



Wu Shuyan
Snake Performer
March 12, 2022

BODY 5	REFLEXES 17	MIND 11	SOCIAL 11	TAO 17
Strength: 5	Accuracy: 17	Intelligence: 11	Charisma: 18	Yang: 17
Resistance: 5	Dexterity: 17	Wit: 12	Grace: 15	Yin: 17
Health: 7	Energy: 17	Resolve: 13	Status: 11	Chi: 17

Move: 11	Physical: 5
Hit Points: 120	Mental: 11
	Tao: 17

Total stat eps: 1496

15	Acrobatics	(x 3= 45)	5	KS: Strand Politics	(x 3= 15)
4	Acting	(x 3= 12)	15	KS: Strand	(x 2= 30)
25	Active Perception	(x 2= 50)	6	KS: Twelve Kingdoms	(x 3= 18)
1	Administration	(x 2= 2)	5	Language: Hornese	(x 1= 5)
3	Ancient Stories	(x 1= 3)	5	Language: Senatali	(x 1= 5)
10	Animal Handling	(x 2= 20)	5	Language: Torghut	(x 1= 5)
1	Astrology	(x 5= 5)	6	Look At Me	(x 2= 12)
23	Athletics	(x 5= 115)	1	Magic Ritual	(x 5= 5)
7	Bargaining	(x 3= 21)	8	Medicine	(x 5= 40)
8	Bureaucracy: Strand	(x 1= 8)	2	Meditation	(x 2= 4)
8	Bureaucracy	(x 2= 16)	8	Memory	(x 3= 24)
20	Charming	(x 4= 80)	5	Negotiation	(x 3= 15)
5	Chi Mastery	(x 4= 20)	1	Origami	(x 1= 1)
12	Climbing	(x 2= 24)	20	Passive Perception	(x 4= 80)
7	Concealment	(x 3= 21)	18	Performing	(x 1= 18)
15	Conversational Dodge	(x 3= 45)	12	Persuasion	(x 4= 48)
18	Conversation	(x 5= 90)	10	Poisons	(x 3= 30)
2	Cryptography	(x 2= 4)	25	Precision Throwing	(x 5= 125)
8	Death Checks	(x 2= 16)	15	Regal	(x 3= 45)
10	Disguise	(x 3= 30)	2	Riding	(x 3= 6)
30	Dodge	(x 5= 150)	10	Seduction Resistance	(x 1= 10)
1	Driving	(x 2= 2)	15	Seduction	(x 2= 30)
10	Escape	(x 4= 40)	15	Sense Motive	(x 4= 60)
5	Etiquette	(x 3= 15)	3	Sewing	(x 1= 3)
3	Event Planning	(x 1= 3)	4	Sleight of Hand	(x 3= 12)
5	Fashion	(x 1= 5)	24	Snake Dancing	(x 5= 120)
2	Fireworks Throwing	(x 4= 8)	13	Spycraft	(x 4= 52)
18	First Aid	(x 3= 54)	23	Stealth	(x 4= 92)
10	Fishing	(x 1= 10)	3	Storytelling	(x 2= 6)
1	Free Opera	(x 0= 0)	3	Streetwise	(x 3= 9)
4	Gather Information	(x 4= 16)	12	Strong Willed	(x 3= 36)
5	Grab	(x 2= 10)	5	Survival: Strand Only	(x 1= 5)
1	Graceful	(x 2= 2)	8	Survival	(x 3= 24)
6	Herbalism	(x 2= 12)	1	Teaching	(x 2= 2)
5	Juggling	(x 1= 5)	3	Tidy	(x 1= 3)
10	KS: Circus	(x 1= 10)	3	Use Fireworks	(x 2= 6)
13	KS: Recurring NPCs	(x 5= 65)	4	Well Travelled	(x 4= 16)
15	KS: Snakes	(x 1= 15)	20	White Pagoda Kung Fu	(x 3= 60)

5 Willow Sword

(x 3= 15)

2. Regal
3. KS: Twelve Kindgoms
4. Animal Handling
5. Charming
6. Teaching

Inherent Skills:

1. Athletics

SP Total:

2141





These are My Snakes, Daddy!

Vertical Walk

Snake Healing

See as Snakes Do

Distracting Snake

Snake Aspect

Coiling Snake

Mesmerizing Dance

SINUOUS

Resistant to Poison

Terrifying Snake

Summon Snake

Immune to Poison

Greater Snake Healing

Queen of the Strand

Patient Coil

Boss Snake

Unblinking Gaze

Determine Aspect

Cure Poison

Diagnose Poison

Deep Understanding

Where Did That Snake Go?

Venom Flask

Si Fan Initiate

Queen of the Strand

Snake of Secrets

Way of the Tiger: Searching

Paralyzing Snake

Animal Companion

Queen of the Strand

Strike Ghost

Queen of the Strand

Vertical Walk

Freq: 2, Power: 3, Minor, Taught. Cost: 9
1/run, walk up a vertical surface to a flat surface

Snake Healing

Freq: 5, Power: 2, Major, Taught. Cost: 10
WOUNDED: 1/action or minute, heal someone by having a snake bite them. 2×Yin successes, no range.

