



Shen Wei Han
Soldier
March 12, 2022

BODY 15	REFLEXES 8	MIND 9	SOCIAL 9 -4	TAO 9
Strength: 19	Accuracy: 8	Intelligence: 9	Charisma: 13-4	Yang: 9
Resistance: 15	Dexterity: 11	Wit: 9	Grace: 9 -4	Yin: 10
Health: 15	Energy: 14	Resolve: 9	Status: 9 -4	Chi: 11

Move: 17	Physical: 8
Hit Points: 145	Mental: 9
	Tao: 9

Total stat eps: 1047

1 Acrobatics (x 3= 3)	3 KS: Hon'eth Arcade (x 2= 6)
5 Active Perception (x 2= 10)	15 KS: Dragon Army (x 2= 30)
2 All Axes (x 4= 8)	15 KS: Northern Barbarians (x 3= 45)
50 All Swords (x 4= 200)	3 KS: Recurring NPCs (x 5= 15)
8 True Swords (x 4= 32)	3 KS: House of Exuberant Interference (x 1= 3)
7 Animal Handling (x 2= 14)	15 KS: The Wall (north) (x 2= 30)
11 Athletics (x 5= 55)	4 KS: Twelve Kingdoms (x 3= 12)
1 Bargaining (x 3= 3)	6 KS: Organized Crime (x 2= 12)
3 Blades (x 5= 15)	8 KS: Winter Academy (x 2= 16)
1 Blunt Weapons (x 5= 5)	11 Kung Fu (x 3= 33)
1 Bodyguard (x 3= 3)	9 Language: Senatali (x 1= 9)
32 Brawling (x 3= 96)	9 Language: Torghut (x 1= 9)
5 Breaking Things (x 3= 15)	8 Language: Hornish (x 1= 8)
8 Bureaucracy (x 2= 16)	5 Logistics (x 2= 10)
3 Carousing (x 3= 9)	1 Magic Ritual (x 5= 5)
10 Chi Mastery (x 4= 40)	3 Meditation (x 2= 6)
2 Close-mouthed (x 2= 4)	12 Memory (x 3= 36)
13 Combat Riding (x 4= 52)	1 Metalsmith (Broad) (x 4= 4)
19 Conversation (x 5= 95)	6 Music (x 2= 12)
4 Crossbow (x 3= 12)	14 Notice Things While Asleep (x 1= 14)
16 Death Checks (x 2= 32)	3 On Guard (x 3= 9)
10 Detective (x 5= 50)	17 Oratory (x 3= 51)
3 Disguise (x 3= 9)	8 Outdoorsman (x 5= 40)
1 Dreamwalking (x 2= 2)	6 PS: Charioteer (x 2= 12)
1 Driving (x 2= 2)	9 PS: Infantry (x 2= 18)
3 Endurance (x 3= 9)	14 Passive Perception (x 4= 56)
1 Escape (x 4= 4)	15 Performing (x 1= 15)
12 Feats of Strength (x 4= 48)	24 Persuasion (x 4= 96)
1 Fireworks Throwing (x 4= 4)	3 Sculpture (x 1= 3)
2 First Aid (x 3= 6)	16 Stealth (x 4= 64)
2 Free Irrigation (x 0= 0)	10 Streetwise (x 3= 30)
11 Gather Information (x 4= 44)	14 Strong Willed (x 3= 42)
4 Ice Axe (x 2= 8)	13 Survival (x 3= 39)
13 Impressive (x 3= 39)	20 Swimming (x 1= 20)
13 Intimidation (x 2= 26)	17 Tactics (x 3= 51)
5 Intelligence Analysis (x 5= 25)	9 Teaching (x 2= 18)
3 KS: Qin Chao Steppes (x 2= 6)	1 Use Magic Device (x 2= 2)
3 KS: Craneslake Heights (x 2= 6)	

