming, and one to an outlaw leader.
Motivation: Happiness

RUTHLESS INNKEEPER

Age 37
Energy 7 Body 7
Aptitudes:
STRENGTH +1, FIGHTING +1, DRINKING +1, ALCHEMY +1, COMMERCE +1, GAMBLING +2
Skills:
DRINKING +1, DAGGER +2, ADMINISTRATION +1, COMMERCE +3, CRAFT (cookery) +2, DECEPTION +1, INTIMIDATION +2, STORYTELLING +1, FIRST AID +1, GAMBLING +1, DECEPTION +1, RUMOURS +1, TASTE +1
Occupation: Manager (Innkeeper)
Background: Town. Runs a seedy establishment in the poor end of town. Despite his occasional willingness to poison a guest, never seems to be able to turn a decent profit.
Dependants: wife
Motivation: Greed

TRAVELLING ENTERTAINER

Age 26
Energy 7 Body 7
Aptitudes:
GRACE +1, PRESENCE +1, SINGING +1, MUSIC +2
Skills:
CO-ORDINATION +1, GRACE +1, ACROBATICS +2, DANCING +1, UNARMED COMBAT +2, THROW +2, PILLOW ARTS +1, COMMERCE +1, MUSIC +2, RUMOURS +1, TASTE +1
Occupation: Entertainer
Background: Town. Dancer and acrobat with a troupe of travelling entertainers. Longs to escape from what feels like a life of drudgery.
Patrons: *Father, Troupe leader*
Motivation: Fame

LONGSUFFERING SHOPKEEPER

Age 45
Energy 6 Body 6
Aptitudes:
DILIGENCE +1, WIT +1, EMPATHY +1, COMMERCE +1
Skills:
ENDURANCE +1, PERCEPTION +1, LITERACY +1, ADMINISTRATION +1, COMMERCE +3, GOODS LORE +2, MANNERS +1, ROUTES LORE +1, RUMOURS +3, TASTE +1
Occupation: Manager (Shopkeeper)
Background: Town. Runs a spice shop, but harbours a burning desire for revenge against the murderer of his wife.
Dependants: two children
Favours: owes 1 to the trader who supplies the shop, owed 1 by a Taoist astrologer.
Motivation: Revenge

ITINERANT PEDLAR

Age 48
Energy 6 Body 7
Aptitudes:
CO-ORDINATION +1, FIGHTING +2, THIEVERY +1, COMMERCE +1, EVALUATION +1, DECEPTION +1
Skills:

STRENGTH +1, FIGHTING +1, ACROBATICS +1, STAFF/SPEAR +2, UNARMED COMBAT +1, COMMERCE +2, EVALUATION +2, GAMBLING +1, DECEPTION +1, DISGUISE +1, INTIMIDATION +1, STORYTELLING +1, KAIFENG DIALECT +1, FIRST AID +1, GOODS LORE +1, ROUTES LORE +1, RUMOURS +2, TASTE +1, WILDERNESS LORE +1

Occupation: Pedlar

Background: Town. Sells cheap costume jewelry, attracting attention by means of acrobatic martial arts displays. Loves performing the martial arts, but hates fighting.

Motivation: Perfection

CANNY TRADER

Age 36

Energy 7 Body 7

Aptitudes:

INTUITION +1, WIT +1, FIGHTING +1, COMMERCE +1, DECEPTION +1

Skills:

LITERACY +1, DAGGER +1, CROSSBOW +2, RIDING +2, ADMINISTRATION +1, COMMERCE +2, GOODS LORE +2, MANNERS +1, ROUTES LORE +2, RUMOURS +1, TASTE +1

Occupation: Trader

Background: Town. Has been carefully developing business over the last few years, so expects to reap great rewards soon.

Patrons: Father

Dependants: two assistants

Favours: owed one by a shopkeeper in town

Motivation: Greed

HONEST CONSTABLE

Age 30

Energy 7 Body 8 Size +1

Aptitudes:

PERCEPTION +1, FIGHTING +2, RUNNING +1, SWIMMING +1, EVALUATION +1, TRACKING +1

Skills:

ENDURANCE +1, STAFF/SPEAR +2, MACE +1, CROSSBOW +2, RIDING +1, EVALUATION +1, INTIMIDATION +2, FIRST AID +1, LAW +1, RUMOURS +2, TASTE +1

Occupation: Constable

Background: Town. While not making much of a name for himself, has worked quietly to try to do what he can to ease the lot of those suffering from corruption.

Patrons: Father, *District Chief Constable*

Motivation: Chivalry

FLUSTERED PHYSICIAN

Age 42

Energy 6 Body 6

Aptitudes:

HEALTH +1, DILIGENCE +1, ALCHEMY +1, MEDICINE +2,

Skills:

SURGERY +2, MEDICINE +2, ASTROLOGY +1, FIRST AID +3, PLANT LORE +2, RUMOURS +1, TASTE +1

Occupation: Doctor

Background: Town. Despite his good success rate at curing disease, lives constantly under the shadow of a wealthy landlord, who bullies and pressures him.

Patrons: Teacher

Favours: 1 owed by a scholar (now studying for the palace level examinations), one by an astrologer.

Motivation: Virtue

COUNTRYFOLK

BRAWNY FISHERMAN

GRACIOUS SQUIRE

WILY HUNTER

INCORRIGIBLE BANDIT

ARISTOCRATS

COURT CONCUBINE

EFFETE COURTIER

ARROGANT NOBLE

SELF-EFFACING EUNUCH

*Do not despise the snake for having
no horns, for who is to say
it will not become a Dragon?*

LIANGSHAN PO

There are 108 leaders of the bandits of Liangshan Po. They vary in ability and disposition across the spectrum of human personality. This is the great strength of Liangshan Po: that it attracts such a broad spread of skill and intellect. The Heroes are listed here in order of rank; the first 36 are Heavenly Spirits, while the remaining 72 are Earthly Fiends.

