

Kailindo: The Currents of Ether

The Currents of Ether are a series of techniques that employ a rapid succession of calculated strikes delivered to the opponent's body; resulting in various effects ranging from non-lethal to fatal. The art itself is based on the concept of utilizing various natural weapons coupled with Gnosis to supercharge and augment attacks; the effects can prove to be overwhelming and highly effective.

With Gnosis behind each attack, the physical damage can manifest in a manner that breaks down the environment of the enemies' body. Gnosis, the essence of the spiritual, takes on the purpose of a weapon that seeps into the body, attacking internal structures. A blow within a blow, while the initial attack may be over the Gnosis will continue and increase the damage.

"Teeth barred, Winds of Silver crouches down on all fours, then makes a mad dash at his opponent in a blur of silver fur. As he closes the distance, he 'molds' his Gnosis, concentrating it to his maw in preparation for the upcoming attack. His teeth tear into the tainted creature's flesh, leaving a modest sized wound. While suffering minor injury, the creature just couldn't seem to shrug off the effects of silver's Gnosis. Vision beginning to blur, it started to show signs of feeling ill. Sweating and suddenly out of breath, the creature struggles to keep focused as silver moves in for another attack."

The currents themselves can be viewed as something of a natural flow of energy of the world. While it is very similar to Gnosis, it seems to be far more abstract in terms of an actual definition. Through this particular form of Kailindo, the character will attempt to learn

and interpret this flow of energy that surrounds them. As they grow in their understanding, so will their mastery of each technique, and progression in the art.

The Currents of Ether are markedly different from the mainstream form of Kailindo. Learning to harness and understand the currents has proven to be a monumental task for most, as many Stargazers become inundated with the many mysteries presented before them. Much speculation surrounds the art, as word of it's existence is only whispered by the spirits who have inspired it's creation and those who have beheld it. Only the most introspective of fighters are bequeathed with it's knowledge, as techniques are often learned and mastered in a private audience with the Wind Incarna themselves.

The Currents of Ether take advantage of 'natural' weapons gifted to the user, by design. However, Gnosis is key in using the art, as each seemingly 'normal' attack is laced with a form of weaponized Gnosis, adding a seemingly poisonous effect behind the attack.

Each technique is like lesser gift, fighting techniques that often require the same focus and concentration as a gift. Typically, a Kailindorani finds a master to teach them, and/or manages to impress a Wind Incarna to pay attention to them long enough to oversee their development...or if the storyteller wishes it so...a mixture of the two. In essence, there is an essential involvement from a spiritual perspective, but the implementation of the often sage like master is optional.

Early training methods would involve great introspection into the spiritual energy of the world, and learning how to weaponize Gnosis. Various exercises could consist of: concentrating spiritual energy in different parts of the body and releasing it, meditating in the umbra for hours or days on end becoming one with the spiritual world (without becoming a spirit yourself). The list goes on and on for the amount of mystical crap one can think of...really...it all depends on what the storyteller and the player think would be fun.

Using The Currents of Ether

1. The Currents of Ether is considered a secondary ability like Kailindo. The Kailindorani would roll The Currents of Ether + Dexterity for an attack. Purchasing dots follows the same format as any other secondary ability, but each technique is independent of the other. All techniques take time to learn, and are never easy to master. A specialty may be taken, however it can only be with one technique.
2. None of these attacks can be performed with a melee weapon.
3. Techniques that employ the use of Gnosis cannot be used when rage is spent on the same turn.
4. Techniques that require 2 or more actions to complete are considered multiple actions. These techniques require a specific number of actions to be completed to progress and ultimately finish. Defined as **Actions required** each action has a set difficulty. To perform multiple actions, the player subtracts one die from their pool for every action beyond the

first that they wish the character to take. This reduction is cumulative.

An example can be Repeating Storm: Having eight dice in their dexterity + The Currents of Ether pool, the Kailindorani player splits their dice pool three ways. The player is performing three actions this turn, so they remove three dice for their action. Kicking to the side of the body, the player rolls the adjusted dexterity + The Currents of Ether pool of five dice. For the second kick, three dice are removed, and one additional die, giving a total of 4 dice. For the final attack, 3 dice are removed, and two more, giving a total of 3.

