



Xiao Fa
Master of Chi
 March 12, 2022

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|---------------|-------------------|------------------|------------------|---------------|
| BODY 7 | REFLEXES 8 | MIND 13 | SOCIAL 13 | TAO 17 |
| Strength: 7 | Accuracy: 8 | Intelligence: 13 | Charisma: 13 | Yang: 17 |
| Resistance: 8 | Dexterity: 8 | Wit: 13 | Grace: 13 | Yin: 17 |
| Health: 10 | Energy: 10 | Resolve: 14 | Status: 13 | Chi: 17 |

| | |
|-----------------|-------------|
| Move: 9 | Physical: 7 |
| Hit Points: 100 | Mental: 13 |
| | Tao: 17 |

Total stat eps: 1193

Active/Survival

| | | |
|----|------------------|-----------|
| 3 | Athletics | (x 5= 15) |
| 3 | Boating | (x 2= 6) |
| 2 | Death Checks | (x 2= 4) |
| 4 | Fishing | (x 1= 4) |
| 1 | Outdoorsman | (x 5= 5) |
| 5 | Riding | (x 3= 15) |
| 3 | Running | (x 1= 3) |
| 10 | Stealth | (x 4= 40) |
| 1 | Survival: Strand | (x 1= 1) |
| 5 | Survival | (x 3= 15) |
| 3 | Swimming | (x 1= 3) |

Combat

| | | |
|----|----------------------|-----------|
| 15 | Qi Lung Kung Fu | (x 5= 75) |
| 11 | White Pagoda Kung Fu | (x 3= 33) |
| 5 | Dodge | (x 5= 25) |

Healing

| | | |
|----|-------------------|------------|
| 5 | Acupuncture | (x 3= 15) |
| 1 | Bedside Manner | (x 3= 3) |
| 2 | Forensic Medicine | (x 2= 4) |
| 5 | Herbalism | (x 2= 10) |
| 20 | Medicine | (x 5= 100) |
| 5 | Poisons | (x 3= 15) |
| 1 | Veterinarian | (x 3= 3) |

Performance

| | | |
|---|---------------------|-----------|
| 3 | Acting | (x 3= 9) |
| 5 | Dancing | (x 1= 5) |
| 5 | Mime | (x 1= 5) |
| 5 | Showmanship | (x 2= 10) |
| 5 | Storytelling, Broad | (x 3= 15) |
| 1 | Sleight of Hand | (x 3= 3) |

Social

| | | |
|----|-----------------|------------|
| 10 | All Politics | (x 5= 50) |
| 5 | Bribery (broad) | (x 3= 15) |
| 20 | Bureaucracy | (x 2= 40) |
| 50 | Ceremonies | (x 2= 100) |
| 20 | True Ceremonies | (x 2= 40) |
| 15 | Conversation | (x 5= 75) |

| | | |
|----|-------------------------|-----------|
| 10 | Debate | (x 2= 20) |
| 10 | Diplomacy | (x 3= 30) |
| 10 | Etiquette [Extra Broad] | (x 5= 50) |
| 10 | Expressive Gestures | (x 2= 20) |
| 10 | Gather Information | (x 4= 40) |
| 10 | Government | (x 5= 50) |
| 10 | High Society | (x 3= 30) |
| 5 | Intimidation | (x 2= 10) |
| 10 | Inspire | (x 3= 30) |
| 5 | Negotiation | (x 3= 15) |
| 30 | Oratory | (x 3= 90) |
| 7 | Pai-Gow Face | (x 3= 21) |
| 15 | Persuasion | (x 4= 60) |
| 5 | Romance | (x 1= 5) |
| 10 | Sense Motive | (x 4= 40) |
| 1 | Streetwise | (x 3= 3) |
| 15 | Leadership | (x 3= 45) |
| 5 | Speed Drinking | (x 2= 10) |

Chi

| | | |
|----|------------------|------------|
| 50 | Chi Mastery | (x 4= 200) |
| 20 | True Chi Mastery | (x 4= 80) |
| 50 | Feng Shui | (x 2= 100) |
| 20 | True Feng Shui | (x 2= 40) |
| 5 | Magic Ritual | (x 5= 25) |

