



Anto  
Elemental Martial Artist/Unbinder  
March 12, 2022

<b>BODY</b> 5	<b>REFLEXES</b> 13	<b>MIND</b> 4	<b>SOCIAL</b> 3	<b>TAO</b> 11
Strength: 5	Accuracy: 13	Intelligence: 10	Charisma: 6	Yang: 11
Resistance: 5	Dexterity: 13	Wit: 4	Grace: 3	Yin: 11
Health: 5	Energy: 13	Resolve: 9	Status: 5	Chi: 11

Move: 9    Physical: 5  
Hit Points: 90    Mental: 3  
Tao: 11

Total stat eps: 596

### Combat

15 5-Essence Melee (x 5= 75)  
5 Death Checks (x 2= 10)  
10 Dodge (x 5= 50)  
15 Kusarigama (x 3= 45)  
1 Precision Throwing (x 5= 5)  
6 Shuriken (x 3= 18)

### Physical

5 Acrobatics (x 3= 15)  
5 Athletics (x 5= 25)  
5 Dancing (x 1= 5)  
1 Feats of Strength (x 4= 4)  
1 Hardy (x 4= 4)  
5 Juggling (x 1= 5)  
5 Pick Locks (x 3= 15)  
1 Riding (x 3= 3)  
5 Running (x 1= 5)  
1 Shadowing (x 3= 3)  
1 Sleight of Hand (x 3= 3)  
10 Stealth (x 4= 40)  
5 Traps (x 5= 25)

### Mental

10 Active Perception (x 2= 20)  
1 Detective (x 5= 5)  
1 Interpret Omens (x 3= 3)  
4 Language: Senatali (x 1= 4)  
8 Language: Torghut (x 1= 8)  
10 Meditation (x 2= 20)  
5 Memory (x 3= 15)  
5 Passive Perception (x 4= 20)  
10 Strong Willed (x 3= 30)  
1 Tactics (x 3= 3)

### Knowledge

5 Adventure Stories (x 1= 5)  
1 Free Opera (x 0= 0)  
3 KS: Bear Mountain (x 2= 6)  
15 KS: Five Elements (x 3= 45)  
10 KS: Martial Arts (x 2= 20)

1 KS: Mola Ram's Plans as of Pearl River (x 0= 0)  
5 KS: Recurring NPCs (x 5= 25)  
15 KS: Spirit/Demon World (x 5= 75)  
5 KS: Spirits (x 2= 10)  
5 KS: The Party (x 2= 10)  
1 KS: Twelve Kingdoms (x 3= 3)  
5 KS: Unbinding (x 2= 10)  
5 Well Travelled (x 4= 20)

### Mystic

10 Chi Mastery (x 4= 40)  
3 Control Fire (x 3= 9)  
1 Dreamwalking (x 2= 2)  
3 Earth Defense (x 1= 3)  
1 Magic Items (x 5= 5)  
1 Magic Ritual (x 5= 5)  
3 Minor Control of Metal (x 1= 3)  
15 Raw Channeling (x 3= 45)  
5 Unbinding (x 3= 15)  
1 Use Magic Device (x 2= 2)  
15 Worldwalking (x 5= 75)  
15 Wu Xing Powers (x 5= 75)

### Social

5 Charismatic (x 4= 20)  
5 Conversation (x 5= 25)  
1 Disguise (x 3= 3)  
1 Expressive Gestures (x 2= 2)  
1 Gather Information (x 4= 4)  
1 Intimidation (x 2= 2)  
10 Negotiation (x 3= 30)  
5 Performing (x 1= 5)  
1 Sense Motive (x 4= 4)  
5 Teaching (x 2= 10)

