



BODY 13	REFLEXES 16	MIND 10	SOCIAL 9	TAO 12
Strength: 13	Accuracy: 16	Intelligence: 10	Charisma: 9	Yang: 12
Resistance: 13	Dexterity: 17	Wit: 13	Grace: 9	Yin: 12
Health: 13	Energy: 16	Resolve: 14	Status: 9	Chi: 12

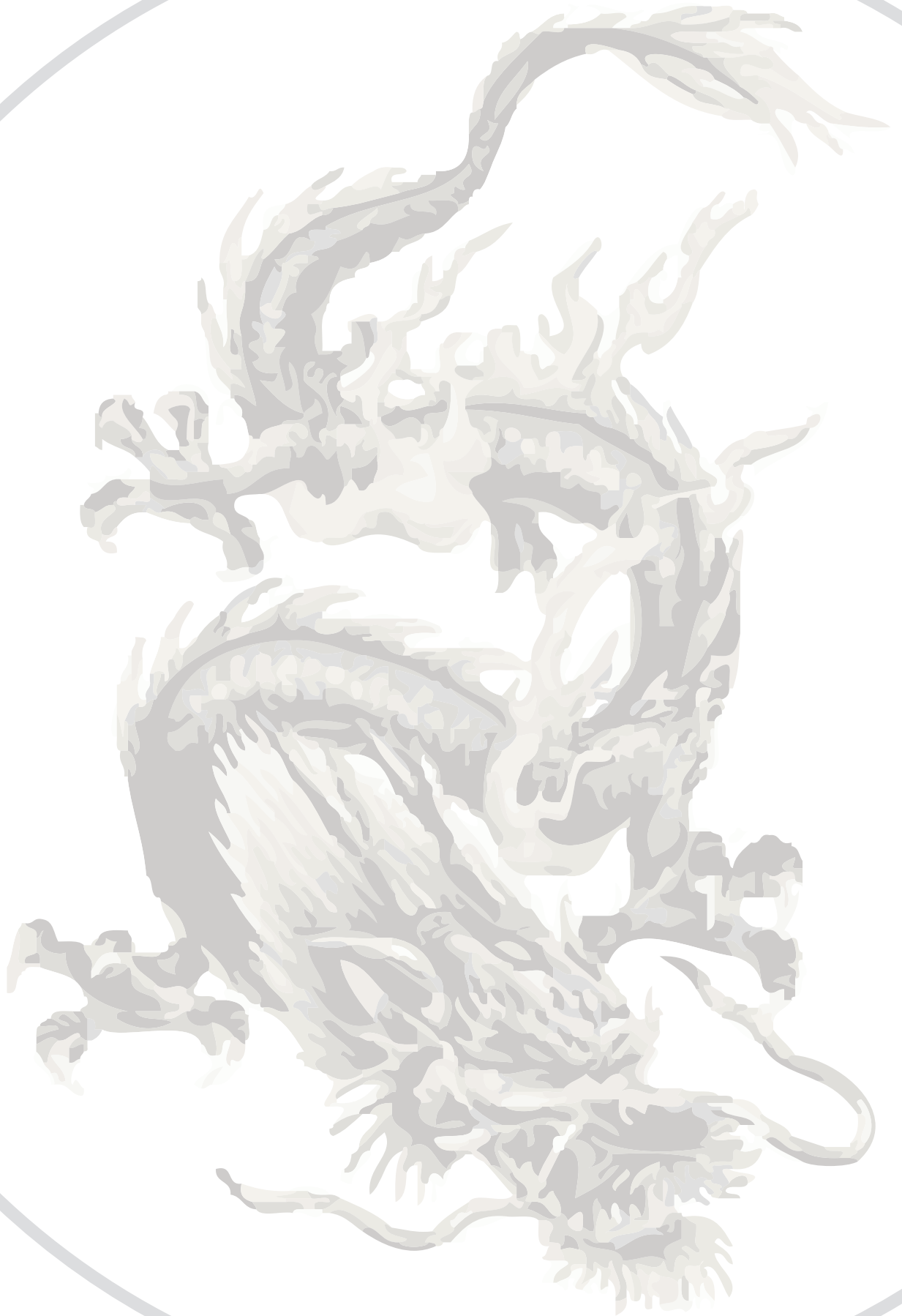
Move: 15	Physical: 13
Hit Points: 145	Mental: 9
	Tao: 12

