



# Sei-Lin, the Cat Thief

March 12, 2022

<b>BODY</b> 12	<b>REFLEXES</b> 21	<b>MIND</b> 8	<b>SOCIAL</b> 6	<b>TAO</b> 0
Strength: 12	Accuracy: 21	Intelligence: 11	Charisma: 13	Yang: 0
Resistance: 12	Dexterity: 21	Wit: 18	Grace: 9	Yin: 0
Health: 12	Energy: 21	Resolve: 8	Status: 6	Chi: 0

Move: 17	Physical: 12
Hit Points: 165	Mental: 6
	Tao: 0

Total stat eps: 1285

50 Stealth (x 4= 200)	10 Dive for Cover (x 3= 30)
10 True Stealth (x 4= 40)	5 Innocuous (x 3= 15)
15 Climbing (x 2= 30)	5 Memory (x 3= 15)
25 Pick Locks (x 3= 75)	6 Charming (x 4= 24)
25 Shadowing (x 3= 75)	5 Hardy (x 4= 20)
25 Sleight of Hand (x 3= 75)	20 Acrobatics (x 3= 60)
25 Traps (x 5= 125)	5 Precision Throwing (x 5= 25)
10 Streetwise (x 3= 30)	5 Combat Riding (x 4= 20)
5 KS: Jabon (x 1= 5)	5 KS: Famous Thieves/Thefts (x 2= 10)
5 KS: Dragon's Throne (x 2= 10)	10 Juggling (x 1= 10)
5 KS: Strand (x 2= 10)	10 Kung Fu (x 3= 30)
30 Dagger (x 3= 90)	10 Performing (x 1= 10)
30 Dodge (x 5= 150)	5 KS: Circus (x 1= 5)
25 Athletics (x 5= 125)	5 KS: Hon'eth Arcade (x 2= 10)
5 Fast Talk (x 4= 20)	10 Survival [Extra Broad] (x 5= 50)
5 Bargaining (x 3= 15)	5 Animal Handling (x 2= 10)
10 Disguise (x 3= 30)	8 Language: Torghut (x 1= 8)
1 Acting (x 3= 3)	10 Eavesdropping (x 2= 20)
10 KS: Underworld [Extra extra broad] (x 5= 50)	5 Expressive Gestures (x 2= 10)
50 Appraisal (x 2= 100)	3 Flattery (x 2= 6)
5 True Appraisal (x 2= 10)	2 Girl Wrangling (x 2= 4)
20 Passive Perception (x 4= 80)	5 Intimidation (x 2= 10)
5 Foraging (urban) (x 2= 10)	5 Look At Me (x 2= 10)
10 Magic Tricks (x 1= 10)	5 Conversational Dodge (x 3= 15)
15 Ransacking (x 1= 15)	10 Sabotage (x 3= 30)
8 Leather Armor (x 3= 24)	2 Shopping (x 3= 6)
10 Bribery (x 2= 20)	3 Detect Lie (x 4= 12)
5 Driving (x 2= 10)	1 Blades (x 5= 5)
10 Escape Deathtraps (x 2= 20)	1 Intrusion (x 5= 5)
10 Holdout (x 2= 20)	1 Escape (x 4= 4)
1 Mimicry (x 2= 2)	1 Outdoorsman (x 5= 5)
10 Distract (x 3= 30)	7 Forgery (x 3= 21)
10 Blind fighting (x 5= 50)	
5 Contortion (x 3= 15)	

Inherent Skills:

1. Dodge
2. Forgery

SP Total:

2089



Vaultlike, Schmatlike

Did you really think this would stay a secret?

Avoid Trap

Shiny!

Claim the Prize

Evasion

Nimble

Scream and Leap

Sneaky

Backstab

Uncanny Dodge

Honor Among Thieves

Cat's Paw

Shadow in the Night

Unseen Hunter

Cat's Eyes

Jump For It

Name on the Street

Climb Anything

Might As Well Be Hands

Double or Nothing

Walk in Darkness

Land On Your Feet

Make Your Own Luck

Wriggle Loose

Give Me That

Tiger Hide

Juggle the Schedule

All In The Timing

Satisfied Customer

Cat Like Tread

Take What You Need

Open, Dammit!

Secret Pocket

Rep

Cat Nap

Friends on the Street

Strong Grip

Let me Check My Closet

### **Cat Like Tread**

Freq: 6, Power: 1, Major, Taught. Cost: 6  
+1 die to Stealth

### **Take What You Need**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
1/run supply-cache level of casual theft

### **Open, Dammit!**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
1/run, open a non-vaultlike lock instantly

### **Secret Pocket**

Freq: 3, Power: 2, Major, Taught. Cost: 6  
Hide one small item on your person. Will evade all searches but a full strip search.

