



Master Zhou
Old Master
March 12, 2022

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

Move: 13	Physical: 10
Hit Points: 125	Mental: 10
	Tao: 15

Total stat eps: 1338

Physical

1	Acrobatics	(x 3= 3)
5	Animal Handling	(x 2= 10)
1	Archery	(x 4= 4)
20	Athletics	(x 5= 100)
1	Blacksmith	(x 3= 3)
2	Blades	(x 5= 10)
1	Blunt Weapons	(x 5= 5)
1	Dodge	(x 5= 5)
1	Feats of Strength	(x 4= 4)
10	Hardy	(x 4= 40)
1	Juggling	(x 1= 1)
50	Kung Fu (extra broad)	(x 5= 250)
35	True Kung Fu (extra broad)	(x 5= 175)
1	Phoenix Kung Fu	(x 3= 3)
10	Combat Riding	(x 4= 40)
1	Spatial Awareness	(x 3= 3)
20	Stealth	(x 4= 80)
1	Thrown Weapons	(x 4= 4)

Mental

5	Administration	(x 2= 10)
2	Architecture	(x 2= 4)
5	Astrology	(x 5= 25)
1	Bargaining	(x 3= 3)
5	Conversation	(x 5= 25)
5	Detective	(x 5= 25)
1	Mechanics	(x 3= 3)
2	Feng Shui	(x 2= 4)
1	First Aid	(x 3= 3)
1	Gambling	(x 2= 2)
6	Gather Information	(x 4= 24)
1	Humility	(x 2= 2)
33	Interpret Omens	(x 3= 99)
1	Intelligence Analysis	(x 5= 5)
1	Linguistics	(x 2= 2)
3	Medicine	(x 5= 15)
3	Meditation	(x 2= 6)
15	Memory	(x 3= 45)

5	Natural Philosophy	(x 2= 10)
1	Navigation	(x 5= 5)
20	Passive Perception	(x 4= 80)
1	Patience	(x 2= 2)
12	Persuasion	(x 4= 48)
5	Psychology	(x 4= 20)
10	Research	(x 3= 30)
1	Strategy [Large Scale]	(x 4= 4)
28	Strong Willed	(x 3= 84)
5	Survival [Extra Broad]	(x 5= 25)
5	Tactics	(x 3= 15)
50	Teaching	(x 2= 100)
15	True Teaching	(x 2= 30)
8	Taught Cai Wen Feats of Strength	(x 1= 8)
5	Taught Cai Wen Research	(x 1= 5)

