



Zhu Cai-Wen
Gambler
March 12, 2022

BODY 7	REFLEXES 7	MIND 20	SOCIAL 15	TAO 17
Strength: 7	Accuracy: 7	Intelligence: 20	Charisma: 15	Yang: 17
Resistance: 7	Dexterity: 12	Wit: 20	Grace: 17	Yin: 17
Health: 12	Energy: 12	Resolve: 20	Status: 15	Chi: 17

Move: 10	Physical: 7
Hit Points: 120	Mental: 15
	Tao: 17

Total stat eps: 1728

8 Acting (x 3= 24)	1 Interrogation (x 3= 3)
2 Administration (x 2= 4)	4 KS: Cartogramancy (x 3= 12)
20 All Politics (x 5= 100)	8 KS: Circus (x 1= 8)
2 Animal Handling (x 2= 4)	6 KS: Dragon Army (x 2= 12)
4 Artist [extra extra broad] (x 5= 20)	1 KS: Flowers (x 1= 1)
3 Athletics (x 5= 15)	3 KS: Gamblers (x 1= 3)
1 Bargaining (x 3= 3)	1 KS: Geishas (x 2= 2)
3 Blades (x 5= 15)	3 KS: Hidden City (x 2= 6)
9 Bluff (x 3= 27)	6 KS: Hon'eth Arcade (x 2= 12)
5 Bribery (x 2= 10)	8 KS: House of Exuberant Interference (x 1= 8)
50 Bureaucracy (x 2= 100)	2 KS: Illuminated Precincts (x 2= 4)
10 True Bureaucracy (x 2= 20)	8 KS: Illumineaucracy (x 1= 8)
4 Calligraphy (x 1= 4)	6 KS: Isle of Beauty (x 2= 12)
4 Carousing (x 3= 12)	8 KS: Jade Taiga (x 2= 16)
10 Ceremonies (x 2= 20)	50 KS: Molls (x 2= 100)
27 Conversation (x 5= 135)	10 True KS: Molls (x 2= 20)
1 Cooking (x 1= 1)	3 KS: Monsters (x 2= 6)
1 Cryptography (x 2= 2)	3 KS: Northern Barbarians (x 3= 9)
3 Dagger (x 3= 9)	5 KS: Parties (x 1= 5)
4 Dancing (x 1= 4)	8 KS: Plains of Honor (x 2= 16)
10 Detective (x 5= 50)	5 KS: Recurring NPCs (x 5= 25)
12 Disguise (x 3= 36)	2 KS: Shrouded Isle (x 2= 4)
12 Dodge (x 5= 60)	3 KS: Southern Barbarians (x 3= 9)
1 Erudite (x 4= 4)	4 KS: Talismans (x 3= 12)
3 Escape (x 4= 12)	12 KS: The Party (x 2= 24)
4 Eye for Detail (x 1= 4)	2 KS: Twelve Kingdoms (x 3= 6)
8 Fast Talk (x 4= 32)	3 KS: White Lotus (x 3= 9)
2 Free Feats of Strength (x 0= 0)	6 KS: Very Large Horse Spirit (x 1= 6)
5 Free Research (x 0= 0)	6 KS: Great Fox Spirit (x 1= 6)
1 First Aid (x 3= 3)	6 Kung Fu (x 3= 18)
2 Foraging (all) (x 5= 10)	8 Language: Hornese (x 1= 8)
50 Gambling (x 2= 100)	12 Language: Senatali (x 1= 12)
10 True Gambling (x 2= 20)	10 Language: Torghut (x 1= 10)
12 Gather Information (x 4= 48)	8 Language: Philosophical Sign Language (x 1= 8)
10 High Society (x 3= 30)	6 Law (12 Kingdoms) (x 2= 12)
6 Horse Mastery (x 4= 24)	12 Leadership (x 3= 36)
10 Intelligence Analysis (x 5= 50)	
20 Interpret Omens (x 3= 60)	

