

# ROAD TO SCRIPTURES

A TABLETOP ROLE-PLAYING GAME  
BASED ON *Journey to the West*

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# Introduction

About the Game	3
The World of <i>Journey to the West</i>	7
Using this Book	9
How to Play	10
Game Elements	13

## Chapter 1: Character Statistics 16

Choosing a Character	16
Reading the Character Sheet	17

## Chapter 2: Characters 22

Tang Sanzang (Tripitaka)	22
Sun Wukong (Monkey King)	25
Zhu Bajie (Piggy)	38
Monk Sha (Sandy)	31

## Chapter 3: Using Ability Score 35

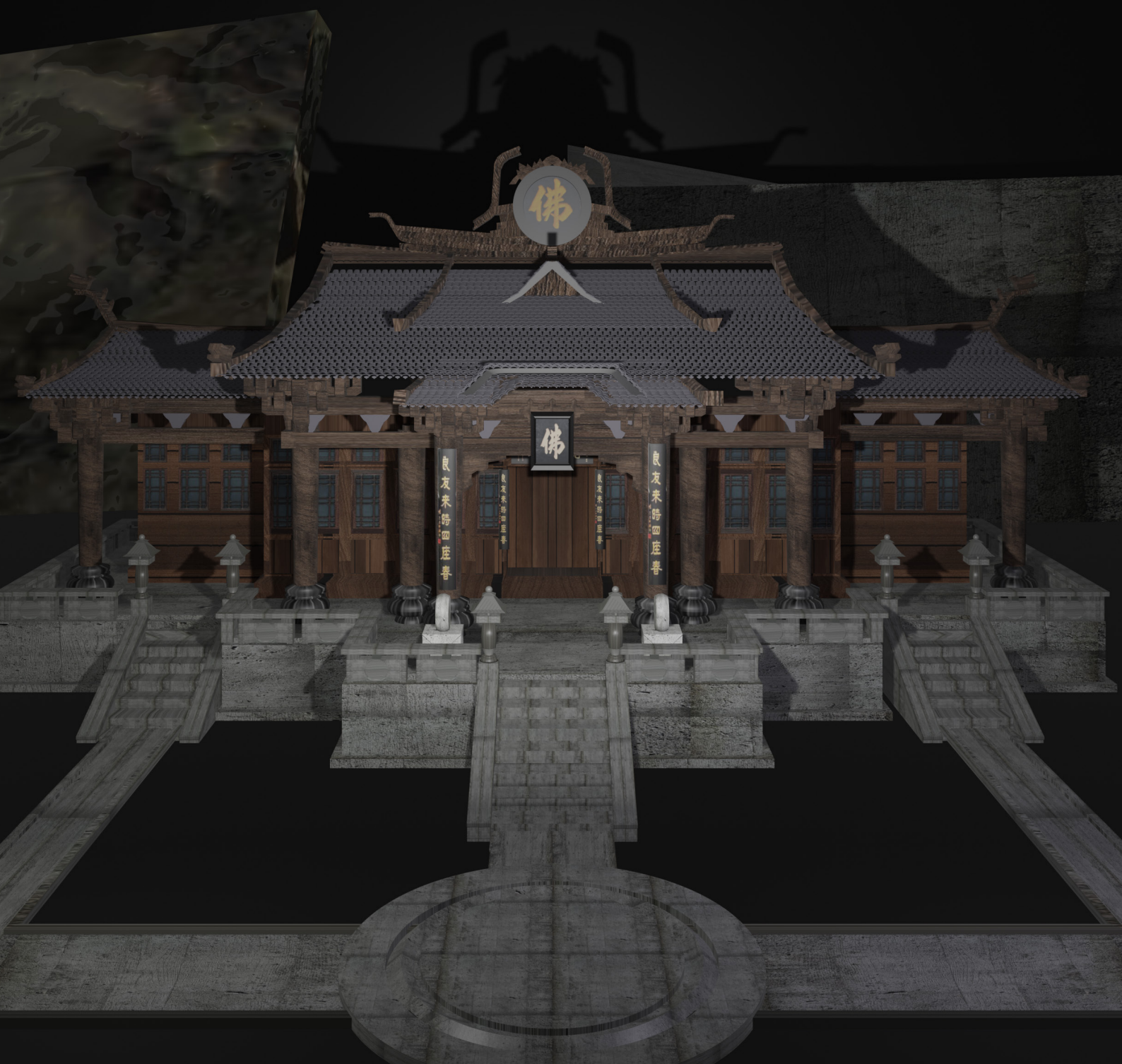
Ability Scores	36
Ability Growth	37
Hero Dice	38
Ability Checks	38
Trade	41

## Chapter 4: Combat 42

Rounds	42
Player's Turn	44
Actions in Combat	46
Making an Attack	48



# INTRODUCTION





# About the Game

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A Tabletop Role-Playing Game, (or **TRPG**) is a journey of adventure you can create by using pen and paper with your friends.

Imagine you are sitting around a table with a group of good friends at home, with food on the table and music playing. Each of you plays the role of your own character and follows **GM** (the host) to create a world that belongs only to you. You can be the heroes of this world, or you can become the worst gang in history. All choices are up to you. The only thing that hinders you is the dice in front of you. **This is TRPG.**

