



Xian
Mentalist/Trickster
March 12, 2022

BODY 6	REFLEXES 7	MIND 11	SOCIAL 12	TAO 21
Strength: 6	Accuracy: 7	Intelligence: 14	Charisma: 21	Yang: 21
Resistance: 8	Dexterity: 9	Wit: 11	Grace: 15	Yin: 21
Health: 6	Energy: 7	Resolve: 17	Status: 12	Chi: 21

Move: 7 Physical: 6
Hit Points: 65 Mental: 11
Tao: 21

Total stat eps: 1553

Personal and Social Affect

13 Conversation (x 5= 65)
21 Charming (x 4= 84)
3 Annoy (x 1= 3)
13 Inspiration (x 3= 39)
1 Intimidation (x 2= 2)
21 Persuasion (x 4= 84)
11 Gather Information (x 4= 44)
13 Sway Emotion (x 3= 39)
12 Etiquette (x 3= 36)
13 Puppy Dog Eyes (x 3= 39)

Subterfuge

12 Acting (x 3= 36)
12 Distract (x 3= 36)
5 Concealment (x 3= 15)
12 Disguise (x 3= 36)
21 Fast Talk (x 4= 84)
5 Sleight of Hand (x 3= 15)
13 This is That (x 3= 39)

Sensory

9 Passive Perception (x 4= 36)
9 Sense Motive (x 4= 36)

Pathology and Remedy

6 Medicine (x 5= 30)
11 Psychology (x 4= 44)

the Preternatural

1 Interpret Omens (x 3= 3)
13 Worldwalking (x 5= 65)
15 KS: Spirit/Demon World (x 5= 75)
1 KS: Chi Mastery (x 3= 3)
2 KS: Sorcery (x 3= 6)
8 Magic Ritual (x 5= 40)
13 I Ching Mastery (x 4= 52)
20 Hoop (x 3= 60)

Custom and Volition

11 All Politics (x 5= 55)
11 KS: Gentle Admonishers of Dis-quiet (x 2= 22)

7 KS: Wandering Path (x 2= 14)
11 KS: Recurring NPCs (x 5= 55)
2 KS: Southern Barbarians (x 3= 6)
18 Strong Willed (x 3= 54)
18 Seduction Resistance (x 1= 18)
1 Patience (x 2= 2)
7 Ceremonies (x 2= 14)
12 Memory (x 3= 36)

Motion and Quiescence

9 Stealth (x 4= 36)
7 Being Still (x 1= 7)
4 Charioteering (x 1= 4)
1 Combat Galloping (x 4= 4)
13 Dodge (x 5= 65)
3 Archery (x 4= 12)
8 Kung Fu (x 3= 24)
4 Outdoorsman (x 5= 20)

Music and Entertainment

1 Free Opera (x 0= 0)
11 Music (x 2= 22)
11 Showmanship (x 2= 22)

Investigation and Assessment

1 Intelligence Analysis (x 5= 5)

Language

8 Calligraphy (x 1= 8)
8 Language: Senatali (x 1= 8)
8 Language: Torghut (x 1= 8)
1 Detect Lie (x 4= 4)

Abstract Relations

11 Mathematics (x 2= 22)

Form and Structure

Natural Philosophy

11 Natural Philosophy (x 2= 22)

Possession and Control

13 Disarming Smile (x 3= 39)
13 Sap Confidence (x 3= 39)
13 Geas (x 3= 39)

Inherent Skills:

