



## EXPAND YOUR TEAM

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## MANAGE YOUR FIGHTS

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## THE 36 CHAMBERS OF SHAOLIN HAVE OPENED

Included in this document is the entirety of chapter two of the *Feng Shui 2* roleplaying game, including all thirty-six archetypes ready to play in any *FS2* scenario at conventions, game days, or other feng shui site. Explanation, key, and rules for advancement are also included.

## HIT THE GROUND RUNNING

To create a starting character, pick one of the archetypes on the following pages. Invent a name and simple backstory for your version of the classic action movie character the archetype represents. The key to your backstory is the melodramatic hook, which we'll define further below. After that, you're done. Get ready for some mayhem!

## PICK AN ARCHETYPE

Characters in action movies generally conform to a number of basic types: the hard-edged maverick cop, the stalwart young kung fu student, the crusty old kung fu master, and on and on. So do characters in a *Feng Shui* game. Hey, this isn't Dostoevsky, this is action-adventure!

If you have a character in mind that you can't find here, ask yourself if you're thinking in action movie terms. You might be the charismatic face who acts as spokesman for the other heroes, the struggling owner of a failing noodle shop, or the mad scientist performing experiments in his laboratory. You can reference those tropes in *Feng Shui*, but as a sideline to the action heroics central to each and every player character. Feel free during your first session to describe yourself as having flavor abilities you'll officially acquire later. Don't let our emphasis on a quick start confine your creativity.

## ARCHETYPE KEY

All the archetypes for *Feng Shui 2* are presented on p. 9-80. Archetypes are made up of the following elements, spread across two pages.



## ARCHETYPE NAME

This is the name of the archetype.

## CATCH-PHRASE

This dialog tag captures the default attitude of the character. Depart as desired from this initial inspiration, creating a version of the archetype who would never actually say this.

## JUNCTURE

Archetypes make use of different identifying icons. The first icon (sometimes a set of icons) tells you what **junction** the character hails from. You can find a key for these on page 20.

## FLAVOR TEXT

This text section briefly lays out the concept behind the archetype. Feel free to contradict its specific details to create a character who is true to the spirit of the archetype in some other way.

## AWESOMEING UP

This section describes the advancement for the archetype. You can find all the details on this in the **Advancements** section on page 24.

## NAME, CONCEPT AND HOOKS

This section of the archetype provides space for you to write down your character's name, overall concept and melodramatic hooks. See the section on page 22 for more details on those.

## STAT BLOCK

This area presents the five numbers most important to your character. The first number is your **Attack AV**. It appears under a header providing the type of attack you are most adept at: **Guns, Martial Arts, Sorcery, Creature, Scrougetech**, or **Mutant**.

- A character with Guns shoots targets from afar, not just with firearms but with other missile weapons as well.
- If you make Martial Arts attacks, you strike in hand-to-hand combat, sometimes with weapons, sometimes without. You trained in one or more formal fighting styles, from wushu to wing chun to karate.

Your Martial Arts Attack may indicate that your character learned to fight on the streets, as a rough-and-tumble brawler without formal fighting

training. This affects the way you describe your attacks but not how they work according to the rules.

- If you make Sorcery attacks, you can work magic, including the Blast specialty that allows you to throw bolts of energy into a fight scene.
- If you are a supernatural entity who fights with an unearthly power, you use the Creature attack.
- Scrougetech attacks use the bizarre remnant technologies of the shattered Future.
- Likewise, you make Mutant attacks if your striking power in a fight comes from a genetic anomaly. You most likely picked it up as a survivor of the post-collapse Future. A few Contemporary people have contracted mutations from backwash radiation seeping through portals. If you belong to this category you probably think you got it from some other sources, like exposure to toxic chemicals.

A few archetypes use more than one attack style. A banner below the primary Attack AV gives the additional style and its Attack AV. Archetypes without backup styles leave this spot blank.

Next comes your **Defense AV**, measuring how hard it is for others to hit you.

**Toughness** determines how much damage gets past you when you are hit.

Next comes another number that varies by archetype, your **Fortune**, a reserve of points measuring the luck crucial to survival in an action movie environment. Your Fortune may be described as such, in which case it only represents the remarkable, but thoroughly non-supernatural, luck that regularly saves the bacon of action movie protagonists.

Or it might be listed with a subtype name:

- Chi points power the fantastical martial arts abilities found in movies like *Crouching Tiger, Hidden Dragon*.
- Genome points let the mutants of the post-collapse Future use their weird super abilities.
- Magic powers the ancient spells of the occult tradition and the innate abilities of supernatural creatures.

Your Fortune functions as a currency you can spend for various benefits. Your supply of Fortune points returns to its standard value at the beginning of each session. (Unless your GM has designated the break between sessions as a cliffhanger.)



**CHARACTER NAME** 1

**CHARACTER CONCEPT** 2

**MELODRAMATIC HOOK** 3

**CHI FLOW PERCEPTION** Your base damage with a punch or kick is 10, not 7.

**FLYING WINDMILL KICK** Spend 4 shots to make a Martial Arts kick attack. If the attack hits, you may make another kick attack on the same opponent at 0 shot cost. You may continue doing this until an attack fails, or until you land a third hit.

**PRODIGIOUS LEAP** Spend 1 shot to make a horizontal, vertical, or diagonal leap of up to 20 m. Also costs 1 Chi, if your current Chi is less than 2.

**KING ON THE WATER** In a fight under the adverse condition Torrential Rain, spend 1 Chi and 0 shots to gain a +2 Immunity bonus until end of fight or end of condition.

**WILLOW STEP** Spend 1 Chi and 1 shot to gain +2 Defense against non-Martial Arts attacks until next keyframe.

**TIERED BONES** Make a Difficulty 7 Constitution Check whenever you take damage during a fight. Each time you fail, your Defense drops by 1, and stays that way until end of fight.

**AERIAL PUSHAWAY** When an enemy misses you with a Martial Arts attack, spend 1 shot to fly up to 14 m backwards, away from your enemy. Regain 1 spent Chi.

**SKILLS**

INFO: CHINESE PHILOSOPHY 15  
 INFO: CALLIGRAPHY 15  
 LEADERSHIP 6

**OMINOUS FLUTTER** Spend 1 Chi. Until the end of the fight, any attack you immediately precede with a Prodigious Leap gets a +1 bonus.

**UNSKILLED CHECKS USE A RATING OF 7**

**ADDITIONAL SHTICKS & GEAR** 5

**MARKS OF DEATH** 7



**MARTIAL ARTS**

16  
BACKUP ATTACK

DEFENSE

15

TOUGHNESS

8

5  
CHI

10  
SPEED

6

STAFF 9/7/-

9

WEALTH 10

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

11

**SHTICK ICON KEY**

- CORE SHTICK
- SUPERNATURAL CREATURE SHTICK
- GUN SHTICK
- TRANSFORMED ANIMAL SHTICK
- FU SHTICK
- GENE SHTICK
- DRIVING SHTICK
- SCROUNGETECH SHTICK
- SORCERY SHTICK
- DISADVANTAGE

**ARCHETYPE SHEET KEY**

- 1. CHARACTER NAME
- 2. CHARACTER CONCEPT
- 3. MELODRAMATIC HOOKS
- 4. CHARACTER SHTICKS
- 5. ADDITIONAL SHTICKS & GEAR
- 6. SKILLS
- 7. MARKS OF DEATH
- 8. STAT BLOCK
- 9. WEAPONS
- 10. WEALTH
- 11. WOUND POINTS

**JUNCTURE ICON KEY**

- ANCIENT JUNCTURE
- PAST JUNCTURE
- MODERN JUNCTURE
- FUTURE JUNCTURE



Finally, your **Speed** determines, among other things, how soon and often you strike during a fight scene.

## WEALTH

The space at the bottom right identifies the character's **wealth level**. Mostly a background element in a *Feng Shui* game, this helps you to detail your character rather than pointing to a big advantage or drawback.

*Feng Shui* characters have better things to do than balance their checkbooks and keep track of each individual dime in their savings accounts. Wealth levels act as a shortcut, allowing your GM to decide what financial resources a character has. Wealth does not necessarily translate from juncture to juncture; currency in 690 is not useful in 1850, the present day, or 2074, and so on. Of course, gems and gold speak the same language no matter what the calendar date. Though in the Future, you'll get further with a case of canned beans.

If you can convince your GM that your version of an archetype clearly requires a wealth level different from the one given, you can have it. Expect an easier time persuading your GM to move the wealth level down than up.

Rich characters get wide latitude when suggesting that they might own some particular item, from luxury handbags to fully kitted vehicles. Of course, they're no more likely to have an item on them at a particular moment than a less well-off team member. They can hire people to perform uninteresting services for them in the background while the group does the fun and challenging stuff. You never depict them having to spend time maintaining their fortunes. Like anything dull and/or involving spreadsheets, that happens between scenes or episodes. Sometimes plot lines threaten their wealth, in ways that thrilling action-adventure violence can eventually solve.

Working Stiff characters earn a salary and take home a paycheck. Rent, food, and basic needs leave them little budget for expensive items. If they quit their jobs, they'll have to come up with some other means of support, like a patron in the *Chi Wars* who will clothe, house, and feed them.

Poor characters start with little but the gear that comes with their archetypes, the clothes on their backs, and maybe some toiletries. Many of them are wanderers or outcasts. They need to make arrangements for housing and food and so forth in the course of play. Rich characters may wind up paying their rent; working stiffs may wind up with poor teammates snoozing on their couches.

Limitations and opportunities created by your archetype's wealth level add storytelling detail, not plot-slowing hassle. If a scene where a poor character sweats the cost of a shotgun moves the group further into the story and toward the next action sequence, it occurs onstage. But how often does it do that? Generally, the GM calls on the skint hero's player to justify the shotgun with a line of dialogue, then moves on to the fun part.

## ICONS

The rest of the page presents the character's various abilities, including skills and gear, in a quick reference format. Each appears in its own frame and with its own icon, styled to tell you what type of ability it is.

A number appearing after the name of the ability is its Action Value, used when you make Task Checks to bring it into play.

Ability names without numbers don't have or need Action Values.

Game statistics for guns, weapons, and vehicles appear in the **Weapons** and **Additional Schticks and Gear** sections, respectively.

- Guns list the name of the weapon, followed by the Damage, Concealment, and Reload values.
- Vehicles list the name of the vehicle followed by Acceleration, Handling, and Frame values.

## PERSONALIZE YOUR CHARACTER

Now transform the character from archetype to individual by adding the following elements.

### CONCEPT

Think of a basic concept to make your character specific — not just a maverick cop or killer, but your *particular* maverick cop or killer.

Think of yourself as one of a team of authors creating an adventure series. Your job on the team is to come up with just one really interesting, entertaining character. Be creative, and keep it simple. One or two really strong ideas are always more memorable than a list of weak ones. As you play, you'll find that you're adding new elements to your character all the time. That's where the meat of the character comes from, so don't sweat it too much for now. If you're stumped for a concept, move on to the next step. Sometimes a melodramatic hook does all the work for you. Or





you might think of a concept that fits your hook. Or a hook that grows from your concept.

## MELODRAMATIC HOOK

As every writing manual tells you, character is action. What registers with the other players and GM are not the background facts you think or jot down about your character beforehand, but what she does in the course of play to create and advance the storyline you all create together.

You chiefly do this with your melodramatic hook — an emotion-driven plot device that the GM uses to draw you into storylines and lends weight to their consequences. Adapt them from the list below, borrow one from your favorite action flick, or invent an original hook that belongs alongside them.

- Has sworn vengeance against the person who killed his father (or lover, or mother, or child, or best friend, or other loved one).
- Is the son (or other loved one) of notorious bad guy.
- Is an undercover cop who dreads the day he has to betray his triad brothers.
- Is a former undercover cop whose colleagues don't trust him, because of the criminal past his superiors forced him into.
- Is a triad mole in the police force.
- Was raised by an evil or criminal person, force, or faction.
- Has amnesia and wants to reconstruct a past life known only from a scattering of clues.
- A bad guy has some kind of hold over your loved one.
- Is a sleeper agent for a sinister faction, yearning for an ordinary life.
- Has sworn to clear the name of his late father (or other loved one).
- Is searching for their kidnapped spouse (or other loved one).
- Is torn by remorse after seeming to betray his best friend (or other loved one).
- Is torn by remorse, having caused the accidental injury or death of an innocent victim.
- Helped the Jammers kill 97% of the Future population.
- Has been poisoned by a bad guy and is trying to get the antidote before slowly dying.
- Has a terminal disease.
- Has sworn to bring the bad guy — who is also a close relative — to justice.
- Is trying to raise money for a life-saving operation for best friend (or other loved one).
- Is being pursued by a dangerous enemy.



- Is not human, or is only partially human, and is all torn up about it.
- Is in love with someone whose position forbids their union. A cop in love with a criminal or vice versa; human in love with non-human; a gang member in love with a member of an enemy organization.

## BUYING IN

At the beginning of your first adventure, and perhaps at other intervals as the series progresses, the GM expects you to buy in — to find a reason why your character decides to engage with the dangerous situation at hand by going off to do action movie things.

In some play styles you may be accustomed to sitting back with arms folded waiting for the GM to convince you that your character has a good reason to act. *Feng Shui's* focus on cinematic pacing leaves time for neither shillying nor shallying. Here the GM throws you the storytelling ball by presenting you with a set of circumstances any action hero worthy of the name would seize by the grenade pins. Then it's your job to meet her halfway by presenting a credible motivation to follow the introductory premise of the adventure.

This also becomes important in *Feng Shui* because its default set-up is one in which disparate characters, who don't yet know each other, fall in with one another and are led, not yet knowing its full outlines, into the Chi War. Playtests show us that groups prefer the Chi War to be revealed in the course of play. Getting involved without quite understanding the context requires you to proactively connect the motivational dots.

Depending on your game group's culture this could be old hat to you, or it might feel like a weird crossing of the boundary between GM and player. If you fall into the latter camp, take heart: supplying buy-in gives you more freedom and control over your character, letting you make decisions and saving the GM from clumsily forcing you to engage with the premise.

The flavor text for each template indicates why that character gets into action-flick, Chi War trouble. Use that, along with your melodramatic hook, as a springboard when creating your motivation to engage.

**“This is the kind of case that could win back the trust of my fellow cops!”**

**“These are scumbags. Tracking down scumbags is what I do.”**

**“I bet they'll post a reward for information about these guys. That could fund the experimental treatment my ma needs.”**

**“A little tussle is just what I needed to distract me from my divorce.”**

**“By capturing bad men, me show humans am as good as them.”**

You don't have to announce your motivation like this. In fact, it would be bad writing to come out and say it for no reason. (Though you'll note that this happens a lot in contemporary action movies, so the obvious declarations can be spliced into the trailer.) Feel free to just go ahead and act, and explain why you're acting only when challenged. Or not even then, if you're a Drifter or other laconic type.

As you're about to discover, *Feng Shui* not only allows but encourages you to add details to the GM's world, particularly when describing physical elements of fight locations, which you describe your character using to perform wild attacks and stunts. This extends to the buy-in phase, where you can feel free to add details to an opening scene that explains why your hero chooses to lock and load. The GM may adjust them a little to better fit her plans. Help her do this by leaving room for doubt and mystery. Your chosen detail leads you toward your melodramatic hook, but maybe not in the exact way you assume when you introduce it.

**“I think I maybe saw that guy meeting Ken Lo one time.”** (Where Ken Lo is the blood brother you went undercover in the triads to bring down.)

**“That photo in the wreckage is scorched, but looks like it could be my daughter!”**

**“The insignia on his ring matches that of the torturers who raised me to be a human killing machine.”**

Your GM might ask you to establish buy-in at any time. When she does this, she's also helping you find a fruitful thread to pursue. The question “Why do you want to hunt for Stevie Tran?” clearly signals that there's awesomeness waiting for you, in the general direction of Stevie Tran.

## NAME

Select a name for your character. Make it easy to say, like any character in a movie screenplay. Pick a name appropriate to the character's culture, which may be implied by the archetype, or left up to you.



Modern-day adventures often occur in and around Hong Kong.

When in doubt, pick an English-language given name and a Chinese name Romanized (spelled in our alphabet) in the MPSII style still prevalent there. (In Hong Kong movies the English first name may appear only in subtitles. But *Feng Shui* is definitely a subtitled game.) Characters from the Chinese mainland instead have names Romanized in the newer Pinyin style, identifiable at a glance from the prevalence of x and q to represent variations of the sh and ch sounds. For extra points, use the old-timey Wade-Giles system for characters from the Past and Ancient Junctures.

