



Deng Zhi-hao
Weapons Master/Demonbane
March 12, 2022

BODY 12	REFLEXES 20	MIND 9	SOCIAL 8	TAO 8
Strength: 14	Accuracy: 20	Intelligence: 11	Charisma: 8	Yang: 8
Resistance: 12	Dexterity: 20	Wit: 10	Grace: 8	Yin: 8
Health: 12	Energy: 20	Resolve: 9	Status: 10	Chi: 8

Move: 17	Physical: 12
Hit Points: 160	Mental: 8
	Tao: 8

Total stat eps: 1220

Combat

32	Armor, Metal	(x 3= 96)
50	Blades	(x 5= 250)
25	True Blades	(x 5= 125)
4	Blunt Weapons	(x 5= 20)
10	Dodge	(x 5= 50)
2	Kung Fu	(x 3= 6)
5	Precision Throwing	(x 5= 25)
1	Surprise Attacks	(x 4= 4)
12	Tactics	(x 3= 36)

Physical

10	Animal Handling	(x 2= 20)
22	Athletics	(x 5= 110)
1	Boating	(x 2= 2)
5	Bodyguard	(x 3= 15)
5	Catching	(x 5= 25)
10	Combat Riding	(x 4= 40)
8	Escape	(x 4= 32)
8	Graceful	(x 2= 16)
4	Holdout	(x 2= 8)
7	Intimidation	(x 2= 14)
15	Outdoorsman	(x 5= 75)
26	Stealth	(x 4= 104)
1	Unarmed Combat	(x 3= 3)
15	Pick Locks	(x 3= 45)

Mental

5	Administration	(x 2= 10)
8	All Politics	(x 5= 40)
4	Alertness	(x 4= 16)
4	Bargaining	(x 3= 12)
5	Being Still	(x 1= 5)
4	Bureaucracy	(x 2= 8)
4	Charismatic	(x 4= 16)
6	Conversation	(x 5= 30)
1	Diplomacy	(x 3= 3)
7	Etiquette	(x 3= 21)
4	Eye for Detail	(x 1= 4)
12	Fast Talk	(x 4= 48)

6	Gather Information	(x 4= 24)
6	Heraldry	(x 2= 12)
6	High Society	(x 3= 18)
6	Inspire	(x 3= 18)
1	KS: Battle Magic	(x 3= 3)
4	KS: Butterfly Meadows	(x 2= 8)
1	KS: Blood Magic	(x 3= 3)
4	KS: Circus	(x 1= 4)
3	KS: Combat Styles	(x 3= 9)
10	KS: Demons	(x 2= 20)
10	KS: Dragon Army	(x 2= 20)
5	KS: Dragon's Throne	(x 2= 10)
10	KS: Hon'eth Arcade	(x 2= 20)
10	KS: Organized Crime	(x 2= 20)
4	KS: Spirit/Demon World	(x 5= 20)
4	KS: Tattoos	(x 1= 4)
6	KS: The Party	(x 2= 12)
8	KS: Recurring NPCs	(x 5= 40)
8	KS: Weapons	(x 5= 40)
8	Language: Torghut	(x 1= 8)
8	Leadership	(x 3= 24)
1	Librarian	(x 5= 5)
8	Logistics	(x 2= 16)
3	Meditation	(x 2= 6)
10	Memory	(x 3= 30)
5	Military Leadership	(x 2= 10)
5	Military Organization	(x 3= 15)
15	Oratory	(x 3= 45)
9	Streetwise	(x 3= 27)
10	Strong Willed	(x 3= 30)
5	Teaching	(x 2= 10)
5	Tracking	(x 3= 15)

Other

5	Active Perception	(x 2= 10)
10	Blacksmith	(x 3= 30)
4	Expressive Gestures	(x 2= 8)
1	Fashion	(x 1= 1)
7	First Aid	(x 3= 21)

