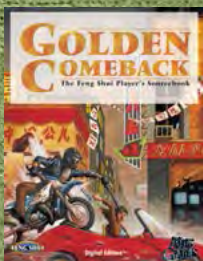






Over a dozen books were published under the original Atlas Games edition of *Feng Shui*, and many fans cherish their action-packed contents to this day. Indeed, when *Feng Shui 2* was announced, there were some who raised the important question: would this new edition make obsolete their copies of *Seal of the Wheel* or *On Location* or *Blood of the Valiant* — to name just three?



The answer is here: the *Feng Shui 2 Conversion Codex*! Armed with your Crazy Pack of PDFs (or your much-loved and dog-eared print copies of those very same books) and this document, you can bring old adventures to life, revisit mysterious locations, exchange blows with legions of faceless mooks, and take down bosses and other bad guys with bullet-time bravura. Nothing is ever obsolete, just in need of a fresh coat of chrome and a fountain of chi energy. KI-YAAAAAH!



## HOW TO USE THIS BOOK

This codex is separated into chapters, each linked to a first edition *Feng Shui* sourcebook or product. Every stat block is presented in *FS2* format and in the order in which it appears in the older material. We've designed the layout so that you can pull it up with ease on a tablet or laptop, or just print out the pages you need.



*Note:* This book does not convert or reproduce any additional rules, archetypes, or gear from these books unless otherwise listed. Eyeballing these should be a piece of cake, however.



# FENG SHUI

## MONSTERS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

### GNARLED MARAUDERS

**Damage:** 11 (spines/tentacles).

### THE RECONSTRUCTED

**Damage:** 15 (punch), 12 (Buro Godhammer), 17 (Buro Hellharrower).

### HOPPING VAMPIRES

See **Chapter 13** of the *FS2* corebook.

### SNAKE MEN

See Snake People in **Chapter 13** of *FS2*.

## COLONEL BAYNES WILHELM

### FEATURED FOE

GUNS	DEF	TOU	SPEED
8	12	5	6

**Weapons:** Sig-Sauer P-220 (10/2/4).

## PLEGDED COMMANDOS

### MOOKS

**Damage:** 9 (unarmed), 10 (Sig-Sauer P-220) or Ruger MP9.

## RAIN YUEN

### FEATURED FOE

MARTIAL ARTS/GUNS	DEF	TOU	SPEED
16	13	6	8

**Weapons:** signature katana (13), signature Colt Delta Elite Mark IV (14/2/4).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 13.

**Gun Schticks:** Both Guns Blazing.

**Ram-Alama-Bam [Driving]:** When driving, if foe rams a vehicle, gains +2 Frame. +4 Damage Value when foe hits a pedestrian.

## DR. FELIX MEI

### BOSS

ARCANOWAVE	DEF	TOU	SPEED
15	15	8	7

**Backup Attack:** Guns 9.

**Weapons:** Helix Ripper (highest hero DV +1), Buro Backup Arm (8/1/5).

**Resistances:** Will 13.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Helix Shredder:** On a successful attack, target takes -1 penalty to Up checks until end of fight.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

## DENIS CLECH

### BOSS

ARCANOWAVE	DEF	TOU	SPEED
15	15	8	8

**Backup Attack:** Guns/Martial Arts 10.

**Weapons:** Helix Ripper (highest hero DV +1), katana (10).

**Resistances:** Constitution 12.

**Anti-Mystical:** +1 Defense vs. Creature Powers and Sorcery attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Scroungotech Schticks:** Neural Stimulator, Reinforcer (spend 3 shots to get +3 Toughness until the end of the sequence).

## BURO LACKEYS

### MOOKS

**Damage:** 11 (Buro 9A), 13 (Buro Blue Flag).

## XIAOWEN HU

### NONCOMBATANT

Hu is a total noncombatant. He is a perfect example of Who You Ought Not Be Whaling On, not because he's a good person but because physical violence is the least interesting way to go about defeating him.

**EMMA BIRDSALL**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
12	12	6	7

**Weapons:** American Derringer Mini Cop (11/1/6).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 12.

**PENELOPE GIDLOW**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Fire Strike (11).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 10.

**Disrupt Meridian:** As an interrupt after a successful attack, spend 6 shots. Roll a die. On an even result the number of Wound Points dealt to hero doubles. On an odd result hero takes 0 wound points.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**JUDY BIRDSALL**

**BOSS**

GUNS	DEF	TOU	SPEED
16	15	8	9

**Weapons:** Browning BDM, Walther P-5 Compact, S&W Model 19 Combat Magnum, H&K MP5, or Franchi SPAS-12 (highest hero DV +1).

**Vehicle:** Sports Car (9, 7/9, 6/8).

**Skills:** Driving 13.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**DENHOLM NUTTALL**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
10	13	5	6

**Weapons:** Unarmed (7).

**SHIH HO KUI**

**BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	8

**Weapons:** Fist, Spear, or Saber (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungotech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Claw of the Tiger, Vengeance of the Tiger.

**TOMORROW'S IMMORTALS**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**COP**

**Damage:** 7 (unarmed), 9 (Colt Detective Special).

**GANGSTER**

**Damage:** 7 (unarmed), 10 (Glock 17).

**SABRINA FERRAN**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	8

**Backup Attack:** Guns 9.

**Weapons:** unarmed (7), Buro 9 (10/2/4).

**DUMP WARRIORS**

**MOOKS**

**Damage:** 7 (unarmed), 10 (Buro 9).

**KUN CHAU**

**BOSS**

See **Chapter 19** of the *FS2* corebook.

**MENTAL THRALL**

**MOOKS**

**Damage:** 9 (machete).

**LESLIE LAU**

**BOSS**

See **Chapter 19** of the *FS2* corebook.

**THUNDER KNIGHTS**

**MOOKS**

**Damage:** 11 (Colt King Cobra).

**SNEEZY TENG**

**BOSS**

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
15	15	7	9

**Weapons:** Intratec Tec-9 or Tokarev (highest hero DV +1)

**Resistances:** Will 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

HAPPY CHEUNG			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	10	6

**Weapons:** Punch (10), club (12), Tokarev (10/2/2)

**Resistances:** Constitution 13.

**Mounting Fury:** If Happy misses with a Martial Arts Attack, he gains a +1 cumulative bonus to his next Martial Arts Attack. The bonus resets to 0 after he hits, and at the end of the fight.

**Strong as an Ox:** Happy's Damage from successful Martial Arts Attacks is increased by +3 (factored into Weapons, above) and he can use absurdly large objects as improvised weapons. Happy's Strength check AV is 10.

TA YU			
BOSS			
SORCERY	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Blast (highest hero DV +1).

**Resistances:** Will 15.

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

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast, Far Lift, Flight.

POISONED THORNS			
MOOKS			

**Damage:** 9 (machete), 9 (revolver).

FAST EDDIE LO			
BOSS			
GUNS	DEF	TOU	SPEED
15	14	7	7

**Weapons:** Colt King Cobra (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

BRI DAVIS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Katana (12), unarmed (9).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 12.

**Resistances:** Constitution 10, Notice 10.

**Furious Wrath:** If the foe's last attack missed, its current one gains +1 Attack and +3 Damage. Not cumulative.

**Pedal to the Metal [Driving]:** When driving as the pursuer in a chase, gain +2 Driving if one or more PC drivers have fewer Chase Points.

FAST EDDIE'S BOYS			
MOOKS			

**Damage:** 9 (Machete), 6 (Norinco M1911), 6 (Mini UZI).

PAUL CHANG			
SUPPORTING CHARACTER			
MARTIAL ARTS	DEF	TOU	SPEED
7	10	5	5

**Weapons:** Punch (7).

**Resistances:** Notice 10.

# BLOOD OF THE VALIANT

## LEUNG MUI

### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	14	7	8

**Weapons:** Sword (highest hero DV +1).

**Anti-Mystical:** +1 Defense vs. Creature Powers and Sorcery attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Blinding Mantis Strike:** Leung makes a barehanded Martial Arts attack. If successful, target is blinded for a number of shots equal to the Outcome.

**Fu Powers:** Hands Without Shadow.

## HAND OPERATIVES

### MOOKS

**Damage:** 7 (bow), 10 (sword).

## BLACK FLAG REBELS

### MOOKS

**Damage:** 7 (bow), 10 (spear).

## YIM CHANG

### FEATURED FOE

ATTACK	DEF	TOU	SPEED
14	13	6	8

**Weapons:** unarmed (9), staff (10).

## RED HAND MEMBERS

### MOOKS

**Damage:** 9 (spear) or 10 (sword).

## MADAME PEI PEI

### BOSS

GUNS	DEF	TOU	SPEED
15	14	7	7

**Backup Attack:** Martial Arts 13.

**Weapons:** 2 Black powder pistols or stiletto (highest hero DV +1).

**Vehicle:** Junk (3, 3/5, 7/9).

**Skills:** Driving/Junks 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Friend of Darkness.

**Gun Schticks:** Both Guns Blazing, Fast Draw II, Hair-Trigger Neck Hairs.

## HO SHEN

### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Cleaver (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungotech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

## HO WAH BO

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Unarmed (7), bottle (7).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 10.

**Resistances:** Constitution 10.

**Fu Powers:** Aberrant Spasm, Claw of the Tiger, Drunken Fist, Drunken Stance.

**Shibuya Slide [Driving]:** When driving as the evader in a chase, gain +2 Driving if one or more hero drivers have fewer Chase Points.

## JIMMY KWAN

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** bike chain (11), unarmed (8).

## WHITE TIGERS

### MOOKS

**Damage:** 7 (nunchucks or unarmed).

## BLACK DRAGON STUDENTS

### MOOKS

**Damage:** 7 (nunchucks or unarmed).

**CAESAR MACK**

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** Nunchucks or unarmed (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Hands Without Shadow.

**LUI MAN WAI**

BOSS

ATTACK	DEF	TOU	SPEED
15	15	7	7

**Weapons:** Three-section staff (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If Wai takes any action, the hold is broken.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**HAND ARCHERS**

MOOKS

**Damage:** 7 (bow).

**QUAN LO**

UBER-BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	17	8	9

**Weapons:** Staff (highest hero DV +1).

**Resistance:** Strength 12.

**Anti-Mystical:** Add +1 Defense vs. Creature Powers and Sorcery attacks.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If Wai takes any action, the hold is broken.

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**YUNG CHANG**

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Fire fist (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**Fu Powers:** Shadowfist, Vengeance of the Tiger.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**WONG FEI HONG**

UBER-BOSS

ATTACK	DEF	TOU	SPEED
19	17	7	9

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Hands Without Shadow.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**No Shadow Kick:** Wong spends 4 shots to make a Martial Arts attack. If the attack hits, the target is knocked back 5 feet and Wong makes another attack on the same target for 0 shots. this continues until an attack misses. If any attack hit, the target must make a Martial Arts check with difficulty 15 or be knocked down and spend 1 shot getting back up.

**FONG SAI YUK**

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	8

**Weapons:** Unarmed (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**Fu Powers:** Flying Windmill Kick, Hands Without Shadow.

HU JAN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	5	6

**Weapons:** Sword (10).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Shelter of Darkness, Strike from Darkness.

HU JIUMEI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	5	6

**Weapons:** Spear (10).

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick), Friend of Darkness, Shelter of Darkness, Strike from Darkness.

CHAN YU JAI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	6

**Weapons:** Saber (11).

**Vehicle:** Horse (6, 6/8, -/-).

**Skills:** Driving/Horses 14.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Fu Powers:** Drunken Fist, Drunken Stance (can't hold action), Hands Without Shadow.

RED MONKS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	6	8

**Weapons:** Sword (10).

**The Red Principle:** +2 Damage if foe moves more than 6 meters.

YELLOW MONKS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Spear (10).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

VIOLET MONKS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	5	7

**Weapons:** Sword (10).

**Garrotte of Destiny:** After the first sequence, if foe is up at beginning of each sequence, all heroes lose 1 Fortune. Explain why this happened when the heroes lose their first Fortune points.

BLUE MONKS			
FEATURED FOE			
ATTACK	DEF	TOU	SPEED
14	13	5	6

**Weapons:** Knife (8).

**The Blue Principle:** As an interrupt when attacked, the Blue Monk spends 1 shot and makes a Martial Arts check. If it is higher than the attacker's, the attack is redirected to a nearby combatant of the Monk's choice.

**Fu Powers:** Friend of Darkness, Hands Without Shadow.

WHITE MONKS			
BOSS			
ATTACK	DEF	TOU	SPEED
15	14	7	7

**Weapons:** Spear (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**The White Principle:** At the beginning of each sequence, the Monk chooses either The Red Principle, Domination, Garrotte of Destiny, or The Blue Principle and can use that schtick until the end of the sequence.

YIM NING LEE			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Three-section-staff (highest hero DV +1).

**Resistances:** Strength 12.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.



**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick), Flying Windmill Kick.

DAVID HUGHES			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
16	14	7	8

**Weapons:** Knife or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Infect:** If Hughes hits with an unarmed attack with an Outcome of 5 or better, target is infected. Within a few hours, an infected target falls unconscious and develops a fever. Each day, they gain 1 Mark of Death. When an infected target has 7 Marks of Death, they must make a Death check each day. A successful Death Check does not remove these Marks of Death; they remain until the character is healed with Sorcery or the Healing Chi fu power.

**Lurk:** Spend 1 shot and make a Martial Arts check against a difficulty equal to the target's Notice, Detective, or Police AV. If successful, Chen is invisible to that target until he moves.

**Squeeze:** Foe can squeeze through an opening as small as 75 sq cm.

PLEGDED MOOKS			
MOOKS			

**Damage:** 13 (Mossberg Special Purpose shotgun), 10 (Glock 17).

GRIGOREI ZHUKOV			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	6	6

**Weapons:** two Makarovs (11/2/4), switchblade (8).

**Gun Schticks:** Both Guns Blazing, Fast Draw II, Lightning Reload.

ZACK BRAY			
FEATURED FOE			
GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Heckler & Koch MP5 K (11/3/1), Ruger K89 (10/2/3), unarmed (8).

**Vehicle:** Jeep, Military (6, 6/7, 7/10).

**Skills:** Driving 13.

**Fu Powers:** Claw of the Tiger.

**Gun Schticks:** Both Guns Blazing, Eagle Eye, Hair-Trigger Neck Hairs.

TIACPAN			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Blast (11).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (conjured weapons, fire, transmutation), Far Lift.

LIANG MING			
BOSS			
ATTACK	DEF	TOU	SPEED
15	14	8	7

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Claw of the Tiger, Vengeance of the Tiger.

TIZOC			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Highly ornate Macauitl named Shield Cleaver (14).

LI WING CHUN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** Jug (12).

**Resistances:** Constitution 10.

**Fu Powers:** Aberrant Spasm, Drunken Fist, Drunken Stance.

## WONG WAH SO

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** Unarmed (8).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungtech attacks.

## MA HIN

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	14	7	9

**Weapons:** Throwing knives or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

## LIU JIAN PING

## FEATURED FOE

GUNS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Martial Arts 12.

**Weapons:** Bow with Fire Strike arrow (11/3/1), Fire Strike (10).

**Gun Schticks:** Both Guns Blazing (treat two arrows as two guns), Fast Draw I.

## BLOWING UP HONG KONG

## KCR SECURITY GUARD

## MOOKS

**Damage:** 8 (telescoping aluminum club).

## KCR TRAIN CONDUCTOR

## MOOKS

**Damage:** 5 (punch).

## MAJOR JACK STRYKER

## BOSS

GUNS	DEF	TOU	SPEED
17	15	8	7

**Backup Attack:** Martial Arts 15.

**Weapons:** M16 or Desert Eagle .50 Magnum (highest hero DV +1).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 15.

**Resistances:** Will 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing III, Hair-Trigger Neck Hairs.

## LT. COMMANDER GARY CAUNDERS

## FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Father's Colt 1911A (13/2/4), grenade (23).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 17.

**Resistances:** Will 12.

**Gun Schticks:** Eagle Eye, Fast Draw II, Lightning Reload I.

## DELTA/SAS SOLDIER

## FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	12	6	6

**Weapons:** H&K MP5 (10/5/1), unarmed (8).

**Vehicle:** Jeep, Military (6, 6/7, 7/10).

**Skills:** Driving 12.

**Resistances:** Will 10.

**Gun Schticks:** Eagle Eye, Lightning Reload II.

## ELITE TAIWANESE FROGMAN

## FEATURED FOE

GUNS	TOU*	DEF	SPEED
13	12	6	8

\* +1 when in the water.

**Backup Attack:** Martial Arts 11.

**Weapons:** Speargun (12/5/6), knife (9), unarmed (8), C4 (30).

**Vehicle:** Personal Watercraft (7, 7/9, 0/0).

**Skills:** Driving 10.

**Resistances:** Will 9.

**Diver:** Frogmen are at ease in water, and move at one and a half times their Speed when submerged.

**KAIJUBOT TECHNICIAN**

MOOKS

**Damage:** 10 (H&K MP5F).

**ARTHUR C.K. MOORE**

FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
10	13	6	8

**Weapons:** Glock 18 (10/1/3).

**Vehicle:** Sports Car (9, 7/9, 6/8).

**Skills:** Driving 18.

**Cut Me Own Throat:** Spend 1 shot. If the foe is still active at the start of the next keyframe, target hero feels a powerful attraction in a later scene to an object foe specifies. Explain these stakes to the players. Usable once per adventure.

**TONY SEUNG**

BOSS

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Gold machete or twin Colt King Cobras (highest hero DV +1).

**Resistances:** Will 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing, Fast Draw III (also applies to machete).

**JOHNNY PARROT**

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Unarmed (7).

**Vehicle:** Powerboat (7, 6/8, 6/8).

**Skills:** Driving 16.

**Resistances:** Constitution 10.

**Fu Powers:** Drunken Fist, Drunken Stance.

**SHELLEY WEI**

FEATURED FOE

MARTIAL ARTS/SORCERY	DEF	TOU	SPEED
13	12	6	8

**Weapons:** Fishhook (8).

**Vehicle:** Cigarette Boat (9, 7/10, 2/4).

**Skills:** Driving 17.

**Resistances:** Constitution 12, Will 10.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** De-Attunement.

**Armor Plated [Driving]:** Add 2 to the Frame of the vehicle the foe starts the chase in.

**Wicked Ride [Driving]:** Add 2 to the Handling of the vehicle the foe starts the chase in.

**THE TALL-CROW, BIRD-HEADED FIEND**

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
15	14	8	7

**Weapons:** Watermelon knife, claws, or beak (highest hero DV +1).

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration IV.

**BIRD MAN, GUIDING HAND SENTRY**

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	9

**Weapons:** Brass telescope (highest hero DV +1).

**Resistances:** Notice 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**WANG LIANG (BLACK-FACED OGRE)**

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	7

**Weapons:** Unarmed (12).

**Vehicle:** Personal Watercraft (7, 7/9, 0/0).

**Skills:** Driving 8.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 13. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**JOHNNY CHUNG, CONCRETE ZOMBIE**

BOSS			
CREATURE	DEF	TOU	SPEED
15	14	8	7

**Weapons:** Bite (highest hero DV +1).

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Guts of Rebar:** Johnny can eat concrete and steal to restore his undead body. Spend 3 shots and make a Creature check against difficulty 12. Remove Wound Points equal to the Outcome.

**CONCRETE ZOMBIE**

MOOKS*		
ATTACK	DEFENSE	SPEED
10	17	5

\* Concrete zombies are much tougher and more dangerous than a standard mook. Use with caution.

**Damage:** 12 (unarmed).

**NUCLEAR SHADE**

MOOKS		
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**Damage:** 8 (Blast, wounds are reduced by Constitution instead of Toughness), 11 (Touch).

**Creature Schticks:** Insubstantial.

**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers, sorcerous Blasts other than Chi, fire, and electricity.

**GREEN EGG, FORMER MAVERICK COP**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Martial Arts 11.

**Weapons:** Browning High Power (10/2/3), Colt Detective Special (9/1/5).

**Vehicle:** Cop Car (8, 8/10, 6/8).

**Skills:** Driving 13.

**Resistances:** Police 16.

**Gun Schticks:** Both Guns Blazing, Fast Draw I, Hair-Trigger Neck Hairs, Lightning Reload I.

**UNCLE OUBLIETTE, TRANSFORMED MONKEY**

FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	8

**Weapons:** Unarmed (7), thrown found object (8).

**Bounce:** Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**KENWOOD "KENNY" TONG, GAMBLER**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	12	5	7

**Weapons:** Colt 1911A (10/2/4), unarmed (6).

**Gun Schticks:** Fast Draw I.

**Gambler:** +2 attack if any hero spent a Fortune point (including sub-types) since foe's previous attack.

**TEMPLE SECRETARY, HISTORICAL HENCHMAN**

MOOKS		
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**Damage:** 8 (unarmed).

**TEMPLE ROUSTABOUT, MODERN MOOK**

MOOKS		
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**Damage:** 9 (revolver).

**BLACKSNAKE, FURIOUS OGRE**

UBER-BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
18	16	8	7

**Weapons:** Guang dao pole arm or unarmed (highest hero DV +1).

**Resistances:** Notice 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 13. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Skull Yolks:** Blacksnake spends 1 shot cracking a downed creature's skull and slurping up the chi release. Remove 5 Wound Points from Blacksnake.