Short cut your way to a Hong Kong character name by going to the Internet Movie Database, looking up the cast and crew of your favorite HK movie, and mixing and matching an English given name. Or flip to GMC names (*Feng Shui 2*, page 219) and mix and match yourself a name using the charts we provide to GMs.

## ADDITIONAL GEAR

Don't worry about it. Your archetype provides typical weapons and maybe other items as well. Any other props come and go as scenes require them. During play, you may decide that your character ought to have a particular item, whether it's a notebook computer,

a jade ring, or an electric drill. Convincingly pitch the item to the GM as something your character plausibly owns or has on his person, and she'll approve it. If it seems unlikely even for the wild action movie antics of *Feng Shui*, she'll nix it.

## SKILL SWAPPING

Archetypes come with skills fitting their cinematic inspiration. Most players want to do the simple, straightforward thing and stick with it.

Should you prefer to depart from the book version by swapping out another skill at the same AV, go for it, provided:

- You can explain to the GM why this is cool or supplies additional story possibilities.
- Your AV in that skill does not equal or exceed that of any other player who is sticking with the skill as given in an archetype.

## COSMETIC CHANGES

Feel free also to modify style elements presented in the archetype. You might want to specify that your Martial Artist runs around wearing a mask to prevent his secret identity from being exposed, or that your Bandit was born a prince but threw it all away for a life of devil-may-care outlawry. Your GM may ask you to clearly explain how and why you diverge from the standard model, or wait until these questions come up in play.

*Feng Shui* characters start out ultra-competent. Unlike games in which the PCs steadily progress along a power curve from newbie to godling, here character advancement provides an occasional uptick of gratification and variety without dominating play.

## ADVANCEMENTS

Every so often you gain an advancement — an opportunity to add a new element to your character, or increase the effectiveness of an element you already have.

You get one advancement at a time. (Except for the attendance condition in the next paragraph.)

Whenever an advancement is awarded, every PC gets one. If you missed a session in which the others got advancements, you gain it as of your next session with the group. You still catch up even if you missed enough sessions to be owed multiple advancements.

## ARCHETYPE MASTER LIST

Hey look, it's a list of all the archetypes.

- Archer
- Bandit
- Big Bruiser
- Bodyguard
- Bounty Hunter
- Cyborg
- Drifter
- Driver
- Everyday Hero
- Ex-Special Forces
- Exorcist Monk
- Full Metal Nutball
- Gambler
- Gene Freak
- Ghost
- Highway Ronin
- Karate Cop
- Killer
- Magic Cop
- Martial Artist
- Masked Avenger
- Maverick Cop
- Ninja
- Old Master
- Private Investigator
- Redeemed Pirate
- Scrappy Kid
- Sifu
- Sorcerer
- Spy
- Supernatural Creature
- Sword Master
- Thief
- Transformed Crab
- Transformed Dragon
- Two-Fisted Archaeologist



When you gain an advancement, consult your archetype's advancement track for the range of choices available to you.

## YOUR FIRST ADVANCEMENT

Your first advancement comes as soon as your characters attune to a feng shui site (see the *Feng Shui 2* rulebook) for the first time. In this one case the GM allows the players to instantly reach for their copies of the rules to pick advancements right away. Later advancements must be chosen in off-time, not during play.



Don't worry if it takes a long time for the group to attune to a site. Don't tell anyone, but you can play for a long time and have a great time without advancing the characters at all. The game privileges what happens at the table over the homework players do between sessions. Even though I gave them access to a site right away, my own players in the in-house test failed to think to attune to it for many weeks. No one was harmed.

## LATER ADVANCEMENTS

Sessions after the one in which you got your first advancement conclude with an **advancement roll**.

The GM picks a **highlight player**, whose character drove the plot or supplied its most memorable moments, for the purely ceremonial honor of making this roll, for which you use a single die.

Unlike other rolls, where you want to meet or beat a number, the advancement roll has you trying for a result either **equal to or less than** a target number. The advancement target equals the number of feng shui sites you are currently attuned to plus the number of sites you burned this session.

*The group is attuned to 2 sites and burned another this session. That makes the target a 3. The player selected to make the advancement roll scores an advancement for the group on a 1, 2, or 3—a 50% chance.*

Add 1 to the advancement target if the group has missed its last 3 advancement rolls. Add 2 if the group has missed its last 4 or more advancement rolls.

Everyone gains an advancement if the result is equal to or less than the number of feng shui sites you are currently attuned to plus the number of sites you burned this session.

## ADVANCING OUTSIDE THE CHI WAR

Players who use the game's rules but not its setting asked for an alternate advancement method. Here you go:

After their first major victory or major story shift, probably two or three sessions into the game, give the heroes one advancement.

From then onwards, allow the player of the hero most pivotal to the session to make an advancement roll at the end of each session. On a 1, everyone advances.

On each subsequent victory or major story shift (about once every 5-6 sessions), the group advances on a roll of 3 or less. If missed, the target remains 3 or less at the end of subsequent sessions, dropping back to 1 after someone finally makes the roll.

This assumes that the GM makes it relatively easy for you to hold onto one feng shui site (with the occasional disaster) and hard to keep two or more defended at once. Heroes might temporarily ally with factions that allow them to attune to more, but these arrangements should be unstable or come at a high price.

GMs wishing to diverge from this structure can instead use the **Advancing Outside the Chi War** method in the sidebar above.

## STAT ADVANCEMENTS

The GM tracks the number of advancements the group has received so far.

Advancements number 5, 10, 15, 20, and so on qualify you for a **stat advancement**, whatever your archetype. You can use a stat advancement to increase your main attack, or your Defense, Toughness, Fortune, Chi, Magic, Genome, or Speed by 1. You can't raise a stat if it is already higher than that of any other player character. If no other hero has the same Fortune sub-stat as you (Chi, Magic or Genome) raise that sucker as high as you want.

You can choose to forgo a stat advancement in favor of an item from your advancement track. If you do, you can catch up by taking a stat advancement in place of a standard advancement track item later.

If you start the game with Fortune but now gain a schtick using a Fortune sub-stat, your Fortune converts to that sub-stat. This precludes you from taking schticks that require yet other sub-stats.



# ARCHER

**"I BECOME ONE WITH THE ARROW. THE ARROW BECOMES ONE WITH YOUR LEFT VENTRICLE!"**

You exert supreme mastery over mankind's quintessential missile weapon: the bow and arrow. With perfect serenity, you nock an arrow and draw. Sensing time's crystalline nature, you divide the moment of aiming into a spiderweb of interlocking infinities. At the moment of precision, you loose the arrow. Your mind's eye flies through the air, following the arrowhead as it closes the distance

between you and your target. With the silence of the serpent, it strikes. Already you have drawn another arrow, ready to repeat. Guns may be louder, faster, more destructive. But no one deals death more beautifully than you.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Carnival of Carnage I-IV, Covering Fire, Disarming Shot, Eagle Eye, Fast Draw I-IV, Flesh Wound, Lone Wolf, Mocking Arrow, Scattering Fire, Showy Arrow I-III, Stop Right There!, Take the Shot, Time-Tested Tech I-IV, Trick Arrow, Vengeful Arrow, Wild Grenade.

**Add a skill you do not have from this list, at a rating of 11:** Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

WUXIA ARCHERY

At the outset of any fight, note the highest Damage Value of any firearm carried by an ally taking part in the combat who attacks with Guns. The Damage Value of your arrows is 1 less than that.



SOUL OF THE SNIPER

If you are the first combatant to attack in a fight, you gain +2 Guns on that attack. You and all of your allies gain +1 to Attack Values for the rest of the first sequence.



RAPID VOLLEY

When you wound an opponent with an arrow, spend 1 Chi and 3 shots to deal that many Wound Points again to the same opponent.



1 3

THE WAY THE WIND BLOWS

Instead of a penalty under Adverse Conditions, you get a +2 Immunity Bonus to attacks.



SMOKE ARROW

When you hit an opponent with an arrow, that opponent suffers a point of Impairment until the next keyframe. The maximum Impairment any target can take from a Smoke Arrow is 1.



HAIR-TRIGGER NECK HAIRS

Gain +1 Defense for the first sequence of any fight your opponents start unexpectedly.



ADDITIONAL SHTICKS & GEAR

SKILLS

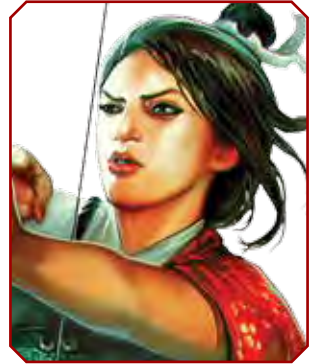
INFO: CHINESE PHILOSOPHY 13  
MEDICINE 9  
INFO:†† 11

UNSKILLED CHECKS USE A RATING OF 7  
††CHOOSE ANY INFORMATION SUBJECT

MARKS OF DEATH



ARCHER



GUNS+

14

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

14

TOUGHNESS

6

CHI

7

SPEED

8

BOW AND ARROWS

7/5/-

WEALTH WORKING STIFF

\*DON'T LET THE NAME OF THE ATTACK STAT FOOL YOU. YOU USE A BOW AND ARROWS, NOT FIREARMS.

WOUND POINTS



-1

-2



# BANDIT

**"BAH! IN TIMES LIKE THESE, HONOR EXISTS ONLY AMONG THIEVES!"**

Nobody starts out wanting to be a bandit. You began life as a farmer, craftsman, or merchant. Then disaster struck. A flood destroyed your farm. Imperial taxes drove you into poverty. Perhaps you were the victim of other bandits. In any case, you turned your back on society. You began to live off what you could steal. With guile and determination, you turned survival into not only a way of life, but also a source of inspiration for others. What life dished out to you, you took, and converted into

power. Other bandits now flock to you. Imperial soldiers hunt you. Merchants shudder whenever your name is spoken. And yet, you find yourself returning to the very society that you once abandoned. Something draws you there — something you wish to fight for — something you must defend. You have taken the first few steps on a new road. It leads either to redemption, or to death.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Hundred Names, Montage, Outlaw, Sword, Tiger, Weapon Master, Welcoming Sky, Wing Chun, Wushu.

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Carnival of Carnage I-IV, Covering Fire, Disarming Shot, Eagle Eye, Fast Draw I-IV, Flesh Wound, Lone Wolf, Mocking Arrow, Scattering Fire, Showy Arrow I-III, Smoke Arrow, Stop Right There!, Take the Shot, Time-Tested Tech I-IV, Trick Arrow, Vengeful Arrow, Wild Grenade.

**Add a skill you do not have from this list, at a rating of 10:** Detective, Driving, Fix-It, Gambling, Info (any), Intrusion, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### SURVIVOR'S ROAR

Add +2 to a Martial Arts attack if you took damage from an enemy attack since you last made an attack of your own.



### HARD TO KILL

If you fail an Up Check, spend 2 Chi to spring back into action X shots later (where X = the absolute value of the Up Check Outcome) with a Wound Point value of 24.



### STRONG

Add +1 to your Damage on any successful Martial Arts strike, including strikes with hand-to-hand weapons. (Damage Values for your starting weapons already include this bonus.)



## ADDITIONAL SHTICKS & GEAR

### RISE OF THE DOWNTRODDEN

Spend 1 Chi and 1 shot as an interrupt when struck by an attack. Until the end of the fight, the Damage Value of the weapon hitting you becomes the Damage Value of your hand-to-hand weapon.

1 1



### NO-O-O-O-O!!

Spend 1 Chi and 1 shot as an interrupt when an ally makes an Up Check. Until the end of fight, add the total number of Up Checks made by allies this fight to the Damage you deal on a successful attack.

1 1



### IRASCIBLE

Whenever someone tries to intimidate you, you must spend 1 Chi or act on the irresistible urge to smash someone or something.



## SKILLS

INTIMIDATION	12
DECEIT	12
LEADERSHIP	12
INFO: PEASANT LIFE	15

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# BANDIT



## MARTIAL ARTS

13

BACKUP ATTACK

GUNS 12

DEFENSE

15

TOUGHNESS

6

CHI

6

SPEED

7

POLEARM

11/7/-

AXE

11/5/-

DAGGER

10/1/-

WEALTH  
POOR

WOUND  
POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



# BIG BRUISER

## "WAS THAT SUPPOSED TO HURT?"



With your size and strength, you cast an intimidating shadow across the scene of any fight. You don't hit as often as other combatants, but when you do, look out! Your massive frame allows you to withstand blows that would flatten a smaller fighter. Most people assume you're stupid, and maybe you are—but maybe not, letting you play their misperceptions to your advantage. You may have worked as a manual laborer, or as a guard of some kind. You might be a quiet, gentle giant or a bullying loudmouth. You are definitely a mountain of determination and endurance.



Make best use of your mammoth damage by going toe-to-toe with the group's major foes. To specialize in taking out mooks, play a Killer or Masked Avenger.

## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add new archetype schtick—Mounting Fury II:** When your Mounting Fury bonus allows you to hit an opponent you would otherwise have missed, add +1 Damage.

**Add new archetype schtick—Mounting Fury III:** As Mounting Fury II, but your Damage Bonus is +2.

**Add new archetype schtick—Mounting Fury IV:** As Mounting Fury II, but your Damage Bonus is +3.

**Add 1** to your Establishing Shot bonus.

**Add 1** to your Strength Check bonus.

**Add 1** to your Constitution Check bonus.

**Add new archetype schtick—Meat Shield:** As an interrupt when a nearby ally takes Wound Points, spend 1 Fortune to take those Wound Points, and a Mark of Death, yourself. If the hit would have taken the ally above 35 Wound Points, take two Marks of Death.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Montage, Outlaw, Sword, Tiger, Weapon Master, Wing Chun, Wushu.

**Add one schtick from any of these Driving schticks** (provided you have its prerequisite, if any): Counterslam, Dazed and Contused, Hot Pursuit, I Just Painted That, Ramming Speed I-III, Swerve I-III, Takes a Licking, Tight Roll I-III.

**Add a skill you do not have from this list, at a rating of 9:** Driving, Fix-It, Info (any), Medicine, Sabotage.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



# BIG BRUISER



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### ESTABLISHING SHOT

Your first Martial Arts attack of any fight gets a +2 bonus.



### MOUNTING FURY I

If you miss with a Martial Arts attack, you gain a +1 cumulative bonus to your next Martial Arts attack. The bonus resets to 0 after you hit, and at the end of the fight.



### VERY BIG

You make Up Checks and gain Marks of Death only when you reach 50 Wound Points. Impairment of -1 occurs only at 40 Wound Points; Impairment of -2 at 45 Wound Points.



### STRONG AS AN OX

Add 3 to your Damage on any successful Martial Arts strike, including strikes with hand-to-hand weapons. (Damage Values for your starting weapons already include this bonus.) You can use absurdly large objects, like motorcycles, as improvised weapons. You also get +3 to all Strength Checks.



### HEALTHY AS A HORSE

You get a +3 bonus to Constitution Checks.



### THE BIGGER THEY COME...



Toughness is reduced by -5 if you reach 50 or more Wound Points, until all Death Checks from this fight have been resolved.

## ADDITIONAL SCHTICKS & GEAR

### SKILLS

INTIMIDATION 14  
INFO:†† 15

UNSKILLED CHECKS USE A RATING OF 7

††CHOOSE A WORKING CLASS OCCUPATION

## MARKS OF DEATH



### MARTIAL ARTS<sup>+</sup>

12

BACKUP ATTACK

GUNS 11

DEFENSE

12

TOUGHNESS

12

FORTUNE

6

SPEED

5

BASEBALL BAT 13/5/-

MOSSBERG SPECIAL PURPOSE SHOTGUN 13/5/4

WEALTH WORKING STIFF

\*YOUR MARTIAL ARTS MAY BE MODIFIED TEMPORARILY BY YOUR MOUNTING FURY SCHTICK.

WOUND POINTS



-1

-2



# BODYGUARD

## "GET DOWN! NOW!"



You have a very particular set of skills. As a Personal Protection Specialist, you get your client from point A to point C while avoiding the bad guy at point B. Obscure outside the tight circles of your profession, you avoid the glare of fame cast by your celebrity and political clients.

Maybe you lost the client who most mattered to you, the one you broke the rules for and fell in love with.