6 Vehicles
32 Wall

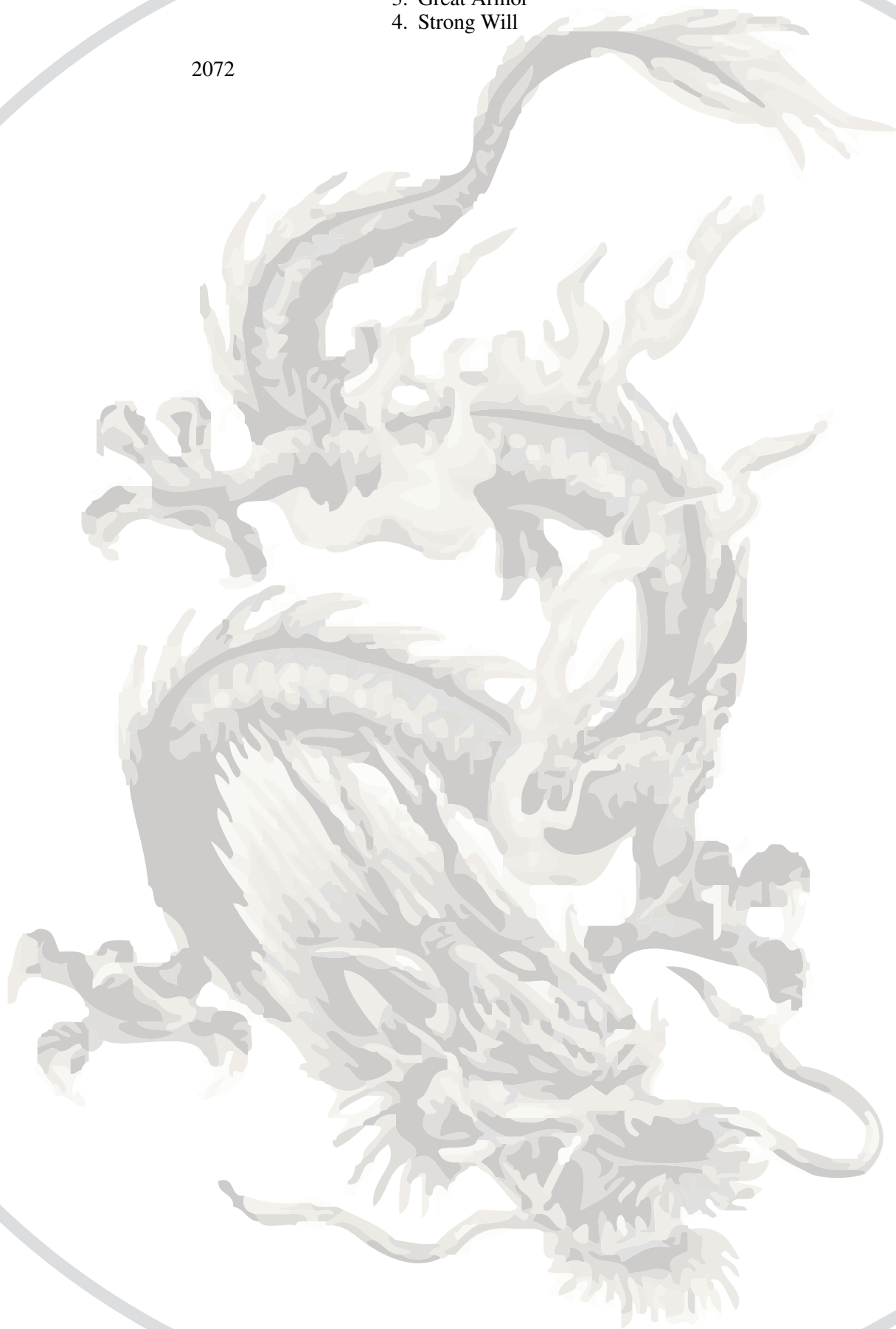
(x 4= 24)
(x 5= 160)

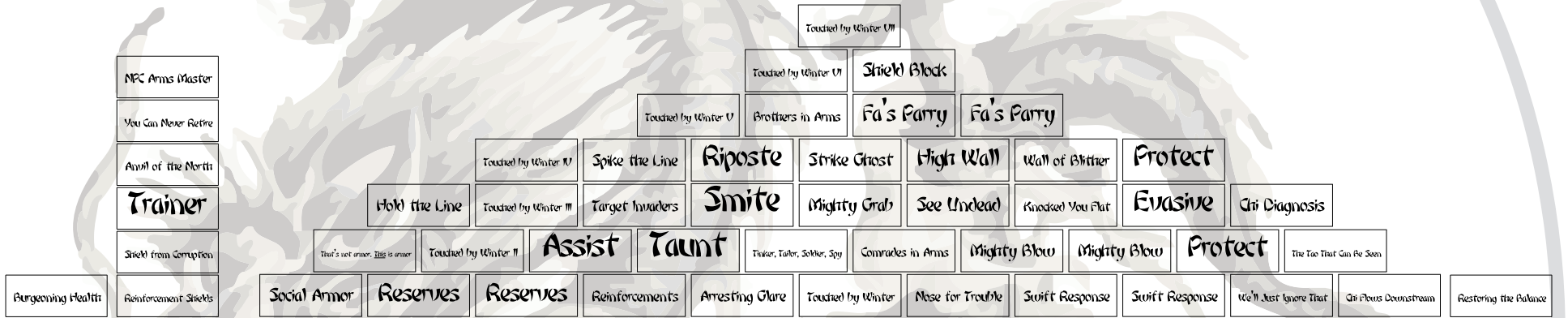
1. Death Checks
2. Wall
3. Great Armor
4. Strong Will