5. Some techniques are accessible only to specific forms. An example would be If a Kailindorani were in their homid form, they would lack the claws necessary to perform the technique: Claws of Ether, or the teeth necessary to perform Fangs of Ether. With Blocked Chakras, neither Lupus or Hispo would be appropriate as human like hands (that possess a larger surface area) are necessary to deliver the attack.

6. Some techniques may or may not deal explicit combat damage. Instead, a unique effect may result after, or instead of a damage roll.

An example can be Blocked Chakras: The Kailindorani player rolls Dexterity + The Currents of Ether at a difficulty of 7. They receive 3 successes on their attack roll. As opposed to a roll for damage, their Gnosis score of 5 contests the opponent's Gnosis score of 4. As the Kailindorani player currently has the higher Gnosis rating, the defender is then subject to the technique's effect: The defender is stunned for as many rounds as the attacker has dots in permanent Gnosis (5 Gnosis = 5

Rounds). However, once damage is dealt to the defender, or after a single turn they can spend a willpower point to resist the effects of the stun.

Techniques of the The Currents of Ether

- **Gentle Breath:** By massaging specific nerve points the Kailindorani can provide temporary relief for those who are suffering from their wounds in battle.

System: For one turn per success, the target will be relieved of any dice penalties resulting from physical wounds.

Actions Required: 1

Restricted Forms: N/A

Roll: Gnosis

Difficulty: 6

Damage: None

- **Claws of Ether:** The Kailindorani expends Gnosis while lashing out at the target, raking the skin with their claws. The Gnosis seeps in and breaks down muscle fibers of the body, reducing the strength of the target.

System: If damage was dealt, the attacker rolls Gnosis (difficulty 6). For one turn per success, the defender's strength will incur a dice penalty of -1.

Actions Required: 1

Restricted Forms: Homid, Glabro

Roll: The Currents of Ether + Dexterity

Difficulty: 7

Damage: Strength (Aggravated)

- **Wall of Air:** The Kailindorani's blocks are really strikes aimed at the target's attacking limbs.

System: Roll a 'normal' Block roll, but if the attacker scores three or more successes than the defender on their roll to attack, they also inflict (Strength) damage. If the attacker is using this technique against an opponent armed with a melee weapon, the difficulty can increase up to 8.

Actions Required: 1

Restricted Forms: N/A

Roll: Dexterity + The Currents of Ether

Difficulty: 6

Damage: Strength (Bashing)

- **Blocked Chakras:** The Kailindorani thrusts their fingers into the opponent's body. The attack forcefully injects Gnosis which spreads to various nerve points causing a brief, but intense flow of pain that overloads the brain and stuns the enemy.

System: The attacker must first spend a single point of Gnosis before the upcoming attack. If successful, the attacker's temporary Gnosis will directly contest the defender's temporary spiritual essence (i.e. Garou's Gnosis, or Mage's Quint). In the case of vampires, only half of their blood point pool is counted, rounded down (i.e. 7 blood points = 3). If the Attacker's temporary spiritual essence is higher (if equal, tie goes to the defender) than that of the defender's, they are stunned.

The defender is stunned for as many rounds as the attacker has dots in permanent Gnosis (5 Gnosis = 5 Rounds). As soon as the defender receives damage, they are immediately brought out of stun. After the first round of being stunned, the defender may spend a point of willpower to resist the stun effect.

Actions Required: 1

Restricted Forms: *Lupus, Hispo*

Roll: *Dexterity + The Currents of Ether*

Difficulty: 7

Damage: *None*

- **Repeating Storm:** *The Kailindorani shows off their skill through an impressive three hit combo. The first two attacks simply help build up momentum for a devastating aerial spin kick.*

System: *Each action is rolled at a varying difficulty, and damage. Once the technique is started, if another action is performed (i. e. dodging an attack after performing the 1st punch), or if an attack is missed, then the attacker must start from the first action.*

The first attack is a punch at a difficulty of 6. The damage roll for this punch will be Strength - 1.

The second attack will be a kick at difficulty 7. The damage roll for this kick will be Strength + 1.

The third attack will be a kick at difficulty 8. The damage roll for this kick will be Strength + 4. If the attacker inflicts more health levels of damage than the defender has dots in strength, they are knocked off their feet.