**KAI FONG LAM, WOULD-BE GODDESS**

BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Dagger (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Strike From Darkness.  
**Pluck Eyes:** With a Martial Arts Outcome of 7 or higher, Kai Fong Lam plucks out an eyeball, giving her victim 1 Impairment and reducing their Notice AV to 5 until they acquire a badass eye patch. If she does it twice, her victim is blind.

**DEVOTED ATTENDANTS**  
MOOKS

**Damage:** 8 (dagger).

**THE GHOST OF BRUCE LEE**  
FEATURED FOE

As described in *Blowing Up Hong Kong*. The Absorption Creature Schtick works as follows:

**Absorption:** When you are attacked by an enemy using a fu power or equivalent foe schtick (the GM will let you know), make a Creature Power check with difficulty equal to the enemy's Martial Arts Action Result. If you succeed, you may use the schtick in question for a number of sequences equal to your Outcome. The enemy cannot use the schtick for the same amount of time.

**UNDEAD IMPERIAL CONCUBINES**  
FEATURED FOES

ATTACK	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Fingernails (10).  
**Unending Inevitable Comeback:** Until they're separated from the fingerbones of the Buddha, these ladies get all the inevitable comebacks they want.

**DEVIL FISH**  
MOOKS

**Damage:** 12 (poison fangs).  
**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers.

**CHEUNG PO TSAI, GHOST PIRATE**

BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Chinese broadsword (highest hero DV +1).  
**Resistances:** Strength 12.  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Creature Schticks:** Insubstantial.  
**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**KAMAKURA HATOICHI, GHOST ASSASSIN**

BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	8

**Weapons:** Katana (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Creature Schticks:** Insubstantial.  
**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**444: DEATH DEALER**  
FEATURED FOE

GUNS	DEF*	TOU	SPEED
13	12	6	6

\*+2 against Sorcery attacks when foe shouts "Freeze!" or "Stop right there!"

**Weapons:** SPAS-12 (13/5/4), Sig-Sauer P-220 (10/2/4), unarmed (8).  
**Vehicle:** Cop Car (8, 8/10, 6/8).  
**Skills:** Driving 9.  
**Resistances:** Police 11.  
**Gun Schticks:** Both Guns Blazing, Fast Draw I, Lightning Reload I.

**446: GHOST HUNTER**  
FEATURED FOE

GUNS	DEF*	TOU	SPEED
12	12	5	8

\*+2 against Sorcery attacks when foe shouts "Freeze!" or "Stop right there!"

**Weapons:** Sig-Sauer P-220 (10/2/4), unarmed (6).

**Vehicle:** Cop Car (8, 8/10, 6/8).

**Skills:** Driving 9.

**Resistances:** Police 11.

**Gun Schticks:** Fast Draw I, Hair-Trigger Neck Hairs.

449: DEMON SLAYER			
FEATURED FOE			
GUNS/MARTIAL ARTS	DEF*	YOU	SPEED
12	12	6	6

\*+2 against Sorcery attacks when foe shouts "Freeze!" or "Stop right there!"

**Weapons:** Crossbow (7/4/6), sword (10), unarmed (8), .38 special (9/1/5).

**Vehicle:** Cop Car (8, 8/10, 6/8).

**Skills:** Driving 9.

**Resistances:** Police 11, Strength 9.

**Fu Powers:** Hands Without Shadow.

**Gun Schticks:** Lightning Reload II.

CONSTABLE (HKPD)	
MOOKS	

**Damage:** 10 (Norinca M1911), 9 (billy club), 13 (AR-18).

BLUE LANTERN (14K)	
MOOKS	

**Damage:** 10 (Norinca Tokarev), 8 (knife), 10 (Mini UZI).

NICKY PATRICCA			
BOSS			
GUNS	DEF	TOU	SPEED
16	14	7	7

**Backup Attack:** Martial Arts 10.

**Weapons:** AMT Automag V or baseball bat (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Fast Draw II.

SILK DEVEROUX			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	9

**Backup Attack:** Guns 14.

**Weapons:** Walther PPK or knife (highest hero DV +1).

**Resistances:** Detective 10.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungtech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Fast Draw I, Hair-Trigger Neck Hairs.

REGINALD FONG IV, ASCENDED EXECUTIVE			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Walther P-5 Compact (10/1/4).

**Resistances:** Constitution 9.

VICTORIA EXCELSIOR SECURITY	
MOOKS	

**Damage:** 10 (Tec-9), 9 (mini-club), 8 (unarmed).

BANGKOK BUTCHER	
MOOKS	

**Damage:** 11 (big knife), 9 (unarmed).

NG PUI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** Meat cleaver (12).

**Choice Cut:** While wielding his cleaver, Ng Pui gets +3 Defense in the first sequence of any fight the heroes start unexpectedly. While the cleaver is in his hand, he gets +2 to Initiative and an additional +2 if his first action is a Martial Arts attack with the cleaver.

CRESCENT WAVE VIGILANTE			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	6

**Weapons:** Unarmed (8).

**Fu Power:** Hands Without Shadow.

WANG WU-WU			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Fan (7).

STEVEN CHAN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Antique sword (9).

QUINTANA LANG			
BOSS			
GUNS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Desert Eagle .50 or S&W 3566 (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing II, Eagle Eye, Fast Draw II, Hair-Trigger Neck Hairs.

ST. LOUIS BLUE			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	13	5	6

**Weapons:** Tec-9 (10/3/1).

FILIPINO SLAVE			
MOOKS			

**Damage:** 8 (unarmed).

CARTEL GOON			
MOOKS			

**Damage:** 10 (H&K MP 5 K), 8 (unarmed).

FONG SAI YEE, DRUG KINGPIN			
BOSS			
GUNS	DEF	TOU	SPEED
15	14	7	7

**Backup Attack:** Martial Arts 11.

**Weapons:** Mini Uzi or grenade (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

CHOI FA-YUEN			
BOSS			
SORCERY	DEF	TOU	SPEED
17	14	8	7

**Weapons:** Blast (highest hero DV +1).

**Resistances:** Constitutions 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Blast (disease, disintegration, lightning, transmutation).

**Disintegration Blast:** The foe's first successful Disintegration Blast against a hero each fight also destroys the hero's weapon. If the weapon is a signature weapon, the hero is disarmed instead.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a Boss or Featured Foe.

FAYE LIANG			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	6

**Weapons:** Unarmed (7).

APRIL CHAN			
NONCOMBATANT			

April is a noncombatant. She can serve as a contact for heroes with Deceit, Info:Cosplay, Info: Manga, Intrusion, or even Seduction.

MS. CECELIA WONG			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
11	12	5	6

**Weapons:** Cane (7).

SOMALI SMUGGLER			
MOOKS			

**Damage:** 12 (two big African knives).

SECURICORE GUARD (TYPE II SECURITY)			
FEATURED FOE			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
12	13	8	6

**Weapons:** H&K MP5 (10/5/1), Benelli 90 (13/5/4), Norinco M1911 (10/3/4), taser club (9), unarmed (8).

**Resistances:** Detective 12.

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

GARETH SHOU			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	6

**Weapons:** Unarmed (7).

THE STEEL DRAGON			
BOSS			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
15	15	12	7

**Weapons:** 2 big machine guns or Steel Dragon Hammer (highest hero DV +1).

**Resistances:** Strength 15.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing II, Fast Draw II.

**Note:** The Steel Dragon's Toughness makes him very difficult to take down. Of course, he's a hero. Why are you fighting him anyway?

**SHOU ZU-HUA, EXECUTIVE SORCERER**

BOSS			
SORCERY	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Acid, Fire, or Lightning Blast (highest hero DV +1).

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Blast (Acid, Fire, Lightning), De-Attunement, Flight.

**ZOMBIFIED EMPLOYEE**

MOOKS			
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**Damage:** 7 (bite).

**Damage Immunity:** Immune to damage from electricity and fire, even from magical sources.

**GIANT SPIDER KAIJUBOT**

UBER-BOSS			
CREATURE/ GUNS	DEF	TOU	SPEED
18	16	8	9

**Weapons:** Fire Blast, chin-mounted machine guns, or stomp (highest hero DV +1).

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Damage Immunity:** Immune to damage from bullets and fire, unless magical. Immune to suffocation and drowning.

**BRETT BROWN,  
GUNSLINGING ASSASSIN**

BOSS			
GUNS	DEF	TOU	SPEED
16	15	7	9

**Weapons:** Five Colt Army Revolvers (highest hero DV +1).

**Vehicle:** Pickup Truck (6, 6/8, 8/10).

**Skills:** Driving 10.

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing II, Eagle Eye, Fast Draw IV.

**RUSSIAN SECURITY GUARDS**

MOOKS			
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**Damage:** 10 (Makarov), 11 (unarmed).

**MARGARET PING**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
13	13	5	7

**Backup Attack:** Martial Arts 12.

**Weapons:** Beretta Jet Fire (8/1/4).

**GENERAL MA YING-JUN**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** Nickel-plated Norinco M1911 (13/3/4).

**Gun Schticks:** Eagle Eye, Lightning Reload III.

**PRC GARRISON SOLDIER**

MOOKS			
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**Damage:** 13 (AR-18), 10 (Noricono M1911).



# ELEVATOR TO THE NETHERWORLD

## ICE COMMANDOS

### MOOKS

**Damage:** 7 (unarmed), 10 (H&K MP5).

## ICE FALCONS

### MOOKS

ATTACK	DEFENSE	SPEED
12	8	5

**Damage:** 6 (claw, damage cannot be reduced by Toughness).

## WINTER WOLVES

### MOOKS

**Damage:** 7 (bite).

## ICE TIGERS

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	8

**Weapons:** Claw (13).

**Bodyguard:** At the beginning of each sequence, choose a ward. As an interrupt when that ward is attack, spend 3 shots and make a Martial Arts roll against the attacker's AV. On a success, the attack strikes the foe instead of the ward.

**Fu Powers:** Claw of the Tiger.

## POLAR BEAR

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	10	6

**Weapons:** Paw (14), hug (16).

**Bellow:** Spend 2 shots and foe and target make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

## AKANI HIDEO

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
11	13	5	6

**Weapons:** Unarmed (6).

## RISTO PAALANEN

### BOSS

GUNS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** UMP-45SD (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Guns Schticks:** Eagle Eye.

## IVANA SERGILOV

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
10	12	6	6

**Weapons:** Unarmed (7).

**Resistances:** Police 15.

## FIRE WARRIORS

### MOOKS

**Damage:** 9 (sword), 6 (unarmed).

## FIRE ASSASSINS

### MOOKS

**Damage:** 13 (flaming sword).

## FIRE ZEALOTS

### MOOKS

**Damage:** 14 (flaming sword)..

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

## FIRE CONSTRUCTS

### MOOKS

**Weapons:** 12 (fire strike ).

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

## 'ALI IBN YUSSUK

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	14	8	8

**Weapons:** Fire Strike or sword (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

## RICHARD OF GHENT

## FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Unarmed (8), sword (14), Glock 17 (10/1/3).

**Resistances:** Constitution 14.

**Gun Schticks:** Eagle Eye, Lightning Reload I.

## THE MOUTH OF THE FIRE RIGHTEOUS

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Fire Strike (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

## CHIU FA

## BOSS

SORCERY	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Blast (Chi, Fire, or Lightning), De-Attunement, Far Lift, Flight.

## STONE GRIFFINS

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	SPECIAL	8

**Weapons:** Talons or beak (19).

**Creature Schticks:** Flight.

**Stone Body:** Immune to damage from attacks with DV less than 10 unless they are magic or benefit from fu powers. Does not reduce damage with Toughness (effective Toughness is 0). Keels over at 60 Wound Points. -1 impairment at 50 Wound Points, -2 impairment at 55 Wound Points.

## THUNDER KNIGHTS

## MOOKS

ATTACK	DEFENSE	SPEED
8	15	5

**Weapons:** Unarmed (8), sword-and-shield (11), great sword (12).

## BUTTERFLY KNIGHTS

## MOOKS

ATTACK	DEFENSE	SPEED
8	15	5

**Damage:** 7 (unarmed), 12 (lance, Wounds are doubled, non-flying targets only, 4 shots, once per fight), 10 (sword and shield).

## A CARDINAL OF THE CLERGY

## BOSS

SORCERY	DEF	TOU	SPEED
15	14	7	7

**Backup Attack:** Martial Arts 8.

**Weapons:** Blast (highest hero DV +1), unarmed (5), ceremonial dagger (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (Lightning, Fire, Lightning, Conjured Weapons, Lightning).

## TYPICAL THUNDER CHAMPION

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	8	7

**Weapons:** Unarmed (9), great sword, flail, or enormous battleaxe (16), sword-and-shield (15).

**LUCIUS CENTARES**

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	9	7

**Weapons:** Unarmed (8), "Devotion" (17).

**THE BARON**

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (7), sabre (10), dagger (9), Beretta Model 950BS Jet Fire (8/1/4).

**Vehicle:** Nightshade (7, 8/10, 3/5).

**Skills:** Driving 14.

**Blinding Powder:** Spend 3 shots and make a Martial Arts attack at -2. On a hit, target gains 4 Impairment for 2d6+6 shots.

**Gun Schticks:** Eagle Eye (but works with swords only).

**DARKNESS WARRIORS**

## MOOKS

**Damage:** 7 (unarmed), 13 (AK-47), 12 (Aztec warclub).

**DARKNESS PRIESTESSES**

## MOOKS

**Damage:** 8 (disintegration blast), 5 (unarmed).

**SKIN AND DARKNESS BATS**

## MOOKS

ATTACK	DEFENSE	SPEED
12	13	5

**Weapons:** Razor Wing (12 and target takes 1 Wound Point per shot for a number of shots equal to Outcome).

**SKIN AND DARKNESS RAVAGERS**

## MOOKS

**Weapons:** Claws (10).

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make an attack. DV is 13, and wounds are reduced by Fortune instead of Toughness.

**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers.

**SKIN AND DARKNESS ZEALOTS**

## MOOKS

**Damage:** 8 (unarmed).

**Damage Immunity:** Immune to damage from unarmed attacks that don't benefit from fu powers and from bullets that are not magic or silver.

**Soul Twist:** Spend 3 shots and make an Attack. On a hit, DV is 11, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**CHAMBERLAIN**

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	15	8	8

**Backup Attack:** Creature 15.

**Weapons:** Unarmed (highest hero DV +1).

**Resistances:** Police 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 13, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**NU WEI-FENG**

## BOSS

SORCERY	DEF	TOU	SPEED
16	14	6	7

**Weapons:** Blast (highest hero DV +1), unarmed (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (disintegration, chi, obsidian shards), Flight.

**GENERAL FUNG**

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Sword (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one

character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Flying Windwill Kick, Hands Without Shadow.

LORD SHIH			
UBER-BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
18	17	10	8

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack against 4 targets. Attack does no damage, but foe gets cumulative +1 Martial Arts against the targets until the end of the fight.

**Rebuke:** Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

**Swindle:** Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick of fu power possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

TACOPS			
MOOKS			

These are types of mooks. They are largely differentiated by their weapons.

### TACOPS TROOPER

**Damage:** 8 (unarmed), 11 (Buro Avenger), 9 (Buro Reliant), 10 (Buro Blade of Truth), 13 (Buro Blue Flag).

### TACOPS SERGEANT

**Damage:** 9 (Unarmed), 13 (Buro Crimestopper), 9 (Buro Reliant), 10 (Buro Blade of Truth), 13 (Buro Blue Spear).

### TACOPS ADMINISTRATOR

**Damage:** 6 (Unarmed), 9 (Buro 9).

ANI LONG			
BOSS			

GUNS	DEF	TOU	SPEED
16	15	8	8

**Backup Attack:** Martial Arts 9.

**Weapons:** Buro Godhammer or Buro Blue Flag (highest hero DV +1), unarmed (7), Buro Backup Arm (8/1/5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Hair-Trigger Neck Hairs, Fast Draw I.

**Scroungeteck Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

CDCA			
MOOKS			

These are types of mooks. They are largely differentiated by their weapons.

### CDCA ARCANOWAVE RESEARCHER

**Damage:** 5 (unarmed), 7 (really sharp lab scalpel).

### CDCA PROJECT LEADER

**Damage:** 4 (unarmed), 9 (Buro 9).

### PROFESSOR D. LOUIS SOUTHWELL

**Damage:** 6 (unarmed), 11 (Buro Avenger).

### PROFESSOR ALLY MATTHEWS

**Damage:** 8 (unarmed), 11 (Buro Avenger).

BLOOD JELLY			
MOOKS			

**Weapons:** 10 (engulf).

**Dissolve:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

REBECCA DUPRESS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Unarmed (8).

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

PLEGDED SOLDIER			
MOOKS			

These are types of mooks. They are largely differentiated by their weapons.

**BLUE PLEDGED SOLDIERS**

**Damage:** 6 (unarmed), 11 (Sig-Sauer P-220), 10 (H&K MP5), 13 (Franchi SPAS-12).

**GOLD PLEDGED SOLDIERS**

**Damage:** 8 (unarmed), 11 (Sig-Sauer P-220), 10 (H&K MP5), 13 (Franchi SPAS-12).

**SHENG MING-TUN, TYPICAL SHARPENED SHELL****FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	12	10	6

**Weapons:** Unarmed (8), Mossberg Special Purpose (13/5/4).

**Resistances:** Detective 12.

**Reflect:** As an interrupt when hit by a Sorcery attack, spend 1 shot. Attacker takes the Smackdown instead of the foe.

**CORPORAL TANGIE****FEATURED FOE**

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Weapons:** Unarmed (8), Mankiller .45 (12/3/3).

**Gun Schticks:** Eagle Eye.

**ORDINARY BONEHEAD****MOOKS**

ATTACK	DEFENSE	SPEED
4	13	5

**Damage:** 4 (unarmed), 6 (club).

**ONE-EYE HSIEN****FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	7

**Weapons:** Unarmed (7), knife (9).

**TYPICAL HAWKER****NONCOMBATANT**

The hawkler is a noncombatant and needs no stats.

**JOHNNY FONG****FEATURED FOE**

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
11	13	5	6

**Weapons:** Unarmed (6), knife (7), Browning BDM (10/2/3).

**COLONEL CARVILLE****FEATURED FOE**

GUNS	DEF	TOU	SPEED
11	12	6	6

**Weapons:** Unarmed (8), officer's saber (11), black powder pistol (7/3/6).

**LUI MAN WAI****BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
15	14	7	7

**Weapons:** Three-section staff (highest hero DV +1), unarmed (6).

**Resistances:** Strength 10.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**THE CRANE****BOSS**

ATTACK	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Unarmed (highest hero DV +1).

**Resistances:** Strength 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Flying Windmill Kick.

**Sifu:** Increase the shot cost of all other actions by 1 to grant allies +2 to Martial Arts.

**THE RAT****FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** Unarmed (6), knife (7), throwing stars (5).

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Shelter or Darkness, Strike from Darkness.

THE TIGER			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** Unarmed (7), staff (9).

**Fu Powers:** Claw of the Tiger.

**The Red Principle:** +2 Damage if foe moves more than 6 meters.

HAND ARCHERS			
MOOKS			

**Damage:** 6 (unarmed), 7 (bow).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungitech attacks.

**Fu Powers:** Eagle Eye.

LI FEI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** Unarmed (6), staff (8).

**Fu Powers:** Claw of the Tiger, Shadowfist.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** De-Attunement (AV 16).

PLAIN OLD OGRES			
MOOKS			

**Damage:** 9 (unarmed), 12 (oversized sword, axe, or club).

BELCHING OGRES			
MOOKS			

**Damage:** 10 (unarmed), 12 (bite), 12 (big nasty projectile).

IMPS			
MOOKS			

**Damage:** 4 (claws).

**Creature Schticks:** Flight.

LOST SOULS			
MOOKS			

**Damage:** varies by weapon (blast).

THE STRANGLER SCREAM			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	9

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration II.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Shelter of Darkness.

THE BOUND			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
15	15	7	8

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Claw of the Tiger, Hands Without Shadow.

CHORUS OF TONGUES			
MOOKS			

**Damage:** 5 (claw).

PACK FIENDS			
MOOKS			

**Weapons:** 8 (bite).

REVEREND ZEBEDIAH PAINE			
BOSS			
GUNS	DEF	TOU	SPEED
15	14	7	8

**Backup Attack:** Martial Arts 10.

**Weapons:** Desert Eagle .357 Magnum (highest hero DV +1), unarmed (7), throwing knife (8).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing, Eagle Eye.

PROFESSOR HAVERNEN			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** clacker Gun (9/3/2, +1 DV for each extra shot spent).

**Vehicle:** Armored Jalopy (6, 6/8, 10/12).

**Skills:** Driving 15.

**Clacker Gun Overload:** Spend 8 shots. Clacker Gun explodes for Smackdown 17 to everyone within 3 meters.

**Armor Plated [Driving]:** Add 2 to the Frame of the vehicle the foe starts the chase in. (Included above.)

### DR. KENWON KIROSHI

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
10	12	5	6

**Weapons:** Unarmed (6), Buro 9 (10/1/3).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 8.

### DR. ALICE FRIEDKIN

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Unarmed (9), Buro 9 (10/1/3).