### Survival

1 Animal Handling (x 2= 2)  
1 Boating (x 2= 2)  
1 Cooking (x 1= 1)  
1 First Aid (x 3= 3)

1 Medicine  
1 Outdoorsman

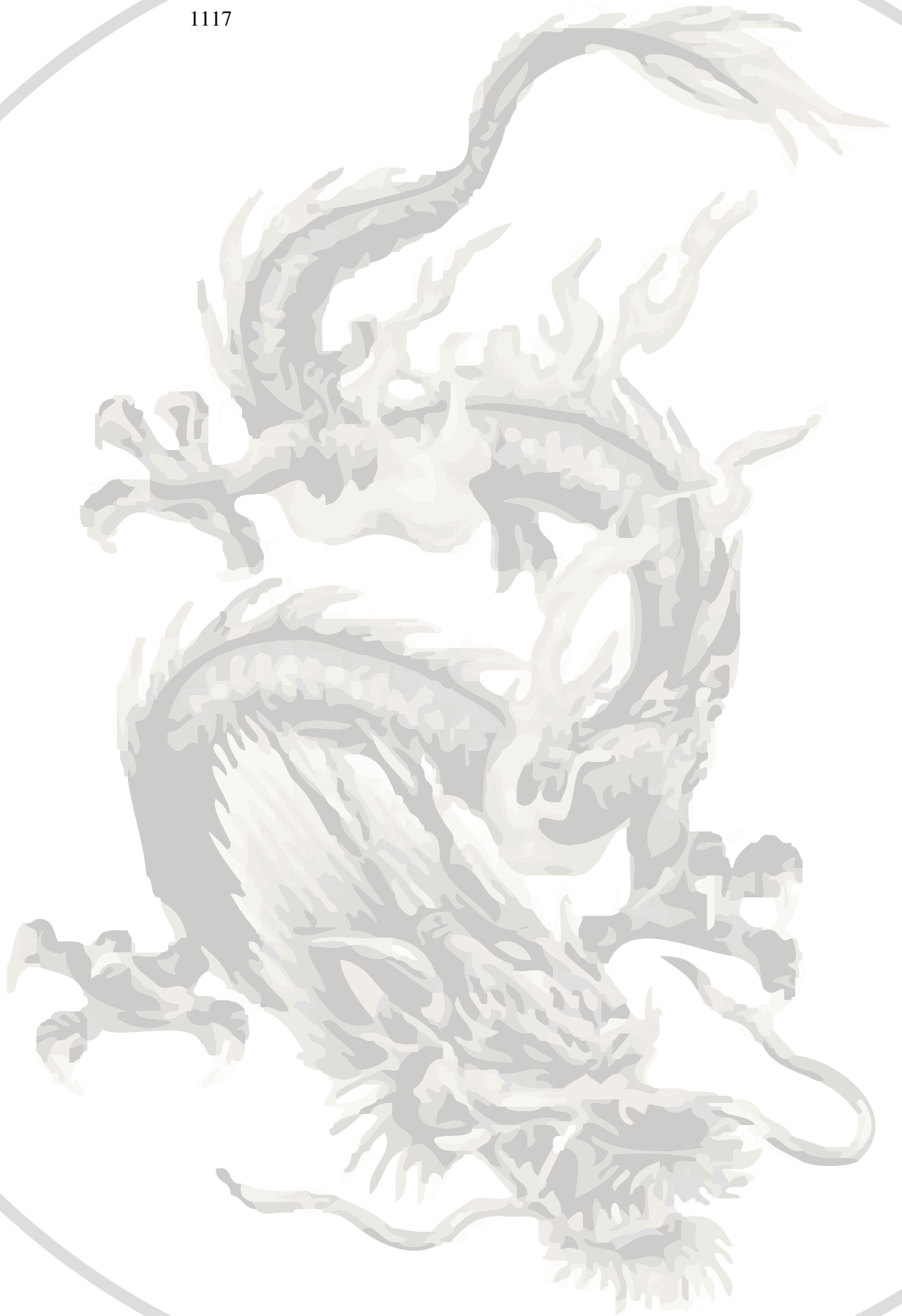
(x 5= 5)  
(x 5= 5)

