

Using Disciplines: Disciplines are packages of skills, equipment, social status and other advantages that can be purchased either during character creation by spending Bonus Points or during gameplay by spending XP.

Bandit- Some nomadic tribes add to their income by robbing travelers and neighboring tribes. This type of activity is most common in areas that are far from any city (and far from Tibetan government law enforcement). Many bandits also engage in hunting wild game, which is illegal in Tibet. See p.XX for more on bandits.

Costs: 100 XP or 15 BP

Discipline Requirements: If buying during gameplay, PC must live with a bandit tribe or train under an experienced bandit elder.

Gives: Riding (3), Rifle (2), Gun Repair (1), Sword (1), Tibetan Geography (1), Trick Riding (1). Free Rifle: Matchlock and Horse. PC can make +40 Srang per month by engaging in occasional banditry.

Exorcist- The PC has made a special study of scaring away or eliminating malevolent spirits and curses. The PC makes extra money performing exorcisms. Character classes most likely to study exorcism are monks, Bön priests, white robes, doctors and astrologers.

Costs: 100 XP or 15 BP

Discipline Requirements: If buying during gameplay, PC must find an experienced elder exorcist to study under, or study at a monastery that teaches exorcism.

Gives: Meditation (1), Dagger Exorcism (2), Protective Mantras (1), Sound Exorcism (1), Sucking Exorcism (1), Thread Crosses (1). Free Phurba (Brass), Conch Shell Trumpet, Ceremonial Arrow. PC can make +30 Srang per month doing occasional exorcisms.

Nomadic Orator- This is a person trained to help nomadic people form oral contracts and settle disputes. Often, mediation is the only way to stop a blood feud between nomadic tribes. Nomadic orators are typically either Nomads who are gifted at speaking, or monks from red hat monasteries who are trained in settling disputes.

Costs: 50 XP or 8 BP

Discipline Requirements: Must have 12+ CHM. If bought during gameplay, PC must find an experienced elder exorcist to study under.

Gives: Storytelling (4), Oratory (2), Teaching (1), Tibetan Law (1), Trading (1), Etiquette (1), +1 CHM (max. 20). PC can gain +10 Srang per month doing jobs as a nomadic orator.

Tantric Student- Most people join monasteries or white hat communities if they want to study tantra. Some people, however, go to lone practitioners for training. These are people who are not allowed to join a monastery (e.g. an Unclean or a wanted criminal) or who don't think they could benefit from orthodox teaching methods.

Costs: 100 XP or 15 BP (can be taken multiple times)

Discipline Requirements: If bought during gameplay, the PC must find a tantric master willing to train the PC. PC must become (if bought during gameplay) or is (if bought during character creation) bound to an oath (as per the Oath Binding skill) to obey his or her tantric master at all times.

Gives: Meditation (3), Breath Yoga (2), Fire Yoga (1), Yidam Tantra (1), Pure Vision (1).

Tibetan Government Spy- The PC is someone who has been entrusted by the Tibetan government with sending secret messages and gathering intelligence covertly. The Tibetan government does not have a spy agency or training program. Spies are normal people, known personally by government officials, who are sometimes hired by the government for special missions.

Costs: 100 XP or 15 BP

Discipline Requirements: If purchased during gameplay, the PC must gain the patronage of a high ranking government official, e.g. a member of the Kashag.

Gives: Literacy (2), Mathematics (1), Cryptography (1), Forgery (1), Pistol (1), Poisons (1), Seduction (1), Foreign Language: Chinese (1). The PC is entrusted by the Tibetan government (or at least someone within that government) to be able to carry secret messages or gather trustworthy intelligence reports. PC can earn an extra 50 Srang per month doing occasional jobs for the Tibetan government.