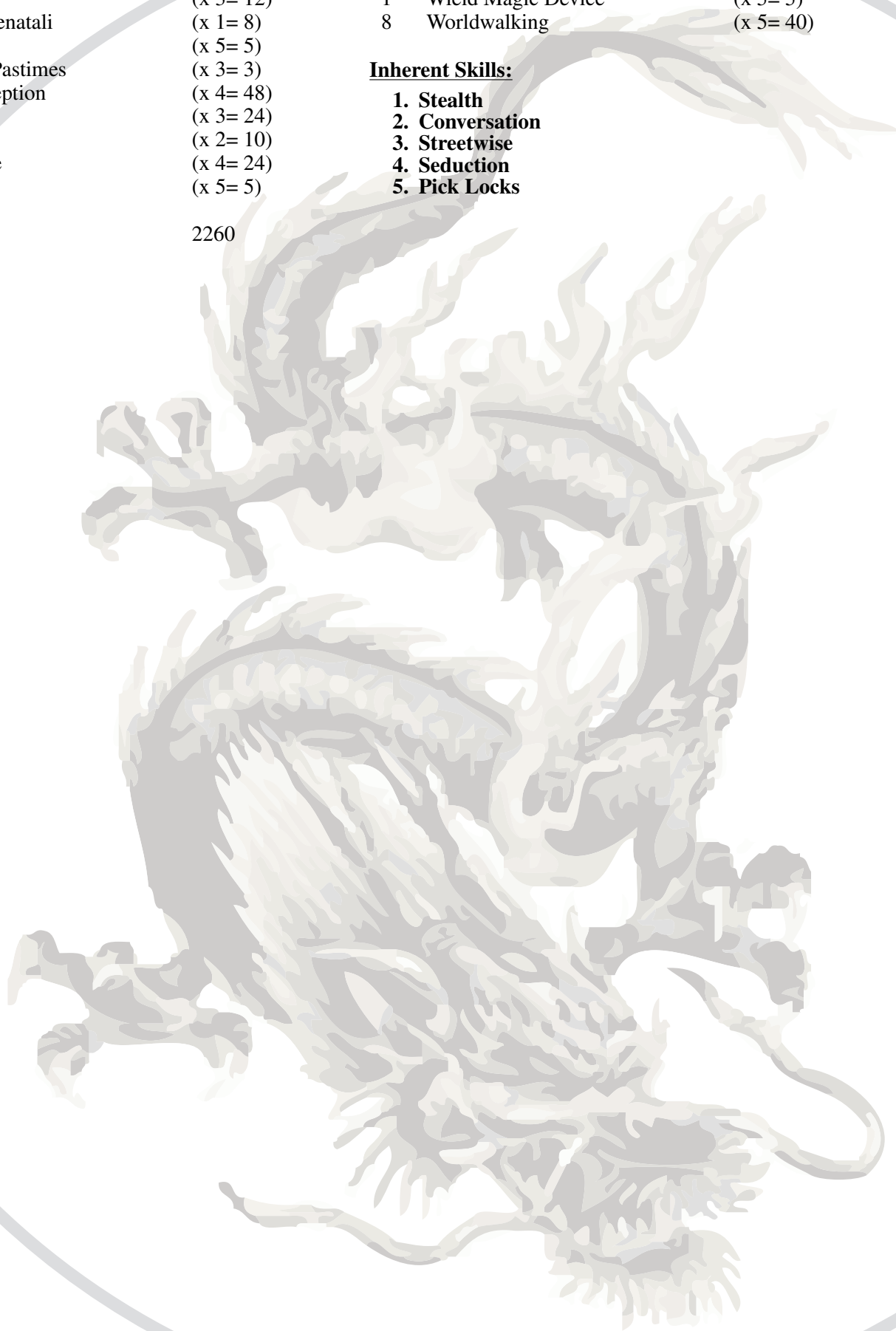
4	Gravitas	(x 4= 16)
10	Hardy	(x 4= 40)
4	Impressive	(x 3= 12)
8	Language: Senatali	(x 1= 8)
1	Medicine	(x 5= 5)
1	Noble Lord Pastimes	(x 3= 3)
12	Passive Perception	(x 4= 48)
8	Poisons	(x 3= 24)
5	Seduction	(x 2= 10)
6	Sense Motive	(x 4= 24)
1	Traps	(x 5= 5)

SP Total: 2260

5	Weaponsmith	(x 3= 15)
11	Really Well Travelled	(x 5= 55)
1	Wield Magic Device	(x 5= 5)
8	Worldwalking	(x 5= 40)

Inherent Skills:

1. **Stealth**
2. **Conversation**
3. **Streetwise**
4. **Seduction**
5. **Pick Locks**



2 copies of: Fa's Parry

Freq: 6, Power: 5, Major, Taught. Cost: 60
1/speed call, you may generate a die pool for parrying a melee attack with a sword.