Actions Required: 3

Restricted Forms: *Lupus, Hispo*

Roll: *Dexterity + The Currents of Ether*

Difficulty: *Varies*

Damage: *Varies (Bashing)*

- **Fangs of Ether:** *The Kailindorani focuses Gnosis into their bite. Acting very much like a deadly poison, the Gnosis travels throughout the target's body, weakening their defenses.*

System: *The attacker must spend one point of Gnosis before the upcoming attack. If damage was dealt, then the attacker's Permanent Gnosis score will determine the number of turns for the following effect: The defender's Stamina is lowered by 1. (5 permanent Gnosis = 5 turns).*

Actions Required: 1

Restricted Forms: *Homid, Glabro*

Roll: *Dexterity + The Currents of Ether*

Difficulty: 5

Damage: *Strength -1 (Aggravated)*

- **Hemorrhaged Ether:** *This technique is a variation of the Ether Shards technique. Just like Ether Shards, the Kailindorani expends Gnosis as they claw the vampire's skin. However, their Gnosis 'poisons' the vampire's blood, preventing them from using their blood points. On non-vampiric beings, this technique would cause severe internal hemorrhaging.*

System: *If damage was dealt, The attacker rolls Gnosis (difficulty 6). For one turn per success, the vampire is unable to use blood points. For non-vampiric beings, how much lethal damage they receive. The vampire is able to resist the effects of this technique with a Stamina + Fortitude roll (difficulty 7); successes received subtract from the attacker's successes to affect the target. For non-vampiric beings, they simply roll stamina (difficulty 5).*

Actions Required: 1

Restricted Forms: *Homid, Glabro*

Roll: *Dexterity + The Currents of Ether*

Difficulty: 7

Damage: *Strength (Aggravated)*

- **Summon the Wind:** *A technique rumored to be so powerful that it manifests as a gift. The Kailindorani becomes a minor elemental*

spirit; able to mold and shape their Gnosis to create wind: commanding the element itself, they can summon anything from a gentle breeze to an F5 tornado.

System: (Rank 5 Gift): Only one tornado can be summoned at a time, but with the creation of each tornado, the player can build it's power by funneling more Gnosis into the technique. This technique requires no roll to hit, as the only defense against this attack is for the target to seek shelter or remove themselves from the area. All damage dealt by this gift is considered bashing. If the attacker inflicts more health levels of damage than the defender has dots in strength, they are immediately consumed by the tornado, and are subject to further injury (at the storyteller's discretion).

F0: 5 dice to roll for damage, 1 Gnosis –
Gale tornado.

F1: 8 dice to roll for damage, 2 Gnosis –
Moderate tornado.

F2: 11 dice to roll for damage, 3 Gnosis –
Significant tornado.

F3: 14 dice to roll for damage, 4 Gnosis –
Severe tornado.

F4: 17 dice to roll for damage, 5 Gnosis –
Devastating tornado.

F5: 20 dice to roll for damage, 6 Gnosis –
Incredible tornado.

Actions Required: 1

Restricted Forms: N/A

Roll: Gnosis

Difficulty: 6

Damage: Varies





Wind Incarna

Background cost: 5

The Wind Incarna are abstract, almost alien, representatives of the various winds. Garou can contact these Incarna only through meditation or while in the Umbra. Each Wind Incarna has subtle variations and bestows different gifts upon its children. The Zephyr Stargazers, who highly respect these Incarna, learned many of their Kailindo secrets from such Wind-spirits. Similarly, Wendigo are on good terms with the North Wind, and a Wendigo needs to pay one less Background point to ally with the North Wind Incarna.

Traits: The Ethereal, or Umbral, Wind reduces the difficulty to step sideways by 2.

The East Wind's packs may draw on three extra Gnosis points per story, and their frenzy difficulties are at +1.

The South Wind grants his children the Gift: Eye of the Eagle and one Stamina point

The North Wind grants his packs Occult 3 and Enigmas 2.

The West Wind grants Meditation 3 and three extra Willpower points per story.

Ban: The followers of a Wind Incarna must meditate for one hour per week.

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These are all the people I bugged and annoyed, they helped give me ideas...

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