



Yang Shen-Ji
Metal/Fire/Art Sorcerer
March 12, 2022

BODY 9-3	REFLEXES 9 -4	MIND 11	SOCIAL 10
Strength: 9-3	Accuracy: 9 -4	Intelligence: 11	Charisma: 10
Resistance: 14	Dexterity: 11-4	Wit: 11	Grace: 10
Health: 14	Energy: 14	Resolve: 11	Status: 10

TAO 16	CHARMA 0	POWER 0	Marvels 0	SANITY
Yang: 16	Light: 0	Life: 5	Mutant: 0	Total: 50
Yin: 16	Darkness: 5	Death: 5	Mystic: 5	Current: 50
Chi: 16	Shadow: 0	Blood: 0	Meta: 0	

Move: 12	Physical: 9
Hit Points: 140	Mental: 11
	Tao: 16
	Dharma: 0
	Power: 0
	Marvels: 0

Total stat eps: 1227

5 Acting (x 3= 15)	30 Dispel Magic (x 3= 90)
10 Alertness (x 4= 40)	10 Dodge (x 5= 50)
10 All Politics (x 5= 50)	1 Dreamwalking (x 2= 2)
2 All Swords (x 4= 8)	5 Fast Talk (x 4= 20)
5 Animal Handling (x 2= 10)	5 First Aid (x 3= 15)
5 Appraisal (x 2= 10)	10 Fishing (x 1= 10)
5 Architecture (x 2= 10)	10 Gardening (x 1= 10)
5 Art Appreciation (x 1= 5)	5 Gather Information (x 4= 20)
5 Art Collector (x 1= 5)	1 Heraldry (x 2= 2)
5 Athletics (x 5= 25)	3 High Society (x 3= 9)
10 Bargaining (x 3= 30)	7 Horse Mastery (x 4= 28)
5 Battle Magic (x 4= 20)	10 Inscrutability (x 3= 30)
5 Beastmastery (x 4= 20)	2 Intelligence Analysis (x 5= 10)
1 Blades (x 5= 5)	5 Interrogation (x 3= 15)
5 Boating (x 2= 10)	10 Intimidation (x 2= 20)
5 Bribery (x 2= 10)	1 Jewelsmith (x 2= 2)
15 Bureaucracy (x 2= 30)	5 KS: Artifacts (x 3= 15)
10 Business (extra broad) (x 5= 50)	1 KS: Bear Mountain (x 2= 2)
3 Carousing (x 3= 9)	5 KS: Beast Mastery (x 3= 15)
10 Chi Mastery (x 4= 40)	5 KS: Blood Magic (x 3= 15)
5 Conversation (x 5= 25)	1 KS: Butterfly Kingdom (x 2= 2)
4 Cooking (x 1= 4)	5 KS: Death Magic (x 3= 15)
3 Cosmology (x 3= 9)	10 KS: Flowers (x 1= 10)
1 Cryptography (x 2= 2)	1 KS: Forest of Chin (x 2= 2)
3 Dancing (x 1= 3)	1 KS: Hidden City (x 2= 2)
5 Darkness (x 4= 20)	1 KS: Hon'eth Arcade (x 2= 2)
5 Death Checks (x 2= 10)	1 KS: Illuminated Precincts (x 2= 2)
25 Demon Mastery (x 5= 125)	2 KS: Imperial Exiles (x 2= 4)
2 Detect Lie (x 4= 8)	1 KS: Jade Taiga (x 2= 2)

