Cight		illion	Dree	ams
Name:	Kun Shou	ı:	Yin Legacy:	
Player:	Kwannon		Yang Legacy:	
Chronicle:	Court:	,	Rank:	
	TR	іва	Te	S
		Social		
Physical Strength (Wood, Yang)	0 000 Charisma	(Fire, Yin)●0000	Perception (Metal, Yin)	
Dexterity (Metal, Yang)	DOOOO Manipulati	on (Water, Yang)●○○○○	Intelligence (Earth)	
Stamina (Water, Yin)	OOOO Appearance	e (Wood, Yin)●○○○○	Wits (Fire, Yang)	
<u>م</u>	BIL			
Talenzs		Skills	Knowled	U
AlertnessO AthleticsO		s00000 00000	Classics Computer	
BrawlO			Divination	
DodgeO	OOOO Etiquette.		Enigmas	00000
EmpathyO			Investigation	
IntimidationO IntuitionO		s00000	Law	
LeadershipO			Lore	
ShentaoO	0000 Performar	nce00000	Medicine	00000
PersuasionO	<u> </u>		Occult	
StreetwiseO SubterfugeO			Politics Science	
			Golorioo	
A D	VA	NTA	GU	Ŋ
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HEALTH	COCOBAT ABILITIES UNSPENT POWER POINTS
STUNKILLMODCONDITIONI-0BruisedI-1HurtI-1InjuredI-2WoundedI-2MauledI-5CrippledI-1Incapacitated	Alertness 00000 Athletics 00000 Brawl 00000 Do 00000 Dodge 00000 Melee 00000 Firearms 00000 Firearms Tech. Firearms Tech
COMBAT MA	NEUVERS & MELEE WEAPONS
ODaneuver or Weapon Pcs. 1 Block N/A +4 Dodge N/A +6 Grapple N/A -1 Heavy Kick N/A -1 Quick Kick N/A +7 Heavy Strike N/A +6 Quick Strike N/A +7 Quick Strike N/A +6 Sprint N/A +6	
	COCOBAT ATTRIBUTES Dexterity00000 Strength00000 Stamina00000 Wits00000
Weapon Techniques:	
Firearms Diff	Rng Raze Conc. Clip I A Dam

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.	

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 Chinese Hour 1 2 Dav 3 Chinese Week 4 Month (Lunar) 5 Year 6 12 Years 7 60 Years 8 Storyteller's Option

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.

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.

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

Magnitude

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

Successes Domain

2

4

6

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