CHARACTER DETAILS

The following characters are the most well-known heroes of Liangshan Po. Obviously there isn't room here to give full abilities for all 108 heroes, but a few of the more famous characters are provided with full statistics. This will give you an idea of what an experienced, high power hero can hope to be like in a game based on a power level of 3.

1 宋江

SONG JIANG
Welcome Rain

Born:
Original Plenty 8

Energy 10
Body 9
Size -1

Aptitudes:

ADMINISTRATION +1, COMPOSITION +1, DILIGENCE +1,
EMPATHY +2, RHETORIC +1

Skills:

ADMINISTRATION +2, ANIMAL LORE +1, CEREMONY +1,
COMPOSITION +1, FIGHTING +2, LAW +2, LITERACY +1,
MANNERS +3, MARTIAL ART (Sword) +1, PLANT LORE +1,
RHETORIC +1, STRATEGY +3*, WILDERNESS LORE +1

Occupation: Outlaw (former Clerk)

Background: Gentry

Patrons: Father

Dependents: Outlaw Subordinates, Song Qing, Li Kui

Motivations: Filial Piety, Chivalry

Respect: +9

From the Song Family Village near Yuncheng, Song Jiang worked as a magistrate's clerk. He was well known and respected among the brotherhood of heroes for his generosity, and earned a reputation as a defender of chivalry. He also displayed filial piety towards his father, and suitable brotherly guidance towards his younger brother, Song Qing (hero 75). After accidentally murdering his blackmailing wife Yan Poxi, Song Jiang resisted the invitations to join Liangshan Po for some time, obeying his father and going instead to jail in Jiangzhou, where he met Dai Zong. As a result of official corruption and injustice, however, he finally joined the outlaws.

After the death of Liangshan Po leader Chao Gai, he resisted the calls for him to assume supreme leadership until he finally beat Lu Junyi in a competition to see who could capture a town first.

Song Jiang does not personally enter fights often, and usually wears no armour. His ability at STRATEGY derives from the Heavenly Books given to him by the Mystic Queen of the Ninth Heaven. These are a secret from all other leaders except his confidant Wu Yong.



2 盧俊義

LU JUNYI
Jewelled Qilin

Born:
Original Boon 3

Energy 10
Body 11

Aptitudes:

STRENGTH +1, INTUITION -1, PRESENCE +1, FIGHTING
+3, ROWING -1, THIEVERY -1, COMMERCE +2, STRATEGY
+2, DECEPTION -1

Skills:

LITERACY +1, MARTIAL ART (MACE) +3, RIDING +2,
COMMERCE +3, RHETORIC +1, MANNERS +2, ROUTES
LORE +2, RUMOURS +2, TASTE +2

Occupation: Outlaw (former Trader)

Background: Merchant

Wealth: +3

Patrons: Father

Dependents: Yan Qing, Outlaw Subordinates

Favours: 1 owed to Yan Qing for saving life

Motivation: Chivalry

Respect: +8

Formerly a wealthy merchant of Daming, Lu Junyi was an ardent practitioner of the martial arts. He was persuaded to join Liangshan Po by one of the typical ruses devised by Wu Yong, but in the course of it his wife and chamberlain revealed themselves to be treacherous and covetous of his wealth. Only Yan Qing the Prodigy remained loyal, finally accompanying his adopted father to Liangshan Po. Lu Junyi killed his treacherous household before becoming the second-ranking leader on the mountain. Being a wealthy man, Lu Junyi possesses lamellar armour and fine weapons as well as a fine horse.



4 公孫勝

GONGSUN SHENG
Dragon In The Clouds

Born: Original Boon 3

Energy 10
Body 10

Aptitudes:

MAGIC +2, FIGHTING +2, ELEMENTALISM +2,
MEDITATION +1

Skills:



FIGHTING +1, MARTIAL ART (UNARMED) +2, MARTIAL ART (SWORD) +1, ALCHEMY +1, ELEMENTALISM +2, ILLUSION +2, MEDITATION +2, ANIMAL LORE +1, CEREMONY +1, MANNERS -1, PLANT LORE +1, SPELL (*Wings of the Phoenix*) +3, SPELL (*Master of Water*) +3, SPELL (*The Five Heavenly Thunderbolts*) +3, SPELL (*Tongue of the Black Dragon*) +2, SPELL (*Dragon Veins*) +1, WILDERNESS LORE +1

Occupation: Magician

Background: Farmer

Patrons: Master Lo, Mother

Motivation: Purity

Respect: +7

From Jiugong county in Qizhou prefecture, Gongsun Sheng is a Taoist initiate, having adopted the religious name Singular Purity. As a magical focus he uses a bronze sword with pine tree decorations. When he calls on his sorcerous power, the sword glows. He is a disciple of the Immortal Luo.

5 關勝

GUAN SHENG
Big Halberd

Born:

Original Boon 3

Energy 11

Body 12

Aptitudes:

STRENGTH +1, WILL +1, FIGHTING +3, SOLDIERY +1, ANIMALS +1

Skills:

FIGHTING +2, LITERACY +1, LEAPING +2, MARTIAL ART (HALBERD) +4, RIDING +2, SOLDIERY +3, STRATEGY +2, ANIMAL LORE +1, LEARNING +1, PLANT LORE +1, WILDERNESS LORE +2

Occupation: Outlaw (former Soldier)

Background: Gentry

Patrons: none

Dependents: Outlaw Subordinates

Motivation: Fame

Respect: +7

A descendant of the famous hero of the three kingdoms period, Guan Yu, Guan Sheng is proud of his ancestry. Prior to joining Liangshan Po he worked as a patrol officer in his native Pudong. Hao Siwen is his sworn brother, and accompanied him on his attempt to capture Liangshan Po while the bandit army was off besieging the Northern Capital Daming. As with all of these attempts, it failed, and simply swelled the ranks of the heroes further. Guan Sheng



is an accomplished mounted warrior, taking his nickname from the weapon he habitually uses.