### SPIDER MONKEYS

#### MOOKS

**Damage:** 10 (tail), 6 (claws), 18 (bomb).

### PANNIC

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
12	12	5	6

**Backup Attack:** Martial Arts 10.

**Weapons:** Unarmed (6), spear (9), bow and arrow (7/5/6).

### TYPICAL WILD BOY

#### MOOKS

**Damage:** 8 (unarmed), 11 (spear), 7 (bow and arrow).

### BUSTER

#### FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
12	13	5	6

**Weapons:** Unarmed (6), Buro 9 (10/1/3).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 10.

**Dazed and Contused [Driving]:** Until next keyframe, enemies getting out of a crashed vehicle the foe at any point rammed or sideswiped take 1 point of Impairment and add 1 to all shot costs.

### MEMBER OF THE UNEXPECTED DELIVERANCE SOCIETY

#### FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
12	13	7	8

**Weapons:** Unarmed (9), rapier (12), thrown dagger (6), crossbow (7/4/6).

**Fu Powers:** Friend of Darkness.

**Gun Schticks:** Eagle Eye.

### THE BARED BLADE

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	9	10

**Backup Attack:** Guns 10.

**Weapons:** Rapier (highest hero DV +1), unarmed (10), thrown dagger (6), crossbow (7/4/6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Miraculous Escape:** If at all possible, events will conspire to allow the foe to escape.

### RABBI-CAPTAIN BENJAMIN

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	9	9

**Backup Attack:** Chi/ballah 15 (treat as Sorcery).

**Weapons:** Holy Fire (8, 10 against evil or supernatural creatures, 12 against evil supernatural creatures), unarmed (10), sword (13).

**Grounded in Malkuth:** As an interrupt when hit by an attack, spend 1 shot and make a Chi/ballah check against a Difficulty equal to the attack's damage. On a success, the attack is nullified.

**Yesod's Pull:** Spend 3 shots and make a Chi/ballah check against Difficulty equal to target's Will. On a success, target is teleported to anywhere within 12 meters. Targets cannot be teleported into the air.

### SYNAGOGUE GUARDS

#### MOOKS

**Damage:** 7 (unarmed), 8 (longbow), 10 (sword).

### BROTHERS DAVID, MICHAEL, AND SIMEON

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	9

**Backup Attacks:** Guns 10, Chi/Ballah 13 (treat as Sorcery).

**Weapons:** Unarmed (10), sword (13), longbow (8/5/6).

**Resistances:** Strength 12.

**Grounded in Malkuth:** As an interrupt when hit by an attack, spend 1 shot and make a Chi/ballah check against a Difficulty equal to the attack's damage. On a success, the attack is nullified.

**Speed of Hod:** Spend 1 shot. Doubles foe's running speed, reduces the shot cost of all actions by 1 (to a minimum of 1), and increases Martial Arts DVs by +3 for 3 shots.

**Wrath of the Almighty:** Spend 1 shot. For the rest of the sequence, the foe's damage cannot be reduced by Toughness. Usable only once per fight.

**Kaballistic Insight:** Spend 1 shot. Foe gets +3 Defense for 3 shots.

NIK NEMESIS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	8

**Weapons:** Unarmed (7), knife (8).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 10.

**Fu Powers:** Claw of the Tiger.

**Ram-Alama-Bam [Driving]:** When driving, if foe rams a vehicle, gains +2 Frame. +4 Damage Value when foe hits a pedestrian.

2-WAY WAY			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	13	6	7

**Weapons:** Unarmed (9), brass knuckles (10), Glock 18 (10/1/3).

**Gun Schticks:** Hair-Trigger Neck Hair.

HAL 2000			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
11	13	5	8

**Weapons:** Unarmed (6), sonic reducer (10/1/—), damage is reduced by Will instead of Toughness).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 11.

**Braced for Impact [Driving]:** When the foe's vehicle crashes, all occupants gain +4 Toughness against crash damage.

AHEXOTL			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	8

**Weapons:** Macauitl or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

JOHNNY JAVA			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Desert Eagle .50 Magnum (12/3/4), Beretta Model 21 Bobcat (8/1/4).

**Vehicle:** Sports Car (9, 7/9, 6/8).

**Skills:** Driving 12.

**Resistances:** Police 14.

**Gun Schticks:** Both Guns Blazing III, Hair-Trigger Neck Hairs, Lightning Reload III.

**Totally Wired:** At the beginning of the fight, roll a die and subtract 1. Add that number to foe's Initiative result each sequence. Subtract that number from 35 to determine the number of Wound Points when foe keels over.

GEORGI KOTOV			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	13	5	6

**Weapons:** Unarmed (5).

YANG LUO'S INTESTINES			
FEATURED FOE			
CREATURE*	DEF*	TOU	SPEED
15	15	10	6

\*The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Backup Attacks:** Martial Arts 8.

**Weapons:** Bite (16), Acid Blast (12).

**Resistances:** Strength 20.

**Creature Schticks:** Regeneration III.

**Immunity:** Immune to Sorcery schticks that are not Blast or Movement.

**Navigational Peristalsis:** Spend 6 shots and make a Creature check against the Driving AV of target ship's pilot. On a success, the foe wraps



around the ship and deals 1 Condition Point every 3 shots automatically. A struck ship can escape by making a Drive check against a Difficulty equal to the foe's Creature AV.

### THE PINBALL HALL

#### FEATURED FOE

SMACK PLAYERS	DEF	TOU	SPEED
12	0	10	0

**Weapons:** Flippers (10), bumper (12), pinball (14).

### VIKING BOUNCER

#### MOOKS

**Damage:** 7 (unarmed), 10 (sword or axe).

### RAYMOND FONG

#### NONCOMBATENT

Raymond just wants to play pinball, man.

### TYPICAL FOREST GHOST

#### MOOKS

**Damage:** 6 (unarmed), 9 (blast), 7 (bow & arrow) or 11 (Baker rifle) or 13 (AK-47).

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Immunity:** Immune to the Domination Sorcery schtick while in the Forest of Fallen Banners.

### REVEREND PETEY WHITEFENCE

#### BOSS

SORCERY	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Lightning Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (lightning), Flight.

### CULTISTS OF THE TENTACLE

#### MOOKS

**Damage:** 7 (unarmed), 9 (club).

### BIG BABIES

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
15	12	8	6

**Weapons:** Clumsy slap (10), Fire Blast (12).

**Resistances:** Strength 14.

**Truly Inevitable Comeback:** These guys always come back 24 hours later without any Wound Points.

# FOUR BASTARDS

### ATTACKING MOOKS

#### MOOKS

**Damage:** 10 (Intratec Tec-9), 9 (machete).

### FAST EDDIE LO

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Colt 380 Gov't Pocketlite (8/1/4).

### RICKY CHO

#### BOSS

GUNS	DEF	TOU	SPEED
16	14	7	8

**Backup Attack:** Martial Arts 12.

**Weapons:** Browning BDM, Beretta Model 21 Bobcat, or Mossberg Special Purpose (highest hero DV +1).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 13.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If 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.

**Gun Schticks:** Fast Draw III, Hair Trigger Neck Hairs.

### T'SE CHOW

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	9

**Weapons:** Cutlass or umbrella (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Schticks:** Claw of the Tiger.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

LONG-NAILS CHOU			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
14	13	5	6

**Weapons:** Chi Blast (9), dagger (7), unarmed (6).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Flight.

DR. SIEGFRIED ZHU			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Buro Blade of Truth (10/3/1).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Scroungotech Schticks:** Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

**Spirit Shield Generator:** As an interrupt, gain +4 Toughness against a Guns attack. Can be used a number of times per fight equal to the number of heroes.

SHAMIL			
FEATURED FOE			
GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
10	13	5	7

**Weapons:** Unarmed (10), American Derringer Mini-Cop (11/1/6).

DZOKHAR			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	5	6

**Backup Attack:** Martial Arts 10.

**Weapons:** AK-47 (13/5/1), unarmed (6).

BAHARI SOLDIERS			
MOOKS			

**Damage:** 13 (AK-47), 8 (Rambo knife).

YUDSUK KAMBIEV			
BOSS			
GUNS	DEF	TOU	SPEED
17	15	9	7

**Backup Attack:** Martial Arts 14.

**Weapons:** Makarov or AK-47 (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing II, Hair-Trigger Neck Hairs.

ILYAS AND ORTSU			
FEATURED FOES			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Spear (8), unarmed (6).

**Fu Powers:** Flying Windmill Kick.

WULFGAR WULFGARSSON			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	9	7

**Backup Attack:** Guns 12.

**Weapons:** Really big freakin' magic sword (17), Winchester Model 1300 Marine shotgun (13/5/4), unarmed (12).

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

KHALID LAROU			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Guns 12.

**Weapons:** Makarov (10/2/4), Fire Strike (9).

**Vehicle:** Pickup Truck (6, 6/8, 8/10).

**Skills:** Driving 9.

**Resistances:** Detective 12.

**Fire Stance:** Heroes making successful unarmed attacks against this foe take 2 Wound Points per attack.

WENDIGO			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	7

**Weapons:** Unarmed (14).

**Conditional Escalation:** Foe gets +1 Toughness until the end of the fight for each successful Guns attack made against it.

**Creature Schticks:** Regeneration I.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

"BARE KNUCKLES" O'HALLORAN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	9	6

**Weapons:** Unarmed (12).

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

DARCY PATRICK			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Martial Arts 10.

**Weapons:** "Old Betsy" — musket (11/5/6), unarmed (6).

**Gun Schticks:** Eagle Eye, Lightning Reload III.

FENIANS	
MOOKS	

**Damage:** 8 (butt of musket ), 8 (musket).

ABOMINATIONS	
MOOKS	

**Weapons:** Buro Blue Spear (13), unarmed (10), Blast (8).

**Creature Schticks:** Flight.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

DEMONS	
MOOKS	

\* Demon has three tentacles that must be destroyed before the demon is taken out. Each point of Outcome above 0 destroys one tentacle. Outcome of 4 or more in one hit will take the demon out completely.

**Damage:** 8 (blast or claws/teeth ).

**Creature Schticks:** Flight.

PLEGDED	
MOOKS	

**Damage:** 10 (MP5), 7 (unarmed).

NETHERWORLD RABBLE,	
MOOKS	

**Damage:** 10 (MP5), 7 (unarmed).

BURO COPS	
MOOKS	

**Damage:** 10 (MP5), 7 (unarmed).

FRIENDS OF THE DRAGON	
MOOKS	

**Damage:** 10 (MP5), 7 (unarmed).

CHINESE SOLDIERS	
MOOKS	

**Damage:** 10 (MP5), 7 (unarmed).

FREAKING HUGE SHARK			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	10	9

**Weapons:** Jaws (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Conditional Escalation:** Foe gets +1 Speed until the end of the fight for every 10 full Wound Points it takes.

EUNUCH SORCERERS	
MOOKS	

**Damage:** 8 (blast).

**Sorcery Schticks:** Flight.

HOPPING VAMPIRES	
MOOKS	

**Damage:** 11 (claws).

**Damage Immunity:** Immune to damage from bullets that are not magic or silver and Blasts that aren't Flesh-Melter.

# FRIENDS OF THE DRAGON

## COPS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### UNIFORMED COP

**Damage:** 10 (Glock 17), 8 (nightstick).

#### PLAINCLOTHES COP

**Damage:** 10 (Glock 17).

#### SWAT GUY

**Damage:** 11 (MP5 Police), 8 (knife).

## CRIMINALS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### STREET THUG

**Damage:** 8 (knife), 10 (pistol).

#### ELITE THUG

**Damage:** 10 (SMG), 13 (shotgun).

#### LETHAL KILLER

**Damage:** 13 (AK-47), 23 (explosives).

## ANIMAL COMPANIONS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### ACTION FAMILY DOG

**Damage:** 7 (bite).

#### MONKEY COMPANION

**Damage:** 4 (bite), 5 (thrown junk).

#### CONSTRUCTOR SNAKE COMPANION

**Damage:** 6 (bite), 9 (constriction).

**Special:** Once a constrictor successfully hits, it damages its target on subsequent rounds without rolling. Use its original action result, increasing by 1 for each additional round. The victim must beat the action result with a Martial Arts check to escape.

#### OWL COMPANION

**Damage:** 5 (beak), 4 (flying rake).

## CORNERSTONE MOOKS

### MOOKS

**Damage:** 10 (Tec-9), 13 (SPAS-12), 8 (unarmed).

## PC-OWNED MOOKS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### AVERAGE MOOK

**Damage:** 10 (Glock 17).

#### MELEE-SPECIALIST MOOK

**Damage:** 11 (polearm), 10 (sword).

#### SUPERNATURAL MOOK

**Damage:** 11 during the first sequence, 10 during the second, and 9 in subsequent sequences (if mook has Blast), 7 (unarmed, if mook has Damage Immunity).

**Schtick:** Damage Immunity (Bullets) or Blast (Acid).

#### GUNS-SPECIALIST MOOK

**Damage:** 10 (Colt 1911A), 10 (Mini Uzi).

#### FU SPECIALIST

**Damage:** 10 (unarmed).

#### SORCERY-SPECIALIST MOOK

**Damage:** 10 (Fire Blast).

# GLIMPSE OF THE ABYSS

## GUI PA

### FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	13	6	6

**Backup Attack:** Martial Arts 13.

**Weapons:** Dagger (9), Poison Skin (10, damage is reduced by Constitution instead of Toughness).

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 9, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

## ABYSSAL DAUGHTER (GENERIC)

### MOOKS

**Damage:** 8 (dagger).

## CUMULONIMBUS

### FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	13	8	6

**Weapons:** Lightning Blast (12).

**Creature Schticks:** Flight, Insubstantial (fire, dirt, iron, water, wood).

## ANGRY CLOUD

### MOOKS

**Damage:** 11 (lightning blast).

**Creature Schticks:** Flight, Insubstantial (fire, dirt, iron, water, wood).

## BLOODFAIRY

### FEATURED FOE

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	7

**Weapons:** Fangs (11).

**Ablative Lackey:** If at least one mook is up, as an interrupt after the foe takes Wound Points, the foe takes 0 Wound Points and 1 mook goes down.

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Creature Schticks:** Flight.

## BLOODFAIRY

### MOOKS

**Damage:** 8 (Fangs).

**Group Attack:** Instead of rolling for each bloodfairy, roll once for the whole group with a +1 bonus for each bloodfairy after the first.

## UNIT #476253

### BOSS

CREATURE	DEF	TOU	SPEED
17	15	7	7

**Backup Attack:** Martial Arts 12.

**Weapons:** Blast or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Chi Desecration:** If the fight takes place at a feng shui site the foe has had 24 hours to desecrate, any opponent that is attuned to a feng shui site takes 1 Impairment.

**Creature Schticks:** Flight.

## CHI-SUCKER

### MOOKS

**Damage:** 5 (unarmed).

**Creature Schticks:** Flight.

## PHANTOM KILLER

### FEATURED FOE

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	8	8

**Weapons:** Fangs (10).

**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or silver.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Seizure:** Spend 3 shots. Every opponent within 4 meters must make a Difficulty 14 Constitution

check or take 2 Impairment until they leave the area.

### CONJUNCTION BUG

MOOKS

**Damage:** 10 (fangs).

**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or silver.

**Seizure:** Spend 3 shots. Every opponent within 4 meters must make a Difficulty 9 Constitution check or take 2 Impairment until they leave the area.

### ZHAN ZA

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	8	6

**Weapons:** Unarmed (11).

**Resistances:** Constitution 14.

**Necromantic Implanter:** Foe implants a slug into the neck of a zombie corpse. The zombie becomes a corpse factory and can create its own zombie drones.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 15 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Zombify:** Any creature that dies from foe's unarmed attack becomes a zombie under the foe's control in three hours.

### CORPSE FACTORY (GENERIC)

MOOKS

**Damage:** 10 (unarmed).

**Necromantic Implanter:** Foe implants a slug into the neck of a zombie corpse. The zombie becomes a corpse factory and can create its own zombie drones.

**Will Not Die:** Foe is never killed, only knocked out.

**Zombify:** Any creature that dies from foe's unarmed attack becomes a zombie under the foe's control in three hours.

### ZOMBIE DRONE

MOOKS

**Damage:** 9 (unarmed).

**Will Not Die:** Foe is never killed, only knocked out.

### JACK NABORS

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	8	8

**Weapons:** Spiked baseball bat (14).

**Vehicle:** Harley-Davidson Sportster (8, 8/10, 0/0).

**Skills:** Driving 13.

**Inevitable Comeback:** Jack can come back from the dead up to 5 times in a session. If he has uses of this left at the end of the session, he will likely come back in a later adventure.

### DEAD RIDER

MOOKS

**Damage:** 11 (buck knife), 13 (machete), 10 (unarmed), 12 (tire iron).

**Vehicle:** Motorcycle (8, 8/10, 0/0).

**Skills:** Driving 8.

**Mook Inevitable Comeback:** These guys just keep coming back. When you use Dead Riders in a later fight, describe some or all of them as being the same guys you fought here.

### LILY

FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	12	5	6

**Weapons:** unarmed (7).

**Skills:** Seduction 16.

**Creature Schticks:** Insubstantial (lead, wood), Transformation (can look and sound like anyone she's drained).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Energy Drain:** Foe can drain energy from anyone with whom she has sexual contact. Make a Sorcery check against the victim's Fortune. On a success, the target's Constitution decreases by 1 until the end of the session. If Constitution reaches 0, the victim dies. Foe gains +1 Constitution whenever she drains a victim.

**Shut Eye:** Spend 3 shots and make a Sorcery check against Difficulty equal to the highest of target's Fortune or Constitution. On a success, target gains 1 Impairment. If Outcome is 3 or higher, target falls into a normal sleep. If Outcome is 9 or higher, target is rendered magically unconscious until the end of the fight.

**DEMON OF SEDUCTION (GENERIC)**

**MOOKS**

**Damage:** 5 (unarmed).

**Energy Drain:** Foe can drain energy from anyone with whom she has sexual contact. Make a Sorcery check (AV 11) against the victim's Fortune. On a success, the target's Constitution decreases by 1 until the end of the session. If Constitution reaches 0, the victim dies. Foe gains +1 Constitution whenever she drains a victim.

**THE FISHERMAN**

**FEATURED FOE**

MARTIAL ARTS	DEF*	TOU	SPEED
14	13	6	8

\*+2 against Martial Arts attacks while in water.

**Weapons:** Fanges (15), unarmed (11), speargun (13/6/6, can snare a target with a cable).

**Resistances:** Strength 14.

**Creature Schticks:** Amphibious.

**Fog of Darkness:** Foe can apply the Darkness adverse condition to the area 5 meters around it. It is immune to the condition.

**DEMONFISH**

**MOOKS**

**Weapons:** Fanges (10), unarmed (8).

**Creature Schticks:** Amphibious.

**Fog of Darkness:** Foe can apply the Darkness adverse condition to the area 5 meters around it. It is immune to the condition.

**EGG FU YUNG**

**FEATURED FOE**

CREATURE/MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	8

**Weapons:** Pointy beak (7).

**Creature Schticks:** Flight.

**Crow:** Spend 3 shots and make a Martial Arts check. Everyone within earshot must beat the Action Result with a Constitution check or suffer 1 Impairment for the rest of the fight. Transformed roosters are immune, and Lucien can exclude one target of his choice.

**Display:** Spend 1 shot to get +1 to Martial Arts attacks against two targets until the end of the sequence. Use this only once each sequence.

**Nauseating Touch:** Spend 3 shots and make a Martial Arts attack. On a hit, deal damage and the victim makes a Constitution check against your Martial Arts AV. If the victim fails, they gain 1 Impairment for 24 hours.

**Shell:** Spend 1 shot to gain +2 Toughness until the next keyframe.

**EGG DEMON**

**MOOKS**

**Damage:** 6 (pointy beak).

**Creature Schticks:** Flight.

**Nauseating Touch:** Spend 3 shots and make a Martial Arts attack. On a hit, deal damage and the victim makes a Constitution check against Difficulty 8. If the victim fails, they gain 1 Impairment for 24 hours.

**JASPER LEE**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
12	12	8	6

**Weapons:** Unarmed (9).

**Damage Immunity:** Immune to damage from unarmed attacks that do no benefit from fu powers.

**Fu Powers:** Claw of the Tiger.

**EARTH ELEMENTAL**

**MOOKS**

**Damage:** 8 (unarmed).

**Damage Immunity:** Immune to damage from unarmed attacks that do no benefit from fu powers.

**CALIENTE RODRIGUEZ**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	7

**Weapons:** Fire Strike (9 or set a flammable object on fire).

**Damage Immunity:** Immune to damage from non-magical fire.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**FIRE ELEMENTAL**

**MOOKS**

**Damage:** 7 (Fire Strike, does damage or sets a flammable object on fire).

**Damage Immunity:** Immune to damage from non-magical fire.

**HOLLY CHOW**

**FEATURED FOE**

SORCERY	DEF	TOU	SPEED
14	12	6	6

**Weapons:** Chi Blast (10).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magical or silver.

### WOOD ELEMENTAL

#### MOOKS

**Damage:** 8 (Chi Blast).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magical or silver.

### SLIPPERY CHANG

#### FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	14	5	7

**Weapons:** Acid Blast (10).

**Damage Immunity:** Immune to damage from Blasts other than Fire.

**Sorcery Schticks:** Far Lift.

**Squeeze:** Foe can squeeze through an opening as small as 75 sq cm.

### WATER ELEMENTAL

#### MOOKS

**Damage:** 8 (Acid Blast).

**Damage Immunity:** Immune to damage from Blasts other than Fire.

**Squeeze:** Foe can squeeze through an opening as small as 75 sq cm.

### DICK STEEL

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	5

**Weapons:** Unarmed (10).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magical or silver.

**Fu Powers:** Claw of the Dragon.

### METAL ELEMENTAL

#### MOOKS

**Damage:** 8 (Unarmed).

### FIVE NOTES IN PROGRESSION

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	9

**Backup Attack:** Creature 14.

**Weapons:** Pointy beak (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Mesmerizing Song:** Spend 3 shots and make a Creature check against a difficulty equal to target's Will. On a success, the target can do nothing but listen to the foe's song for as long as they continue singing. There is no shot cost to continue singing as long as the foe doesn't speak, make a beak attack, or do anything that would prevent singing.