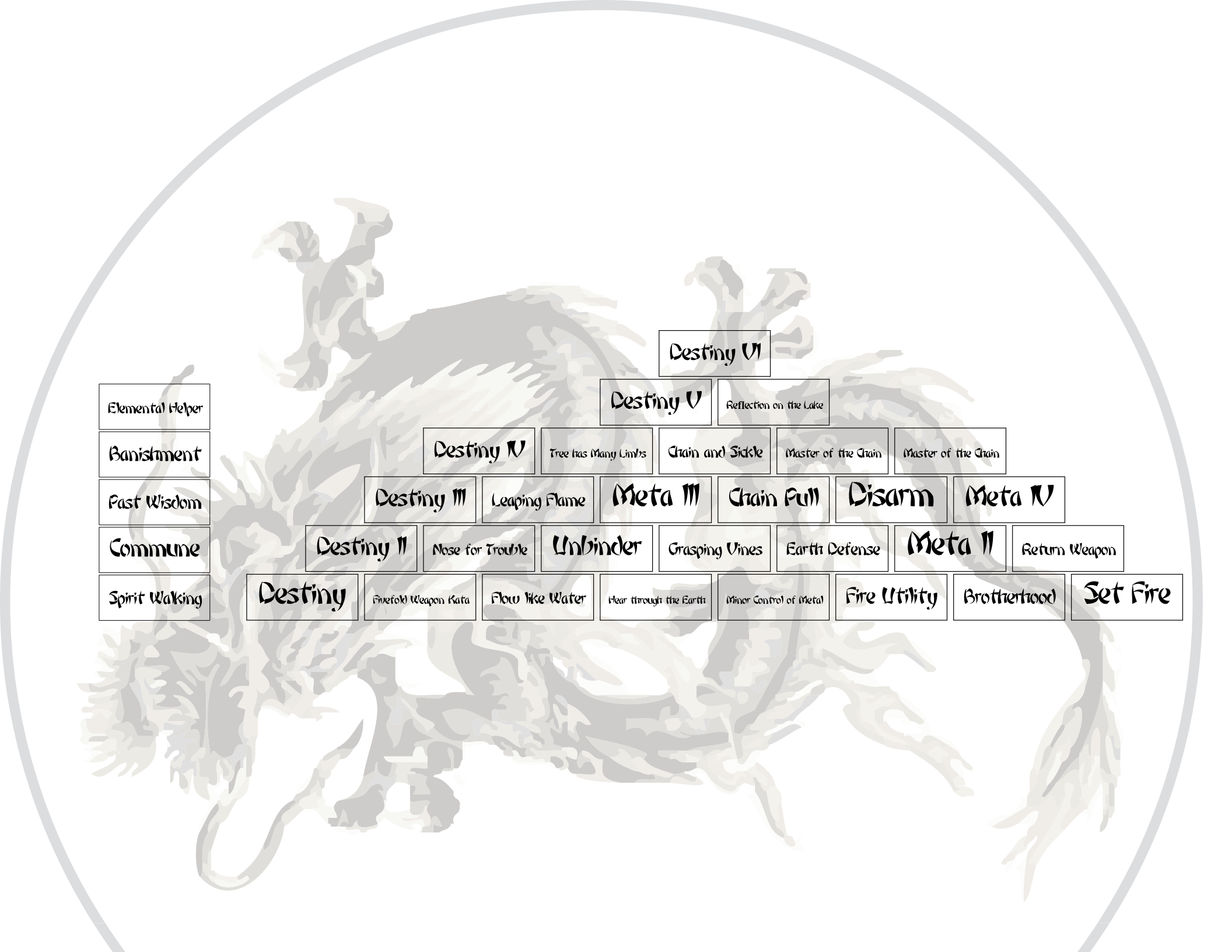
1 Survival

(x 3= 3)

SP Total:

1117





Elemental Helper

Banishment

Past Wisdom

Commune

Spirit Walking



### Destiny

Freq: 6, Power: 1, Major, Taught. Cost: 6  
???

### Destiny II

Freq: 6, Power: 2, Major, Taught. Cost: 12  
???

### Destiny III

Freq: 6, Power: 3, Major, Taught. Cost: 18  
???

### Destiny IV

Freq: 6, Power: 4, Major, Taught. Cost: 24  
???

### Destiny V

Freq: 6, Power: 5, Major, Taught. Cost: 30  
???

### Destiny VI

Freq: 6, Power: 6, Major, Taught. Cost: 36  
???

### Fivefold Weapon Kata

Freq: 6, Power: 1, Major, Taught. Cost: 6  
+1 die attacking with Kusarigama. (Always on)

### Tree has Many Limbs

Freq: 4, Power: 6, Major, Taught. Cost: 24  
The student's extends his arms, and woody limbs and vines extend in parallel to attack foes in all directions. . Unlimited split of attack pool. (Once per action, costs 1 Chi)

### Nose for Trouble

Freq: 2, Power: 4, Minor, Taught. Cost: 12  
Go in the direction most likely to have people who need help. (1/scene, costs 1 Yin)

### Leaping Flame

Freq: 3, Power: 6, Major, Taught. Cost: 18  
Leap for twice my move, including straight up. (1/turn, costs 1 Yang)

### Flow like Water

Freq: 6, Power: 1, Major, Taught. Cost: 6  
+1 die to parry (Always on)

### Hear through the Earth

Freq: 2, Power: 3, Major, Taught. Cost: 6  
Hear footsteps and other noises through the ground from a long distance (1/scene, costs a Yin)

### Minor Control of Metal

Freq: 3, Power: 2, Major, Taught. Cost: 6  
Caster can cause an object of up to Yang successes\*5 pounds total weight and having a non-trivial metal component to move/fly at a rate of Yang successes per phase. Not usable as a weapon. (1/scene)

