

FENG SHUI 2

RED PACKET RUMBLE

This is a short *Feng Shui 2* demo scenario for up to six players and one Gamemaster. It should take about two hours to play, and consists of only two major fights. The *Feng Shui 2* rules are not included, but cheat sheets are provided for easy reference at the table.

WHAT'S GOING ON?

A decorated police officer and member of the **Special Duties Unit** — Hong Kong's elite paramilitary tactical force — is getting married to a wealthy young entertainment and media producer.

They're both high profile figures, and their families are equally high profile. This makes them ideal targets for some of Hong Kong's **Triads**, who could see the opportunity to take out so many VIPs as too good to ignore.

The groom's family is making a priceless gift to the bride's father — half of an **ancient mystical amulet** that, if united with its other half, could command catastrophic levels of chi.

The other half is in the hands of the **Eaters of the Lotus**, a faction of sorcerers from AD 690 who seek to make it whole. To do so, the Lotus-Eaters plan to ride the coattails of a Triad attack at the wedding ceremony and steal the amulet away in all of the chaos.

BEFORE YOU BEGIN

Put the 12 archetypes out on the table for your players to look over and have them choose one to play: **Big Bruiser, Everyday Hero, Full Metal Nutball, Gene Freak, Karate Cop, Killer, Magic Cop, Martial Artist, Maverick Cop, Private Investigator, Scrappy Kid, Sorcerer**

Give a quick rundown of the following important game elements:

- | | |
|--|---------------------------------|
| • Basic Stats (Attack, Damage, Toughness, Fortune, Speed, etc) | • Weapons and Wound Point track |
| • The core mechanic of the game: | • Schticks |
| • Action Value + Swerve (d6 – d6) – Difficulty = Outcome | • Exploding dice |
| • Rolling double sixes, or boxcars | • Stunts |
| • Fortune points | |

INTRODUCING THE STORY

Give the players the following rundown:

You are Chi Warriors, heroes belonging to one of several secret factions that battle across time and other dimensions for the fate of the world. Your faction, the Dragons, have fought gang bosses, ancient sorcerers, scheming warlords, and cyborg monkeys from the future. Your base of operations is Hong Kong, where the Chi War continues to rage, and you never know from week to week who's going to make a play for mastery over feng shui — and who needs an epic smackdown in response.

In between all of the gun battles, sorcery duels, and post-apocalyptic car chases, it's nice to take a break and celebrate with friends. That's why you're all here on a sunny afternoon in Victoria Park, surrounded by water features, flower gardens, trellises with vines, and banquet tables. It's a wedding, and the bride is dressed to the nines in a traditional red gown. Her name is Rose Muk, an officer in Hong Kong's Special Duties Unit, and she's a crack police paramilitary expert. Her husband-to-be, Leon Yan, is the rising star of Hong Kong's largest media conglomerate. He's just as striking in his black tuxedo. With so many cops, businessmen, and other celebrities here, it would be foolish to stage an attack. Wouldn't it?



Have the players introduce their characters. They should just give their name, the archetype, and a little flavorful background information so that the group can get a sense of who they are and what they can do. As each player introduces their character, have them say whom in the wedding party they are here to see, and what connection they have to either Rose Muk's family, Leon Yan's family, or both. Why do they want everything to go okay? Are they seated in readiness for the next speaker, browsing the richly-appointed banquet tables, or hiding in the bushes?

In *Feng Shui 2*, players usually come up with a melodramatic hook that ties them into the story. For this demo, the questions provided above serve the same basic purpose. Make sure you make notes about what those answers are.

Then move straight to the first fight!

FIGHT I: SOMETHING BORROWED, BLACK, AND BLUE



In this act, the heroes show up to a wedding only to have the whole event crashed by a bunch of Triad gangsters armed to the teeth. This scene shows off how fights work in *Feng Shui 2*, including making Attack Checks, using stunts to do

cool things, and dealing with two different kinds of opponent: mooks and featured foes.

SET-UP

The location of this scene is a park along the slope of Mount Victoria. Flower gardens, willow trees, water features, a pavilion, lots of banners and gold statues and so forth. It's a banquet, so there are tables and seats, caterers, and lots of food.

Traditional Chinese weddings take place over the space of an entire day at multiple locations, but for the purposes of this adventure the exchange of gifts is happening here, in front of a fairly large crowd of cops, media executives, and their families, all dressed up and looking fancy, and very hungry (they've been waiting for several hours already.)

Several hours earlier, the groom's family, who has a sizeable art collection, gave the bride's family a red packet (a red paper envelope with characters in gold stamped on it, usually containing cash). Rose made a big show of accepting it, and supposedly still holds onto it. This is important because it's the reason the

wedding is being crashed by the Golden Seas Group Triad, who are doing the grunt work here in Hong Kong for the Eaters of the Lotus. Inside the red packet is half of an ancient magical amulet. It doesn't matter if this never comes up at all in the fight – in fact, it shouldn't, since it's part of the connective tissue between-fight-scenes story later.

Get straight to the action by saying that as soon as the bride's aunt or second cousin or some such relation wraps up her twenty minute speech about the importance of following your dreams and becoming a police officer, the sound of automatic rifles unloading hundreds of bullets interrupts everything.

The attacking group includes:

Jet-Set Sheng (featured foe): A brutal enforcer or "Red Pole" of the Golden Seas Group Triad

Tony Ma (featured foe): A "49er" or soldier in the Golden Seas Group Triad, right hand to "Jet-Set" Sheng

Wings Chu, Eighty-Eight Leung (featured foes): Additional 49ers (add Wings if there are five players, both Wings & Eighty-Eight if there are six)

Blue Lanterns: Assorted mooks in cheap business suits carrying Glocks. There are three of these for every player.

Rose Muk (supporting character): The bride, an officer in the HKPD's Special Duties Unit AKA The Flying Tigers;

Leon Yan (supporting character): The groom, the son of a wealthy media magnate who has inherited it all and rising to the top

The majority of the wedding attendants aren't going to be directly involved in this fight and serve instead as useful background elements for stunts.

MELODRAMA

Look over your notes about PC connections and relations to the wedding party and guests. As GM, you're going to try to exploit those as much as possible during the fight.