### **Rep**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
Skilled Thief

### **Cat Nap**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
Light sleeper, always awakened by combat time

### **Friends on the Street**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
(like Old Buddy)

### **Walk in Darkness**

Freq: 6, Power: 2, Major, Taught. Cost: 12  
+3 dice to Stealth

### **Land On Your Feet**

Freq: 3, Power: 4, Major, Taught. Cost: 12  
1/2 falling damage, 1/scene

### **Make Your Own Luck**

Freq: 4, Power: 3, Major, Taught. Cost: 12  
Roll Energy instead of Tao Tao must be zero to use.

### **Wriggle Loose**

Freq: 2, Power: 5, Major, Taught. Cost: 10  
Escape any non-magical bonds

### **Give Me That**

Freq: 2, Power: 6, Major, Taught. Cost: 12  
1/run, take something out of someone's hands

### **Tiger Hide**

Freq: 6, Power: 2, Major, Taught. Cost: 12  
Wear Leather Armor

### **Unseen Hunter**

Freq: 6, Power: 3, Major, Taught. Cost: 18  
+5 dice to Stealth

### **Cat's Eyes**

Freq: 6, Power: 3, Major, Taught. Cost: 18  
See in the Dark

### **Jump For It**

Freq: 3, Power: 6, Major, Taught. Cost: 18  
Leap 2x your move, 3x if it cannot be run (1/scene)

### **Name on the Street**

Freq: 6, Power: 3, Major, Taught. Cost: 18  
+5 Status vs. Underworld types

### **Backstab**

Freq: 4, Power: 5, Minor, Taught. Cost: 30  
2x dice to attack someone unaware of me

### **Uncanny Dodge**

Freq: 4, Power: 6, Major, Taught. Cost: 24  
Roll Dex to Dodge Weirdshit

### **Evasion**

Freq: 6, Power: 5, Major, Taught. Cost: 30  
1/2 damage from Area Effect

### **Nimble**

Freq: 6, Power: 5, Major, Taught. Cost: 30  
Extra Dodge Pool

### **Scream and Leap**

Freq: 5, Power: 6, Major, Taught. Cost: 30  
Burn your next action to go now (doesn't take two). Can't ever hold an action past late.

### **Avoid Trap**

Freq: 4, Power: 9, Major, Taught. Cost: 36  
Take no damage from a trap 1/turn.

### **Honor Among Thieves**

Freq: 2, Power: 10, Major, Taught. Cost: 20  
Honorable bargains enforced both directions handwave handwave

### **Climb Anything**

Freq: 5, Power: 3, Major, Taught. Cost: 15  
Climb Anything

### **Cat's Paw**

Freq: 4, Power: 6, Major, Taught. Cost: 24  
Double dice for sleight of hand

### **Shiny!**

Freq: 4, Power: 9, Major, Taught. Cost: 36  
Detect loot, physical and metaphysical and metaphorical.

### **Satisfied Customer**

Freq: 1, Power: 9, Minor, Taught Cost: 13  
You are a satisfied (and slightly taller, and more dashing) customer of Mistress Mai's Alterations, with all the rights and privileges pertaining thereto

### **Vaultlike, Schmultlike**

Freq: 6, Power: 7, Major, Taught. Cost: 42  
Defenses are one level less Vaultlike (or similar adjectives) against me.

### **Strong Grip**

Freq: 3, Power: 2, Major, Taught. Cost: 6  
1/scene, +3 to my Strength for grabs and resisting grabs.

### Let me Check My Closet

Freq: 2, Power: 3, Minor, Taught. Cost: 9  
Once a run, you have a reasonably appropriate costume on hand for the place you want to go to.

### Juggle the Schedule

Freq: 6, Power: 2, Minor, Taught. Cost: 18  
I'm never late.

### All In The Timing

Freq: 4, Power: 3, Major, Taught. Cost: 12  
May change one of the dice rolled in a speed roll.

### Might As Well Be Hands

Freq: 5, Power: 3, Major, Taught. Cost: 15  
My feet are almost as good as hands for grabbing things.

### Shadow in the Night

Freq: 6, Power: 4, Major, Taught. Cost: 24  
+7 dice Stealth

### Sneaky

Freq: 6, Power: 5, Major, Taught. Cost: 30  
Extra die pool for stealth

### Claim the Prize

Freq: 3, Power: 12, Major, Taught. Cost: 36  
If you are trying to steal a specific thing, and get it and nothing else, you can escape easier.

### Did you really think this would stop a Thief?

Freq: 4, Power: 10, Major, Taught. Cost: 40  
Can pick locks and disarm traps against weirdshit wards/traps

### Double or Nothing

Freq: 6, Power: 3, Minor, Taught. Cost: 27  
I may reroll any roll. If I do not do better the second time, it is Perilous.

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Shtick EPs: 731  
Total EPs: 2016

EPs left: 170  
SPs left: 112  
Karma spent: 5 of 17  
Money: 28 Tael 37 Li 40 Zhu  
True Mastery: Skill is Everything  
True Mastery: Not for Amateurs  
True Mastery: Specialized Invincibility  
Ni Cheng's pack

