



Lijuan  
Archer/Hunter  
March 12, 2022

<b>BODY</b> 12	<b>REFLEXES</b> 21	<b>MIND</b> 12	<b>SOCIAL</b> 10	<b>TAO</b> 10
Strength: 12	Accuracy: 22	Intelligence: 12	Charisma: 10	Yang: 10
Resistance: 12	Dexterity: 21	Wit: 12	Grace: 10	Yin: 10
Health: 20	Energy: 21	Resolve: 12	Status: 10	Chi: 10

Move: 17	Physical: 12
Hit Points: 205	Mental: 10
	Tao: 10

Total stat eps: 1573

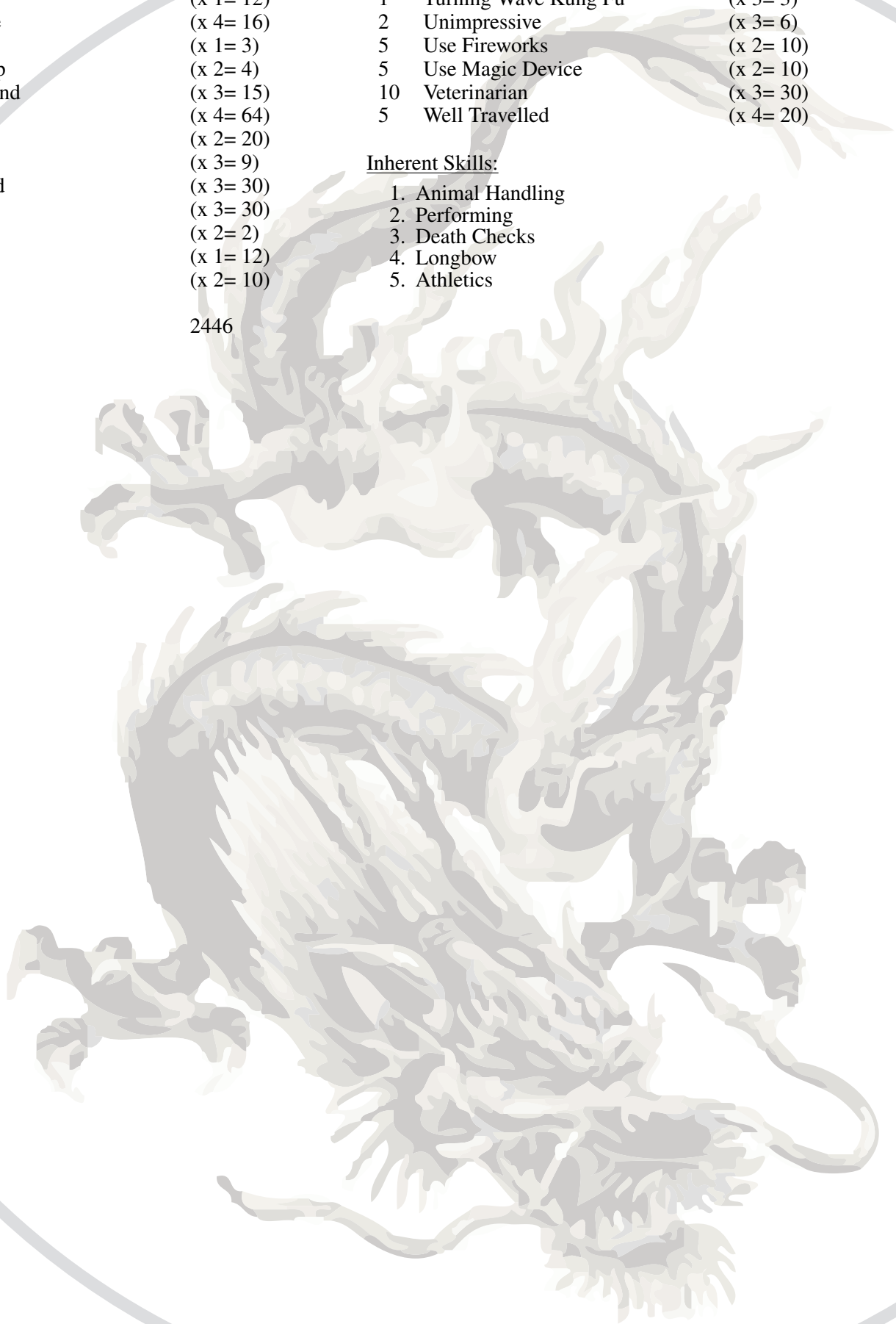
20	Acrobatics	(x 3= 60)	3	High Society	(x 3= 9)
12	Active Perception	(x 2= 24)	2	Hunting	(x 2= 4)
2	Aikido	(x 3= 6)	10	Interpret Omens	(x 3= 30)
7	All Politics	(x 5= 35)	10	KS: Children of the Empire	(x 2= 20)
1	All Swords	(x 4= 4)	10	KS: Archery	(x 3= 30)
17	Animal Handling	(x 2= 34)	10	KS: Demons	(x 2= 20)
21	Athletics	(x 5= 105)	10	KS: Forest of Chin	(x 2= 20)
7	Bluff	(x 3= 21)	10	KS: Immortals	(x 3= 30)
50	Bureaucracy	(x 2= 100)	10	KS: Post-Death	(x 4= 40)
12	True Bureaucracy	(x 2= 24)	10	KS: Recurring NPCs	(x 5= 50)
7	Ceremonies	(x 2= 14)	10	KS: Spirit/Demon World	(x 5= 50)
1	Chi Mastery	(x 4= 4)	10	KS: Spirits	(x 2= 20)
10	Climbing	(x 2= 20)	10	KS: Street Kids	(x 1= 10)
10	Combat Riding	(x 4= 40)	10	KS: Undying	(x 3= 30)
10	Concealment	(x 3= 30)	2	Knot-Tying	(x 2= 4)
3	Conversation	(x 5= 15)	10	Kung Fu	(x 3= 30)
1	Crayoning	(x 1= 1)	8	Language: Panda	(x 1= 8)
1	Cryptography	(x 2= 2)	2	Language: Silent Hunter Gestures	(x 1= 2)
14	Death Checks	(x 2= 28)	5	Language: Senatali	(x 1= 5)