3 copies of: Sword Strikes

Freq: 6, Power: 1, Major, Taught. Cost: 18
+1 die to sword attack, always on

Riposte

Freq: 6, Power: 4, Major, Taught. Cost: 24
Successes of my dodge = successes of an attack on my attacker

That's not armor. This is armor

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

3 copies of: Greater Sword Strike

Freq: 6, Power: 3, Major, Taught. Cost: 54
+5 dice to sword attack

Really Disarm

Freq: 1, Power: 4, Major, Taught. Cost: 4
Once per run, if I spend a Yang, I can disarm my opponent of the weapon they are holding, and cast it away. (This is for stacking on top of Disarm when necessary)

Disarm

Freq: 3, Power: 4, Major, Taught. Cost: 12
Once per combat, I can disarm my opponent of the weapon they are holding, and cast it away.

Weapon Pride

Freq: 5, Power: 1, Major, Taught. Cost: 5
My weapons are always clean and in good condition, no matter what.

Sword of the Wolf

Freq: 6, Power: 6, Major, Taught. Cost: 36
My sword strike is $\times 6$

Yielding Water

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/action, spend a Yin to double my Dexterity for parry.

Weaponsense

Freq: 5, Power: 3, Major, Taught. Cost: 15
Weapons cannot be hidden from me. (1/minute sense mode)

Death Blossom

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/action, spend a Yang to attack as many targets as you wish, splitting a single die pool as much as is necessary to do so.

Combat Awareness

Freq: 3, Power: 3, Major, Taught. Cost: 9
1/combat, take an action in any surprise round useful only for arming/armoring and repositioning yourself more advantageously. (No attacks/dodges/blocks, etc.)

Father's Quickness

Freq: 3, Power: 2, Major, Taught. Cost: 6
Once per scene, +1 to Reflexes

Combat Analysis

Freq: 3, Power: 3, Major, Taught. Cost: 9
Learn someone's combat training, level, Aspect, and general potential from seeing them fight. Once/scene.

Threat Assessment

Freq: 6, Power: 3, Major, Taught. Cost: 18
Determine the greatest sources and manner of danger nearby.

Revenge

Freq: 5, Power: 4, Major, Taught. Cost: 20
Once per action, I can move up to double my move to put me in range to attack someone who has just attacked an ally.

Chop like the Wind

Freq: 5, Power: 5, Major, Taught. Cost: 25
One extra katana strike per action.

Father's Intelligence

Freq: 3, Power: 2, Minor, Taught. Cost: 9
Once per scene, +1 To Mind

Ranged Parry

Freq: 4, Power: 3, Major, Self-taught. Cost: 24
Can parry physical ranged attacks with a sword as if they were melee attacks (1/turn).

Deflect

Freq: 4, Power: 5, Major, Self-taught. Cost: 40
Can deflect parried ranged attacks back to the original target (works like riposte).

Taunt

Freq: 4, Power: 3, Major, Taught. Cost: 12
1/turn, may taunt an enemy into targetting me.

Talk With My Hands

Freq: 3, Power: 3, Minor, Self-taught. Cost: 27
Can use Accuracy for a Fast Talk roll

Dramatic Entrance

Freq: 1, Power: 4, Major, Taught. Cost: 4
1/run, if I'm not on the battlemap in one Drift, I can spend a Chi to appear on the battlemap in any semi-plausible unobserved location in the next Drift.

Detect Enemies

Freq: 3, Power: 5, Major, Taught. Cost: 15
Used on a person in line of sight, this shtick will tell if someone truly is an active knowing participant in some plan to subvert the Empire, or merely a pawn/innocent.

Battle Plan

Freq: 5, Power: 6, Major, Taught. Cost: 30
I can make an Int roll with Tactics to create a battle plan; as long as everyone on my team sticks to the plan (which must be somewhat constraining) they are at -1 difficulty to attack and maneuver rolls once/action for the duration of the plan. # successes determines size/scope of the plan.