Distracting Snake

Freq: 4, Power: 2, Major, Taught. Cost: 8
1/turn, throw a snake at an opponent to make them lose one move.

See as Snakes Do

Freq: 2, Power: 3, Major, Taught. Cost: 6
SNAKEBANED: 1/run, I can shut my eyes and see with the heat vision of a snake.

Snake Aspect

Freq: 2, Power: 2, Major, Taught. Cost: 4
1/run, if I am among snakes, I can make people think I am also a snake. (Not a physical disguise)

Mesmerizing Dance

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/scene (not in combat), I can do a Mesmerizing Snake Dance; it will take people N minutes (where N is my Charisma successes minus their Resolve) to pull themselves away. Costs a Yin.

Coiling Snake

Freq: 3, Power: 6, Major, Taught. Cost: 18
SNAKEBANED: 1/scene, I may pass a grab off to my large snake, who has double my strength.

Sinuous

Freq: 3, Power: 2, Major, Taught. Cost: 6
+3 dice to escape and other skills requiring flexibility (1/scene)

Summon Snake

Freq: 2, Power: 3, Major, Taught. Cost: 6
No matter where you are, spend a chi (once per scene) to summon a small snake.

Terrifying Snake

Freq: 3, Power: 3, Major, Taught. Cost: 9
Some of my snakes are pretty terrifying. (Useful 1/scene)

Resistant to Poison

Freq: 4, Power: 4, Major, Taught. Cost: 16
Poison doesn't impress me very much (1/2 damage). (Costs a Yin, 1/action)

Greater Snake Healing

Freq: 5, Power: 4, Major, Taught. Cost: 20
1/action or minute, heal someone by having a snake bite them. 4×Yin successes, no range.

Unblinking 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.

Determine Aspect

Freq: 2, Power: 3, Minor, Taught. Cost: 9
1/run, I can determine someone's aspect. (Requires some information about them, or talking to them).

Boss Snake

Freq: 6, Power: 3, Major, Taught. Cost: 18
Snakes obey me. That won't make them do things a snake won't really do, but I'm the boss snake.

Deep Understanding

Freq: 3, Power: 2, Major, Taught. Cost: 6
Examine the character sheet of anyone you seduce.

Si Fan Initiate

Freq: 6, Power: 1, Minor, Taught. Cost: 9
A Full Initiate of the Si Fan may buy shticks from any of the Si Fan lists. They may always recognize another member of the Si Fan if they choose to identify themselves (passwords, etc.).

Way of the Thief: Searching

Freq: 2, Power: 3, Minor, Taught. Cost: 9
+5 dice to searching for hidden things.

Patient Coil

Freq: 4, Power: 5, Major, Taught. Cost: 20
The longer I wait, unmoving, the greater speed that I can move with. For every action (or minute) I don't move, I get +1 die to either my Move or a physical strike, up to ×2. 1/turn or 1/10 minutes

Immune to Poison

Freq: 4, Power: 7, Major, Taught. Cost: 28
Poison doesn't impress me at all. (Costs a Yin, 1/action)

Animal Companion

Freq: 2, Power: 3, Minor, Taught. Cost: 9
A reasonably useful horse (1/run)

Diagnose Poison

Freq: 3, Power: 3, Major, Self-taught. Cost: 18
1/scene, have one of my snakes bite the affected person, and then me, then make a Yin roll with Snake Dancing to diagnose the poison.

Cure Poison

Freq: 2, Power: 9, Major, Self-taught. Cost: 36
1/run: after Diagnose, make another Yin roll with Snake Dancing using as many dice as I had successes on the first roll to banish the poison from the affected person's body.

Strike Ghost

Freq: 1, Power: 4, Major, Taught. Cost: 4
My physical strikes hit ghosts

Where Did That Snake Go?

Freq: 4, Power: 4, Major, Self-taught. Cost: 32
1/turn, throw a snake to a hex at least 1 range multiplier away (requires dice to throw), then swap places with it.

Venom Flask

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
Create a throwable object with one roll's worth of Greater Snake Healing ($\times 4$) that can be thrown in combat. If it lands near more than one person, healing points will be split as the GM finds appropriate.

Snake of Secrets

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
One of my snakes can find out interesting or secret things. I can send it into the local area once a run, and some time later it will come back and whisper in my ear. It wants to go back to Daizhou.

Paralyzing snake

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
One of my snakes can take away part or all of someone's move for the duration of a combat or scene. Take $\sqrt{\text{yang}}$ successes away from the victim's move

Master: These are My Snakes, Damnit!

Freq: 4, Power: 5, Major, Self-taught. Cost: 20
I can reclaim my snakes from beastmastery. Requires a Charisma roll (nearby) or a more difficult Chi roll (not nearby).

5 levels of: Queen of the Strand Major, Taught Cost: 90
Serpent smiles on me

Shtick EPs: 500
Total EPs: 1996

EPs left: 246
SPs left: 124
Karma spent: 87 of 123
Money: 35 Tael 71 Li 1 Zhu
Si Fan Initiate: Way of the Courtesan
Mastery Tree

