



Kuan-Xi
Water Sorcerer
March 12, 2022

BODY 6	REFLEXES 6	MIND 13	SOCIAL 15	TAO 19
Strength: 6	Accuracy: 6	Intelligence: 15	Charisma: 15	Yang: 19
Resistance: 8	Dexterity: 8	Wit: 13	Grace: 15	Yin: 19
Health: 9	Energy: 9	Resolve: 13	Status: 15	Chi: 19

Move: 8	Physical: 6
Hit Points: 90	Mental: 13
	Tao: 19

Total stat eps: 1364

1	Accounting	(x 2= 2)	20	Fashion	(x 1= 20)
5	Acting	(x 3= 15)	5	Fast Talk	(x 4= 20)
3	Adventure Stories	(x 1= 3)	5	Feminine Wiles	(x 4= 20)
5	Alchemy	(x 3= 15)	1	Feng Shui	(x 2= 2)
10	All Politics	(x 5= 50)	1	First Aid	(x 3= 3)
20	Ancient Stories	(x 1= 20)	10	Fishing	(x 1= 10)
3	Animal Handling	(x 2= 6)	2	Formal Dance	(x 1= 2)
1	Appraisal	(x 2= 2)	10	Gather Information	(x 4= 40)
5	Archery	(x 4= 20)	5	Gossip	(x 3= 15)
2	Art Appreciation	(x 1= 2)	5	Government	(x 5= 25)
1	Astrology	(x 5= 5)	1	Grab	(x 2= 2)
5	Bargaining	(x 3= 15)	2	Graceful	(x 2= 4)
10	Boating	(x 2= 20)	1	Heraldry	(x 2= 2)
5	Bribery	(x 2= 10)	2	Herbalism	(x 2= 4)
20	Bureaucracy	(x 2= 40)	15	High Society	(x 3= 45)
2	Calligraphy	(x 1= 2)	3	History	(x 2= 6)
5	Carousing	(x 3= 15)	3	Inspire	(x 3= 9)
5	Cartography	(x 3= 15)	1	Interpret Omens	(x 3= 3)
2	Ceremonies	(x 2= 4)	1	Intimidation	(x 2= 2)
10	Charming	(x 4= 40)	1	Jewelry	(x 2= 2)
1	Chi Mastery	(x 4= 4)	5	KS: Altering the Cycle	(x 2= 10)
1	Climbing	(x 2= 2)	1	KS: Cartogramancy	(x 3= 3)
2	Concealment	(x 3= 6)	1	KS: Circus	(x 1= 1)
1	Cosmology	(x 3= 3)	1	KS: Cryptomancy	(x 4= 4)
20	Conversation	(x 5= 100)	1	KS: Dragon Army	(x 2= 2)
5	Dancing	(x 1= 5)	1	KS: Dragon's Throne	(x 2= 2)
2	Death Checks	(x 2= 4)	5	KS: Fish	(x 1= 5)
1	Detect Lie	(x 4= 4)	2	KS: Flowers	(x 1= 2)
5	Diplomacy	(x 3= 15)	10	KS: Immortals	(x 3= 30)
1	Disguise	(x 3= 3)	1	KS: Money	(x 3= 3)
10	Dodge	(x 5= 50)	5	KS: Northern Seas	(x 2= 10)
3	Driving	(x 2= 6)	1	KS: One For Each Country	(x 24= 24)
1	Escape Artist	(x 3= 3)	3	KS: Phoenixes	(x 1= 3)
10	Etiquette [Extra Broad]	(x 5= 50)	3	KS: Recurring NPCs	(x 5= 15)
20	Event Planning	(x 1= 20)	5	KS: Ships	(x 2= 10)
5	Exit Gracefully	(x 2= 10)	1	KS: Sailors	(x 1= 1)
3	Expressive Gestures	(x 2= 6)	10	KS: Shrouded Isle	(x 2= 20)
5	Eye for Detail	(x 1= 5)	1	KS: Sky	(x 1= 1)

