



Song Min-Feng
Infiltrator
March 12, 2022

BODY 7	REFLEXES 15	MIND 13	SOCIAL 18	TAO 10
Strength: 7	Accuracy: 15	Intelligence: 13	Charisma: 18	Yang: 10
Resistance: 7	Dexterity: 15	Wit: 13	Grace: 18	Yin: 10
Health: 7	Energy: 15	Resolve: 13	Status: 18	Chi: 10

Move: 11	Physical: 7
Hit Points: 110	Mental: 13
	Tao: 10

Total stat eps: 1323

4 Acting (x 3= 12)	1 Impressive (x 3= 3)
50 All Politics (x 5= 250)	8 Intelligence Analysis (x 5= 40)
1 Animal Handling (x 2= 2)	2 Interpret Omens (x 3= 6)
10 Athletics (x 5= 50)	3 Intimidation (x 2= 6)
6 Bargaining (x 3= 18)	2 KS: Altering the Cycle (x 2= 4)
6 Blades (x 5= 30)	3 KS: Lord Yu's Court (x 1= 3)
5 Bluff (x 3= 15)	3 KS: Bear Mountain (x 2= 6)
1 Bribery (x 2= 2)	3 KS: Dragon Navy (x 1= 3)
11 Bureaucracy (x 2= 22)	1 KS: Dragon's Throne (x 2= 2)
1 Calligraphy (x 1= 1)	1 KS: Isle of Beauty (x 2= 2)
1 Cartography (x 3= 3)	1 KS: Jade Taiga (x 2= 2)
9 Charming (x 4= 36)	6 KS: Recurring NPCs (x 5= 30)
2 Chi Mastery (x 4= 8)	1 KS: Roof of the World (x 2= 2)
10 Concealment (x 3= 30)	1 KS: Shrouded Isle (x 2= 2)
10 Conversation (x 5= 50)	1 KS: Spirits (x 2= 2)
1 Cosmology (x 3= 3)	1 KS: Sky (x 1= 1)
2 Cryptography (x 2= 4)	12 Kung Fu (x 3= 36)
5 Death Checks (x 2= 10)	8 Language: Senatali (x 1= 8)
50 Detect Lie (x 4= 200)	8 Language: Torghut (x 1= 8)
5 Detective (x 5= 25)	8 Language: Hornese (x 1= 8)
3 Diplomacy (x 3= 9)	8 Language: Philosophical Sign (x 1= 8)
4 Disarm Traps (x 3= 12)	Language
50 Disguise (x 3= 150)	6 Law (12 Kingdoms) (x 2= 12)
15 Dodge (x 5= 75)	20 Longbow (x 3= 60)
1 Drawing (x 2= 2)	1 Magic Ritual (x 5= 5)
1 Dreamwalking (x 2= 2)	8 Medicine (x 5= 40)
3 Escape Artist (x 3= 9)	2 Memory (x 3= 6)
8 Fast Talk (x 4= 32)	2 Mimicry (x 2= 4)
3 Fireworks Throwing (x 4= 12)	5 Navigation (x 5= 25)
10 Fishing (x 1= 10)	1 Negotiation (x 3= 3)
1 Foraging (all) (x 5= 5)	1 Noble Lady Pastimes (x 2= 2)
5 Forgery (x 3= 15)	6 Oratory (x 3= 18)
1 Free KS: Silken Wings Circus (x 0= 0)	30 Passive Perception (x 4= 120)
30 Gather Information (x 4= 120)	6 Performing (x 1= 6)
1 Gossip (x 3= 3)	10 Persuasion (x 4= 40)
20 Go (x 1= 20)	11 Pick Locks (x 3= 33)
20 High Society (x 3= 60)	5 Pick Pockets (x 2= 10)
1 Holdout (x 2= 2)	1 Pocket Searching (x 2= 2)

