

Eight Million Dreams

Name:	Kun Shou:	Yin Legacy:
Player:	Kuannon-jin:	Yang Legacy:
Chronicle:	Court:	Rank:

ATTRIBUTES

Physical	Social	Mental
Strength (Wood, Yang) ●○○○○○	Charisma (Fire, Yin).....●○○○○○	Perception (Metal, Yin).....●○○○○○
Dexterity (Metal, Yang) ●○○○○○	Manipulation (Water, Yang)...●○○○○○	Intelligence (Earth)●○○○○○
Stamina (Water, Yin) ●○○○○○	Appearance (Wood, Yin)●○○○○○	Wits (Fire, Yang).....●○○○○○

ABILITIES

Talents	Skills	Knowledges
Alertness.....○○○○○	Acrobatics.....○○○○○	Classics.....○○○○○
Athletics.....○○○○○	Crafts.....○○○○○	Computer.....○○○○○
Brawl.....○○○○○	Drive.....○○○○○	Divination.....○○○○○
Dodge.....○○○○○	Etiquette.....○○○○○	Enigmas.....○○○○○
Empathy.....○○○○○	Firearms.....○○○○○	Investigation.....○○○○○
Intimidation.....○○○○○	Martial Arts.....○○○○○	Law.....○○○○○
Intuition.....○○○○○	Meditation.....○○○○○	Linguistics.....○○○○○
Leadership.....○○○○○	Melee.....○○○○○	Lore.....○○○○○
Shentao.....○○○○○	Performance.....○○○○○	Medicine.....○○○○○
Persuasion.....○○○○○	Security.....○○○○○	Occult.....○○○○○
Streetwise.....○○○○○	Stealth.....○○○○○	Politics.....○○○○○
Subterfuge.....○○○○○	Survival.....○○○○○	Science.....○○○○○

ADVANTAGES

Kuannon-jin Advantages	Backgrounds	Wu Tan:
Luck: _____○○○○○	Di Tan (Earth).....○○○○○
_____○○○○○	Hou Tan (Fire).....○○○○○
Curse: _____○○○○○	Lin Tan (Wood).....○○○○○
_____○○○○○	Tieh Tan (Metal).....○○○○○
Wani Form: _____○○○○○	Shui Tan (Water).....○○○○○
_____○○○○○	Nei Tan (Internal).....○○○○○

TEMPERS

Chi & Tao					Merits and Flaws	Willpower																					
Level	Yin	Yang	Tao	Diff	○○○○○○○○○○○○																					
10	○□	○□	○□	N/A	□□□□□□□□□□																					
9	○□	○□	○□	2	<div>Health</div> <table border="0"> <tr> <td>Bruised</td> <td>-0</td> <td>□</td> </tr> <tr> <td>Hurt</td> <td>-1</td> <td>□</td> </tr> <tr> <td>Injured</td> <td>-1</td> <td>□</td> </tr> <tr> <td>Wounded</td> <td>-2</td> <td>□</td> </tr> <tr> <td>Mauled</td> <td>-2</td> <td>□</td> </tr> <tr> <td>Crippled</td> <td>-5</td> <td>□</td> </tr> <tr> <td>Incapacitated</td> <td>●</td> <td>□</td> </tr> </table>	Bruised	-0	□	Hurt	-1	□	Injured	-1	□	Wounded	-2	□	Mauled	-2	□	Crippled	-5	□	Incapacitated	●	□
Bruised	-0	□																									
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Incapacitated	●	□																									
8	○□	○□	○□	3																						
7	○□	○□	○□	4																						
6	○□	○□	○□	5																						
5	○□	○□	○□	6																						
4	○□	○□	○□	7																						
3	○□	○□	○□	8																						
2	○□	○□	○□	9																						
1	○□	○□	○□	10																						

Yugen

○○○○○○○○○○○○
○○○○○○○○○○○○

HEALTH			
STUN	KILL	MOD	CONDITION
<input type="checkbox"/>	<input type="checkbox"/>	-0	Bruised
<input type="checkbox"/>	<input type="checkbox"/>	-1	Hurt
<input type="checkbox"/>	<input type="checkbox"/>	-1	Injured
<input type="checkbox"/>	<input type="checkbox"/>	-2	Wounded
<input type="checkbox"/>	<input type="checkbox"/>	-2	Mauled
<input type="checkbox"/>	<input type="checkbox"/>	-5	Crippled
<input type="checkbox"/>	<input type="checkbox"/>	•	Incapacitated

COMBAT ABILITIES

Alertness	○○○○○
Athletics	○○○○○
Brawl	○○○○○
Do	○○○○○
Dodge	○○○○○
Melee.....	○○○○○
Firearms	○○○○○

- _____ Athletics Man.
- _____ Brawl Man.
- _____ Do Man.
- _____ Dodge Man.
- _____ Weapon Man.
- _____ Weapon Tech.
- _____ Firearms Tech.

[illegible][illegible]

Abundance

To effect more than one target, a hsien has to gain extra successes.

Successes	Abundance
0	0 (no extra targets)
1	1
2	2-5
3	6-10
4	11-100
5	101-1000
6	1001-10,000
7, etc.	

Circumstance

Circumstance is way of putting a conditional effect upon a hsien's magic.

Successes	Circumstance
0	No circumstances
1	Common - Day, night, next thing entering the room, etc.
2	Uncommon - Hour of the Rat, Next policeman entering the room, etc.
4	Unique - When Fei Xiong enters the room.

Continuance

Sometimes hsien appeal to the sun and moon to keep the effects of their spells going for a long time. Continuance cannot be used with Harm.

Successes	Time Continued
0	Turn
1	Chinese Hour
2	Day
3	Chinese Week
4	Month (Lunar)
5	Year
6	12 Years
7	60 Years
8	Storyteller's Option

Domain

The power can target anyone that shares the same domain as the caster. The caster must be aware of the target's actual domain. One cannot pick "City" hoping to catch the target if they are in the same building as the caster. Domain assumes one target. A hsien must use Abundance to effect more than one target, and use Circumstance to make the effect selective.

Domain is also used to govern travel. Some hsien arts give them the ability to travel instantaneously within a certain domain.

Successes	Domain
0	Room
1	Building/ Running distance to touch
2	Village/Neighborhood/Park
3	City
4	Province/State
5	Middle Kingdom

Harm

Harm cannot be used to modify every power, nor can it be used with Continuance. Harm is considered Aggravated damage

Successes	Damage Dice
0	1 Die
1	2 Dice
2	4 Dice
3	6 Dice
4	etc.

Magnitude

Magnitude is a measure of both volume and significance. Hsien have the ability to affect great change in the Middle Kingdom.

Successes	Domain
0	The Hand: a child, a stone, a bucket, flower
1	The Being: a man, boulder, a bath, bush
2	The Way: a street, hillock, stream, tree
4	The Space: a field, hill, river, wood
6	The Expanse: plain, mountain, lake, weald