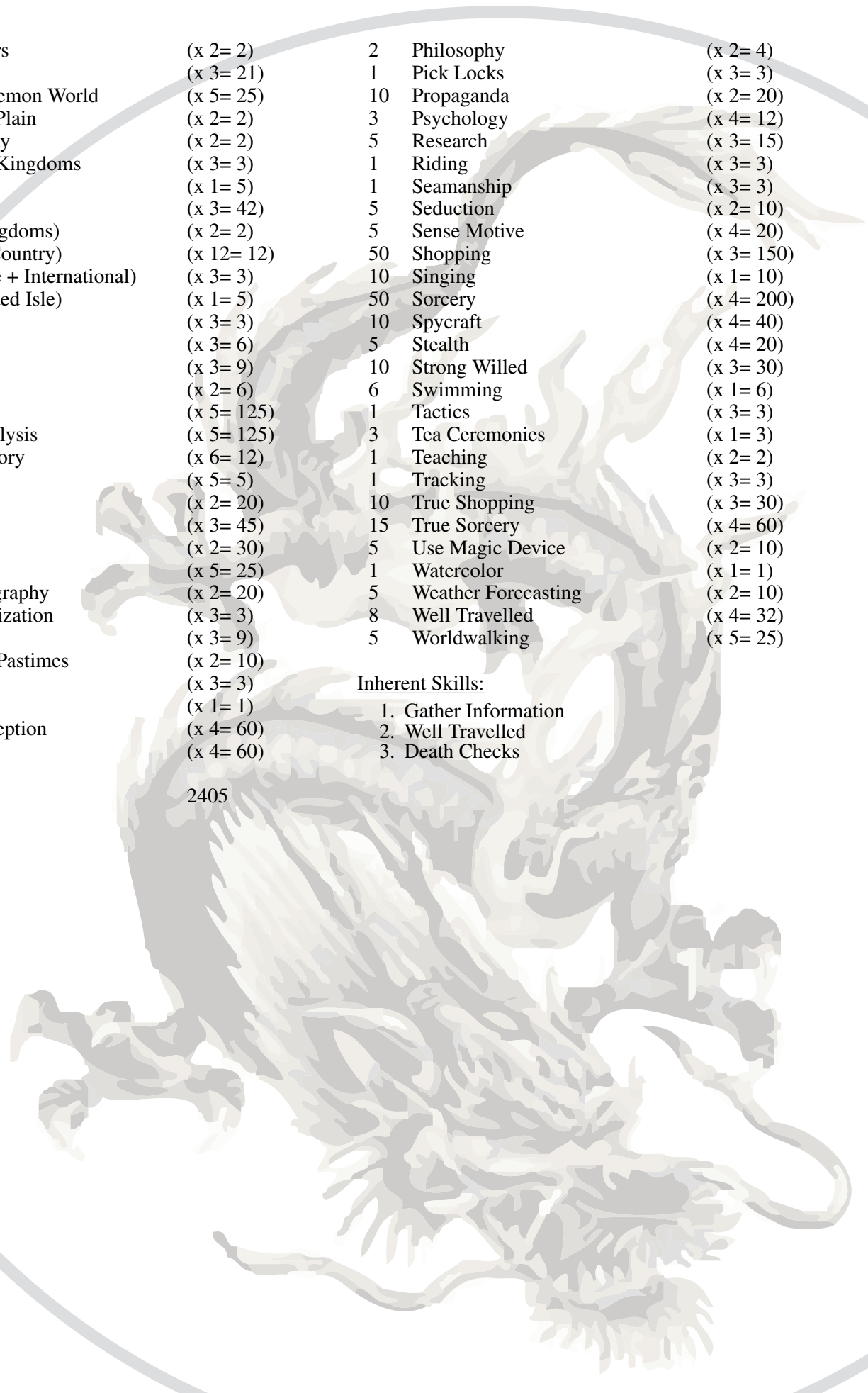
1	KS: Sorcerors	(x 2= 2)	2	Philosophy	(x 2= 4)
7	KS: Sorcery	(x 3= 21)	1	Pick Locks	(x 3= 3)
5	KS: Spirit/Demon World	(x 5= 25)	10	Propaganda	(x 2= 20)
1	KS: Tanzhe Plain	(x 2= 2)	3	Psychology	(x 4= 12)
1	KS: The Party	(x 2= 2)	5	Research	(x 3= 15)
1	KS: Twelve Kingdoms	(x 3= 3)	1	Riding	(x 3= 3)
5	KS: Yamato	(x 1= 5)	1	Seamanship	(x 3= 3)
14	Kung Fu	(x 3= 42)	5	Seduction	(x 2= 10)
1	Law (12 Kingdoms)	(x 2= 2)	5	Sense Motive	(x 4= 20)
1	Law (Each Country)	(x 12= 12)	50	Shopping	(x 3= 150)
1	Law (Empire + International)	(x 3= 3)	10	Singing	(x 1= 10)
5	Law (Shrouded Isle)	(x 1= 5)	50	Sorcery	(x 4= 200)
1	Leadership	(x 3= 3)	10	Spycraft	(x 4= 40)
2	Lip Reading	(x 3= 6)	5	Stealth	(x 4= 20)
3	Listening	(x 3= 9)	10	Strong Willed	(x 3= 30)
3	Look At Me	(x 2= 6)	6	Swimming	(x 1= 6)
25	Magic Ritual	(x 5= 125)	1	Tactics	(x 3= 3)
25	Magical Analysis	(x 5= 125)	3	Tea Ceremonies	(x 1= 3)
2	Magical Theory	(x 6= 12)	1	Teaching	(x 2= 2)
1	Medicine	(x 5= 5)	1	Tracking	(x 3= 3)
10	Meditation	(x 2= 20)	10	True Shopping	(x 3= 30)
15	Memory	(x 3= 45)	15	True Sorcery	(x 4= 60)
15	Music	(x 2= 30)	5	Use Magic Device	(x 2= 10)
5	Navigation	(x 5= 25)	1	Watercolor	(x 1= 1)
10	Naval Cartography	(x 2= 20)	5	Weather Forecasting	(x 2= 10)
1	Naval Organization	(x 3= 3)	8	Well Travelled	(x 4= 32)
3	Negotiation	(x 3= 9)	5	Worldwalking	(x 5= 25)
5	Noble Lady Pastimes	(x 2= 10)			
1	Oratory	(x 3= 3)			
1	Origami	(x 1= 1)			
15	Passive Perception	(x 4= 60)			
15	Persuasion	(x 4= 60)			