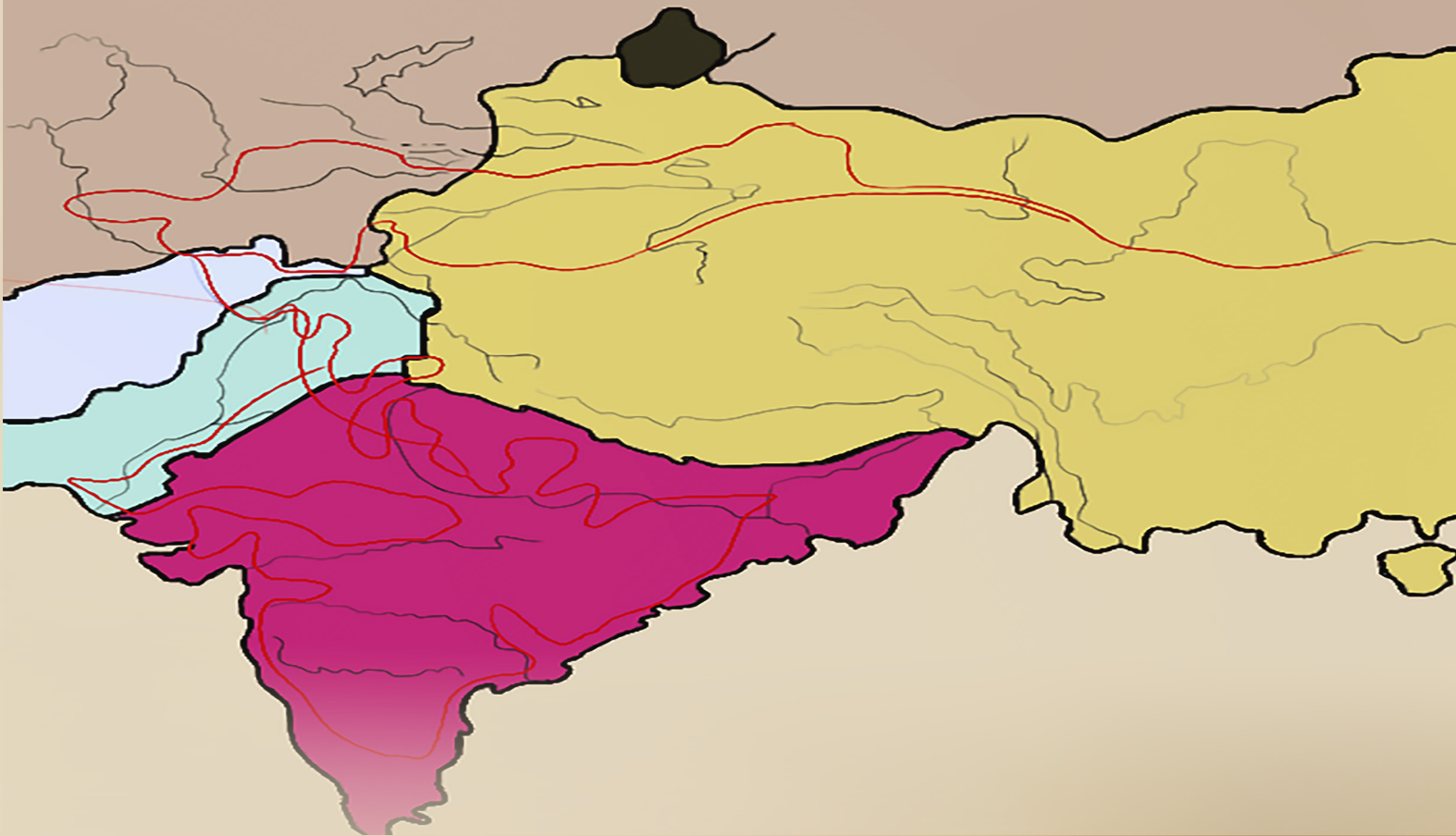
*Road to Scriptures* is a storytelling game, it will lead you to experience the adventure story of the Chinese classic *Journey to the West*. The game requires five players. One of you will be the **GM**. The others will play as four characters from the book, on a journey to fetch the scriptures from India. The development of the story depends entirely on your imaginations.

Your characters journey is not easy! Along the way, your characters will face many dangers and challenges. They will need to use their powers, courage, and wits to succeed. When your character attempt to do actions, such as attacking a monster or opening a door, you roll dice to determine whether the action is successful and whether the attack has an impact. In this game, anything can happen!

Before starting the game, four players each choose one character. The witty Sun Wukong, the cunning Zhu Bajie, the devout Tang Monk or the loyal Monk Sha. Each character has its own characteristics, and the players cooperate with each other by playing to their respective Strengths. The team may explore dilapidated temples, gloomy woods, rioting cities or endless deserts. The characters communicate with each other, solve puzzles, defeat monsters along the way, and head to the final destination.

One player will act as the **Game Master (GM)**, the storyteller and referee in the game. The GM designs adventures for the characters and guides the players through them. In the game, the GM will describe the environment the player is in, and the player makes choices based on that description. Will they follow the monster to find clues? Go out to confront and interrogate the enemy? Or just escape and try to not lose their way?

Then the GM determines the results of the characters' actions and narrates what they experience. The GM can improvise anything based on characters' choices, so the game will be unexpected and exciting.



## The World of *Journey to the West*

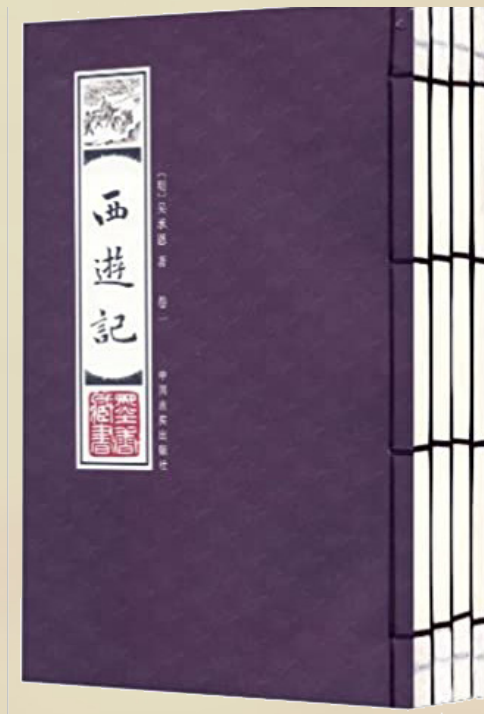
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The story of *Journey to the West* took place in the Tang Dynasty. At that time, it was the beginning of the Tang Dynasty and the people admired Taoism. The world is full of monsters. Everyone has some little trick. However, monsters are not the most dangerous thing in the world, people are. Injustices spread in the country all over the place, and people are not trusted. The emperor looked for someone to go to the west to retrieve Buddhist scriptures in order to revive the country. Tang Sanzang has been chosen, but three other creatures are also chosen for this journey.



Five hundred years ago, the magical stone left by Nüwa, the mother of humans, gave birth to Sun Wukong. Sun Wukong made a big mess in the Heavenly Palace and was punished by being crushed under the Five Elements Mountain. Around the same time, two generals of the Heavenly Court were exiled because of their mistakes. One was demoted to Gao village and the other lived in Floating River. All of them started waiting for a monk to help them atone for their sins. Five hundred years later, Tang Sanzang was born as the reincarnation of Golden Cicada and was sent by the emperor to ancient India to fetch a set of Buddhist scriptures. There were many monsters on the road. It was said that eating Tang Sanzang's meat could grant immortality, thus the road was very dangerous. So, Tang Sanzang accepted three disciples to protect him. The journey to the West also officially begins.