Total stat eps: 1246

5	Acrobatics	(x 3= 15)	8	Language: Torghut	(x 1= 8)
14	Active Perception	(x 2= 28)	50	Laughing Shadow Combat	(x 5= 250)
6	Animal Handling	(x 2= 12)	10	True Laughing Shadow Combat	(x 5= 50)
1	Architecture	(x 2= 2)	2	Magic Ritual	(x 5= 10)
25	Athletics	(x 5= 125)	10	Meditation	(x 2= 20)
30	Bureaucracy	(x 2= 60)	6	Memory	(x 3= 18)
6	Carpentry	(x 2= 12)	2	Ninja Etiquette	(x 2= 4)
1	Chi Mastery	(x 4= 4)	1	Notice Things While Asleep	(x 1= 1)
13	Climbing	(x 2= 26)	16	Passive Perception	(x 4= 64)
1	Combat Riding	(x 4= 4)	6	Performing	(x 1= 6)
4	Cryptography	(x 2= 8)	14	Pick Locks	(x 3= 42)
8	Death Checks	(x 2= 16)	6	Pick Pockets	(x 2= 12)
1	Deathtraps	(x 3= 3)	18	Poisons	(x 3= 54)
2	Denial	(x 3= 6)	13	Precision Throwing	(x 5= 65)
6	Detective	(x 5= 30)	2	Ransacking	(x 1= 2)
30	Dodge	(x 5= 150)	1	Research	(x 3= 3)
1	Dreamwalking	(x 2= 2)	6	Riding	(x 3= 18)
1	Escape	(x 4= 4)	14	Running	(x 1= 14)
1	Fireworks [broad]	(x 5= 5)	10	Sense Motive	(x 4= 40)
8	First Aid	(x 3= 24)	15	Sense Supernatural	(x 3= 45)
1	Free Opera	(x 0= 0)	3	Sewing	(x 1= 3)
6	Gambling	(x 2= 12)	3	Sleight of Hand	(x 3= 9)
10	Gather Information	(x 4= 40)	50	Stealth	(x 4= 200)
6	Holdout	(x 2= 12)	10	True Stealth	(x 4= 40)
1	Interpret Omens	(x 3= 3)	1	Storytelling	(x 2= 2)
6	Intrusion	(x 5= 30)	10	Strong Willed	(x 3= 30)
2	KS: Altering the Cycle	(x 2= 4)	10	Survival [Extra Broad]	(x 5= 50)
2	KS: Hon'eth Arcade	(x 2= 4)	1	Swimming	(x 1= 1)
1	KS: Isle of Beauty	(x 2= 2)	6	Tracking	(x 3= 18)
4	KS: Ninjas	(x 2= 8)	6	Traps	(x 5= 30)
2	KS: Parties	(x 1= 2)	1	Vehicles	(x 4= 4)
1	KS: Recurring NPCs	(x 5= 5)	12	Wield Magic Device	(x 5= 60)
1	KS: The Party	(x 2= 2)			
2	KS: Undead	(x 2= 4)			
50	Katana	(x 3= 150)			
10	True Katana	(x 3= 30)			
2	Knot-Tying	(x 2= 4)			
2	Kung Fu	(x 3= 6)			
4	Language: Senatali	(x 1= 4)			

Inherent Skills:

1. Athletics
2. Bureaucracy
3. Teaching
4. Poisons
5. Sense Supernatural





Skin of Winter

Evasive

Step Like the Wind

Astonishing Ta-Daa

Deathstrike

Deathstrike

Sense Weakness

Superleap Dodge

Darkvision

Backstab

Spare Nose

Charging Bear

Pratfall

Slippery Monkey

Move Like Smoke

Got Your Nose

Got Your Nose

Obfuscate

Yoink

Unsurprised

Vanish

Sense Supernatural

Nose for Ninja

Cowboy is All In The Timing

"We are asking the wrong question"

Stealthy

Stealthy

Stealthy

Stealthy

Monkey Climb

Monkey Climb

Monkey Climb

Aerobic Move

Superleap

Superleap

Superleap

Superleap

Reputation

Overhear

Not-Real Dodge

Assist

4 copies of: Stealthy

Freq: 3, Power: 2, Major, Taught. Cost: 24
1/scene, +3 dice to Stealth

3 copies of: Monkey Climb

Freq: 2, Power: 3, Major, Taught. Cost: 18
1/run, climb an unclimbable surface (or a climbable one).

2 copies of: Got Your Nose

Freq: 3, Power: 3, Major, Taught. Cost: 18
1/turn, if you make a successful Grab attack against someone's nose (roll for 9s for a grab), you may spend a Yang to make them lose their next $\sqrt{\text{successes}}$ actions.

Acrobatic Move

Freq: 5, Power: 1, Major, Taught. Cost: 5
My full move tends to be full of bounces and flips. It doesn't actually go any faster, though.

Obfuscate

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, given some time to mess things up, I can mess up an area so that everyone is at +2 difficulty to find anything (including spotting hidden people).