SP Total:

2405

Inherent Skills:

1. Gather Information
2. Well Travelled
3. Death Checks



Dreamsend

Freq: 1, Power: 4, Major, Taught. Cost: 4
1/run, I may spend a Chi to send a dream about my chosen target to anyone I choose.

Mad Buff

Freq: 4, Power: 5, Major, Taught. Cost: 20
Single chosen Phoenix target rolls for -2 difficulty on heroic tasks; I roll for +2 difficulty while this is in effect.

Spare Buff

Freq: 2, Power: 7, Major, Taught. Cost: 14
1/scene, I may spend a Chi to allow another Phoenix to roll for -2 difficulty. I roll for +2 difficulty while this is in effect.

My Truth is Your Truth

Freq: 3, Power: 4, Major, Taught. Cost: 12
1/scene, if I speak to you alone, I can convince you utterly of something I believe is true. (Yang roll, must beat Resolve).

Muddle Memories

Freq: 1, Power: 6, Major, Taught. Cost: 6
1/run, I can spend a Yin to somewhat confuse your recent memories, especially if I am talking.

Detect Phoenix

Freq: 3, Power: 3, Major, Taught. Cost: 9
1/scene, I can tell who is a Phoenix.

Dramatic Sense

Freq: 1, Power: 5, Major, Taught. Cost: 5
1/run of several choices, I can spend a Yang to choose the one which will cause my chosen target to come out looking most dramatically good.

Secret Language

Freq: 6, Power: 3, Major, Taught. Cost: 18
The members of your Triad share a secret language, that no one can decode. At least two members must have bought this shtick for it to work.

Harmless

Freq: 2, Power: 5, Major, Taught. Cost: 10
I will generally be taken hostage rather than killed.

Princess of the Northern Seas

Freq: 2, Power: 4, Major, Taught. Cost: 8

Dressed Appropriately

Freq: 5, Power: 2, Major, Taught. Cost: 10
I am always dressed appropriately.

Dress Appropriately

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/scene, I can spend a Yang to make someone else dressed appropriately to their true nature (rather than any disguise they are in).

Triad Bonus

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/scene, add +1 Die to an arbitrary roll per other member of your triad in ZOC.

Triad Knowledge

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, see through any attempt to disguise a member of your triad or disguise someone else as a member of your triad.

Use Triad Skill

Freq: 3, Power: 5, Major, Taught. Cost: 15
1/scene, Use any skill listed on a triad member's character sheet as if it were your own.

Locate Triad Member

Freq: 3, Power: 3, Major, Taught. Cost: 9
1/scene, know the rough location of the other members of your triad.

Fog

Freq: 3, Power: 3, Major, Taught. Cost: 9
1/scene, summon up a fog to cover the immediate area. All attacks are limited by perception rolls.

2 copies of: Create Spring

Freq: 1, Power: 4, Major, Taught. Cost: 8
1/book, create a spring of clean water.

Puddle Gate

Freq: 4, Power: 4, Major, Taught. Cost: 16
1/turn, I can transport myself to a nearby area of water within line of sight.

Wave Power

Freq: 5, Power: 4, Major, Taught. Cost: 20
1/action, I can add knockback to my attack, at 1 hex per success.

Rust Blades

Freq: 6, Power: 4, Major, Taught. Cost: 24
Metal blades which attack me rust and lose multipliers.