### FIVE COLORS IN MOTION

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	7

**Weapons:** Fire Beak (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

### GRANDMASTER LAU'S FLYING ANCESTRAL PLAQUE

#### FEATURED FOE

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	8

**Weapons:** Fangs (9).

**Creature Schticks:** Flight.

**Tenacious Hold:** Spend 3 shots and make a Martial Arts check at -2. On a hit, deal damage and the foe takes hold of the target. On the foe's next shot, they deal their previous damage +1. This continues, damage increasing each time, until the target's dead or the foe releases their hold. The victim can try to escape by spending 3 shots and making a Martial Arts check against the foe's Creature AV.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

### FLYING ANCESTRAL PLAQUE

#### MOOKS

**Damage:** 7 (fangs).

**Creature Schticks:** Flight.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison,



paralysis, disease, nausea, and any other effect that works on a living metabolism.

**Tenacious Hold:** Spend 3 shots and make an Attack check at -2. On a hit, deal damage and the foe takes hold of the target. On the foe's next shot, they deal their previous damage +1. This continues, damage increasing each time, until the target's dead or the foe releases their hold. The victim can try to escape by spending 3 shots and making a Martial Arts check against the foe's Attack AV.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

### FLYING HEAD NETWORK

#### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### "GRIP" AND FLYING HEAD

**Damage:** 6 (bite), 10 (turret-gun)

#### FLYING HEAD SUICIDE BOMBER

**Damage:** 6 (bite), 10 (Buro 9A), 23 (neck bomb, kills foe)

### THE PRAMANA BLADE

#### BOSS

ATTACK	DEF	TOU	SPEED
22	17	8	9

**Weapons:** Blade (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Flight.

**Fascination:** The Pramana Blade is fascinated by music. Any hero can spend 3 shots and make a music-related skill check against a Difficulty 18. On a success, the foe can't take offensive actions for the rest of the sequence.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

### FLYING KERIS (GENERIC)

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	8

**Weapons:** Blade (7).

**Creature Schticks:** Flight.

**Fascination:** The Pramana Blade is fascinated by music. Any hero can spend 3 shots and make a music-related skill check against a Difficulty 18. On a success, the foe can't take offensive actions for the rest of the sequence.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

### HE WHO EATS THE SUN

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
12	12	8	7

**Backup Attack:** Martial Arts 11.

**Weapons:** Claws (12), teeth (11).

**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.

**Creature Schticks:** Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Damage Immunity:** Immune to damage from fire, except the fire of the sun.

**Pounce:** +3 Initiative if foe's first action is a Martial Arts attack.

**The Tama:** The Tama illuminates a 30-meter radius area as brightly as the sun, and no sorcery or fu powers can dampen it.

**Transparency:** The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

### SHE WHO ROARS LIKE THUNDER

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Martial Arts 12.

**Weapons:** Sonic Roar (8), claws (9), teeth (8).

**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.

**Creature Schticks:** Flight.

**Foo Dog Pup:** Foe can summon 8 foo dog pups. These should be part of the fight's allotment of mooks, but they appear out of nowhere when the foe calls them.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**HE WHO MESSES THE CARPET**  
MOOKS

**Damage:** 7 (claws), 6 (teeth).  
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Attack AV to do so.  
**Creature Schticks:** Flight.

**MALE FOO DOG (GENERIC)**  
MOOKS

**Damage:** 10 (claws), 9 (teeth).  
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Attack AV to do so.  
**Creature Schticks:** Flight.  
**Pounce:** +3 Initiative if foe's first action is a Martial Arts attack.  
**The Tama:** The Tama illuminates a 30-meter radius area as brightly as the sun, and no sorcery or fu powers can dampen it.

**FEMALE FOOD DOG (GENERIC)**  
MOOKS

**Damage:** 8 (claws), 7 (teeth).  
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.  
**Creature Schticks:** Flight.  
**Foo Dog Pup:** Foe can summon 8 foo dog pups. These should be part of the fight's allotment of mooks, but they appear out of nowhere when the foe calls them.  
**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**FOO DOG PUP (GENERIC)**  
MOOKS

**Damage:** 6 (claws), 5 (teeth).  
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.

**FOUR BURNING FISTS**  
UBER-BOSS

CREATURE	DEF*	TOU	SPEED
18	16	8	7

\* +2 against Martial Arts attacks.

**Backup Attack:** Martial Arts 16.  
**Weapons:** Fire Blast (highest hero DV +1), unarmed (9).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Burning Blood:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.  
**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**DEMON MARTIAL ARTIST**  
MOOKS

**Damage:** 11 (unarmed).  
**Creature Schticks:** Regeneration I.  
**Fu Powers:** Claw of the Tiger.

**PINKY**  
FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Bite (7), kick (8).

**HOLO-MONKEY**  
MOOKS

**Damage:** 7 (Kick).

**BURNING MOUTH**  
FEATURED FOE

CREATURE	DEF	TOU	SPEED
12	12	6	6

**Backup Attack:** Martial Arts 11.  
**Weapons:** Bite (8), Fire Breath (10).  
**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe's bite, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a hungry ghost after three midnights.  
**Creature Schticks:** Flight, Insubstantial (gold, silver, copper, tin, lead).

**TORCH-MOUTHED HUNGRY GHOST**  
MOOKS

**Damage:** 6 (bite), 7 (Fire Breath).

**HORSE'S HAIR**  
FEATURED FOE

CREATURE	DEF	TOU	SPEED
13	12	5	6

**Backup Attack:** Martial Arts 10.  
**Weapons:** Bite (5).

**Creature Schticks:** Flight, Insubstantial (gold, silver, copper, tin, lead).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

**Throat Binder:** Spend 3 shots and make a Creature check against Difficulty equal to the target's highest AV. On a success, the target makes a check with their highest AV against the foe's Action Result. If the target fails, their throat swells completely closed until the foe is incapacitated. Meanwhile, the target is suffocating (treat as drowning on p. 109 of the *FS2* corebook).

### NEEDLE-THROATED HUNGRY GHOST

#### MOOKS

**Damage:** 7 (bite).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

### DUNG MOUTH

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
12	12	6	7

**Weapons:** Bite (8).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead), Regeneration I.

**Foul Spew:** The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

### HUNGRY GHOST WITH FOUL-SMELLING MOUTH

#### MOOKS

**Damage:** 8 (bite).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make an attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

### HAIRY BACK

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
12	12	8	6

**Backup Attack:** Martial Arts 10.

**Weapons:** Shoulder tackle (16).

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 7, and wounds are reduced by Fortune instead of Toughness.

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

### NEEDLE-HAIRED HUNGRY GHOST

#### MOOKS

**Damage:** 10 (forearm smash).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

### BAD HAIR DAY

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Bite or tentacle (8).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead), Regeneration I.

### HUNGRY GHOST WITH FOUL-SMELLING HAIR

#### MOOKS

**Damage:** 8 (bite or tentacle).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

### BURNING SORES

#### BOSS

MARTIAL ARTS*	DEF*	TOU	SPEED
19	16	10	8

\*The foe emits slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Weapons:** Bite (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Pus Bucket:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

### HUNGRY GHOST WITH LARGE ULCERS

#### MOOKS

**Damage:** 8 (bite).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Pus Bucket:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

EATS LIKE A GHOUL				
FEATURED FOE				
MARTIAL ARTS	DEF	TOU	SPEED	
13	13	8	8	

**Backup Attack:** Creature 15, Sorcery 16.

**Weapons:** Bite (12), Lightning Blast (9).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Flesh Eating:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Sorcery Schticks:** Flight.

ARE YOU GOING TO EAT THAT				
FEATURED FOE				
CREATURE	DEF	TOU	SPEED	
14	13	8	8	

**Backup Attack:** Martial Arts 13, Sorcery 12.

**Weapons:** Bite (13), Lightning Blast (10).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead), Transformation (into a human beggar).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Flight.

HUNGRY GHOST WHO RECEIVES DISCARDS/ HUNGRY GHOST WHO RECEIVES LOST FOOD				
MOOKS				

**Damage:** 8 (bite), 7 (Lightning Blast).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

SIX INCINERATORS				
FEATURED FOE				
CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED	
14	12	9	6	

**Backup Attack:** Sorcery 15

**Weapons:** Blast (13), clobber (13), gout of incinerator flame (target is set on fire as if soaked in gasoline, p. 109 of *FS2* corebook).

**Sorcery Schticks:** Blast (Animate Environment), Remote Manipulation.

**Disperse:** Foe cannot leave its environment but can disperse into it as a 9-shot action. Foe cannot be harmed while dispersed.

INDUSTRIAL DEMON				
MOOKS				

**Damage:** 10 (Blast), 8 (unarmed).

**Disperse:** Foe cannot leave its environment but can disperse into it as a 9-shot action. Foe cannot be harmed while dispersed.

**Sorcery Schtick:** Blast (Animate Environment).

LAI KUANG				
UBER-BOSS				
SORCERY	DEF	TOU	SPEED	
18	16	7	7	

**Backup Attack:** Martial Arts 10.

**Weapons:** Staff or blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Demonic Conduit:** Lai Kuang can summon many demon mooks. These should be part of the fight's allotment of mooks, but they appear out of nowhere when the foe calls them. When Lai Kuang keels over, his death summons one or more powerful demons.

**Sorcery Schtick:** Blast (conjured weapons, fire, ice), Flight.

THE SMOG IN PARKING STRUCTURE D				
FEATURED FOE				
CREATURE	DEF	TOU	SPEED	
15	12	5	8	

**Backup Attack:** Martial Arts 12.

**Weapons:** none.

**Creature Schticks:** Flight.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do

not benefit from fu powers, falling, poisons, suffocation, and vehicles.

**Formless:** Foe cannot physically attack or manipulate objects.

**Superior Memory Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, foe absorbs the most recent five ears of the target's memories permanently until the mist is killed.

**LARCENOUS MIST (GENERIC)**

**MOOKS**

**Damage:** None.

**Creature Schticks:** Flight.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do not benefit from fu powers, falling, poisons, suffocation, and vehicles.

**Formless:** Foe cannot physically attack or manipulate objects.

**Superior Memory Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, foe absorbs the most recent five ears of the target's memories permanently until the mist is killed.

**STONE MONKEY**

**BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
16	15	8	11

**Weapons:** Magic wishing staff (highest hero DV +1), thrown found object (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Bounce:** Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**Creature Schticks:** Flight.

**Diversion:** Spend 3+X shots and make a Martial Arts check against Difficulty equal to the target's Will. On a success, the target stand

slack-jawed in astonishment until the foe stops or the target is the subject of an attack.

**Fu Powers:** Aberrant Spasm, Drunken Fist, Drunken Stance.

**MONKEY SPIRIT**

**MOOKS**

**Damage:** 9 (Magic Wishing Staff ), 5 (thrown found object).

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**VIRUPAKSHA**

**UBER-BOSS**

CREATURE/ SORCERY	DEF	TOU	SPEED
21	16	10	9

**Backup Attack:** Martial Arts 14.

**Weapons:** Chi Blast, Lightning Blast, or Fangs (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Amphibious.

**Guardian:** Foe can attune to a person or inanimate object for 3 shots. As an interrupt when that target is attacked, foe can spend 1 shot and make a Martial Arts check against the attacker's Martial Arts AV. On a success, the attack is nullified.

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the FS2 corebook).

**Sorcery Schticks:** De-Attunement, Remote Manipulation.

**NAGA**

**MOOKS**

**Damage:** 7 (Lightning Blast), 8 (fangs, injects target with mild poison, p. 109 in FS2 corebook).

**PIGSY**

**FEATURED FOE**

CREATURE	DEF	TOU	SPEED
14	12	8	6

**Weapons:** Unarmed (13), teeth (13).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Creature Schticks:** Regeneration I.

**Devourer:** Spend 3 shots and make a Creature check. Remove 1 Wound Point per kilogram of food eaten, up to the Action Result of the Creature check.

**PIG DEMON**  
MOOKS

**Damage:** 13 (unarmed), 13 (teeth).

SASHA			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	8

**Weapons:** Claw (9), bite (10).

**Latent Creature Schticks:** Under stress (GM's option), Sasha will manifest Flight and Regeneration I.

**GIANT PANDA RECLAMATION**  
MOOKS

**Damage:** 8 (claw), 9 (teeth).

**Latent Creature Schticks:** Under stress (GM's option), foe's DVs and Defense will increase by +1.

GEORGE ROMERO			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	12	7	6

**Backup Attack:** Guns 11, Martial Arts 11

**Weapons:** Buro Blade of Truth (10/3/1), unarmed (10).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe's unarmed attack or Necrosis Unit, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a rotting robot after three midnights.

**Juicer:** Foe ignores Impairment.

**Necrosis Unit:** Anyone making flesh-to-flesh contact with the foe must make a Constitution check against the foe's Creature AV or become infected and take Wound Points equal to their negative Outcome. Additional checks against the same difficulty are made each day with the same results until a check is made. Treatment (Difficulty 10) does not cure the infection, but the victim can add the Outcome to their Constitution check.

**Scroungotech Schticks:** Neural Stimulator.

**ROTTING ROBOT**  
MOOKS

**Damage:** 10 (Buro Blade of Truth).

**Necrosis Unit:** Anyone making flesh-to-flesh contact with the foe must make a Constitution check against the foe's Attack AV or become infected and take Wound Points equal to their negative Outcome. Additional checks against the same difficulty are made each day with the same results until a check is made. Treatment (Difficulty 10) does not cure the infection, but the victim can add the Outcome to their Constitution check.

THE HARBOR SCOURGE			
FEATURED FOE			
ATTACK	DEF	TOU	SPEED
18	12	5	8

**Weapons:** Claw (4).

**Swarming Mass:** Foe does not take Wound Points. If it would, it instead reduces its Creature AV by 1. Foe can split into smaller swarms, dividing Creature AV evenly between them. If Creature AV is reduced to 0, the swarm is destroyed.

SCUTTLEHEAD SWARM (GENERIC)			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
12	12	5	8

**Weapons:** Claw (4).

**Swarming Mass:** Foe does not take Wound Points. If it would, it instead reduces its Creature AV by 1. Foe can split into smaller swarms, dividing Creature AV evenly between them. If Creature AV is reduced to 0, the swarm is destroyed.

INDRANI COUR			
BOSS			
GUNS	DEF*	TOU	SPEED
15	15	8	8

\* +2 against Martial Arts attacks.

**Weapons:** Intratec Tec-9 x4, Bowie knife, or tulwar x4 (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Four Arms Blazing:** Spend 3 shots and make a Guns attack at no penalty or a Martial Arts attack at -2. On a hit, Smackdown equals total DV of all weapons - (target's Toughness x number of weapons) + Outcome.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**SHIVA**

**MOOKS**

\* Defense +2 against Martial Arts attacks.

**Damage:** 10 (M16), 10 (spear).

**BERNARD**

**FEATURED FOE**

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
14	12	10	6

**Backup Attacks:** Arcanowave 12, Guns 12.

**Weapons:** Fangs (22), Helix Ripper (15/7/—), Madame Curie Microwave Laser Cannon (15/8/—).

**Resistances:** Strength 18.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the *FS2* corebook).

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

**SICAASP (GENERIC)**

**FEATURED FOE**

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
13	12	8	6

**Weapons:** Fangs (21), Helix Ripper (15/7/—), Hellharrower (14/8/2).

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the *FS2* corebook).

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

**SISTER ELURIA**

**BOSS**

GUNS	DEF	TOU	SPEED
15	15	7	8

**Weapons:** Desert Eagle .50 Magnum or M16 (highest hero DV +1), bandolier of grenades (18 close up or 23 point blank).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Eagle Eye.

**SISTER OF MERCY**

**MOOKS**

**Damage:** 11 (Desert Eagle .50 Magnum), 13 (M16).

**LI QING**

**FEATURED FOE**

SORCERY	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Creature 12.

**Weapons:** Fire Blast (11), teeth (9).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or wooden.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Skin-stealing:** The foe can kill a human and wear their skin like a suit. If properly maintained, the disguise is perfect except to close physical inspection.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**SKIN PAINTER (GENERIC)**

**MOOKS**

**Damage:** 9 (Fire Blast), 8 (teeth).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or wooden.

**Skin-stealing:** The foe can kill a human and wear their skin like a suit. If properly maintained, the disguise is perfect except to close physical inspection.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**HAN LO 3**

**BOSS**

MARTIAL ARTS/ SORCERY	DEF	TOU	SPEED
15	15	8	9

**Weapons:** Blast, spear, or unarmed (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Hands Without Shadow.

**Sorcery Schticks:** Blast (chi, disintegration, lightning), Flight.

SORCERER-BOT (GENERIC)			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
12	13	6	7

**Backup Attack:** Martial Arts 11.

**Weapons:** Conjured Weapons (7), sword (13), unarmed (7).

**Sorcery Schticks:** Flight.

CHAOXING			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	7

**Weapons:** Bite (7).

**Resistances:** Notice 12.

**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.

**Damage Immunity:** Immune to damage from hand-to-hand weapons unless they are magic or made from mulberry wood.

**Hump:** Spend 3 shots and make a Martial Arts attack. On a hit, remove 1 Wound Point and the target is stunned and cannot act for 1 shot.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

SPIRIT DOG			
MOOKS			

**Damage:** 6 (bite).

**Damage Immunity:** Immune to damage from hand-to-hand weapons unless they are magic or made from mulberry wood.

**Hump:** Spend 3 shots and make a Martial Arts attack. On a hit, the target is stunned and cannot act for 1 shot.

GOD OF THE LEFTMOST EYELASH OF ZU'S RIGHT EYE			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	9

**Weapons:** Battering wind (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Transparency:** The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

THIRTY-SIX THOUSAND GODS			
MOOKS			

**Damage:** 3 (battering wind).

**Creature Schticks:** Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Transparency:** The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

COURANTE			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Backup Attack:** Guns 12.

**Weapons:** Buro Avenger (11/2/5), length of heavy chain (7).

**DownBeat:** Spend 1 shot and make a Martial Arts attack against up to three opponents close together. On a hit, each target is deafened and gains 1 Impairment until the end of the fight.

**EarDrum:** Spend 3 shots and make a Martial Arts attack. On a hit, the target is permanently deafened and gains 1 Impairment until he becomes used to it through a humorous or poignant montage of scenes of acclimation.

**SoundQuake:** Spend X shots to reduce an area with radius X meters to rubble, an adverse condition with Immunity bonus +1. Foe is not immune.

THUMPER			
MOOKS			

**Damage:** 8 (baseball bat).

**DownBeat:** Spend 1 shot and make a Martial Arts attack against up to three opponents close together. On a hit, each target is deafened and gains 1 Impairment until the end of the fight.

**SoundQuake:** Spend X shots to reduce an area with radius X meters to rubble, an adverse condition with Immunity bonus +1. Foe is not immune.



KAN.EXE			
BOSS			
CREATURE	DEF	TOU	SPEED
16	15	7	8

**Backup Attack:** Martial Arts 12.  
**Weapons:** Varies by borrowed tech (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Creature Schticks:** Insubstantial (no exceptions).  
**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magical and unarmed attacks that do not benefit from fu powers.  
**Tech Borrow:** Foe can possess a technological item and operate or manipulate it using the foe's full stats. Spend 3 shots and make a Martial Arts attack if object is attended.

TI KAN	
MOOKS	

**Damage:** 5 (punch).  
**Creature Schticks:** Insubstantial (no exceptions).  
**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magical and unarmed attacks that do not benefit from fu powers.  
**Tech Borrow:** Foe can possess a technological item and operate or manipulate it using the foe's full stats. Spend 3 shots and make a Martial Arts attack if object is attended.

XU MI			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	13	8	8

**Backup Attack:** Martial Arts 12.  
**Weapons:** Unarmed (11).  
**Resistances:** Strength 14.  
**Burrowing Blood Tentacles:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 16. Wounds from rancid breath are reduced by Constitution rather than Toughness.  
**Inevitable Comeback:** Xu Mi can come back from the dead up to 2 times in a session.

TOMB SPIRIT	
MOOKS	

**Damage:** 10 (unarmed).

**Burrowing Blood Tentacles:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.  
**Mook Inevitable Comeback:** These guys just keep coming back. When you use them in a later fight, describe some or all of them as being the same guys you fought here.

DI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	10	6

**Weapons:** Drill-tipped left arm (14), hot poker right arm (14).  
**Resistances:** Strength 14.  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Damage Immunity:** Immune to damage from fire unless magical.  
**Inevitable Comeback:** Di can come back from the dead once in a session.  
**One-Two Punch:** Spend 3 shots and make a Martial Arts attack at -4. On a hit, deal damage + 4. Both arms must be free to use this attack.