Mental

| | | |
|----|------------------------|-----------|
| 10 | Guided Meditation | (x 3= 30) |
| 10 | Meditation | (x 2= 20) |
| 5 | Memory | (x 3= 15) |
| 10 | Perception, Passive | (x 4= 40) |
| 15 | Strong Willed | (x 3= 45) |
| 1 | Strategy [Large Scale] | (x 4= 4) |

Domestic

| | | |
|----|-----------------|-----------|
| 2 | Administration | (x 2= 4) |
| 3 | Animal Handling | (x 2= 6) |
| 2 | Bonsai | (x 1= 2) |
| 11 | Cooking | (x 1= 11) |
| 1 | Driving | (x 2= 2) |
| 3 | Gardening | (x 1= 3) |

| | | |
|-------------------|---------------------------------------|-----------|
| 2 | Housekeeping | (x 2= 4) |
| Knowledges | | |
| 10 | Family Genealogy | (x 1= 10) |
| 10 | History | (x 2= 20) |
| 5 | Interpret Omens | (x 3= 15) |
| 5 | KS: Altering the Cycle | (x 2= 10) |
| 5 | KS: Renaming Countries | (x 2= 10) |
| 4 | KS: Circus | (x 1= 4) |
| 1 | KS: Dragon | (x 1= 1) |
| 1 | KS: Dragon Army | (x 2= 2) |
| 1 | KS: Fish | (x 1= 1) |
| 2 | KS: Hon'eth Arcade | (x 2= 4) |
| 10 | KS: House of Quiet Concordance | (x 1= 10) |
| 1 | KS: Butterfly Meadows | (x 2= 2) |
| 5 | KS: Master Tranh | (x 1= 5) |
| 2 | KS: New Rivers | (x 1= 2) |
| 1 | KS: Old Masters | (x 1= 1) |
| 5 | KS: Post-Death | (x 4= 20) |
| 5 | KS: Recurring NPCs | (x 5= 25) |
| 1 | KS: Roof of the World | (x 2= 2) |
| 10 | KS: Selfless Way | (x 2= 20) |
| 1 | KS: Shanxi | (x 1= 1) |
| 5 | KS: Spirit/Demon World | (x 5= 25) |
| 5 | KS: Tanzhe Plain | (x 2= 10) |
| 5 | KS: The Party | (x 2= 10) |
| 1 | KS: Twelve Kingdoms | (x 3= 3) |
| 4 | Language: Hornish | (x 1= 4) |
| 8 | Language: Torghut | (x 1= 8) |
| 8 | Language: Senatali | (x 1= 8) |
| 8 | Language: Philosophical Sign Language | (x 1= 8) |

SP Total: 2448

| | | |
|----|------------------------------|------------|
| 1 | Law (Each Country) | (x 12= 12) |
| 1 | Law (12 Kingdoms) | (x 2= 2) |
| 1 | Law (Empire + International) | (x 3= 3) |
| 2 | Logic | (x 2= 4) |
| 2 | Natural Philosophy | (x 2= 4) |
| 5 | Philosophy | (x 2= 10) |
| 5 | Psychology | (x 4= 20) |
| 7 | Research | (x 3= 21) |
| 10 | Symbology | (x 3= 30) |
| 10 | Teaching | (x 2= 20) |
| 1 | Well Travelled | (x 4= 4) |
| 10 | Worldwalking | (x 5= 50) |

Noble Arts

| | | |
|----|---------------------|-----------|
| 2 | Architecture | (x 2= 4) |
| 2 | Art Curation | (x 2= 4) |
| 11 | Calligraphy | (x 1= 11) |
| 5 | Go | (x 1= 5) |
| 10 | Guzheng | (x 1= 10) |
| 5 | Music Composition | (x 1= 5) |
| 2 | Noble Lady Pastimes | (x 2= 4) |
| 5 | Origami | (x 1= 5) |
| 1 | Painting | (x 2= 2) |
| 5 | Poetry | (x 1= 5) |
| 11 | Tea Ceremonies | (x 1= 11) |