Perhaps shadowy forces have taken your client, and your entry into the Chi War comes as you swear to get her back. However you came to this juncture, now your greatest act of protection awaits, as you discover the Chi War and realize that the entire world needs a bodyguard.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks**

(provided you have its prerequisite, if any): Battle Scavenge I-III, Bank Shot, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Covering Fire, Click Click Toss I-III, Disarming Shot, Fast Draw II-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Signature Weapon, Scattering Fire, Stop Right There!, The Way the Wind Blows.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Fix-It, Gambling, Info (any), Intimidation, Leadership, Sabotage.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### THE CLIENT

At the beginning of any fight, designate any PC or GMC as your client, who you will go on to protect. Spend 1 Fortune when your client takes Damage to reduce the Damage to 0. You take 7 Wound Points.

1

### DAMMIT!

On your next attack after your client takes Wound Points, gain +2 Attack against the character who dealt the Damage.

## ADDITIONAL SCHTICKS & GEAR

### WHO GOT HIT?

At the end of a fight, remove any number of Marks of Death from your client, applying them instead to yourself.

### TAKE THE SHOT

Add +4 Guns vs. targets using hostages as human shields.

### FAST DRAW I

Add +2 to your Initiative result. Your first action of the sequence must use Guns.

## SKILLS

DRIVING	13
INFO: CELEBRITIES	12
INFO: WORLD LEADERS	12

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# BODYGUARD



## GUNS

14

BACKUP ATTACK

MARTIAL ARTS 12

## DEFENSE

14

## TOUGHNESS

6

## FORTUNE

7

## SPEED

8

H&K P7

10/2/4

MINI UZI

10/3/1

WEALTH RICH

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

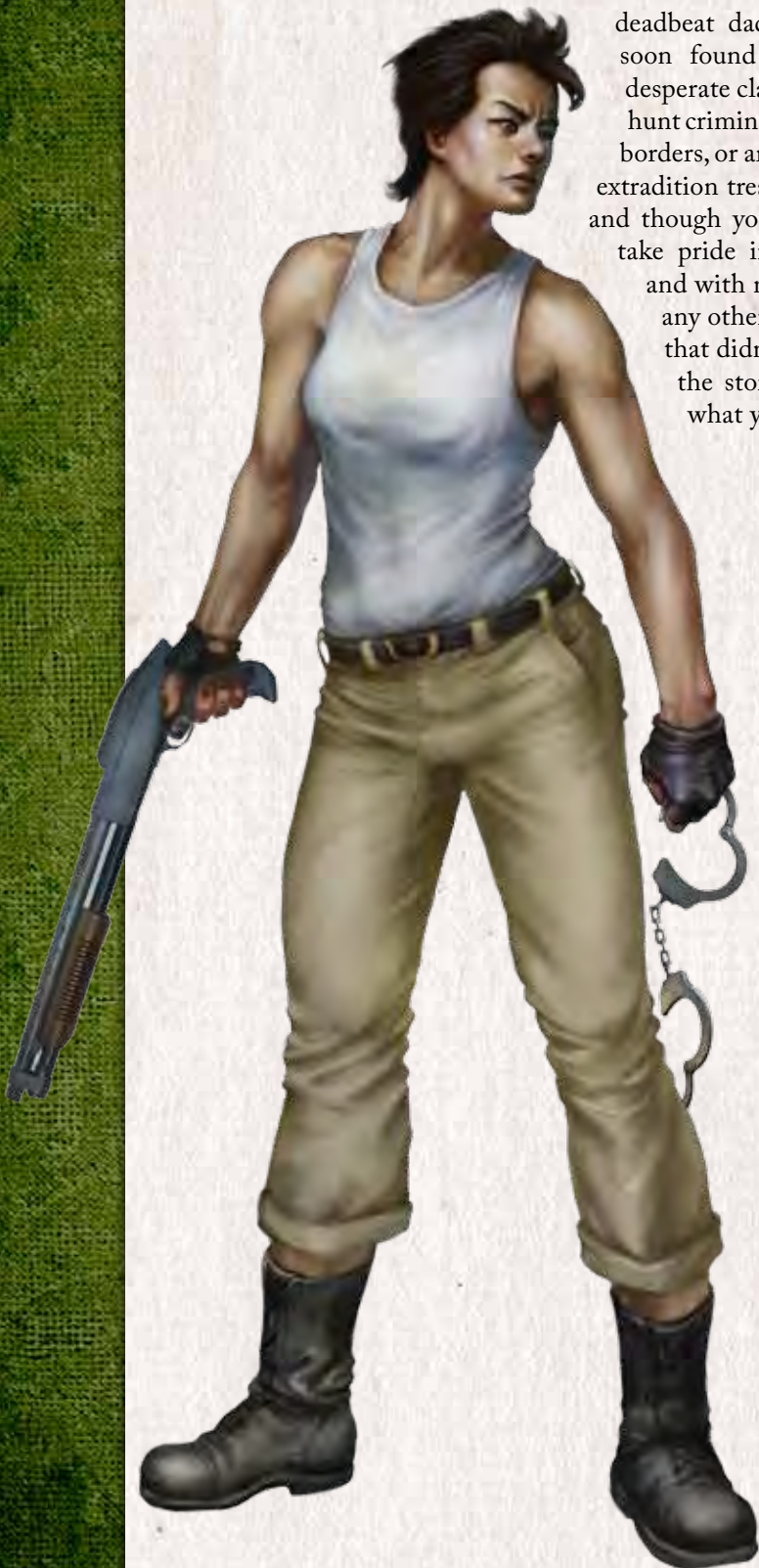
-2



# BOUNTY HUNTER

**"POSTER SAYS DEAD OR ALIVE.  
WHICH WILL IT BE?"**

You started out skip tracing and finding deadbeat dads, but your considerable talent soon found you tracking a craftier, more desperate class of crooks. You often sign on to hunt criminals who have crossed international borders, or are hiding out in countries without extradition treaties. You always get your quarry, and though you're not looking for a scrap you take pride in handling a takedown quickly and with minimal fuss. At first, your latest gig seemed like any other. Then your target displayed a depth of resources that didn't fit the profile. The deeper you dug, the weirder the story got. Still hot on the trail, you have no idea what you are about to plunge into.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw II-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Fix-It, Gambling, Info (any), Intimidation, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



# BOUNTY HUNTER



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### THE QUARRY

At the beginning of a fight, designate one enemy as your quarry. If the plot has already established that you're hunting an enemy who appears in the fight, that character automatically becomes the quarry.



### DUE DILIGENCE

The quarry's first attack against you in this fight automatically fails.



### SIGNATURE WEAPON

Your favorite shotgun, Lucille, a Remington 870 Police with a notch on the stock for each successful capture, does +3 Damage when you make attacks with it. Give Lucille a different proper name if you prefer.



### CROSSHAIRS

Your attacks against the quarry gain a +2 bonus.



### SHARE THE HOMEWORK

Spend X Fortune; that many allies of your choice gain +1 to attacks against the quarry until the end of the fight.



X

### FAST DRAW I

Add +2 to your Initiative result. Your first action of the sequence must use Guns.



## ADDITIONAL SHTICKS & GEAR

### SKILLS

DETECTIVE	12
INTRUSION	13
INFO: TRUCK STOPS AND CHEAP MOTELS	12

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



### GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

### DEFENSE

14

### TOUGHNESS

7

### FORTUNE

6

### SPEED

8

TELESCOPING BATON

10/3/-

REMINGTON 870 POLICE

16\*/5/4



### WEALTH

WORKING STIFF

\*THIS INCLUDES YOUR SIGNATURE WEAPON BONUS.

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# CYBORG

**"THEY LOST THE TECHNOLOGY.  
AND REBUILT ME ANYWAY."**

An inhabitant of the scorched Future Juncture, you suffered a fate that should have killed you. Recovered by radiation-addled members of the Jammer cult, you begged for a merciful demise. Instead they tried to save you, using their bizarre scrounged technology.



You returned to consciousness both better and worse than before, an amalgam of mangled humanity and barely operational robotic prosthetics.

Impelled onward by a cranial chip that won't let you kill yourself, you plunge into the Chi War in search of a cure for your freakish condition—or maybe just the oblivion destiny continues to withhold from you.



## AWESOMING UP

**WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:**

**Add a schtick for which you have the prerequisite from the Martial Arts path:** Hundred Names.

**Add any one of these Scroungotech schticks:** Adrenal Boy-Howdy, Agony Grenade, Buzzsaw Hand, Helix Rethreader, Helix Ripper, Improbability Capacitor, Internal Lockbox, Laser Goggles, Lumbar Scorpion, Molecular Disturber, Neural Stimulator, Personal Copter Rig, Plasma Tubules, Reflex Ramper, Schrödinger Circuit, Subdermal Plating, Titanium Claws.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Detective, Driving, Gambling, Info (any), Intimidation, Intrusion.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### YOWCH!

When you take your first point of Impairment, you suffer an obvious injury to your mechanical parts that others can't help finding disturbing. The shot cost of any attack against you increases by your degree of Impairment.

### SHOWER OF SPARKS

The Damage of your Scroungetech attacks increases by +2 for each point of Impairment you're currently suffering.

### FLUID SPILL

If, when you are Impaired, an enemy misses you in close combat, spend 1 Fortune as an interrupt to attack that enemy. This models a surprise opportunity you get when your opponent slips on the fluid you're leaking.

1

## ADDITIONAL SHTICKS & GEAR

### BLOW UP REAL GOOD

Take X Marks of Death to make a Scroungetech attack, Damage Value 20, against X-1 targets, who can be either in close or ranged proximity. Your attack hits every target whose Defense your attack meets or beats. If your result is less than the lowest Defense among any target, gain a retroactive +1 bonus to it.

### ROBOT ARM

Make close Scroungetech attacks with a Damage Value of 11.

### ON-BOARD FLAMETHROWER

Make ranged Scroungetech attacks with a Damage Value of 14. Each time you attack with it, take 3 Wound Points.

### SYSTEM MALFUNCTION

Subtract -2 Toughness when making Up or Death Checks.

## SKILLS

**FIX-IT** 13  
**SABOTAGE** 13

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# CYBORG



## SCROUNGETECH

13

BACKUP ATTACK

GUNS 13

DEFENSE

13

TOUGHNESS

9

FORTUNE

6

SPEED

6

DUCT-TAPED FUTURISTIC PISTOL 10/1/4

WEALTH POOR

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# DRIFTER

**"NOPE, I AIN'T FROM AROUND HERE."**



Whatever your story is, you ain't tellin'. Constantly on the move, you want nothing more than to be left alone—and maybe the simple pleasures of life, like a cold drink on a hot day. Destiny, that well-known son of a bitch, has other plans. You have a knack for wandering into other peoples' trouble, and a conscience that won't let you stay out of it. Whenever thugs are threatening a helpless young widow, you're there. Whenever criminals become the law, you're there. There with a great big freaking gun. And if you have to plant a bunch of them in the ground, well, you always warn them not to mess with you.

A great choice if you know you'll be attending game sessions irregularly.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage III-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### LIKE THE CAVALRY

If you were not with the other PCs when they arrived at the scene of a fight, you can show up in mid-fight, during or after sequence 1, shot 4. You reveal yourself anywhere in the fight location, without having to explain how you got there.

### AMMUNITIONAL RESCUE

After using Like the Cavalry, your first Guns attack gains +4 bonus. For the rest of the fight, you get +2 to Guns, Martial Arts, and Defense.

### AIR OF MYSTERY

Add +2 Defense against Sorcery attacks.

### DON'T MESS WITH CLINT

If you are the only PC in a fight, spend 1 Fortune and 1 shot to put down a mook, no check required.

1 1

### LONE WOLF

Add +3 Defense if you are the only viable target for three or more named character opponents.

## ADDITIONAL SCHTICKS & GEAR

### SKILLS

FIX-IT	11
GAMBLING	11

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# DRIFTER



### GUNS

13

BACKUP ATTACK

MARTIAL ARTS 11

### DEFENSE

13

### TOUGHNESS

8

### FORTUNE

7

### SPEED

6

KIMBER SOLO CARRY STAINLESS 10/1/5

TAURUS MODEL 94 REVOLVER 8/2/4

K2 RIFLE 13/4/2



WEALTH POOR

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

-1

-2



# DRIVER

## "I JUST DRIVE, MAN."

Chill-out electrobeat pulses from your speakers. Sodium-lit empty highway snakes out before you. With gentle control you accelerate. You are your car. You are at peace. Existential zen, zen, zen.

Everyone covets your skills. Fast drivers meet demands in dark places. A vehicle like yours doesn't pay for itself. So you cross a line or two.

Stay cool, cool, cool, you tell yourself. Forget everything else. Just be the road. Who are you fooling? Jacketed inside that cool, bottled within all that control, burns six-twenty horsepower of rage, rage, rage.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Dazed and Contused, Floor It I-III, Hightailing It, Hold on Tight I-III, Hot Pursuit, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Takes a Licking, Tarmac Warrior, Tight Roll I-III.

**Add a schtick for which you have the prerequisite from the Martial Arts path:** Hundred Names.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### RAGE OUTSIDE THE MACHINE

When you are the only PC in a scene, or your vehicle has 35 or more Chase Points, gain +2 Martial Arts.

### I JUST PAINTED THAT

Gain +2 Martial Arts at any time against a character who damaged your vehicle, even superficially, during the current session.

### TOOLS OF THE TRADE

After you make a successful Martial Arts attack with a wrench, tire iron, or improvised blunt weapon, spend 1 Fortune as an interrupt to give it a Damage Value of 15 until next keyframe.

### CUSTOM RIDE

You own and usually drive a customized vehicle, one you know down to every quirk and rivet. Compared to the standard model, it gets +1 to Handling and Squeal.

### ADDITIONAL SCHTICKS & GEAR

**1973 CHEVELLE: ACCELERATION 8 • HANDLING 9 (SQUEAL 11) • FRAME 6 (CRUNCH 8)\***

\*THIS INCLUDES BONUSES FROM CUSTOM RIDE.

### COOL CAR JACKET

You have the skills Seduction 11 and Intimidate 11, but only when wearing the jacket, and only when it is in good shape. The jacket is like new again at the start of each new adventure.

### LIGHTNING SPEED

Pay 3 Fortune. Until next keyframe, the shot cost of all your Driving actions decreases by 1, with a minimum cost of 1.

### VROOM!

If you are in the driver's seat of a vehicle at the beginning of a sequence, spend 1 Fortune to gain an Initiative result 1 higher than that of any other fight participants. Any other heroes with Vroom! go during the same higher shot as you, by player seating order.

### SKILLS

**DRIVING 15**  
**FIX-IT 12**

UNSKILLED CHECKS USE A RATING OF 7

### MARKS OF DEATH



# DRIVER



### MARTIAL ARTS

**13**

BACKUP ATTACK

### DEFENSE

**13**

### TOUGHNESS

**6**

### FORTUNE

**7**

### SPEED

**8**

TIRE IRON

9/4/-

**WEALTH**  
**WORKING STIFF**

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# EVERYDAY HERO

**"HEY, I MAY NOT HAVE THE FAINTEST CLUE WHAT'S GOING ON HERE, BUT I'M AN AMERICAN, DAMMIT! AND THAT MEANS I GOT TWO STRONG AMERICAN FISTS, AND A BIG AMERICAN HEART—AND A BIG AMERICAN GUN!"**

You might be nobody special, but that's the source of all your awesome. Unlike some archetypes you could name, you work for a living—probably in a good, honest, vanishing blue-collar job. Maybe you're a factory worker, a truck driver, a plumber, or a sailor. You may be on vacation when the action begins, or find yourself in a crossfire as the result of a job-

related errand. Aside from taking care of your melodramatic hook, all you really want to do is sit down with a can of beer and watch some sports

at the local bar. But somehow trouble always comes looking for you. That's because of your basic, essential decency and/or stupidity. And also your peculiar luck. On one hand, your luck gets you through situations that even you don't believe you could survive. But on the other hand, your luck tends to get you into weird and frightening situations to begin with because the good guys need your help. You may not be the smartest, or the strongest, or the most skilled person in the world. But you're a good guy, and "Good guys always finish—ugh! Hey, whad' you shoot me for? Oh, man, now I'm bleeding... howzabout a knuckle sandwich?"

A good choice if you like to play mechanically simple characters.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Both Guns Blazing I-V, Click Click Toss I-III, Covering Fire, Disarming Shot, Flesh Wound, For the Squad, Lone Wolf, Scattering Fire, Stop Right There!, The Way the Wind Blows, Wild Grenade.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Hundred Names, Montage, Outlaw, Ninja, Nunchaku, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add** Fix-It, Gambling, Leadership, or any new Info skill at 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



# EVERYDAY HERO



**CHARACTER NAME**

**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**

**LUCKY YOU**  
When you run out of Fortune, roll a die. On a 1 or 2, regain all your spent Fortune.

**IMPROVISED WEAPON MASTERY**  
Gain +1 Martial Arts when fighting with an improvised weapon found at the scene. After 3 successful attacks, you lose the bonus—unless you describe yourself picking up and using a different improvised weapon (shot cost 1).