Since the non-combatant supporting characters don't act on specific shots the way the PCs and other GMCs do, use them to dial up the tension when players roll boxcars on their dice. Include guests falling down, cowering behind tables, pleading for help, running away from the park, and so forth in between descriptions of enemy attacks.



FIGHT FIGHT FIGHT!

It's Rose's job in this fight to get innocent family members and other wedding guests to safety. She pulls a machine pistol from somewhere under her gown and yells orders at a bunch of cops, who proceed to engage with the Triads. Because this isn't the Rose Muk & Hong Kong PD Action Hour, however, the PCs are the ones taking care of the actual gangsters.

There are many police officers and even some folks from Rose's unit in the crowd, doing their own not-as-cool stuff in the background against mooks that the PCs don't have to worry about. All of that is color, something you and the players can invoke for context with stunts but nothing that needs additional dice or GMCs.

Have the players each roll initiative —A single d6 plus their Speed. This establishes the first shot each player acts on. Show them the shot counter and explain how it works, and that most actions take 3 shots. Put tokens for each PC on the shot counter. Don't worry about explaining what happens on the 2nd and 1st shot until somebody reaches that point.

For the bad guys, here's a convenient pre-generated list of the initiative rolls for four sequences. Put tokens for all these characters on the shot counter. The mooks all act on the same shot. Heroes who share a shot with a foe always act first.

FOE	SEQUENCE			
	1	2	3	4
Rose Muk	14	14	11	12
Tony Ma	11	10	8	12
"Jet-Set" Sheng	10	9	11	8
Triad Gangsters	9	8	10	11
<i>Wings Chu</i>	8	11	9	7
<i>Eighty-Eight Leung</i>	6	9	8	7
Leon Yan	6	9	10	11

Rose takes turns just like the PCs, but she spends almost all of her actions either creating a boost for the PCs or hustling people away from the fight. Her last shot is taken up by grabbing Leon Yan and running, too. The goal is to get her out of the scene before the scene ends i.e. she Cheeses It.

Leon isn't likely to attack anyone, and sticks by Rose as he knows she's way more badass than he is. But you never know. Like Rose, the goal is to get him out of the scene before it ends.

FOES

JET-SET SHENG

TRIAD RED POLE

GUNS	DEF	TOU	SPEED
13	13	6	6

Weapon: Norinco Type M1911 pistol (10/3/4)

Skills: Intimidation 13, Leadership 15

Ablative Lackey: If at least one mook is up, as an interrupt after Jet-Set takes Wound Points, he takes 0 Wound Points and 1 mook goes down.

Inspire Loyalty: When Jet-Set goes down, all featured foes make an interrupt attack against a hero of their choice at a shot cost of 0.

TONY MA

LOYAL LIEUTENANT

GUNS	DEF	TOU	SPEED
13	11	5	6

Weapon: Walther P-5 Compact pistol (10/1/4)

Skills: Gambling 13, Leadership 13

Shouted Orders: As an interrupt when a mook hits a hero, Tony may spend 1 shot to add 4 Damage to the mook's hit.

WINGS CHU, EIGHTY-EIGHT LEUNG

GOLDEN SEAS GROUP 49ERS

GUNS	DEF	TOU	SPEED
12	12	5	5

Weapon: Punch (7), Glock 18 (10/1/3)

Skills: Gambling 12

BLUE LANTERN GANGSTERS

SUITS, SHADES, SIDEARMS

ATTACK	DEF	SPEED
8	13	5

Damage: 10 (Glock 17)

ROSE MUK

BRIDE WITH A GUN

GUNS	DEF	TOU	SPEED
14	12	5	8

Weapon: H&K MP7 (12/5/1)

Skills: Deceit 13, Driving 13, Intimidation 13, Leadership 13

Resistances: Notice 10, Will 10

Furious Wrath: If Rose's last attack missed, her current one gains +1 Attack and +3 Damage. Not cumulative.

Don't Turn Your Back: Add +2 to Rose's Attack if she has not been attacked since she last attacked.



LEON YAN

GROOM TYCOON

MARTIAL ARTS	DEF	TOU	SPEED
12	12*	5	5

* +2 Defense for first attack on Leon; +1 Defense for second attack on Leon

Weapon: Punch (7)

Skills: Gambling 15, Info/Media 13

THINGS THAT CAN HAPPEN DURING THE FIGHT

- Somebody is thrown into a table full of food
- Chairs broken over the head
- Pavilion poles give way and canvas roof collapses
- Somebody's head is shoved under the water of a pond full of fish
- Statue breaks as somebody is thrown against it or shatters as gunfire blows it apart
- Somebody slides along a table, knocking over table arrangements, end with platter of food flying into opponent's face
- Pot of hot tea thrown into opponent's face
- Caterers scream and yell at heroes for ruining their banquet arrangement
- Dozens of red packets filled with cash go flying, sending wedding guests scrambling to pick them up

MOP-UP

If the PCs take out all of the featured foes: The mooks give up or run off. Hong Kong's Anti-Triad Police unit shows up, armed with assault rifles and lots of police SUVs. Of course, almost all of the Golden Seas Group featured foes get let off due to Ascended influence, but that's fine (but then might go missing once the Ascended realize they were being used by the Eaters of the Lotus, but that's for another adventure perhaps.)

If the PCs are taken out by the Triads: The HK cops show up and the Triads take off, fleeing into the trees. The cops patch the PCs back up with plenty of EMT services.

If one or more of the PCs are cops: The HKPD doesn't give them any trouble. The also get access to police information about the Golden Seas Group, obviously.

If none of the PCs are cops: They might need to make a Deceit check (Difficulty 7) to explain why they're there and to make sure nobody confuses them with the Triads.

Rose and Leon are Gone: In the chaos of the aftermath, the bride and her groom have vanished. With them is the red packet, which until now hasn't meant anything to the PCs. Go straight to Connective Tissue for what happens next.

If one or more of the PCs explicitly set out to keep an eye on these two the whole time, that makes this a little more complicated. The best solution to that is to say that in all of the post-fight mop-up chaos, those PCs were distracted or asked to talk to a cop or medical teams, and it was in that moment that they lost them.