Water Attack

Freq: 5, Power: 6, Major, Taught. Cost: 30
1/action, I can pummel someone with a waterspout, for yang successes $\times 5$.

Metal Immunity

Freq: 3, Power: 9, Major, Taught. Cost: 27
Spend 1 Yin to be immune to all metal blades, 1/turn

2 copies of: Scrying Pool

Freq: 2, Power: 5, Major, Taught. Cost: 20
From a pool of water, scry a distant location you have been to.

Permanent Gate

Freq: 2, Power: 9, Major, Taught. Cost: 18
1/run, you may perform the Ritual of the Permanent Water Gate, and it automatically succeeds. (Note the ritual must be performed at each end.)

Create Ice Cubes

Freq: 3, Power: 1, Major, Taught. Cost: 3
1/scene Make enough ice cubes for several cold drinks.

Current

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, double the speed of a boat/ship you are on.

Douse Flames

Freq: 5, Power: 6, Major, Taught. Cost: 30
1/scene, douse all flames in the area around me. (Explosion area effect).

Firepower

Freq: 6, Power: 3, Major, Taught. Cost: 18
+3 dice to sorcery rolls, 1/action.

At My Command

Freq: 4, Power: 6, Major, Taught. Cost: 24
Double my Yang dice for sorcery (1/turn)

Sense Magic

Freq: 4, Power: 3, Major, Taught. Cost: 12
I can sense nearby magic items and effects.

Destiny

Freq: 6, Power: 1, Major, Taught. Cost: 6
??

Destiny

Freq: 6, Power: 2, Major, Taught. Cost: 12
??

Destiny

Freq: 6, Power: 3, Major, Taught. Cost: 18
??

Destiny

Freq: 6, Power: 4, Major, Taught. Cost: 24
??

Destiny

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

Destiny

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

Destiny

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

Purify Water

Freq: 3, Power: 2, Major, Taught. Cost: 6
I can purify several gallons of water, 1/scene.

Water Utility

Freq: 5, Power: 1, Major, Taught. Cost: 5
Instantly dry off you or another person who is wet.

Have You Met My Friend Anto?

Freq: 2, Power: 10, Minor, Self-taught. Cost: 60
Anto shows up for a scene and is Useful

Rain

Freq: 3, Power: 2, Major, Self-taught. Cost: 12
I can call rain, outside, in places where rain is not implausible.

Water Spout

Freq: 5, Power: 7, Major, Taught. Cost: 35
×5 damage, ranged

Wall of Ice

Freq: 2, Power: 4, Major, Taught. Cost: 8
The caster can cause a wall of ice to rise up from the ground in front of him, Yang successes in hexes long.

Running on Raindrops

Freq: 6, Power: 2, Major, Taught. Cost: 12
My move can cover open water and up waterfalls and rain.

Winter's Touch

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

2 copies of: Sorcerous Ease

Freq: 6, Power: 4, Major, Taught. Cost: 48
-1 difficulty on all sorcery rolls

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.

See the Strike

Freq: 6, Power: 3, Minor, Taught. Cost: 27
Dodge with Yin.

Frequent Shopper

Freq: 2, Power: 3, Minor, Taught. Cost: 9
Receive a 25% discount on silk and other clothing purchases.

Splash

Freq: 1, Power: 6, Major, Taught. Cost: 6
1/run, spend a chi to split a water sorcery die pool unlimited ways

Ultra Pure

Freq: 3, Power: 5, Major, Taught. Cost: 15
Create Ultra Pure Water, 1 barrel

Master: Yamato Captain

Freq: 2, Power: 5, Major, Self-taught. Cost: 10
A competent and loyal boat captain.

Sea: Call Lightning

Freq: 5, Power: 8, Major, Taught. Cost: 40
If in a storm, may make a ranged lightning attack on a single target. (x5, Yang ranged attack roll)

Sea: Enhance Storm

Freq: 3, Power: 3, Major, Taught. Cost: 9
Promote rainy or windy weather conditions to a lightning storm.

Sea: Lightning Immunity

Freq: 5, Power: 5, Major, Taught. Cost: 25
May ignore the first Chi success of lightning strikes.

Sea: Impress Ship

Freq: 4, Power: 5, Major, Taught. Cost: 20
Force a captain to immediately choose friend or foe.
Neutrality is not an option. Friendly ships must follow orders if in Northern Waters.

Sea: One with the Seas

Freq: 2, Power: 3, Major, Taught. Cost: 6
All Ship/sail/navy skills are inherent.