**ADDITIONAL SCHTICKS & GEAR**

**ACCIDENTAL AWESOME**  
After you fail an Attack Check with an improvised weapon, add a free Fortune die to your next check or Dodge.

SKILLS	
DRIVING	12
INFO: CLASSIC CARS	15
INFO: CLASSIC ROCK	15
INFO: BEER	15
INFO: SPORTS	15

UNSKILLED CHECKS USE A RATING OF 7

**MARTIAL ARTS**  
**13**  
BACKUP ATTACK  
GUNS 11  
**DEFENSE**  
**15**  
**TOUGHNESS**  
**6**  
**FORTUNE**  
**9**  
**SPEED**  
**6**

## MARKS OF DEATH



**WEALTH**  
WORKING STIFF

**WOUND POINTS**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60



# EX-SPECIAL FORCES

*"SO AFTER THE CHARGES GO OFF AND BLOW UP THE OIL TANK, I'LL COME IN ON THE CHOPPER HANGING FROM THE ROPE LADDER AND TAKE CARE OF THE DOZEN OR SO GUARDS ON THE TERRACE.. ONCE THEY'RE OUTTA THE PICTURE, DROP ME ONTO THE ROOF AND I'LL BREAK INTO THE SECRET LAB AND STOP THE MAD SCIENTIST."*

Afghanistan. Iraq. Places you still aren't allowed to name. A former member of an elite force trained in counter-terrorism, hostage rescue, and sabotage missions, you had a hard-bitten military mindset drilled into you along with your extensive list of deadly skills. It is possible that you were dishonorably discharged from your beloved unit, fairly or otherwise; this might be your melodramatic hook. People keep expecting you to relax, to kick back, to get along, just like everybody else. But you can't. Your nerves are still on edge. Whenever you get into a fender bender, or a confrontation on the street, it takes all of your determination

not to leap on the guy harassing you and beat him to a pulp. You long for a new cause to believe in, one you can feel as much fervor for as your old corps. Most of all, you want the pure rush you get from combat. There's nothing you'd like more than to feel the taste of blood and fear in your mouth on another battlefield. If that battlefield involves a fight for justice and freedom against tyrants from across the timestream, so much the better.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Both Guns Blazing I-V, Bloody but Unbowed II-III, Carnival of Carnage III-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Fox, Healer, Hundred Names, Montage, Outlaw, Ninja, Sword, Tiger, Weapon Master, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Leadership, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.




# EX-SPECIAL FORCES



**CHARACTER NAME**


**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**

**FIELD TRIAGE** 

During a fight, spend 1 Chi and 1 shot to remove a point of Impairment from another nearby character, or 1 Chi and 3 shots to remove it from yourself.

**1** **1/3**

**HIGHLY TRAINED** 

At the beginning of any fight, you may swap your Guns and Martial Arts attack values. Swap remains in effect for duration of fight.


**BLOODY BUT UNBOWED** 

You get +2 bonus to Up Checks.

**ADDITIONAL SHTICKS & GEAR**


**CLAW OF THE TIGER** 

When your Martial Arts attack deals Wound Points to an opponent, roll a die; if the result is even, add the result to the Wound Points dealt.

**TIGER STANCE** 

When targeted for a Martial Arts attack, interrupt and spend 2 Chi to make one Martial Arts attack against your attacker, resolved before the original attack.

**2**

**FOR THE SQUAD** 

When you assist an ally with an attack boost, the attack costs the ally 2 shots.

**SKILLS**

SABOTAGE	12
INTRUSION	11
INFO: ANTI-TERRORISM	15

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**



**GUNS**

**14**

BACKUP ATTACK

MARTIAL ARTS 13

**DEFENSE**

**14**

**TOUGHNESS**

**7**

**CHI**

**7**

**SPEED**

**7**

COMBAT KNIFE	10/1/-
HECKLER & KOCH HK45C	10/2/3
HECKLER & KOCH MP5	10/5/1
M16 A3	13/5/1 

**WEALTH POOR**

**WOUND POINTS**

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



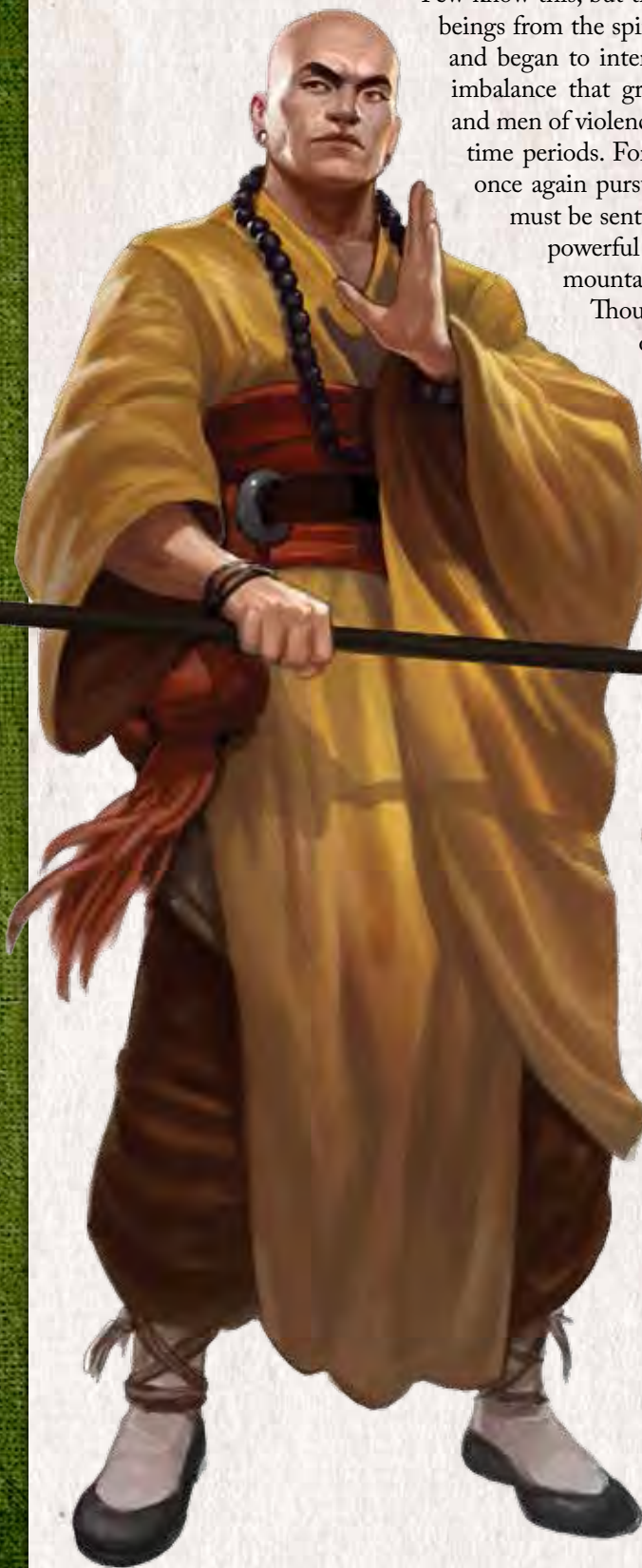
# EXORCIST MONK

**"BANISH ALL SPIRITS FROM THE WORLD OF MAN!"**

Few know this, but the Chi War began when impudent beings from the spirit world entered the world of man and began to interfere with it. Thus began the great imbalance that granted geomantic power to rascals and men of violence, and opened up ruptures between time periods. For the world to return to peace, enabling people to once again pursue enlightenment through detachment, the spirits must be sent back where they belong. You, a wise and therefore powerful monk, have descended from the serenity of your mountain monastery to perform the necessary exorcisms. Though you'll not turn a blind eye to other evils, none of them can be truly vanquished until your central task is done.



Before choosing this archetype, check with your GM to make sure you'll be encountering enough magic opponents to make it fun.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Flame, Fox, Healer, Hundred Names, Montage, Ninja, Nunchaku, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu

**Add a skill you do not have from this list, at a rating of 9:** Detective, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

EXORCIST MONK



SHRED THE FALSE VEIL



If you damage an opponent disguised by magic or sorcery, it reverts to its true form. If you down a transformed animal foe, it reverts to its animal form. If you down a supernatural creature, it is immediately banished to the spirit realm and can never return to the present juncture.

BALANCE BRINGER



Add +2 Martial Arts and +2 Toughness vs. foes with Sorcery or Creature Powers attacks.

SLOW THE TIGER



After a successful Martial Arts attack, spend 1 Chi and 1 shot. The target of the attack adds 1 to the shot cost of all actions with a cost of 1 or more until the end of the next keyframe.

1 1

STAVE OFF MONKEY



Interrupt and pay 5 shots when an opponent makes a successful attack against you; the opponent's attack fails.

5

BLUNT THE CRANE'S BEAK



When an opponent makes a successful attack against one of your nearby allies, interrupt and spend 1 shot to reduce attack's Damage Value by 5.

1

CHOP THE WILLOW



After a successful Martial Arts attack against a foe with Impairment 1 or less, spend 2 Chi and 1 shot. The target of the attack gains 1 Impairment until next keyframe.

2 1

PRODIGIOUS LEAP



Spend 1 shot to make a horizontal, vertical, or diagonal leap of up to 14 m. Also costs 1 Chi, if your current Chi is less than 2. If you have two or more other schticks in the Welcoming Sky path, leap increases to 28 m.

1\* 1

ADDITIONAL SCHTICKS & GEAR

SKILLS

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MARTIAL ARTS

13

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

6

CHI

8

SPEED

7

STAFF

9/7/-

WEALTH WORKING STIFF

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# FULL METAL NUTBALL

**"TECHNICALLY IT'S UNSAFE TO STORE SOMETHING LIKE THIS HERE, BUT..."**

They call you a gun nut—accent on the gun. Well, also, come to think of it, accent on the nut. Okay, okay, sure, they apply equally. Except that you don't just love guns. You delight in ordnance of all kinds, the more explosive the better. Your weird little hideout bristles with rare, illegal, and just plain impractical weaponry. How you acquired it all with no visible means of a support may be revealed in the course of play, or remain a mystery hardly worth addressing. You don't shoot your firearms as well as you lovingly care for them, so when you finally get a chance to pull the trigger for real, the results skew toward the slapstick as well as the lethal. When you meet real deal shooting and killing types, you try to contain your drooling enthusiasm, but when things get hot the whooping and hollering starts. Mostly you come off as a lovable oddball. In addition to your pistolophilia, you likely spout various paranoid beliefs. When you stumble into the Chi War, you may be as surprised as any when you discover how right you've been!



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns III-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows.

**If you are from, or have ever been to, the Future juncture, add any non-Cyborg Scroungotech schtick.** When asked to make Scroungotech Checks, use your Guns AV.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Custom Ride, Dazed and Contused, Floor It I-III, Hightailing It, Hold on Tight I-III, Hot Pursuit, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Takes a Licking, Tarmac Warrior, Tight Roll I-III, Tools of the Trade, Vroom!

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Detective, Gambling, Info (any), Intimidation, Intrusion, Leadership, Medicine, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



# FULL METAL NUTBALL



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### READY RESUPPLY

When an ally gets a Way-Awful Failure on an attack, is disarmed, or fails a Reload Check, you may spend 1 shot as an interrupt: that ally may make an attack as an interrupt at a shot cost of 0 and gains +2 Damage (stackable) until the end of the fight.

1

### NUTBALL LUCK

Spend 1 Fortune and 0 shots to gain +2 Defense vs. Guns attacks and +3 Toughness vs. explosion and debris damage until end of sequence.

1 0

### BAG FULL OF GUNS II

You rotate through a selection of guns over the course of a fight. Start each fight with a revolver (9/2/6.) Each time you attack a named foe and fail to dish out more than 15 Wound Points, spend 0 shots to move to the next item in this gun list:

Colt 1911A	10/2/4
Desert Eagle .357 Magnum	11/3/3
Chiappa Rhino	12/3/5
Mossberg Special Purpose	13/5/4
homemade shotgun	14/5/4
homemade rifle	15/5/1

Homemade weapons fall apart at end of fight. Only you can use them.

### OOPS, FORGOT THAT ONE

You always fail Concealment Checks. If searched for weapons, the searchers always find everything you're carrying and completely disarm you. Even if you said you got rid of all your weapons, they always find at least a hidden ankle piece. (This does not mean that you always have a weapon.)

### WILD GRENADE

When you miss with a grenade, you may spend 1 Fortune. Characters between you and your target do not make Fortune rolls to avoid it. Instead you and a nearby character of your choice, other than the target, take 20 Damage from flying debris.

1

### ADDITIONAL SHTICKS & GEAR

### SKILLS

DRIVING	10
FIX-IT	15

UNSKILLED CHECKS USE A RATING OF 7

### MARKS OF DEATH



### GUNS

13

BACKUP ATTACK

MARTIAL ARTS 11

### DEFENSE

13

### TOUGHNESS

6

### FORTUNE

7

### SPEED

8

WEALTH  
POOR

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# GAMBLER

**"THE ODDS OF MY HAVING THAT CARD ARE 145,987 TO ONE. BUT THEN AGAIN, I AM FEELING LUCKY TODAY."**

As a devil-may-care hang-glider on the winds of fate, you've turned natural luck and a flair for getting yourself out of scrapes and into a profitable career.

You've learned to handle yourself in a fight—not all losers are good sports, after all. But mostly you rely on your drop-dead gorgeous smile and your airtight instincts to keep yourself out of trouble. With these two weapons at your disposal, you've carved out a life of luxury for yourself—no pleasure is too flashy or shallow for your tastes. You came from humble beginnings and made your fortune using only your brains and your need for victory. The latest clothes, the shiniest gadgets: these are things you've dreamed of since childhood. But the real prize is the sheer joy of beating the odds, of triumphing over your opponents when logic decrees that you should be down for the count. Now a melodramatic hook pulls you into the Chi War, a situation where all of the odds you've memorized are turned upside down. Nonetheless, you face this new adventure with a grin and a heaping helping of aplomb. You know it won't take you long to figure the angles.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Battle Scavenge I-III, Blam Blam Epigram, Both Guns Blazing I-V, Carnival of Carnage I-IV, Covering Fire, Click Click Toss I-III, Disarming Shot, Fast Draw II-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add one schtick from these Martial Arts paths** (provided you have their prerequisites, if any): Hundred Names, Montage.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Detective, Driving, Fix-It, Info (any), Intimidation, Intrusion, Leadership, Sabotage.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

STACK THE ODDS

Spend 1 Fortune to reverse the results of any Swerve, treating the negative die as positive and vice versa. Others must share their die results with you when asked.

Explain how your planning or advance knowledge led to this reversal.

1



FAST DRAW I

Add +2 to your Initiative result. Your first action of the sequence must use Guns.



BANK SHOT

After a Guns attack against a mook fails, add a free Fortune die to your next Guns attack.



ADDITIONAL SHTICKS & GEAR

SKILLS

GAMBLING	15
INFO: CRIMINAL UNDERWORLD	13
SEDUCTION	13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



GAMBLER



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

13

TOUGHNESS

6

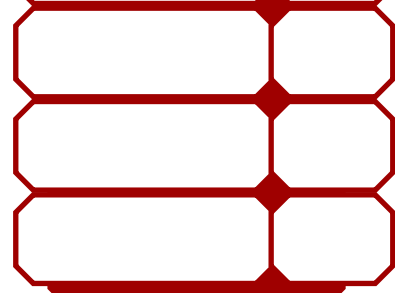
FORTUNE

8

SPEED

7

BERETTA MODEL 21 BOBCAT 8/1/4



WEALTH RICH

WOUND POINTS



-1

-2



# GENE FREAK

**"DON'T GO! I DIDN'T ASK TO BE THIS WAY!"**

Bizarre energies released by the cataclysmic destruction of a futuristic hyper-Orwellian regime swirled through your world, altering the DNA of hapless survivors. Most died, but a few survived, twisted, traumatized, but able to manifest previously unknown bodily feats.



Some energies escaped through poisoned feng shui sites into the present day. Often believing themselves to have been changed by brushes with ordinary radiation or other experiments gone awry, a handful of moderns also acquired credibility-defying super powers.