TORTOISE-SHELL WARRIOR	
MOOKS	

**Damage:** 10 (Drill-tipped left arm), 10 (hot poker right arm).

TWILK			
BOSS			
CREATURE	DEF	TOU	SPEED
16	15	7	8

**Backup Attack:** Guns 12.  
**Weapons:** Beretta Jetfire or Acid Blast (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Creature Schticks:** Flight.  
**Shapeshift:** Foe can change shape into anything from a quarter to quadruple its normal size. It does not gain any abilities of the new form, but it does sound perfectly like whatever form it assumes.

CASBIT			
BOSS			
CREATURE	DEF	TOU	SPEED
17	14	8	7

**Weapons:** Unarmed or Fire Blast (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Damage Immunity:** Immune to damage from explosions or fire unless magical.

TIRESIAS			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
16	12	7	7

**Weapons:** Unarmed (7).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

TWISTED MAN (GENERIC)			
MOOKS			

**Damage:** 6 (unarmed).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

UNERRING DAGGER			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	13	8	6

**Weapons:** Claw (17).

**Resistances:** Strength 14.

**Quarry Signature:** Foe can mark a quarry that it has a relic or sample from. Once marked, the foe always knows the quarry's distance and direction as long as both are in the same juncture. The mark remains until the foe or the victim is dead.

UNDERWORLD TRACKER (GENERIC)			
MOOKS			

**Damage:** 12 (claw).

**Quarry Signature:** Foe can mark a quarry that it has a relic or sample from. Once marked, the foe always knows the quarry's distance and direction as long as both are in the same juncture. The mark remains until the foe or the victim is dead.

HEINRICH NEST			
BOSS			
CREATURE	DEF	TOU	SPEED
17	14	8	7

**Backup Attacks:** Guns 13, Martial Arts 14.

**Weapons:** Sword or AK-47 (highest hero DV +1).

**Resistances:** Constitution 14, Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe's bite, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a vampire after three midnights.

**Creature Schticks:** Transformation (bat, mist, wolf).

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do not benefit from fu powers, falling, suffocation, and vehicles.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 20 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Vulnerability:** Foe takes 5 Wounds per sequence from physical contact with crosses, garlic, holy water, sunlight, and wooden stakes. Weaponized versions of these deal double damage and wounds cannot be reduced by Toughness.

VAMPIRE (GENERIC)			
MOOKS			

**Damage:** 13 (sword), 10 (unarmed).

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe's unarmed attacks, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a vampire after three midnights.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do not benefit from fu powers, falling, suffocation, and vehicles.

**Will Not Die:** Foe is never killed, only knocked out, unless killed by crosses, garlic, holy water, sunlight, or wooden stakes.

### DOU PING, GHOST

NONCOMBATANT

At this point, Dou Ping is a plot device, cannot be damaged, and has no damaging attacks. So, you don't really need stats for that, right?

### BLOODERFLY

MOOKS

**Damage:** 8 (fangs).

**Creature Schticks:** Flight.

**Group Attack:** Instead of rolling for each blooderfly, roll once for the whole group with a +1 bonus for each blooderfly after the first.

### CHEN, WU, YANG, AND XIE

FEATURED FOE

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Weapons:** Bite (10).

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Pus Bucket:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

### DOU PING, IN THE FLESH

BOSS

SORCERY	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Blast (highest hero DV +1), unarmed (6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Misfortune:** Spend 3 shots and make a Sorcery check against Difficulty equal to the target's Fortune. If successful, the next time the target spends a Fortune point, they automatically fail the check.

**Sorcery Schticks:** Blast (conjured weapons, flesh-eating insects, lightning), Flight.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

# GOLDEN COMEBACK

### KAR FAI, OLD MASTER

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	8

**Weapons:** Spear (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Claw of the Tiger, Vengeance of the Tiger.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Tough Old Buzzard:** Kar Fai does not keel over on a 1 on the GM's die.

### THE PROF, TECHIE

FEATURED FOE

SCROUNGETECH	DEF	TOU	SPEED
14	13	5	6

**Weapons:** M-1911A (10/2/4).

**Vehicle:** Armored Jalopy (6, 6/8, 8/10).

**Skills:** Driving 15.

**Techie:** If the Prof needs a particular technological item, roll a die. On a 1, she doesn't have it. On a 2, she doesn't have it but can cobble together a substitute out of scrap with a few moments' work.

**Weird Science Metabolism:** As the Regeneration I creature power, but if the Prof ever leaves the Netherworld, she is cursed to die from cancer in fairly short order.

**JAKE DONOVAN**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Martial Arts 12.  
**Weapons:** Glock 18 (10/2/1), unarmed (9).  
**Vehicle:** Cop Car (8, 8/10, 6/8).  
**Skills:** Driving 16.  
**Gun Schticks:** Eagle Eye, Lightning Reload I.

**MAD DOG MCCROUN**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
13	12	8	7

**Backup Attack:** Guns 10.  
**Weapons:** Winchester 1300 (13/5/4), unarmed (12).  
**Resistances:** Constitution 12.  
**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**THE GOLDEN GUNMAN**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	5	8

**Weapons:** Beretta 92 (10/2/3).  
**Vehicle:** Pickup Truck (6, 6/8, 8/10).  
**Skills:** Driving 14.  
**Gun Schticks:** Both Guns Blazing V, Lightning Reload I.

**IALA MANÉ**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Backup Attacks:** Creature Powers 14, Sorcery 14.  
**Weapons:** Unarmed (9), lightning blast (10).  
**Creature Schticks:** Flight, Insubstantial.  
**Damage Immunity:** Immune to damage from bullets that are not magic or silver. Immune to Summoning Sorcery schticks.  
**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.  
**Immunity to Summoning:** Iala is not affected by the Summoning sorcery specialty.

**TING TIN, BANDIT-SCHOLAR**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	6

**Weapons:** Hook sword (11), unarmed (9).  
**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Strike From Darkness.

**ZHENG YI QUAN**

**BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** Straight sword (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Torrent of Fury:** Foe spends all shots for the sequence making a series of attacks against a number of targets. After each successful Martial Arts attack, foe can attack another target. Can attack each target only once per sequence.

**SONNY PAK, GUN DEALER**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
10	12	5	6

**Weapons:** Unarmed (5), any gun in the book (he can throw it to a hero, at least).

**SUSAN "SUCKERPUNCH SUZY" WEI**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Weapons:** unarmed (7).  
**Vehicle:** Compact Car (6, 7/9, 6/8).  
**Skills:** Driving 12.  
**Resistances:** Will 10.  
**Everyman Hero:** +1 AV with improvised weapons until they get boring.  
**Fu Powers:** Hands Without Shadow.

**DENISE LEVOUSSIER, SORCERESS**

**FEATURED FOE**

SORCERY	DEF	TOU	SPEED
14	12	5	7

**Weapons:** Chi Blast (10).  
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.  
**Sorcery Schticks:** Allegiance, Chi Blast, Far Lift, Fertility.

**RICHARD ARMITAGE, GAMBLER**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
12	12	6	8

**Weapons:** .357 Derringer (11/1/6).

**Gun Schtick:** Eagle Eye.

**Gambler:** +2 attack if any hero spent a Fortune point (including sub-types) since foe's previous attack.

**TOM DONOVAN, MAVERICK JOURNALIST**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
13	12	6	6

**Backup Attack:** Martial Arts 11

**Weapons:** Unarmed (9).

**Journalist:** +2 Defense if Donovan has damning information on the enemy.

**JADE MCGOVERN, THIEF**

FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	8

**Weapons:** Unarmed (7).

**MADAME LI CHAN**

FEATURED FOE			
ATTACK	DEF	TOU	SPEED
NONE	12	5	6

**Weapons:** Poisoned knife (16).

**Unseen Strike:** Automatically hits a Sitting Duck with an Outcome of 7.

**LI CHAN'S GIRLS**

**MOOKS**

**Damage:** 8 (knife).

**LEO MAHONEY**

BOSS			
GUNS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** AMT Automat V or Glock 18 (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

**PainShot:** Spend 1 shot to aim. If the foe's next attack hits, it does half damage, but the target takes 2 Impairment for the next two sequences.

**JADE LOTUS MOOKS**

**MOOKS**

**Damage:** 10 (Glock 17).

**HO LI KWAN**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
13	13	5	8

**Weapons:** Sig-Sauer P-220 (10/2/4), Mossberg Special Purpose (13/5/4), Ruger MP-9 (10/3/1).

**BILLIE CHO**

FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	6

**Weapons:** Unarmed (8).

**Fu Powers:** Claw of the Tiger.

**KANG PAO**

BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	7

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Flight

**Transformed Animal Schticks:** Coiled Strike, Riveting Gaze.

**THEO CHEN**

FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (7), Colt 1911A (10/2/4).

**Disorienting Strike:** When Chen hits with an unarmed strike, instead of taking damage, target takes a penalty to their next attack equal to Chen's Outcome. The target may remove this penalty by spending 6 shots.

**Lurk:** Spend 1 shot and make a Martial Arts check against a difficulty equal to the target's Notice, Detective, or Police AV. If successful, Chen is invisible to that target until he moves.

**Squeeze:** Foe can squeeze through an opening as small as 75 sq cm.

**ART MADDOX**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	6	7

**Weapons:** Colt 1911A (10/2/4).

**Resistances:** Constitution 10.

**Gun Schtick:** Eagle Eye.

**Survive:** When Maddox would keel over, make a Constitution check against difficulty 10 + number of Wound Points above 35. On a success, Maddox sheds his husk and clothes and escapes instead.

LU SHEN/LUCIEN			
FEATURED FOE			
GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	13	5	8

**Weapons:** H&K MP5 K (10/3/1), unarmed (7).

**Resistances:** Strength 10.

**Creature Schticks:** Flight.

**Crow:** Spend 3 shots and make a Martial Arts check. Everyone within earshot must beat the Action Result with a Constitution check or suffer 1 Impairment for the rest of the fight. Transformed roosters are immune, and Lucien can exclude one target of his choice.

**Display:** Spend 1 shot to get +1 to Martial Arts attacks against two targets until the end of the sequence. Use this only once each sequence.

# GORILLA WARFARE

## TYPICAL APE OF WRATH

### MOOKS

**Damage:** 12 (robot arm), 23 (missile launcher).

## TYPICAL CHIMPANZER

### MOOKS

**Damage:** 13 (Buro Blue Spear).

## TYPICAL FLYING MONKEY

### MOOKS

**Damage:** 8 (unarmed), 15 (minigun).

**Creature Schticks:** Flight.

## TYPICAL MONKEY BOY

### MOOKS

**Damage:** 10 (Twin Buro Blades of Truth pistols).

## TYPICAL ROBO-BONOBO

### FEATURED FOE

GUNS	DEF	TOU	SPEED
12	12	8	6

**Backup Attack:** Martial Arts 10.

**Weapons:** Buro Godhammer (12/4/5), unarmed (12).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 9.

**Resistances:** Notice 5.

**Gun Schticks:** Fast Draw II.

## MANDRILL SERGEANT

### FEATURED FOE

GUNS	DEF	TOU	SPEED
14	12	8	6

**Weapons:** Buro Godhammer (12/4/5), unarmed (12).

**Vehicle:** Armored Jalopy (6, 6/8, 8/10).

**Skills:** Driving 10.

**Resistances:** Notice 16.

**Gun Schticks:** Fast Draw I, Lightning Reload III.

## TYPICAL SEA MONKEY

### MOOKS

**Damage:** 12 (unarmed), 23 (torpedo launcher).

**Creature Schticks:** Amphibious.

SWIMPANZEE			
BOSS			
GUNS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** Torpedo launcher (highest hero DV +1).

**Vehicle:** Personal Watercraft (7, 7/9, 0/0).

**Skills:** Driving 15.

**Resistances:** Notice 16.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Scroungeteck Schticks:** Amphibious (as the Creature schtick).

## TYPICAL 401K SOLDIER

### MOOKS

**Damage:** 15 (Helix Ripper), 10 (unarmed).

## TYPICAL ABOMINATION

### MOOKS

**Damage:** 11 (unarmed), 15 (Helix Ripper).

**Creature Schticks:** Flight.

## TYPICAL VIVISECTOR

### MOOKS

**Damage:** 8 (Buro Backup Arm).

## GREEN RAIN

## FEATURED FOE

GUNS	DEF	TOU	SPEED
13	12	6	6

**Weapons:** Buro Blue Flag (13/4/1).

**10,000 Bullets:** Choose 2 heroes and spend 3 shots. Green Rain makes a single Guns attack against the highest Defense between the two. If successful, deal Smackdown to both heroes.

## TYPICAL MAD SCIENTIST

## MOOKS

**Damage:** 8 (Buro Backup Arm), 5 (unarmed).

## AKAZA DIZAI

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Backup Attacks:** Creature 10, Martial Arts 11.

**Weapons:** Buro Backup Arm (8/1/5), unarmed (6).

**Brain Shredder:** Akaza broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

## TYPICAL PORTAL JOCKEY

## MOOKS

**Damage:** 13 (Buro 16).

## TYPICAL DALLAS ROCKET

## MOOKS

**Damage:** 10 (Buro Blade of Truth pistol).

## TYPICAL EDGE WARRIOR

## MOOKS

**Damage:** 10 (Buro 9A).

## TYPICAL VIKING WARRIOR

## MOOKS

ATTACK*	DEFENSE*	SPEED
10	17	5

\* When not raging, use Attack 8 and Defense 13 as for a normal mook.

**Damage:** 9 (unarmed), 10 (mace), 10 (shield).

## EDGRIM THORODSSON

## BOSS

MARTIAL ARTS*	DEF*	TOU	SPEED
18	13	8	8

\*These values reflect Edgrim's berserker rage. When not raging, use Attack 16 and Defense 15.

**Weapons:** Heart's Blood Drinker, axe (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

## KORNELL THE VANDAL

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
15	14	8	7

**Backup Attack:** Guns 11.

**Weapons:** Axe or bow (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**No Mercy:** Any opponent aware of his reputation in battle gets a -1 to their attack AVs.

## MICHAEL FREEDMAN

## FEATURED FOE

GUNS	DEF	TOU	SPEED
12	13	6	7

**Backup Attack:** Martial Arts 10.

**Weapons:** Black powder pistol (7/3/6).

## NEIL GLASSCOCK

## FEATURED FOE

GUNS	DEF	TOU	SPEED
10	12	5	6

**Weapons:** Beretta Centurion (10/2/5).

**Vehicle:** Compact Car (6, 7/9, 6/8).

**Skills:** Driving 14.

**Shibuya Slide [Driving]:** When driving as the evader in a chase, gain +2 Driving if one or more hero drivers have fewer Chase Points.

## THE SKIMMER

## FEATURED FOE

GUNS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** Buro Backup Arm (8/1/5).

**Resistances:** Detective 21.

## JOHNNY BADHAIR

## BOSS

GUNS	DEF	TOU	SPEED
16	15	7	8

**Weapons:** UZI or AK-47 (highest hero DV +1).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 15.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Evitable Comeback:** Unless killing him will directly advance or resolve a hero's melodramatic hook, something will happen to obscure Johnny's death. He will make a miraculous recovery and return in a subsequent adventure.

**Who Wants Some:** Johnny can add up to 5 damage when using an autofire weapon without reducing his Guns AV.

CHIMP CHANGE			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
15	14	7	7

**Backup Attack:** Guns 13.

**Weapons:** Uzi (highest hero DV +1), unarmed (10).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Bounce:** Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**Constant Evolution:** At the beginning of the session, and whenever Chimp Change travels to another juncture, make a closed roll. Add the Result to Chimp Change's DV and subtract it from his Speed and Notice value.

APESHOT			
BOSS			
GUNS	DEF	TOU	SPEED
16	15	10	11

**Backup Attack:** Martial Arts 12.

**Weapons:** Twin missile launchers (highest hero DV +1).

**Vehicle:** Armored Jalopy (6, 6/8, 8/10).

**Skills:** Driving 17.

**Resistances:** Notice 16, Strength 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing III.

**Ramming Speed!:** Spend 3+X shots and make a Martial Arts attack. On a hit, Apeshot rams the target head-first for 10+X DV and gains X Wound Points.

**Scroungetech Schticks:** Flight (as the Creature schtick).

RAH RAH RASPUTINE			
BOSS			
GUNS	DEF	TOU	SPEED
15	14	7	7

**Backup Attack:** Martial Arts 13.

**Weapons:** AMT Automat IV or right arm (highest hero DV +1).

**Skills:** Sabotage 17.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Machines Are My Friend:** When attacking a target with Scroungetech schticks, Rah Rah can use her Sabotage skill instead of Martial Arts to attack.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

BATTLECHIMP POTEMKIN			
UBER-BOSS			
GUNS	DEF	TOU	SPEED
19	17	13	9

**Backup Attack:** Martial Arts 14.

**Weapons:** Minigun, flamethrower, missile launcher, chainsword, or unarmed (highest hero DV +1).

**Vehicle:** Battlechimp Potemkin (3, 3/5, 7/10).

**Skills:** Driving 17.

**Resistances:** Notice 16.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Pep Talk:** Spend 1 shot and make an attack against the Defense of the hero the foe last tried to hit. On a success, a number of downed mooks



equal to 1 plus the Outcome recovers, and the foe spends 2 more shots. The foe can't revive more mooks than are currently downed.

**Scrounge-teck Schticks:** Regeneration III (as the Creature schtick).

**Who's the Big Man Now?:** Spend 3 shots and choose a target. Target must make a Will check against Difficulty 10. On a failure, target takes a penalty equal to their Outcome to all AVs until the end of the sequence.

**Braced for Impact [Driving]:** When the foe's vehicle crashes, all occupants gain +4 Toughness against crash damage.

SUBJECT ELEVEN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
10	12	5	6

**Weapons:** Unarmed (5).

**Resistances:** Detective 18.

**Keep 'Em Talking:** Whenever an opponent tries to attack Subject Eleven when he can talk to them, the enemy must succeed at a Will check against Difficulty 15. On a failure, the enemy spends a shot responding verbally instead.

OFFENSE TEMP			
BOSS			
MARTIAL ARTS*	DEF*	TOU	SPEED*
15	15	5	8

\*When in human form, and offense temp has Martial Arts 10, Defense 10, Speed 5

**Backup Attack:** Guns 14.

**Weapons:** Unarmed (highest hero DV +1), unarmed (6 in human form), Beretta Bobcat (8/1/4).

**Resistances:** Detective 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration I, Transformation I.

JAMAL HOPKINS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
10	12	5	7

**Weapons:** Unarmed (5).

**Netherworld Shaping:** Jamal can spend 2 shots to impose any adverse condition he wants on a fight taking place in the Netherworld. Jamal and anyone else he chooses are automatically immune to this condition.

FUNKY MONKEY			
BOSS			
GUNS	DEF	TOU	SPEED
15	15	7	9

**Backup Attack:** Martial Arts 13.

**Weapons:** Minigun (highest hero DV +1), unarmed (6).

**Vehicle:** Junker Pickup Truck (5, 5/7, 7/9).

**Skills:** Driving 14.

**Resistances:** Notice 5, Strength 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Dance Dance for the Revolution:** Funky Monkey is the only cyborg simian to have an implanted boom-box; this blasts funk whenever he's in combat. As long as it's playing, he gets +1 to all his AVs.

THE YELLOW ROSE			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
15	13	5	7

**Weapons:** Mini UZI (10/3/1).

**Awning Magnet:** The Yellow Rose never takes damage from falls. There's always an awning, rickety fire escape, or convenient truck full of mattresses to break her fall.

**Gun Schticks:** Hair-Trigger Neck Hairs.

CAPTAIN CONTAGIOUS			
UBER-BOSS			
ARCANOWAVE	DEF	TOU	SPEED
18	16	8	8

**Backup Attack:** Guns 17, Creature 15.

**Weapons:** Helix Ripper (highest hero DV +1), unarmed (9).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration IV.

**Super Absorption:** When he makes flesh-to-flesh contact with an enemy, Captain Contagious can make a Creature check against the enemy's highest AV. On a success, at each keyframe, his victim's highest AV goes down by 1 and he makes the check again. When all AVs are reduced to 0, the victim is fully absorbed.

**RHESUS PIECES**
**BOSS/UBER-BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
15	14	8	10

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Crawling Claws:** Foe can detach their limbs, which continue to operate independently of the body.

**Walk on Walls:** Foe can walk and even fight while on walls or ceilings. This is an adverse condition with an immunity bonus of +2 (foe is immune).

**MAJOR HOTTIE**
**BOSS**

GUNS	DEF	TOU	SPEED
16	14	7	7

**Weapons:** Buro Godhammer, AK-47, Uzi, Benelli 90 M3, Auto Ordnance Pit Bull (highest hero DV +1), unarmed (8).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Who's the Big Man Now?:** Spend 3 shots and choose a target. Target must make a Will check against Difficulty 10. On a failure, target takes a penalty equal to their Outcome to all AVs until the end of the sequence.

**RED DON**
**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	12	5	7

**Weapons:** .357 Magnum (11/3/3).

**Vehicle:** Compact Car (6, 7/9, 6/8).

**Skills:** Driving 12.

**TITANIUM JOHNSON**
**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	6

**Backup Attack:** Martial Arts 10.

**Weapons:** Twin Buro 9As (10/1/4), unarmed (12).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 11.

**Resistances:** Constitution 16, Strength 14.

**Gun Schticks:** Both Guns Blazing.

**Ladies' Man:** Anyone who would be attracted to Johnson has to make a Will check against Difficulty 17 to attack him. This does not apply if he's already attacked them or if he's in the middle of combat.

