



Tokai Takanata
Artist and I Ching Master
 March 12, 2022

BODY 7	REFLEXES 7	MIND 11	SOCIAL 12	TAO 16
Strength: 7	Accuracy: 7	Intelligence: 11	Charisma: 12	Yang: 16
Resistance: 7	Dexterity: 7	Wit: 11	Grace: 12	Yin: 16
Health: 7	Energy: 7	Resolve: 11	Status: 25	Chi: 16

Move: 7	Physical: 7
Hit Points: 70	Mental: 11
	Tao: 16

Total stat eps: 1183

1	Accounting	(x 2= 2)	15	Conversation	(x 5= 75)
1	Acting	(x 3= 3)	1	Cooking	(x 1= 1)
1	Acupuncture	(x 3= 3)	1	Cosmology	(x 3= 3)
1	Administration	(x 2= 2)	1	Create Great Working	(x 4= 4)
12	Aikido	(x 3= 36)	1	Cryptography	(x 2= 2)
1	Alchemy	(x 3= 3)	1	Cryptomancy	(x 4= 4)
1	Alertness	(x 4= 4)	1	Dancing	(x 1= 1)
3	All Politics	(x 5= 15)	3	Detective	(x 5= 15)
3	All Swords	(x 4= 12)	2	Diplomacy	(x 3= 6)
3	Ancient Stories	(x 1= 3)	1	Disarm Traps	(x 3= 3)
1	Animal Handling	(x 2= 2)	1	Disguise	(x 3= 3)
1	Appraisal	(x 2= 2)	1	Distract	(x 3= 3)
1	Archaeology	(x 2= 2)	3	Divination	(x 3= 9)
1	Archery	(x 4= 4)	6	Dodge	(x 5= 30)
1	Architecture	(x 2= 2)	1	Drawing	(x 2= 2)
2	Art Criticism	(x 1= 2)	3	Economics	(x 2= 6)
1	Art History	(x 1= 1)	1	Endurance	(x 3= 3)
50	Artist [extra extra broad]	(x 5= 250)	1	Engineering	(x 5= 5)
3	Assumption	(x 3= 9)	1	Erudite	(x 4= 4)
1	Astrology	(x 5= 5)	3	Escape Deathtraps	(x 2= 6)
1	Athletics	(x 5= 5)	1	Escape	(x 4= 4)
1	Bargaining	(x 3= 3)	5	Etiquette	(x 3= 15)
1	Beekeeping	(x 1= 1)	1	Event Planning	(x 1= 1)
1	Boating	(x 2= 2)	1	Exit Gracefully	(x 2= 2)
1	Bonsai	(x 1= 1)	5	Expressive Gestures	(x 2= 10)
1	Botany	(x 2= 2)	1	Fashion	(x 1= 1)
5	Bribery	(x 2= 10)	1	Fast Talk	(x 4= 4)
20	Bureaucracy	(x 2= 40)	2	Feng Shui	(x 2= 4)
1	Calligraphy	(x 1= 1)	1	Flower Arranging	(x 1= 1)
1	Caricature	(x 2= 2)	1	Formal Dance	(x 1= 1)
1	Carpentry	(x 2= 2)	2	Free Irrigation	(x 0= 0)
1	Cartography	(x 3= 3)	3	Gambling	(x 2= 6)
10	Ceremonies	(x 2= 20)	3	Gardening	(x 1= 3)
5	Charming	(x 4= 20)	15	Gather Information	(x 4= 60)
3	Chi Mastery	(x 4= 12)	2	Gossip	(x 3= 6)
5	Combat Riding	(x 4= 20)	3	Go	(x 1= 3)
1	Concealment	(x 3= 3)	1	Gravitas	(x 4= 4)
2	Conversational Interrogation	(x 3= 6)	2	Hardy	(x 4= 8)