Most gene freaks want to be left alone. Maybe you do, too, but a melodramatic hook prevents it. Or maybe you've decided to take an active, heroic part in the Chi War in search of a cure, or to show that some cursed with unwanted might can wield it with responsibility and discipline.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS**

**Add any one of these Mutant schticks:** Acid Blood, Adaptive Enzymes, Brain Bleed, Causal Leakage, Camouflage, Chronofuxor, Empathy, Eyes on the Back of Your Head, Gene Link, Go Cartilaginous, How Magnets Work, Mjolnirification, Mushy Head, Nanoportal, Noctilucent, Psychic Vampire, Radioactive Exudation, Reactive Epidermis, Resource Sniff, Shared Sight, Shift Coordinates, Silver Lining, Skulky, Teleread, Shift Coordinates, Titanium Mind, Unsplode, Vestigial Twin.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.



# GENE FREAK





**CHARACTER NAME**


**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**


**MUTANT PUNCH**   
 Make hand-to-hand attacks using your Mutant Attack Value.


**VERY STRONG**   
 Spend 1 shot. Until end of fight, add 3 to your Damage on any successful hand-to-hand strike (using your Mutant Attack Value) including strikes with hand-to-hand weapons. You can use absurdly large objects, like parking meters, as improvised weapons.


**VERY FAST**   
 Spend 2 Genome points. Until end of sequence, the shot costs of all your actions decreases by 1, with a minimum of 1 per action. You can move up to 30 m per sequence.

**FORCE SHIELD**   
 Spend 1 Genome point and 1 shot; your Defense increases by 1 until end of sequence.

**ADDITIONAL SHTICKS & GEAR**

**PUSH**   
 Make a 3-shot ranged attack, Damage Value 11, using your Mutant Attack Value. If you deliver a Smackdown, the target flies X meters through the air directly away from you, where X = the number of Wound Points you dish out.

**BERSERK RAGE**   
 Spend 1 Genome point and 1 shot; your Mutant Attack Value increases by 2 until the end of the sequence.

**PAIN EATER**   
 When your attack takes a foe from 0 to 1 Impairment, or from 1 to 2 Impairment, regain 3 spent Genome points. When an ally's attack takes a foe from 0 to 1 Impairment, or from 1 to 2 Impairment, regain 1 spent Genome point.

**SKILLS**

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**

**MUTANT**

**13**

BACKUP ATTACK

**DEFENSE**

**13**

**TOUGHNESS**

**6**

**GENOME**

**9**

**SPEED**

**6**


**WEALTH RICH**

**WOUND POINTS**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60



# GHOST

**"ALTHOUGH THE GULF OF LIFE AND DEATH SEPARATES US, CAN I NOT STILL LOVE YOU?"**

Ghosts aplenty haunt the magic-rich ancient juncture. You are one of these—a spirit unwilling or unable to leave the trappings of mortal life behind to join the eternal cycle of reincarnation. The Netherworld is also home to many ghosts, former Chi Warriors whose life forces were too strong to depart the Inner Kingdom when their physical bodies died. Other ghosts prey on mortals, motivated either by jealousy of the living or by the same malign intentions they harbored in life. But you are tied to Earth for some other reason. Your soul cannot rest, for in life you swore a solemn oath to complete some great undertaking. This crucial unfinished business probably comprises your melodramatic hook. You may have sworn to protect someone, to wreak vengeance on an enemy, or to recover some lost treasure or artifact.



Ghosts have a bad habit of falling in love with mortals, and can often be stunningly beautiful and alluring. Although you know such loves are forbidden, you may already find yourself in a romantic entanglement that crosses the sacred barrier between the living and the dead. If you are not in such a doomed relationship, you are sufficiently prone to such temptations that you might end up in one before the series ends.

## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add one schtick from any of these Sorcery specialties:** Blast, Divination, Movement, Summoning.

**Add any one of the following Creature Powers** (provided you have its prerequisite, if any): Arcane Battery, Blood Drain, Death Resistance I-III, Foul Spew, Goldenheart Monster, Inevitable Comeback, Memory Drain, Mimicry, Night Dweller, Regeneration I-IV, Transformation I-II.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Gambling, Info (any), Intimidation, Intrusion.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.





## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### HOVERING PRESENCE

You make boosts with a shot cost of 2.



### INSUBSTANTIAL

Pass through solid matter by checking Creature Power against a Difficulty of 1 for each inch of material you are moving through. Specify two types of matter you cannot pass through; your GM picks a third.



### FLIGHT

Fly through the air, moving up to 3 m per shot.



### DAMAGE IMMUNITY: BULLETS

You take no damage from Guns attacks, unless shot by magic or silver bullets.



### TRADITIONAL HEALING ONLY

The Medicine skill only heals you if the practitioner trained in the Ancient Juncture.



## ADDITIONAL SHTICKS & GEAR

### LOVE POTION

Spend 1 Magic to formulate a potion which, if ingested by a featured foe or supporting character, causes him to fall head over heels in love with another character specified by the sorcerer at time of formulation. If attraction to the object of affection contradicts the ingester's orientation, the pull remains powerful but platonic. The dosed character makes a Will Check with your Sorcery value as the Difficulty at the end of each scene, and recovers at the beginning of the following session.

**1** **Specialty:** Influence.



### CHI BLAST

As a standard 3-shot action, direct a ranged attack of raw magical energy at a combatant of your choice, using your Sorcery attack value, Damage 9.

**3** **Specialty:** Blast.



## SKILLS

**SEDUCTION** 13  
**INFO: MUSICIANSHIP** 13

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# GHOST



### SORCERY<sup>†</sup>

**13**

BACKUP ATTACK

### DEFENSE

**12**

### TOUGHNESS

**6**

### MAGIC

**8**

### SPEED

**7**

**WEALTH**  
POOR

<sup>†</sup>CREATURE POWERS NOTE: YOUR BASE VALUE FOR CREATURE POWERS CHECKS IS 14.

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# HIGHWAY RONIN

**"ALL THAT'S LEFT OF THE WORLD IS THE OPEN ROAD."**

Until you discovered the Chi War, you drove the desolate highways of the shattered future, not to get somewhere, but to escape from everywhere else. You fought for gasoline, for your freedom, and sometimes to avoid ending up on a cannibal's flame grill. When confronted by the helpless, the desperate, you told them they didn't need another hero. But in the end, you stepped up, and drove your battered but trusty vehicle against the strong, to protect the weak. Now that you've learned of the Chi War, and the real reason your world imploded, you figure your survival skills might be turned to an ultimate purpose—to rewrite the history of the future, so the huddled masses need never fear again.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Custom Ride, Floor It I-III, Hightailing It, Hold on Tight I-III, Hot Pursuit, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve III, Tight Roll I-III, Tools of the Trade, Vroom!

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add any non-Cyborg Scroungetech schtick.** When asked to make Scroungetech Checks, use your Guns AV.

**Add one schtick for which you have the prerequisite from the Martial Arts path:** Montage.

**Add a skill you do not have from this list, at a rating of 11:** Deceit, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Medicine, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 2.


# HIGHWAY RONIN




**CHARACTER NAME**

**CHARACTER CONCEPT**


**MELODRAMATIC HOOK**

**ARMOR PLATED** 

You own and usually drive a customized vehicle whose body you have strategically reinforced. Compared to the standard model, it gets +1 to Frame and Crunch.

**DAZED AND CONTUSED** 


Characters getting out of a vehicle you have just rammed add +3 to the shot cost of their subsequent actions, and take 1 point of Impairment until the end of the sequence.

**SWERVE II** 


Add +2 Frame when rammed or sideswiped.

**ADDITIONAL SHTICKS & GEAR**


**FORD FALCON COUPE:**  
ACCELERATION 8 • HANDLING 8  
(SQUEAL 10) • FRAME 7 (CRUNCH 9)\*

**AGAINST ALL WARLORDS!** 

Add +2 Guns vs. Bosses. If the boss succeeds at an Up Check, you can force the GM to reroll the Up check. Up or down, use the second result.

**TARMAC WARRIOR** 

If you exit your vehicle after making at least one Driving Check, +2 to your attacks until end of fight.

**TAKES A LICKING** 

As an interrupt after your vehicle takes Chase Points from a ram/sideswipe, or a character attack or stunt, spend 1 Fortune and 1 shot to reduce your vehicle's total Chase Points by 7.

**1** **1**

**SKILLS**

**DRIVING** 14

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**

**GUNS**

**13**

BACKUP ATTACK

**MARTIAL ARTS 13**

**DEFENSE**

**13**

**TOUGHNESS**

**7**

**FORTUNE**

**6**

**SPEED**

**8**

S&W MODEL 19 COMBAT MAGNUM	11/2/5
RUGER RED LABEL SHOTGUN (SAWED-OFF)	10/3/6

**WEALTH POOR**

**WOUND POINTS**

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

\*THIS INCLUDES THE BONUS FROM ARMOR PLATED.



# KARATE COP

**"YOU HAVE THE RIGHT TO REMAIN-OOUCH-SILENT! YOU HAVE THE RIGHT TO-URGHH-AN ATTORNEY. ANYTHING YOU SAY CAN AND WILL-HNNHHHGHK!-BE USED AGAINST YOU IN A COURT OF-HHNNNH!"**

You are a loyal, team-playing officer of the law who happens to be about as adept in the martial arts as you are with your service revolver. You overcome the bad guys not by being bigger or tougher but by sheer pluck and perseverance. When you punch a huge slab of a goon in the jaw, it hurts your hand. When you leap from a bridge to a passing hovercraft, you feel the impact roll up through your body. When fireworks set your jacket aflame mid-fight, you struggle awkwardly to put it out. You're not the most graceful combatant of the Chi War, or able to manifest the bizarre fu powers of the ancient masters. But no matter how many times they knock you down, you get back up, shake off the pain, and keep running after the wrongdoers.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Scattering Fire, The Way the Wind Blows.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Hundred Names, Montage, Nunchaku, Tiger, Weapon Master, Willow, Wing Chun, Wushu.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Custom Ride, Dazed and Contused, Floor It I-III, Hold on Tight I-III, Hot Pursuit, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Swerve I-III, Takes a Licking, Tight Roll I-III, Vroom!

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Fix-It, Info (any), Leadership.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

KARATE COP



GLUTTON FOR PUNISHMENT

When you take Wound Points from a Martial Arts attack, or take non-attack damage, your next Martial Arts attack this fight gets a +2 bonus. This bonus stacks with other effects but not with itself.

UNDERDOG DESPERATION

Add +2 Toughness vs. opponents with fewer Wound Points than you.

INDEFATIGABLE

Impairment points do not decrease your Martial Arts attack value.

OUCH!

When you miss with an unarmed attack, you take X Wound Points, where X equals the absolute value of your Swerve. Your next Martial Arts attack this fight gets a +X bonus. If successful, heal X Wound Points. This schtick is always active.

STOP RIGHT THERE!

1 Spend 1 shot to automatically stop an enemy from Cheesing It.

TAKE THE SHOT

Add +4 Guns vs. targets using hostages as human shields.

ADDITIONAL SCHTICKS & GEAR

SKILLS

DRIVING 11
POLICE 15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MARTIAL ARTS

13

BACKUP ATTACK

GUNS 13

DEFENSE

14

TOUGHNESS

7

FORTUNE

7

SPEED

7

COLT DETECTIVE SPECIAL

9/1/5

REMINGTON 870 POLICE

13/5/4

WEALTH WORKING STIFF

WOUND POINTS



-1

-2



# KILLER

**"FORTY OF THEM, ONE OF ME.  
LOOKS LIKE THE ODDS ARE ABOUT EVEN."**



You used to work as a professional assassin. Maybe you served an intelligence agency. More likely you whacked people for the triads. You prided yourself on cool, calculated efficiency and the ability to get the job done without getting involved. You know everything there is to know about the acquisition, handling, and employment of firearms. You've been perforated by bullets more times than you can count. It's what you call an occupational hazard. The intellectual



puzzle of the perfect kill mattered to you then. The value of your life, or those of your victims, never factored into the equation... until now. Possibly through your melodramatic hook, you are about to plunge into the Chi War. Now you have the power to change history with your trigger finger, instead of just wiping out unsuspecting targets. And maybe, just maybe, that gives you a chance to redeem yourself...

## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY  
SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Dazed and Contused, Floor It I-III, Hightailing It, Hold on Tight I-III, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Tight Roll I-III, Vroom!

**Add a skill you do not have from this list, at a rating of 10:** Detective, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### BOTH GUNS BLAZING II

Fire two guns simultaneously at your opponent; these must be handguns or otherwise outfitted with a pistol grip. Treat as one attack at Guns -1, with the Damage of both guns added together, and the opponent's Toughness doubled.

### CARNIVAL OF CARNAGE III

Add +2 Guns vs. mooks. Subtract 1 from the shot cost of any attack on a mook or mooks. Minimum shot cost remains 1.

### HEROIC BLOODSHED

In the climactic fight of an adventure, any attack that deals you more than 4 Wound Points deals an additional 3 Wound Points.

## ADDITIONAL SHTICKS & GEAR

## SKILLS

DECEIT 13  
DRIVING 11  
INFO: GANGLAND POLITICS 11

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# KILLER



## GUNS

15

BACKUP ATTACK

MARTIAL ARTS 12

## DEFENSE

14

## TOUGHNESS

6

## FORTUNE

6

## SPEED

9

TAURUS MODEL 85 9/2/5

BERETTA M12 10/5/6

HK MP5 10/5/1

SVD DRAGUNOV 13/5/3

BERETTA 92FS CENTURION 10/2/3

WEALTH RICH

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# MAGIC COP

**"THERE ARE SOME THINGS MAN WAS MEANT NOT TO KNOW. IT'S MY JOB TO HUNT DOWN THOSE THINGS AND KILL THEM."**

Even in junctures where magic is rare and difficult to perform, supernatural manifestations still ooze from the world's dark corners, sometimes with lethal results. Many large police jurisdictions secretly maintain small units of officers trained in the mystic arts.

These cops are able to take on the occasional renegade sorcerer or shaman who might pop up, and can dispatch demons and ghosts without freaking out. You are one of these cops. You're probably a loner; the system is set up so you have little contact with regular law enforcement officials. Other officers think you're nuts, if they know who you are at all. You have built up tough mental defenses against the creatures of the night. To normal folks, you come off as grim or aloof. You might think of yourself as a holy warrior, implacably gunning down anything that smacks of the occult. Or maybe you wish you could build a bridge between the world of the supernatural and the world of everyday humanity. Magic cops are often drawn into the Chi War as they hunt down agents of the Lotus or escapees from the Netherworld, discovering that there is much hidden beneath reality's mundane veneer that even they know nothing about.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add one schtick from any of these Sorcery specialties:** Divination, Fertility, Heal, Summoning.

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Lightning Reload I-IV, Lone Wolf, Scattering Fire, Stop Right There!, Take the Shot, The Way the Wind Blows.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Driving, Fix-It, Info (any), Intimidation, Intrusion, Leadership, Sabotage.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** backup attack to match main attack.



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### INURED TO WEIRDNESS

When a Sorcery, Creature, or Scroungetech attack misses you, regain a spent Magic point.

### JUNCTURE ADAPTED

When in your home juncture, ignore any juncture costs for Sorcery.

### HAIR-TRIGGER NECKHAIRS

Gain +1 Defense for the first sequence of any fight your opponents start unexpectedly.

### STOP RIGHT THERE!

1 Spend 1 shot to automatically stop an enemy from Cheesing It.

## ADDITIONAL SHTICKS & GEAR

### GHOST SENSE

Spend 1 Magic to see the ghosts all around you in a single scene. Unless you count the odd grotesque transformation or ineffective lunge in your direction, they can't really communicate with you. But their presence and appearance may provide clues to past events in the area.

1 **Specialty:** Divination.

### BANISHMENT

Spend 3 Magic and 3 shots: on a Sorcery success against a supernatural creature's Defense, it Cheeses It. On a failure, you regain the Magic points spent.

3 3 **Specialty:** Summoning.

## SKILLS

INFO: OCCULT 13  
POLICE 12

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# MAGIC COP



## GUNS

14

BACKUP ATTACK

SORCERY 13

DEFENSE

13

TOUGHNESS

7

MAGIC

8

SPEED

6

COLT DETECTIVE SPECIAL

9/1/5

REMINGTON 870 POLICE

13/5/4

WEALTH WORKING STIFF

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



# MARTIAL ARTIST

**"YOUR KUNG FU IS STRONG.  
YOU SHALL BE A WORTHY OPPONENT."**

An accomplished young student of one or more schools of hand-to-hand combat, you are as effective with your bare hands as when wielding traditional hand-to-hand weapons.