CONNECTIVE TISSUE: RUN FROM THE ALTAR

This next section deals with how to connect the first fight to the second. It shouldn't take you more than 15 minutes.

HERE'S THE DEAL

- The Eaters of the Lotus have captured Rose and Leon and taken them through a portal to the Netherworld.
- The portal is located at the Golden Seas Group's primary base of operations, a nightclub down in Victoria's Wan Chai district, only a couple of miles away from the park.

INVESTIGATION

- The PCs realize Rose and Leon are nowhere to be found and set out to track them down.
- The HKPD say that Rose didn't check in, Leon's not answering his cellphone, their families are quite worried, and so forth.

The players can offer any solutions they like to track down Rose and Leon:

- Characters with Police or Detective might use those skills to track down the Triad base.
- The Killer's Gangland Politics Info Skill could do likewise.
- The Magic Cop or Sorcerer might try to track them down with magic or enhanced senses, or something along those lines.

Once the group's decided on a course of action, move them to the next fight.



FIGHT II: HONEYMOON IN (NOT ACTUALLY) HELL



In this fight, the heroes have tracked Rose Muk and Leon to the Golden Seas Group's nightclub base of operations. After infiltrating it, or busting down doors, or just walking right in, they learn that the base is empty of gangsters and the only thing here is a swirling portal of light.

It's a portal to the Netherworld. This is a place outside of time and space, a strange and surreal dimension that looks for the most part like hundreds of miles of underground tunnels and vast caverns where chunks of other times and places have been translocated. With effort, many Chi Warriors can alter the fabric of the Netherworld to manipulate its physical form, creating new places and chambers and locations. That's outside the scope of the adventure, but you can summarize how weird and full of SFX the Netherworld is so that the players get the gist of it.

This scene has a huge special effects budget right out of any classic wuxia sorcery action movie. Go all out describing magical stunts and freaky things done by the sorcerers when they fight the heroes.

SET-UP

A small contingent of eunuch sorcerers and their demonic servants have prepared a bolt-hole in the Netherworld not far from the other side of the portal. It looks like a mountain-top temple or sanctuary: hundreds of small carved idols and pillars supporting big stone slabs, arches, wooden buildings with sloped roofs, and so on. Instead of the sky, there's the hideous purple vault of the chamber in which this place was created. It's always a sort of smoky dark atmosphere punctuated with sorcerous lights and hazy fog, as if the heroes had shown up at a nightclub (so that's ironic). Weird moans and screeches occasionally rise up from below the temple's cliffside location.

A bunch of possessed Golden Seas Triad gangsters (they look like the guys from the last fight but their eyes are glowing) have dragged Rose and Leon to this weird temple and dropped them into a big bamboo cage right out front. Their leader, the eunuch sorcerer Demon-Jaw Jang, stands around gloating. In one hand he holds up the red packet.

"Now that I have this, I can finally reunite the Phoenix-Dragon Amulet and rule the world!" The other half of the amulet is in its "rightful" place in a sort of carved

socket at the base of an enormous pillar of stone engraved with phoenix and dragon symbology.

A bunch of other sorcerers float around, cackling and laughing. Two big, burly demons, one that looks like half-man and half-frog and another that looks half-man and half-tiger, lurk in the vicinity of the bamboo cage.

"But first," screeches the sorcerer. "Get rid of these distractions." He points at the possessed Golden Seas Group mooks; a floating sorcerer uses his magic to send them flying over the edge of the temple and to their doom. "And now for the sacrifice of true love!" He points at Rose and Leon. The two demons start growling and croaking...

The good news is that nothing's actually going to happen if the sorcerers place the two halves together in the carved pillar, because they aren't pure of heart. But that doesn't mean they won't try to work dark magic with the Amulet and it doesn't mean the heroes can't kick their butts. And of course the heroes also need to save Rose and Leon, or at least let them out so they can save themselves.

Once again, have the players roll their Initiative Checks: $d6 + \text{Speed}$. Place their counters on the shot counter and organize the various foes (and Rose Muk and Leon Yan) into their starting shots, also.

For the most part this is going to be another knockdown drag-out fight, only this time it's in a creepy Netherworld temple against chi-hurling fire-balling toxic poison-wielding sorcerers instead of Triads. All the heroes need to do is take them all out; if the heroes grab the other half of the Amulet from Demon-Jaw Jang, so much the better!

The **bamboo cage** can be smashed open with a Difficulty 10 Strength Check. Alternately, somebody can try a stunt in concert with an Attack Check. Leon and Rose are also bound with ropes, but getting out of those only takes 3 shots once they're free of the cage. They can jump in and help out once the heroes have liberated them.

FOES

Demon-Jaw Jang: An ancient sorcerer, brimming with power, though he's not as mighty as he was. He's a boss character, not merely a featured foe, so he's pretty tough.

Pervasive Tiger: This is a supernatural creature with the head of a tiger and covered in stripes.

Bellowing Frog: A supernatural creature, this one a corpulent toad-headed fellow with a frighteningly wide mouth.

Eunuch Sorcerers: Although they are legitimately sorcerers, these are still mooks and for that reason are much easier to deal with than Demon-Eyes or Demon-Jaw. There are 2 of these for every player.

If you don't have a full table of players, you can drop Bellowing Frog or even both Bellowing Frog and Pervasive Tiger, especially if the heroes didn't bring Rose and/or Leon.



FOE	SEQUENCE			
	1	2	3	4
Demon-Jaw Jang	13	12	12	11
Rose Muk	13	10	11	10
Leon Yan	11	7	11	6
Bellowing Frog	10	12	9	12
Eunuch Sorcerers	9	7	8	11
Pervasive Tiger	8	9	12	12

DEMON-JAW JANG			
ANCIENT SORCERER			
SORCERY	DEF	TOU	SPEED
16	15	7	8

Weapons: Poison blast, fire blast, lightning blast, etc. Damage Value of Demon-Jaw's blasts is equal to the highest total damage dealt by any player hero, plus 1. Even if that PC is taken out of the fight, Demon-Jaw's Damage Value is always equal to this number.

Resistances: Strength Check 16 (actually Telekinesis, so it's equal to his Sorcery AV)

Back to the Wall: If Demon-Jaw Jang is attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until the end of the sequence.