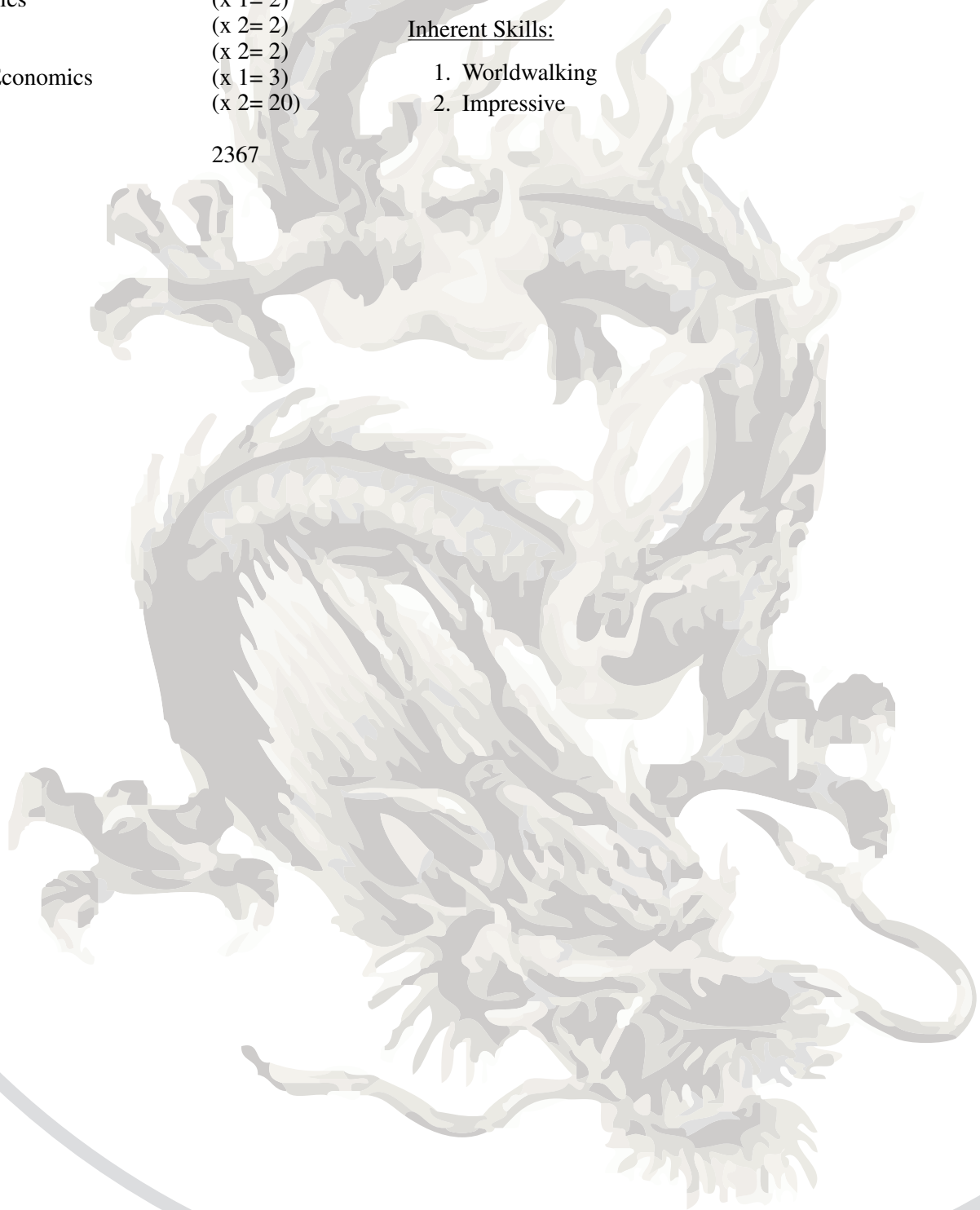
1	Herbalism	(x 2= 2)	1	KS: Werewolves	(x 2= 2)
5	High Society	(x 3= 15)	1	KS: White Pagoda	(x 2= 2)
2	History	(x 2= 4)	1	KS: Winter Academy	(x 2= 2)
50	I Ching Mastery	(x 4= 200)	1	KS: Witchcraft	(x 3= 3)
3	Impressive	(x 3= 9)	1	KS: World Above	(x 4= 4)
25	Insight	(x 5= 125)	1	KS: World After	(x 3= 3)
1	Intelligence Analysis	(x 5= 5)	1	KS: World Below	(x 4= 4)
20	Interpret Omens	(x 3= 60)	1	KS: World of Dreams	(x 4= 4)
1	Jewelrysmith	(x 2= 2)	1	Kite Flying	(x 1= 1)
1	KS: Alchemy	(x 2= 2)	12	Kung Fu	(x 3= 36)
1	KS: Altering the Cycle	(x 2= 2)	8	Language: Hornese	(x 1= 8)
1	KS: Architecture	(x 1= 1)	8	Language: Senatali	(x 1= 8)
1	KS: Artists	(x 1= 1)	8	Language: Torghut	(x 1= 8)
1	KS: Art	(x 1= 1)	1	Law (12 Kingdoms)	(x 2= 2)
1	KS: Ascending Path	(x 2= 2)	1	Leatherworking	(x 1= 1)
1	KS: Bureaucrats	(x 1= 1)	5	Lip Reading	(x 3= 15)
1	KS: Circus	(x 1= 1)	1	Local (Butterfly) Politics	(x 3= 3)
1	KS: Cup of Five Virtues	(x 2= 2)	1	Lute	(x 1= 1)
1	KS: Demons	(x 2= 2)	100	Machinations of the Marked (decrement in loot)	(x 0= 0)
1	KS: Diviners	(x 4= 4)	7	Magic Ritual	(x 5= 35)
1	KS: Dragon Army	(x 2= 2)	3	Magic Tricks	(x 1= 3)
1	KS: Essays of Maasaki Hatsumi	(x 2= 2)	2	Magical Sensitivity	(x 3= 6)
1	KS: Farming	(x 1= 1)	5	Medicine	(x 5= 25)
1	KS: Five Temples	(x 3= 3)	14	Meditation	(x 2= 28)
1	KS: Flower Houses	(x 2= 2)	1	Memory	(x 3= 3)
1	KS: Gentle Admonishers of Dis- quiet	(x 2= 2)	1	Military Etiquette	(x 2= 2)
1	KS: Golden Palace	(x 2= 2)	1	Military Organization	(x 3= 3)
1	KS: Hidden City	(x 2= 2)	1	Mime	(x 1= 1)