This game is about adventure and growth. The journey is to retrieve the scriptures that have enlightening significance to Buddhism, and the hardships on the road are also constantly tempering the master and three disciples to make continuous progress and overcome shortcomings. All of them have to unite to accomplish the goal.



# Using this Book

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The book is divided into four chapters.

**Chapter 1 & 2** introduces the four player characters, with their backgrounds, abilities, relationships and their shortcomings that need to be overcome during their journey. Each character sheet contains the information players will need while playing.

**Chapter 3** details the rules of how to play the game. This part covers the kinds of dice rolls you need to make to determine whether your character succeeds or fails at the tasks they attempt.

**Chapter 4** is about the rules for combat. This part covers the entire process that needs to be done when the characters are fighting an opponent.

# How to Play

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The play of Road to Scriptures follows this basic pattern.

## 1. **GM describes the environment.**

The *GM* tells the player where they are, and describes what they can see, who they meet and what is happening around.



## 2. Players describe what they want to do.

Sometimes, a player makes a decision on behalf of the team. Other times, different characters will do different things: Sun Wukong may check for traces of monsters in the mountains, while the others continue to march towards nearby villages. The GM listens to what each player says their character will do and then decides how to respond.



### 3. *GM describes the consequences of the actions of the characters.*

Sometimes a character's actions are easy to resolve. If the characters want to go through a room and open a door, the *GM* may just say that they have succeeded and the door is open. But the door might be locked, the floor may hide deadly traps, or other circumstances may make it difficult for the adventurer to complete the mission. In this case, the *GM* will decide what happens, usually relying on the rules and the roll of the dice to determine the outcome

Describing the result usually leads to another decision point, which brings the game flow back to the first step.

In some cases, especially in combat, the order is more organized: players (and the *GM*) take turns choosing and resolving actions. But most of the time the game is flexible and smooth, adapting to various situations and adventures.

Usually, the experience of the adventures relies on the imagination of the player and the *GM*, and the verbal description of the *GM* to set the scene. *GMs* can use music, artwork or recorded sound effects to create atmosphere, and some *GMs* and players use props or speak in different voices for different characters and other *GM*-controlled creatures. The *GM* may lay out a map and use a model to represent each creature involved in the scene to help the player see the location of each person.

# Game Elements

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## GM-controlled Creatures

During the game, the monsters, villagers, and other neutral creatures you encounter are controlled by the GM, and each creature has its own abilities and characteristics. These roles are collectively called GM-controlled Creatures.

## Spiritual Points

The Spiritual Point represents the belief of the master and three disciples in Buddhism. The higher the score, the better they understand the value of the scriptures.

At the beginning, **Tang Sanzang has one Spiritual Point. The other characters have zero Spiritual Points.** Each character can gain Spiritual Points during combat and the adventure based on their behaviour and choices. Spiritual Points cannot be shared with other characters.

A character with Spiritual Points who dies can be resurrected. They lose **half of their Spiritual Points** (rounded up) when brought back to life.



## Goals

The players' goal is to protect Tang Sanzang to arrive in India to fetch the scriptures successfully. In order to obtain the scriptures, **the team must have a total of 81 Spiritual Points.**

Once the players have achieved this goal, they can choose to end the game. Or, if they prefer, they can continue the adventure for as long as they choose.

Road to Scriptures is divided into a series of adventures, each based on a chapter from the original Journey to the West. Players can choose to experience just one adventure (for a short game) or else play through all the adventures in order. That way, the game may last from 20 minutes to several years.





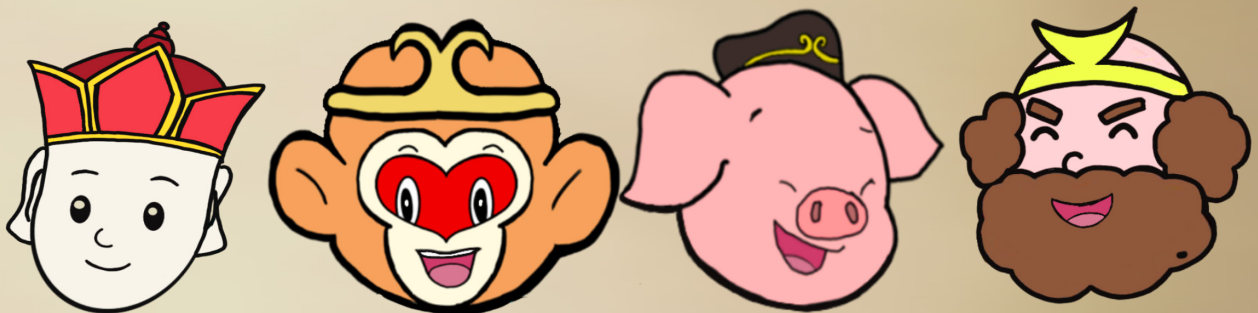
# Chapter 1: Character Statistics

The four characters in Journey to the West successfully fetched the scriptures after untold hardships. Now you will have the opportunity to play the same heroes to create your own road to scriptures.

## Choosing a Character

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Before the game starts, each player decides the role you want to play. All the information you need to play your character is recorded on the character sheet—their Ability Scores, Spiritual Points, Hit Points, and more. This chapter will explain how these statistics work in detail and help you understand and play the role you choose.



# Reading the Character Sheet

Each character sheet contains the various attributes of the character, including his Hit Points, Ability Scores, Traits, Relationship, Inner Weakness, Offense and Defense, Equipments. These attributes are explained on the following pages.

## Hit Point

Your character's Hit Points define how much damage your character can take from now. Each character's Hit Point is already recorded on the character sheet. When a creature is at full health, **their Hit Points is double their Ability Score total**. For example, Sun Wukong's total Ability Score is 6, then his Hit Point is 12.

Every time you take damage, you need to subtract the same amount of damage from the existing Hit Points. When your Hit Points drops to 0, your character dies. Taking a rest can restore all damage you received and the Hit Points is restored to your maximum Hit Points.

## Ability Scores

Much of what your character does in the game depends on his or her five abilities: Strength, Reaction, Tools, Intelligence, and Charisma. Each ability has a score, which is a number recorded on your character sheet. The five abilities and their use in the game are described in chapter 3.

## Equipment

Each character has their own weapons, and each weapon has its own attributes. All weapon information is recorded on the character sheets.

