

**NAME** Gu Lu Yu ("Green Drum Jade")

**NATIONALITY:** Lanna

**ARCANUM: Worldly (Virtue)** - when you activate this Virtue until the end of the scene you are considered to have 1 rank in any knack you do not normally have a rank in.

**YOUR I CHING: Hsiao Kuo, Preponderance of the small.** *It is well to remain below.*

You get a free raise to all Stealth rolls.

### CHARACTERISTICS

**BRAWN** 2

**FINESSE** 4

**WITS** 3

**RESOLVE** 2

**PANACHE** 2

you

### ADVANTAGES

Small - you gain 1k0 on all Stealth & Shadowing rolls. You drop one die from your Damage rolls.

Keen Senses - you gain 1k0 on Perception and Surprise checks

Night trained - in conditions of poor lighting

lose 2 less dice due to darkness

Swordsman School - Chi Te

### SWORDSMAN SCHOOL/MAGIC

*Chin Te* (Morning Hand) Apprentice - you get a free raise when rolling to attack using a seurng tjat koen.

*Whirl* (2) - For each rank in Whirl you may add 2 to your attack rolls when attacking Brutes.

*Disarm* (2) - roll Brawn + Disarm vs your opponent's Brawn + Attack. If you win your opponent is disarmed. If you make 2 raises you wind up holding the weapon.

*Feint* (1) - When making an attack you may declare a Feint. You must declare a number of raises equal to your opponent's Wits. If your attack is successful, your opponent may not use Active Defense.

### SKILLS

#### MARTIAL SKILLS

*Chain Weapons*

Attack (chain) 2

Parry (chain) 2

Whirl: 2

Disarm: 2

Feint: 2

*Athlete*

Climbing 2

Footwork 1

Sprinting 2

Throwing 1

#### CIVIL SKILLS

*Spy*

Shadowing 1

Stealth 2

## COMBAT INFORMATION

Initiative Roll: 2k2

Soak Roll: 2k2

Dramatic Wounds: 2+2

## DEFENSE

Name	Passive	Active
Parry (Seurng Tjat Koen)	15	5k3
Footwork	10	4k3

## ARMOR

None

## ATTACK

Type	To Hit	Damage	Range	Short	Long
Attack (Seurng Tjat Koen)	6k4 (free Raise)	4k2	-	-	-

## BACKGROUND

You might have made an excellent second story man, highwayman, or thief – your small size, ability to blend into the shadows, and skill at operating in the dark would be great assets. In fact from a very young age you have been (indirectly) under the protection of Queen Vidura as part of a network of spies, informers, and “irregular” soldiers in the employ of the government. The people of Lanna are a happy people, and the rulership of the King and Queen is light and competent. Nevertheless, even the kindest government needs eyes, ears, and hands in places where it cannot or should not go officially, and you have been groomed to be one of those people. You have recently completed the first stages of your training in Chin Te martial arts, and have successfully served the throne on several occasions, assisting in the disruption of smuggling rings, keeping tabs on powerful criminals, and even serving as a courier on occasion. Though you have not previously left the borders of Lanna you have worked with or against people from all over the Empire, picking up bits of knowledge wherever you could.

Your good work has earned you a reward. Recently a representative of the Celestial Court contacted Queen Vidura, seeking assistance on a dangerous mission on behalf of the Empire. Your contact informed you that you had been personally chosen by the Queen because of your skill, discretion, and versatility - and, she admitted, because the Queen sees in you considerable potential that might benefit from a trip outside the borders of Lana into the wider world. Thus you undertook the long journey to the Celestial City with the blessings of your employers, and sufficient stipend to see you reasonably supported on your way, with enough additional funds to purchase both suitable court garb, and the advice of a professional in the Celestial City who would help you purchase and wear something acceptable.

You have now been in the Celestial City for a week. The court clothes have been purchased and tailor made for you (using up most of what remained of your funds), and yesterday you received notice that you would be received in the Outer Palace and instructed in the nature of your task.