Embarking on a lifetime's study, you have recently mastered a number of esoteric chi powers. Most importantly, you have absorbed a profound truth: martial arts are more than just a series of combat moves. They represent an ancient and learned discipline, one that preaches restraint, discipline, and humility. You work hard to live up to that philosophy.

You choose your fights carefully, and work to uphold the values you have learned, such as reverence for elders, respect for the traditions of the past, and self-sacrifice for the greater good. You probably work at a humble job, caring little for material goods. The only goal you consider worthy of pursuing is the physical and spiritual perfection attained by the great masters of the past.

When you encounter the Chi War, your dedication to honor and self-perfection leads you into the battle against evil without a second thought.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING  
OPTIONS:**

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Hundred Names, Montage, Outlaw, Ninja, Nunchaku, Sword, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 9:**  
Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

MARTIAL ARTIST



HANDS WITHOUT SHADOW

+X Martial Arts vs. opponents whose Defense values, bonuses included, exceed your current Defense. X = the difference between Defense values.



WHIRL OF FURY

Spend 1 Chi as you make a Martial Arts nunchaku attack. If you hit, this and all of your nunchaku attacks for the rest of the fight have a Damage Value of 14.



DIM MAK

Any time after the 6th shot of the 2nd sequence, spend 3 Chi and make a Martial Arts punch attack against a featured foe. If successful, ignore normal Damage determination; the foe's Wound Point total is now 34 for a featured foe or 49 for a boss. If unsuccessful, regain 2 Chi.



LIGHTNING FIST

When you hit an opponent with a Martial Arts punch attack, spend 1 Chi and 1 shot as an interrupt. For this attack, and until next keyframe, your target's Toughness is halved (round fractions up).



BLUR OF RAGE

Spend 1 Chi as you make a Martial Arts nunchaku attack against a mook. Until next keyframe, roll a die whenever a mook attacks you. On an even result, the mook drops before it can attack.



ADDITIONAL SHTICKS & GEAR

SKILLS

INFO: EASTERN PHILOSOPHY 11  
LEADERSHIP 11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MARTIAL ARTS

15

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

8

CHI

8

SPEED

7

NUNCHAKU

8/3/-

WEALTH POOR

WOUND POINTS



-1

-2



# MASKED AVENGER

**"TREMBLE IN FEAR, EVILDOERS!  
YOUR TIME OF RECKONING IS AT HAND!"**

For many years, you watched your society slowly sink into corruption. Crime runs rampant on the streets. Justice eludes the common man. Criminals are rewarded—victims, forgotten. The police and judiciary, hopelessly tainted or just plain unable to deal with the evil's rising tide, can't be trusted to do the job. The time for brooding is over. Seeking to strike fear into the hearts of evildoers, you have donned a distinctive, armored costume and identity-concealing mask to take the



law into your own hands. You use your own uncompromising moral compass to find wrongdoers and beat the crap out of them. With your fierce fists and barking automatic pistols, you aim to turn back the clock and return to an age of justice. Although your abilities are formidable, you do not expect to transform society all on your own. Only when people stand up for themselves and take back their own streets will the criminals of the world truly quake in fear.

Rhetoric aside, your mission may not be entirely altruistic: the Masked Avenger's melodramatic hook usually involves sworn vengeance of some sort. Did some terrible event push you over the edge from thinking about vigilantism to stalking the streets in funny clothes looking for villains to punish? Maybe you're a little crazy—but the really crazy ones are the bad guys who stand in your way.

## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Both Guns Blazing I-V, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Death Punch, Hundred Names, Montage, Outlaw, Ninja, Wing Chun, Wushu.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.



# MASKED AVENGER



## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### TREMBLE, EVILDOERS!

When you attack a single mook and drop it, 4 other mooks Cheese It. If your positive die exploded, a total of 6 mooks Cheese It.



### TRAINED FOR ARMOR

Ignore Initiative penalties for armor.



### UTILITY BELT

After spending Fortune on a boost, roll a die. On an even result, you get the Fortune back.



### EAGLE EYE

Add +X to the shot cost of a Guns attack to gain +X Guns for that attack. X cannot exceed 3.



## ADDITIONAL SHTICKS & GEAR

### POLICE SHELL ARMOR 5/25/0

ONCE PER SEQUENCE, ADD +5 TO YOUR TOUGHNESS AS AN INTERRUPT AFTER A GUNS HIT. BONUS APPLIES ONLY TO THIS HIT.

ONCE PER SESSION, WHEN YOU TAKE A GUNS HIT THAT WOULD OTHERWISE TAKE YOU ABOVE 25 WOUND POINTS, SPEND 1 FORTUNE AND 3 SHOTS TO REDUCE DAMAGE FROM THAT HIT TO 0.

## SKILLS

DETECTIVE	15
INTIMIDATION	12
VS. MOOKS AND STREET-LEVEL CRIMINALS	15
INFO: SCIENCE	15
FIX-IT	11

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



## GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

## DEFENSE

13

## TOUGHNESS

8

## FORTUNE

6

## SPEED

7

COLT 1911

10/2/4

WEALTH RICH

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# MAVERICK COP

## "FREEZE, SCUMBAG!"

The Maverick Cop is a plainclothes detective assigned to a major crime unit of a big city. You may work undercover, you may be in an anti-mob unit, or you may be a homicide detective. Good-looking but slovenly, you may cultivate a drinking problem and definitely have a personal life in a state of serious disorder.

Despite the fact that you are one yourself, you've always had a problem with authority figures. You see yourself as a loner, but this may date back only as far as your last partner getting killed, or the origin point of some other melodramatic hook.

You are always on the verge of being fired and are often on suspension. You keep your job only because your gruff superior officer has a secret soft spot for you, and because you get results. Although you always get the job done in the end, everything seems to conspire to make you look bad. People connected to your investigations have a habit of getting killed. Witnesses get snuffed. Bystanders fall like tenpins whenever you take part in a firefight. Most of all, you never seem to be able to just apprehend a crook. It's not like you deliberately set out to empty the contents of your high-caliber revolver into each and every scumbag you're supposed to arrest. You warn them even, tell them they shouldn't be feeling lucky, shouldn't ever get you riled. Punks never learn.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Custom Ride, Dazed and Contused, Floor It I-III, Hold on Tight I-III, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Takes a Licking, Tarmac Warrior, Tight Roll II-III, Tools of the Trade, Vroom!

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.


# MAVERICK COP




**CHARACTER NAME**

**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**


**SIGNATURE WEAPON**   
Your favorite Smith & Wesson Model 29 deals 3 more damage than the norm.


**BLAM BLAM EPIGRAM**   
Add 1 to the shot cost of any Guns attack and make a pithy quip before or after shooting. The Damage Value of your weapon increases by 2 against a non-Impaired opponent, by 8 against an Impaired opponent.

**+1**


**ADDITIONAL SHTICKS & GEAR**

**1981 CHEVROLET IMPALA:**  
ACCELERATION 8 • HANDLING 9  
(SQUEAL 10) • FRAME 6 (CRUNCH 8)

**JUSTICE BRINGER**   
Add +2 Guns vs. any target you know to be a murderer, torturer, or felony sex offender.

**HOT PURSUIT**   
Spend 1 Fortune to get +2 Driving until next keyframe when you are the pursuer in a vehicle chase.

**1**

**TIGHT ROLL I**   
When a vehicle you're driving crashes, you and all occupants gain +2 Toughness against crash damage.

**SKILLS**

DRIVING	13
POLICE	15
INFO: DIVE BARS	15

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**

**GUNS**

**13**

BACKUP ATTACK

**MARTIAL ARTS 12**

**DEFENSE**

**13**

**TOUGHNESS**

**8**

**FORTUNE**

**6**

**SPEED**

**7**

SMITH & WESSON MODEL 29*	14/3/5
COLT DETECTIVE SPECIAL	9/1/5
WINCHESTER MODEL 70	13/5/5

**WEALTH**  
WORKING STIFF

**WOUND POINTS**

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

\*THIS INCLUDES YOUR SIGNATURE WEAPON BONUS.



# NINJA

**"IF I WISHED TO KILL YOU, YOU WOULD BE DEAD ALREADY. YOU WOULD NOT HAVE SEEN ME COMING."**

If you hail from the Past Juncture, you may be an actual member of the legendary Japanese secret society of assassins. But in *Feng Shui 2* the term "Ninja" is also used generically to

describe any operative who specializes in stealth and penetration missions. Although capable of holding your own during a fight,

you prefer deception and surprise over a frontal assault. Ninjas maintain a mystique around themselves, often pretending to

have secret mystical powers. Although the Ninja does have a passing acquaintance with esoteric chi abilities, the mystery surrounding you

is mostly due to your own wit and presence. It is not fame that you crave so much as cultivating that mystique. You wish your deeds to be famous, but your identity to be a secret. You want to be feared. You want to be whispered

about. Nothing amuses you more than to stand among people who have no clue just how quick and deadly you are. But lately, you have begun

to feel a sense of emptiness. Maybe you have suffered a loss in love, or some other personal blow that has made you feel less invincible

than usual. Perhaps you've begun to question your amoral existence. When you discover the Chi War, you are pulled in

either by your melodramatic hook, or by the awakening of a desire to do something—to leave a mark on the world, even

if no one will ever know your name.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Montage, Outlaw, Ninja, Nunchaku, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Scattering Fire, Smoke Arrow, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows.

**Add a skill you do not have from this list, at a rating of 10:** Detective, Driving, Gambling, Info (any), Intimidation, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### JOINT CASED

Add +2 Martial Arts if the current fight takes place in a location you have ever covertly entered using Intrusion, including at the beginning of this fight.



### FRIEND OF DARKNESS

When attacking an opponent for the first time in the current fight, treat the opponent's Toughness as 4. This is inapplicable if the opponent's Toughness is less than 4.



### DARK'S SOFT WHISPER

Make any attack silently and without attracting notice. On a Guns attack, describe yourself using a silencer.



## ADDITIONAL SHTICKS & GEAR

### PANTHER POUNCE

If you are the only PC in a scene and you encounter a single GMC, spend 0 Chi (for a mook) or 2 Chi (for a named character) to knock out, daze, or otherwise render the target helpless and unable to interfere with you. Lasts for five minutes, or until you try to harm the character, whichever comes first.

0/2



### CATLIKE TREAD

When you give an ally a Defense boost, you also gain the benefit of the boost.



## SKILLS

DECEIT	12
INTRUSION	15
FIX-IT	11
INFO: ARCHITECTURE	15

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# NINJA



## MARTIAL ARTS

13

BACKUP ATTACK

GUNS 12

DEFENSE

15

TOUGHNESS

6

CHI

7

SPEED

8

STILETTO

9/1/-

TONFA

8/3/-

THROWING STARS

5/0/-

COMBAT KNIFE

6/0/-

WEALTH  
WORKING STIFF

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# OLD MASTER

**"YOU THINK I AM OLD AND FEEBLE, DO YOU? WELL, FACE MY FLYING WINDMILL KICK, ASSHOLE!"**



You are an elderly expert who long ago conquered the most difficult principles of martial arts and chi powers. You spent many long years tutoring others in the secrets of your art, and are used to being treated with utmost respect.

Therefore, you can be a bit of a hothead when challenged by others who do not know enough to bow before your superior experience. You are a harsh disciplinarian; no matter what juncture you hail from, you grumpily pine for the good old days when proper respect was paid to elders and the heavens were in harmony with the Earth.

Although you no longer possess the physical strength and endurance you had as a young student, your skill and Chi powers still make you a formidable opponent.

You want to retire from active participation in the world of martial arts, leaving the field to the young men and women you have trained to follow in your footsteps. Now you want to rest, and to study the arts and ancient poems. But the tide of evil in the world seems to be growing again. You must show a new generation of heroes how to become masters themselves, as your masters taught you. Used to deference and with bones growing more tired by the day, you can be surprisingly cranky, even comically crude, when crossed. Some life lessons are best imparted with a clout upside the head.



## AWESOMING UP

WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Montage, Outlaw, Ninja, Nunchaku, Sword, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### CHI FLOW PERCEPTION

Your base damage with a punch or kick is 10, not 7.



### PRODIGIOUS LEAP

Spend 1 shot to make a horizontal, vertical, or diagonal leap of up to 28 m. Also costs 1 Chi, if your current Chi is less than 2.

1\* 1



### WILLOW STEP

Spend 1 Chi and 1 shot to gain +2 Defense against non-Martial Arts attacks until next keyframe.

1 1



### AERIAL PUSHAWAY

When an enemy misses you with a Martial Arts attack, spend 1 shot to fly up to 14 m backwards, away from your enemy. Regain 1 spent Chi.

1



### OMINOUS FLUTTER

Spend 1 Chi. Until the end of the fight, any attack you immediately precede with a Prodigious Leap gets a +1 bonus.

1



## ADDITIONAL SHTICKS & GEAR

### FLYING WINDMILL KICK

Spend 4 shots to make a Martial Arts kick attack. If the attack hits, you may make another kick attack on the same opponent at 0 shot cost. You may continue doing this until an attack fails, or until you land a third hit.

4



### KING ON THE WATER

In a fight under the adverse condition Torrential Rain, spend 1 Chi and 0 shots to gain a +2 Immunity bonus until end of fight or end of condition.

1 0



### TIRED BONES

Make a Difficulty 7 Constitution Check whenever you take damage during a fight. Each time you fail, your Defense drops by 1, and stays that way until end of fight.



## SKILLS

INFO: CHINESE PHILOSOPHY 15

INFO: CALLIGRAPHY 15

LEADERSHIP 11

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# OLD MASTER



## MARTIAL ARTS

16

BACKUP ATTACK

## DEFENSE

15

## TOUGHNESS

5

## CHI

10

## SPEED

6

STAFF

9/7/-

WEALTH  
POOR

WOUND  
POINTS



-1

-2



# PRIVATE INVESTIGATOR

**"ALL MY LIFE, I'VE BEEN WAITING FOR SOMEONE DRESSED LIKE YOU TO WALTZ INTO THIS OFFICE AND GIVE ME A SPIEL LIKE THAT. NOT THAT I BELIEVE IT FOR A SECOND, BUT IT'S LOVELY TO SEE YOUR DAYDREAMS REALIZED."**



As an experienced investigator you have accumulated contacts throughout society: from well-heeled clients who can afford to hire you, to the enforcers of the law you must occasionally skirt, to the seediest elements of the criminal underworld. You most often work for lawyers, digging up information for use in court cases. When one corporation sues another, you find yourself poring over corporate ledgers and sifting for obscure references in old business publications. You've worked for insurance companies, keeping plaintiffs under surveillance to see if they're as injured as they claim to be. And then of course there are divorce cases. Although you may have gotten into your line of work because you fell in love with the film noir world of Philip Marlowe and Sam Spade, you've spent more time hunched over a laptop performing background checks than you have slugging it out with gangsters and crooked cops. Maybe that's why, when you sniff out the first clues that point you to the existence of the Chi War, you're ready to chuck the real-life world of the private detective in favor of the fantastic adventure you've always dreamed of.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add a skill you do not have from this list, at a rating of 11:** Deceit, Driving, Fix-It, Gambling, Info (any), Intimidation, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

# PRIVATE INVESTIGATOR



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

## FINDING THE TELL

Add +2 to attacks against characters you spoke with in the previous scene.



## NEEDLING REMARK

When exchanging barbs with a character in a non-combat scene, spend 1 Fortune. Until the end of the adventure, that character gets +1 to attack you; you get +2 to attack that character.



1

## CUT THE BULL

When you and the other PCs are speculating as to the best course of action, or as to the motivations of a given character, you can spend a Fortune point to have the GM tell you whether your speculation is correct or incorrect.



## DISARMING SHOT

Take a -1 penalty to your attack roll against a foe carrying a weapon. If your attack hits, the foe drops the weapon. The shot cost of their next attack increases by +3. After this attack the foe is considered to have their weapon back. Against bosses, take a -3 penalty to your attack to use this ability.



## ADDITIONAL SCHTICKS & GEAR

### SKILLS

DETECTIVE	15
INFO: LAW	11
INTRUSION	11

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



### GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

### DEFENSE

13

### TOUGHNESS

7

### FORTUNE

6

### SPEED

7

ROSSI  
MODEL 515

8/2/4

WEALTH  
WORKING STIFF

WOUND  
POINTS





# REDEEMED PIRATE

**"YOU KILLED MY FRIENDS, IMPERIALIST DOG!  
NOW TASTE MY STEEL!"**



You used to be a member of one of the many pirate gangs that sailed the South China Sea. The sea belonged to you and your comrades and there wasn't a thing the Manchu could do about it. You lived a heedless life of looting and slaying.