PERVASIVE TIGER			
FELINE MONSTER MAN			
CREATURE POWERS	DEF	TOU	SPEED
14	13	5	7

Weapons: Claws, fangs, etc (11)

Resistances: Constitution 11

Copy Cat: After missing a Dodging hero, Pervasive Tiger gains +2 Defense until the next keyframe.

Regeneration: Pervasive Tiger's Wound Point total decreases by 2 at the beginning of every sequence.

BELLOWING FROG			
BATRACHIAN BEAST			
CREATURE POWERS	DEF	TOU	SPEED
14	13	5	7

Weapons: Big mouth (11)

Resistances: Constitution 11

Bellow: Spend 2 shots. Bellowing Frog forces an opponent to make a DC 12 Will Check. If he fails, he takes 1 point of Impairment until next keyframe.

Regeneration: Bellowing Frog's Wound Point total decreases by 2 at the beginning of every sequence.

EUNUCH SORCERERS		
IN IT TO WIN IT		
ATTACK	DEF	SPEED
8	13	5

Damage: 10 (chi-blasts)

THINGS THAT CAN HAPPEN DURING THE FIGHT

This is the Netherworld, so all kinds of mind-blowing things might take place. But here's a few examples.

- Mooks explode when they're taken out
- Mooks implode when they're taken out
- Somebody goes screaming over the edge of the cliff
- Magical candles flicker out as a wave of force from a heroes' punch arcs outwards
- Slow motion ballet of bullets and/or blasts
- Dragon-Jaw Jang inhales, collecting chi energy from fallen mooks to himself and projects it outwards as dragon breath (just a bit of SFX color, no additional benefit)
- Somebody is knocked into a pillar which shatters like glass even though it looks like stone
- Floor gives way, revealing yawning chasm of doom below
- Thunder strikes a nearby altar just as a featured foe is taken out
- Section of floor inexplicably catches fire
- Ceiling freezes over, icicles and frosty crystals form over exposed surfaces
- All the lights get really bright for a moment, illuminating everyone in stark white light

MOP-UP

When Demon-Jaw Jang finally drops, his sorcerers and the demons surrender. The heroes may try grabbing the other amulet half from the socket in the stone pillar in the ritual chamber, and Cheesing It. If they do that, Dragon-Jaw and the others surely pursue them. Regardless, once the Boss is out of the picture, the fight is over.

Rose and Leon suggest that they keep one half of the amulet and the heroes deal with the other half. If the halves never get joined together, nothing bad happens, and everyone can carry on.

The heroes may decide they would like both halves, either to use for nefarious purposes of their own, or to split them up and put them in safekeeping. Let the players make whatever decision they want.

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⁺

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

EVERYDAY HERO

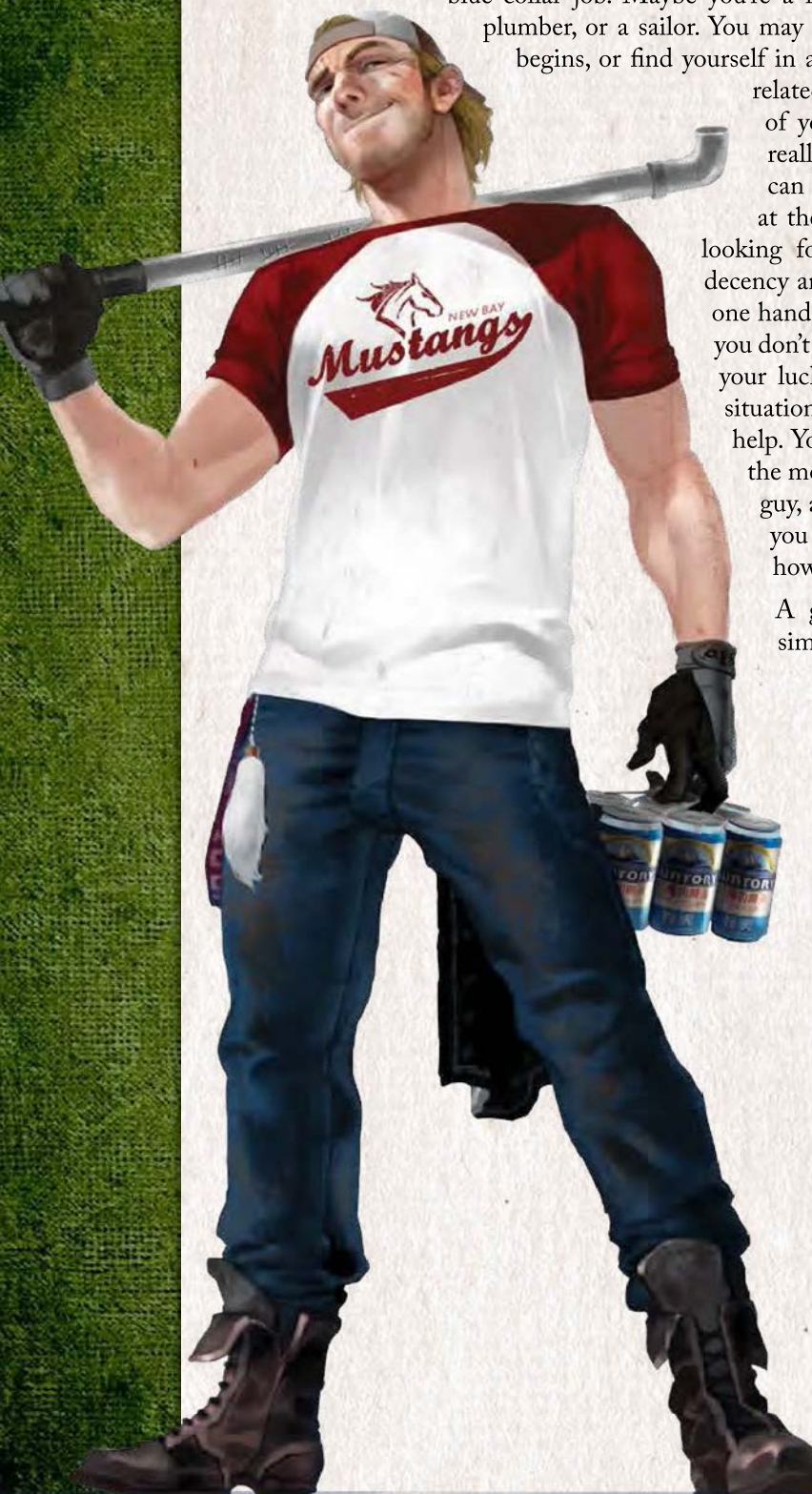
"HEY, I MAY NOT HAVE THE FAINTEST CLUE WHAT'S GOING ON HERE, BUT I'M AN AMERICAN, DAMMIT! AND THAT MEANS I GOT TWO STRONG AMERICAN FISTS, AND A BIG AMERICAN HEART—AND A BIG AMERICAN GUN!"