Inherent Skills:

- 1. Dodge**
- 2. Oratory**
- 3. Kung Fu**
- 4. Chi Mastery**
- 5. Medicine**

Qi Revolutions
 Long-Arm Qi
 Make Working
 Reputation
 Qigongic Healing



Destiny VII
 Imperial Majesty

Destiny VI
 Qi Barrier
 Imperial Stature
 Qi Blast

Destiny V
 Restoring the Palace
 Qi Riposte
 Unimpressed
 Imperial Eye
 Ocean of Qi

The Glow
 The High Cost of Failure
 The Low Cost of Failure
 Analyze Qi
 What Do You Mean?!
 Imperial Smile
 Grounded in Qi

First of the Silver Dragons
 Healing Qi
 Qi Diagnosis
 Qi Unfolding
 Snake Qi
 Success Emission
 Strike Crest
 Imperial Command

Master of the Dragon
 Voice of the Dragon
 Qi Blocking
 Pass Without Disturbance
 Dragon Strike
 Cure Poison
 Sympathetic Qi
 Student of the Monk
 Dragon's Discomfourt
 Imperial Presence
 Qi Poling
 Little Dragon
 How Close to My Grandfather
 Tao of a Place

Treated by the Dragon
 The Tao That Can Be Seen
 Qi Does Overwhelm
 Unknowing Arrangement
 Healing Mastery
 Healing Mastery
 Qi Mastery
 Qi Mastery
 Qi Mastery
 Good Listener
 Judge Character
 Imperial
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 Memorize Qi
 A Reed in the Gully
 The Stronger, Please Myself

Touched by the Dragon

Freq: 6, Power: 1, Major, Taught. Cost: 6
Your aspect is Dragon.

Wisdom of the Dragon

Freq: 2, Power: 4, Major, Taught. Cost: 8
Once Per Run, you may get a hint on how/whether some action/plan will further the dragon's goals.

Voice of the Dragon

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
1/run, you and whoever is with you may request a conversation with Dragon.

First of the Silver Dragons

Freq: 6, Power: 3, Major, Taught. Cost: 18
All members of the Silver Dragons will recognize you as someone to be protected.

The Glow

Freq: 2, Power: 10, Major, Taught. Cost: 20
You may touch someone who should have had the Dragon aspect and give it to them. You may touch someone who has the Spider aspect, to engage their aspect in spiritual combat, showing them the glory of the Dragon and the person they would be with a different aspect. (Depending on the outcome of the combat, they may be inspired to become more like that person. Or not.)

Destiny V

Freq: 5, Power: 6, Major, Taught. Cost: 30
???

Destiny VI

Freq: 6, Power: 6, Major, Taught. Cost: 36
???

Destiny VII

Freq: 7, Power: 6, Major, Taught. Cost: 42
???

The Tao That Can Be Seen

Freq: 2, Power: 3, Major, Taught. Cost: 6
Make a Yin roll with Chi Mastery vs. target's Tao to diagnose Tao & Chi flows. 1/scene

Chi Flows Downstream

Freq: 3, Power: 2, Major, Taught. Cost: 6
Make a Yin roll with Chi Mastery to sense the chi flows in an area and follow them to find any significant nearby feng shui sites, or other anomalies.

Harmonious Arrangement

Freq: 3, Power: 2, Major, Taught. Cost: 6
Given a set of things, you can put them in the most perfectly harmonious arrangement.

Healing Chi

Freq: 6, Power: 3, Major, Taught. Cost: 18
Make a Yin roll and heal a target of 3N normal damage with a series of quick strikes to chi nexi.

2 copies of: Healing Mastery

Freq: 6, Power: 1, Major, Taught. Cost: 12
+1 die for Healing Chi rolls.

Chi Diagnosis

Freq: 5, Power: 3, Major, Taught. Cost: 15
Make a Yin roll with Chi Mastery to generally diagnose a target: sensing diseases, poisons, mystic anomalies, etc.

