



CHARACTER SHEET

Name: Tsai Wu Tsi

Race: Human

Appearance: A slight Chinese woman, usually clad in practically-styled green silk garb.

Player:

Ht: 5'3"

Wt: 110 lbs

Age: 25

Spent: 200

Unspent: 0

ST 8	[-20]	HP 9	[2]	Basic Speed 6	[0]
DX 12	[40]	Will 13	[0]	Basic Move 6	[0]
IQ 13	[60]	Per 13	[0]	BL 13 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d-3	Sw 1d-2
TL 5	[-5]	SM +0			

Vision	13	Taste/Smell	13	High Jump	2.17 ft
Hearing	13	Fright Check	13		
Touch	13	Broad Jump	3 yd		

HP 2, 0, -9, -18, -27, -36, -45 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY		PARRY		BLOCK		DODGE		OTHER	
9		9		7		9			
Shortsword		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	1	_____	Groin	0	0	—	_____
Neck	0	0	—	_____	Arms	0	0	5	_____
Skull	2	0	—	_____	Hands	0	0	4	_____
Face	0	0	—	_____	Legs	0	0	5	_____
Torso	0	0	—	_____	Feet	1*	0	4	_____

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0	

CULTURAL FAMILIARITIES	
Name	Pts
East Asian (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
Cantonese (Native)	Native	Native	[0]
English	Native	Native	[4]
French	Accented	Literate	[2]
Japanese	Native	Native	[4]
Korean	Accented	—	[1]
Manchu	Native	Native	[4]
Mandarin	Native	Native	[4]
Portuguese	—	Literate	[1]
Russian	Accented	Literate	[2]

ADVANTAGES	
Name	Pts
Ambidexterity	[5]
Cultural Adaptability	[10]
Language Talent	[10]
Magery 2	[20]
Magery 0	[5]
Reputation (As a most skilled sorceress, among the Chinese expatriate community) 2 (10 or less; Large class)	[2]

PERKS	
Name	Pts
Honest Face (People assume that you're harmless)	[1]

DISADVANTAGES	
Name	Pts
Enemy (Agents of her father and his allies) (Medium-sized group (6-20 people)) (9 or less; Watcher)	[-5]
Pacifism (Cannot Harm Innocents) (Women Only)	[-3]
Reputation (As a disloyal daughter, among Chinese) -3 (7 or less; Large class)	[-3]
Sense of Duty (Team-Mates) (Small Group)	[-5]
Social Stigma (Minority Group)	[-10]

QUIRKS	
Name	Pts
Code of Honor (Basic professional ethics as a consulting sorceress)	[-1]
Proud (Reacts badly to social slights)	[-1]
Slightly Long-Sighted (Can't read for more than a couple of minutes without glasses)	[-1]
Third Person (Always uses "Wu Tsi" instead of the first person singular.)	[-1]

SKILLS			
Name	Level	Relative	Pts
Acting	12	IQ-1	[1]
Alchemy/TL3	10	IQ-3	[1]
Area Knowledge (China)	13	IQ+0	[1]
Area Knowledge (San Francisco)	13	IQ+0	[1]
Artist (Drawing)	11	IQ-2	[1]
Guns/TL5 (Pistol)	12	DX+0	[1]
Intelligence Analysis/TL5	12	IQ-1	[2]
Interrogation	12	IQ-1	[1]
Intimidation	12	Will-1	[1]
Magical Paths			[8]
The Path of Knowledge	13	IQ+0	[6]
The Path of Luck	11	IQ-2	[0]
The Path of Protection	11	IQ-2	[0]
The Path of Spirit	12	IQ-1	[2]
The Path of the Elements	11	IQ-2	[0]
Occultism	14	IQ+1	[4]
Politics	12	IQ-1	[1]
Ritual Magic (Invocationist)	17	IQ+4	[24]
Savoir-Faire (High Society)	13	IQ+0	[1]
Savoir-Faire (Military)	13	IQ+0	[1]
Sewing/TL5	12	DX+0	[1]
Shortsword	12	DX+0	[2]
Parry: 9			
Soldier/TL5	12	IQ-1	[1]
Strategy (Land)	12	IQ-1	[2]
Symbol Drawing (Invocationist)	13	IQ+0	[2]
Thaumatology	12	IQ-1	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[102]
Advantages, Perks	[70]
Disadvantages, Quirks	[-30]
Skills, Techniques	[58]
Total Points Spent:	200
Unspent Points:	0