6 林冲

LIN CHONG
Leopard Head

Born:

Original Plenty 3

Energy 10

Body 11

Aptitudes:

CO-ORDINATION +1, STRENGTH +1, FIGHTING +3, LEAPING +1

Skills:

FIGHTING +2, LITERACY +1, LEAPING +2, MARTIAL ART (SPEAR/STAFF) +5, MARTIAL ART (SWORD) +2, RIDING +1, SOLDIERY +2, INTIMIDATION +2, INTRIGUE +1, MANNERS +1, TASTE +2

Occupation: Outlaw (former Imperial Guard Instructor)

Background: Gentry

Patrons: none

Dependents: Outlaw Subordinates

Favours: 1 owed to Lu Da for saving life

Motivation: Chivalry

Respect: +7



Born in the capital Bianliang, Lin Chong rose to the position of Arms Instructor in the Mighty Imperial Guards, specialising in staves and spears. As a result of the lecherous attentions of Gao Qiu's adopted son towards his wife, he was framed and exiled to Cangzhou. His wife committed suicide. Lin Chong owns a suit of lamellar armour, and uses weapons of good quality.

9 花榮

HUA RONG
Marvellous Archer

Born:

Original Plenty 6

Energy 10

Body 10

Aptitudes:

CO-ORDINATION +1, PERCEPTION +1, FIGHTING +2, MISSILES +3, SOLDIERY +1, ADMINISTRATION +1, EVALUATION +1, INTIMIDATION +1

Skills:



CO-ORDINATION +1, LITERACY +1, FAST DRAW +2,
MARTIAL ART (SWORD) +1, MISSILE (BOW) +5,
RIDING +1, SOLDIERY +2, EVALUATION +1,
INTIMIDATION +1, INTRIGUE +1, MANNERS +1,
TASTE +2

Occupation: Outlaw (former Soldier)
Background: Gentry
Patrons: none
Dependents: Outlaw Subordinates
Motivation: Chivalry
Respect: +7

The former commandant of Fort Clear Winds in Qingzhou, Hua Rong is an old friend of Song Jiang. He made his reputation as a remarkable archer and joined Liangshan Po after the civilian commander of Fort Clear Winds used Song Jiang's presence as an excuse to frame him. Hua Rong usually wears scale armour and possesses a fine bow and a good sword.

13 魯達

LU DA
Flower Priest

Born:
Original Plenty 2

Energy 11
Body 14

Aptitudes:
STRENGTH +2, FIGHTING +2, DRINKING +1, SOLDIERY +1,
EVALUATION +1, INTIMIDATION +1

Skills:
STRENGTH +1, ENDURANCE +1, FIGHTING +2, DRINKING
+1, MARTIAL ART (HALBERD) +4, MARTIAL ART (SWORD)
+2, SOLDIERY +1, INTIMIDATION +2, ANIMAL LORE +1,
MANNERS -1, PLANT LORE +1, WILDERNESS LORE +1

Occupation: Outlaw (former Soldier)
Background: Farmer
Patrons: none
Dependents: Outlaw Subordinates
Favours: 1 owed to Ward Chief Zhao for recommendation
to Abbot. 1 owed by Lin Chong for saving his life
Motivation: Chivalry
Respect: +7

A former major in the Garrison of Old General Zhong in Yanan, Lu was forced to flee after killing an unscrupulous Butcher. Entering a monastery as a means of evading the authorities, he took the Buddhist name Zhishen, meaning 'Sagacious'. Unfortunately he was temperamentally unsuited for the monastic life, repeatedly getting drunk and starting fights. Having been transferred to the Great Xiangguo monastery in the Eastern Capital, he met and befriended Lin



Chong. After protecting Lin Chong during the latter's journey to jail, he joined an outlaw band, finally merging it with Liangshan Po. Lu uses a monk's spade.

14 武松

WU SONG
Pilgrim, Tiger Slayer

Born: Original Boon 6

Energy 10
Body 12

Aptitudes:
CO-ORDINATION +1, STRENGTH +2, FIGHTING +3,
DRINKING +1, LEAPING +2

Skills:
STRENGTH +1, FIGHTING +2, DRINKING +1, LEAPING +2,
MARTIAL ART (UNARMED) +3, MARTIAL ART (TWO
SWORDS) +1, COMMERCE +1, INTIMIDATION +1,
RUMOURS +1, TASTE +1

Occupation: Outlaw (former Constable)
Background: Merchant
Patrons: none
Dependents: Outlaw Subordinates
Motivation: Fame
Respect: +7

A Qinghe county, Dongping prefecture man, Wu Song acquired a formidable reputation after slaying a tiger bare handed (and drunk, if truth be told!). Unfortunately, this reputation attracted the attentions of his brother's lascivious wife, who, having been rejected, conspired with her lover and the matchmaker Wang to murder Wu Song's brother. When justice was impeded by the lover's generous bribes and power, Wu Song took matters into his own hands, slaughtering the lot and becoming an outlaw. He adopts the disguise of a Buddhist pilgrim while travelling, hence his nickname.



17 楊志

YANG ZHI
Blue Faced Brute

Born:
Original Plenty 4

Energy 10
Body 11

Aptitudes:



CO-ORDINATION +1, GRACE +1, FIGHTING +2, MISSILES +2, ANIMALS +1

Skills:

STRENGTH +1, FIGHTING +1, LITERACY +1, MARTIAL ART (SWORD) +4, MARTIAL ART (HALBERD) +1, MISSILE (BOW) +2, RIDING +2, SOLDIERY +2, INTRIGUE+1, MANNERS +1, TASTE +2

Occupation: Outlaw (former Aristocrat)

Background: Gentry

Patrons: none

Dependents: Outlaw Subordinates

Motivation: Fame

Respect: +7

Descended from three generations of generals, grandson of Duke Yang Linggong, Yang Zhi is distinguished by the blue birthmark on his face. He rose to the position of Imperial Military Aide, but through the machinations of Gao Qiu lost his rank. Forced to sell his family's heirloom sword for food, he was provoked into killing a rogue, and subsequently lost both the sword and his freedom. Exiled to the Northern Capital Daming, he soon became a favourite of the Governor Liang. His favoured status disappeared, however, after the theft of the Birthday Gifts under his escort. He threw in his lot with Lu Da at Precious Pearl Monastery before joining Liangshan Po.

