



Li Merit
Spy
March 12, 2022

BODY 6	REFLEXES 6	MIND 17	SOCIAL 10	TAO 10
Strength: 6	Accuracy: 6	Intelligence: 20	Charisma: 15	Yang: 10
Resistance: 6	Dexterity: 6	Wit: 17	Grace: 10	Yin: 10
Health: 8	Energy: 8	Resolve: 17	Status: 10	Chi: 10

Move: 7 Physical: 6
Hit Points: 80 Mental: 10
Tao: 10

Total stat eps: 995

Planning	1	History	(x 2= 2)
1 Accounting	(x 2= 2)	1 KS: Party Mechanics	(x 3= 3)
1 Administration	(x 2= 2)	1 KS: Matchmaking	(x 1= 1)
1 Business (extra broad)	(x 5= 5)	1 KS: Immortals	(x 3= 3)
1 Event Planning	(x 1= 1)	5 KS: Herbalism	(x 1= 5)
1 Government	(x 5= 5)	1 KS: Run History	(x 3= 3)
5 Strategy [broad]	(x 5= 25)	1 KS: Altering the Cycle	(x 2= 2)
5 Tactics	(x 3= 15)	3 KS: Aluminum	(x 1= 3)
Mental States	1	1 KS: Animals	(x 2= 2)
5 Bargaining	(x 3= 15)	1 KS: Arcade House Mechanic	(x 2= 2)
1 Bribery	(x 2= 2)	1 KS: Arcade Houses	(x 2= 2)
5 Charming	(x 4= 20)	1 KS: Artifacts	(x 3= 3)
20 Conversation	(x 5= 100)	1 KS: Art	(x 1= 1)
1 Etiquette [Broad]	(x 4= 4)	1 KS: Ascending Path	(x 2= 2)
5 Fast Talk	(x 4= 20)	1 KS: Battle Magic	(x 3= 3)
1 Fishing	(x 1= 1)	1 KS: Blood Magic	(x 3= 3)
1 Grovelling	(x 1= 1)	1 KS: Bureaucracy	(x 1= 1)
1 Humor	(x 1= 1)	1 KS: Business	(x 4= 4)
1 Intimidation	(x 2= 2)	1 KS: Chi Mastery	(x 3= 3)
1 Impressive	(x 3= 3)	1 KS: Circus	(x 1= 1)
1 Innocuous	(x 3= 3)	1 KS: Combat Styles	(x 3= 3)
1 Interrogation	(x 3= 3)	1 KS: Cryptomancy	(x 4= 4)
5 Leadership	(x 3= 15)	1 KS: Dragon Army	(x 2= 2)
5 Negotiation	(x 3= 15)	1 KS: Dreamwalking	(x 1= 1)
5 Oratory	(x 3= 15)	1 KS: Famous People	(x 5= 5)
5 Persuasion	(x 4= 20)	1 KS: Fashion	(x 1= 1)
1 Propaganda	(x 2= 2)	1 KS: Fish	(x 1= 1)
1 Psychology	(x 4= 4)	1 KS: Flower Houses	(x 2= 2)
1 Free Psychology	(x 0= 0)	1 KS: Herbalism	(x 1= 1)
5 Seduction	(x 2= 10)	1 KS: Hidden City	(x 2= 2)
5 Sense Motive	(x 4= 20)	1 KS: Imperial Succession	(x 2= 2)
1 Storytelling	(x 2= 2)	1 KS: Life Magic	(x 3= 3)
Knowledge	1	1 KS: Magic Items	(x 4= 4)
1 All Politics	(x 5= 5)	1 KS: Magic Ritual	(x 4= 4)
10 Bureaucracy	(x 2= 20)	1 KS: Martial Arts	(x 2= 2)
1 Cryptography	(x 2= 2)	1 KS: Medicine	(x 4= 4)
1 Economics	(x 2= 2)	1 KS: Merchanting	(x 3= 3)
1 Expressive Gestures	(x 2= 2)	1 KS: Merchants	(x 2= 2)