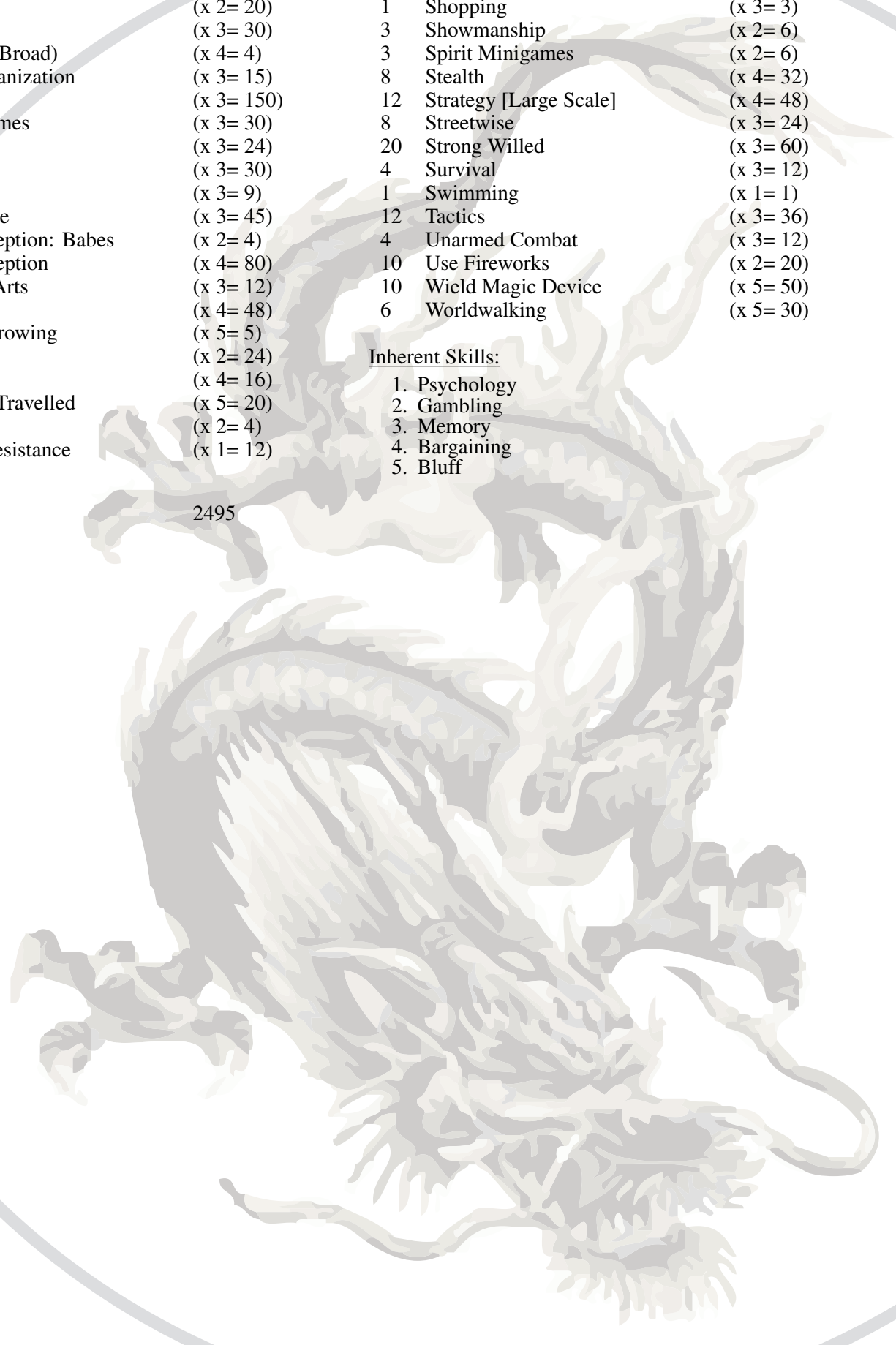
2	Learning	(x 2= 4)	6	Seduction	(x 2= 12)
1	Magic Ritual	(x 5= 5)	3	Sense Motive	(x 4= 12)
10	Meditation	(x 2= 20)	1	Shopping	(x 3= 3)
10	Memory	(x 3= 30)	3	Showmanship	(x 2= 6)
1	Metalsmith (Broad)	(x 4= 4)	3	Spirit Minigames	(x 2= 6)
5	Military Organization	(x 3= 15)	8	Stealth	(x 4= 32)
50	Minigames	(x 3= 150)	12	Strategy [Large Scale]	(x 4= 48)
10	True Minigames	(x 3= 30)	8	Streetwise	(x 3= 24)
8	Negotiation	(x 3= 24)	20	Strong Willed	(x 3= 60)
10	Oratory	(x 3= 30)	4	Survival	(x 3= 12)
3	PS: Circus	(x 3= 9)	1	Swimming	(x 1= 1)
15	Pai-Gow Face	(x 3= 45)	12	Tactics	(x 3= 36)
2	Passive Perception: Babes	(x 2= 4)	4	Unarmed Combat	(x 3= 12)
20	Passive Perception	(x 4= 80)	10	Use Fireworks	(x 2= 20)
4	Performing Arts	(x 3= 12)	10	Wield Magic Device	(x 5= 50)
12	Persuasion	(x 4= 48)	6	Worldwalking	(x 5= 30)
1	Precision Throwing	(x 5= 5)			
12	Propaganda	(x 2= 24)			
4	Psychology	(x 4= 16)			
4	Really Well Travelled	(x 5= 20)			
2	Savoir Faire	(x 2= 4)			
12	Seduction Resistance	(x 1= 12)			

