



Yanyu  
Mystic Matchmaker  
March 12, 2022

<b>BODY</b> 7	<b>REFLEXES</b> 8	<b>MIND</b> 16	<b>SOCIAL</b> 18	<b>TAO</b> 16
Strength: 7	Accuracy: 8	Intelligence: 17	Charisma: 18	Yang: 16
Resistance: 7	Dexterity: 8	Wit: 16	Grace: 18	Yin: 16
Health: 10	Energy: 8	Resolve: 16	Status: 18	Chi: 16

Move: 8	Physical: 7
Hit Points: 90	Mental: 16
	Tao: 16

Total stat eps: 1493

8	Acting	(x 3= 24)	1	Grovelling	(x 1= 1)
2	Active Perception	(x 2= 4)	9	High Society	(x 3= 27)
3	All Politics	(x 5= 15)	3	History	(x 2= 6)
1	Annoy	(x 1= 1)	12	Interpret Omens	(x 3= 36)
1	Art Appreciation	(x 1= 1)	1	Intimidation	(x 2= 2)
28	Astrology	(x 5= 140)	6	KS: Altering the Cycle	(x 2= 12)
2	Astronomy	(x 1= 2)	1	KS: Bear Mountain	(x 2= 2)
1	Bluff	(x 3= 3)	2	KS: Butterfly Meadows	(x 2= 4)
1	Bribery	(x 2= 2)	5	KS: Circus	(x 1= 5)
6	Bureaucracy	(x 2= 12)	1	KS: Craneslake Heights	(x 2= 2)
1	Calligraphy	(x 1= 1)	+1	KS: Demons	(x 2= 2)
1	Ceremonies	(x 2= 2)	1	KS: Dragon Army	(x 2= 2)
21	Charming	(x 4= 84)	6	KS: Dragon's Throne	(x 2= 12)
1	Chi Mastery	(x 4= 4)	1	KS: Forest of Chin	(x 2= 2)
1	Climbing	(x 2= 2)	2	KS: Hon'eth Arcade	(x 2= 4)
1	Close-mouthed	(x 2= 2)	1	KS: Illuminated Precincts Court	(x 1= 1)
50	Conversation	(x 5= 250)	2	KS: Illuminated Precincts	(x 2= 4)
12	True Conversation	(x 5= 60)	2	KS: Jade Taiga	(x 2= 4)
10	Cryptography	(x 2= 20)	2	KS: Ninjas	(x 2= 4)
10	Dancing	(x 1= 10)	1	KS: Plains of Honor	(x 2= 2)
18	Detect Lie	(x 4= 72)	1	KS: Qin Chao Steppes	(x 2= 2)
12	Diplomacy	(x 3= 36)	10	KS: Recurring NPCs	(x 5= 50)
22	Dodge	(x 5= 110)	1	KS: Shrouded Isle	(x 2= 2)
10	Erudite	(x 4= 40)	2	KS: Spirit World	(x 4= 8)
14	Etiquette	(x 3= 42)	6	KS: Spirit/Demon World	(x 5= 30)
2	Event Planning	(x 1= 2)	1	KS: Strand	(x 2= 2)
1	Exit Gracefully	(x 2= 2)	1	KS: The Party	(x 2= 2)
1	Eye for Detail	(x 1= 1)	1	KS: Twelve Kingdoms	(x 3= 3)
1	Fashion	(x 1= 1)	2	Kung Fu	(x 3= 6)
16	Fast Talk	(x 4= 64)	8	Language: Hornese	(x 1= 8)
3	Feminine Wiles	(x 4= 12)	8	Language: Senatali	(x 1= 8)
15	Flattery	(x 2= 30)	8	Language: Torghut	(x 1= 8)
5	Foraging (people)	(x 2= 10)	8	Language: Philosophical Sign	(x 1= 8)
1	Formal Dance	(x 1= 1)		Language	
1	Fortune Telling	(x 3= 3)	1	Law (12 Kingdoms)	(x 2= 2)
18	Gather Information	(x 4= 72)	2	Linguistics	(x 2= 4)
2	Graceful	(x 2= 4)	8	Longbow	(x 3= 24)
1	Grooming	(x 1= 1)	2	Magic Ritual	(x 5= 10)