10	Detective	(x 5= 50)	8	Language: Torghut	(x 1= 8)
18	Disguise	(x 3= 54)	1	Leaping Flame Kung Fu	(x 3= 3)
7	Distract	(x 3= 21)	50	Longbow	(x 3= 150)
1	Dive for Cover	(x 3= 3)	20	True Longbow	(x 3= 60)
11	Dodge	(x 5= 55)	3	Magic Ritual	(x 5= 15)
6	Dreamwalking	(x 2= 12)	10	Meditation	(x 2= 20)
10	Escape	(x 4= 40)	9	Memory	(x 3= 27)
10	Etiquette	(x 3= 30)	3	Music	(x 2= 6)
9	Expressive Gestures	(x 2= 18)	1	Notice Things While Asleep	(x 1= 1)
1	Eye for Detail	(x 1= 1)	1	On Guard	(x 3= 3)
10	Fast Talk	(x 4= 40)	10	Outdoorsman	(x 5= 50)
9	First Aid	(x 3= 27)	4	Painting	(x 2= 8)
1	Foraging (urban)	(x 2= 2)	7	Parenting	(x 3= 21)
17	Gather Information	(x 4= 68)	12	Passive Perception	(x 4= 48)
5	Gossip	(x 3= 15)	15	Performing	(x 1= 15)
5	Grooming	(x 1= 5)	10	Persuasion	(x 4= 40)
1	Hardy	(x 4= 4)	5	Pick Locks	(x 3= 15)
5	Heraldry	(x 2= 10)	10	Precision Throwing	(x 5= 50)
16	Hide	(x 3= 48)			

7	Propaganda	(x 2= 14)	16	Tracking	(x 3= 48)
2	Research	(x 3= 6)	10	Traps	(x 5= 50)
12	Running	(x 1= 12)	1	Turning Wave Kung Fu	(x 3= 3)
4	Sense Motive	(x 4= 16)	2	Unimpressive	(x 3= 6)
3	Sewing	(x 1= 3)	5	Use Fireworks	(x 2= 10)
2	Showmanship	(x 2= 4)	5	Use Magic Device	(x 2= 10)
5	Sleight of Hand	(x 3= 15)	10	Veterinarian	(x 3= 30)
16	Stealth	(x 4= 64)	5	Well Travelled	(x 4= 20)
10	Storytelling	(x 2= 20)			
3	Streetwise	(x 3= 9)			
10	Strong Willed	(x 3= 30)			
10	Survival	(x 3= 30)			
1	Sweeping	(x 2= 2)			
12	Swimming	(x 1= 12)			
5	Teaching	(x 2= 10)			