Inherent Skills:

1. Psychology
2. Gambling
3. Memory
4. Bargaining
5. Bluff

SP Total:

2495



The Scoreboard
Automatic Upgrade
Seat at the Table
Let's Get Out of Here

Satisfied Customer

Animal Companion

Animal Companion

Sublime Staff

Gift-Guesser

House Rules

House Rules

House Rules

Graveyard Shift

Sense the Moment

Let's go over this again

Not-Real Chance

All Games Are One

All Parties Are One

Good Listener

None of the Above Lotus

Take My Word for It

Spare Flower

Painting Ritual

Mall of the Week

Harmless Leak 1

No Luck

Hidden Opportunity

Doing it the Hard Way

Ahead of the Game

Projection

One More Deeper

Wall of Fate

Gauge Opponent

Laundry Bag

Double or Nothing

Lucky

Lucky

Cleans Up Pretty

Cleans Up Well

Yoink

Harmless Leak 2

Lucky

Know the Score

Danger Squad

Shield Wall

All in the Details

Gift Behavior

Unimpressed

Moll of the Week

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, can acquire a moll (pretty helpful)

Animal Companion

Freq: 2, Power: 3, Major, Taught. Cost: 6
A reasonably useful ferret (1/run)

Animal Companion

Freq: 2, Power: 3, Major, Taught. Cost: 6
Another reasonably useful ferret (1/run)

Sublime Bluff

Freq: 3, Power: 2, Major, Taught. Cost: 6
+3 dice for bluffing, 1/scene

Chi Guesser

Freq: 1, Power: 4, Major, Taught. Cost: 4
1/run, I can spend a Yin to say the thing that someone expects me to say.

Harmless Look I

Freq: 6, Power: 2, Major, Taught. Cost: 12
Mooks are loth to attack me because I look harmless.
(Dodge with Grace, mooks only, always on).

Harmless Look II

Freq: 6, Power: 4, Major, Taught. Cost: 24
Mooks are loth to attack me because I look harmless. (Extra
dodge pool, mooks only, always on).

No Luck

Freq: 4, Power: 3, Minor, Taught. Cost: 18
1/action, can spend a Chi to declare to an opponent "No
adding Yin/Yang/Chi to your next roll"

3 copies of: House Rules

Freq: 1, Power: 5, Minor, Taught. Cost: 21
1/run, can spend a Yang to cheat non-epically in minigame
and hat mechanics

Double or Nothing

Freq: 6, Power: 3, Minor, Taught. Cost: 27
I may reroll any roll. If I do not do better the second time, it
is Perilous.

Lucky

Freq: 3, Power: 6, Major, Taught. Cost: 18
Once a scene, I can refresh my Yang fortune.

Lucky

Freq: 3, Power: 7, Major, Taught. Cost: 21
Once a scene, I can refresh my Chi fortune.

Lucky

Freq: 3, Power: 6, Major, Taught. Cost: 18
Once a scene, I can refresh my Yin fortune.

Cleans Up Pretty

Freq: 2, Power: 7, Major, Taught. Cost: 14
1/run, with some prep work, I may double my Charisma for
a scene.

Cleans Up Well

Freq: 2, Power: 7, Major, Taught. Cost: 14
1/run, with some prep work, I may double my Status for a
scene.

Grievous Insult

Freq: 1, Power: 3, Major, Taught. Cost: 3
1/run in social-type combat, you may insult someone into
silence. Like "got your nose", you roll Charisma for 9s, and
may spend a Yang to make them lose their next
square-root(successes) actions. May be dodged with Grace

Hidden Opportunity

Freq: 3, Power: 4, Major, Taught. Cost: 12
1/scene, make a Yin roll to determine what the greatest
opportunity for me is that I'm underestimating.

Seize the Moment

Freq: 1, Power: 6, Major, Self-taught. Cost: 12
1/run, spend a Chi to refresh someone's use of a shtick of
power 6 or less, at no range. (Bought with Dragon Scroll)

Doing it the Hard Way

Freq: 3, Power: 3, Minor, Taught. Cost: 13
Once per combat, you may take an Mental-based action
instead of a Reflexes action, if you rolled Mental speed.

Let's go over this again

Freq: 1, Power: 5, Minor, Taught. Cost: 7
1/run, outline a plan, and spend a Yin to learn the first place
where the GMs are confident it will break down.

Laundry Bag

Freq: 2, Power: 0, Outside, Taught. Cost: 0
1/run, you can pull a specific (but flawed) piece of clothing,
from your laundry bag.