1	KS: High Path	(x 2= 2)	1	Musical Composition	(x 1= 1)
1	KS: Imperial Officers	(x 3= 3)	1	Music	(x 2= 2)
1	KS: Isle of Beauty	(x 2= 2)	1	Navigation	(x 5= 5)
1	KS: Meihua Sannong	(x 2= 2)	1	Noble Lord Pastimes	(x 3= 3)
1	KS: Monsters	(x 2= 2)	1	Opera	(x 1= 1)
1	KS: Ninjas	(x 2= 2)	2	Oratory	(x 3= 6)
1	KS: Noble Families	(x 3= 3)	3	Ordination	(x 3= 9)
1	KS: Northern Barbarians	(x 3= 3)	1	Origami	(x 1= 1)
1	KS: Northern Magics	(x 2= 2)	1	Outdoorsman	(x 5= 5)
1	KS: Old Masters	(x 1= 1)	5	Pai-Gow Face	(x 3= 15)
1	KS: One For Each Country	(x 24= 24)	1	Painting	(x 2= 2)
1	KS: Order of Rising Smoke	(x 1= 1)	1	Palmistry	(x 2= 2)
1	KS: Organized Crime	(x 2= 2)	15	Passive Perception	(x 4= 60)
1	KS: Recurring NPCs	(x 5= 5)	8	Performing	(x 1= 8)
1	KS: Sakong Family	(x 1= 1)	10	Persuasion	(x 4= 40)
1	KS: Selfless Path	(x 2= 2)	2	Philosophy	(x 2= 4)
1	KS: Sky	(x 1= 1)	1	Pick Locks	(x 3= 3)
1	KS: Sorcerers	(x 2= 2)	50	Poetry	(x 1= 50)
1	KS: Sorcery	(x 3= 3)	1	Poisons	(x 3= 3)
1	KS: Southern Barbarians	(x 3= 3)	1	Psychology	(x 4= 4)
1	KS: Southern Gods	(x 1= 1)	3	Puzzles	(x 2= 6)
1	KS: Spies	(x 2= 2)	3	Research	(x 3= 9)
1	KS: Spiral Path	(x 2= 2)	1	Ringmastering	(x 3= 3)
1	KS: Spirits	(x 2= 2)	1	Sculpture	(x 1= 1)
1	KS: Stories	(x 2= 2)	1	Sea Serpent Singing	(x 1= 1)
1	KS: Strand Shortcuts	(x 2= 2)	10	Seduction Resistance	(x 1= 10)
1	KS: Tanzhe Plain	(x 2= 2)	10	Sense Motive	(x 4= 40)
1	KS: The Party	(x 2= 2)	1	Sewing	(x 1= 1)
2	KS: Undead	(x 2= 4)	2	Showmanship	(x 2= 4)
1	KS: Underdark	(x 1= 1)	1	Singing	(x 1= 1)
1	KS: Wandering Path	(x 2= 2)	1	Sleight of Hand	(x 3= 3)