20 戴宗

DAI ZONG

Godspeed Guardian

Former superintendent of Jiangzhou prison, Dai Zong is renowned for his Taoist *Travel Magic* charm. On affixing a talisman to each of his legs, Dai Zong acquires the ability to travel 800 li in one day. However, during this time he may not eat meat. Dai Zong does not usually wear armour.

22 李逵

LI KUI

Black Whirlwind

Another of Li Kui's nicknames is Iron Ox, which describes his mental attitude pretty clearly. Although absolutely loyal, Li Kui lets nothing get in the way of his blood lust. He and Song Jiang share a special relationship, although Liangshan Po's leader frequently has to resort to threats of execution to get Li Kui to conform. He is often accompanied by Yan Qing, whom he respects as the Prodigy is able to beat him at wrestling. Li Kui fights naked and, being ambidextrous, wields his two axes to deadly effect. He is renowned throughout the empire as the most ferocious member of Liangshan Po.

Li Kui was born in Dongdian East Hamlet, Baizhang village, Yishui county, Yizhou prefecture. Although he has an elder brother, in the course of his career as an outlaw he is accidentally responsible for his mother being killed and eaten by tigers.

23 史進

SHI JIN

Tattooed Dragon

A ward chief from Huayin county near Mount Shaohua, Shi Jin derives his nickname from the nine tattoos which adorn his body. In his youth he spent no time on studies, instead devoting all his efforts to learning the martial arts from a succession of teachers, including Li Zhong, the Tiger Fighting General. After a treacherous retainer informed the authorities that he was on good terms with the bandits of Mount Shaohua, Shi Jin was forced to burn down his estate and flee. After wandering for a while, he returned to Mount Shaohua, becoming a leader with Zhu Wu, Chen Da and Yang Chun. Shi Jin fights in scale armour, and possesses good weapons.

30 張順

ZHANG SHUN

White Streak In The Waves

Zhang Heng's little brother, Zhang Shun worked among the fishermen of Jiangzhou. He is a renowned swimmer and wears no armour. After joining Liangshan Po he became one of the most active naval commanders, specialising in individual action against enemy ships. Zhang Shun is able to hold his breath for a remarkably long time.

36 燕青

YAN QING

The Prodigy

The protégé of Lu Junyi, and the youngest of the heroes, Yan Qing excels in many areas, hence his nickname. After helping his guardian escape from Daming, and joining the outlaws of Liangshan Po, Yan Qing was often to be found in the company of Li Kui, thanks to his ability to outwrestle the Iron Ox.

59 扈三娘

HU SANNIANG

Pure One

The ambidextrous Hu Sanniang also has the nickname six feet of steel, as a result of the two swords she uses. She hails from the Hu family village, Qizhou, and is therefore acquainted with Li Ying, with whom her village had a mutual defence pact. Unfortunately during the battle involving the third village, the Zhu family village, her entire family was 'accidentally' butchered by Li Kui. She defeated Wang Ying and Ou Peng until finally Lin Chong managed to subdue her. Song Jiang spared her and invested her as a leader, giving her to Wang Ying in marriage.

An excellent horsewoman, Hu Sanniang uses two good swords, and wears lamellar armour in battle.

86 李忠

LI ZHONG

Tiger Fighting General

One of Shi Jin's many arms tutors, Li Zhong later joined up with Liangshan Po. Although born in Dingyuan in Haozhou prefecture, he used to make his living as a medicine seller, travelling from place to place and using his martial skills to attract customers. When he met Lu Da, before Lu became an exile, he impressed him only with his stinginess which was, it has to be said, a result of poverty. Later on he and Zhou Tong became leaders of an outlaw band on Peach Blossom Mountain. When attacked by Huyan Zhou he teamed up with the Two-Dragon Mountain outlaws, led by Yang Zhi, Lu Da and Wu Song.

107 時遷

SHI QIAN

Flea On The Drum

One of the most accomplished thieves in China, Shi Qian is resourceful as well as technically skilled. He enabled the recruitment of barbed spear expert Xu Ning through his daring theft of the Lion's Fur armour. Born in Gaotang prefecture, Shi Qian honed his skills as a child in the metropolis of Daming. Subsequently moving to Qizhou he befriended Yang Xiong

THE THIRTY-SIX HEAVENLY SPIRITS

- | | | |
|--------------|-----------------------|-----|
| 1 Song Jiang | Timely Rain | 宋江 |
| 2 Lu Junyi | Jewelled <i>Qilin</i> | 盧俊義 |
| 3 Wu Yong | Clever Star | 吳用 |

190 EXTRAS

Master strategist. From East Bank Village near Yuncheng. Worked as a tutor before joining Chao Gai in the theft of the Birthday Gifts, subsequently fleeing to Liangshan Po.

- | | | |
|-----------------|----------------------|-----|
| 4 Gongsun Sheng | Dragon In The Clouds | 公孫勝 |
| 5 Guan Sheng | Big Halberd | 關勝 |
| 6 Lin Chong | Leopard Head | 林冲 |
| 7 Qin Ming | Thunderbolt | 秦明 |

From Kaizhou. Formerly general of the forces in Qingzhou, forced to become an outlaw by a bandit ruse. In compensation for the death of his wife, Qin married Hua Rong's sister. Favoured weapon is a toothed mace.