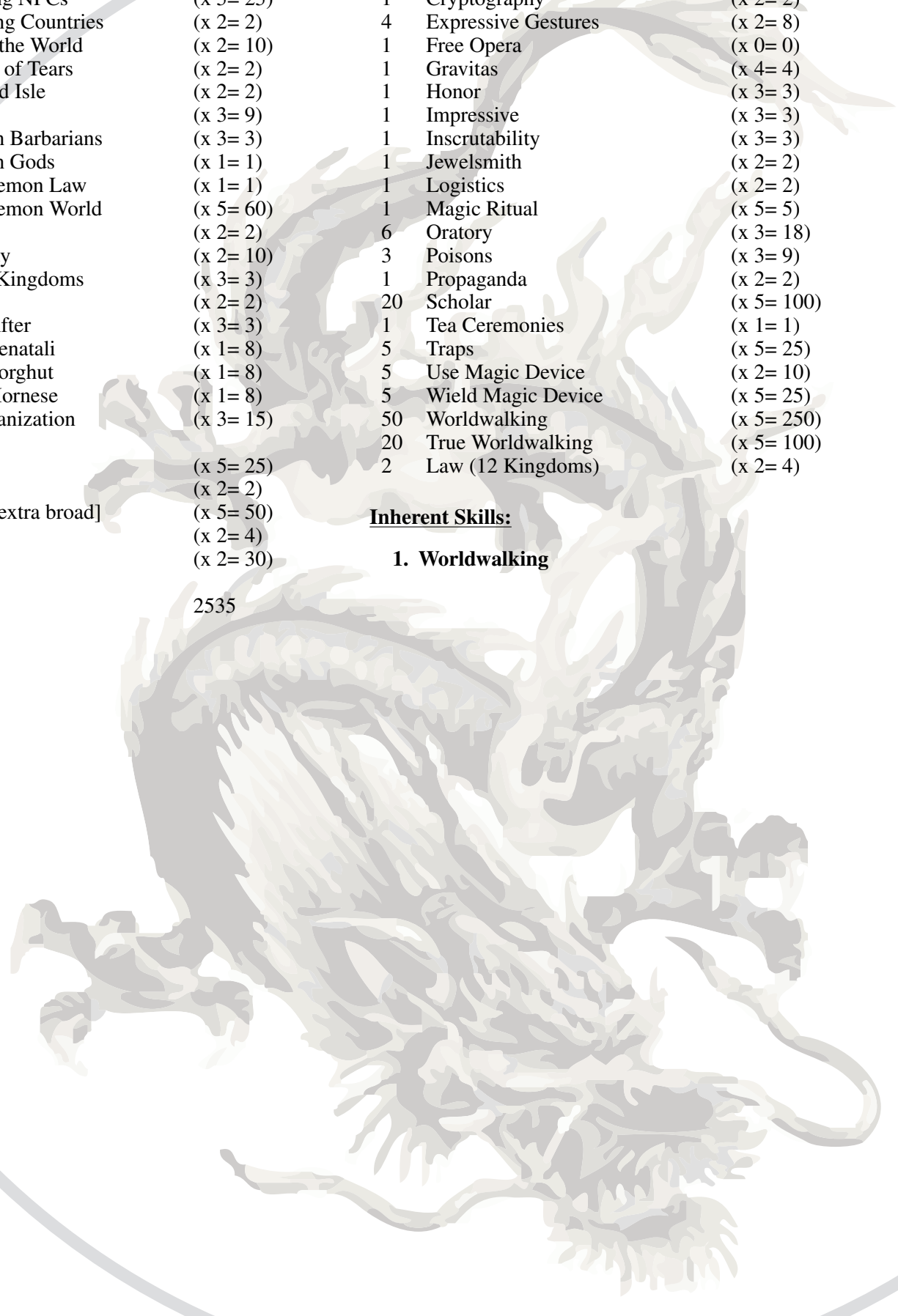
Knowledge

1	Beekeeping	(x 1= 1)
1	History	(x 2= 2)
10	KS: Altering the Cycle	(x 2= 20)
1	KS: Artifacts	(x 3= 3)
1	KS: Ascending Path	(x 2= 2)
1	KS: Battle Magic	(x 3= 3)
5	KS: Bear Mountain	(x 2= 10)
1	KS: Beast Mastery	(x 3= 3)
1	KS: Butterfly Meadows	(x 2= 2)
1	KS: Circus	(x 1= 1)
2	KS: Combat Styles	(x 3= 6)
1	KS: Dragon Army	(x 2= 2)
1	KS: Five Temples	(x 3= 3)
1	KS: Forest of Chin	(x 2= 2)
1	KS: Hidden City	(x 2= 2)
1	KS: Hon'eth Arcade	(x 2= 2)
1	KS: Illuminated Precincts	(x 2= 2)
2	KS: Imperial Succession	(x 2= 4)
1	KS: Imperial Wedding Customs	(x 1= 1)
1	KS: Jade Taiga	(x 2= 2)
2	KS: Kung Fu Masters	(x 1= 2)
1	KS: Necromancy	(x 3= 3)