When the British fleet arrived in Chinese waters and took it upon themselves to end piracy, matters grew dicier for you and your friends. Against those impudent

foreigners, you did what you had to do to survive—including some things you aren't proud of. Your efforts against the British brought you into contact with the monks of the Guiding Hand. From them, you learned of the Chi War. Yet you bridled under their Buddhist purity. Detachment from earthly pleasures has never been your way. The pivotal events of your melodramatic hook sent you wandering again, perhaps far from your time and the seas where you feel most confident. Now you are about to throw in with a ragged band of misfits, in whose company you might finally atone for the darkness of your past.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:**

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Hundred Names, Montage, Outlaw, Ninja, Nunchaku, Sword, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

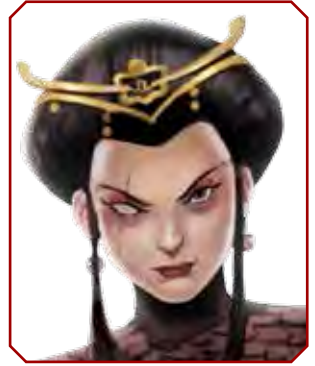
**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Fix-It, Info (any), Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.


# REDEEMED PIRATE




**CHARACTER NAME**

**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**


**SWASHBUCKLING** 

After performing a stunt that has you swinging on a rope or otherwise evoking classic pirate action, gain +2 to attacks until end of sequence.


**IRON GUT** 

Add +3 to Constitution Checks to resist the effects of overindulgence in food and alcohol, and against poisons of all kinds.


**ADDITIONAL SHTICKS & GEAR**

**REBELLIOUS STREAK** 

After taking Wound Points from a boss, add a free Fortune die to your next check.

**'TIS BUT A SCRATCH** 

When for the first time in a fight you take 10 or more Wound Points, spend 1 shot as an interrupt to reduce Wound Points taken to 1.

**PRODIGIOUS LEAP** 

Spend 1 shot to make a horizontal, vertical, or diagonal leap of up to 14 m. This also costs 1 Chi, if your current Chi is less than 2. After you gain two or more other shticks in the Welcoming Sky path, leap increases to 28 m.

**1\*** **1**

**SKILLS**

<b>GAMBLING</b>	11
<b>INFO: SEAFARING AND PIRACY</b>	15
<b>INTIMIDATION</b>	12

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**



**MARTIAL ARTS**

**13**

BACKUP ATTACK

**GUNS 12**

**DEFENSE**

**14**

**TOUGHNESS**

**7**

**CHI**

**7**

**SPEED**

**7**

<b>BLACK POWDER PISTOL</b>	7/3/6
<b>CUTLASS</b>	11/5/-

**WEALTH**

**WORING STIFF**





# SCRAPPY KID

**"HEY, WHEN DO WE GET TO STOP THE EVIL SCIENTISTS FROM TAKING OVER THE WORLD? HUH, HUH? WHEN DO WE? CAN I PLAY WITH THAT GUN? AH, C'MON, I WON'T WRECK IT OR NOTHIN'. THAT SWORD IS REALLY COOL. CAN WE STOP THE EVIL SCIENTISTS NOW, CAN WE, CAN WE, HUH, HUH? ARE WE THERE YET?"**

Life is simple. You're a kid. You like to have fun. But there are these bad guys who want to wreck everybody's happiness. They think they're better than everyone else. They want to be the boss of you. So even though boring old grownups want to keep you safely tucked away somewhere stupid, you're gonna do something about it.

After all, why should they get all the fun of shooting guns off and watching explosions and meeting cool monsters and all that stuff? Sure, you're not exactly a killing machine, like you plan to be when you grow up. But

you're not bad for someone whose age isn't in the double digits yet. You're the best kung fu kid in your class, and you've learned some tricks you weren't supposed to learn yet. And you're fast, you know how to duck, and bad guys underestimate you. Chi War—hey, what could be cooler?

You don't have to play the Scrappy Kid as comic relief. (And shouldn't, if your GM and the rest of the group want to maintain a consistently dark and gritty tone in your *Feng Shui 2* series.)

Maybe you're a grim little warrior, forced by tragedy to fight back in a grownup world. Just because you haven't hit puberty yet doesn't mean that you don't have a threatening squint worthy of Clint Eastwood.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Flame, Fox, Healer, Montage, Outlaw, Ninja, Nunchaku, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.


# SCRAPPY KID




**CHARACTER NAME**

**CHARACTER CONCEPT**


**MELODRAMATIC HOOK**

**DISTRACTION** 

Describe a distracting non-lethal assault against your target. Instead of damage, on a successful Martial Arts attack, the target suffers 3 Impairment for a number of shots equal to your Outcome. You can't further distract an already distracted opponent.


**LOOK OUT, KID!** 

Roll a die when you are attacked while benefiting from a Defense boost. On an even result the boost continues until end of next shot.


**A RIDE IS A RIDE** 

Ignore Unfamiliar Vehicle penalties.

**ADDITIONAL SCHTICKS & GEAR**

**THE FOX'S RETREAT** 

1 Spend 1 Chi. Until next keyframe, Dodges increase your Defense by +4.

**EYES OF THE FOX** 

2 Pay 2 Chi to reduce Wound Points dealt to you by an attack to 3.

**FORCEFUL DART** 

1 Spend 1 Chi to give your thrown darts or throwing stars a Damage Value of X - 1 until next keyframe. X = the highest base Damage Value of any weapon currently being wielded by an ally (ignoring any special damage bonuses the ally gets).

**SKILLS**

DECEIT	10
DRIVING	11
INTRUSION	11
INFO: KID CULTURE	15

UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**



**MARTIAL ARTS**

**13**

BACKUP ATTACK

**DEFENSE**

**15**

**TOUGHNESS**

**4**

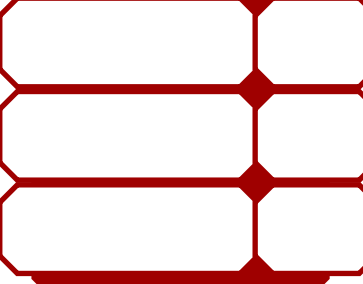
**CHI**

**9**

**SPEED**

**9**

**THROWING STARS\*** 5/0/-



**WEALTH POOR**

\*YOU CAN DESCRIBE THIS AS SOMETHING ELSE APPROPRIATE, LIKE A YO-YO ATTACK, IF DESIRED.

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



# SIFU

**"MARTIAL ARTS IS NOT A WAY OF FIGHTING.  
IT IS A WAY OF LIVING."**

Sometimes the greatest warrior fights by healing his comrades. With your mastery of pressure points, perhaps in tandem with Western medicine, you keep your fellow heroes up, when they would otherwise fall. Whether they're bruised, battered, scorched, or riddled with bullets, you can supply the few miraculous jabs required to send them tottering back into the fight for another round of brutal punishment.

You serve as headmaster of a martial arts school, healer to the surrounding neighborhood, and beacon of wisdom for all who seek your counsel. You teach your students to embrace the honor and tranquility of Chinese philosophy. A man of peace, you were dragged

only reluctantly into a battle with the injustices of your age, and from there into the fires of the Chi War. You would sooner bring your adversaries to the light than kick them into the darkness. But because you are a humble as well as a learned person, you are not so arrogant as to think that you can heal everyone. When push comes to shove, sometimes the weak must be defended. On those sad days, you stop setting bones and start breaking them.

Want to specialize in healing and denial attacks? Play the Sifu. If you'd rather be the best at fu powers, though you falter in the stretch, play the Old Master.



## AWESOMING UP

WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Fox, Healer, Montage, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 10:** Detective, Fix-It, Info (any), Leadership.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### POINT BLOCKAGE



After making a successful Martial Arts Check, spend 3 Chi and 1 shot to prevent your opponent from taking actions until next keyframe, or until opponent takes 3 or more Wound Points, whichever comes first.

**3****1**

### FLOW RESTORATION



Spend 1 shot; touch a subject who is unable to act due to the effect of the Point Blockage fu power. Subject is released from effect and takes an action during the following shot. Subject gets +2 to next check.

**1**

### HEALING CHI



Spend 3 shots and 1 Chi to reduce a character's Wound Point total by the result of your Martial Arts Check.

**1****3**

### PRESSURE BLOCK



When an opponent misses you with a hand-to-hand attack, spend 1 Chi as an interrupt to give opponent a -1 attack penalty until end of fight. Not usable if opponent is already Pressure Blocked.

**1**

### CORNERS OF THE MOUTH



Allies may spend 1 shot and 1 Fortune to give you 1 Chi.

### THE POWER OF LOVE



Cradle an (apparently) dead comrade in your arms, weeping and wailing until your tears spatter his or her face. Spend 1 Chi when an ally who is close enough for you to touch fails a Death Check. Your ally lapses into immediate, death-like unconsciousness but gets to make a new Death Check.

**1**

## ADDITIONAL SHTICKS & GEAR

### SKILLS

INFO: CALLIGRAPHY 15  
 INFO: CHINESE PHILOSOPHY 14  
 MEDICINE 15

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# SIFU



### MARTIAL ARTS

**14**

BACKUP ATTACK

### DEFENSE

**14**

### TOUGHNESS

**7**

### CHI

**7**

### SPEED

**7**

UMBRELLA

10\*/6/-

WEALTH  
WORKING STIFF

\*YOUR UMBRELLA IS DAMAGE 7 WHEN WIELDED BY ANYONE BUT YOU.

WOUND POINTS



-1

-2



# SORCERER

**"TASTE THE WRATH OF THE ABYSMAL FOUNTAIN!"**

You are a master of the occult arts, studied in the ancient techniques of channeling and transforming chi energy into a supernatural force, bent by your will. Some say this corrupts chi energy into what it was not meant to be. You call those people fools.



Although there are many ways to do harm to an opponent, none has quite the awe-inspiring effect of an energy bolt cast from a magician's hand. You have some trouble manifesting your great powers in later junctures, such as our own and 1850, where the chi flow has been suppressed. But in other junctures, you access your unearthly abilities without impediment. However, in most places superstitious cretins assume that all sorcerers pursue sinister ends. True, most who follow the ways of the occult wind up doing great harm to the people. They have been corrupted by exposure to the Underworld, the home of demons and evil spirits.

Or perhaps they have been seduced by their own lust for power. But that does not describe you! You have the will to resist, where weaker minds failed. Given the bad reputation of sorcerers, you have learned to keep your mystic abilities hidden as you fight for the right side of the Chi War.

Along with the sorcerer's versatility comes some additional complexity. You will want to own a copy of the book to play it to the fullest.



## AWESOMING UP

WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM THE  
FOLLOWING OPTIONS:

**Add one schtick from any of these Sorcery specialties:** Blast, Divination, Fertility, Heal, Movement, Summoning.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### CHI BLAST

As a standard 3-shot action, direct a ranged attack of raw magical energy at a combatant of your choice, using your Sorcery attack value, Damage 9.

**Specialty:** Blast.

### MAGNETIC BLAST

When you hit a vehicle with a Chi Blast, it takes +3 Condition Points.

**Specialty:** Blast.

### FIGHT FINDER

Spend 1 Magic to know the location of the nearest group of people who want to kill you. You do not know which group. If no one wants to kill you, it must be early in the series. You get the Magic point back.

**1** **Specialty:** Divination.

### FLIGHT

Fly through the air, moving up to 5 m per shot.

**Specialty:** Movement.

## ADDITIONAL SHTICKS & GEAR

### OBSERVE CHI

See the flow of chi in an area, noting how strong or weak it is and if it is corrupted or impinged upon by some unnatural force. Immediately identify feng shui sites. Tell whether an individual you can see in person is attuned to at least one feng shui site.

**Specialty:** Divination.

### HEAL WOUNDS

Spend 4 shots and 1 Magic to reduce a character's Wound Point total by the result of your Sorcery Check.

**1** **4** **Specialty:** Heal.

### SCROLL OF SPELLS

Spend 2 Magic to gain any Sorcery schtick you don't have, provided you have at least one schtick within that specialty, until end of session. Takes 3 shots if used in combat (6 shots if you're looking at the rulebook when your shot comes up).

**2** **3/6**

## SKILLS

INFO: HISTORY

13

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# SORCERER



## SORCERY

14

BACKUP ATTACK

## DEFENSE

13

## TOUGHNESS

6

## MAGIC

8

## SPEED

7

WEALTH  
RICH

WOUND POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



# SPY

**"WITH ALL THE TORTURE THESE DAYS,  
GETTING CAPTURED IS PLAN B. BUT IT'S STILL A PLAN."**



You used to work for an intelligence agency. There are any number of reasons why you might have left, melodramatic hooks all of them. Maybe you were squeezed out by the machinations of shady new superiors. (Did you overhear them saying something about a Lodge, or a Wheel?) Maybe you left under a cloud of suspicion, after making a tragic mistake that led to the deaths of your subordinates. Or maybe you don't remember who you used to be and why those assassins keep chasing you, but are determined to find out. Your retirement, happy or otherwise, comes to an abrupt end when the shadow world closes in on you again—this time revealing the strange outlines of the Chi War. What it offers, more than the chance to put those mothballed skills back into the field, is a feeling that may be new to you—that this time, you'll know why you're fighting, and that the fight is just.



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw II-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, Stop Right There!, Soul of the Sniper, Take the Shot, The Way the Wind Blows, Wild Grenade.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Dazed and Contused, Floor It I-III, Hightailing It, Hold on Tight I-III, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Tight Roll I-III, Tools of the Trade, Vroom!

**Add a skill you do not have from this list, at a rating of 11:** Detective, Driving, Info (any), Intimidation, Leadership, Sabotage.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** backup attack to match main attack.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

ADDITIONAL SHTICKS & GEAR

INTEGRATED TRAINING

Add +1 to Guns if your previous attack used Martial Arts. Add +1 to Martial Arts if your previous attack used Guns.

SCOPED OUT

Add +1 to Guns, Martial Arts, and Defense vs. characters you have exchanged dialogue with at a previous time or location.

SKILLS

DECEIT	15
FIX-IT	11
GAMBLING	12
INFO: FASHION	12
INFO: FOOD AND DRINK	14
INFO: GEOPOLITICS	12
INTRUSION	12
SEDUCTION	13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



SPY



GUNS

14

BACKUP ATTACK

MARTIAL ARTS 13

DEFENSE

14

TOUGHNESS

7

FORTUNE

7

SPEED

7

WALTHER PPK

9/1/4

WEALTH RICH

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# SUPERNATURAL CREATURE

## "ARRRHHHHH!"



You are a being from the Underworld, a mystic realm haunted by demons and the spirits of the dead. You are yourself a being that humans would describe as a monster or evil spirit.

But you are not evil, for even the spawn of the Underworld are capable of exercising free will and doing right instead of wrong. You realize, however, that almost none of your kindred bother to make this effort. They live to terrorize and to inflict pain. You did, too, until you were summoned

and dominated by the cruel eunuch sorcerers of the Eaters of the Lotus. At first, you followed their orders—you had no choice, shackled by mystic bonds. But eventually you were able, through intense mental effort, to break free of their influence.

You saw around you people who lived in fear, people whose lives were seen as mere playthings by your Lotus masters. And although most demons would never even think such thoughts, you decided that you would atone for the wrongs you had done, and destroy those who had forced you to do them.

Supernatural Creatures vary widely in appearance, but all are horrific. Some appear as decomposed human corpses, others as grotesque ogres. Others show no resemblance to the humanoid form. Although you may now fight for the forces of good, your alarming features prevent you from ever passing as a normal member of society.

## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of the following Creature Powers** (provided you have its prerequisite, if any): Arcane Battery, Blast, Blood Drain, Born in a Cage, Corded Musculature, Death Resistance I-III, Flight, Foul Spew, Fur, Goldenheart Monster, Inevitable Comeback, Memory Drain, Mimicry, Night Dweller, Regeneration II-IV, Steel Hide, Transformation I-II, Venom Sac.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Gambling, Info (any), Intimidation, Intrusion.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### CONDITIONAL ESCALATION

You gain +2 to Creature Powers if at least one of your allies has accrued 25 or more Wound Points, or +3 to Creature Powers if any of them are down.

### NATURAL WEAPON

Your Creature Powers attacks occur at close range, striking your opponent with spines, claws, jagged teeth, or another monstrous body part of your choice, dealing 13 Damage.

### AMPHIBIAN

You can easily move, breathe, and fight underwater.

### REGENERATION I

Your Wound Point total decreases by 2 at the beginning of each sequence.