Sea: The Yamato Comes

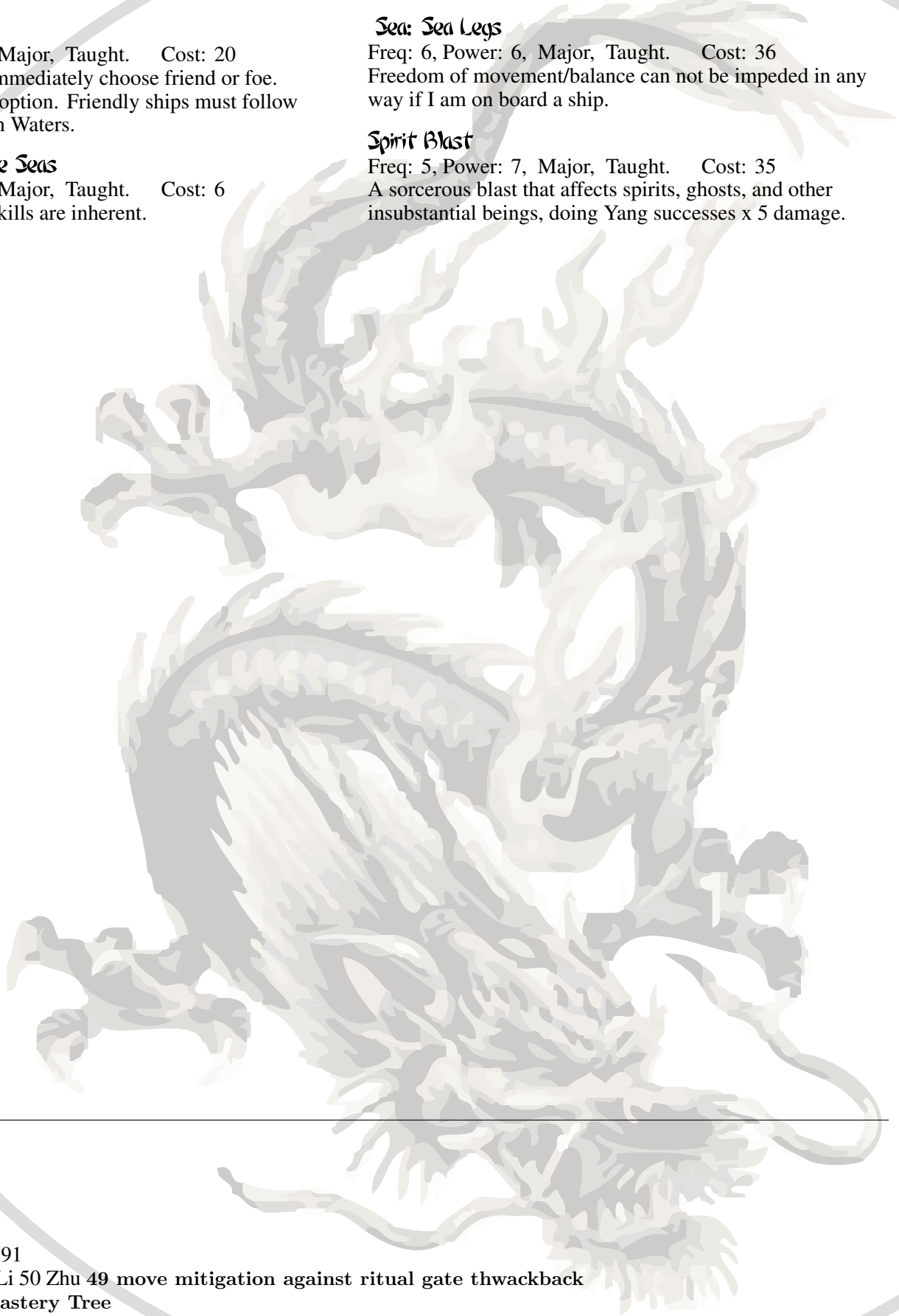
Freq: 3, Power: 5, Major, Taught. Cost: 15
My ship is in port or off the shore, right there.

Sea: Sea Legs

Freq: 6, Power: 6, Major, Taught. Cost: 36
Freedom of movement/balance can not be impeded in any way if I am on board a ship.

Spirit Blast

Freq: 5, Power: 7, Major, Taught. Cost: 35
A sorcerous blast that affects spirits, ghosts, and other insubstantial beings, doing Yang successes x 5 damage.



Shtick EPs: 1063
Total EPs: 2427

EPs left: 127
SPs left: 148
Karma spent: 78 of 91
Money: 9 Tael 49 Li 50 Zhu 49 move mitigation against ritual gate thwackback
True Mastery: Mastery Tree
Put the other ring on Anto!