**ROAD TO SCRIPTURE**  
CHARACTER SHEET

Name	Phase
Strength	Hit Point + Spiritual Point
Reaction	
Tool	Inner Weakness
Intelligences	
Charisma	
Hero Dice	Traits
Equipment	
Note	



## Relationship



Relationships represent the connection between characters. Each character has a connection with at least one other character. In certain situations, that relationship will affect one or both of the characters.

## Inner Weakness



*Road to Scriptures* is not just an adventure, but also a path to self-salvation. Each character has an inner weakness, which they may overcome over the course of the game. When the characters achieve their certain goals, their traits will be improved and be more powerful.

## Traits

Traits are unique features of the character. Each character has different traits, and the effects they can cause will vary according to the situation.

## Offense and Defense

Offense and defense are very important elements in a combat session. Each round of a battle, a player needs to divide all their Hero Dice between offense and defense. These two numbers will be used in combat session. You can write them down in the notes section.

# Chapter 2: Characters

Each of the four player characters have particular characteristics and traits, which are listed on the character sheets. This section provides more detail on their background and how to play them.

## Tang Sanzang (Tripitaka)

### Background

Tang Sanzang is a Chinese Buddhist monk who is actually a reincarnation of Golden Cicada, a disciple of the Buddha. He is sent by the Emperor Taizong on a mission to India to fetch a set of Buddhist scriptures back to China for the purpose of spreading Buddhism in his native land. Tang Sanzang is helpless in defending himself and finds three powerful supernatural beings - Sun Wukong, Zhu Bajie and Sha Wujing - to aid and protect him on his journey.



## Traits

**God bless:** As the second disciple of Tathagata Buddha, Tang Sanzang is blessed by all Buddhas. All damage he receives is reduced by one.

**Clones (Water):** Tang Sanzang can summon one clone, a duplicate of Tang Sanzang, to help him complete tasks. The clone has 3 Hit Points, its offense is always the same as the Intelligence of Tang Sanzang, and its defense is always 0. When the water clone dies, the characters within 5 feet of the clone will regain the same amount of Hit Point as the Intelligence of Tang Sanzang. This trait can only be used once a day and only one clone can exist at the same time. The summoned clone cannot use any of Tang Sanzang's traits.

**Water holy:** Tang Sanzang is protected by water elements. All characters within five feet of him can recover 1 Hit Point every round.

## Relationship

Tang Sanzang often relies on Sun Wukong's advice. So when Tang Sanzang is **within ten feet of Sun Wukong**, he can add **a bonus of one Hero Dice** to the next ability check.

## Inner Weakness

Tang Sanzang is a devout believer in Buddhism. He would get the scriptures regardless of his own safety, and sometimes put the whole team in a dangerous situation. During the journey to the west, when the team gains a certain number of Spiritual Points, Tang Sanzang's inner belief will deepen and he gains a special spiritual benefits.

When the team reaches a total of **20, 40 and 60 Spiritual Points**, Tang Sanzang gains a **special spiritual bonus point of +1** to any one ability.

When the team reaches a total of **40 Spiritual Points**, Tang Sanzang's **God's Blessing trait is Strengthened**, so that it reduces damage taken by 2.

When the team reaches a total of **70 Spiritual Points**, Tang Sanzang's **Clone trait will be Strengthened**, and The Hit Point recovery range when the clone dies is expanded to 10 feet.

If the Spiritual Points goes below that level, Tang Sanzang will lose it and can regain the reward later.



# ROAD TO SCRIPTURE

## CHARACTER SHEET

Name Tang Sanzang Phase Water



Strength

1

Reaction

1

Tool

1

Intelligences

1

Charisma

1

Hero Dice

5

Hit Point  
10

Spiritual Point  
1

Speed  
30 feet,  
Swim 20 feet

### Inner Weakness

When the team has a total of **20, 40 and 60 Spiritual Points**, Tang Sanzang gains a **special spiritual bonus point of +1** to any one ability. If the Spiritual Point is reduced and then returns to this number again, Tang Sanzang will not get the reward again.

When the team reaches a total of **40 Spiritual Points**, Tang Sanzang's **God's Blessing trait is strengthened**, so that it reduces damage taken by 2.

When the team has a total of **70 Spiritual Points**, Tang Sanzang's **Clone trait will be strengthened**, and The Hit Point recovery range when the clone dies is expanded to 10 feet.

### Relationship

Tang Sanzang often relies on Sun Wukong's advice. So when Tang Sanzang is **within ten feet of Sun Wukong**, he can add a **bonus of one Hero Dice** to any ability check.

### Traits

**God Bless:** As the second disciple of Tathagata Buddha, Tang Sanzang is blessed by all Buddhas. All damage he receives is reduced by one.

**Clones (Water):** Tang Sanzang can summon one clone, a duplicate of Tang Sanzang, to help him complete tasks. The clone has 3 Hit Points, it's offence is always the same as the Intelligence of Tang Sanzang, and it's defense is always 0. When the water clone dies, the characters within 5 feet of the clone will regain the same amount of Hit Point as the intelligence of Tang Sanzang. This trait can only be used once a day and only one clone can exist at the same time. The summoned clone cannot use any of Tang Sanzang's traits.

**Water Holy:** Tang Sanzang is protected by water elements. All characters within five feet of him can recover 1 Hit Point every round.

### Equipment

Ten-Wheeled Tin Rod (attack range is 35 feet)

### Note

# Sun Wukong (Monkey King)

## Background

Sun Wukong is a monkey born from a stone who acquires supernatural powers through Taoist practices. After rebelling against heaven, he was imprisoned under a mountain by the Buddha. now five hundred years later, he has released to accompany the monk Tang Sanzang and two other disciples on a journey to retrieve Buddhist sutras from the West where Buddha and his followers reside.



## Traits

**Shapeshifting:** Sun Wukong can transform into any creature, but doing so does not increase or decrease his attributes. This trait can only be used three times a day.

**Clone (gold):** Sun Wukong can summon one clone, a duplicate of Sun Wukong, to help him complete tasks. The clone has 3 Hit Points, its offense is always the same as the Intelligence of Sun Wukong, and its defense is always 0. When the clone dies, a dazzling glare will erupt, and an opponent within 10 feet of the clone will be unable to act in the next round. The affected opponent is chosen by the player. This trait can only be used once a day and only one clone can exist at the same time. The summoned clone cannot use any Sun Wukong's traits.