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, Opportunistic Fire, 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

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, Draw a Bead, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lone Wolf, Opportunistic Fire, 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 Scroungetech schtick. When asked to make Scroungetech 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

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.

1

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.

2

FORCE SHIELD

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

1

1

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.

3

BERSERK RAGE

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

1

1

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.

ADDITIONAL SHTICKS & GEAR

SKILLS

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MUTANT

13

BACKUP ATTACK

DEFENSE

13

TOUGHNESS

6

GENOME

9

SPEED

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

-1

-2

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, Draw a Bead, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Opportunistic Fire, 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

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.

ADDITIONAL SCHTICKS & GEAR

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.

SKILLS

DRIVING 11
POLICE 15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



KARATE COP



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 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

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, Draw a Bead, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Opportunistic Fire, 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

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, Dismaying Shot, Draw a Bead, Fast Draw I-IV, Flesh Wound, For the Squad, Lightning Reload I-IV, Lone Wolf, Opportunistic Fire, 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

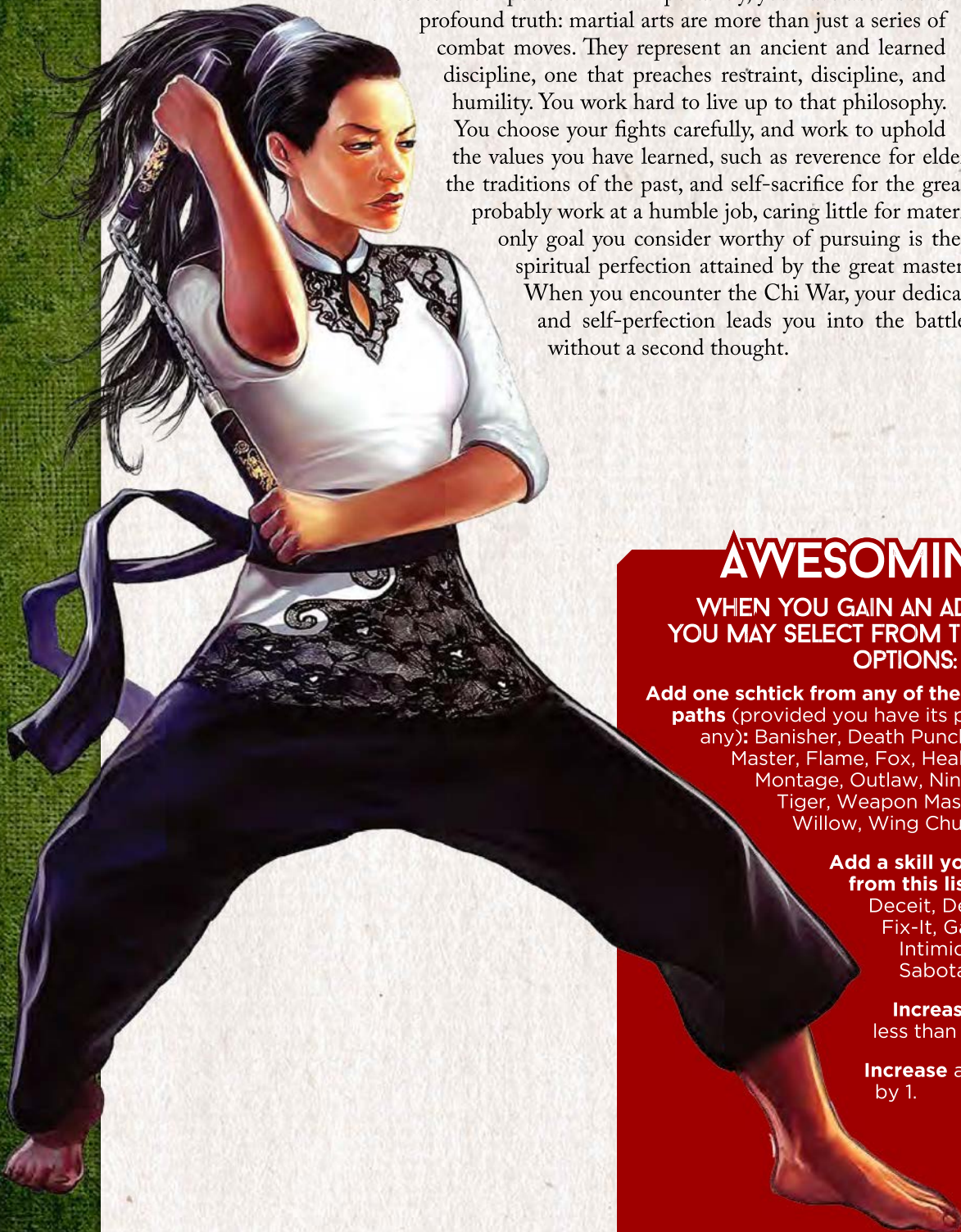
MARTIAL ARTIST

**"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

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

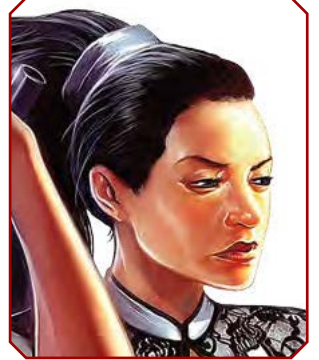
INFO: EASTERN PHILOSOPHY 11
LEADERSHIP 11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MARTIAL ARTIST



MARTIAL ARTS

15

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

8

CHI

8

SPEED

7

NUNCHAKU

8/3/-

WEALTH
POOR

WOUND POINTS



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, Draw a Bead, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Opportunistic Fire, 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.