Painting Ritual

Freq: 2, Power: 0, Outside, Taught. Cost: 0
1/run, you can successfully perform the ritual of Painting the
Missing One (prereq: sufficient skill to conceivably do so)

Not-Bad Chance

Freq: 1, Power: 6, Minor, Taught. Cost: 9
If you have a non-zero chance (as determined by dice -r)
of making a particular roll, you can spend a Chi to substitute a
perilous coin flip. 1/run, may not spend karma to re-"flip".

All Games Are One

Freq: 2, Power: 3, Major, Taught. Cost: 6
All game skills are inherent to me. (No, you cannot declare
the combat a Swordfighting Game.)

All Parties Are One

Freq: 2, Power: 3, Major, Taught. Cost: 6
All party skills are intrinsic to me. (No, you cannot declare
the combat a Swordfighting Party.)

All in the Details

Freq: 5, Power: 6, Minor, Taught. Cost: 45
1/action, if I am using a narrower skill than my opponent, I
roll at -2 difficulty.

Know the Score

Freq: 4, Power: 5, Major, Taught. Cost: 20
1/turn, I can ask how many of a common resource (money, HP, urbanity) someone has, with accuracy depending on how engaged we are.

Master: The Scoreboard

Freq: 2, Power: 10, Major, Self-taught. Cost: 20
1/run, instantiate and monitor an arbitrary scoreboard

Master: Automatic Upgrade

Freq: 2, Power: 3, Major, Self-taught. Cost: 6
I can get an upgrade in my accommodations (ship... inn... jail...)

Master: Seat at the Table

Freq: 4, Power: 8, Major, Self-taught. Cost: 32
I'm in the Illumineaucracy game, and my minions can affect it too.

Ahead of the Game

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/run, I act in the surprise round in information/social mechanics.

Civil Behavior

Freq: 3, Power: 9, Major, Taught. Cost: 27
In a place plausibly under my jurisdiction, with clear and fair rules, those who are breaking the rules are at +2 difficulty to their actions. 1/run, spend a Chi, lasts for a scene.

Projection

Freq: 4, Power: 2, Minor, Taught. Cost: 12
You can raise your voice and project such that you can always be heard, no matter what the background noise, but you do not sound annoyingly shouty. (1/round)

Good Listener

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

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.

Yoink

Freq: 5, Power: 3, Major, Taught. Cost: 15
You may always yoink damage or bad effects about to hit a moll (within line of sight) and suffer the effect yourself.

Take My Marbles Home

Freq: 1, Power: 5, Minor, Taught. Cost: 7
I can extract/save resources from a mechanic, which would normally evaporate when this instance of the mechanic ends.

Satisfied Customer

Freq: 1, Power: 3, Major, Taught. Cost: 3
You are a satisfied (and slightly taller) customer of Mistress Mai's Alterations, with all the rights and privileges pertaining thereto

Master: Let's Get Out Of Here

Freq: 2, Power: 8, Major, Self-taught. Cost: 16
When an ally is about to kill someone in combat, you can intercept half the damage, removing both you and the target from combat as long as one is still conscious. (Could result in becoming the target's prisoner off-screen).

Danger Squad

Freq: 2, Power: 10, Minor, Taught. Cost: 30
I have a team of guys (Lin Fortune and the Danger Squad). If the entire Danger Squad rolls doubles for an action, Lin gets to act twice.

Shield Wall

Freq: 5, Power: 4, Minor, Taught. Cost: 30
Incoming damage can be spread across all adjacent (or in a line) members of the squad.

One Move Deeper

Freq: 2, Power: 5, Major, Taught. Cost: 10
Predict the next tactical development in the current combat.

Wall of Fate

Freq: 1, Power: 9, Minor, Taught. Cost: 13
1/run, Spend a Chi to focus your own chi to make yourself immune to any chi/sorcery based attack/effect.

Gauge Opponent

Freq: 2, Power: 5, Major, Taught. Cost: 10
In a one-on-one contest, I can tell how many dice and skill my opponent has, as well as their best applicable shtick. (1/turn or 10 minutes)

Spare Flower

Freq: 5, Power: 1, Major, Taught. Cost: 5
I always have an appropriate flower on hand to give to someone.

Unimpressed

Freq: 6, Power: 5, Major, Taught. Cost: 30
Always On, Social Effects halve their successes when used against you.

Shtick EPs: 641
Total EPs: 2369

EPs left: 323
SPs left: 200
Karma spent: 150 of 157
Money: 1 Tael 12 Li 34 Zhu

True Mastery: Mastery Tree

+1 passenger for any horse based transportation

Quest: Get the Alchemist's secret weapon against Lucky Chang

Cherry blessing: peace

Marbles Taken Home: Block a card in a battle mechanic

Heart's Desire: inquisitive, pampered, flirtatious, varied, Monkey

Psych Lim: DO NOT DESTROY THE EMPIRE