**The Refuge of the gods:** Sun Wukong can choose to summon one God each time to help him influence the battle. Each summoned god can only exist for one round after being summoned and cannot attack or be attacked. Gods can activate one effect from the following options

- Directly cause 5 points of damage to one opponent,
- Restore 5 health points to a character
- Reduce all enemy defenses in this round by half

This trait can be used twice a day.

## Relationship

Sun Wukong is often getting annoyed by Zhu Bajie causing problems. If Sun Wukong is within 10 feet of Zhu Bajie when Zhu Bajie fails an ability check, Sun Wukong must **give 1 Hero Dice to Zhu Bajie or else discard it.**

## Inner Weakness

Sun Wukong is an arrogant mountain king, and often acts recklessly. The player who controls this character needs to let Sun Wukong learn to be calm. In the course of the game, when Sun Wukong's Reaction increases, he will overcome his weakness and become stronger

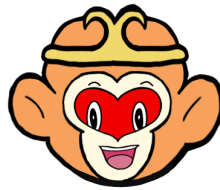
When Sun Wukong's **Reaction reaches 4**, his clone trait **will be Strengthened**, and he can **summon 2 clones to help him.**

When Sun Wukong's **Reaction reaches 5**, he can **add 2 to any Ability Score.**



# ROAD TO SCRIPTURE

## CHARACTER SHEET



Name Sun Wukong Phase Gold

Strength

2

Reaction

0

Tool

1

Intelligences

2

Charisma

1

total scores

6

Hit Point  
12

Spiritual Point  
0

Speed

40 feet,  
Fly 50 feet,  
Swim 20 feet

### Inner Weakness

In the course of the game, when Sun Wukong's **Reaction** increases, he will overcome his weakness and become stronger.

When Sun Wukong's **Reaction** reaches **4**, his **clone trait will be strengthened**, and he can summon **2 clones** to help him.

When Sun Wukong's **Reaction** reaches **5**, he can **add 2 to any Ability Score**.

### Relationship

Sun Wukong is often getting annoyed by Zhu Bajie causing problems. If Sun Wukong is within 10 feet of Zhu Bajie when Zhu Bajie fails an ability check, Sun Wukong **must give 1 Hero Dice to Zhu Bajie or else discard it.**

### Traits

**Shapeshifting:** Sun Wukong can transform into any creature, but doing so does not increase or decrease his attributes. This trait can only be used three times a day.

**Clone (Gold):** Sun Wukong can summon one clone, a duplicate of Sun Wukong, to help him complete tasks. The clone has 3 Hit Points, its offence is always the same as the Intelligence of Sun Wukong, and its defense is always 0. When the clone dies, a dazzling glare will erupt, and an opponent within 10 feet of the clone will be unable to act in the next round. The affected opponent is chosen by the player. This trait can only be used once a day and only one clone can exist at the same time. Summoned clone cannot use any of Sun Wukong's traits.

**The Refuge of the Gods:** Sun Wukong can choose to summon one God each time to help him influence the battle. Each summoned god can only exist for one round after being summoned and cannot attack or be attacked. Gods can activate one effect from the following options:

1. Directly cause 5 points of damage to one opponent
2. Restore 5 health points to a character
3. Reduce all enemy defenses in this round by half.

This trait can be used twice a day.

### Equipment

The Compliant Golden-Hooped Rod (attack range is 30 feet)

### Note

# Zhu Bajie (Pigsy)

## Background

Zhu Bajie was originally a general of the Heavenly Court. However, he was banished for misbehaving at a banquet. He was sent back to the world, and was reborn as a man-eater pig demon. After being subdued by Sun Wukong in Gao Village, he became an apprentice of Tang Sanzang, helping to protect him from monsters on the journey to fetch the scriptures.



## Traits

**Clone (Wood):** Zhu Bajie can summon one clone, a duplicate of Zhu Bajie, to help him complete tasks. The clone has 3 Hit Points, its offense is always the same as the Intelligence of Zhu Bajie, and its defense is always 0. When the wood clone dies, it will inflict damage on any enemy within 5 feet. The damage inflicted is equal to the enemy's own Intelligence points. This trait can only be used once a day and only one clone can exist at the same time. the summoned clone cannot use any of Zhu Bajie's traits.

**Intimidate:** if Zhua Bajie's Charisma is lower than an opponents', he can intimidate that enemy within 10 feet with a scary look, inflicting 2 points of damage on it. All enemies who are intimidated will choose to attack Zhu Bajie in the following round.

**Rough Skin:** Zhu Bajie's thick skin protects him from any kind of harm. All damage received by Zhu Bajie is reduced by 1 point.

## Relationship

In the four-person team, the person Zhu Bajie fears most is Monkey King, so Zhu Bajie will try to avoid mistakes in front of him. Whenever Zhu Bajie fails an ability check within ten feet of Monkey King, he can reroll the dice. This reroll can only be done once per ability check.

## Inner Weakness

Among the four, Zhu Bajie was the least determined, and would often steal food from other people's homes or flee the battlefield in danger. When Piggy encounters a female character who is attractive, he will want to please her, even if she is an enemy. During the journey, players should try to increase the Charisma of Zhu Bajie to prevent him being charmed by opponents.

When Zhu Bajie's **Charisma** reaches 3, he can **add 1 to any Ability Score**.

When Zhu Bajie's **Charisma** reaches 5, he can **directly intimidate** the enemy without comparing the Charisma of both parties.



# ROAD TO SCRIPTURE

## CHARACTER SHEET



Name Zhu Bajie Phase Wood

Strength

2

Reaction

0

Tool

2

Intelligences

1

Charisma

0

total scores

5

Hit Point  
10

Spiritual Point  
0

Speed

30 feet,  
Fly 40 feet,  
Swim 50 feet

### Inner Weakness

When Piggy encounters a female character who is attractive, he will want to please her, even if she is an enemy. During the journey, players should try to increase the Charisma of Zhu Bajie to prevent him being charmed by opponents.

When Zhu Bajie's **Charisma reaches 3**, he can **add 1 to any Ability Score**.

When Zhu Bajie's **Charisma reaches 5**, he can **directly intimidate the enemy** without comparing the Charisma of both parties.

### Relationship

In the four-person team, the person Zhu Bajie fears most is Monkey King, so Zhu Bajie will try to avoid mistakes in front of him. Whenever Zhu Bajie fails an ability check within ten feet of Monkey King, he can reroll the dice. This reroll can only be done once per ability check.