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, Draw a Bead, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Opportunistic Fire, Signature Weapon, Scattering Fire, Stop Right There!, Take the Shot, The Way the Wind Blows, Wild Grenade.

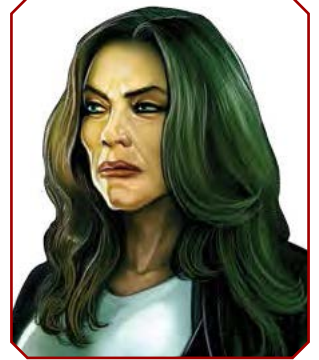
Add a skill you do not have from this list, at a rating of 11: Deceit, Driving, Fix-It, Gambling, Info (any), Intimidation, Leadership, Sabotage, Seduction.

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.

ADDITIONAL SCHTICKS & GEAR

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.

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

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

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

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

REFERENCE TABLES

SAMPLE DIFFICULTIES

DIFFICULTY	DESCRIPTION	EXAMPLES
5	A little tricky	Ducking a falling object, sneaking up on an average person, punching an alert average person
7	Tricky	Picking a basic lock, repairing a computer, trailing a wary individual
10	Tough	Picking a sophisticated lock, sneaking up on a trained guard, outrunning an attack dog
15	Real tough	Hiding in a brightly-lit area, safely leaping from a speeding car, intimidating an undead monster
20	Forget it	Deflecting bullets with a sword, leaping fifteen feet straight up, defusing a missile while riding it
25	Two words: im possible!	Walking along a trail of bullets to a foe, punching right through one foe to hit another, leaping the Grand Canyon

SAMPLE ACTION VALUES




ACTION VALUE	DESCRIPTION
0	Totally incompetent
3	Worse than most normal people
5	As good as the average person
7	Slightly above average
9	Competent, of professional caliber
11	Top notch
13	Totally kick-ass
15	World Class
17	Freaking astounding!
19	Beyond freaking astounding!

ADVERSE CONDITIONS

ADVERSE CONDITION	IMMUNITY BONUS
Darkness, Smoke, or Obscured Vision	+2
High Winds	+1
Snow	+1
Extreme Heat	+2
Confined space	+2
Torrential Rain	+2
Toxic Fumes	+2

WEAPON DAMAGE

ATTACK/WEAPON TYPE	DAMAGE VALUE
Martial Arts	
Unarmed (includes judo-style throws)	7
Knife, tonfa, nunchaku, blackjack, pistol butt	8
Staff, club, machete	9
Spear, sword, absurdly large improvised weapon†	10
Throwing star/shuriken	5
Thrown dagger	6
Thrown found object	5
Thrown found object, heavy	6
Guns	
Arrow, crossbow bolt	7
Small handgun (.22)	8
Medium handgun (.38)	9
Big handgun (9 mm/.45)	10
Really big handgun (.357/.44)	11
BFG (.50)	12
Hunting shotgun	10
Combat shotgun	13 
Medium rifle (5.56 mm)	13 
Heavy rifle (7.62 mm)	13 

 Damage Value is 14 for pump action shotguns if you spend a shot to dramatically go “KA-CHINK!”
 +1 to attacks vs. mooks.  +2 to attacks vs. mooks. † Must have the schticks Strong or Very Strong to wield.

OTHER SOURCE OF INJURY

INJURIOUS SITUATION	DAMAGE	CHECK TO AVOID
Hit by a cruising Chevette	15	Defense
Hit by a cab	17	Defense
Hit by a speeding bus	22	Defense
Falling one story	15	Defense
Falling two stories	19	Defense
Falling four stories	27	Defense
Falling five stories	40	Defense
Falling ten stories	41	Defense
Falling twenty stories	42	Defense
Falling forty stories	43	Defense
Bumpy crash landing in plane, copter, etc.	12	Defense
In completely destroyed plane, copter etc. when it crashes	42	Defense
Inside car, truck or other ground vehicle when it crashes (outside of a chase)	25	Defense
Soaked in gasoline and set on fire	15*	Defense
Drowning	5**	Defense
Having a crate dropped on you	13	Defense
Having a support beam fall on you	18	Defense
Having stone temple ceiling fall on you	22	Defense
Being thrown through a plate glass window	15	Defense
Thrown from a speeding vehicle	15	Defense
Hit by helicopter rotors	25	Defense
Grenade/dynamite stick, point blank range	23	Defense
Grenade/dynamite stick, close by	18	Defense
In middle of big explosion	27	Defense
Less than 3 m from center of big explosion	20	Defense
More than 3 m away from big explosion	12	Defense
Mild poison	12	Constitution
Strong poison	17	Constitution
Extremely toxic poison	22	Constitution

* Damage is inflicted each sequence for as long as the condition lasts. ** Damage doubles each sequence for as long as the condition lasts.

CONCEALMENT VALUES TABLE

CONCEALMENT VALUE	TYPE OF WEAPON
1	Any pistol or revolver under 12 cm barrel length and 680 g weight; any clip for an autoloading pistol
2	Any pistol or revolver under 15 cm barrel length and 1.1 kg weight; any clip for a machine pistol; any magazine for a rifle or machine gun
3	Any gun under 38 cm overall length (stock folded) and 3 kg weight
5	Any other rifle, shotgun, or submachine gun

HIDING WEAPONS

TYPE	DIFFICULTY
Mook	6
Supporting Character	4
Featured Foe	11
Boss	13
Uber-boss	17

RANGE DIFFICULTY TABLE

DESCRIPTION	RANGE	DIFFICULTY MODIFIER
Short	20m	0
Medium	40m	+2
Long	80m	+4
Extreme	160m	+8

FIREARMS RELOAD COSTS

COST	FIREARM TYPE
1	Autoloader Handgun
3	Rifle, Submachinegun
5	Revolver
6	Shotgun
9	Past Juncture Firearms

RELOAD VALUES TABLE

CAPACITY (IN ROUNDS)	RELOAD
1-4	6
5-6	5
7-9	4
10-19	3
20-29	2
30+	1

JUNCTURES & MAGIC FLOW

JUNCTURE	DISPOSITION TO MAGIC
Ancient	Friendly
Past	Hostile
Contemporary	Hostile*
Future	Neutral
Netherworld	Friendly

*However, supernatural creatures treat Contemporary Hong Kong as neutral.