1	Sorcery	(x 4= 4)	1	Tracking	(x 3= 3)
1	Spontaneous Poetry	(x 1= 1)	1	Traps	(x 5= 5)
3	Spycraft	(x 4= 12)	5	True Artist [extra extra broad]	(x 5= 25)
1	Stealth	(x 4= 4)	5	True I Ching Mastery	(x 4= 20)
1	Stonecutting	(x 1= 1)	3	Use Fireworks	(x 2= 6)
1	Storytelling	(x 2= 2)	1	Use Magic Device	(x 2= 2)
1	Strategy [Large Scale]	(x 4= 4)	1	Veterinarian	(x 3= 3)
10	Strong Willed	(x 3= 30)	1	Watercolor	(x 1= 1)
1	Subtlety	(x 5= 5)	10	Wield Magic Device	(x 5= 50)
10	Survival [Extra Broad]	(x 5= 50)	1	Woodworking	(x 1= 1)
10	Swimming	(x 1= 10)	40	Worldwalking	(x 5= 200)
1	Tactics	(x 3= 3)	1	Writing	(x 2= 2)
2	Tea Ceremonies	(x 1= 2)			
1	Teaching	(x 2= 2)			
1	Theater	(x 2= 2)			
3	Theoretical Economics	(x 1= 3)			
10	Theremin	(x 2= 20)			