NOTES

You were born the daughter of Tsai Ying, who you may now acknowledge is a relatively minor warlord in northern China, risen to local power in the wake of the fall of the Ch'ing Dynasty. He observed your native intelligence and perhaps something uncanny about you, and chose to grant you a useful education, seeking to shape you into a useful personal aide and adjutant.

He is eccentric, however, rather than liberal-minded; his idea was simply to have one advisor who would never seek to supplant him. Still, this ensured you a strangely military education, encompassing strategy and even swordsmanship. In time, your father spoke with a sorcerer of his acquaintance, who looked into your eyes and was impressed - and who announced himself willing to assist in your education. Your father was most pleased; his faithful aide would also be capable of working magics in his service!

However, he misjudged both his own charisma and the range of your understandings. You saw how he beat your mother, and you find that you despise such cruelty to women, with whom you often greatly sympathise. Further, your assessments of his plans told you that his other advisors were correct; he was over-reaching himself in his vanity. And perhaps the unorthodox education which you received neglected certain of the conventional pieties, to his cost.

Thus it was that when two of his neighbours, supported by the Nationalists of the south, attacked him to suppress his ambitions, you were not surprised - in fact, you were prepared for the opportunity this represented. You slipped out of his "palace" in the confusion, and made your way to Shanghai, where, you were sure, your talents could earn you a safe living.

But you perhaps underestimate your father's good luck. He survived the attack by forging a separate treaty with one of those neighbours, and remains a power, albeit a weakened one. And he is doubtless angry at your departure. His agents, and those of his new (superior and more powerful) ally, pursued you to Shanghai, which for that matter was proving slightly less hospitable than you hoped. And so you fled further, across the great ocean, to America. It is fortunate that you learn languages with such facility, and find it so easy to move between different cultures - but then, you hold that you make your own fortune.

Those annoying agents remain on your trail, however. At first, you sought to hide among the Chinese community of San Francisco - but when you used your skills to acquire a modest income there, your growing reputation attracted inconvenient attention. Thus, when the magically-empowered adventurer known as Doc Mudra offered you a position in his retinue, needing as he does assistance in the arcane matters which for all his power he barely begins to comprehend, you were happy to accept. Now, your father's agents can only watch and dream - and you can prove your skills and earn a place among those who may grant you the honour you deserve.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* (p. B550)

HUMANOID HIT LOCATION TABLE

Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals	-3
11	Groin	-3	—	Eye	-9
12	Left Arm	-2			

For complete information, see: *Hit Location* (p. B398) and *Human and Humanoid Hit Location Table* (p. B552)

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	12	—	1d-4 cr	C	—	—	
Kick	10	—	1d-3 cr	C,1	—	—	
Punch	12	9	1d-4 cr	C	—	—	
Shortsword: swing	12	9	1d-2 cut	1	8	4	
Shortsword: thrust	12	9	1d-3 imp	1	8	4	

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Remington Model 95, .41 Remington	12	1d pi+	—	60 yd / 650 yd	1	2(3i)	6	-1	2	3	[2]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Remington Model 95, .41 Remington Description: TL:6 LC:3 Ammo:0.05 lb. Damage:1d pi+ Acc:0 Range:60/650 RoF:1 Shots:2(3i) ST:6 Bulk:-1 Rcl:2 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154). Notes: [2]	140	0.55 lb
1	Shoes Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb
2	Shortsword Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	800	4 lb