1	KS: Northern Barbarians	(x 3= 3)	10	Ceremonies	(x 2= 20)
1	KS: Northern Magics	(x 2= 2)	15	Chi Mastery	(x 4= 60)
1	KS: Qin Chao Steppes	(x 2= 2)	1	Cooking	(x 1= 1)
5	KS: Recurring NPCs	(x 5= 25)	1	Cryptography	(x 2= 2)
1	KS: Renaming Countries	(x 2= 2)	4	Expressive Gestures	(x 2= 8)
5	KS: Roof of the World	(x 2= 10)	1	Free Opera	(x 0= 0)
1	KS: Savanna of Tears	(x 2= 2)	1	Gravitas	(x 4= 4)
1	KS: Shrouded Isle	(x 2= 2)	1	Honor	(x 3= 3)
3	KS: Sorcery	(x 3= 9)	1	Impressive	(x 3= 3)
1	KS: Southern Barbarians	(x 3= 3)	1	Inscrutability	(x 3= 3)
1	KS: Southern Gods	(x 1= 1)	1	Jewelrysmith	(x 2= 2)
1	KS: Spirit/Demon Law	(x 1= 1)	1	Logistics	(x 2= 2)
12	KS: Spirit/Demon World	(x 5= 60)	1	Magic Ritual	(x 5= 5)
1	KS: Strand	(x 2= 2)	6	Oratory	(x 3= 18)
5	KS: The Party	(x 2= 10)	3	Poisons	(x 3= 9)
1	KS: Twelve Kingdoms	(x 3= 3)	1	Propaganda	(x 2= 2)
1	KS: Undead	(x 2= 2)	20	Scholar	(x 5= 100)
1	KS: World After	(x 3= 3)	1	Tea Ceremonies	(x 1= 1)
8	Language: Senatali	(x 1= 8)	5	Traps	(x 5= 25)
8	Language: Torghut	(x 1= 8)	5	Use Magic Device	(x 2= 10)
8	Language: Hornese	(x 1= 8)	5	Wield Magic Device	(x 5= 25)
5	Military Organization	(x 3= 15)	50	Worldwalking	(x 5= 250)
Miscellaneous			20	True Worldwalking	(x 5= 100)
5	All Politics	(x 5= 25)	2	Law (12 Kingdoms)	(x 2= 4)
1	Archaeology	(x 2= 2)	<u>Inherent Skills:</u>		
10	Artist [extra extra broad]	(x 5= 50)	1. Worldwalking		
2	Boating	(x 2= 4)			
15	Bureaucracy	(x 2= 30)			

SP Total:

2535



Reputation

Freq: 2, Power: 3, Major, Taught. Cost: 6
I am Master Zhou of the White Pagoda! 1/run, someone has heard of me positively.

Learning Lesson I

Freq: 3, Power: 3, Major, Taught. Cost: 9
Train with me for an hour and I learn something useful about you. (1/scene)

Learning Lesson II

Freq: 2, Power: 4, Major, Taught. Cost: 8
Go do the (hard) task I assign you. Come back and tell me what you learned, and that tells me something you need to know. (1/scene, spend a Chi)

2 copies of: Nerve Strike

Freq: 3, Power: 3, Major, Taught. Cost: 18
By making a carefully placed attack (roll for 9s), target loses $\sqrt{\text{successes}}$ actions. (1/turn, spend a Yang)

Spinning Turtle

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/turn, spend a Yang to split my dice as many ways as I want.

3 copies of: Flow Like Water

Freq: 6, Power: 1, Major, Taught. Cost: 18
+1 die to parry

2 copies of: Flow Like Water

Freq: 1, Power: 1, Major, Taught. Cost: 2
+1 die to parry

Destiny I

Freq: 6, Power: 1, Major, Taught. Cost: 6
May teach the appropriate Aspect Kung Fu shtick to a student of the appropriate Aspect, at normal or "spend a chi" frequency, and it will always be in major concept.

Destiny II

Freq: 6, Power: 2, Major, Taught. Cost: 12
Anyone in your teacher/student group can use the One True Kung Fu shtick of one of the other people in the group, if you are both there. They can use it at the same frequency that the source has it, but the charges/uses are separate per person.

Destiny III

Freq: 6, Power: 3, Major, Taught. Cost: 18
Anyone in your teacher/student group will know the current health/status of anyone else in the group, regardless of range.

Destiny IV

Freq: 6, Power: 4, Major, Taught. Cost: 24
??

Destiny V

Freq: 6, Power: 5, Major, Taught. Cost: 30
??

Phoenix's Wing

Freq: 6, Power: 3, Major, Taught. Cost: 18
I may parry magical attacks with martial arts.

Combat Analysis

Freq: 5, Power: 3, Major, Taught. Cost: 15
Learn someone's combat training, level, Aspect, and general potential from seeing them fight.

Find the Second Way

Freq: 1, Power: 4, Major, Taught. Cost: 4
Once per run, by deliberately refraining from violence, you can spend a Yin to try to discern a different way to thwart your opponent. (May require a Yin roll, depending on the enemy.)