### Unbinder

Freq: 2, Power: 5, Major, Taught. Cost: 10  
Examine something and understand/analyze how it/they is/are trapped or bound, and how it might be unbound. Particularly complicated or difficult things might take more than one Chi. (1/scene, costs a Chi)

### Grasping Vines

Freq: 4, Power: 3, Major, Taught. Cost: 12  
+5 accuracy for grapple with kusarigama as vines grow and entangle. (1/round)

### Chain and Sickle

Freq: 6, Power: 4, Major, Taught. Cost: 24  
I can use my sickle while holding an entangle with the chain end. (always on)

### Earth Defense

Freq: 3, Power: 4, Major, Taught. Cost: 12  
Raise a wall of earth up (up to Chi successes away, yin hexes long, 1 hex high) if you are on natural ground outdoors. (1/scene)

### Meta II

Freq: 2, Power: 5, Major, Taught. Cost: 10  
When learning an elemental shtick, you may convert it from one elemental form to another one, if mechanically appropriate. (1/run)

### Meta III

Freq: 2, Power: 8, Major, Taught. Cost: 16  
When learning a non-elemental shtick, you may convert it to an appropriate elemental form. (1/run)

### Return Weapon

Freq: 6, Power: 2, Major, Taught. Cost: 12  
Whenever I need it, my kusarigama floats back to my hand. (This does not let it escape being held or otherwise unable to move). (All elements)

### Chain Pull

Freq: 5, Power: 3, Major, Taught. Cost: 15  
Instead of my normal move, I move myself and an unanchored target towards each other (1/action).

### 2 copies of: Master of the Chain

Freq: 6, Power: 4, Major, Taught. Cost: 48  
+5 to accuracy for a kusarigama strike / grab / parry (All elements) (all actions)

### Disarm

Freq: 4, Power: 4, Major, Taught. Cost: 16  
The weapon my opponent is holding flows away like water. (Melee range only, 1/turn)

### Fire Utility

Freq: 5, Power: 1, Major, Taught. Cost: 5  
Extinguish or strengthen any natural fire smaller than a bread box. (1/action)



### Brotherhood

Freq: 1, Power: 6, Minor, Taught. Cost: 9  
I may summon other monks of the Steadfast Heart to my aid in a time of great need. (1/book)

### Set Fire

Freq: 3, Power: 2, Major, Taught. Cost: 6  
Start a fire on something burnable (1/scene)

### Reflection on the Lake

Freq: 6, Power: 5, Major, Taught. Cost: 30  
Extra die pool to parry with 5 Essence Melee. (1/phase)

### Meta IV

Freq: 2, Power: 8, Major, Taught. Cost: 16  
For the duration of a scene/combat, take double damage from a chosen element, in exchange for being immune to damage from another element (choose both when invoking the shtick) (1/run)

### Wu Xing: Elemental Helper

1/scene, call forth a small elemental spirit from a nearby natural element.  
Freq: 3, Power: 3, Major, Self-taught. Cost: 9  
1/scene, call forth a small elemental spirit from a nearby natural element.

### Wu Xing: Banishment

1/turn, send a spirit or demon back whence it came. (x6 "damage")  
Freq: 4, Power: 6, Major, Self-taught. Cost: 24  
1/turn, send a spirit or demon back whence it came. (x6 "damage")

### Wu Xing: Past Wisdom

1/run, provide some wise insight from a past Wu Xing's knowledge.  
Freq: 2, Power: 5, Major, Self-taught. Cost: 10  
1/run, provide some wise insight from a past Wu Xing's knowledge.

### Wu Xing: Commune

1/scene, gather useful information about this place from the demons/spirits who are nearby.  
Freq: 3, Power: 5, Major, Self-taught. Cost: 15  
1/scene, gather useful information about this place from the demons/spirits who are nearby.

### Wu Xing: Spirit Walking

1/run, I can project my soul into the World Above or Below.  
Freq: 2, Power: 7, Major, Self-taught. Cost: 14  
1/run, I can project my soul into the World Above or Below.

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Shtick EPs: 517  
Total EPs: 1113

EPs left: 1456  
SPs left: 1448  
Karma spent: 31 of 50  
Money: 41 Tael 88 Li 66 Zhu

Oath: "No fleeing when people who need your protection are in danger"  
Responsibility: "To free the trapped and bound."  
Mysterious Gift from Phoenix  
Enemy of the Beautiful Court