- 1. Dodge**
- 2. Outdoorsman**

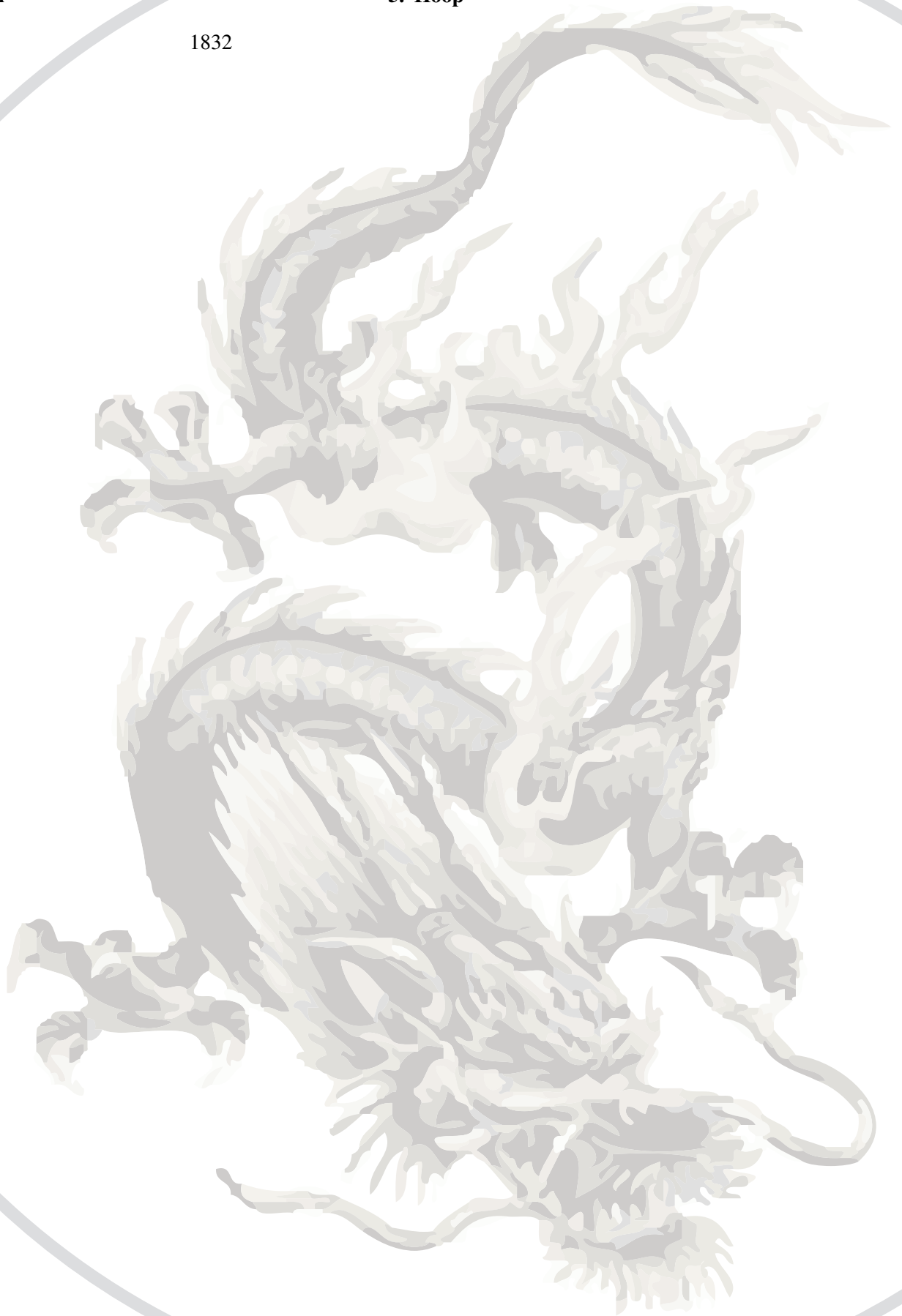
SP Total:

1832

3. KS: Spirit/Demon World

4. Recurring NPCs

5. Hoop



Clear Eyes

Freq: 2, Power: 3, Major, Taught. Cost: 6
I can see true forms, and through illusions. This costs me a Yin, but I can choose to turn it off for the rest of the run. (1/scene)

This is That

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, I may talk someone into believing that one normal physical object is another normal physical object. (Yang roll, must beat Resolve).

Ally of Obscurity

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, I can find an inconspicuous place that no one bothers to look. (This will not fool a determined search, but will generally prevent casual notice.)

Blend In

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/scene, I can spend a Yin to blend into a group that I am dressed suitably for.

Sway Emotion

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/run, I may talk someone into shifting their emotions on a particular subject to something somewhat related (admiration may become love, or envy). (Yang roll, must beat Resolve).

Transform Surroundings

Freq: 1, Power: 6, Major, Taught. Cost: 6
1/run, with some setup time, I can spend a Yin to change the way an area appears. It cannot make an actively damaging place (i.e. a furnace) seem safe. I must stay in the area for the illusion to last.