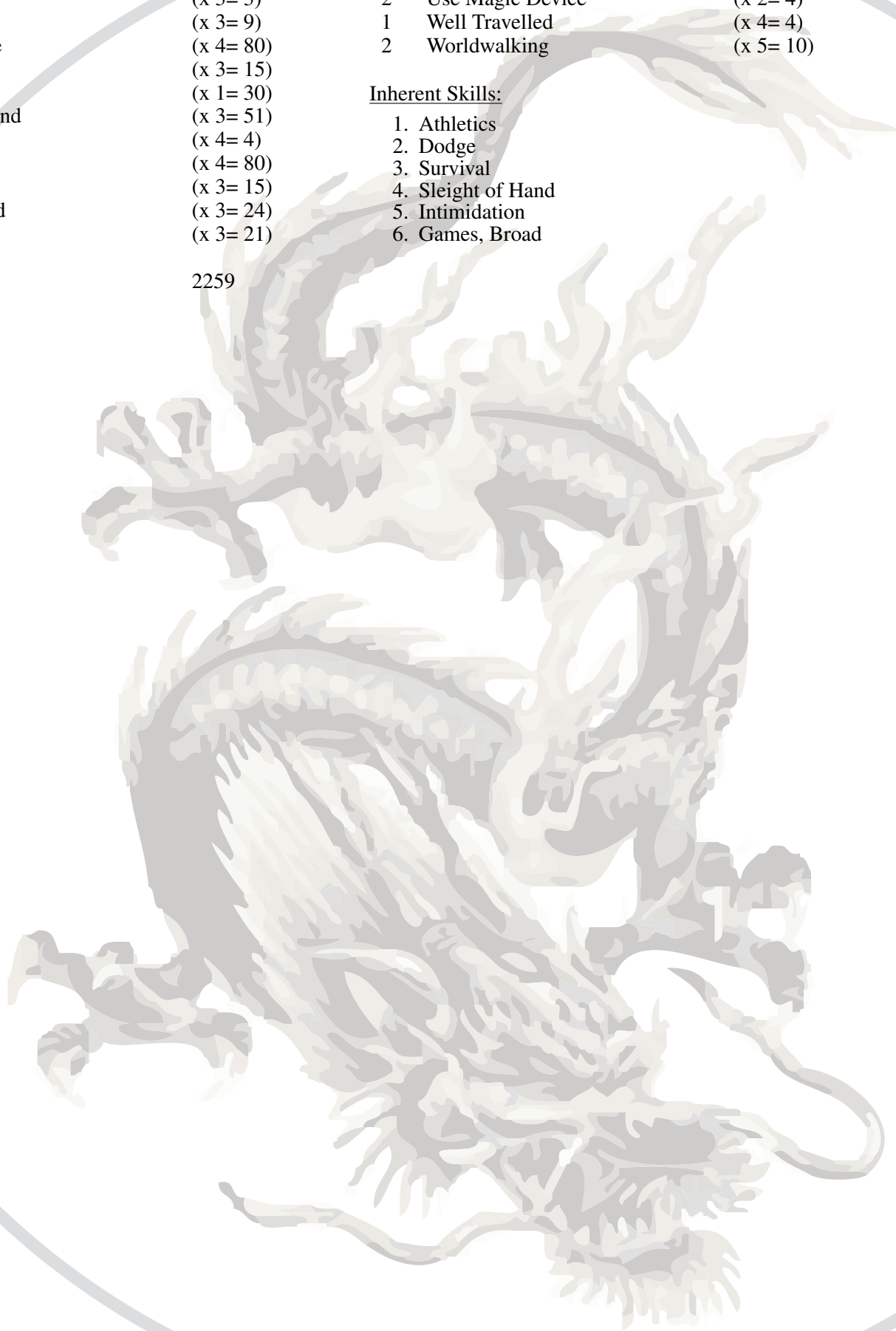
3 Precision Throwing (x 5= 15)
2 Psychology (x 4= 8)
1 Research (x 3= 3)
3 Riding (x 3= 9)
20 Sense Motive (x 4= 80)
5 Shadowing (x 3= 15)
30 Singing (x 1= 30)
17 Sleight of Hand (x 3= 51)
1 Spycraft (x 4= 4)
20 Stealth (x 4= 80)
5 Streetwise (x 3= 15)
8 Strong Willed (x 3= 24)
7 Survival (x 3= 21)

SP Total: 2259

1 Traps (x 5= 5)
2 Use Fireworks (x 2= 4)
2 Use Magic Device (x 2= 4)
1 Well Travelled (x 4= 4)
2 Worldwalking (x 5= 10)

Inherent Skills:

1. Athletics
2. Dodge
3. Survival
4. Sleight of Hand
5. Intimidation
6. Games, Broad



Overthear

Freq: 3, Power: 3, Major, Taught. Cost: 9
Overhear something useful once per scene.

Fast Disguise

Freq: 3, Power: 3, Major, Taught. Cost: 9
Disguise myself in a single action, once per scene

3 copies of: Study

Freq: 3, Power: 2, Major, Taught. Cost: 18
1/scene, make a Grace roll with Perception skills (versus their Status) on a person you can clearly see to study their mannerisms. The studied person will find it difficult to disguise themselves from you. (Only 1 person may be studied at a time for each copy of this shtick.)

17 copies of: Study

Freq: 1, Power: 2, Major, Taught. Cost: 34
1/scroll

Walk through Walls

Freq: 4, Power: 3, Major, Taught. Cost: 12
1/10 minutes, walk through a door or non-vaultlike wall when no one is watching

Copy Document

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/scene, instantly make a perfect mundane duplicate of any document (Up to 10 pages).