5	KS: Life Magic	(x 3= 15)	4	Metalsmith (Broad)	(x 4= 16)
5	KS: Metal	(x 1= 5)	1	Military Organization	(x 3= 3)
10	KS: Monsters	(x 2= 20)	1	Necromancy	(x 4= 4)
1	KS: Myeong Clan	(x 1= 1)	5	Persuasion	(x 4= 20)
4	KS: Necromancy	(x 3= 12)	5	Philosophy	(x 2= 10)
2	KS: Phoenixes	(x 1= 2)	5	Ransacking	(x 1= 5)
5	KS: Post-Death	(x 4= 20)	1	Recruitment	(x 3= 3)
1	KS: Primal	(x 5= 5)	5	Research	(x 3= 15)
1	KS: Qin Chao Steppes	(x 2= 2)	5	Scrounging (extra broad)	(x 5= 25)
1	KS: Recurring NPCs	(x 5= 5)	4	Sculpture	(x 1= 4)
10	KS: Roof of the World	(x 2= 20)	5	Sense Motive	(x 4= 20)
10	KS: Savanna of Tears	(x 2= 20)	5	Shadow Magic	(x 4= 20)
1	KS: Shrouded Isle	(x 2= 2)	1	Shadowing	(x 3= 3)
5	KS: Sorcerors	(x 2= 10)	1	Shopping	(x 3= 3)
10	KS: Northern Barbarians	(x 3= 30)	1	Sleight of Hand	(x 3= 3)
5	KS: Southern Barbarians	(x 3= 15)	50	Sorcery	(x 4= 200)
5	KS: Southern Gods	(x 1= 5)	10	Stealth	(x 4= 40)
1	KS: Sky	(x 1= 1)	3	Stonecutting	(x 1= 3)
5	KS: Spirit/Demon World	(x 5= 25)	5	Strategy [Large Scale]	(x 4= 20)
1	KS: Strand	(x 2= 2)	1	Streetwise	(x 3= 3)
2	KS: Twelve Kingdoms	(x 3= 6)	5	Strong Willed	(x 3= 15)
1	KS: Witchcraft	(x 3= 3)	10	Survival [Extra Broad]	(x 5= 50)
2	Kung Fu	(x 3= 6)	5	Tactics	(x 3= 15)
4	Language: Hornese	(x 1= 4)	3	Tea Ceremonies	(x 1= 3)
8	Language: Senatali	(x 1= 8)	5	Teaching	(x 2= 10)
8	Language: Torghut	(x 1= 8)	5	Trap Mastery	(x 5= 25)
10	Law (Empire + International)	(x 3= 30)	15	True Sorcery	(x 4= 60)
1	Lichcraft	(x 3= 3)	4	Use Fireworks	(x 2= 8)
20	Magic Ritual	(x 5= 100)	3	Use Magic Device	(x 2= 6)
50	Magical Analysis	(x 5= 250)			
25	True Magical Analysis	(x 5= 125)			
1	Meditation	(x 2= 2)			
5	Memory	(x 3= 15)			
24	Metal Armor	(x 3= 72)			

Inherent Skills:

1. Dodge
2. Athletics
3. Persuasion
4. Blades

SP Total: 2490

Summon Lesser Sculpture

Freq: 3, Power: 2, Major, Taught. Cost: 6
Summons a sculpture of a human or animal from the ground in front of caster. It lasts for the duration of the scene/combat and then sinks back into the ground.

Minor Control of Metal

Freq: 3, Power: 2, Major, Taught. Cost: 6
An object of up to Yang successes*5 pounds total weight with a non-trivial metal component can fly at a rate of Yang successes/phase. Not usable as a weapon.

Flying Disk of Metal

Freq: 5, Power: 2, Major, Taught. Cost: 10
Summons a 3' diameter metal disk that the caster stands on; disk will fly via caster's mental control. Damage to the disk may impact speed and ability to fly. Movement rate = Yang successes per phase.

Wear Metal Armor

Freq: 6, Power: 2, Minor, Taught. Cost: 18
Can wear metal armor

Ritual Tweak

Freq: 1, Power: 5, Major, Taught. Cost: 5
1/run, spend a Yin to get an interesting hint from the GM about a ritual of Ezokin's you're investigating.

Wall of Iron

Freq: 4, Power: 4, Major, Taught. Cost: 16
The caster can cause a wall of iron to rise up from the ground in front of him, Yang successes in hexes long.

Sense Magic

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

See Magic

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

One With the Magic

Freq: 4, Power: 3, Major, Taught. Cost: 12
With concentration, I can immerse myself in the magical aura of an item or effect.

2 copies of: Firepower

Freq: 6, Power: 3, Major, Taught. Cost: 36
+3 dice to all sorcery rolls.

2 copies of: Sorcerous Ease

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

Pet Phoenix

Freq: 2, Power: 3, Major, Taught. Cost: 6
Once per run, may do something useful.

Pet Phoenix

Freq: 2, Power: 6, Major, Self-taught. Cost: 24
Once per run, may do something extra useful.

Polish Antique

Freq: 4, Power: 1, Major, Taught. Cost: 4
Caster has the ability to buff up an old or dirty antique, removing grime, tarnish, surface rust, etc. Also can remove small nicks and dents. Will not restore or improve structural integrity or give any combat bonuses.

Heavy Weapon

Freq: 5, Power: 5, Major, Taught. Cost: 25
1/turn, a metal weapon held by my target (within 8 hexes) becomes extremely heavy and falls to the ground. If the weapon is successfully disarmed, it cannot be picked up until the end of the combat.