Inherent Skills:

1. Animal Handling
2. Performing
3. Death Checks
4. Longbow
5. Athletics

SP Total: 2446





Work on your Defense  
Lord Foon  
Cash Influx



Alpha stance

Ambush

Choose Time

Deer Path

Flying Squirrel

Pack Leader

Pin

Wasteful Hawk

Windfall Weapon

Lay of the Land

Seeking Arrow

Arrow Pin

Speak with Kibo

Winter Hoard



Eagle's Accuracy

Go for the Eyes

Pack Mate

Panda Companion

Proprietic Art

Rustling Leaves

Sparrow's Sight

Crack Shot



Detect Werewolf

Panda Language

Passive Panda

Sparrow's Sight

Swallow's Flight

Get you in the Hand

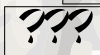
See through the Leaves



Bramble Patch

Charging Bear

Placed Shot II



Falcon's Dive

Shoot Twice



Crane's Force



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

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

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???

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

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

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

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???

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

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???

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

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### Alpha stance

Freq: 2, Power: 3, Major, Self-taught. Cost: 12

1/scene, may use a reflex roll for animal handling.

### Ambush

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

When striking from hiding or surprise, the target has no resistance.

### Bramble Patch

Freq: 3, Power: 7, Major, Taught. Cost: 21

1/combat, I can make an archery roll to "cover" a line of hexes (1 hex per success, with appropriate range penalties based on the closest hex). After that, any enemy who crosses the line takes that roll x3 damage. (Only once per enemy).

### Charging Boar

Freq: 3, Power: 8, Major, Taught. Cost: 24

1/combat, I can keep up with a single target I am chasing.

This does not protect me from terrain damage (running through fire) or allow me to fly, but I can move as fast as my target does. This lasts until I catch my target, or stop running.

### Choose Time

Freq: 2, Power: 3, Major, Taught. Cost: 6

May reroll a speed roll (1/run)

### Crane's Force

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

X5 damage with bow and arrows, 1/action.

### Deer Path

Freq: 3, Power: 2, Major, Taught. Cost: 6

Once per scene, examine tracks on the ground (outdoors) and determine with high confidence what caused them.

### Eagle's Accuracy

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

+5 skill to bow shots, only to reduce penalties.

### Falcon's Dive

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

Double Dice for archery, 1/action.

### Flying Squirrel

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

1/run, I can find hand/foot holds, swinging vines, springboards or jumping off points to move to a point up to twice my move away in any distance, including straight up. Costs 1 Yang

### Go for the Eyes

Freq: 3, Power: 3, Major, Self-taught. Cost: 18

1/combat, I may throw an imaginary creature at a foe (Accuracy roll to approximately hit them); they flinch and dodge.

### Pack Leader

Freq: 2, Power: 3, Major, Taught. Cost: 6

If I can meet an animal's eyes, I can spend a Yang to impress upon it that I am the top predator in the vicinity. If it's a pack animal, it might defer to me. (1/scene).

### Pack Mate

Freq: 3, Power: 3, Major, Taught. Cost: 9

Pet dog, trained as a retriever. Can do something useful 1/scene.

### Detect Werewolf

Freq: 3, Power: 5, Major, Self-taught. Cost: 30

Ho can smell out a werewolf (1/scene)

### Panda Companion

Freq: 4, Power: 3, Major, Taught. Cost: 12

The panda is with me. It's perfectly safe. Really. (This lets me bring the panda any place I could bring a horse or large dog.)

### Panda Language

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

"Panda" is a language.

### Passive Panda

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

My panda won't attack except in combat, and won't attack people who it has been previously told not to attack (unless I cancel the request).

### Pin

Freq: 1, Power: 5, Major, Taught. Cost: 5

1/run, spend a Yin on an arrow shot for 9s. If it hits, you can pin a hand or foot to an appropriately nearby surface; they must make a strength roll to beat half the successes of your attack, to free themselves.