1	KS: Metal	(x 1= 1)
1	KS: Military	(x 3= 3)
1	KS: Monsters	(x 2= 2)
1	KS: Natural Philosophy	(x 1= 1)
1	KS: Necromancy	(x 3= 3)
1	KS: Ninjas	(x 2= 2)
1	KS: Noble Families	(x 3= 3)
1	KS: Northern Barbarians	(x 3= 3)
1	KS: Old Masters	(x 1= 1)
1	KS: One For Each Country	(x 24= 24)
1	KS: Plants	(x 2= 2)
5	KS: Poisons	(x 2= 10)
1	KS: Post-Death	(x 4= 4)
1	KS: Real Estate	(x 2= 2)
1	KS: Recurring NPCs	(x 5= 5)
1	KS: Schemes	(x 2= 2)
1	KS: Selfless Way	(x 2= 2)
1	KS: Shadow Magic	(x 3= 3)
1	KS: Sorcery	(x 3= 3)
1	KS: Southern Barbarians	(x 3= 3)
1	KS: Southern Gods	(x 1= 1)
1	KS: Spies	(x 2= 2)
1	KS: Spirit/Demon World	(x 5= 5)
1	KS: Spirit/Demon Law	(x 1= 1)
1	KS: Adventure Stories	(x 1= 1)
1	KS: The Party	(x 2= 2)
1	KS: Tanzhe Plain	(x 2= 2)
1	KS: Twelve Kingdoms	(x 3= 3)
1	KS: Unbinding	(x 2= 2)
1	KS: Undead	(x 2= 2)
1	KS: Underworld	(x 2= 2)
1	KS: Wandering Path	(x 2= 2)
1	KS: Winter Academy	(x 2= 2)
1	KS: Witchcraft	(x 3= 3)
1	KS: Worldwalking	(x 4= 4)
1	KS: World of Dreams	(x 4= 4)
20	Knowing	(x 5= 100)
8	Language: Senatali	(x 1= 8)
8	Language: Torghut	(x 1= 8)
16	Language: Hornish	(x 1= 16)
1	Law (12 Kingdoms)	(x 2= 2)
1	Magic Ritual	(x 5= 5)
1	Mathematics	(x 2= 2)
1	Mechanics	(x 3= 3)
1	Memory	(x 3= 3)
1	Streetwise	(x 3= 3)
1	Teaching	(x 2= 2)
1	Well Travelled	(x 4= 4)
Gathering Info		
5	Active Perception	(x 2= 10)
1	Appraisal	(x 2= 2)
1	Deathtraps	(x 3= 3)
10	Detective	(x 5= 50)
5	Gather Information	(x 4= 20)
10	Intelligence Analysis	(x 5= 50)
10	Interpret Omens	(x 3= 30)

1	Librarian	(x 5= 5)
1	Lip Reading	(x 3= 3)
20	Passive Perception	(x 4= 80)
11	Research	(x 3= 33)
10	Spycraft	(x 4= 40)
1	Tracking	(x 3= 3)
Tomfoolery		
8	Acting	(x 3= 24)
1	Concealment	(x 3= 3)
8	Disguise	(x 3= 24)
5	Worldwalking	(x 5= 25)
1	Forgery	(x 3= 3)
1	Holdout	(x 2= 2)
1	Mimicry	(x 2= 2)
20	Pai Gow	(x 1= 20)
5	Shadowing	(x 3= 15)
10	Strong Willed	(x 3= 30)
Doing Stuff		
1	Animal Handling	(x 2= 2)
1	Calligraphy	(x 1= 1)
1	Cooking	(x 1= 1)
1	Combat Riding	(x 4= 4)
15	First Aid	(x 3= 45)
1	Foraging (all)	(x 5= 5)
1	Go	(x 1= 1)
1	Herbalism	(x 2= 2)
1	Knot-Tying	(x 2= 2)
1	Mechanics	(x 3= 3)
5	Medicine	(x 5= 25)
1	Meditation	(x 2= 2)
2	Music	(x 2= 4)
1	Noble Lady Pastimes	(x 2= 2)
1	Poisons	(x 3= 3)
1	Shopping	(x 3= 3)
5	Survival [Extra Broad]	(x 5= 25)
1	Tea Ceremonies	(x 1= 1)
1	Worldwalking	(x 5= 5)
20	Wield Magic Device	(x 5= 100)
Physical		
1	Athletics	(x 5= 5)
10	Armor	(x 4= 40)
5	Death Checks	(x 2= 10)
16	Dodge	(x 5= 80)
2	Kung Fu	(x 3= 6)
5	Precision Throwing	(x 5= 25)
3	Stealth	(x 4= 12)
5	Surprise Attacks	(x 4= 20)
1	Swimming	(x 1= 1)
20	Sleight of Hand	(x 3= 60)
20	Pick Locks	(x 3= 60)
20	Disarm Traps	(x 3= 60)