### ADDITIONAL SHTICKS & GEAR

### TRANSFORMATION I

You may change back and forth from your true form to that of an ordinary-looking human being. Describe the single human form you can assume. While in this form you can't access your other Creature Powers. In combat, it takes you 3 shots to transform. In any other scene, it takes about 20 seconds.

### GRUESOME APPEARANCE

When in monstrous form, you gain the Intimidate skill at an Action Value of 12.

### INHUMAN PHYSIOLOGY

The Medicine skill works to heal you only if the doctor using it was trained in the Ancient Juncture or Netherworld.

### SKILLS

UNSKILLED CHECKS USE A RATING OF 7

### MARKS OF DEATH



# SUPERNATURAL CREATURE



### CREATURE POWERS

13

BACKUP ATTACK

DEFENSE

13

TOUGHNESS

7

MAGIC

8

SPEED

6

WEALTH POOR

WOUND POINTS



-1

-2



# SWORD MASTER

**"I HAVE NOTHING LEFT BUT THIS BLADE.  
THIS 24 INCHES OF TAMAHAGANE STEEL."**

Once you enjoyed status, respect, and honor, as a true warrior. You cared only for the practice field, for the art of the sword. You trained until your blade became an extension of your being. Only in those elongated split seconds when you dueled against a foe, when the time stolen for an intake of breath could mean the difference between life and death, did you feel truly alive.

That was a long time ago. Before you were betrayed, before you were forced to confront the emptiness of your warrior ethos. You might have believed it, but your superiors never did. And when the bad times came, they discarded you, without a second thought.

Since then you've wandered the earth, seeking a fight. Not a fight, the fight. The one that will once more give your life meaning.



## AWESOMING UP

**WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM THE  
FOLLOWING OPTIONS:**

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Fox, Healer, Hundred Names, Montage, Outlaw, Sword, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Fix-It, Info (any), Leadership, Medicine, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

## CHARACTER NAME

## CHARACTER CONCEPT

## MELODRAMATIC HOOK

### RIPPLING DEATH

Spend 1 Chi and 2 shots to gain +2 Martial Arts vs. multiple opponents until end of sequence.

1

2



### BACKSLASH

When you hit a named foe, spend 1 Chi as an interrupt and roll a die. Odd: drop 1 mook. Even: drop 2 mooks.

1



### BLOODED BLADE

Add +1 to Damage Value with swords for each mook you drop. The bonus is reduced by half (round up) each time you hit a named foe and lasts until the end of the fight.



### BULLET DEFLECTION

When you are missed by a named foe's ranged attack while Dodging, drop 1 mook.



### WATER SWORD

When you hit a named foe, a number of named foes equal to your Swerve lose 1 shot each, if your Swerve is more than 1.



## ADDITIONAL SHTICKS & GEAR

### SKILLS

GAMBLING	11
INFO: SMITHING & METALLURGY	14
INTIMIDATION	13

UNSKILLED CHECKS USE A RATING OF 7

## MARKS OF DEATH



# SWORD MASTER



## MARTIAL ARTS

14

BACKUP ATTACK

DEFENSE

14

TOUGHNESS

6

CHI

6

SPEED

9

SWORD

10/5/-

WEALTH  
POOR

WOUND  
POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30  
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

-1

-2



# THIEF

**"I WAS THINKING OF MYSELF AS RETIRED. BUT THEN THE HEAD OF THAT MUSEUM CAME ON TV AND SAID THAT THEIR DEFENSES WERE FOOLPROOF, THAT NO ONE COULD GET TO THE GULDENSTERN DIAMOND."**



You are a master thief. Although you make your living taking things from their legal owners, you don't do so primarily for the money. Sure, you live in luxury from the proceeds of your past misdeeds. But it's the challenge that keeps your senses keen and your ambitions sharp. You operate through careful research, by assembling every available scrap of information about your target. When you go in, you have every angle planned out to the millisecond. You also plan for something to go wrong. That's when the adrenaline kicks in, when you have to think fast and get it right the first time. When the alarms are screaming and the footfalls of heavily-armed guards are rushing your way, when the distance to your getaway vehicle seems impossibly vast in the moments you have left to you—that's the moment you live for. The money is just gravy. Still, there's a thought nagging at the back of your skull that maybe all of this thrill-seeking is just a little bit meaningless—maybe even adolescent. Lately you've been thinking about leaving a positive mark on the world. Robbing from the rich and giving to the poor, or something like that. Is there a way to use your skills for the greater good?



## AWESOMING UP

**WHEN YOU GAIN AN ADVANCEMENT, YOU MAY SELECT FROM THE FOLLOWING OPTIONS:**

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Floor It I-III, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Swerve I-III, Tight Roll I-III, Vroom!

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Fox, Hundred Names, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 9:** Detective, Fix-It, Gambling, Info (any), Intimidation, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

QUICKSILVER DIVE

If you get hit while Dodging, you regain any Fortune spent on the Dodge, and your next attack action costs only 1 shot.

FAST LEARNER

Add +1 Defense against any opponent who has already hit you during the current sequence.

HIGHTAILING IT

Spend 1 Fortune to get +2 Driving until next keyframe when you are the evader in a vehicle chase.

ADDITIONAL SHTICKS & GEAR

1956 AUSTIN-HEALEY 100: ACCELERATION 9 • HANDLING 7 (SQUEAL 9) • FRAME 6 (CRUNCH 8)

SKILLS

DRIVING	12
DECEIT	12
INFO: ARTS AND ANTIQUES	15
INFO: GEMS AND JEWELS	15
INTRUSION	15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



THIEF



MARTIAL ARTS

13

BACKUP ATTACK

GUNS 12

DEFENSE

16

TOUGHNESS

6

FORTUNE

6

SPEED

9

TELESCOPING BATON

10/3/-

WEALTH RICH

WOUND POINTS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

-1

-2



# TRANSFORMED CRAB

**"I ALREADY TOLD YOU TO BACK OFF."**

In the Ancient Juncture, animal spirits from the supernatural realm between being and non-being sometimes yearn for the vividness of mortal existence, and through innate magic they assume human form. They face not only the dangers brought by strange and powerful human emotions, but also the efforts of exorcist monks, who seek to strip them of their new identities, sending them howling back to the spirit world. Sometime between then and the 19th century, transformed animals banded together to prevent them from doing this. By slowly leeching magic from the world, they made it much harder for exorcists and sorcerers to banish, control, or revert them to their old status as intelligent snakes, foxes, tortoises, spiders, and so on. Once established, this alliance sought to protect itself by amassing political power. By the 1850s, these so-called Ascended secretly rule the world, as they continue to do in Modern times.



Depending on when you were born, you might have literally changed from an animal into a human, or have such an individual way back in your family lineage. You may or may not know any of the secretive transformed animals of the Ascended, who fight the geomantic battle to keep magic difficult in the Past and Modern eras. Somehow destiny throws you into the Chi War not on their side, but with the anarchic, freedom-loving Dragons.

You were—or descend from—a truculent crab spirit, fierce and determined to protect itself and its loved ones from the many harms of a hostile world. Some threat has lured you reluctantly from the safety of your carefully constructed life. Whoever steps on you will live to regret it.



## AWESOMING UP

WHEN YOU GAIN AN  
ADVANCEMENT,  
YOU MAY SELECT FROM  
THE FOLLOWING OPTIONS:

**Add one Transformed Animal schtick from the crab or omni packages** (provided you have its prerequisite, if any).

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Death Punch, Hundred Names, Montage, Sword, Weapon Master, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 9:** Deceit, Detective, Driving, Gambling, Info (any), Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

TRANSFORMED CRAB



STALKY EYES

Add +2 Defense before your first shot in a sequence.



SCUTTLE

Add +2 to Martial Arts vs. featured foes and bosses, if your previous attack was against a different featured foe or boss than the one you're attacking now.



PINCER I

On a successful bare-handed Martial Arts attack, you deal 11 damage and the shot cost of target's next attack increases by +1. The latter effect is not cumulative with previous Pincer attacks.



CRUSTY DEFENDER

Add +2 to Martial Arts and +1 to Defense when defending a feng shui site from attack.



SHELL I

Spend 1 Chi and 3 shots; gain +2 Toughness until next keyframe.



1 3

KNUCKLE DEPENDENT

Subtract -2 Damage from Martial Arts attacks you make with weapons.



ADDITIONAL SCHTICKS & GEAR

SKILLS

FIX-IT 11  
INTIMIDATE 13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MARTIAL ARTS

13

BACKUP ATTACK

GUNS 10

DEFENSE

14

TOUGHNESS

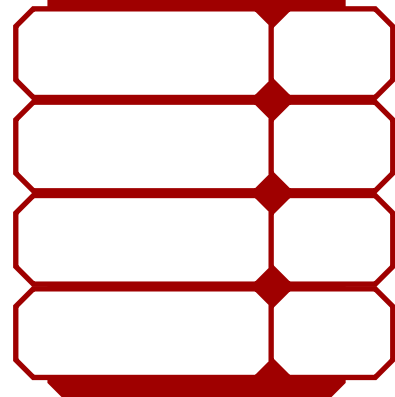
8

CHI

8

SPEED

6



WEALTH WORKING STIFF

WOUND POINTS



-1

-2



# TRANSFORMED DRAGON

**"DON'T HATE ME FOR BEING AWESOME."**

In the Ancient Juncture, animal spirits from the supernatural realm between being and non-being sometimes yearn for the vividness of mortal existence, and through innate magic they assume human form. They face not only the dangers brought by strange and powerful human emotions, but also the efforts of exorcist monks, who seek to strip them of their new identities, sending them howling back to the spirit world. Sometime between then and the 19th century, transformed animals banded together to prevent them from doing this. By slowly leeching magic from the world, they made it much harder for exorcists and sorcerers to banish, control, or revert them to their old status as intelligent snakes, foxes, tortoises, spiders, and so on. Once established, this alliance sought to protect itself by amassing political power. By the 1850s, these so-called Ascended secretly rule the world, as they continue to do in Modern times.



Depending on when you were born, you might have literally changed from an animal into a human, or have such an individual way back in your family lineage. You may or may not know any of the secretive transformed animals of the Ascended, who fight the geomantic battle to keep magic difficult in the Past and Modern eras. Somehow destiny throws you into the Chi War not on their side, but with the anarchic, freedom-loving Dragons.

Perhaps that's because you carry the blood of their namesake—the mightiest of Chinese supernatural creatures, the dragon. Knowing, imperious, confident, you stride through humanity's ranks mantled in good fortune. Driven by your melodramatic hook, you're willing to risk all you've achieved and accumulated for victory in the Chi War.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING  
OPTIONS:

**Add a Transformed Animal schtick from any package including the omni package** (provided you have its prerequisite, if any). Note: You can't take both Extremely Strong and Very Strong.

**Add one schtick from any of these Martial Arts paths** (provided you have its prerequisite, if any): Banisher, Death Punch, Dragon, Drunken Master, Flame, Fox, Healer, Montage, Outlaw, Ninja, Nunchaku, Sword, Tiger, Weapon Master, Welcoming Sky, Willow, Wing Chun, Wushu.

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Medicine, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

INNATE SUPERIORITY

Your unarmed Martial Arts Damage is equal to the Damage Value of the foe you're attacking +1.



OMNICOMPETENT

If no other PC present for the current session has a value of 13 or more in a given skill, spend 1 Chi to gain a value of 15 in that skill until end of session.



ADDITIONAL SHTICKS & GEAR

PORSCHE 918 SPYDER:  
ACCELERATION 9 • HANDLING 7  
(SQUEAL 9) • FRAME 6 (CRUNCH 8)

QUICK STUDY

Spend 1 Chi to gain a schtick possessed by a PC whose player is absent. When using this schtick, you can spend your Chi in place of any other Fortune subtype.



Each time you use a Sorcery or Creature Powers schtick that requires a check or expenditure, you gain 1 Reversion Point.

1

FATAL REVERSION

Your dragon form can only survive in magical environments. If you are reverted to dragon form in a magic-hostile juncture, you die.



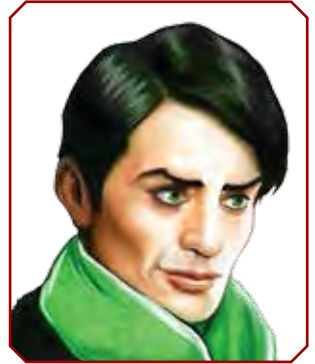
SKILLS

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



TRANSFORMED DRAGON



MARTIAL ARTS

13

BACKUP ATTACK

GUNS 12

DEFENSE

13

TOUGHNESS

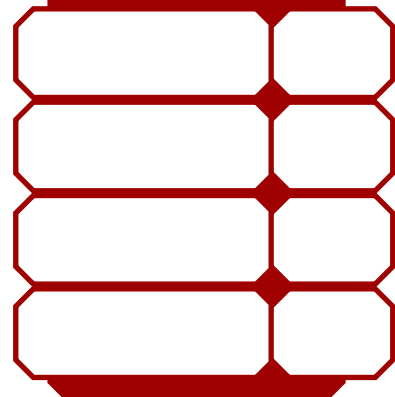
7

CHI

7

SPEED

7



WEALTH RICH

WOUND POINTS



-1

-2



# TWO-FISTED ARCHAEOLOGIST

**"YOUR IDOL'S A REPLICA, GINET.  
I SWITCHED THEM BACK IN SINGAPORE."**

The past is dangerous. Your years as a field historian have proved that time and time again. Magic isn't mere myth—it used to be stronger, and pockets of its power reside in the iconic treasures your museum trustees back home most want you to find and bring back for their display cases. Through bitter experience you've learned that some of these are best stored in secure facilities, where the chaos they'd otherwise unleash cannot threaten humanity.

By seeking these items you've nosed your way into a covert battle waged with history as its prize, and knowledge of that history a key weapon. Your rivals have ranged from unscrupulous profiteers to hallucinogen-snorting cultists to reactionary terrorist groups. The archaeological sites you've dedicated your professional life to resonate with mystical energies, making them strategic prizes in that fight. To protect both innocent lives and the precious heritage of these sites, you're about to join the Chi War.



## AWESOMING UP

WHEN YOU GAIN AN ADVANCEMENT,  
YOU MAY SELECT FROM THE FOLLOWING OPTIONS:

**Add any one of these Guns schticks** (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Signature Weapon, Scattering Fire, The Way the Wind Blows, Wild Grenade.

**Add any one of these Driving schticks** (provided you have its prerequisite, if any): A Ride is a Ride, Counterslam, Dazed and Contused, Floor It I-III, Hightailing It, Hot Pursuit, Laying Rubber, Lightning Speed, Objects in the Mirror, Obstacle Course, Oh No You Don't, Ramming Speed I-III, Swerve I-III, Tight Roll I-III, Vroom!

**Add a skill you do not have from this list, at a rating of 10:** Deceit, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Leadership, Sabotage, Seduction.

**Increase** a skill value from less than 12 to 12.

**Increase** a skill value of 12+ by 1.

**Increase** your backup attack to your main attack minus 1.

# TWO-FISTED ARCHAEOLOGIST




**CHARACTER NAME**


**CHARACTER CONCEPT**

**MELODRAMATIC HOOK**


**WORLD HERITAGE BADASS**   
Add +1 to Martial Arts when fighting at a historic or archaeological site, or for possession of a historical artifact.

**DOGGED**   
Gain a bonus to Toughness equal to your Impairment.

**ADDITIONAL SCHTICKS & GEAR**

**COUNTER RITUAL**   
Spend 1 Fortune and 3 shots to add +3 to all Difficulties for a specified Sorcery schtick, Creature Power, or magical relic, until end of the fight.

**1 3**

**WHIP MASTER**   
At the beginning of a sequence, if you are fighting with a whip, choose to gain either +1 Martial Arts or +1 Defense until end of sequence. Martial Arts bonus increases to +2 for stunts. You lose the bonus if you switch to another weapon.

**SKILLS**

DETECTIVE	11
INFO: HISTORY	15

UNSKILLED CHECKS USE A RATING OF 7

**MARTIAL ARTS**

**13**

BACKUP ATTACK

**GUNS 12**

**DEFENSE**

**13**

**TOUGHNESS**

**7**

**FORTUNE**

**8**

**SPEED**

**6**

WHIP	10*/3/-
SMITH & WESSON M1917	10/2/6

**MARKS OF DEATH**



**WEALTH**  
WORKING STIFF

\*IN ANYONE ELSE'S HANDS, YOUR WHIP ONLY DOES 8 DAMAGE.

**WOUND POINTS**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60