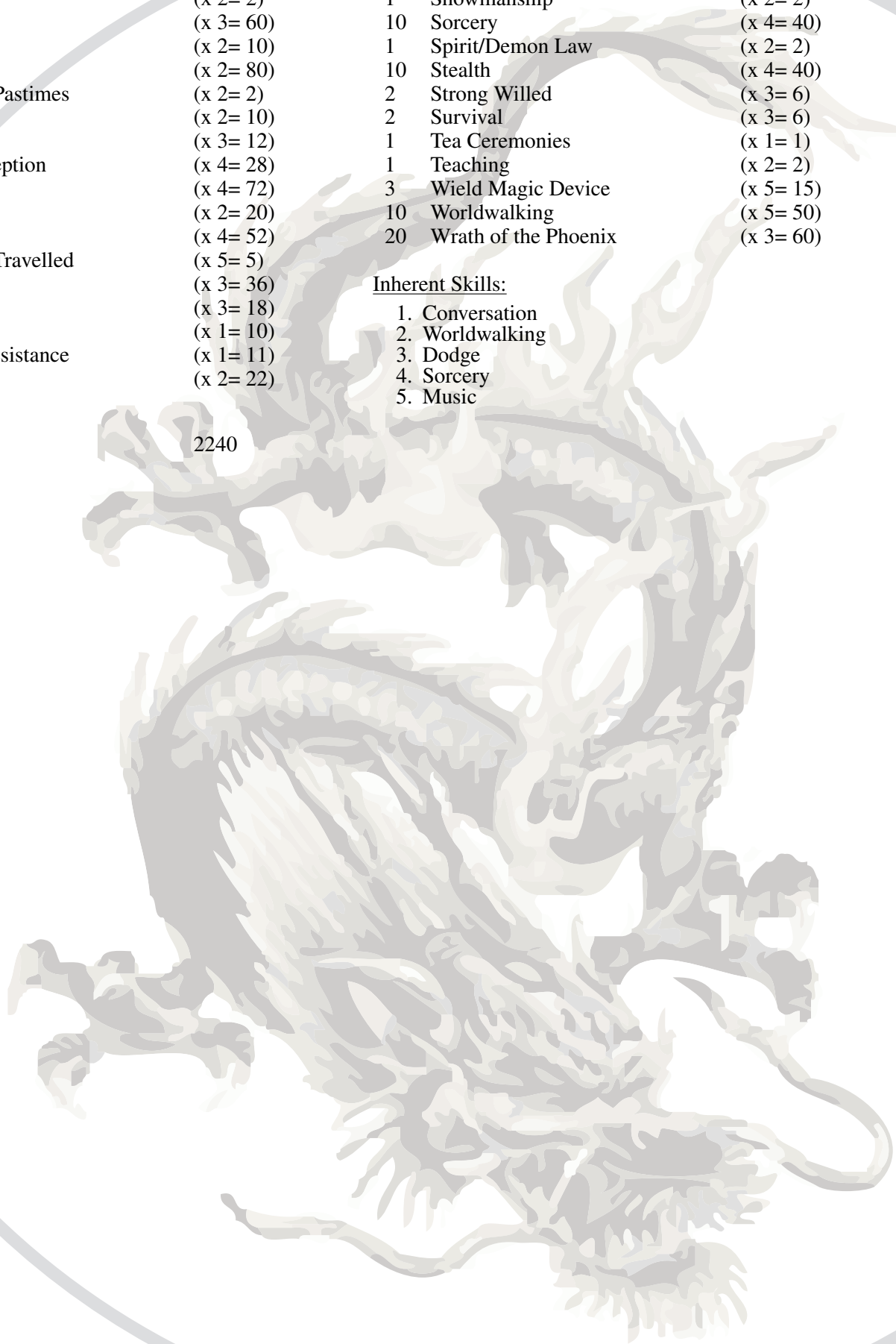
12	Matchmaking	(x 3= 36)	16	Sense Motive	(x 4= 64)
2	Medicine	(x 5= 10)	1	Shadowing	(x 3= 3)
1	Meditation	(x 2= 2)	1	Showmanship	(x 2= 2)
20	Memory	(x 3= 60)	10	Sorcery	(x 4= 40)
5	Midwifery	(x 2= 10)	1	Spirit/Demon Law	(x 2= 2)
40	Music	(x 2= 80)	10	Stealth	(x 4= 40)
1	Noble Lady Pastimes	(x 2= 2)	2	Strong Willed	(x 3= 6)
5	Observation	(x 2= 10)	2	Survival	(x 3= 6)
4	Parenting	(x 3= 12)	1	Tea Ceremonies	(x 1= 1)
7	Passive Perception	(x 4= 28)	1	Teaching	(x 2= 2)
18	Persuasion	(x 4= 72)	3	Wield Magic Device	(x 5= 15)
10	Propaganda	(x 2= 20)	10	Worldwalking	(x 5= 50)
13	Psychology	(x 4= 52)	20	Wrath of the Phoenix	(x 3= 60)
1	Really Well Travelled	(x 5= 5)			
12	Research	(x 3= 36)			
6	Riding	(x 3= 18)			
10	Romance	(x 1= 10)			
11	Seduction Resistance	(x 1= 11)			
11	Seduction	(x 2= 22)			