- | | | |
|--------------|-------------|-----|
| 8 Huyan Zhuo | Double Mace | 呼延灼 |
|--------------|-------------|-----|

Descendant of the famous hero Huyan Zan. Nickname comes from his use of two maces. Before joining Liangshan Po was garrison commander of Runing county. Given the fine horse 'Ebony Steed Which Runs In Snow' by the Emperor, with the task of suppressing Liangshan Po. Recruited Han Tao and Peng Qi to assist.

- | | | |
|-------------|-------------------|----|
| 9 Hua Rong | Marvellous Archer | 花榮 |
| 10 Chai Jin | Small Whirlwind | 柴進 |

Descendant of Shi Zong, last Emperor of the Later Zhou dynasty, Chai Jin possessed a steel plaque guaranteeing him immunity from prosecution. Despite this he abandoned his luxurious life and joined the outlaws of Liangshan Po, many of whom he had provided with shelter while they were on the run. Originally from Henghai county in Cangzhou prefecture.

- | | | |
|------------|---------------|----|
| 11 Li Ying | Striking Hawk | 李應 |
|------------|---------------|----|
- Eldest son of the Li family village near Lone Dragon Mountain, Qizhou. Excellent mounted lancer, also using five hidden throwing knives. Accoutred in golden plate armour and wears a red cape.

- | | | |
|-------------|--------------------|----|
| 12 Zhu Tong | Beautiful Whiskers | 朱仝 |
|-------------|--------------------|----|
- Very tall. From a wealthy family in Yuncheng. Worked with Lei Heng as a constable in the Yuncheng magistrate's court before he was forced to join Song Jiang as an outlaw. Zhu Tong particularly dislikes Li Kui.

- | | | |
|----------|---------------|----|
| 13 Lu Da | Flower Priest | 魯達 |
|----------|---------------|----|

- | | | |
|------------|---------|----|
| 14 Wu Song | Pilgrim | 武松 |
|------------|---------|----|

- | | | |
|--------------|--------------------|----|
| 15 Dong Ping | Two Spears General | 董平 |
|--------------|--------------------|----|

Military commander of the town of Dongping near Liangshan Po, Dong Ping hails from Shandang county, east of the Yellow River. Uses two spears in battle. Can also play string instruments and flutes with some skill.

- | | | |
|---------------|-------------------|----|
| 16 Zhang Qing | Featherless Arrow | 張清 |
|---------------|-------------------|----|

Military commander of the town of Dongchang near Liangshan Po, Zhang Qing has remarkable ability at throwing stones. From Zhangte prefecture.

- | | | |
|-------------|------------------|----|
| 17 Yang Zhi | Blue Faced Brute | 楊志 |
|-------------|------------------|----|

- | | | |
|------------|--------------------|----|
| 18 Xu Ning | Metal Spear Expert | 徐寧 |
|------------|--------------------|----|

From the Eastern Capital, Arms Instructor of the Metal Lancers. Tricked into joining Liangshan Po through the theft of his heirloom armour: 'Lion's Fur', which combines hoops of metal with goose feather lining (metal plates armour of bulk 0). Expert in the use of the

- barbed lance.
- 19 **Suo Chao** First To Fight 索超
Captain of the guards in Daming. Nickname comes from his fiery temper and eagerness to leap into the fray. Promoted to Major after an inspiring battle against Yang Zhi. Uses two gold axes in battle.
- 20 **Dai Zong** Godspeed Guardian 戴宗
- 21 **Liu Tang** Red Haired Ogre 劉唐
Born in East Luzhou prefecture, Liu Tang is distinguished by a scarlet birthmark. A large, belligerent man, he joined Chao Gai in the theft of the Birthday Gifts.
- 22 **Li Kui** Black Whirlwind 李逵
- 23 **Shi Jin** Nine Dragons 史進
- 24 **Mu Hong** The Unstoppable 穆弘
From Jieyang town, Mu Hong is the elder brother of Mu Chun. Tall and heavily built.
- 25 **Lei Heng** Flying Tiger 雷橫
Tall and strong, respected for his agility. Worked as a blacksmith, at a grain mill, then a slaughterhouse and finally in a gambling den before being recruited as a constable in Yuncheng, where he worked with Zhu Tong. Uses a halberd.
- 26 **Li Jun** Muddy River Dragon 李俊
Born in Luzhou, started his career as a helmsman on ships plying the Yangzi river. He is an accomplished swimmer.
- 27 **Ruan Xiaocer** Immovable Year's God 阮小二
From Stone Tablet village near Liangshan marsh, Xiaocer is the oldest of three fishermen who joined Chao Gai in the theft of the Birthday Gifts.
- 28 **Zhang Heng** Ship's Apprentice 張橫
From Little Lone Mountain, worked as a pirate on the Xunyang river near Jieyang town in Jiangzhou.
- 29 **Ruan Xiaowu** Deathwish Second Son 阮小五
The middle of the three Ruan brothers.
- 30 **Zhang Shun** White Streak In
The Waves 張順
- 31 **Ruan Xiaoqi** Net Of Souls 阮小七
Youngest of the Ruan brothers. Only one who is married.
- 32 **Yang Xiong** Sick Hero 楊雄
Originally from Henan, worked as an executioner in Qizhou. Friend of Shi Xiu.
- 33 **Shi Xiu** The Rash 石秀
Third son of a butcher from Jinling, in Jiankang prefecture. Skilful in diplomacy.
- 34 **Xie Zhen** Two Headed Snake 解珍
Elder brother of Xie Bao, from Dengzhou prefecture. Like his brother, an excellent hunter who became an outlaw after a local squire stole the credit for killing a tiger. Tall and a creditable fighter with the spear.
- 35 **Xie Bao** Two Tailed Scorpion 解寶
Even taller and tougher than Xie Zhen.
- 36 **Yan Qing** The Prodigy 燕青