Yoink

Freq: 2, Power: 5, Major, Taught. Cost: 10
With a rope or other grabby thing, I can pull someone below me, up to my move away, up to where I am. If the person is not willing, this requires a successful Grapple roll at range before doing so. (1/run)

4 copies of: Superleap

Freq: 1, Power: 6, Major, Taught. Cost: 24
1/run, I can spend a Yang to leap for twice my move - three times if it is a move that cannot be run (such as across a chasm).

Reputation

Freq: 2, Power: 3, Major, Taught. Cost: 6
Ninjas have something of a reputation for being scary. 1/run, I can even look like I deserve it.

Superleap Dodge

Freq: 3, Power: 6, Major, Taught. Cost: 18
1/combat, you may evade an attack by leaping high into the air. You come down in the next Drift, and lose any actions between now and then.

Darkvision

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

Astonishing Ta-Daa

Freq: 5, Power: 4, Minor, Taught. Cost: 30
+5 dice to dramatic actions that you say "Ta-Daa" to at the end.

Unsurprised

Freq: 3, Power: 4, Minor, Taught. Cost: 18
I always get an action in the surprise round.

Backstab

Freq: 3, Power: 5, Major, Taught. Cost: 15
Once per turn, I can double my dice to attack someone who is not aware of me. Costs a Yang.

Overhear

Freq: 2, Power: 3, Minor, Taught. Cost: 9
1/run, overhear some useful news.

2 copies of: Deathstrike

Freq: 3, Power: 7, Major, Taught. Cost: 42
1/combat, no resistance applies to my attack

Evasive

Freq: 5, Power: 5, Major, Taught. Cost: 25
Extra dodge pool (1/action)

Vanish

Freq: 1, Power: 9, Major, Taught. Cost: 9
Once per run, I may vanish in a puff of nasty-smelling smoke. Once I have done so, I can't come back. Costs a Yin.

Spare Nose

Freq: 2, Power: 7, Major, Taught. Cost: 14
Spend a Yin to counter a use of "got your nose" or other similar shtick (1/combat).

Not-Bad Dodge

Freq: 1, Power: 6, Minor, Taught. Cost: 9
If you have a chance of dodging a particular attack, you can spend a Blood point to substitute a perilous coin flip. 1/run, may not spend points to re-"flip". Heads you dodge it all, Tail you take it all.

Sense Supernatural

Freq: 4, Power: 3, Minor, Taught. Cost: 18
1/10 minutes, make a Yin roll to perceive if someone is a spirit, demon, or other supernatural being.

Sense Weakness

Freq: 6, Power: 4, Minor, Taught. Cost: 36
My katana strikes are x4 damage

Charging Boar

Freq: 2, Power: 8, Minor, Taught. Cost: 24
1/run, I can keep up with a single target I am chasing. This does not protect me from terrain damage (running through fire) or allow me to fly, but I can move as fast as my target does. This lasts until I catch my target, or stop running.

Chop like the Wind

Freq: 5, Power: 5, Minor, Taught. Cost: 37
One extra katana strike per action.

Nose for Ninja

Freq: 3, Power: 3, Major, Self-taught. Cost: 18
1/scene, +5 dice to a perception check to notice ninja.

"You are asking the wrong question"

Freq: 1, Power: 4, Outside, Taught. Cost: 12
Identify if a question someone is struggling with is actually relevant or not. (Spend a yin)

Pratfall

Freq: 3, Power: 6, Minor, Taught. Cost: 27
Once per scene, I can make a dex roll for nines (N successes) to take a spectacular comic pratfall. Everyone watching me is distracted for \sqrt{N} actions while laughing.

Comedy is All In The Timing

Freq: 3, Power: 3, Minor, Taught. Cost: 13
May change one of the dice rolled in a speed roll.

Assist

Freq: 4, Power: 5, Outside, Taught. Cost: 60
If I get doubles on my speed roll, I can give a duplicate action to someone else, only during that action. (If they already have an action then, it doesn't stack.)

Slippery Monkey

Freq: 2, Power: 9, Major, Self-taught. Cost: 36
Once per run, may apply dodge skill and/or schticks (containing the word "dodge") to avoid thwackback effects.

Move Like Smoke

Freq: 4, Power: 4, Major, Self-taught. Cost: 32
+5 dice to dodge

Skin of Winter

Freq: 5, Power: 7, Minor, Taught. Cost: 52
Immunity to Cold

Shtick EPs: 687
Total EPs: 1933

EPs left: 280
SPs left: 203
Karma spent: 76 of 113

Money: 26 Tael 20 Li 98 Zhu
Hirasoto's Boon: 8 HP worth
Ni Cheng's pack
Forgotten: Forest of Chin
Sankara stones are great