### Placed Shot II

Freq: 5, Power: 4, Major, Taught. Cost: 20  
1/action, I can "call my shot". The GM will tell me the number of successes I need to succeed. This does not do increased damage, but is used to add a special effect (shooting someone in the leg to drop their move, or in the fragile crystal artifact they are holding to smash it...). If I fail to get the requisite number of successes, the shot may miss entirely.

### Prophetic Art

Freq: 2, Power: 5, Minor, Taught. Cost: 15  
That thing Takanata does – if you want to learn it, ask him.

### Rustling Leaves

Freq: 3, Power: 4, Minor, Self-taught. Cost: 36  
Once per scene, +7 dice to gather information from local children.

### Shoot Twice

Freq: 5, Power: 5, Major, Taught. Cost: 25  
In addition to whatever you are doing (in body), you can shoot someone. You can't shoot the same person you shot with your normal action. You can split these dice normally and add shticks to them normally.

### Sparrow's Sight

Freq: 4, Power: 3, Major, Taught. Cost: 12  
1/turn, -1 difficulty to bow shot.

### Sparrow's Sight

Freq: 6, Power: 3, Major, Taught. Cost: 18  
Always on, -1 difficulty to bow shot.

### Swallow's Flight

Freq: 6, Power: 3, Major, Taught. Cost: 18  
+3 dice to bow shot.

### Watchful Hawk

Freq: 6, Power: 1, Major, Taught. Cost: 6  
Gain +1 die to all Outdoor/Environmental non-attack rolls (Tracking, Foraging, Hunting, etc.).

### Windfall Weapon

Freq: 3, Power: 2, Major, Taught. Cost: 6  
I can cobble together a bow and usable arrows out of nearly any sort of wood and string. (1/scene).

### Spouse: Wisdom to Know the Difference

Freq: 2, Power: 5, Major, Self Cost: 10  
Support one of Lijuan's mad plans, or propose a plausible alternative.

### Spouse: Lord Foon

Freq: 2, Power: 6, Major, Self Cost: 12  
Zhuai can use Foon name for social leverage and party invitations

### Spouse: Cash Influx

Freq: 2, Power: 6, Major, Self Cost: 12  
Zhuai can burn some Foon/Siew resources in an interesting plan to generate a tael in a month, or five tael in a book.

### Lay of the Land

Freq: 3, Power: 2, Major, Self-taught. Cost: 12  
+3 dice to a KS roll for a place you have been before

### Seeking Arrow

Freq: 2, Power: 3, Major, Taught. Cost: 6  
Roll for 9s to send an arrow forth to hit something propitious. (Best used outside).

### Crack Shot

Freq: 1, Power: 8, Major, Taught. Cost: 8  
1/run, spend a Yang to do x7 damage with bow and arrows.

### Got you in the Hand

Freq: 3, Power: 5, Major, Taught. Cost: 15  
1/combat, ranged disarm.

### Arrow Pin

Freq: 1, Power: 4, Major, Taught. Cost: 4  
1/run, I can spend a Yang to roll for 9s to pin a foe's arm or leg to something convenient; behaves like a grab, but I don't need to maintain it.

### Speak with Kibo

Freq: 1, Power: 3, Minor, Self-taught. Cost: 9  
1/book I may sleep in the glade in front of Kibo's house, and speak with Kibo.

### Winter Hoard

Freq: 3, Power: 2, Minor, Self-taught. Cost: 18  
Once per scene, I can produce a small plausible item from my pockets

### Sun through the Leaves

Freq: 5, Power: 3, Major, Self-taught. Cost: 30  
I can shoot flaming arrows that shed light, 1/action

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Shtick EPs: 735

Total EPs: 2308

EPs left: 196

SPs left: 57

Karma spent: 106 of 138

Money: 11 Tael 8 Li 88 Zhu

Quest: "To ask Xiao Fa your questions"

Psych Lim: Disobedient

**Curse: Sea Monsters on next Boat Trip**  
**True Mastery. Personal Style: Living Forest**  
**True Mastery. Specialized Invincibility**  
**True Mastery. Not for Amateurs**