Yellow Silk Brotherhood

Freq: 1, Power: 6, Major, Taught. Cost: 6
As long as it is not completely unreasonable, a Yellow Silk Student can summon others of his school to his aid in a time of great need.

Brotherhood

Freq: 1, Power: 6, Major, Taught. Cost: 6
I may (once/book) summon other monks of the Steadfast Heart to my aid in a time of great need.

Cranky Old Master

Freq: 5, Power: 3, Major, Taught. Cost: 15
During combat, criticize a student's form once per action. Each time, they lose one die from their next attack or dodge (depending on what you criticized). Once combat is over, the "lost" dice are all added to two pools (like Yang and Yin) which can be thrown, fortune-like, to an attack or defense roll, at will. These pools last until used.

Yellow Silk Student

Freq: 6, Power: 1, Major, Taught. Cost: 6
Reputation: The distinctive sash is known far and wide, marking a student as a disciple of Master Long.

Sight Through Silk

Freq: 6, Power: 3, Major, Taught. Cost: 18
Tying a silken cloth about their eyes, a Yellow Silk adept becomes blind to mundane concerns, but may roll his Chi dice to see all enemies, invisible, covered, or otherwise unseen.

The Strike Forseen

Freq: 2, Power: 4, Major, Taught. Cost: 8
1/scene, spend a Yin to see enemies' attacks (successes and shtick effects) before deciding whether/how much to dodge.

Perfect Reflection

Freq: 4, Power: 6, Major, Taught. Cost: 24
1/turn, may duplicate an enemy's shtick of power 4 or below.

Perfect Reflection

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/run, may duplicate an enemy's shtick of power 4 or below.

Hard Hands

Freq: 6, Power: 3, Major, Taught. Cost: 18
May parry physical ranged attacks with martial arts.

2 copies of: Pebbles Cannot Move A Mountain

Freq: 1, Power: 9, Major, Taught. Cost: 18
May spend a Chi to be unaffected by mooks for a round.

Fist of the Wind

Freq: 6, Power: 4, Major, Taught. Cost: 24
Strikes I do push back my foe 1 hex per success. This does not do extra damage.

Fist of the Wind

Freq: 2, Power: 4, Major, Taught. Cost: 8
Strikes I do push back my foe 1 hex per success. This does not do extra damage.

Master's Guidance

Freq: 4, Power: 7, Major, Taught. Cost: 28
1/turn, give a student a new action now to perform the task you indicate.

Reflection of the Dawn

Freq: 6, Power: 5, Major, Taught. Cost: 30
1/phase, extra die pool to parry.

One Foot To Stand On

Freq: 5, Power: 3, Major, Taught. Cost: 15
Split my attack three ways

Soft Touch

Freq: 6, Power: 3, Major, Taught. Cost: 18
The damage I do comes back very quickly post-combat, and does not cause death checks.

Just Like We Practiced

Freq: 2, Power: 6, Major, Taught. Cost: 12
After giving someone lessons for some time, they may use a shtick of yours instead of you. (1/run)

The Needs of the Few

Freq: 2, Power: 8, Major, Taught. Cost: 16
1/run, a teaching shtick of power 7 or less affects a small group instead of an individual.

4 copies of: Brilliant Strike

Freq: 6, Power: 4, Major, Taught. Cost: 96
+5 dice to kung fu.

My Hand on Yours

Freq: 1, Power: 8, Minor, Taught. Cost: 12
1/book, x2 dice for a student following my command.

My Hand on Yours

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

Silk Glove, Iron Fist

Freq: 6, Power: 3, Major, Taught. Cost: 18
Flowing silks can hide a deadly strike. Adepts of the Yellow Silk school may add their Yang stat to the damage they do in melee once a turn.

Lay to Rest

Freq: 2, Power: 3, Minor, Taught. Cost: 9
Make a chi roll to lay to rest an unquiet ghost or undead, to send them properly to the World After. (If the undead is controlled, you must beat the necromancer's power).
Defeated undead will not resist.

Banish Corruption

Freq: 4, Power: 4, Minor, Taught. Cost: 24
Make a Chi roll to purge a target of any corruption points. The effect will resist based on the Chi of its source.