CHARACTER WOUND THRESHOLDS

CHARACTER TYPE	WOUND EFFECTS
Mook	Drop when hit
Featured Foes	Drop at 35 Wounds
Supporting Players	Drop at 35 Wounds
Boss/Uber-Boss	Check d6 at 50 Wounds and every Smackdown thereafter: if odd, dropped; if even, keeps going
Heroes	At 35 Wounds and every Smackdown thereafter, beat an Up Check (Difficulty 7 Toughness) to keep going

GMC WILL TABLE

TYPE	DIFFICULTY
Mook	5
Supporting Players	7
Featured Foe	12
Boss	15
Uber-Boss	18

SCHTICK ICON KEY

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

JUNCTURE ICON KEY

			
ANCIENT JUNCTURE	PAST JUNCTURE	MODERN JUNCTURE	FUTURE JUNCTURE

TASK CHECK BRIEFING

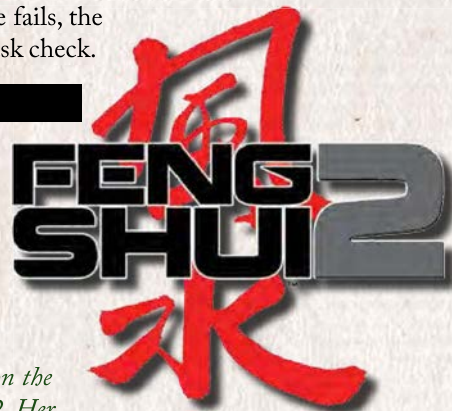
Whenever you tell the group that your character is trying to do something, your GM has to decide whether she is successful. If she is successful, your GM needs to decide just how successful she is. If she fails, the GM needs to know what the consequences of the failure might be. This process is called a task check.

THE DICE

Whenever you are called upon to roll dice in a *Feng Shui 2* game, you will be rolling two standard six-sided dice. Each should be a different color. One die represents a positive value; the other, a negative. At the beginning of each session, tell your GM which color is which and stick to this choice. No fair deciding which is positive after you've seen the roll results!

Whenever you roll the dice, subtract the negative die roll from the positive. The result may be a negative number. This is called your Swerve.

Mary designates her green die as positive and her red die as negative. She rolls and gets a 3 on the green die and a 1 on the red. She subtracts the result for the red die from the green die: $3 - 1 = 2$. Her Swerve is 2.



CLOSED AND OPEN ROLLS

Sometimes your GM will ask you to make a closed roll. This is a normal roll of the two dice, as given above.

Most of the time, you will be asked to make open rolls. In an open roll, you reroll any die that comes up 6, adding to that die's total. This gives a wider range of results, which simulates the wild and chancy actions typically undertaken by *Feng Shui 2* characters.

Example: Mary makes an open roll, and gets a 6 on her green die and a 5 on her red die. She rerolls the green die, getting a result of 4. She adds the results of the two green die rolls: $6 + 4 = 10$. She then subtracts the negative result, 5: $10 - 5 = 5$. Her final Swerve is 5.

If, on an open roll, both dice come up sixes (boxcars), the GM should decide that something unusual happens. You re-roll both dice, ignoring each instance of boxcars (but not a single 6) in your final total. The unusual happening may be good or bad, depending on the overall result of the roll.

DETERMINING SUCCESS OR FAILURE

Usually when you make a roll, you will then add the result to another number — that number is usually one representing one of your character's abilities, and is called an Action Value (abbreviated as AV). When you choose your character archetype, you will want to make sure that she has high Action Values in the abilities you want her to be especially good at. There's a chart in the rulebook (p. 332) that gives you an idea of the level of ability that various Action Values correspond to.

When you add the Swerve to an Action Value, you get a number we call the Action Result. When your character tries to do something, that Action Result is compared to a number decided upon by the GM which represents the difficulty of the task your character is attempting. This number is called — surprise, surprise — the Difficulty. If the Action Result equals or exceeds the Difficulty, your character succeeds at the task. How well she does depends on the difference between the Difficulty and the Action Result. The difference is called the Outcome. If the Action Result is lower than the Difficulty, the attempt fails. Again, the difference between the two numbers can determine the degree of the failure if necessary.

Example: Chin's character, Jimmy Kwan, is attempting to break a board with his head at a kung fu tournament. His Action Value for Martial Arts is 6. The GM decides that the Difficulty of breaking the board without injury is 6. Chin rolls 2 on his positive die and 4 on his negative die, for a Swerve of -2 . He adds this to his Action Value: $-2 + 6 = 4$. This is below the Difficulty, so Jimmy Kwan fails. The GM decides how to describe the failure. Since the difference between the Action Result and the Difficulty is only 2, the GM decides that Jimmy half-succeeds — he breaks the board but stuns himself in the process, embarrassing himself in front of the large audience. Had the difference been 4 or more, the GM might rule that not only did Jimmy fail to break the board, but he also injured himself.

WAY-AWFUL FAILURE

Even outrageously skillful heroes have their off moments. Bad luck can strike at any time, bringing with it humiliation, agony, humiliation, slapstick embarrassment, or humiliation. A Task Check that results in this sort of disaster is called a Way-Awful Failure. This can be triggered in one of two ways:

- You get a negative Action Result.
- You roll double sixes (boxcars) and then fail to meet the Difficulty of the check when you re-roll.

Most of the time, your GM thinks up excruciatingly appropriate fates for your character to meet when you get a Way-Awful Failure. Standard Way-Awful Failure results are provided for some common Task Checks. Gun-wielding characters who suffer Way-Awful Failures usually have their guns malfunction on them. Sorcerers suffer something nasty called backlash. But that's detail, and you can find the details in the rulebook.

COMBAT BRIEFING

When you want your character to hit another character in combat, you make a Task Check using the appropriate Attack ability. If you are hitting in hand-to-hand combat, the relevant ability is Martial Arts. If you are hitting an opponent from a distance with a missile weapon, the relevant ability is Guns. If you are attempting to hit an opponent with a spell, use Sorcery. Some Attacks can be made with the Scroungotech or Creature Powers abilities; if you have a schtick that requires that these abilities be used, this will be indicated in the schtick descriptions.