**MISS BEHAVING**
**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Martial Arts 11.

**Weapons:** Beretta Jet Fire (8/1/4), unarmed (8).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 12.

**Gun Schticks:** Lightning Reload II.

**MONKEYWRENCH**
**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	12	6	6

**Backup Attack:** Martial Arts 12.

**Weapons:** UZI (10/4/1).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 14.

**Gun Schticks:** Lightning Reload I.

**Who Wants Some:** Monkeywrench can add up to 5 damage when using an autofire weapon without reducing his Guns AV.

**KOKO CHANEL**
**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	6

**Weapons:** Missile launcher (23/—/5).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 13.

**Resistances:** Notice 16.

**Maternal Instinct:** Whenever any of Koko's comrades are wounded, she gets +3 to all her AVs until the end of the sequence. This bonus is not cumulative, but if they get further wounded in a later sequence, she does get the bonus again.

# IN YOUR FACE AGAIN

## JAN JIANG

### FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
12	13	5	8

**Weapons:** Unarmed (6), Grendel P-12 (9/1/3).

**Fu Powers:** Flying Windmill Kick.

**Gun Schticks:** Eagle Eye, Fast Draw II.

## ARCHITECT GOONS

### MOOKS

**Damage:** 10 (Buro 9).

## BAO GAN

### BOSS

CREATURE	DEF	TOU	SPEED
16	15	SPECIAL	8

**Backup Attack:** Martial Arts 14, Sorcery 14.

**Weapons:** varies by host (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Body Borrow:** Foe can possess a living being. Spend 3 shots and make a Creature check against the target's Will AV. On a success, the foe controls the victim until the next keyframe.

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or silver and unarmed attacks that do not benefit from fu powers.

**Sorcery Schticks:** De-Attunement, Far Lift.

## SHENG SHEN

### BOSS

SORCERY	DEF	TOU	SPEED
15	14	7	7

**Weapons:** Blast (highest hero DV +1), unarmed (8).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schtick:** Flight.

## APRIL ISHIHARA

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	8	8

**Weapons:** Unarmed (11), katana (17).

## BIG BRENT KOGAN

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	9	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (13), AMT Automag V (12/3/5), Mossberg (13/5/4), Louisville Slugger (15).

**Resistances:** Strength 16.

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Fu Powers:** Claw of the Tiger.

## CLUB BOUNCERS

### MOOKS

**Damage:** 10 (unarmed), 12 (Buro Godhammer).

## DANIEL CHEN

### FEATURED FOE

GUNS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Martial Arts 12.

**Weapons:** Unarmed (9), 2x Buro-9A (13/1/3).

**Gun Schticks:** Both Guns Blazing III, Lightning Reload III.

**Scroungotech Schticks:** Neural Stimulator.

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

## GULD

### FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
12	13	8	7

**Weapons:** Unarmed (11), Buro Godhammer (12/4/5).

**Protect Chen:** As an interrupt when Chen is within 2 meters and is hit by an attack, negate the attack and Guld keels over.

**MORE ARCHITECT GOONS**  
MOOKS

As Architect Goons on the previous page, but add Blade of Truth pistol (10).

**ABOMINATIONS**  
MOOKS\*

\* The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Damage:** 11 (unarmed), 10 (Buro 9), 13 (Buro Blue Flag).

**STUDIO GOONS**  
MOOKS

**Damage:** 10 (Buro Blade of Truth pistol), 13 (Buro Blue Flag).

GATE ABOMINATIONS		
MOOKS		
ATTACK*	DEFENSE*	SPEED
10	15	5

\* The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Damage:** 13 (unarmed), 14 (Buro Hellharrower ).

**MA MO SHEN**  
NONCOMBATANT

Ma Mo Sen is a noncombatant and should only be consulted on how to make your cave feel more roomy.

**LOTUS GUARDS**  
MOOKS

**Damage:** 6 (unarmed).

TITUS			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	6	7

**Weapons:** Unarmed (7).

**PLEGDED AGENTS**  
MOOKS

**Damage:** 10 ( Colt 1911A).

CELER			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	7

**Weapons:** Unarmed (7), dagger (8).

**Vehicle:** Chariot (6, 6/8, 7/9).

**Skills:** Driving 15.

**Wicked Ride [Driving]:** Add 2 to the Handling of the vehicle the foe starts the chase in.

**ARCHER ASSASSINS**  
MOOKS

**Damage:** 7 (bow and arrow).

**PRAETORIAN GUARD**  
MOOKS

**Damage:** 10 (spear).

DONNY WONG			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	12	5	6

**Weapons:** Unarmed (6).

**Resistances:** Detective 14.

**Fu Powers:** Claw of the Tiger.

**Talisman of Invincible Chi:** Immune to damage from heroes with Fortune less than 7. Heroes with Fortune 7 or higher do full damage with hand-to-hand attacks, half damage with sorcery, and no damage with guns.

SHI PINNU			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
17	13	5	6

**Weapons:** Unarmed (highest hero DV +1).

**Fu Powers:** Flying Windmill Kick.

**Talisman of Invincible Chi:** Immune to damage from heroes with Fortune less than 14. Heroes with Fortune 14 or higher do full damage with hand-to-hand attacks, half damage with sorcery, and no damage with guns.

THE JOES			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
13	13	6	8

**Backup Attack:** Martial Arts 12.

**Weapons:** Unarmed (8), Colt M6351 (10/5/1).

**Resistances:** Strength 9.

**Cover Fire:** One Joe has this schtick. Spend 3 shots and make a Guns check against the highest AV

of up to five targets. On a success, those targets act 2 shots later.

**10,000 Bullets:** The other Joes have this schtick. Choose up to 3 heroes and spend 3 shots. Joe makes a single Guns attack against the highest Defense between the two. If successful, deal Smackdown to all heroes.

**PLEDGED SCIENTISTS**  
MOOKS

**Damage:** 8 (Rossi Model 515).

**PLEDGED GUARDS**  
MOOKS

**Damage:** 10 (Heckler & Koch MP5).

**BLUE MONKS**  
MOOKS

**Damage:** 9 (unarmed).

KONG TIAORONG			
BOSS			
CREATURE	DEF	TOU	SPEED
15	15	8	9

**Weapons:** Bite (costs 1 shot), Constriction, or Chi Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Blood Drain:** On a successful Martial Arts attack or Blast, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

**Creature Schticks:** Transformation (inanimate talisman).

**Transformed Animal Schticks:** Coiled Strike.

**MINI-TIAORONGS**  
MOOKS

**Damage:** 8 (bite).

OLD MAN FONG			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
14	13	5	6

**Weapons:** Unarmed (6), Blast (9).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

KENNY FONG			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Guns 12.

**Weapons:** Unarmed (7), Blast (8), Browning BDM (10/2/3).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

GERTIE GUNDERSON			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13	5	8

**Weapons:** Unarmed (6), wrench (8).

**Vehicle:** Eighteen Wheeler (5, 6/8, 10/13).

**Skills:** Driving 15.

**Ram-alama-bam [Driving]:** When driving, if the foe rams a vehicle, gain +2 Frame. Also, +4 Damage Value when the foe hits a pedestrian.

CLAYTON MASTERSON			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	6	6

**Weapons:** Unarmed (7), Colt 1911A (10/2/4).

**Vehicle:** Compact Car (7, 7/9, 7/9).

**Skills:** Driving 12.

THUNDERING DEATH			
FEATURED FOE			
CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
14	14	8	6

\*The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Weapons:** Unarmed (13), grab and squeeze (14).

**Creature Schticks:** Transformation.

**WALKING DEAD**  
MOOKS

**Damage:** 6 (grope and rend).

**BURO GRUNTS**  
MOOKS

**Damage:** 10 (Buro 9), 13 (Buro Blue Spear).

**BOUNCING BENJIS**

MOOKS

**Damage:** 11 (claws).

**Damage Immunity:** Immune to damage from Blasts.

**TOWER ROCKET TEAM**

MOOKS

**Damage:** 10 (Buro 9 ), 13 (Buro Blue Spear), 25 (Woodchuck missile launcher, 6 shots to reload).

**THE FOUR HOT RODS OF THE APOCALYPSE**

FEATURED FOE

MARTIAL ARTS*	DEF*	TOU	SPEED
16	15	6	8

\*The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Backup Attacks:** Creature 15, Guns 10.

**Weapons:** Unarmed (9), Fiery Breath (10), flaming tire iron (12).

**Vehicle:** Car Form (8, 8/10, 6/8).

**Skills:** Driving 14.

**Creature Schticks:** Transformation (car form).

**BIKER THUG**

MOOKS

**Damage:** 7 (unarmed), 10 (Uzi).

**Vehicles:** Motorcycles (8/8/0)

**MUGGERS**

MOOKS

**Damage:** 7 (knife).

**JEAN DE LA CROIX**

FEATURED FOE

GUNS	DEF	TOU	SPEED
14	12	5	7

**Backup Attack:** Martial Arts 11.

**Weapons:** Unarmed (5), black-powder pistol (7/3/6).

**Gun Schticks:** Lightning Reload III.

**LACKEYS OF KING LEOPOLD**

MOOKS

**Damage:** 8 (musket).

**TETELA WARRIORS**

MOOKS

**Damage:** 9 (spear), 6 (unarmed).

**GUARDIAN GORILLAS**

MOOKS

**Damage:** 9 (unarmed).

**ASUR MBANI, BANGALA SHAMAN**

FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	13	5	6

**Weapons:** Unarmed (5), Blast (10).

**Sorcery Schticks:** Blast (Lightning, Ghostly Leopard Claws), Far Lift.

**BANGALAS**

MOOKS

**Damage:** 9 (spear), 6 (unarmed).

**KEVIN HOYT**

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	13	7	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (9), combat knife (11), heavy chain (11), Colt 1911A (10/2/4).

**Vehicle:** Motorcycle (8, 8/10, 0/0).

**Skills:** Driving 14.

**Rehearsed Getaway [Driving]:** -3 to Chase Points dealt to the foe's vehicle when a hero narrows the gap with it.

**JUAN CABERA**

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (9), combat knife (11), Colt Python (11/3/5).

**Vehicle:** Motorcycle (8, 8/10, 0/0).

**Skills:** Driving 13.

**BIKERS**

MOOKS

**Damage:** 8 (unarmed), 10 (heavy chain or tire iron), 8 (switch-blade), 10 (Colt 1911A).

**WILLIE RUIZ**

NONCOMBATENT

Willie is a noncombatant and a source of information. Don't get him killed.

**KEL'S BODYGUARDS**

MOOKS

**Damage:** 9 (unarmed), 11 (knife), 10 (UZI), 10 (Glock 17).

**KEL'S GANGBANGERS  
AND OTHER SCUM**

**MOOKS**

**Damage:** 8 (unarmed), 9 (knife), 10 (Ingram M10, Mini-Uzi), Intratec Tec-9, or Beretta 92).

**KEL MUKANDO**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	8	8

**Weapons:** Unarmed (10), great sword (14).

**Resistances:** Strength 14.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungotech attacks.

**JOE KUCHARSKI**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
12	13	7	8

**Weapons:** Unarmed (9).

**FILIPPO VASQUEZ**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
11	12	8	6

**Weapons:** Unarmed (11).

**"TIGER" CHIANG WAI**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	8

**Weapons:** Unarmed (6).

**Fu Powers:** Claw of the Tiger.

**WILLIAM "JACKKNIFE" JACKSON**

**FEATURED FOE**

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Weapons:** Unarmed (9), 2x Browning BDM (10/2/3).

**Gun Schticks:** Both Guns Blazing III.

**PEOPLE AT THE FIREHOUSE**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**LOTUS AGENT**

**Damage:** 6 (unarmed), 8 (Beretta Model 21 Bobcat).

**PLEGDED HIT TEAM**

**Damage:** 6 (unarmed), 13 (AK-47).

**FIREHOUSE PATRONS**

**Damage:** 6 (unarmed), 10 (Colt 1911A).

**NATHAN WARD**

**BOSS**

GUNS	DEF	TOU	SPEED
17	15	7	8

**Weapons:** Grendel P-12 (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Civilian (6, 6/8, 7/9).

**Skills:** Driving 16.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

**HUEN LI**

**FEATURED FOE**

SORCERY	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Martial Arts 8.

**Weapons:** Unarmed (8), Lightning Blast (10), staff (10), chakram (5).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** De-Attunement, Far Lift.

**JI KWAN**

**BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	9

**Weapons:** Sword (highest hero DV +1), chakram (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Hands Without Shadow.

**WON KWANG**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Unarmed (10), nunchaku (9), chakram (5).

### LOTUS MOOKS

MOOKS

**Weapons:** Unarmed (6), various Blasts (7).

### TACOPS TROOPERS

MOOKS

**Weapons:** Unarmed (8), Buro 9 (10).

### COMMANDER WU

BOSS

GUNS	DEF	TOU	SPEED
17	14	7	7

**Weapons:** 2 Buro Avengers or Buro Blade of Truth (highest hero DV +1).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing III.

### WARDEN CHIANG

FEATURED FOE

GUNS	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Arcanowave 15, Martial Arts 11.

**Weapons:** Unarmed (8), Buro Avenger (11/2/5), Buro Backup Arm (8/1/5).

**Gun Schticks:** Eagle Eye.

### MALEFACTOR ZETA

BOSS

ARCANOWAVE	DEF	TOU	SPEED
16	14	8	7

**Backup Attacks:** Guns 11, Martial Arts 11, Creature 15.

**Weapons:** Helix Ripper (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

### DEFIBRILIS

FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Backup Attacks:** Arcanowave 16, Creature 14.

**Weapons:** Unarmed (9), Buro 16 (13/5/1).

**Creature Schticks:** Regeneration I.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Tracer Resin Projector:** Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.

### PEOPLE AT THE CONVENTION

MOOKS

These are types of mooks. They are largely differentiated by their weapons.

#### CONVENTION SECURITY

**Damage:** 7 (unarmed), 9 (Colt Detective Special).

#### MEDIEVAL RE-ENACTOR

**Damage:** 8 (unarmed), 9 (boffer weapon), 11 (real sword).

### ZHIFU WAN

FEATURED FOE

SORCERY	DEF	TOU	SPEED
11	12	5	6

**Weapons:** Unarmed (6), Blast (5, conjured weapons or disease).

### JIANGUO LO

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (9), bow and arrow (7/5/6).

**Fu Powers:** Claw of the Tiger.

### BRYCE SUTTON

BOSS

GUNS	DEF	TOU	SPEED
16	14	7	7

**Backup Attack:** Martial Arts 8, Arcanowave 8.

**Weapons:** Helix Ripper or Beretta 92 Centurion (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.



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

**Gun Schticks:** Both Guns Blazing, Hair-Trigger Neck Hairs.

**PLAINCLOTHES COPS**  
MOOKS

**Damage:** 6 (unarmed), 8 (Colt 380 Government Pocketlite).

**GUIDING HAND MOOKS**  
MOOKS

**Damage:** 7 (unarmed), 11 (AMT Automag IV).

SHEN LIAN			
FEATURED FOE			
MARTIAL ARTS/ SORCERY	DEF	TOU	SPEED
11	12	5	6

**Weapons:** Unarmed (5), Fire or Lightning Blast (5).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**LOTUS MOOKS**  
MOOKS

**Damage:** Unarmed (6).

**ARCHITECT MOOKS**  
MOOKS

**Damage:** Unarmed (6), Colt 1911A (10).

CARDINAL GRAY			
BOSS			
SORCERY	DEF	TOU	SPEED
15	14	6	6

**Backup Attack:** Martial Arts 8.

**Weapons:** Blast (highest hero DV +1), unarmed (5), ceremonial dagger (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (lightning, fire, conjured weapons), Flight.

**THUNDER PAGODA MOOKS**  
MOOKS

**Damage:** 6 (unarmed), 10 (H&K MP5).

**DARKNESS WARRIORS**  
MOOKS

**Damage:** 7 (unarmed), 12 (AK-47), 12 (Aztec warclub).

ÜBER-KID MARK II		
MOOKS		
ATTACK	DEFENSE	SPEED
8	16	5

**Damage:** 4 (unarmed).

**Photo-Reflexes:** At the beginning of each sequence, Über-kid Mark II gets +1 to Attack for each successful Martial Arts or Guns attack made by a hero in the previous sequence.

MANDRILL			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attacks:** Martial Arts 10, Arcanowave 14.

**Weapons:** Unarmed (6), drill arm (8 against nonliving targets, 12 against living targets), silenced H&K MP5K (10/5/1), silenced Buro Avenger (11/2/5), mini-grenades (thrown explosives).

**Resistances:** Notice 10.

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**Scrougetech Schticks:** GateMaker (opens a temporary Netherworld portal on a Difficulty 10 Arcanowave check), Neural Stimulator.

**TYPICAL SIMIAN SNEAKER**  
MOOKS

**Damage:** 6 (Unarmed), 12 (drill arm, 8 against nonliving targets), 10 (silenced Buro Blade of Truth), 10 (silenced Buro 9), grenades (thrown explosives).

**Scrougetech Schticks:** Neural Stimulator.

CLARENCE FENDERBECKER			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
10	13	5	6

**Weapons:** Unarmed (6), Buro 9 (10/1/3).

**PARK SECURITY**  
MOOKS

**Damage:** 7 (unarmed), 10 (shock baton).

**WAGE SLAVES**  
MOOKS

**Damage:** 6 (Unarmed), 7 (large blunt souvenir), 9 (bucket of searing hot food).

**BURÓMON**

**MOOKS**

**Damage:** 8 (unarmed), 5 (various Blasts).

**TAI GONGEN**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	5

**Weapons:** Unarmed (5).

**DONALD KHAO**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	6

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (8), Colt Detective Special (9/1/5).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 10.

**MARVIN ZHIZHI**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Martial Arts 12.

**Weapons:** Unarmed (8), 2x MP5 K (10/3/1).

**Gun Schticks:** Both Guns Blazing II, Fast Draw II.

**LOTUS BASEBALL MOOKS**

**MOOKS**

**Damage:** 7 (unarmed), 10 (Glock 17).

**CLAY GOLEM**

**FEATURED FOE**

MARTIAL ARTS*	DEF*	TOU	SPEED
16	15	10	5

\*The foe emits slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Weapons:** Unarmed (15), bite (17).

**Resistances:** Strength 20.

**Procreate:** The Clay Golem splits off a Half Golem whenever he takes any damage. If he has split off four Half Golems already, he becomes a Half Golem himself.

**HALF GOLEMS**

**FEATURED FOE**

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
14	14	9	9

**Weapons:** Unarmed (9), bite (10).

**Split:** If the Half Golem would keel over, it splits into two Baby Golems instead.

**BABY GOLEMS**

**MOOKS**

**Damage:** 6 (unarmed), 8 (bite).

**Suffocate:** Spend 3 shots and make an Attack. On a hit, foe lodges in the target's throat. Target takes 1 Wound Point on the foe's next shot, 2 on the foe's following shot, and so on until dislodged. Victims can dislodge a Baby Golem by making a Difficulty 6 Constitution check.

**CHUN BAOBAI**

**UBER-BOSS**

CUTE LITTLE GIRL	DEF	TOU	SPEED
18	16	4	7

**Weapons:** Unarmed (3).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Enormous Plot Device:** The Crystalline Child can alter time in order to do pretty much anything at all, as long as it helps further the plot.

**FANG NUXU**

**BOSS**

SORCERY	DEF	TOU	SPEED
17	14	7	7

**Backup Attack:** Martial Arts 15.

**Weapons:** Blade of Sorrows or Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Blast (acid, chi, disintegration, lightning).

**LOTUS MOOKS**

**MOOKS**

**Damage:** 6 (unarmed), 10 (Clock 17).

**GUIDING HAND MONKS**

**MOOKS**

**Damage:** 7 (unarmed), 10 (edged cane).

# IRON & SILK

*Iron & Silk* is packed to the armory walls with weapons, most of which are improvised. As any *Feng Shui 2* player knows, weapons don't work that way any longer in the new game, so here's the easy rule of thumb for them all:

- Add the bonus to the baseline of 7 (which is what an unarmed attack defaults to). If your archetype has a bonus like Very Strong or similar, make that adjustment first and then add the bonus.

Easy! Now go smash some more mooks with a lawn chair or a fire extinguisher or whatever else is lying around.

## WANG LIANG (MOUNTAINOUS OGRES)

### FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Unarmed (11), Ru Yi Scepter (14).

**Vehicle:** Chariot (6, 6/8, 7/9).

**Skills:** Driving 11.

**Conditional Escalation:** Foe gets +1 Toughness until the end of the fight for each successful Sorcery attack made against it.

**Damage Immunity:** Immune to fire and unarmed attacks that do not benefit from fu powers.

# ON LOCATION

## VARIOUS NONCOMBATANTS

### NONCOMBATANTS

Most of the characters given stat blocks in this supplement do not even rank as mooks. A hero worth the name is not slowed down when facing one of these characters (listed in order of appearance): Irate Traveler, Baggage Handler, Ticket Agent, Convenience Engineer, Office Drone, Night Watchman, Citizen, DMV Employee, Doctor, Nurse, Wounded Patient, Waitron, Waitress on the Brink, Parking Attendant, Parent, Community Watch Captain, Kid, Proprietor, Regular, Stock Boy, Shopper, Waitron (again), Patron, Warehouse Workers.