Inherent Skills:

1. Conversation
2. Worldwalking
3. Dodge
4. Sorcery
5. Music

SP Total:

2240





My Michael Likes a Good Fight

To the Moon!

Spot Opportunity

Set Gender

Identity

Witness the Truth

Social perception

Locate Trial Member

Cure Infertility

Sense Mistake

Reputation

Catalogue Study

Catalogue

Catalogue

Consider Match

Destiny

Trial Bonus

Trial Bonus

Makeover

Love Potion

Secret Language

Use Trial Skill

Selection Resistance

Fated Dodge

Horoscopic Divination

Destiny

Give Action

Sense Supernatural

Determine Aspect

Good Listener

General Horoscope

Sense Relationships

Find Spouse

Homeland

The Stars Dispose

Destiny

Always Clean

Summon/Control Spirit/Deities

Sense Connection

The Stars Protect

Aspected Blessing

Destiny

Protection of the Friends

Gift Protection Officer

True Understanding

Destiny

Wrath of the Friends

Destiny

### **Sense Supernatural**

Freq: 4, Power: 3, Major, Taught. Cost: 12  
1/turn, make a Yin roll to perceive if someone is a spirit, demon, or other supernatural being.

### **Determine Aspect**

Freq: 4, Power: 3, Major, Taught. Cost: 12  
1/turn, I can determine someone's aspect. (Requires some information about them, or talking to them).

### **Set Gender**

Freq: 3, Power: 1, Major, Taught. Cost: 3  
I can perform a ceremony on someone to set the gender of the next child they conceive. (Note: if you do the ceremony on both parents and set the gender differently, the mom wins.)

### **Identity**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
1/run, Tell which of six related facts about a single person are false, provided at least four are true.

### **Winnow the Truth**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
1/run, write down N statements about a subject (up to your Chi). We'll order them based on importance.

### **Makeover**

Freq: 2, Power: 7, Major, Taught. Cost: 14  
1/run, double someone else's Charisma dice for one scene.

### **Good Listener**

Freq: 3, Power: 3, Major, Taught. Cost: 9  
1/scene, You can get someone to tell you about twice as much as they were originally going to.

### **Social perception**

Freq: 6, Power: 1, Major, Taught. Cost: 6  
+1 Grace die for evaluating people.

### **General Horoscope**

Freq: 2, Power: 5, Major, Taught. Cost: 10  
1/run, draw a long term astrological prediction - what are the long term signs and portents for this person's future?

### **Sense Relationships**

Freq: 3, Power: 3, Major, Taught. Cost: 9  
1/scene Detect the familial, personal, or professional relationships between members of a group of people. Make a Grace roll with perception skills.

### **Love Potion**

Freq: 2, Power: 8, Major, Taught. Cost: 16  
1/run, I may perform the Love Potion ritual working, and it automatically succeeds.

### **Locate Triad Member**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
1/run, know the rough location of the other members of your triad.

### **Wrath of the Phoenix**

Freq: 4, Power: 8, Major, Taught. Cost: 32  
Roll your Yang to consume an enemy in fire. Ranged  
Damage = Yang successes \* 6.