Heavy Weapon

Freq: 3, Power: 5, Major, Taught. Cost: 15
1/combat, a metal weapon held by my target (within 8 hexes) becomes extremely heavy and falls to the ground. If the weapon is successfully disarmed, it cannot be picked up until the end of the combat.

Fire Arrow

Freq: 5, Power: 6, Major, Taught. Cost: 30
1/action, allows caster to conjure forth a small fiery arrow and shoot it at a target; damage is 4×Yang successes.

Iron Arrow

Freq: 6, Power: 6, Major, Taught. Cost: 36
1/action, allows caster to conjure forth a metal arrow and shoot it at a target; damage is 4×Yang successes.

Firestorm (fire)

Freq: 1, Power: 9, Major, Taught. Cost: 9
1/turn, spend a Yang to do [yang successes]*3 points of damage to everyone on the map who does not have a Swift Tiger tattoo

Firestorm (fire)

Freq: 3, Power: 9, Major, Taught. Cost: 27
1/run, spend a Yang to do [yang successes]*3 points of damage to everyone on the map who is not linked to the Butterfly Talisman

He's Not Molting, He's Pining for the Fjords

Freq: 2, Power: 2, Major, Taught. Cost: 4
1/run, I can generate a (non-stackable) phoenix feather.

Create Work of Art

Freq: 2, Power: 3, Major, Taught. Cost: 6
Once/run, caster can create a nice work of art, approximately a few li in value.

See the Strike

Freq: 5, Power: 3, Minor, Taught. Cost: 22
1/action, Dodge with Yin

Master: Professional Courtesy

Freq: 3, Power: 6, Major, Self-taught. Cost: 18
Once per scene, I can ask another Master for a favor, consideration, etc. They may ask for a minor favor in return.

Master: Reputation

Freq: 2, Power: 6, Major, Self-taught. Cost: 12
Sometimes people have heard of me (1/run) as a great and powerful master sorcerer.

Minor Ritual Power

Freq: 5, Power: 2, Major, Taught. Cost: 10
+1 die to any roll made during a magical ritual

Finger on the Balance

Freq: 2, Power: 3, Major, Taught. Cost: 6
As part of a sorcerous ritual, I can adjust the balance of one element/action/cycle. (Metal, I can adjust all the way; others less so.)

At My Command

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

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

Demonic Command

Freq: 5, Power: 6, Major, Taught. Cost: 30
Double my Chi dice for demon summoning (1/turn)

Melt Metal

Freq: 5, Power: 4, Major, Taught. Cost: 20
1/scene, caster can cause metal of up to Yang successes×100 pounds to melt and flow.

3 copies of: Melt Metal

Freq: 2, Power: 4, Major, Taught. Cost: 24
1/scene, caster can cause metal of up to Yang successes×100 pounds to melt and flow.

Destroy Wood

Freq: 4, Power: 4, Major, Taught. Cost: 16
1/round, caster can cause normal wood of up to Yang successes×100 pounds to splinter and disintegrate.

Destroy Stone

Freq: 4, Power: 4, Major, Taught. Cost: 16
1/round, caster can cause normal stone of up to Yang successes×100 pounds to shatter.

Bold

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

Branching Power

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/turn, split sorcery dice N ways

Grounding Rod

Freq: 6, Power: 6, Major, Taught. Cost: 36
Take half damage from magic effects.

Disable Bow (Wood)

Freq: 5, Power: 5, Major, Taught. Cost: 25
1/action, a wooden weapon held by my target (within 8 hexes) becomes wiggly and flexible and unusable until the end of the combat.

Wrath of the Phoenix

Freq: 6, Power: 8, Major, Taught. Cost: 48
1/turn, roll your Yang to consume an enemy in fire. Damage = Yang successes * 6.

Summon/Contact Spirit/Demon

Freq: 2, Power: 8, Minor, Taught. Cost: 24
Summon or contact a spirit, given its name. Requires a Chi roll.

Summon Ripper Demon

Freq: 2, Power: 6, Minor, Taught. Cost: 18
Summon demons with a x6 multiplier. 50 points of damage per demon summoned must be done; Shen-Ji pays 10 HP per demon summoned; Chi with Demon Summoning to do the summons.

Spouse: Business Manager

Freq: 2, Power: 6, Major, Self Cost: 12
My wife is an excellent business manager.

Spouse: Devoted

Freq: 5, Power: 7, Major, Self Cost: 35
Immune to Seduction

Spouse: Reputation

Freq: 2, Power: 6, Major, Self Cost: 12
The Sakong family is well-known and respected

Create Coinage

Freq: 2, Power: 3, Major, Taught. Cost: 6
Once/run, caster can create a handful of zhu, allowing him to spend up to 99 zhu on something.