Inherent Skills:

1. Death Checks
2. Pai-Gow
3. Medicine
4. Dodge

															<small>Chief Master of the Order of the White Lotus</small>																																									
															The Divine Steins		Not A Cover As...		<small>High Mage of the White Lotus</small>																																					
															Streetwise		<small>Trick, Tally, Steal, Spy</small>		The Pluff of Han Ri		<small>High Knight of the White Lotus</small>		Castle Loot		Master Manipulator		Operations Expert		Lucky																											
					<small>Background Check</small>		Q Branch		Who's In Town		Streetwise		Fast Disguise		Knows Too Much		All Things Considered		<small>Master of the White Lotus</small>		Charismatic Leader		<small>Drain the soul of a planet</small>		Lucky		Lucky		<small>What Happens Next?</small>		Drift is Not!																									
					<small>You Get a Buggy Around Here</small>		OM Supply Cadre		Gloat		<small>Invasive Shipments</small>		<small>Grandfather Clause</small>		Great Memory		Eidetic Memory		Excuse		Active Listener		<small>That's not even. It's in error</small>		Harmless		<small>Mind Like A Book</small>		<small>Mage of the White Lotus</small>		Good Fit		Notice Lies																							
Be Prepared		<small>Satisfied Customer</small>		<small>You Get One Of These</small>		Lotus Buddy		Secret Pocket		Secret Pocket		<small>Deep Understanding</small>		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Eidetic Memory		Intuition		Speed Reading		<small>Misuse of the White Lotus</small>		Strength of Will		Find Sordid Source																

I've Got One Of Those

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, can produce a fairly common item on demand.

I've Got a Buddy Around Here

Freq: 3, Power: 3, Major, Taught. Cost: 9
1/scene, can recall an old buddy in the area.

Lotus Buddy

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/book, can recall a White Lotus agent in the area.

Old Supply Cache

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/run, can find an old supply cache left in the area.

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.

Secret Pocket

Freq: 1, Power: 2, Major, Taught. Cost: 2
Hide one small item on your person. Will evade all searches but a full strip search.

Background Check

Freq: 3, Power: 5, Major, Taught. Cost: 15
Generate a background check on a single person from the Order of the White Lotus. Information generated and speed will depend on how likely it is they are already keeping tabs on the person.

Q Branch

Freq: 2, Power: 7, Major, Taught. Cost: 14
If you have an interesting item delivered to the Order of the White Lotus at the beginning of a run, they'll do their best to send it back with another similar item, at the beginning of the next run you are in. (Does not work for all items, but they can duplicate some magic items.)

Gloat

Freq: 2, Power: 5, Major, Taught. Cost: 10
If captured, you can usually convince your captors to gloat. The bigger the captor, the better the information.

Intercept Shipment

Freq: 2, Power: 6, Major, Taught. Cost: 12
Specify a package/shipment/delivery by both source and destination and you can have it rerouted to a location you are at.

Who's In Town

Freq: 3, Power: 5, Major, Taught. Cost: 15
Specify a plot/group/status level etc. You'll find out what interesting people related to that are in town, as well as any other large notables the GMs find interesting.