SP Total: 2367

Inherent Skills:

1. Worldwalking
2. Impressive





1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

Reputation

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, someone has heard of me positively (poet, seer, or advisor)

Reading the I Ching

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, read the I Ching on someone and find out information about them and their near future.

Prophetic Art

Freq: 2, Power: 5, Major, Taught. Cost: 10
At the start of the run, a piece of prophetic art.

Connections I

Freq: 2, Power: 3, Major, Taught. Cost: 6
1/run, Tell which of six related "Facts" are false, provided at least four are true. Facts can't be reused in the same run.

Interventions

Freq: 1, Power: 10, Minor, Self-taught. Cost: 30
1/book, Watery Savior

Sense Mistake

Freq: 1, Power: 3, Major, Taught. Cost: 3
1/run, when I've said something I think is true but isn't, I spend a Yin and know it is false.

Eyes of the I Ching

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/scene, May spend a Yin die to turns your eyes black and white. While in this state, you are unable to see mundane things, but instead see the chi of all living things.

Unsurprised

Freq: 3, Power: 4, Major, Taught. Cost: 12
I always get an action in the surprise round.

Crossroads

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, You may consult the I Ching and state which of two opposing options will lead most (quickly, easily, safely, etc.) towards a specified goal. (Choose your adverb at the time.)

Connections II

Freq: 3, Power: 5, Major, Taught. Cost: 15
1/scene, Sense the deepest connections between any two people within your sight.

The Foot Turns

Freq: 1, Power: 5, Major, Taught. Cost: 5
1/run, you may spend a Yang to choose an enemy to trip. Make a Yang roll for 9s; they lose sqrt(#) turns.

See the Strike

Freq: 6, Power: 3, Major, Taught. Cost: 18
Dodge with Yin

Dreamwalk

Freq: 2, Power: 7, Major, Taught. Cost: 14
Once per run, I can sleep and enter the dream world

Hand On the Pattern

Freq: 3, Power: 10, Major, Taught. Cost: 30
1/scene, decree the fate of a memorized person: arrive at the specified location at the specified time if at all possible. Roll Yang / I Ching Mastery to determine how strongly fate will press towards the goal.

Wall of Fate

Freq: 1, Power: 9, Major, Taught. Cost: 9
1/run, Spend a Chi to focus your own chi to make yourself immune to any chi/sorcery based attack/effect.

Auspicious Arrival

Freq: 3, Power: 7, Major, Taught. Cost: 21
1/scene you can appear in a scene you are not in. A Chi roll may be required to show up somewhere particularly difficult.

2 copies of: Memorize the Pattern

Freq: 3, Power: 2, Major, Taught. Cost: 12
1/scene, spend a minute+ throwing the I Ching for someone as they watch. You will be able to pick this person out of any crowd.

31 copies of: Memorize the Pattern

Freq: 1, Power: 2, Major, Taught. Cost: 62
1/book

Analyze the Pattern

Freq: 2, Power: 6, Major, Taught. Cost: 12
Know the Aspect, Specialty, Best Skill, and Highest Shtick of a memorized person.

Tweak the Pattern

Freq: 2, Power: 4, Major, Taught. Cost: 8
Swap two substats (within the same stat) of a memorized person for the rest of the scene.

Find the Pattern

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, get distance and direction to a memorized person.

Sense the Pattern

Freq: 2, Power: 5, Major, Taught. Cost: 10
Know the Health and general status of a memorized person, regardless of location.

14 copies of: Memorize Opposed Pattern

Freq: 1, Power: 5, Major, Taught. Cost: 70
1/book, may memorize a foe - someone you have directly acted against, or who has directly acted against you. You will be able to pick this person out of any crowd.

Memorize Opposed Pattern

Freq: 5, Power: 5, Major, Taught. Cost: 25
1/action

My Hand on Yours

Freq: 4, Power: 8, Major, Taught. Cost: 32
1/turn, x2 dice for a memorized person following my command.

Rewrite

Freq: 1, Power: 10, Major, Taught. Cost: 10
1/run, I may spend a Chi while recasting the I Ching for someone, to permanently alter a shtick of theirs in a non-huge way.

I Ching Scrying

Freq: 1, Power: 7, Major, Taught. Cost: 7
Given a collection of tokens, divide them into Yin, Yang, and Chi, to clarify the sides of a conflict, or other separation of the dynamic nature of reality. Must have at least six tokens.