Study Document

Freq: 3, Power: 2, Major, Taught. Cost: 6
1/scene, instantly "study" any document (Up to 10 pages).

Notice Lies

Freq: 4, Power: 2, Major, Taught. Cost: 8
1/10 minutes, +3 Dice for detecting lies from one person throughout one conversation.

Locate

Freq: 3, Power: 5, Major, Taught. Cost: 15
1/scene, Know the location of a Studied Person (Direction and distance.)

Locate

Freq: 3, Power: 5, Major, Taught. Cost: 15
1/scene, Know the location of a Studied Document (Direction and distance.)

Incriminate

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/run, Plant evidence that will incriminate a Studied Person for any crime you are committing.

Forge Credentials

Freq: 2, Power: 8, Major, Taught. Cost: 16
1/run, Forge almost perfect credentials for either you or one other person.

Implicate

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, Plant rumors will convince the local populace of a Studied individual's involvement in a false scandal.

Can't Touch Me

Freq: 6, Power: 4, Major, Taught. Cost: 24
Always On, Take 1/2 damage/effects from attacks by a studied target.

Use Triad Skill

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

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.

Escape

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, Escape any non-magical bonds.

Prove Innocence

Freq: 3, Power: 7, Major, Taught. Cost: 21
1/scene, Produce incontrovertable evidence (rock solid alibi, etc.), that you are innocent of any particular wrong doing.)

Unimpressed

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

Si Fan Initiate

Freq: 6, Power: 1, Major, Taught. Cost: 6
A Full Initiate of the Si Fan may buy shticks from any of the Si Fan lists. They may always recognize another member of the Si Fan if they choose to identify themselves (passwords, etc.).

Detect Forgery

Freq: 2, Power: 3, Major, Taught. Cost: 6
I can spend a Yin to check for sure if a document is a forgery (1/scene)

Quash Rumor

Freq: 3, Power: 4, Major, Taught. Cost: 12
1/scene, I can quash a rumor from starting or downplay an already active rumor.

Destroy Document

Freq: 3, Power: 4, Major, Taught. Cost: 12
1/scene, may destroy a non-magical paper document or book, burning it completely to ash nigh-instantly.

Tailored Argument

Freq: 3, Power: 6, Major, Taught. Cost: 18
1/scene, Double your dice for influencing (persuasion, seduction, fast talk, etc.) a Studied Person.

Impersonate

Freq: 3, Power: 6, Major, Taught. Cost: 18
1/scene, Double your dice for impersonating a Studied Person.

Avoid Trap

Freq: 4, Power: 9, Major, Taught. Cost: 36
Take no damage from a trap 1/turn.

Sense Trap

Freq: 4, Power: 7, Major, Taught. Cost: 28
1/turn, sense when you have stepped into a trap, or "the jig is up" as well as why/how. (Make a Yin roll to interpret.)

Blend In

Freq: 1, Power: 5, Major, Taught. Cost: 5
1/run, I can spend a Yin to blend into a group that I am dressed suitably for.

Clear Eyes

Freq: 2, Power: 3, Major, Taught. Cost: 6
I can see true forms, and through illusions. This costs me a Yin, but I can choose to turn it off for the rest of the run. (1/scene)

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
??

Strike Ghost

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

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.

Disentangle Future

Freq: 1, Power: 7, Minor, Taught. Cost: 10
1/book, I can disentangle one person from another. (Make a Chi roll for overall effect) Having both there is better than having only one.

Pet Phoenix

Freq: 2, Power: 6, Minor, Taught. Cost: 18
Once per run, may do something extra useful.

Speak Phoenix

Freq: 6, Power: 3, Major, Taught. Cost: 18
I can speak phoenix.

Fire Gate

Freq: 4, Power: 4, Major, Taught. Cost: 16
1/turn, I can step into a fire and burn up, and be reborn somewhere else on the map.

Locate Triad Member

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

Locate Phoenix

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

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.

Detect Traitor

Freq: 2, Power: 9, Major, Taught. Cost: 18
Given a foundational loyal and powerful member of an organization, determine whether another member is a traitor in a more general sense.

Shtick EPs: 733

Total EPs: 2053

EPs left: 302

SPs left: 113

Karma spent: 105 of 118

Money: 19 Tael 13 Li 90 Zhu

Si Fan Initiate: Way of the Thief

Quest: Become the Imperial Consort

Reimbursement: Detect Traitor is 3 eps cheaper
Minister of Ramifications of Bear Mountain.
Commander in the Dragon Navy