Dreamsend

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, I may send a dream to a known target. Knowing them, or having a personal item of theirs, makes it work better. (The dream will be rewritten a bit in a Butterfly fashion by the GMs).

Reading the I Ching

Freq: 2, Power: 3, Minor, Taught. Cost: 9
1/run, read the I Ching on someone and find out information about them and their near future.

Detect Lie

Freq: 5, Power: 3, Major, Taught. Cost: 15
I can (generally) tell if someone is deliberately lying.

Seamless Lie

Freq: 2, Power: 7, Major, Taught. Cost: 14
Lie detection and other such perceptions do not work against me. 1/scene, costs a Yin

The Voice

Freq: 5, Power: 4, Major, Taught. Cost: 20
I may add my Yang to my Charisma for persuasion-type abilities (1/action)

Tangly Webs

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/turn, spend a Yang for +5 dice to grapple when there are cobwebs.

Sap Confidence

Freq: 2, Power: 3, Major, Taught. Cost: 6
Once per scene, I may talk someone into risky behavior. (Yang roll, must beat Resolve). Costs 1 Yang

Puppy Dog Eyes

Freq: 6, Power: 2, Major, Taught. Cost: 12
Attempts to actually kill me require a Resolve check, if I'm not being particularly annoying. (If they're deliberately trying to strike a killing blow against you, then their Resolve successes should need to beat your Charisma successes. If they're just chopping you in passing and have no idea that you're a wuss and might die, then it might be half of that.)

See the Strike

Freq: 6, Power: 3, Major, Taught. Cost: 18
Dodge with Yin

Intimidating Gaze

Freq: 4, Power: 3, Major, Taught. Cost: 12
For as long as I hold someone's gaze, neither of us can move (except for life-threatening circumstances). This works on anyone whose resolve is less than mine. 1/turn.

Lucky

Freq: 3, Power: 6, Minor, Taught. Cost: 27
HORSE

Lucky

Freq: 3, Power: 7, Minor, Taught. Cost: 31
HORSE

Lucky

Freq: 3, Power: 6, Minor, Taught. Cost: 27
HORSE

Fast Disguise

Freq: 3, Power: 3, Major, Taught. Cost: 9
Disguise myself in a single action, once per scene

Resolute

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/scene, +3 Resolve to remain calm.

Connections II

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, sense the deepest connections between any two people within your sight.

Dreamwalk

Freq: 2, Power: 7, Major, Taught. Cost: 14
Once per run, I can sleep and enter the dream world

Intriguing Truth

Freq: 2, Power: 5, Minor, Taught. Cost: 15
Once per run, I know an interesting and unexpected truth.

Sense Mood

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, I can sense the mood (chi-ish as well as social) of the area I am in

Bardic Satire

Freq: 1, Power: 6, Minor, Taught. Cost: 9
1/run, I can spend a Yang to write a curse-song, calling appropriate trouble upon one who deserves it. (Takes a while both to write and for the satire to spread.)

Soothe the Savage

Freq: 3, Power: 6, Minor, Taught. Cost: 27
1/scene, when I am playing music, anyone within my Chi in hexes who can hear me cannot instigate combat (This takes my actions).

Disarming Smile

Freq: 2, Power: 3, Major, Taught. Cost: 6
Once per combat, I can spend a Yang to make a Charisma roll to convince someone to be non-hostile for their next (square root of successes) actions

Geas

Freq: 3, Power: 6, Major, Taught. Cost: 18
1/scene, if I can persuade someone to agree with me about something, then they will agree to the next thing I suggest after that, and attempt to carry it out. (Yang roll, resisted by Resolve).

Inspiration

Freq: 5, Power: 4, Major, Taught. Cost: 20
1/action, I can plant a thought in a nearby target's mind. (Yang roll, resisted by Resolve).

Inscrutable Conversation

Freq: 3, Power: 7, Major, Taught. Cost: 21
Speak or write so elliptically about a topic that only your chosen recipient knows what you are talking about.

Shtick EPs: 414
Total EPs: 1967

EPs left: 377
SPs left: 537
Karma spent: 63 of 130
Money: 30 Tael 80 Li 44 Zhu 65 kappa
Psych Lim: Devotion to the mechanic
Psych Lim: Cost Benefit Analysis
Damage: 132 out of 350