Seize the Moment

Freq: 3, Power: 6, Major, Taught. Cost: 18
1/turn, spend a Chi to refresh a student's use of a shtick of power 6 or less, at no range.

Strike Ghost

Freq: 6, Power: 4, Major, Taught. Cost: 24
My physical strikes hit ghosts

Deflect

Freq: 6, Power: 5, Major, Taught. Cost: 30
Can deflect parried ranged attacks back to the original target (works like kung fu riposte).

Master: Cue by Four

Freq: 4, Power: 7, Major, Self-taught. Cost: 28
Spend a Yang to knock some sense into the target by hitting them with a kung fu strike. Successes act as a resistance roll against effects that confuse, ensorcel, frighten, etc. the mind. Target also takes normal damage from the hit.

2 copies of: Battle is a Dance

Freq: 1, Power: 6, Major, Taught. Cost: 12
1/run, when a foe attacks me, I may spend a chi to declare that he must attack no one but me, until he or I has fallen. (The foe may flee or take other non-attack actions).

Yielding Water

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/combat, spend a Yin to double my Dexterity for parry.

Old (Lore) Master

Freq: 2, Power: 6, Major, Taught. Cost: 12
1/run, -2 to an Int roll.

Old (Lore) Master

Freq: 6, Power: 6, Major, Taught. Cost: 36
1/run, -2 to an Int roll.

The Art of Knowing

Freq: 4, Power: 3, Major, Taught. Cost: 12
1/turn, you may add the "Scholar" skill to a skill roll for which you already have a KS skill.

Tortoise Memory

Freq: 4, Power: 7, Major, Taught. Cost: 28
1/turn, immune to forgetting.

Strike of the Bear

Freq: 5, Power: 3, Minor, Taught. Cost: 22
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.

Spiritwalk

Freq: 1, Power: 10, Major, Taught Cost: 10
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.

World Sight

Freq: 6, Power: 5, Major, Self Cost: 30
Detect/analyze spirit/demon/otherworld presence/influence

Rooted in the World

Freq: 6, Power: 4, Major, Self Cost: 24
Immune to Yoshiing

Beautiful Strike

Freq: 4, Power: 9, Minor, Taught. Cost: 54
Bypass one defensive shtick with my kung fu strike.

Beautiful Strike

Freq: 2, Power: 9, Minor, Taught. Cost: 27
Bypass one defensive shtick with my kung fu strike.

The Bright Cost of Imbalance

Freq: 5, Power: 4, Major, Taught. Cost: 20
Hit target with any touch attack and additionally inflict 5 times the difference between target's Tao and Yang stats in damage.

The Dark Cost of Imbalance

Freq: 5, Power: 4, Major, Taught. Cost: 20
Hit target with any touch attack and additionally inflict 5 times the difference between target's Tao and Yang stats in damage.

True Experience

Freq: 3, Power: 6, Major, Taught. Cost: 18
Double Int dice for Knowledge skill rolls

True Experience

Freq: 1, Power: 6, Major, Taught. Cost: 6
Double Int dice for Knowledge skill rolls

Lived Experience

Freq: 1, Power: 3, Major, Taught. Cost: 3
+5 Int dice to KS rolls

Hand Without Shadow

Freq: 5, Power: 6, Major, Taught. Cost: 30
My kung fu strike cannot be dodged

Doing it the Hard Way

Freq: 4, Power: 3, Major, Taught. Cost: 12
Once per turn, you may take an Mental-based action instead of a Reflexes action, if you rolled Reflexes speed.

Chi Diagnosis

Freq: 2, Power: 3, Minor, Taught. Cost: 9
Make a Yin roll with Chi Mastery to generally diagnose a target: sensing diseases, poisons, mystic anomalies, etc.

Spirit Strike

Freq: 5, Power: 6, Major, Taught. Cost: 30
A kung fu strike that affects spirits, ghosts, and other insubstantial beings and does successes x 5 damage

Shtick EPs: 1212
Total EPs: 2550

EPs left: 126
SPs left: 136
Karma spent: 100 of 117
Money: 24 Tael 63 Li 30 Zhu

Oath: "No fleeing when people who need your protection are in danger"

True Mastery: Mastery Tree

Avocado blessing: strength

Green is an unlucky color - you cannot wear it