### Traits

**Clone (Wood):** Zhu Bajie can summon one clone, a duplicate of Zhu Bajie, to help him complete tasks. The clone has 3 Hit Points, it's offence is always the same as the Intelligence of Zhu Bajie, and it's defense is always 0. When the wood clone dies, it will inflict damage on any enemy within 5 feet. The damage inflicted is equal to the enemy's own Intelligence points. This trait can only be used once a day and only one clone can exist at the same time. The summoned clone cannot use any of Zhu Bajie's traits.

**Intimidate:** if Zhu Bajie's Charisma is lower than an opponents', he can intimidate that enemy within 10 feet with a scary look, inflicting 2 points of damage on it. All enemies who are intimidated will choose to attack Zhu Bajie in the following round.

**Rough Skin:** Zhu Bajie's thick skin protects him from any kind of harm. All damage received by Zhu Bajie is reduced by 1 point.

### Equipment

Nine-Tooth Rake (attack range is 20 Feet)

### Note

# Monk Sha (Sandy)

## Background

Monk Sha was originally a general in heaven. Due to an accident, he ruined a valuable vase. After being punished by the Jade Emperor, he was beaten 800 times with a stick, exiled to the world, and reincarnated as a terrifying sand demon. In order to escape punishment, he lived in Liusha River, until Tang Sanzang arrived. Now Monk Sha travels with Tang Sanzang, protecting him from monsters on his journey to fetch the scriptures, as atonement for his faults.



## Traits

**Weapon building:** Without needing any materials, Monk Sha can make weapons with five elemental attributes. Building a weapon will take one action. Only he can use the weapons made. All weapons made by him cause only 1 point of damage but also cause additional effects (see below). Monk Sha can only hold two weapons he made at the same time. When he makes a third weapon, he must discard one of the other weapons he has made. The weapon will automatically disappear after he uses it or discards it.

**Golden Blade:** When Monk Sha uses this weapon to attack, bright light bursts from the blade, stunning the enemy hit by this weapon so he cannot act on his next turn.

**Wooden Stick:** When Monk Sha uses this weapon to attack, the wood element in the weapon will absorb the enemy's vitality, and its offense and defense are reduced by 1 for the rest of the round.

**Orb of Water:** When Monk Sha uses this weapon to attack, he can restore 2 Hit Points of damage to any character.

**Fire Spear:** When Monk Sha uses this weapon to inflict damage on an opponent, it causes them to catch on fire. For the next three rounds the opponent will lose 2 Hit Points each round. During that time, the fire cannot be extinguished.

**Stone Shield:** When Monk Sha is holding this weapon, he gains a +3 bonus to defense. When Monk Sha attacks with this weapon, his opponent hit by this shield is shocked, and their defense is reduced to 0 until the end of this round.

**Weapon master:** Monk Sha can carry out a corresponding number of attacks according to the number of weapons he holds (including weapons he made and his own weapons).

**Clones (Earth):** Monk Sha can summon one sand clone, a duplicate of Monk Sha, to help him complete tasks. The clone has 3 Hit Points, its offense is always the same as the Intelligence of Monk Sha, and its defense is always 0. When the sand clone dies, the clone will explode and halve the speed of characters within 5 feet nearby. This trait can only be used once a day and only one clone can exist at the same time. the summoned clone cannot use any of Mons Sha's traits.

**Earth fighter:** Monk Sha was a god of the desert; he can change the terrain. He can create a 15-foot-long wall within 40 feet of the player. The wall blocks sight and all magical effects. The wall has Hit Points equal to Monk Sha's Intelligence and is 10 feet high, 5 feet thick. When the wall is created, any creatures standing in the location of it will be lifted to the top of the wall.



## Relationship

Monk Sha is the most loyal of all disciples. He always accompanies the master and protects the master from harm and will be upset if he fails to protect him. When Tang Sanzang is attacked, if **Monk Sha is within 10 feet**, he can choose one of the following effects:

- Monk Sha **suffers the damage** instead of Tang Sanzang
- Monk Sha gains a **+3 bonus to offense** for his next attack

## Inner Weakness

Monk Sha is the most loyal disciple, but lacks many of the magic powers of his companions. He is so loyal that he never questions Tang Sanzang's words or instructions, even though Tang Sanzang might sometimes be a monster in disguise. The player's task is to make Monk Sha stronger so he can protect Tang Sanzang and the others.

When Monk Sha's **Strength reaches 4**, his **weapon building trait will improve** and can hold up to three weapons.

# ROAD TO SCRIPTURE

## CHARACTER SHEET

Name Monk Sha Phase Earth



Strength

1

Reaction

1

Tool

3

Intelligences

1

Charisma

0

total scores

6

Hit Point

12

Spiritual Point

0

Speed

30 feet,  
Fly 30 feet,  
Swim 50 feet

### Inner Weakness

Monk Sha is the most loyal disciple, but lacks many of the magic powers of his companions. He is so loyal that he never questions Tang Sanzang's words or instructions, even though Tang Sanzang might sometimes be a monster in disguise. The player's task is to make Monk Sha stronger so he can protect Tang Sanzang and the others.

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◆ Monk Sha **suffers the damage** instead of Tang Sanzang

◆ Monk Sha gains a **+3 bonus to offence** for his next attack

### Traits

**Weapon building:** Without needing any materials, Monk Sha can make weapons with five elemental attributes. Building a weapon will take one action. Only he can use the weapons made. All weapons made by him cause only 1 point of damage but also cause additional effects (see below). Monk Sha can only hold two weapons he made at the same time. When he makes a third weapon, he must discard one of the other weapons he has made. The weapon will automatically disappear after he uses it or discards it.

**Golden Blade:** When Monk Sha uses this weapon to attack, bright light bursts from the blade, stunning the enemy hit by this weapon so he cannot act on his next turn.

**Wooden Stick:** When Monk Sha uses this weapon to attack, the wood element in the weapon will absorb the enemy's vitality, and its offense and defense are reduced by 1 for the rest of the round.

**Orb of Water:** When Monk Sha uses this weapon to attack, he can restore 2 Hit Points of damage to any character.

**Fire Spear:** When Monk Sha uses this weapon to inflict damage on an opponent, it causes them to catch on fire. For the next three rounds the opponent will lose 2 Hit Points each round. During that time, the fire cannot be extinguished.