Deep Understanding

Freq: 2, Power: 2, Minor, Taught. Cost: 6
Examine the character sheet of anyone you seduce.

Streetwise

Freq: 3, Power: 8, Major, Taught. Cost: 24
When in/near a city, find a group of thugs who will do you a "favor" (support for a combat, escort duty, etc.).

Streetwise

Freq: 2, Power: 8, Major, Taught. Cost: 16
When in/near a city, find a group of thugs who will do you a "favor" (support for a combat, escort duty, etc.).

The Divine Skein

Freq: 3, Power: 9, Major, Taught. Cost: 27
Recruit a mook level member of any significant organization you come into contact with. You will be able to contact them for information on the organization's current plans. They won't betray their organization openly, but will feed you information if requested. (Keep a list of who you get.)

Had A Cover As...

Freq: 5, Power: 6, Major, Taught. Cost: 30
-2 to Int rolls, 1/action.

Grandfather Clause

Freq: 5, Power: 2, Major, Taught. Cost: 10
Had A Cover As got nerfed

Ghost Memory

Freq: 5, Power: 2, Major, Taught. Cost: 10
1/action, I can remember a book I have destroyed, perfectly.

Eidetic Memory

Freq: 5, Power: 2, Major, Taught. Cost: 10
1/action, I can remember a book I have read perfectly.

6 copies of: Eidetic Memory

Freq: 3, Power: 2, Major, Taught. Cost: 36
1/scene, I can remember something (like a map, or a flower arrangement) I have seen perfectly.

Eidetic Memory

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/scene, I can remember a conversation or speech I have heard.

Intuition

Freq: 3, Power: 2, Major, Taught. Cost: 6
Here are five true facts, and a related question. I can deduce where to investigate for the answer to the question.

Excuse

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/run, generate a plausible answer to the question, "What are you doing here?" Won't automatically let you stay, but why you were found here in the first place was at least reasonable.

Tinker, Tailor, Soldier, Spy

Freq: 2, Power: 10, Major, Taught. Cost: 20
Requisition a Special Operations team from the Order of the White Lotus for a single discrete mission. (Four man team.)

The Bluff of Men Ri

Freq: 2, Power: 10, Major, Taught. Cost: 20
Using any mundane object, convince a room full of people that you have the ability to destroy them all. (Double your charisma dice and roll for 5s against named people. Mooks just buy it.) -

Active Listener

Freq: 3, Power: 3, Minor, Taught. Cost: 13
1/scene, You can get someone to tell you about twice as much as they were originally going to.

Fast Disguise

Freq: 5, Power: 3, Minor, Taught. Cost: 22
Disguise myself in a single action

Speed Reading

Freq: 3, Power: 2, Major, Taught. Cost: 6
Read text documents very quickly.

That's not armor. This is armor

Freq: 6, Power: 2, Minor, Taught. Cost: 18
Able to wear armor.

Knows Too Much

Freq: 5, Power: 3, Major, Taught. Cost: 15
1/action, you may add the "Knowing" skill to a skill roll for which you already have a KS skill.

All Things Considered

Freq: 5, Power: 3, Major, Taught. Cost: 15
+3 Int for KS rolls

Harmless

Freq: 2, Power: 5, Minor, Taught. Cost: 15
I will generally be taken hostage rather than killed.

Mind Like A Book

Freq: 2, Power: 4, Major, Taught. Cost: 8
Resistance to Forgetting Things (half effect)

Initiate of the White Lotus

Freq: 6, Power: 1, Major, Taught. Cost: 6
The Initiate will be shown respect by higher members of the order and begin learning the secrets of the order from them. May always find friendly shelter in a civilized location.

Adept of the White Lotus

Freq: 6, Power: 2, Major, Taught. Cost: 12
The Adept will be shown respect by higher members of the order and should set an example for the initiates. May always send one message a run to any higher member of the order regardless of death or captivity.