Adjust the Balance

Freq: 2, Power: 4, Major, Taught. Cost: 8
As part of a sorcerous ritual, I can adjust the balance of one element/action/cycle. (1/run)

On My Mark

Freq: 2, Power: 5, Major, Taught. Cost: 10
(If I rolled this phase multiple times in the speed roll, I can give my action this phase to someone else instead, if they do what I tell them) (1/run)

Fortune Favors the Bold

Freq: 1, Power: 6, Major, Taught. Cost: 6
Spend a Yang to double my dice to do the unexpected (1/run)

Inopportune Moment

Freq: 1, Power: 7, Major, Taught. Cost: 7
Spend a Yang: target cannot use any shtick less frequent than 6 to defend against next attack. (1/run)

Curse

Freq: 1, Power: 10, Major, Taught. Cost: 10
1/run, I may spend a Yang to curse a memorized person. The more appropriate and fair the curse, the stronger it will be. (Make a Yang roll also to affect the power)

Disentangle Future

Freq: 2, Power: 7, Major, Taught. Cost: 14
1/run, I can disentangle one person from another. (Make a Chi roll for overall effect) Having both there is better than having only one.

Dreamsend

Freq: 1, Power: 5, Major, Taught. Cost: 5
1/run, spend a Chi to send a dream to a known target.

Visions of the Past

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/run, I can see interesting and significant events from someone's past

Visions of the Future

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/run, I can see possible events from someone's future.

Echoes of the Past

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, see a past Significant Thing that took place here.

Auspicious Summoning

Freq: 3, Power: 10, Major, Taught. Cost: 30
A sympathetic named NPC can appear in a scene they are not in that would be useful to you. A Chi roll may be required to show up somewhere particularly difficult to get to.

Can't Touch Me

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

Insightful Understanding

Freq: 5, Power: 3, Major, Taught. Cost: 15
1/action, you may add the "Insight" skill to a skill roll for which you already have a KS skill.

Alter the Arrangement

Freq: 2, Power: 5, Major, Taught. Cost: 10
1/run, can cheat or adjust the rules of a minigame or hat mechanic non-epically.

Fate is With You

Freq: 3, Power: 7, Major, Taught. Cost: 21
Once a scene, I can refresh my Chi fortune.

Fate is With You

Freq: 3, Power: 6, Major, Taught. Cost: 18
Once a scene, I can refresh my Yin fortune.

Fate Is With You

Freq: 3, Power: 6, Major, Taught. Cost: 18
Once a scene, I can refresh my Yang fortune.

Save the date

Freq: 2, Power: 6, Major, Taught. Cost: 12
Assuming an event isn't occurring momentarily, may move the timing of the event +/-1 day. May not be used to change the name of a named day, but it can be used to shift how far off it is.

Wheew! That was close

Freq: 2, Power: 8, Major, Taught. Cost: 16
Attacks not targeted on me, (Area effect, mass effect, etc.) simply don't hit me.

Cloud the Future

Freq: 3, Power: 7, Major, Taught. Cost: 21
Spend 5 chi to break a set of I Ching reeds to cloud the future of a single person, place or object. Only one target at any time; Melina believes it would be unwise to buy more than one copy.

7 levels of: Immortal

?? Major, Taught Cost: 168

Enhance Emotion

Freq: 2, Power: 3, Major, Taught. Cost: 6
I can spend a Yang to paint a watercolor which has a strong effect to enhance the emotions I choose, on those in the room. Lasts for a scene.

Dampen Emotion

Freq: 2, Power: 3, Major, Taught. Cost: 6
I can spend a Yang to paint a watercolor which has a strong effect to dampen the emotions I choose, on those in the room. Lasts for a scene.

Harmonious Arrangement

Freq: 3, Power: 6, Major, Taught. Cost: 18
I can prepare a beautiful bouquet of flowers and so long as I am carrying it, people within my Chi in hexes cannot instigate combat.

Bardic Satire

Freq: 1, Power: 6, Major, Taught. Cost: 6
1/run, I can spend a Yang to write a curse-song, calling appropriate trouble upon one who deserves it. (Takes a while both to write and for the satire to spread.)

Compelling Performance

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/scene (not in combat), I can put on a compelling poetic performance; it will take people N minutes (where N is my Charisma successes minus their Resolve) to pull themselves away. Costs a Yin.