THE SEVENTY-TWO EARTHLY FIENDS

- 37 **Zhu Wu** Crafty Strategist 朱武
A native of Dingyuan. Uses two swords, though not too well. Strategist. Started on Shaohua mountain with Chen Da and Yang Chun.
- 38 **Huang Xin** Suppressor of
Three Mountains 黃信
Former commander of the Qingzhou prefectural army and subordinate of Qin Ming, to whom he is still loyal.
- 39 **Sun Li** Sick General 孫立
Despite his nickname, a Major in the garrison at Dengzhou. Very tall, uses a steel rod in battle. His wife, Mistress Yue, is Yue Ho's sister.
- 40 **Xuan Zan** Ugly Son in Law 宣贊
Very dark of complexion, Xuan Zan was married to the daughter of a prince. When she died, he was left somewhat out of favour, despite being the commander of the Palace Guards. Uses a fine steel blade.
- 41 **Hao Siwen** Wild Dog 郝思文
An accomplished overall warrior, sworn brother of Guan Sheng.
- 42 **Han Tao** 100 Victories General 韓滔
Born in the Eastern Capital Bianliang. Passed 2nd degree military examination; assigned to be district commander in Chenzhou. Expert in the use of the lance.
- 43 **Peng Qi** Heaven's Eye 彭玘
Born in the Eastern Capital. Became district garrison commander in Yingzhou. Uses a lance and a long handled sword.
- 44 **Shan Tinggui** Water Fiend General 單廷珪
One of the commandants of Lingzhou, joined Liangshan Po after being defeated by Guan Sheng. Dresses in black.
- 45 **Wei Dingguo** Fire Spirit General 魏定國
Shan Tinggui's co-commander at Lingzhou. Dresses in red.
- 46 **Xiao Rang** Divine Hand 蕭讓
Scholar from Jizhou. Tricked into joining Liangshan Po so that a letter from Premier Cai could be forged. Can also fight with lance, staff, sword and knife.
- 47 **Pei Xuan** Iron Faced Supervisor 裴宣
A scribe from Jingzhao, exiled to the isle of Shamen, off the north coast of Shandong. Escaped and joined Liangshan Po, becoming the outlaws' Provost Marshal, in charge of discipline. Fights with a pair of swords.
- 48 **Ou Peng** Cloud Brushing
Golden Wings 歐鵬
From Huangzhou. Military guard on the Yangzi turned bandit.
- 49 **Deng Fei** Fiery Eyed Lion 鄧飛
From Xiangyang prefecture in Gaitian district. Specialist in the iron chain.
- 50 **Yan Shun** Sleek Tiger 燕順
Former sheep and horse dealer from Laizhou prefecture.
- 51 **Yang Lin** Glorious Leopard 楊林
A bandit from Zhonde prefecture.
- 52 **Ling Zhen** Roaring Thunder 凌振

- Born in Yanling. Became custodian of the Imperial armoury before being tricked into joining the outlaws of the marsh. Expert in gunnery.
- 53 **Jiang Jing** Marvellous Mathematician 蔣敬
From Tanzhou. Studied for the examinations, and combines knowledge of mathematics and tactics with the practical arts of the sword, lance and staff.
- 54 **Lü Fang** Little Marquis of Wen 呂方
Originally a medicine trader from Tanzhou, Lü Fang became a robber on the Twin Mountains.
- 55 **Guo Sheng** Ren Gui's Rival 郭盛
Mercury trader from Jialing in Sichuan. Uses a crescent lance.
- 56 **An Daoquan** Skilled Doctor 安道全
From Jiankang district, Jiangzhou. A true man of letters and an adept physician.
- 57 **Huangfu Duan** Purple Bearded Uncle 皇甫端
Originally from Youzhou, lived in Dongchang. Unusually light hair colour and strange coloured eyes. True speciality is as a veterinarian.
- 58 **Wang Ying** Stumpy Tiger 王英
A short, lecherous outlaw from the Huaihe river valley. Abandoned his profession as a carter to become a bandit. He finally got his reward in the form of his wife Hu Sanniang, who is a superior warrior!
- 59 **Hu Sanniang** Pure One 扈三娘
60 **Bao Xu** Ill-Omened Devil 鮑旭
Sword-wielding robber from Withered Trees Mountain in Kouzhou. Often follows Li Kui in battle.
- 61 **Fan Rui** Devil of Disorder 樊瑞
Former bandit chief on Mount Mangdang. Can summon the wind and the rain, and also fights using a bronze hammer and a two-edged sword. After being defeated by Liangshan Po forces he became a pupil of Gongsun Sheng.
- 62 **Kong Ming** Restless Star 孔明
Elder of the two Kong brothers from White Tiger Mountain. The two don't have exceptional skill at arms but are capable of wielding spears or staves adequately. Their father, Squire Kong, was well-known for sheltering fugitives.
- 63 **Kong Liang** Fiery Planet 孔亮
Kong Ming's younger brother. Shows promise in unarmed martial arts.
- 64 **Xiang Chong** Eight Arms Immortal 項充
From Peixian county in Xuzhou prefecture. One of the leaders on Mount Mangdang under Fan Rui. He uses a round shield and is a crack shot with throwing knives. He also carries an iron spear.
- 65 **Li Gun** Flying Master 李袞
Also from Peixian county, Xuzhou prefecture, Li Gun matches Xiang Chong in carrying a round shield, but he throws darts rather than daggers. He also carries a fine heirloom sword.
- 66 **Jin Dajian** Precious Jade Engraver 金大堅
Seal cutter from Jizhou, also able to fight with lance and staff. Enticed into joining the bandits to help forge a letter from Premier Cai.
- 67 **Ma Lin** Iron Flute Immortal 馬麟
Wielding the skewer knife as elegantly as he wields a flute, Ma Lin is from Jinling in Jiankang.
- 68 **Tong Wei** Cave Crocodile 童威
Like his brother Tong Meng, Tong Wei is from Xunyang. The two of them operated as smugglers, and so are skilled at swimming and handling boats.
- 69 **Tong Meng** Whirling Conch 童猛
Tong Wei's younger brother.
- 70 **Meng Kang** Jade Flagstaff 孟康
A former boat builder from Zheding prefecture.
- 71 **Hou Jian** Nimble Monkey 侯健
A former tailor from Hongdu. Uses lance and staff.
- 72 **Chen Da** Gorge Leaping Tiger 陳達
Born in Yecheng. Uses a steel-tipped spear. One of the three leaders on Mount Shaohua with Zhu Wu and Yang Chun. Beaten by Shi Jin when he tried to lead a group of bandits through Shi Jin's district.
- 73 **Yang Chun** White Flowered Snake 楊春
Halberd wielder from Xieliang county in Puzhou. One of three leaders on Mount Shaohua.
- 74 **Zheng Tianshou** White Faced Squire 鄭天壽
A former silversmith from Suzhou, Zheng fights with spears and staves.
- 75 **Tao Zongwang** Nine Tailed Tortoise 陶宗旺
From a family of tenant farmers in Guangzhou. Remarkably strong. Uses an iron spade, spear or a knife.
- 76 **Song Qing** Iron Fan 宋清
Song Jiang's younger brother.
- 77 **Yue Ho** Iron Lungs 樂和
From Maozhou prefecture. Worked in Dengzhou as a prison keeper. His sister married Major Sun, and he is also distantly related to the Xie brothers.
- 78 **Gong Wang** Flower Neck Tiger 龔旺
An officer in Dongchang. Has a tiger tattooed all over his body. Throws spears while riding.
- 79 **Ding Desun** Tiger Whose Arrows Hit 丁得孫
An officer in Dongchang, the scarfaced Ding throws a trident while riding.
- 80 **Mu Chun** Barely Stoppable 穆春
Mu Hong's younger brother.
- 81 **Cao Zheng** Demon Carver 曹正
From family of butchers in Kaifeng prefecture. Former pupil of Lin Chong in the Imperial Guards.
- 82 **Song Wan** Diamond in the Clouds 宋萬
One of the original three leaders of Liangshan Po, Song Wan has but ordinary skill at arms.
- 83 **Du Qian** Sky Caresser 杜遷
The third original leader of Liangshan Po. Like Song Wan, he has ordinary skill at arms, but adequate diplomacy.
- 84 **Xue Yong** Sick Beetle 薛永
From Luoyang in Henan, Xue Yong made his living selling medicines before becoming a bandit.
- 85 **Shi En** Golden Tiger Cub 施恩
From Huayin county, Mengzhou, the Tiger Cub uses sword and staff.