Master of the White Lotus

Freq: 6, Power: 3, Major, Taught. Cost: 18
The Master will be shown respect by higher members of the order and should strive to teach the lower members what they have learned. May always escape, surviving to fight another day, though this counts as being defeated by the enemy for all purposes.

High Initiate of the White Lotus

Freq: 6, Power: 4, Major, Taught. Cost: 24
The High Initiate will command the respect of all lower members of the order and should organize them to accomplish the order's goals. Only High Initiates or above can teach any of the shticks of the Order.

High Adept of the White Lotus

Freq: 6, Power: 5, Major, Taught. Cost: 30
The High Adept will command the respect of all lower members of the order and provide his council directly to the Grand Master. He may loan one shtick at a time to other order members within 2*chi hexes. (This does burn charges, if applicable.)

Grand Master of the Order of the White Lotus

Freq: 6, Power: 6, Major, Taught. Cost: 36
The Grand Master of the Order will be deferred to by all lower members. He may use the shticks (one at a time) of a lower member of the order within 3* chi hexes as if they were his own. (This does burn charges, if applicable.)

Strength of Will

Freq: 3, Power: 2, Major, Taught. Cost: 6
+3 to Resolve for Strong Will rolls

Castle Loot

Freq: 4, Power: 5, Major, Taught. Cost: 20
1/turn, you may swap one item that you own that is on you, for another one that you own that is not. (Something that has been stolen from you is no longer owned by you; something held by a friend is.)

Satisfied Customer

Freq: 1, Power: 5, Major, Taught. Cost: 5
You are a satisfied customer of Mistress Mai's Alterations, with all the rights and privileges pertaining thereto

Good Fit

Freq: 4, Power: 3, Major, Taught. Cost: 12
After talking with someone for a while, know if they are a good fit for a particular job or organization.

Charismatic Leader

Freq: 3, Power: 6, Major, Taught. Cost: 18
Double Charisma dice for leadership rolls

Find Shtick Source

Freq: 1, Power: 6, Major, Taught. Cost: 6
For a given shtick, spend a Yin to know the closest way to acquire it, and the general cost or sacrifice needed to do so.

Master Manipulator

Freq: 4, Power: 6, Major, Taught. Cost: 24
Use your INT instead of DEX for small dexterous tasks (lockpicking, sleight of hand, etc.)

Operations Expert

Freq: 4, Power: 6, Minor, Taught. Cost: 36
Use Int for wielding magic devices.

Brain the size of a planet

Freq: 3, Power: 6, Major, Taught. Cost: 18
Double your INT dice for KS rolls. (Spend a yin.)

Lucky

Freq: 3, Power: 6, Minor, Taught. Cost: 27
Once a scene, I can refresh my Yang fortune.

Lucky

Freq: 3, Power: 6, Minor, Taught. Cost: 27
Once a scene, I can refresh my Yin fortune.

Lucky

Freq: 3, Power: 7, Minor, Taught. Cost: 31
Once a scene, I can refresh my Chi fortune.

Master: Be Prepared

Freq: 2, Power: 10, Major, Self-taught. Cost: 20
I can spend a yang to do a puttering-type thing retroactively, subject to GM veto around not absurdifying existing consequences. Currently puttering-only.

What Happens Next?

Freq: 3, Power: 5, Major, Taught. Cost: 15
Predict the likely next thing to happen as part of this plan.

Drift is Not!

Freq: 2, Power: 7, Minor, Taught. Cost: 21
Cancel a Drift segment at any point in combat.

Notice Lies

Freq: 4, Power: 2, Major, Taught. Cost: 8
1/10 minutes, +3 Dice for detecting lies from one person throughout one conversation.

Shtick EPs: 872
Total EPs: 1867

EPs left: 364
SPs left: 412
Karma spent: 58 of 114

Money: 36 Tael 74 Li 22 Zhu

Quest: Deal with the Far East Trouble

True Mastery: Mastery Tree

Heart's Desire: rejuvenating, physical, synthesis, varied, connection