**Stone Shield:** When Monk Sha is holding this weapon, he gains a +3 bonus to defense. When Monk Sha attacks with this weapon, his opponent hit by this shield is shocked, and their defense is reduced to 0 until the end of this round.

**Weapon master:** Monk Sha can carry out a corresponding number of attacks according to the number of weapons he holds (including weapons he made and his own weapons).

**Clones (Earth):** Monk Sha can summon one sand clone, a duplicate of Monk Sha, to help him complete tasks. The clone has 3 Hit Points, its offence is always the same as the Intelligence of Monk Sha, and its defense is always 0. When the sand clone dies, the clone will explode and halve the speed of characters within 5 feet nearby. This trait can only be used once a day and only one clone can exist at the same time. The summoned clone cannot use any of Monk Sha's traits.

**Earth fighter:** Sha Wujing was a god of the desert; he can change the terrain. He can create a 15-foot-long wall within 40 feet of the player. The wall blocks sight and all magical effects. The wall has Hit Points equal to Monk Sha's Intelligence and is 10 feet high, 5 feet thick. When the wall is created, any creatures standing in the location of it will be lifted to the top of the wall.

### Equipment

Crescent Moon Spade(attack range is 30 feet)

### Note

# Chapter 3 Using Ability Score

## Ability Scores

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Each of a creature's abilities has a score, a number that indicates a character's innate capabilities, training and competence in activities related to that ability. They typically range from 1 to 6 for characters. (Monsters might have scores as low as 0 or as high as 10.) These Ability Scores are the basis for almost every dice roll that a player makes on a character's or *GM*-controlled creature's behalf.

The five abilities are the criteria for judging a character's prowess and skill.

**Strength:** A character's athletic ability. When players try to lift, push, pull, or break something, force their body through a space, or apply brute force in some ways, they need to perform a Strength Check. The higher the character's Strength ability, the easier it is to succeed.

**Reaction:** A character's awareness of their surroundings and their ability to avoid being noticed. When players want to sneak up on an enemy, steal an item, avoid a trap, or investigate a place, they need to conduct a Reaction Check. The higher the character's Reaction ability, the easier it is to hide or notice something.

**Tool:** A character's ability to interact with objects. When players want to play an instrument, produce equipment, or work out the value of treasures, they need to conduct a Tool Check. The higher the Tool ability a character has, the more they can discover the value and secrets of items, and can operate complex items.

**Intelligence:** A character's ability to use magic. The power of character Traits is related to Intelligence. The higher the Intelligence, the greater the effect of many of Traits.

**Charisma:** A character's ability to persuade others. When the player tries to deceive and persuade others, they need to conduct a Charisma Check. The higher the Charisma ability a character has, the easier it is to win the trust of others.



# Ability Growth

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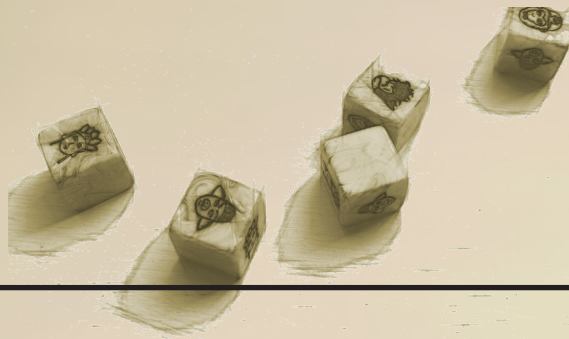
Each time you **gain 5 Spiritual Points**, you can **receive 1 Ability Score**, and allocate it to any ability. Because this raises your Ability Score total, it also increases your Hero Dice by 1, and increases the upper limit of your Hit Points by 2.

In addition, everything encountered on the road will be a challenge. Every day each character has one chance to get rewards. Acting according to the character's personality or following the guidance of the Buddhist will receive different rewards.

When you act according to **the character's own personality**, you have the opportunity to get **a bonus Hero Dice** from the GM. This dice will help you in your **next ability check but it can only be used once**.

Or if you restrain your desire and do the right things, you can **receive 1 Spiritual Point**.

# Hero Dice



Hero Dice are the special dice used in *Road to Scriptures*. It is the core mechanism of the game. You will have **the same number of Hero Dice as the sum of all your Ability Scores added together**.

In situations where the outcome of an action is uncertain, *Road to Scripture* players roll Hero Dice to determine success or failure.

Each Hero Dice has six sides: four sides are engraved with the faces of the four player characters, and the other two sides are blank. When you roll the Hero Dice, each result of a character's face is a success; each blank face is a failure.

For example, Sun Wukong rolls 7 Hero Dice and gets the following result:



Sun Wukong gets 4 successes.



# Ability Checks

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An ability check tests a character's innate talent and training in an effort to overcome a challenge. When you want to persuade a local bully to provide you with clues, when you need to find a hidden door, when you want to push a stone statue with brute force, you need to make an ability check. Of course, some simple tasks, such as eating a meal, opening an old door or cutting down a tree, do not require an ability check, instead the GM can simply rule that they succeed automatically.

The need for an ability check is generally divided into two situations: interacting with objects or competing with another character or monster. For example, when you want to open a door, brute force destruction or lock picking can both achieve the goal. Different ways of interacting objects will affect the difficulty of completing the task. Convincing others or using violence to make others yield will also affect the difficulty of completing the task.

Ability checks follow these simple steps.

**1. Both the player and the GM roll the dice.** the player rolls 1 hero die for every point in the relevant Ability Score and counts the number of successes. For example, if you are asked to make a Strength check and your character's Strength is 3, you roll 3 Hero Dice.

The GM rolls a number of dice equal to the GM-controlled creature's Ability Score or the task's contest level (depending on the particular challenge, creatures, or interactive object). The number of dice that needs to be thrown is written in all adventure books, and GM can also decide on their own. Count the number of successes rolled.

**2. Apply circumstantial bonuses and penalties to the player's result.** A trait, a particular circumstance, or some other effect might give a bonus or penalty to the check.

**3. Compare the player's total to the GM's roll.** If the player's total number of successes is equal to or higher than the GM's, then the ability check succeeds. If the player's total is lower than GM's total, it fails. The GM is usually the one who compares the results and tells players whether their ability checks, succeed or fail.

## Trade

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When you fail an ability check, you can trade one hero die for victory. You succeed at the ability check, but you now have 1 less Hero Dice. You must also remove 1 point from any one ability. The traded hero die and ability point are recovered after your next rest.