- 86 **Li Zhong** Tiger Fighting General 李忠
87 **Zhou Tung** Little Tyrant 周通
A bandit from Peach Blossom mountain.
- 88 **Tang Long** Cash Marked Leopard 湯隆
Son of a garrison officer in Yanan prefecture. Set up as a blacksmith after moving to Wugang in Qizhou. Li Kui's 'younger brother'.
- 89 **Du Xing** Ogre Faced Youth 杜興
From Zhongshan prefecture. Became a trader in Qizhou before being imprisoned for murder. Released by Yang Xiong, to whom he owes a debt. Fights unarmed or with staves.
- 90 **Zou Yuan** Forest Dragon 鄒淵
Although he is Zou Run's uncle, he is actually the same age. Formerly a gambler in Laizhou, he joined up with his nephew to form a bandit gang on the Mountain In The Clouds.
- 91 **Zou Run** Horned Dragon 鄒閏
Zou Yuan's nephew is distinguished by the large tumour on the back of his head. Fond of head butts.
- 92 **Zhu Gui** Speedy Courier 朱貴
From Yishui county in Yizhou prefecture. Joined Liangshan Po early on. Custodian of the intelligence-gathering inn at the Lijia entry.
- 93 **Zhu Fu** Laughing Tiger 朱富
Zhu Gui's brother ran a tavern in Yishui county before joining Liangshan Po. Like his brother, he works in one of the outlaw stronghold's many intelligence-gathering inns.
- 94 **Cai Fu** Iron Arm 蔡福
Former executioner and prison superintendent in Daming.
- 95 **Cai Qing** One Stem Flower 蔡慶
Wears a flower over one ear. He is Cai Fu's brother.
- 96 **Li Li** Murderous Angel 李立
A smuggler from Jieyang Ridge.
- 97 **Li Yun** Blue Eyed Tiger 李雲
A former constable from Yishui county, Li Yun was Zhu Gui's teacher.
- 98 **Jiao Ting** Merciless 焦挺
Born in Zhongshan, Jiao Ting is a master wrestler.
- 99 **Shi Yong** Stone General 石勇
Originally from Daming, the Northern Capital. Ran a gambling house before becoming an outlaw.
- 100 **Sun Xin** Small General 孫新
From Qiongzhou, transferred to Dengzhou. Married to Gu Dasao (whom he is unable to beat in combat).
- 101 **Gu Dasao** Mother of Vermin 顧大嫂
Cousin of the Xie brothers, wife of Sun Xin.
- 102 **Zhang Qing** Vegetable Gardener 張青
Formerly ran the tavern at Crossroads Rise, Mengzhou prefecture, with his wife the Night Ogre. Tends to be a little less bloodthirsty than his wife.
- 103 **Sun Erniang** Night Ogre 孫二娘
Zhang Qing the Vegetable Gardener's wife, Sun is not averse to killing customers of her tavern and turning them into meat dumplings!
- 104 **Wang Dingliu** Lightning 王定六
From the banks of the Yangzi river, Wang Dingliu gravitated to selling wine near Jiankang. His quick reactions and swimming skill gave him his nickname, and he is a creditable warrior with the staff.
- 105 **Yu Baosi** Colossal Spirit 郁保四
A big robber from Qingzhou.
- 106 **Bai Sheng** Daylight Rat 白勝
Notorious thief from the village of Anle near Yellow Mud Ridge. Assisted Chao Gai in the theft of the Birthday Gifts.
- 107 **Shi Qian** Flea On The Drum 時遷
- 108 **Duan Jingzhu** Golden Haired Dog 段景住
From Zhuozhou prefecture, a former horse rustler.