## VARIOUS MOOKS

### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

### UNSAVORY, CRAPS-PLAYING THUG

**Damage:** 7 (unarmed), 8 (switchblade), 10 (Beretta 92 Centurion).

### UNDERCOVER POLICE OFFICER

**Damage:** 6 (unarmed), 8 (Colt 380 Gov't Pocketlite).

### BIG CHUCK

**Damage:** 8 (unarmed), 10 (Ruger Red Label).

### COP

**Damage:** 7 (unarmed), 9 (Colt Detective Special).

## BELLIGERENT SMOKER

**Damage:** 7 (unarmed), 10 (Ruger Red Label).

## GANGSTER

**Damage:** 7 (unarmed), 10 (Browning Hi-Power).

## BUILDING SECURITY

**Damage:** 7 (baton or unarmed).

## NIGHT SECURITY GUARD

**Damage:** 10 (Makarov), 8 (baton), 6 (unarmed).

## IRATE RESTAURATEUR

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	6

**Weapons:** Chopping knife (7), unarmed (5).

## ENORMOUS REGULAR WHO DOESN'T SAY MUCH BUT IS QUICK TO ANGER

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	7	6

**Weapons:** Unarmed (11).

## CRAZY UNCLE BUTCHER

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	6	7

**Weapons:** Butcher knife (10), unarmed (8).

# SEAL OF THE WHEEL

## THE WEB MASTER

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	6

**Weapons:** Unarmed (6), E.T. "Series One Laseraim" (10/8/4).

**Resistances:** Detective 15.

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

**On the Verge:** Whenever the foe takes damage from a Sorcery attack, he must make a Defense check against Difficulty equal to the attacker's Magic stat or permanently revert to a spider.

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

## TYPICAL NAMED WEB AGENT

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	8

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (5), Kahr K9 (10/1/4).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 10.

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

**Counterslam [Driving]:** If the foe's vehicle's higher Frame gives an opposing vehicle a Bump value, that value increases by 3.

## LI FENG "SONNY" SHANG

### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	14	8	6

**Weapons:** Unarmed (highest hero DV +1).

**Resistances:** Constitution 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Rebuke:** Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

## TYPICAL INNER SHELL TORTOISE

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	12	6	5

**Weapons:** Unarmed (5).

## TYPICAL OUTER SHELL TORTOISE

### FEATURED FOE

GUNS	DEF	TOU	SPEED
14	12	7	6

**Backup Attack:** Martial Arts 12.

**Weapons:** Unarmed (6), Glock 18 (10/1/4).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 10.

**Resistances:** Constitution 12.

**Rebuke:** Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

## NATRAJ THALNASSER

### BOSS

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
17	15	10	7

**Weapons:** Unarmed or Desert Eagle .50 Magnum (highest hero DV +1).

**Vehicle:** Jeep, Military (6, 6/7, 7/10).

**Skills:** Driving 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

## TYPICAL FIST AGENT

## FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	12	7	6

**Weapons:** Unarmed (10), H&K MP5 (10/5/1).

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

## LIU, SHI, AND NO

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	9

**Backup Attack:** Guns 14.

**Weapons:** Unarmed, Mossberg Special Purpose, or paired Sig Sauer P-220s (highest hero DV +1).

**Resistances:** Strength 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

## LIU

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Rebuke:** Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

## SHI

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

## NO

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

**Swindle:** Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

**Transformed Animal Schticks:** Embezzle.

SHANTALLE DEVEREAUX,  
THE UNSEEN HAND

## BOSS

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
16	15	7	9

**Weapons:** Unarmed or Beretta Model 21 Bobcat (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

## TYPICAL STING OF THE SCORPION

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	13	5	8

**Backup Attack:** Guns 12.

**Weapons:** Unarmed (6).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 12.

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

**"FAT TONY" CAMPONELLI,  
THE JAW OF THE JACKAL**

BOSS			
GUNS	DEF	TOU	SPEED
16	15	7	9

**Weapons:** Unarmed or AMT Automat IV (highest hero DV +1).

**Resistances:** Constitution 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Pack Attack:** If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

**Worry:** As an interrupt when you hit with a unarmed attack with an Outcome greater than target's toughness, make another unarmed attack. On a hit, damage cannot be reduced by target's Toughness.

**TYPICAL JACKAL AGENT**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Martial Arts 9.

**Weapons:** Unarmed (6), Berettat Model 21 Bobcat (8/1/4).

**Pack Attack:** If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

**Worry:** As an interrupt when you hit with a unarmed attack with an Outcome greater than target's toughness, make another unarmed attack. On a hit, damage cannot be reduced by target's Toughness.

**MEN IN BLACK**

FEATURED FOE			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
12	12	6	6

**Weapons:** Unarmed (8), H&K MP5 Police (11/3/1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 13.

**DR. ADELEKE AYIDAGA**

FEATURED FOE			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Unarmed (6), American Derringer Mini-Cop (11/1/6).

**Transformed Animal Schticks:** Coiled Strike.

**TYPICAL FANG OF THE SNAKE**

FEATURED FOE			
GUNS	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Unarmed (8), Barrett M90 (13/7/6), H&K P7 (10/2/4).

**Transformed Animal Schticks:** Coiled Strike.

**THE UNSPOKEN NAME**

UBER-BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	16	7	7

**Weapons:** Unarmed or SITES M380 revolver (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Surprise Pounce:** +6 Initiative if foe's first action is a Martial Arts attack.

**MR. X**

BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
15	16	7	7

**Backup Attack:** Guns 14.

**Weapons:** Unarmed or silence Walther PPK (highest hero DV +1).

**Resistances:** Detective 18.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Doppelganger:** Foe can permanently change their appearance to look like anyone, but they can never take on an appearance they've given up.

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

**SEÑOR OCHO**

BOSS			
GUNS	DEF	TOU	SPEED
17	15	7	11

**Weapons:** Unarmed, Bowie knife, Browning Hi-Power, Heckler & Koch MP5 K, Mossberg Special Purpose, AD47, or AI PM Counter Terrorist (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Both Guns Blazing, Eagle Eye, Hair-Trigger Neck Hairs.

**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

### CLARA DUVALL

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	8

**Weapons:** Unarmed (5), Beretta Bobcat (8/1/4).

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

### BLEYS FONTAINE

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
16	14	7	9

**Weapons:** Walking Stick (highest hero DV +1).

**Resistances:** Constitution 10, Notice 7 (5 for sight).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Blind:** Immune to the darkness adverse condition and any attack that requires foe be able to see the attacker.

**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.

### URSULA

#### BOSS

GUNS	DEF	TOU	SPEED
17	14	10	7

**Backup Attack:** Martial Arts 16.

**Weapons:** Unarmed, Makarov P6, or Scorpion Model 61 (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Bellow:** Spend 2 shots and foe and two targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Age:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

### KYLE "MR. CLEAN" JAMESON

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
13	12	6	6

**Weapons:** Ruger Redhawk (13/3/5).

**Gun Schticks:** Hair-Trigger Neck Hairs.

### THE PACIFIC RIM BUTCHER

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
15	14	10	7

**Weapons:** Alien knife (highest hero DV +1), unarmed (12).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Atlantean Pain Editor:** Ignores Impairment from Wound Points.

**Big Bruiser:** Keels over at 50 Wound Points.

### CARTER CROSS

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
12	13	6	7

**Weapons:** Unarmed (7), Colt Revolver x2 (10/3/5), Lefaucheu Shotgun (10/5/6).

**Vehicle:** Horse (6, 6/8, --).

**Skills:** Driving 12.

**Gun Schticks:** Fast Draw I.

**Techie:** If Cross needs a particular technological item, roll a die. On a 1, he doesn't have it. On a 2, he doesn't have it but can cobble together a substitute out of scrap with a few moments' work.

REVEREND REDGLARE			
FEATURED FOE			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	13	7	7

**Weapons:** Unarmed (10), Desert Eagle .50 Magnum (12/3/3), Engine of Righteousness (7/—/—, silver, ignores Toughness of supernatural entities).  
**Gun Schticks:** Eagle Eye, Lightning Reload III.

RUNNING HORSE			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	14	7	7

**Backup Attack:** Guns 15.  
**Weapons:** Bow (highest hero DV +1), unarmed (8), knife (9).  
**Vehicle:** Thunderbird (7, 7/9, -/-).  
**Skills:** Driving 14.  
**Resistances:** Detective 14, Strength 12.  
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungtech attacks.  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.  
**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

TEN THOUSAND SHUDDERING NIGHTMARES			
BOSS			
ARCANOWAVE	DEF	TOU	SPEED
16	14	8	7

**Backup Attacks:** Martial Art 14, Guns 13.  
**Weapons:** Desert Eagle .50 Magnum or Pando Jackhammer (highest hero DV +1), Deathsaber (3, damage cannot be reduced by Toughness), unarmed (11).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Scroungtech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator (see FS2 corebook).

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 15 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

TYPICAL COUNTRY CLUB GUARDS			
MOOKS			

**Damage:** 7 (unarmed).

BRONZE AUTOMATON			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
15	12	10	7

**Weapons:** Unarmed (13).  
**Resistances:** Strength 20.  
**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.  
**Damage Immunity:** Immune to damage from bullets that are not magic or silver, fire that is not magic, poison, suffocation, and drowning.  
**Tough as Leather:** Unarmed attacks against foe are DV -1.

KILLKID			
FEATURED FOE			
GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	14	9	9

**Weapons:** Unarmed (11).  
**Resistances:** Strength 18.  
**Death Before Dishonor:** Defeated Killkids are always dead.

DR. ELIAS LOBYACHOV			
FEATURED FOE			
GUNS	DEF	TOU	SPEED
12	12	4	5

**Backup Attack:** Martial Arts 10.  
**Weapons:** H&K MP5 (10/5/1), electric ram (20), electric shock (12).  
**Limited Fire Arc:** The foes gun can only be fired at targets in front of his motorized brain cart.  
**Electric Ram:** If he has enough and a level surface room to maneuver his motorized brain cart around, this foe can ram into opponents while activating his electric shock, for a combined Damage Value of 20.

BRAZILIAN ARMY SOLDIERS			
MOOKS			

**Damage:** 7 (Unarmed), 13 (M-16).



**BRAIN TRUST SCIENTISTS**

**MOOKS**

**Damage:** 5 (unarmed).

**KUANLUN**

**BOSS**

SORCERY	DEF	TOU	SPEED
16	14	7	7

**Backup Attack:** Guns 11.

**Weapons:** Sig-Sauer P220 with silver bullets (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (chi, conjured scalpels, disease), De-Attunement, Far Lift.

**SVEN "HURRICANE" HARRISON**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	7

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (7), guitar axe (10).

**Sonic Axe:** Spend 3 shots and make a Guns attack. On a hit, DV is 3 and wounds cannot be reduced by Toughness. In addition, target must make a Fortune check against a Difficulty equal to the Wound Points suffered or have all of their guns disabled until the end of the fight.

**HARRISON'S FANS**

**MOOKS**

**Damage:** 7 (unarmed), 8 (Buro Backup Arm).

**GENOCIDE LOUNGE STAFF**

**MOOKS**

**Damage:** 7 (unarmed), 10 (Intratec Tec-9), 13 (Mossberg Special Purpose).

**PHILLIP LO**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
3	12	5	6

**Backup Attack:** Sorcery 16.

**Weapons:** Unarmed (5), megaphone (8), Blast (10)

**Sorcery Schticks:** Blast (fire, chi, lightning), Far Lift.

**MARGARET WI**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
6	10	5	6

**Backup Attack:** Sorcery 16.

**Weapons:** Unarmed (5), [Blast (10)].

**Sorcery Schticks:** Blast (fire, chi, lightning), Far Lift.

**DEVON SHARPE**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
13	13	6	8

**Backup Attack:** Martial Arts 12, Sorcery 16.

**Weapons:** Unarmed (9), Automag V x2 (15/3/5), Blast (10).

**Vehicle:** Vehicle: Sports Car (9, 7/9, 6/8).

**Skills:** Driving 12.

**Gun Schticks:** Both Guns Blazing IV.

**Lucky Claw:** Once per session, switch the positive and negative dice of one Swerve.

**Shake It Off:** Ignore Impairment from Wound Points.

**Sorcery Schticks:** Blast (fire, chi, lightning), Far Lift.

**KUN SONG**

**BOSS**

CEATURE	DEF	TOU	SPEED
16	15	7	9

**Backup Attack:** Sorcery 15.

**Weapons:** Unarmed (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 7, and wounds are reduced by Fortune instead of Toughness.

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**JOHNNY FAN**

**FEATURED FOE**

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
13	12	7	6

**Weapons:** Unarmed (10), Colt Python (11/3/5).

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

### TRIAD MOOKS

#### MOOKS

**Damage:** 6 (unarmed), 10 (Glock 17).

### CHARLIE YEN

#### FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
13	12	7	6

**Weapons:** Unarmed (6), Kahr K9 (10/1/4).

**Swindle:** Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

**Transformed Animal Schticks:** Embezzle.

### TRIAD MOOKS DISGUISED AS DEMONS

#### MOOKS

**Damage:** 6 (unarmed), 10 (Glock 17).

### CELLULOID IMAGE OF DEVON SHARPE

#### FEATURED FOE

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
13	13	10	8

**Weapons:** Unarmed (13), Automag V x2 (15/3/5).

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Gun Schticks:** Both Guns Blazing IV.

### NIGHT OF THE JACKAL

#### MOOKS

These are types of mooks. They are largely differentiated by their weapons.

### POSTER MOOKS

**Damage:** 8 (unarmed).

### POSSESSED WAITERS, BUSBOYS, BODYGUARDS, AND FILM EXECS

**Damage:** 6 (unarmed), 7 (reinforced heavy briefcase), 10 (Glock 17).

### TRIAD MOOKS

**Damage:** 6 (unarmed), 10 (Glock 17), 10 (Uzi), 13 (Winchester 1300).

### QUICK EDDIE KWAN

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Martial Arts 13.

**Weapons:** Unarmed (6), Glock 18 (13/1/3).

**Pack Attack:** If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

**Worry:** As an interrupt when you hit with a unarmed attack with an Outcome greater than target's toughness, make another unarmed attack. On a hit, damage cannot be reduced by target's Toughness.

## SEED OF THE NEW FLESH

This book features a lot of Future juncture tech from before the C-Bomb. Treat it basically like Scroungotech. Some of these characters have Arcanowave as an Attack; this works like any other Attack Value.

### DR. CURTIS BOATMAN

#### UBER-BOSS

ARCANOWAVE	DEF	TOU	SPEED
20	20	10	7

**Backup Attacks:** Guns 10, Martial Arts 10

**Weapons:** Arcanowave Attack Suite (highest hero DV +1).

**Resistances:** Notice 15.

**Auto Re-Arm:** Swap, replace, or pick up weapons or Scroungotech devices at a shot cost of 0.

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

**Arcanowave Nexus:** Curtis can replicate any Genome or Sorcery schtick, once per fight, by spending 1 shot. Any schtick with a shot cost of its own is added to this cost. He uses his Arcanowave Attack Value for any AV required by the schtick. He is also considered to have access to any Scroungotech device he needs, which he powers himself.

## JOHANN BONENDEL

## UBER-BOSS

GUNS/MARTIAL ARTS	DEF	TOU	SPEED
14	14	10	9

**Weapons:** Buro sidearm (highest hero DV +1).

**Resistances:** Notice 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Chi Charged:** As the master of most of 2056's feng shui sites, Johann enjoys overwhelming fortune while in that juncture. He rolls an extra positive die on any roll he makes, and anyone who tries to harm him directly must first overcome his Will AV with a Will Check. Johann can convince almost anyone of anything by opposing their Will AV with his Will; this effect goes away once that person leaves Johann's presence.

## DAN DAMMER, JAMMER SLAMMER

## FEATURED FOE

GUNS	DEF	TOU	SPEED
15	12	12	7

**Weapons:** Buro Godhammer (12/4/5).

**Resistances:** Constitution 12, Strength 12.

**Gun Schticks:** Fast Draw II, Lightning Reload III.

**T is for Target:** As an interrupt after a failed attack on a hero, Johann may spend 1 shot; up to three mooks, as an interrupt, may attack the hero. Usable once per sequence.

## DESDEMONA DEATHANGEL

## BOSS

ATTACK	DEF	TOU	SPEED
19*	16*	5	10*

\*In her human form, these three abilities are 3 points lower.

**Weapons:** Variable Mass Sword (highest hero DV +1).

**Resistances:** Strength 10 (7 in human form).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Scroungtech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Helix Rethreader, Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe)

**Creature Powers:** Flight, Inevitable Comeback, Regeneration III, Transformation I

## SONJA MACCARRELLI

## FEATURED FOE

ATTACK	DEF	TOU	SPEED
14*	13*	7*	8*

\*In her human form, all of Sonja's abilities are 3 points lower.

**Weapons:** Claws, Beak, and Razorwings (13), Buro Avenger (11/3/2), Buro Blade of Truth (10/3/1). Sonja cannot use her Buro firearms while in abomination form.

**Resistances:** Constitution 10 (7 in human form).

**Scroungtech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Helix Activator (with a successful Attack on a target, target gains 1 point of Impairment and mutant limbs sprout from the target, attacking the target as a mook. Requires successful attack on limbs to eradicate them. Can't be used in abomination form), Helix Rethreader (see *FS2* corebook, can't be used in abomination form).

**Creature Powers:** Flight, Inevitable Comeback, Natural Weapons, Steel Hide. Only Inevitable Comeback functions while in human form, and when it activates, Sonja comes back in her abomination form.

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

## BONECHILLS

## FEATURED FOES

Bonechills are always Featured Foes. Apply the following modifiers and abilities to any Featured Foe template from **Chapter 13** of the *FS2* core book.

- If no Guns Attack Value, make it 10.
- If no gun schticks, add 2.

## JEF MOOR, BONECHILL

## FEATURED FOE

GUNS	DEF	TOU	SPEED
14	12	6	7

**Weapons:** 3 Buro 9s (10/1/3), 2 Buro Reliants (9/1/5), Landridge Cutter (11).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 8.

**Gun Schticks:** Both Guns Blazing III, Flesh Wound.

**BOUNCING BENJIS****MOOKS/FEATURED FOES**

Use stats for hopping vampires from **Chapter 13** of the *FS2* corebook, either as mooks or as Featured Foes, but add 2 Scroungotech schticks (if a Featured Foe).

**BUROMIL****MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**BUROMIL GRUNT**

**Damage:** 7 (unarmed), 10 (Buro 9), 13 (Buro Blue Spear, full auto).

**HIGH MOBILITY****COMBAT UNION TROOPER**

**Damage:** 7 (unarmed), 10 (Buro 9), 10 (Buro Blade of Truth, full auto), 7 (deathsaber, damage cannot be reduced by Toughness).

**TAC OPS**

**Damage:** 11 (Buro Avenger), 9 (2 Buro Reliants), 10 (Buro Blade of Truth, full auto).

**COPS****MOOKS**

These are types of mooks.

**PUBLIC ORDER COP**

**Damage:** 7 (unarmed), 9 (Buro Beat Patroller), 8 (Buro Backup Arm), 13 (Buro Crimestopper).

**SPUD-U PILOT**

**Damage:** 7 (unarmed), 10 (Buro 9)

**PUBORD SWAT TROOPER**

**Damage:** 7 (unarmed), 9 (Buro Beat Patroller), 8 (Buro Backup Arm), 13 (Buro Crimestopper or Buro I6).

**HELL'S POSTMAN****MOOKS**

**Damage:** 5 (unarmed).

**Creature Schticks:** Flight, Insubstantial.

**Foul Spew:** The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

**THE BLOOD SQUID****FEATURED FOE**

CREATURE	DEF	TOU	SPEED
14	12	10	6

**Weapons:** Tentacles (20).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Amphibious.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator, Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

**INSIDE-OUT DEMON****FEATURED FOE**

MARTIAL ARTS	DEF	TOU*	SPEED*
14	12	7	7

\* -2 in human form.

**Backup Attacks:** Arcanowave 10, Creature 15.

**Weapons:** Unarmed (8/6 in human form).

**Brain Shredder:** The demon broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Creature Schticks:** Transformation (special), Insubstantial.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

**CYBERTENGU****FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
SPECIAL	13	6	8

**Weapons:** Variable Mass sword (14), unarmed (9).

**Mirroring:** The cybertengu's Martial Arts is equal to the Martial Arts AV of its target.

**Scroungotech Schticks:** Helix Rethredder, Neural Stimulator.

**FLYING BLADDER****FEATURED FOE**

ARCANOWAVE/ CREATURE*	DEF*	TOU	SPEED
15	14	6	8

\* The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Weapons:** Bite (9).