# Chapter 4 Combat

Sometimes a character has to battle a monster or other opponents. When this happens, use the combat rules described here to determine the outcome.

## Round

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Time can be flexible and fluid in most situations - but in some situations, like combat, it becomes important to keep careful track of what is happening when. In these situations, the GM will start using rounds and turns.

**A round is a span of time lasting 6 seconds** (for the characters. It will usually take a lot longer than that for the players to work out what happens in each round). In each round, every character and GM-controlled creature gets to take a turn (as explained below).

At the start of every round in a combat, **each player allocates all of their Hero Dice to their character's offense and defense**. You can divide your Hero Dice between offense and defense however you choose.

For example, if you have 6 Hero Dice, you can put 4 into offense and 2 into defense, or 0 in offense and 6 in defense, or any other combination adding up to 6.

At the same time, the GM allocates their Hero Dice to offense and defense for each GM-controlled creatures.

# Order

Players take turns in the following order:

player → GM → player → (GM) → player → (GM) → player →  
All other creatures

The players can decide the order of the player characters.  
After each player character takes a turn, one GM-controlled creature can take a turn (until all the GM-controlled creatures in the combat have had their turns).

When all characters and creatures in the combat have taken a turn, a new round begins.

## Player's Turn

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In your turn, you can choose to move and perform an action.

## Movement

When a character is traveling to a place, such as the next village or monster lair, there is usually no need to calculate the exact distance or travel time. Adventure scenarios include information on travel times and distances.

But in a situation like combat, the moving distance of a character is related to their speed. **In each of its turns, a character can move a distance up to their speed.**

A character's movement can include any combination of walking, running, jumping, climbing, swimming, etc. Some traits (like shapeshifting) may also allow a character to fly.

You can choose to break up your movement during your turn, so that you move before and after your action. The total distance moved in one turn can never be more than your character's speed (unless you perform a Dash action - see below).

# Actions in Combat

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In each turn, a character or *GM*-controlled creature can take one action. Choose an action from the list below (or come up with your own idea - so long as the *GM* approves)

## Attack

The most common action to take in combat is the **Attack** action, whether you are swinging a rod, firing an arrow or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern the attack.

## Dash

When performing a **Dash** action, you can move double your speed this turn.

## Hide

You can choose to hide when it's your turn. When you hide, as long as you don't move or attack, you won't be seen by other creatures. Other actions may be allowed by the *GM*, but moving or attacking immediately reveals you to any creatures who are in a position to see you. Note that some monsters have traits that can detect the surrounding environment. In that situation, you need to perform a **Reaction Check** to avoid detection.





# Making an Attack

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There are two kinds of attack: ranged and melee.

A ranged attack is when you attack from a distance, such as shooting with a bow or crossbow or throwing a spear.

A melee attack is hand-to-hand combat, such as swinging a sword or punching with your fist. Different weapons have different attack ranges, which are described on each character sheet. When the character does not have a weapon, the attack range of swinging fist is 5 feet.

Both kinds of attack use the same rules:

- **Choose a target.** Choose a target within the attack range: the target can be a creature, an object, or a location.
- **Resolve the attack.**

**The attacker rolls their offense dice. The defender rolls their defense dice.** Compare the two rolls and count how many successes each side has rolled.

**ATTACKER WINS:** If the offense result is higher than the defense result, the attacker can choose one of the following:

- the defender loses Hit Points (equal to the difference between the offense result and the defense result), or
- the defender loses defense dice (equal to the difference between the offense result and the defense result) until the start of the next round

**EQUAL:** If the offense result and the defense result are the same, the attacker can choose one of the following:

- the defender loses 1 Hit Point, or
- the defender loses 1 defense die until the start of the next round

**DEFENDER WINS:** If the defense result is higher than the offense result, no damage is inflicted. The defender will target the attacker on their next turn.

## Losing Defense Dice

When a creature loses defense dice, they have less dice to roll for the rest of that round, making them more vulnerable to subsequent attacks. Note that if a creature or character is attacked by more than one opponent in a round, they might lose defense dice multiple times.

All defense dice lost during a round are **regained at the start of the next round**. In the new round, you can reallocate all of your Hero Dice to offense and defense.

This applies to both player characters and GM-controlled creatures. Each creature has its own defense dice.



## Losing Hit Points

Hit Points represent how healthy a creature (or character) is. When a creature is at full health, **their Hit Points is double their Ability Score total**. For example, Sun Wukong's total Ability Score is 6, so his Hit Points is 12.

When a creature is hurt or wounded, their Hit Points go down. If their Hit Points **drop to 0**, they are dead.



## Resurrection

If a player character drops to 0 Hit Points, that character is dead. However, the player can choose to resurrect their character. A resurrected character **loses half of the Spiritual Points** they hold (rounded up) but they are **restored to life (with full Hit Points)**.

If a GM-controlled creature drops to 0 Hit Points, the GM can choose what happens to it. Usually, it will instantly die. But some mighty monsters may fall into a coma and come back in a later story.

## Healing

Unless it causes death, damage is not permanent. Rest can restore a creature's Hit Points, and magical methods such as a cure wounds trait can remove damage in an instant.

After completing a long rest (8 hours without interruption), the character's Hit Points are restored to their full health. If the resting is interrupted, for every hour of rest, the character can recover 1 Hit Point.


When a character uses a trait to cure others, the number of Hit Points regained is listed in the description of that trait.

## Resting

When a character has spent at least 8 hours of uninterrupted resting (i.e. sleeping or relaxing, eating, chatting, etc.), they regain any Hit Points, Ability Score, or Hero Dice they had lost.

If the resting is **interrupted**, for every hour of rest, the character can recover 1 point of Hit Point.

A character can't benefit from more than one rest in a 24-hour period, and a character must have at least 1 Hit Point at the start of the rest to gain its benefits.



*Road to Scriptures is a storytelling game, it will lead you to experience the adventure story of the Chinese classic Journey to the West. The game requires five players. One of you will be the GM. The others will play as four characters from the book, on a journey to fetch the scripture from India. The development of the story depends entirely on your imaginations.*

*The journey is not easy! Along the way, your characters will face many dangers and challenges. They will need to use their powers, courage, and wits to succeed. When your character attempt to do actions, such as attacking a monster or opening a door, you roll dice to determine whether the action is successful and whether the attack has an impact. In this game, anything can happen!*