If your opponent is stationary and does not defend against you, the Difficulty of the Attack Check is 0. If the opponent is dodging or parrying, the Difficulty equals the Action Value of the opponent's Defense Value (plus any bonuses from dodging). The opponent might also successfully execute a reactive stunt that prevents you from attacking him at all.

Other factors such as range, cover, and impairment from Wound Points can alter Action Values and Difficulties during combat.



HOW NOT TO GET HIT

Few characters who know that they're in the middle of a fight are going to stand stock still waiting to be creamed. Any character engaged in combat is assumed to be moving about; this is considered to be a passive dodge and has no shot cost. If a character is making a passive dodge, the Difficulty of any attempt to hit her equals her Defense Value.

Characters may also choose to make an active dodge against any attack. This means that the character is, for the moment, concentrating entirely on not getting hit. An active dodge has a shot cost of 1. Making an active dodge increases your Defense by 3.

An active dodge counts as an interrupt.

In especially close quarters, getting out of the way may be especially tricky: your GM will reduce your Defense Value accordingly.

MOOKS

Many of the opponents you will be facing are of low skill; their only advantage is numbers. Heroes in action flicks mow through cheap henchmen with little trouble. In *Feng Shui 2*, we call these opponents Mooks. If the GM hasn't bothered to give them a name, they're not really important to the plot. They're set dressing, basically, but more fun to beat up. (Don't get too overconfident, though — they can still do damage to you when the GM rolls high.) Mooks follow a different set of rules than named characters, as explained below.

WHEN MOOKS GET HIT

If an unnamed character is hit, he is out of the fight.

NAMED CHARACTERS

Named characters — Featured Foes, Bosses, and Uber-Bosses — are harder to take out in a fight, because they are sufficiently important to the story for the GM to have given them names. PCs are all named characters, as are the main bad guys your characters will be fighting.

WHEN NAMED CHARACTERS GET HIT

Here's the basic formula for determining the result of a successful hit on a named character: $\text{Attack Outcome} + \text{Damage Value} - \text{Opponent's Toughness} = \text{Wound Points suffered}$.

Here's how this works: when a character hits an opponent, take the Outcome of the Attack Check; this is the difference between the attacker's higher attack Action Result and the defender's Defense Value.

Add this figure to the Damage Value of the Attack. Each type of Attack does a different amount of damage: see the Damage Values Charts on p. 332-333. Then subtract the victim's Toughness value.

The result of the equation is the number of Wound Points that the character suffers. If the result is 0 or less, the character suffers no Wound Points.

SEQUENCE AND SHOTS BRIEFING

Combat is handled in sequences. Each sequence represents roughly three seconds of time. In turn, each sequence is divided into a variable number of shots. Shots are a game abstraction; they are a way of determining who gets to do something in what order within a single sequence. You can use a shot counter to keep track of this, or scratch paper notation, or whatever makes the most sense for your table.



INITIATIVE

At the beginning of each sequence, each participant in the fight makes an Initiative Check. This is a roll of one die, to which the character's Speed is added. Sixes are not re-rolled. The resulting number is the shot at which the character first gets to act. A sequence starts with the highest Initiative Check result of any character participating in the fight.

Once the highest shot has been determined, the character with the highest shot gets to act. Then the GM counts down shots from highest to lowest to see who gets to act next. Actions that take place during the same shot occur in seating order of the players, followed by any GMCs. When a character's shot comes up, he can act. The complexity of the action he chooses to make determines how many shots elapse before he can act again. Even the slowest characters generally get to act several times during a sequence.

SHOT COST OF ACTIONS

Most complex actions cost three shots. In three shots a character can (for example) try to hit an opponent using any Attack ability, pick up an object, reload an automatic pistol, or run full-out, traveling twice your Speed in meters.

Some simple actions take only one shot. In one shot a character can, for example: parry or block an attack, resist a wrestling maneuver, draw a weapon from a scabbard or holster, reload a clip-fed gun, duck or dive flat, or catch a thrown object.

Once the GM has counted down through the shots, and resolved all actions that take place on shot 1, a new sequence starts with a new round of Initiative Checks. There is no shot 0.

RUNNING OUT OF SHOTS

At shots 2 and 1, characters may take actions that cost up to 3 shots even though there aren't enough shots left. There's no penalty for this, and the unaccounted-for shot cost is not carried over to the next sequence.

Actions with a shot cost higher than 3, however, do carry over. See "Extra-Long Actions" for more information.

KEYFRAMES

Some combat conditions persist until the next keyframe. A keyframe lasts from the current shot until the beginning of the same shot in the following sequence. If a keyframe effect starts at the beginning of a sequence, low initiative rolls kicking off the following sequence may mean that the keyframe does not occur. In this case, the keyframe ends at the beginning of the sequence.

Track keyframes by placing a distinctive token on your shot counter. An effect that expires on a particular keyframe is called a keyframe effect. For ease of tracking, no character can have more than one keyframe effect going at one time. Activating a new one cancels the previous one.

INTERRUPTS

Certain reactive actions can be taken as interrupts. You can do these when a particular condition, like an Attack launched against you, occurs, even though it is not otherwise your turn to act. Interrupts may carry a shot cost of their own, meaning that your subsequent action now occurs even later. Expensive interrupts reduce the number of times you get to Attack. Spend too much on interrupts and you won't be able to Attack at all.

Subtract the shot cost of the interrupt action from the number of your next shot. This becomes your adjusted next shot. A character can trigger no more than one interrupt for any given condition.

The cost of interrupts taken during the sequences' last 3 shots do not set back your next action. Instead they are applied to as a negative modifier to your upcoming Initiative check.

EXTRA-LONG ACTIONS

Some actions in a sequence take more than 3 shots. Certain schticks require more time than it takes to make a standard attack. Or your character might also be engaging in non-combat action, such as defusing a bomb or frantically trying to repair an out-of-control vehicle, while her pals and enemies furiously hammer on one another.

If you take an action that costs more shots than are left in the current sequence, the remaining shots are subtracted from your Initiative result for the following sequence.