OTHER HEROES

There are, of course, many other characters involved in the story of the Water Margin. A sample is provided here, along with general notes and sample abilities of characters who might be encountered.

CHAO GAI

HEAVENLY KING

The second leader of Liang Shan Po, Chao Gai was originally a popular squire of East Bank Village. Upon hearing of the 'Birthday Gifts' a huge bribe sent by Governor Liang of Daming, to the Prime Minister Cai Jing, Chao Gai resolved to steal it. Recruiting his friend, the scholar Wu Yong, Liu Tang and the three Ruan brothers, he was joined by the Taoist Gongsun Sheng. After stealing the treasure, the thieves fled to Liangshan Po. As a result of their arrival, Lin Chong killed the leader Wang Lun, and proposed Chao Gai as the new leader.

Chao Gai subsequently led the forces of Liangshan Po in many successful battles. Unfortunately, during the attack on the Zeng Family Village, he was shot in the face by Shi Wengong. After his death he still assisted the heroes, his ghost appearing to Song Jiang during the attack on Daming. Chao Gai was born in 1058.

YILLAINS

WANG LUN

WHITE ROBED SCHOLAR

The original leader of the bandits of Liang Shan Po, Wang Lun was a failed candidate for the imperial examinations. This led to his main character flaw: that of envy, which in turn led to his downfall and death. Out of fear that they would usurp his position, he continually resisted the chance to recruit talented heroes to Liangshan Po. Lin Chong was only accepted after a titanic battle with Yang Zhi. Finally, when Chao Gai and companions arrived, Lin Chong lost patience with the leader's small-mindedness, and chopped off his head.

GAO QIU

MINISTER OF WAR

Gao Qiu owes his mercurial rise to his proficiency at football. Originally something of a wastrel, he was servant in a number of households. Each finally passed him on to an acquaintance as a means of getting rid of him. Thus he finally found himself in the household of a prince. By lucky chance, he was one day sent with a message to the residence of the Crown Prince Duan Wang, a keen footballer. By displaying his talents he managed to be transferred to the prince's household, and become a trusted companion of the

prince himself. Duan Wang later ascended the throne as Emperor Hui Zong, and Gao Qiu's fortune was assured.

At first he was installed as the commander of the Imperial Guards. From his first day he took the opportunity to use his position to settle old grudges, in this case against Arms Instructor Wang Jin, the son of a man who had beaten him several years earlier.

A dead man is worse than a tiger;

a dead tiger as harmless as a lamb

CREATURES

China is populated by a number of dangerous forms of wildlife, some natural, some supernatural. When it comes to monsters, Chinese folklore is full of them. I don't intend to list very many in this game, however. If you want monsters you can come up with pretty well anything you fancy. The monsters described in Chinese fantasy literature are often unwieldy composites of various animals, with the powers of flight and poison breath thrown in for good measure. Instead of giving a long monster list, I'll just provide a sample of the more important and interesting features of legend, which should give you enough to work from.

ANIMALS

Tigers
Snakes
Dogs
Wolves

GHOSTS

As explained in the chapter on *Beliefs*, the *yin* portion of a human soul, known as the *po* souls, usually returns to the earth after death. This can take up to three years, during which time the *po* hover in the Spirit Realm, close to the corpse they formerly inhabited. If the *po* are consumed by unresolved emotion (as is usually the case with those who drown, or who are hanged, or who do not receive offerings to an ancestral tablet), they may become a hungry ghost.

As hungry ghosts are created from the portion of the human soul governing the lower physical functions and the emotions, they do not possess higher rationality, though unfortunately they often display a form of animal cunning.

Hungry ghost abilities depend on the power they can accumulate. Left to their own devices, they are rarely capable of acquiring the ability to do more than manifest a little energy in the Mortal World: and all they can do with it is to cause bad joss to anyone who comes within range. In some cases, however, especially when they are provided with the ability by a demon or another hungry ghost, they can do

much more.

A hungry ghost's form, in the Spirit Realm, depends to a large extent on what they were like as a human. They may appear entirely human, or if their behaviour as a human was particularly bestial, they may assume some of the characteristics of beasts. In all cases, their clothes are hemless, and their voices are strangely hollow and unlike those of humans. Being devoid of the higher rational faculties, they aren't capable of making much conversation!

COMMON GHOSTS

Most ghosts are capable of manifesting no more than a little energy into the Mortal World. This will be visible to humans as no more than a dark cloud which casts no shadow. The ghost is not able to see much of the Mortal World, perceiving little more than a red glow.

STIFF CORPSES

Hungry ghosts which are able to project a lot of energy into the Mortal World may reanimate their corpse. Such reanimated corpses are known as stiff corpses. Since rigor mortis will have set in to the corpse, stiff corpses are stiff limbed, moving in a series of hops rather than walking. Despite this apparent handicap to their mobility, they can get around quite quickly, and very powerful ghosts are able to use magic to provide stiff corpses with the power of flight.

Stiff corpses are consumed with indiscriminate hatred, and their victims have a high chance of becoming stiff corpses themselves, as the means to become one can easily be learned from their slayer.

When a person dies far from his home district, some Taoist sorcerers use the *Spirit Sending* spell to deliberately force the *po* to reanimate the corpse (creating a stiff corpse) as a means of enabling a body to return home. Stiff corpses do not suffer from putrefaction, and if controlled by the appropriate talisman, they can be made docile and forced to walk (or rather, hop) home. Of course, this has the danger that the sorcerer may lose control of the stiff corpse and unleash a ravening fiend on the world!