Enthuse

Freq: 4, Power: 4, Major, Taught. Cost: 16
By constantly talking about art, I can hold someone in conversation with me such that they must make a Resolve roll to beat my Charisma in order to escape. (Works in social combat; not in actual combat)

Praise Song

Freq: 1, Power: 6, Major, Taught. Cost: 6
1/run, I can spend a Yang to write a praise song, calling appropriate good fortune upon one who deserves it. (Takes a while both to write and for the praise to spread.)

Immortal: Immortal Vision

Freq: 6, Power: 4, Major, Self-taught. Cost: 24
I can look at demons, spirits, and the like without Yoshi-ing myself

Contact Spirit/Demon

Freq: 2, Power: 9, Minor, Taught. Cost: 27
Summon or contact a nearby/relevant/appropriate spirit. Requires a chi roll

Spiritwalk

Freq: 2, Power: 10, Major, Taught. Cost: 20
With the permission of a nearby spirit or demon, my spirit leaves my body and enters the World Above / World Below in the realm of that spirit/demon.

Artistic Gift

Freq: 2, Power: 1, Major, Taught. Cost: 2
I have a cheap artistic appropriate gift on hand.

Beautiful Strike

Freq: 2, Power: 9, Major, Taught. Cost: 18
Bypass one defensive shtick with my kung fu strike.

Drift is Now!

Freq: 2, Power: 7, Major, Taught. Cost: 14
Declare an extra Drift segment at any point in combat.

The wind is with us

Freq: 1, Power: 7, Major, Taught. Cost: 7
A level of blunt versus all ranged attacks for anyone within chi/2 hexes of you.

Mass Distraction

Freq: 2, Power: 8, Major, Taught. Cost: 16
A minor tremor, explosion, or other mass scale distraction causes *everyone* on the map to lose their next action.

Actually, I'm in this run

Freq: 1, Power: 15, Major, Taught. Cost: 15
Crash a run or mini-run you were not scheduled in.

Fluttering Path

Freq: 5, Power: 4, Major, Taught. Cost: 20
I can let the GMs guide my movement. It will probably be slow and wandery, but tend to go in auspicious directions, even in combat.

Master: The Master Speaks

Freq: 2, Power: 3, Major, Self-taught. Cost: 6
1/run I can roll status instead of Cha for Persuasion/Fast Talk rolls. They may not be convinced, but they'll do what I say.

Immortal: Different Jurisdiction

Freq: 2, Power: 7, Major, Self-taught. Cost: 14
1/run, immune to Bureaucracy

The Fates Protect

Freq: 1, Power: 7, Major, Taught. Cost: 7
Immune to chi effects from a Memorized person.

Strike of the Bear

Freq: 2, Power: 3, Outside, Taught. Cost: 18
Those who know the Way of the Bear can use their kung fu strike to break down doors, smash through walls, destroy objects, even topple towers. i.e., does damage on the Structural Damage Table.

Ordain Prophecy

Freq: 2, Power: 5, Major, Taught. Cost: 10
At the start of the run, I may make up to [Yang successes] little prophecies, which will attempt to come true over the course of the run, for about 1 success each.

You probably have one more of those

Freq: 3, Power: 5, Major, Taught. Cost: 15
When given a limited physical resource, (boats, party invitations, horses) you may declare that there are one more of them after they've been distributed. (Does not apply to "named and numbered" items.)

Master: Above the Fray

Freq: 6, Power: 9, Major, Self-taught. Cost: 54
Master's do not fight except by Choice. If I have allies remaining on my side, and have done nothing but provide them with advice, you may not attack me specifically. Catching me in area/mass attacks is still ok.

Shtick EPs: 1257

Total EPs: 2440

EPs left: 64

SPs left: 156

Karma spent: 119 of 131

Money: 4 Tael 34 Li 25 Zhu **True Mastery: Specialized Invincibility**

True Mastery: Mastery Tree

Heart's Desire: sociable, novel, balanced, graceful, insightful

Missing Little Finger

Wolves are Scary (not a full psych lim)

Zhu are horribly unlucky to spend - never use them