### **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.

### **Find Spouse**

Freq: 2, Power: 5, Major, Taught. Cost: 10  
1/run, Know the distance and direction of the spouse of a person standing before you.

### **Cure Infertility**

Freq: 1, Power: 5, Major, Taught. Cost: 5  
A mini-ritual requiring a Yin roll, opposed by the severity of the infertility.

### **Summon/Contact Spirit/Demon**

Freq: 3, Power: 8, Minor, Taught. Cost: 36  
Summon or contact a spirit, given its name. Requires a Chi roll.

### **Child Protection Officer**

Freq: 3, Power: 10, Major, Taught. Cost: 30  
1/scene, for the duration of the scene no child can be attacked until you are incapacitated.

### **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.

### **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.

### **Seduction Resistance**

Freq: 3, Power: 6, Major, Taught. Cost: 18  
1/scene, double dice for Seduction resistance rolls

### **Sense Connection**

Freq: 4, Power: 5, Major, Taught. Cost: 20  
1/10 minutes, determine the most important person who is not here, connected to the person you are talking to.

### **Reputation**

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

### **Homeland**

Freq: 4, Power: 3, Major, Taught. Cost: 12  
Citizen of the Sun/Moon

### **Catalogue Study**

Freq: 2, Power: 3, Major, Taught. Cost: 6  
With a horoscope and four aspect-y examples of defining actions or choices (one aspect from each season), you can Catalogue someone who is not there.

### 2 copies of: Catalogue

Freq: 3, Power: 2, Major, Taught. Cost: 12  
Make a Yin roll upon someone whose horoscope you have (successes in casting the horoscope count as a helper roll for this roll). (Only 1 person may be catalogued at a time for each copy of this shtick.

### Consider Match

Freq: 2, Power: 3, Major, Taught. Cost: 6  
I can determine the pros and cons (including unexpected ones) of a match between a Catalogued person and someone I know a few things about.

### Fated Dodge

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

### The Stars Protect

Freq: 3, Power: 7, Major, Taught. Cost: 21  
Immune to chi effects from a Catalogued person.

### True Understanding

Freq: 5, Power: 6, Major, Taught. Cost: 30  
Double dice for perception and scrying rolls against a Catalogued person (unless for a shtick that requires that they be Catalogued)

### The Stars Dispose

Freq: 1, Power: 9, Major, Taught. Cost: 9  
I may spend a Yang to apply pressure to a Catalogued person's fate. This can act directly against or directly in favor of something in their horoscope; it will not have a strong affect in other areas.

### Horoscopic Divination

Freq: 2, Power: 7, Major, Taught. Cost: 14  
Given a group or list of entities, you may divide them up between the appropriate Cycle spirits which most closely represent their nature or motive, and from that division, perform a further clarifying divination. (Yin with Astrology)

### Aspected Blessing

Freq: 3, Power: 7, Major, Taught. Cost: 21  
I can spend a Chi to put the "blessing" of a particular aspect on a soon-to-happen scene or event.

### 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  
??

### Protection of the Phoenix

Freq: 3, Power: 8, Major, Taught. Cost: 24  
1/combat, Immunity to all fire damage for one turn.

### Spouse: My Husband Likes a Good Fight

Freq: 3, Power: 10, Major, Self Cost: 30  
If there's a combat, Yin-Xiang is likely to be around.

### Spouse: To the Moon!

Freq: 2, Power: 10, Major, Self Cost: 20  
Escape to the moon if I am not physically restrained. Return next moonrise.

### Spouse: Spot Opportunity

Freq: 2, Power: 5, Major, Self Cost: 10  
Spot hidden opportunity (or trap) in the situation for Yin-Xiang.

### Always Clean

Freq: 6, Power: 2, Major, Taught. Cost: 12  
No matter what, I am always clean and my clothes tidy.

### 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.

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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.

### Give Action

Freq: 3, Power: 5, Major, Taught. Cost: 15  
I can spend a Yin to give another triad member my action (it stays as the type that I rolled for my speed)

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Shtick EPs: 700

Total EPs: 2193

EPs left: 186

SPs left: 148

Karma spent: 22 of 51

Money: 20 Tael 40 Li 59 Zhu

True Mastery: Specialized Invincibility  
red plum blessing: renewal  
Shuyan should go to Daizhou