Inherent Skills:

SP Total:

2072





NPC Arms Master

You Can Never Retire

Annal of the North

Trainer

Shield from Corruption

Purgeing Health

Reinforcement Shields

Social Armor

Reserves

Reserves

Reinforcements

Arresting Glare

Touched by Winter

Nose for Trouble

Swift Response

Swift Response

We'll Just Ignore That

Chi Flows Downstream

Restoring the Balance

Touched by Winter VII

Touched by Winter VI

Shield Block

Touched by Winter V

Brothers in Arms

Fa's Parry

Fa's Parry

Touched by Winter IV

Spike the Line

Riposte

Strike Ghost

High Wall

Wall of Bitter

Protect

Hold the Line

Touched by Winter III

Target Invaders

Smite

Mighty Grab

See Undead

Knocked You Flat

Evasive

Chi Diagnosis

That's not armor, this is armor

Touched by Winter II

Assist

Taunt

Thinker, Taker, Sealer, Spy

Comrades in Arms

Mighty Blow

Mighty Blow

Protect

The Tao That Can Be Seen

Social Armor

Freq: 5, Power: 1, Major, Taught. Cost: 5
It's hard to imagine me without my weapons and armor; people will not usually try to ask me to leave them behind.

That's not armor. This is armor

Freq: 6, Power: 2, Major, Taught. Cost: 12
Able to wear armor.

2 copies of: Reserves

Freq: 6, Power: 1, Major, Taught. Cost: 12
In combat, Wei Han appears larger, and his skin gives the impression of stoniness. +1 health.

Hold the Line

Freq: 6, Power: 3, Major, Taught. Cost: 18
Enemies find it hard to move past me, as if I am physically much wider than I am. Moving past is at half movement and makes people cold.

Reinforcements

Freq: 1, Power: 6, Major, Taught. Cost: 6
Comrades in the Dragon Army can be summoned (1/run, costs a Chi). They will be defensive in nature - trained in cover, blocking, fortifications.

Arresting Glare

Freq: 6, Power: 1, Minor, Taught. Cost: 9
I have a very impressive glare, indicating that people should not pass.

Touched by Winter

Freq: 1, Power: 6, Major, Taught. Cost: 6
Unfazed by cold/Northern corruption

Touched by Winter II

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

Touched by Winter III

Freq: 3, Power: 6, Major, Taught. Cost: 18
Sense threats along Wall

Touched by Winter IV

Freq: 4, Power: 6, Major, Taught. Cost: 24
Northern Wall Army treats me with extra authority

Touched by Winter V

Freq: 5, Power: 6, Major, Taught. Cost: 30
Move along the Wall. Karma to bring Tao in others.

Touched by Winter VI

Freq: 6, Power: 6, Major, Taught. Cost: 36
Defense against non-physical attacks; frozen through next drift.

Touched by Winter VII

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

Assist

Freq: 2, Power: 5, Minor, Taught. Cost: 15
1/run, 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).

Target Invaders

Freq: 6, Power: 3, Major, Taught. Cost: 18
You can sense someone who attacks you or your teammates, and your "teammates" can include any specific defensive position/vault/wall/etc. that you define for a scene.

Spike the Line

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/turn, I get a free die pool to attack someone who enters my "Hold the Line" area. It is a particularly staggering attack, as if targets have run into a stone wall.

Smite

Freq: 6, Power: 3, Minor, Taught. Cost: 27
I can attack with my sword using my Strength.

Taunt

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

Tinker, Tailor, Soldier, Spy

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, I can choose from four remembered archetypes, to draw informative parallels, get historical information, or simply gain insight from experience.

Shield Block

Freq: 6, Power: 6, Major, Taught. Cost: 36
Half damage from melee attacks, when using a shield.

Brothers in Arms

Freq: 6, Power: 5, Major, Taught. Cost: 30
For each teammate within 2 hexes, my sword damage is at +1 multiplier, up to $\times 6$. However, my sword damage cannot increase beyond $\times 3$ when I'm solo.