Restoring the Balance

Freq: 5, Power: 6, Major, Taught. Cost: 30
Make a Chi roll to purge a target of any ongoing chi/sorcery based influences. The effect will resist based on the Chi of its source.

Chi Unblocking

Freq: 5, Power: 3, Major, Taught. Cost: 15
Remove any temporary Tao reductions from a target with a Chi Roll at 1 per success.

Chi Blocking

Freq: 2, Power: 6, Major, Taught. Cost: 12
Make a Yang attack on a target to reduce their Tao by 1 for every two successes you make.

Pass Without Disturbance

Freq: 4, Power: 3, Major, Taught. Cost: 12
You may make a Yin roll to pass through the chi of an area without disturbing or altering it.

Shape Chi

Freq: 4, Power: 4, Major, Taught. Cost: 16
You may meditate in an area and make a Chi roll to slowly shape its chi in another direction.

3 copies of: Chi Mastery

Freq: 6, Power: 1, Major, Taught. Cost: 18
+1 die for Balance Restoration

Good Listener

Freq: 2, Power: 3, Minor, Taught. Cost: 9
1/run, You can get someone to tell you about twice as much as they were originally going to.

The Bright Cost of Imbalance

Freq: 5, Power: 4, Major, Taught. Cost: 20
Hit target with any touch attack and additionally inflict 5 times the difference between target's Tao and Yang stats in damage.

The Dark Cost of Imbalance

Freq: 5, Power: 4, Major, Taught. Cost: 20
Hit target with any touch attack and additionally inflict 5 times the difference between target's Tao and Yin stats in damage.

Dragon Strike

Freq: 2, Power: 4, Major, Taught. Cost: 8
Spend a Yang to make your next unarmed strike x4. (once per combat)

Sinuous Evasion

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

Cure Poison

Freq: 1, Power: 9, Major, Taught. Cost: 9
1/run, spend a Yin to remove the effects of a poison. For magical poisons, you need to hold the healing down as the damage triggers.

Judge Character

Freq: 2, Power: 3, Minor, Taught. Cost: 9
Speak to me for ten minutes and I learn something useful about you. (1/run)

Sympathetic Chi

Freq: 1, Power: 8, Major, Self-taught. Cost: 16
"+1 Chi Master!": 1/run, I can spend a chi to use a chi/sorcery/fu based movement/defensive shtick of 7 power or less which is used within Chi hexes of me BY SOMEONE I HAVE MEDITATED WITH RECENTLY (2 or 3 max).

Student of the Week

Freq: 2, Power: 5, Minor, Taught. Cost: 15
1/run, can acquire a student (pretty helpful)

Chi Riposte

Freq: 5, Power: 5, Major, Self-taught. Cost: 50
Roll Yin dice to re-direct an incoming Chi, Sorcery, or Fu effect. Successes on the Yin roll are dissipated harmlessly, or can be redirected to "hit" the attacker. If Yin successes do not equal or exceed the original effect, the remaining effect is suffered by the target. (1/turn)

Analyze Chi

Freq: 5, Power: 4, Major, Self-taught. Cost: 40
With a Yin roll, get information about an incoming Sorcery/Chi/Fu effect (what it does, how much damage/dice).

Chi Barrier

Freq: 4, Power: 9, Major, Taught. Cost: 36
Spend a Yin to focus your chi to make yourself immune to any chi/sorcery based attack/effect, once/turn.

What Do You Need?

Freq: 3, Power: 8, Major, Taught. Cost: 24
You can design a healing/meditation/chi adjustment for complicated conditions. It will generally involve homework or time or ingredients.

Strike Ghost

Freq: 4, Power: 4, Major, Taught. Cost: 16
My physical strikes hit ghosts

Master: Chi Revisualization

Freq: 2, Power: 10, Major, Self-taught. Cost: 20
With meditation, temporarily rewrite a chi-based shtick in a minor way.

Master: Long-Arm Chi

Freq: 2, Power: 5, Major, Self-taught. Cost: 10
Make a Yang roll with Chi Mastery to grant (up to successes) range to one of my Chi Healing shticks of power 3 or lower.

