



Yanyu
Mystic Matchmaker
 April 8, 2011

BODY 3	REFLEXES 3	MIND 6	SOCIAL 7	TAO 6
Strength: 3	Accuracy: 3	Intelligence: 8	Charisma: 7	Yang: 6
Resistance: 3	Dexterity: 3	Wit: 6	Grace: 8	Yin: 6
Health: 4	Energy: 3	Resolve: 6	Status: 8	Chi: 6

Move: 3	Physical: 3
Hit Points: 35	Mental: 7
	Tao: 6

Total stat eps: 209

2 Active Perception	(×2 = 4)	1 History	(×2 = 2)
2 All Politics	(×5 = 10)	1 Interpret Omens	(×3 = 3)
1 Art Appreciation	(×1 = 1)	1 Intimidation	(×2 = 2)
12 Astrology	(×5 = 60)	1 KS: Dragon Army	(×2 = 2)
2 Astronomy	(×1 = 2)	1 KS: Illuminated Precincts Court	(×1 = 1)
1 Bluff	(×3 = 3)	1 KS: Spirit World	(×4 = 4)
1 Bureaucracy	(×2 = 2)	1 KS: Twelve Kingdoms	(×3 = 3)
1 Calligraphy	(×1 = 1)	8 Language: Senatali	(×1 = 8)
1 Ceremonies	(×2 = 2)	8 Language: Torghut	(×1 = 8)
1 Charming	(×4 = 4)	1 Law (12 Kingdoms)	(×2 = 2)
1 Chi Mastery	(×3 = 3)	1 Longbow	(×3 = 3)
1 Close-mouthed	(×2 = 2)	2 Magic Ritual	(×5 = 10)
1 Conversation	(×4 = 4)	4 Matchmaking	(×3 = 12)
1 Conversational Dodge	(×3 = 3)	2 Medicine	(×5 = 10)
1 Conversational Interrogation	(×3 = 3)	1 Meditation	(×2 = 2)
1 Cryptography	(×2 = 2)	1 Noble Lady Pastimes	(×2 = 2)
2 Detect Lie	(×4 = 8)	5 Observation	(×2 = 10)
1 Diplomacy	(×3 = 3)	2 Parenting	(×3 = 6)
1 Dodge	(×5 = 5)	1 Passive Perception	(×4 = 4)
2 Etiquette	(×3 = 6)	2 Persuasion	(×4 = 8)
2 Event Planning	(×1 = 2)	3 Psychology	(×4 = 12)
1 Exit Gracefully	(×2 = 2)	3 Research	(×3 = 9)
1 Fashion	(×1 = 1)	1 Riding	(×3 = 3)
1 Fast Talk	(×4 = 4)	1 Seduction Resistance	(×1 = 1)
1 Formal Dance	(×1 = 1)	2 Sense Motive	(×4 = 8)
1 Fortune Telling	(×3 = 3)	1 Shadowing	(×3 = 3)
4 Gather Information	(×4 = 16)	1 Showmanship	(×2 = 2)
1 Graceful	(×2 = 2)	1 Strong Willed	(×3 = 3)
1 Grooming	(×1 = 1)		
1 Grovelling	(×1 = 1)		
2 History	(×2 = 4)		
4 High Society	(×3 = 12)		

Inherent Skills:

1. Conversation

SP Total: 320



Sense Supernatural

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

Determine Aspect

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

Set Gender

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.)
 Freq: 3, Power: 1, Major, Taught. Cost: 3

Identity

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

Winnow the Truth

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

Total EPs: 309

EPs left: 41

SPs left: 25

Karma spent: 0 of 2

Money: 36 Li 60 Zhu

Makeover

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

Good Listener

1/run, You can get someone to tell you about twice as much as they were originally going to.
 Freq: 2, Power: 3, Major, Taught. Cost: 6

Social perception

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

General Horoscope

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

Sense Relationships

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

Love Potion

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