Assist

Freq: 4, Power: 5, Major, Taught. Cost: 20
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.)

Never Gauche

Freq: 6, Power: 1, Major, Taught. Cost: 6
Can wear weapons and armor in social situations without being considered impolite.

Stern Mercy

Freq: 1, Power: 6, Major, Taught. Cost: 6
You may strike an enemy using Charisma, Int, or Yang. (May use combat buffs as if it were Accuracy, but base your stat off of the new stat.) If you take the enemy down with this blow, then they are not taken down physically, but their defeat is instead Social, Mental, or Spiritual; this defeat has repercussions on their Plan. (Otherwise no effect). You must not also defeat them physically on top of that (so no killing them, or giving them to the guard to be hung, etc.) if you wish the effect to persist.

Sword of of the Wyvern

Freq: 5, Power: 8, Major, Self-taught. Cost: 80
My sword strikes are $\times 8$.

Initiate of the White Lotus

Freq: 6, Power: 1, Minor, Taught. Cost: 9
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, Minor, Taught. Cost: 18
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.

See Undead

Freq: 6, Power: 3, Minor, Taught. Cost: 27
I can see ghosts and other undead that are normally invisible.

Demonbane I

Freq: 6, Power: 4, Major, Taught. Cost: 24
Half damage from demons

Demon Smite

Freq: 3, Power: 10, Major, Taught. Cost: 30
With a sacrifice cost of 10 (healable) hit points to Carnage, my next strike carries a Smite.

Wheu! That was close

Freq: 4, Power: 8, Minor, Taught. Cost: 48
Attacks not targeted on me, (Area effect, mass effect, etc.) simply don't hit me.

Hidden Risk

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, make a Yin roll to determine what the greatest tactical risk in a plan that I'm underestimating.

Tactical Fighter

Freq: 4, Power: 3, Major, Taught. Cost: 12
Int/Tactics is an in-stat action for me. (1/turn).

Master: Precision Striking

Freq: 6, Power: 5, Major, Self-taught. Cost: 30
Can add my Accuracy as well as my Strength to damage.

Knocked You Flat

Freq: 6, Power: 3, Major, Taught. Cost: 18
The damage I do (sword) comes back very quickly post-combat, and does not cause death checks.

Master: The True Master Can Always React

Freq: 8, Power: 2, Major, Self-taught. Cost: 16
I have a fortune die pool based on energy.

Sword Sure Strikes

Freq: 6, Power: 2, Major, Self-taught. Cost: 24
My sword strikes are at -1 difficulty.

If it's a Sword, I can use it

Freq: 6, Power: 4, Major, Taught. Cost: 24
I can use any sword

Actions Abound

Freq: 5, Power: 5, Major, Taught. Cost: 25
Diced and Diceless actions can occur in any order

Cut the tension

Freq: 2, Power: 8, Major, Taught. Cost: 16
Cut the tension in a situation, affecting social / environmental effects (can use other sword shticks)

Cut away influences

Freq: 4, Power: 8, Major, Taught. Cost: 32
Cut away influences of social effects on a person (can use other sword shticks)

MB: Cut away magic

Freq: 4, Power: 9, Major, Taught. Cost: 36
Cut away magical effects on a person (can use other sword shticks)

MB: Parry magic

Freq: 5, Power: 3, Major, Taught. Cost: 15
May use sword to parry incoming dodgeable magic.

MB: Mortal Blade

Freq: 0, Power: 12, Major, Taught. Cost: 0
Enables the Mortal Blade tree, at a price

MB: Sword of Truth

Freq: 3, Power: 8, Major, Taught. Cost: 24
Spend a chi to cut away (requires a sword and the ability to target them with a strike) the mental bindings on any one target, be they mystical, social, or whatever, and allow them to make their own choice/decisions/understandings about one specified issue.

Shtick EPs: 1088
Total EPs: 2308

EPs left: 103
SPs left: 156
Karma spent: 93 of 109

Money: 29 Tael 27 Li 64 Zhu
True Mastery: Specialized Invincibility
True Mastery: Not for Amateurs
True Mastery: Mastery Tree
Psych Lim: vegetarians can eat pork