Dragon's Discernment

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
Spend some time (10 mins) interacting with an item/person/place and understand its underlying symbolic significance. Make a roll with 3pt Symbology when the GMs need one.

Imperial

Freq: 2, Power: 3, Minor, Taught. Cost: 9
I can buy Imperial Shticks. (unteachable)

Imperial Command

Freq: 3, Power: 5, Minor, Taught. Cost: 22
Imperial Soldiers (non-coms) will instinctively obey.

Imperial Presence

Freq: 2, Power: 6, Minor, Taught. Cost: 18
I can bypass all scheduling mechanics to visit Imperial Regents.

Chi Polling

Freq: 2, Power: 5, Major, Self-taught. Cost: 20
Investigate the chi in a country to get a general lay of the land. After polling several different areas, generate homework to do to develop a chi model of the country.

Master: Make Working

Freq: 1, Power: 8, Major, Self-taught. Cost: 8
After homework based on a chi model produced with Chi Polling, you can create a Working to change the chi (including the name) of a country.

Imperial Smile

Freq: 3, Power: 7, Minor, Taught. Cost: 31
×2 Charisma or Status for a private 1-on-1 conversation

Unimpressed

Freq: 6, Power: 5, Minor, Taught. Cost: 45
Always On, Social Effects halve their successes when used against you.

Memorize Chi

Freq: 2, Power: 2, Major, Self-taught. Cost: 8
Memorize the Chi pattern of someone you meditate with. While memorized they also count as having been recently meditated with.

6 copies of: Memorize Chi

Freq: 1, Power: 2, Major, Taught. Cost: 12
Memorize the Chi pattern of someone you meditate with. While memorized they also count as having been recently meditated with.

Imperial Eye

Freq: 5, Power: 5, Minor, Taught. Cost: 37
I can instantly determine the relevance of something to the Imperial Succession.

Imperial Stature

Freq: 6, Power: 6, Minor, Taught. Cost: 54
I never have lower than the second highest status in the room.

Little Dragon

Freq: 2, Power: 6, Major, Self-taught. Cost: 24
I have a little dragon! He can be very useful sometimes.

Imperial Identity

Freq: 6, Power: 7, Minor, Taught. Cost: 63
The Imperial Identity is sacrosanct. (Immune to bureaucratic nightmares.)

Master: Reputation

Freq: 2, Power: 3, Major, Self-taught. Cost: 6
A Noted Master of Chi

Master: Geomantic Healing

Freq: 5, Power: 3, Major, Self-taught. Cost: 15
Separate die pool for healing, self-only, dice limited by "untapped" hexes in a 1-hex area around you. Multiplier based on the geomantic niceness of the area (x1-3)

How Close to My Convictions

Freq: 2, Power: 4, Minor, Self-taught. Cost: 24
Gain a warning when I am about to betray a promise or vow I've made.

Ocean of Chi

Freq: 5, Power: 5, Major, Self-taught. Cost: 50
Extra die pool for Chi Mastery

Chi Blast

Freq: 5, Power: 7, Major, Self-taught. Cost: 70
Ranged chi attack, Yang successes $\times 4$, resisted by Yin.

A Reed in the Gale

Freq: 3, Power: 2, Major, Taught. Cost: 6
Defend yourself from being Yoshi'ed while oogly boogling while still deriving information therefrom.

Grounded in Chi

Freq: 6, Power: 4, Major, Taught. Cost: 24
1/2 damage from chi effects

Tao of a Place

Freq: 3, Power: 3, Major, Taught. Cost: 9
Chi Diagnosis for places (no need to follow the chi downstream)

The Sovereign Among His People

Freq: 1, Power: 6, Minor, Self-taught. Cost: 18
You may change your aspect to disguise yourself with the aspect of one other cycle spirit.

Shtick EPs: 1259
Total EPs: 2452

EPs left: 53
SPs left: 54
Karma spent: 136 of 143
Money: 17 Tael 41 Li 78 Zhu
True Mastery: Mastery Tree
Psych Lim: Get someone to do a large favor for Shen-Ji