Fast Art

Freq: 2, Power: 4, Major, Taught. Cost: 8
Quickly summon up a piece of art in a single action.

Bind Demon

Freq: 4, Power: 10, Minor, Taught. Cost: 60
You can bind a demon to a single task, after which it is no longer bound (unless the binding is something like "go into this demon box"). You must make a Chi roll to beat 1-3x the demon's tao; x1 for things which go along with its nature, and x3 for things directly antithetical to its nature.

8 copies of: Magical Study

Freq: 2, Power: 2, Major, Taught. Cost: 32
Memorize a spell or person's aura, etc.

MM: Dispel Magic

Freq: 4, Power: 6, Major, Self-taught. Cost: 24
I can dispel a magic spell or ongoing magical effect. Requires an opposed Chi (or equivalent) roll.

MM: Duplicate Spell

Freq: 3, Power: 10, Major, Self-taught. Cost: 30
Once I have successfully studied a spell, I can cast it myself (up to power 8); if it has any particular requirements or limitations, I must satisfy them (but I know what they are when the schtick is Studied). Using this schtick erases the instance of that Study.

Master: Phoenix Rebirth

Freq: 2, Power: 10, Major, Self-taught. Cost: 20
Phoenix grants you rebirth; if your death was worthy (you may check with the GMs before committing to relevant actions), she will renew the schtick. You return in puttering sufficiently healed to not be dying again.

Skin of Bronze

Freq: 6, Power: 4, Major, Taught. Cost: 24
Blunt (-1x multiplier) vs all metal weapons

Mask Emotion

Freq: 5, Power: 7, Minor, Taught. Cost: 52
1/action, immune to sense motive / social-based will roll effects.

Demon Smite

Freq: 1, Power: 10, Minor, Taught. Cost: 15
With a sacrifice cost of 10 (healable) hit points to Carnage, my next strike carries a Smite. (Hell contract requirements)

Piercing Metal Implement

Freq: 4, Power: 3, Major, Taught. Cost: 12
Creates a magical animated shovel/axe that can dig/create a 10x10x10 hole in earth every turn/10 mins.

Yama Prayer

Freq: 3, Power: 4, Major, Taught. Cost: 12
1/10 minutes, I can spend a yin to pray that Yama pay attention, and it should work.

MM: Extension

Freq: 4, Power: 7, Major, Self-taught. Cost: 28
Extend a Sorcery effect of power 6 or less by one duration class. (Resolve successes) must equal or beat the power of the beastmastery effect. Cannot be stacked.

MM: Learn Spell

Freq: 2, Power: 10, Major, Self-taught. Cost: 20
Once I have successfully studied a spell, I can use it to teach it to myself as a schtick, giving myself the 1x cost for having a teacher; I pay normal price for Concept cost.

Spa: Crepin. Ch. O.ce p.r sce.e, y.u .ay ad. you. chi .o a.y
mys.ical s.at .hat yo. hav. on y.ur sh.et.
.ll ch. an. ma.ical ef.ects .n y.u do c.rrupt.on dam.ge

Demonbane 1

Freq: 6, Power: 4, Minor, Taught. Cost: 36
Half damage from demons

Sword's Betrayal

Freq: 2, Power: 8, Major, Taught. Cost: 16
1/scene (spend a Yang), a sword within 8 hexes will begin to attack its wielder (with an Accuracy of your Chi), once per action of yours, until discarded (minimum one strike).

Core of Steel

Freq: 2, Power: 8, Major, Taught. Cost: 16
Caster may spend a Yin to instantly turn into solid steel for a single second, allowing him to ignore the effects of a single physical attack. Usable once/combat.

Impenetrable Hex Side

Freq: 5, Power: 8, Minor, Taught. Cost: 60
You may make one side of the hex you are in a barrier to physical damage (in both directions). Once raised, the barrier has a duration of [chi successes] ticks, and does not move.

Mystic Manipulation

Freq: 2, Power: 0, Outside, Taught. Cost: 0
Once a run, you make a Mysticism roll. You may make # successes subsequent rolls in the run which may target desolid or undetectable beings. (Power 5, but not paid in eps)

Shtick EPs: 1312
Total EPs: 2539

EPs left: 160
SPs left: 198
Karma spent: 119 of 153
Money: 13 Tael 56 Li 75 Zhu
True Mastery: Specialized Invincibility
True Mastery: Specialists, not Generalists (no ninja)
True Mastery: Mastery Tree
Ni Cheng's pack