Comrades in Arms

Freq: 1, Power: 7, Major, Self-taught. Cost: 14
For each teammate within 2 hexes, my sword damage is at +1 multiplier, up to $\times 8$. However, my sword damage cannot increase beyond $\times 3$ when I'm solo.

Nose for Trouble

Freq: 1, Power: 4, Minor, Taught. Cost: 6
Go in the direction most likely to have people who need help. (1/run, costs 1 Yin)

Mighty Grab

Freq: 5, Power: 3, Minor, Taught. Cost: 22
I can grab with my Strength.

Swift Response

Freq: 1, Power: 6, Minor, Taught. Cost: 9
1/run, you can spend a Yang to arrive at a (within the range of possibly reachable) battle "just in the nick of time" rather than "late".

Swift Response

Freq: 1, Power: 6, Minor, Taught. Cost: 9
1/run, you can spend a Yang to have your unit (define once) arrive at a (conceivably reachable) battle "just in the nick of time" rather than "late".

Mighty Blow

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/combat, I may spend a point of Energy to have my sword strike at double (strength) dice.

Mighty Blow

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/combat, I may spend a point of Energy to have my sword strike at double (strength) dice.

2 copies of: Fa's Parry

Freq: 6, Power: 5, Minor, Taught. Cost: 90
1/speed call, you may generate a die pool for parrying a melee attack with a sword.

Riposte

Freq: 6, Power: 4, Minor, Taught. Cost: 36
Successes of my dodge = successes of an attack on my attacker

Strike Ghost

Freq: 5, Power: 4, Major, Taught. Cost: 20
My sword strikes hit ghosts

Master: NPC Arms Master

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

See Undead

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

Master: You Can Never Retire

Freq: 2, Power: 8, Major, Self-taught. Cost: 16
Involvement in Dragon Army politics, once per run

Master: Anvil of the North

Freq: 2, Power: 9, Minor, Self-taught. Cost: 27
Mook immunity for a round

We'll Just Ignore That

Freq: 1, Power: 5, Major, Self-taught. Cost: 10
1/run, spend a yin to have a faux pas ignored.

Knocked You Flat

Freq: 6, Power: 3, Minor, Taught. Cost: 27
The damage I do (sword) comes back very quickly post-combat, and does not cause death checks.

High Wall

Freq: 3, Power: 7, Major, Taught. Cost: 21
Immunity to arrows, 1/combat

Wall of Blither

Freq: 3, Power: 8, Minor, Taught. Cost: 36
In a social combat / party situation, I can spend a Yang to abort my next action to insert myself in a conversation within two hexes. I tell a loud and incredibly boring story which disrupts the social action being made, based on Resolve/Conversation successes.

Protect

Freq: 3, Power: 4, Major, Taught. Cost: 12
Once per combat, I can move up to double my move to jump in front of an attack aimed at someone else.

Protect

Freq: 5, Power: 4, Major, Taught. Cost: 20
Once per action, disappear in a swirl of snow. ' Reappear immediately in another swirl of snow up to double my move away, standing in front of an attack aimed at someone else.

Evasive

Freq: 6, Power: 3, Major, Taught. Cost: 18
+3 dice to parry, always.

Spa: Burgeoning Health

×3 hit points

Hit points cannot be healed during a run

The Tao That Can Be Seen

Freq: 3, Power: 3, Minor, Taught. Cost: 13
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, Minor, Taught. Cost: 9
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.

Chi Diagnosis

Freq: 5, Power: 3, Minor, Taught. Cost: 22
Make a Yin roll with Chi Mastery to generally diagnose a target: sensing diseases, poisons, mystic anomalies, etc.

Restoring the Balance

Freq: 2, Power: 6, Outside, Taught. Cost: 36
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.

Master: Trainer

Freq: 2, Power: 9, Major, Self-taught. Cost: 18
Once per run, after giving lessons to a small group, they may each have one use of a declared shtick of mine.

Master: Shield from Corruption

Freq: 6, Power: 8, Major, Self-taught. Cost: 48
A small group which I have given lessons to will take half damage from corruption.

Master: Reinforcement Shields

Freq: 6, Power: 10, Major, Self-taught. Cost: 60
My reinforcements have Shield Block

Shtick EPs: 1062

Total EPs: 2109

EPs left: 208

SPs left: 238

Karma spent: 114 of 119

Money: 17 Tael 6 Li 80 Zhu

True Mastery: Personal Style

True Mastery: Specialized Invincibility

True Mastery: Mastery Tree

Not My Island: Protect cannot be used to protect circus NPCs

Apple Blessing: health

Heart's Desire: perceptive, active, well-informed, implausible, solid