**Creature Schticks:** Flight.

**Foul Spew:** The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

**Tracer Resin Projector:** Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.

### EARTH SWIMMER

#### FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	12	10	6

**Weapons:** Tentacular crush (21).

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Devour:** On a successful Creature attack, the Earth Swimmer can grab a target and shove them under its body. Before the next keyframe, the victim can spend 3 shots and make a Strength check, difficulty 15. If they succeed once, they swim away from the mouth. If they succeed three times in a row, they escape from under the Earth swimmer. If they do not succeed even once before the next keyframe, they are swallowed and die.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

### CDCA SECURITY FLUNKIES

#### MOOKS

**Damage:** 8 (Buro Backup ), 13 ( Buro 16).

### WARNER NG, SECURITY CHIEF

#### FEATURED FOE

ARCANOWAVE	DEF	TOU	SPEED
13	12	6	7

**Backup Attack:** Guns 12, Martial Arts 10.

**Weapons:** Helix Activator (special/3/3), Variable Mass sword (12), Buro 9 (10/1/3), 2 Buro Backups (8/1/5).

**Helix Activator:** Spend 3 shots and make an Arcanowave attack. On a hit, the target sprouts a mutant limb that attacks every shot with Martial Arts 10 and DV 7, decreasing by 1 AV each shot. When the limb reaches Martial Arts 0, it is re-absorbed into the body. Targets gain 1 Impairment for each mutant limb.

### DR. MAY PANDRASIL

#### FEATURED FOE

GUNS	DEF	TOU	SPEED
10	12	5	7

**Weapons:** Buro Backup Arm (8/1/5), unarmed (5).

### GOO

#### FEATURED FOE

CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapons:** Grasp and Crush While Dissolving DNA Structures (10).

**Resistances:** Strength 14.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons (unless magic or silver) and from unarmed attacks that do not benefit from fu powers.

**Divisibility:** If a single attack deals (50/number of total goos created during the fight) Wound Points, the goo keels over. Otherwise, the goo splits into two goos.

### BOUNCING BENJIS

#### FEATURED FOES

CREATURE	DEF	TOU	SPEED
10	12	6	6

**Weapons:** Claws (11).

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

**Spirit Shield Generator:** Some of the bouncing benjis have this in place of Feedback Enhancer. As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

### LIEUTENANT CHIP CHANG

#### FEATURED FOE

ARCANOWAVE/GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Buro 9A (10/1/4), Buro 16 (13/5/1).

**Scroungotech Schticks:** Neural Stimulator.

**Tracer Resin Projector:** Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.

**STEVE CHUNG, TRANSFORMED TIGER****BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
15	15	7	7

**Backup Attack:** Guns 14.

**Weapons:** Unarmed, Buro 9, or Buro Blue Spear (highest hero DV +1).

**Resistances:** Strength 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Fu Powers:** Claw of the Tiger.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Pounce:** +3 Initiative if foe's first action is a Martial Arts attack.

**NAYIRAH CHUNG, TRANSFORMED SCORPION****FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	5	8

**Backup Attack:** Martial Arts 13.

**Weapons:** Buro Backup Arm (8/1/4), Buro 9 (10/1/3), Buro Avenger (11/2/5), unarmed (6).

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

**CHOW YEN LI, SORCEROUS BON VIVANT****BOSS**

SORCERY	DEF	TOU	SPEED
17	14	7	7

**Backup Attack:** Guns 9.

**Weapons:** Blast, Desert Eagle .50, or Auto-Ordnance Pit Bull (highest hero DV +1).

**Resistances:** Notice 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (Fire, Lightning, and Conjure Chainsaws), Flight.

**MONKS OF BOUNDLESS CONTEMPLATION****MOOKS**

**Damage:** 8 (unarmed or nunchaku).

**LUMPY MCTHUMPY, AKA "CAMILLA," ABOMINATION SERVANT OF THE ICE QUEEN****FEATURED FOE**

ARCANOWAVE/ CREATURE/ GUNS/MARTIAL ARTS	DEF	TOU	SPEED
13	12	8	6

**Weapons:** Bite (12), unarmed (13), Helix Ripper (15/7/—), Buro 9 (10/1/3), Buro Blue Flag (13/4/1).

**360° Vision:** Sees in all directions simultaneously.

**Creature Schticks:** Flight, Regeneration I, Transformation.

**JILL "MOCKINGBIRD" MOKHIBER, JAMMER PILOT****FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	6	8

**Backup Attack:** Martial Arts 9.

**Weapons:** Unarmed (9), Landridge Cutter (12), Heckler & Koch MP5 (10/5/1), Glock 18 (10/2/1), grenades (9 within 3 feet, 20 at point-blank).

**Vehicle:** Helicopter (6, 7/8, 5/7).

**Skills:** Driving 16.

**THUNDERHAWKS****MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**THUNDERHAWK INFANTRYPERSONS**

**Damage:** 7 (unarmed), 13 (Buro 16), 8 (Buro Backup Arm).

**THUNDERHAWK MARKSPERSONS**

**Damage:** 6 (unarmed), 13 (Buro 16), 14 (Hellharrower emplacement).

**SERGEANTS**

**Damage:** 7 (unarmed), 10 (Buro 9A).

## BIG DUMB REX

## FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	12	8	6

**Weapons:** Unarmed (14), Buro Hellharrower (14/8/2).

**Resistances:** Strength 16.

**Creature Schticks:** Flight.

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

## COLONEL DJIBRIL

## FEATURED FOE

GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Weapons:** Unarmed (7), Buro Backup Arm (8/1/5), Buro 9 (10/1/3).

**Gun Schticks:** Eagle Eye.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

## BURO WEAPONS

ATTACK/WEAPON TYPE	DAMAGE VALUE
<b>Guns</b>	
Buro Backup Arm	8/1/5
Buro Beat Patroller	9/1/4
Buro 9	10/1/3
Buro Avenger	11/2/5
Buro Godhammer	12/4/5
Buro Crimestopper	13/5/4
Buro Blade of Truth	10/3/1
Buro Blue Flag	13  /4/1
Buro 16	13  /5/1
Buro Blue Spear	13   /6/1
Buro Hellharrower	14   /8/2

 +1 to attacks vs. mooks.   +2 to attacks vs. mooks.

## SCIENTISTS

## MOOKS

**Damage:** 5 (unarmed).

## SOLDIERS

## MOOKS

**Damage:** 7 (Unarmed), 13 (Buro 16), 8 (Buro Backup Arm).

**Note:** Zero-g is an adverse condition with an immunity bonus of +1. These soldiers are zero-g trained and are immune to the adverse condition.

## COMMANDOS

## MOOKS

**Damage:** 8 (unarmed), 12 (Landridge Cutter), 3 Deathsaber, damage cannot be reduced by Toughness).

## EDNA RAMIREZ, COMMANDO LEADER

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	7	8

**Backup Attack:** Arcanowave 15, Guns 10.

**Weapons:** Landridge Cutter or Helix Ripper (highest hero DV +1), Deathsaber (3, damage cannot be reduced by Toughness), unarmed (8).

**Vehicle:** Shuttle (8, 8/10, 5/7).

**Skills:** Drive Shuttle 15.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Scroungotech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), GateMaker (opens a temporary Netherworld portal on a Difficulty 10 Arcanowave check).

**Temporal Perception Suppressor:** Spend 1 shot and make an Arcanowave attack. On a hit, foe spends X more shots. Both foe and target are immobile for those X shots.

## LAVERNE ONIONS

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	9

**Backup Attack:** Arcanowave 13.

**Weapons:** Acid Blast (10), Unarmed (10), Helix Ripper (15/7/6).

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Scroungotech Schticks:** Neural Stimulator.

# THORN OF THE LOTUS

## XIA TAIN YU, ELDER EUNUCH

### BOSS

SORCERY	DEF	TOU	SPEED
16	15	8	7

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (Acid, Disease, Disintegration, Transmutation).

## TIGER

### MOOKS

**Damage:** 10 (claws).

## GAO ZHANG, CENTER OF THE LOTUS

### UBER-BOSS

SORCERY	DEF	TOU	SPEED
22	17	7	7

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (All), De-Attunement, Far Lift, Flight.

## HU LEI, SORCERER OF THE TEN THOUSAND EYES

### BOSS

SORCERY	DEF	TOU	SPEED
17	14	7	7

**Weapons:** Far Lifted object (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Eyes of the Past, Far Lift.

## PLAGUE BEARER, DEMONIC PUNISHER

### BOSS

CREATURE	DEF	TOU	SPEED
17	15	10	7

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Insubstantial (wood).

**Disease Blast:** Wounds dealt by foe's blast cannot be healed normally. Anyone touching a victim of this Blast must make a Constitution check against Difficulty 10 or take damage as if hit by the Blast.

## SHI ZI HUI, PETAL OF THE DESERT

### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	9	7

**Weapons:** Sword (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Tactical Genius:** Spend 1 shot; until the foe goes down, mooks gain +2 attack.

## EMPRESS JUI SZU

### FEATURED FOE

GUNS	DEF	TOU	SPEED
13	13	5	6

**Weapons:** Bow (7/5/—).

## ORDER OF THE EMPRESS, LOYAL HENCHMEN

### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	6

**Backup Attack:** Guns 10.

**Weapons:** Bow (7/5/—).



### BONE DRINKER, MINOR DEMONIC INFILTRATOR

#### BOSS

CREATURE	DEF	TOU	SPEED
16	14	8	7

**Backup Attack:** Martial Arts 14.

**Weapons:** Transmutation Blast (highest hero DV +1), claws (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Blindspot:** Anyone looking specifically for the foe must make a Notice check against the foe's Creature AV. Otherwise, people simply ignore the foe and subconsciously maneuver around them.

**Voice Mimicry:** The foe can sound like anyone they've spent time studying.

### MENG JEN

#### BOSS

MARTIAL ARTS	DEF	TOU*	SPEED
17	15	8	7

\* +2 against blade weapons.

**Weapons:** Sword (highest hero DV +1), bow (7/5/—).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

### THE OLD MAN, EUNUCH SCHOLAR

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	6

**Backup Attack:** Sorcery 20.

**Weapons:** Staff (12).

### ARYGH, HSIUNG-NU CHIEF

#### BOSS

GUNS	DEF	TOU	SPEED
17	14	8	7

**Weapons:** Sword or bow (highest hero DV +1).

**Vehicle:** Horse (6, 6/8, -/-).

**Skills:** Driving 15.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Gun Schticks:** Eagle Eye, Fast Draw II.

### HSIUNG-NU WARRIOR

#### MOOKS

**Damage:** 10 (sword), 7 (bow).

### TEN BADGER HILL, TAOIST MONK

#### FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	7	6

**Weapons:** Unarmed (10).

**Resistances:** Strength 12.

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

### CHA TZU, WATER THORN OF 1850

#### BOSS

SORCERY	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (conjured weapons, disease, fire, object overload).

### PENNY BANE, CONTEMPORARY LOTUS MASTERMIND

#### FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	12	5	6

**Weapons:** Blast (12), unarmed (6).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

### BOB, WEIRD HIPPI FREAK

#### NONCOMBATENT

It says right there: Bob cannot take any action that directly harms a living creature. He's no good in a fight, so what stats do you want?

## POPCORN DEMONS,

## MOOKS

**Damage:** 7 (claws).

**Blaze of Glory:** When the foe dies, they explode, dealing 25 Smackdown to anyone within 1 meter or 10 Smackdown within 10 meters. The GM should ask the player if they kill the foe or knock them out.

**Hard to Kill:** If a hero knocks the foe out, note the Outcome. Foe wakes up after that many sequences. The GM should always ask the player if they kill the foe or knock them out.

## HORNED DEMON X-125-A

## BOSS

ARCANOWAVE	DEF	TOU	SPEED
16	15	10	8

**Backup Attack:** Creature 14, Guns 12, Martial Arts 12.

**Weapons:** Helix Ripper or claws (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration I.

**Burning Blood:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

TIM GUNNER,  
SORCEROUS PYROMANCER

## FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	12	5	6

**Backup Attack:** Guns 13, Martial Arts 12.

**Weapons:** Fire Blast or Lightning Blast (16), unarmed (6).

**Blown Clear:** As an interrupt when caught in an explosion, spend 1 shot and make a Martial Arts check at +5. Subtract foe's Action Result from the explosion's damage.

## VASSALS

## MOOKS

**Damage:** 9 (sword).

## HOI MAO QIAN, FIRE THORN

## BOSS

SORCERY	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Blast (highest hero DV +1), unarmed (4).

**Resistances:** Detective 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (chi, disease, fire, ice, transmutation), Flight, Remote Manipulation.

## TWO OX, BOUND DEMON

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
12	13	9	8

**Backup Attack:** Creature 15.

**Weapons:** Sword (14).

**Resistances:** Strength 14.

**Damage Immunity:** Immune to damage from bullets that are not magic.

**Creature Schticks:** Insubstantial, Regeneration II.

## SHEN CHANG, EXILED GOD

## UBER-BOSS

MARTIAL ARTS	DEF	TOU	SPEED
26	16	9	9

**Weapons:** Staff or unarmed (highest hero DV +1).

**Resistances:** Strength 16.

**Anti-Mystical:** Add +1 Defense vs. Creature Powers and Sorcery attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration IV.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

## HUI XUE, DROWNED GHOST

## FEATURED FOE

CREATURE	DEF	TOU	SPEED
14	13	6	8

**Weapons:** Lightning Blast (8).

**Body Borrow:** Foe can possess a living being. Spend 3 shots and make a Creature check against the target's Will AV. On a success, the foe controls the victim until the next keyframe.

**Creature Schticks:** Insubstantial, Regeneration I.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

BOWL BIRD, INANIMATE SPIRIT			
FEATURED FOE			
CREATURE/ MARTIAL ARTS	DEF	TOU	SPEED
12	12	5	7

**Weapons:** Talons (9).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

**Creature Schticks:** Flight.

TWO AXES			
UBER-BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
22	16	8	9

**Weapons:** Sword (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Creature Schticks:** Regeneration I.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

DENG MEI			
UBER-BOSS			
SORCERY	DEF	TOU	SPEED
22	14	10	8

**Backup Attack:** Martial Arts 15.

**Weapons:** Unarmed (highest hero DV +1), Blast (8).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a

standard attack drops to 2 until end of sequence.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (acid, chi, fire, lightning, magical disruption), Far Lift, Flight.

MISFORTUNE'S DAUGHTER			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	10

**Weapons:** Claws (highest hero DV +1).

**Skills:** Intimidation 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Corpse Fu:** As an interrupt when foe attacks a target for the first time, make an Intimidation check against target's Will. On a success, subtract Outcome from target's next shot. Only works the first time a target faces Corpse Fu.

**Creature Schticks:** Regeneration IV.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

MISFORTUNE'S HANDS, BANDITS			
MOOKS			

**Damage:** 5 (unarmed).

KUEI CHIH			
NONCOMBATANT			

While Kuei Chih controls the shared body, he is a noncombatant. As long as the spirit possesses him, Kuei Chih cannot die.

THUNDER UNDER MOUNTAINS			
BOSS			
MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	7

**Backup Attack:** Creature 16.

**Weapons:** FireBlast (highest hero DV +1), unarmed (9).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Conditional Escalation:** Foe gets +1 Toughness until the end of the fight for every 10 full Wound Points it takes.

**Creature Schticks:** Regeneration III.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

### LUAN OU

#### BOSS

CREATURE	DEF	TOU	SPEED
17	15	7	7

**Backup Attack:** Martial Arts 16, Sorcery 14.

**Weapons:** Chi Blast or sword (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Damage Transfer:** Spend 3 shots and make a Creature attack. On a hit, remove Outcome + 5 Wound Points from foe and transfer them to the target, up to a maximum of foe's current Wound Points.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

### LUAN GHOULS, ASSISTANTS

#### MOOKS

**Damage:** 10 (sword).

**Will Not Die:** Foe is never killed, only knocked out.

### LONG TI, IMPERIAL DRAGON

#### UBER-BOSS

MARTIAL ARTS	DEF	TOU	SPEED
20	15	12	9

**Weapons:** Bite or Blast (highest hero DV +1).

**Resistances:** Strength 18.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1. This leaves behind tunnels that other creatures can use.

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

**Creature Schticks:** Amphibious.

**Enveloping Attack:** On a successful Martial Arts attack, foe wraps around or swallows the target. On each keyframe, the target takes an additional 5 Wound Points that cannot be reduced by Toughness. Target gains 2 Impairment while enveloped.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (earthquake wave, lightning, water, wind), De-Attunement.

### CHUNG, DRAGON HUNTER

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	10

**Weapons:** Blast, Sword, or unarmed (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungotech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Sorcery Schticks:** Blast (fire, lightning, water, wind), Far Lift, Flight.

### LONG KAI, REBEL DRAGON

#### BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	15	8	9

**Weapons:** Bite or claws (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

### MO TSOU, MEDIUM

#### FEATURED FOE

SORCERY	DEF	TOU	SPEED
14	13	5	6

**Backup Attack:** Martial Arts 7.

**Weapons:** Unarmed (6).

**Protected by Ancestor Spirits:** As an interrupt when foe is attacked, spend 1 shot and make a Sorcery check at +2 against the attack's Action Result. On a success, the attack's damage is nullified.

## JADE FOX OF HEAVEN

## BOSS

MARTIAL ARTS/ SORCERY	DEF	TOU	SPEED
16	14	7	7

**Weapons:** Lightning Blast (highest hero DV +1), unarmed (6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (lightning), De-Attunement.

## SI TSO

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	7	6

**Weapons:** Unarmed (9).

**Creature Schticks:** Flight, Regeneration II.

## GHOSTLY WARDER

## FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	12	8	7

**Weapons:** Unarmed (8).

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver.

## FIVE PAINS, DEMONIC MANIPULATOR

## BOSS

MARTIAL ARTS	DEF	TOU	SPEED
15	15	7	9

**Backup Attack:** Creature 18.

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Body Borrow:** Foe can possess a living being. Spend 3 shots and make a Creature check

against the target's Will AV. On a success, the foe controls the victim until the next keyframe.

**Creature Schticks:** Flight, Insubstantial, Regeneration II.

**Punch Passages:** Foe can punch portals directly from one juncture to another that do not pass through the tunnels of the Netherworld. Creating a portal costs 3 shots.

MANG RI,  
RENEGADE EUNUCH SORCERER

## BOSS

SORCERY	DEF	TOU	SPEED
17	15	7	7

**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (fire, conjured weapon, transmutation, lightning), Far Lift, Flight.

GREG OSBORNE, POSSESSED,  
UNEMPLOYED MAILMAN

## FEATURED FOE

GUNS	DEF	TOU	SPEED
14	12	8	6

**Weapons:** 12-gauge shotgun (13/5/4).

**Gun Schticks:** Hair-Trigger Neck Hairs, Lightning Reload III.

## GENERIC BYSTANDERS

## NONCOMBATANTS

These are noncombatants and should be protected. They can stampede when frightened. Any hero caught in the stampede must make a Martial Arts check against Difficulty 8 or be knocked down, losing their remaining shots in the sequence. If their Outcome is less than 5, they also take 8 Smackdown.

FIRST ROUND,  
VOLLEYBALL PLAYERS

## MOOKS

ATTACK	DEFENSE	SPEED
10	-	5

**Damage:** 5 (unarmed).

**Competition:** At the beginning of each sequence, increase Speed by +1 and Attack by +2.

**MARSHA THOMPSON, SECRETARY AND POSSESSED NRA GUN BUFF**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	12	8	6

**Weapons:** M14 (13/5/2).

**Gun Schticks:** Eagle Eye, Lightning Reload II.

**BILLY-BOB, POSSESSED REDNECK**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	12	9	6

**Weapons:** Hoss the Truck (20), Colt King Cobra (11/3/5).

**Vehicle:** Hoss the Truck (6, 6/8, 8/13).

**Skills:** Drive 8.

**BABY GANGSTAS, YUPPIE REBELS**

**MOOKS**

**Damage:** 8 (pistol).

**BENJAMIN FRANKLIN SMITH, TRANSFORMED FOX**

**FEATURED FOE**

GUNS	DEF	TOU	SPEED
14	13	5	7

**Backup Attack:** Martial Arts 13.

**Weapons:** Colt 1911A (10/2/4).

**Resistances:** Police 12.

**Swindle:** Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick of fu power possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

**Transformed Animal Schticks:** Embezzle.

**MEN IN BLACK, ELITE MOOKS**

**MOOKS**

**Damage:** 10 (pistol).

**Relentless Reality:** All schticks have -2 AV when used against the Men in Black.

**POLICE AND MUSEUM GUARDS, LEGALLY EMPLOYED MOOKS**

**MOOKS**

**Weapons:** Pistol (10).

**MONGOLS, MAGICALLY CONTROLLED MOOKS**

**MOOKS**

**Damage:** 10 (Uzi).

**Vehicle:** Motorcycle (8, 8/10, 0/0).

**Skills:** Driving 10.

**MANG'RI'S GUARDS, ANCIENT MOOKS**

**MOOKS**

**Damage:** 7 (bow), 9 (sword).

**CAPTAIN MA YI, LOTUS VASSAL**

**FEATURED FOE**

MARTIAL ARTS	DEF	TOU	SPEED
14	13	6	7

**Backup Attack:** Guns 12.

**Weapons:** Unarmed (7).

**AVERAGE IMPERIAL SOLDIER,**

**MOOKS**

**Damage:** 10 (spear).

**FIRE THORN KU QIAO, LOTUS SORCERER**

**FEATURED FOE**

SORCERY	DEF	TOU	SPEED
14	13	5	6

**Weapons:** Acid, Fire, or Ice Blast (8).

**BLOOD OF FLAMES, FIRE DEMON**

**BOSS**

MARTIAL ARTS	DEF	TOU	SPEED
17	14	8	7

**Weapons:** Fire Blast or sword (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

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

**Burning Blood:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**Creature Schticks:** Regeneration II.



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