

FENG SHUI 2

NIGHTLIFE AND DEATH

WHAT THIS IS

This is a 20-minute demonstration of *Feng Shui 2* featuring the core dice mechanic, how attacks work, how the shot counter works, how characters record damage, the difference between featured foes and mooks, and melodrama.

RECRUITING PLAYERS

The demo works best with two to three players. It can handle as many as four or five at a time, but doing so makes it take longer. You can run it for a single player if you drop some of the bad guys, as noted later.

Begin with asking if folks would like to try a demo of the RPG, that it will only take 20 minutes, and that it shows off some of the cool features of the game. Lay out the six archetypes and ask them each to pick one.

Our heroes are all at a nightclub, the **Hi-Rise**, which is owned by the **Golden Seas Group Triad**.

- The Hi-Rise is a gleaming palace of glass, strobe lights, polished wood, and chrome at the top of a skyscraper in Hong Kong's Central district.
- Looking down over the main dance floor of the club is a balcony reached by twin staircases that curve up from each side of the room.
- Beyond the balcony are private rooms, suites, additional bars, and so on. Liquor is free-flowing. Did I mention there's a lot of glass?
- The club is packed with rich people and their entourages.
- Notorious gangster and Triad boss **Tsang Wu** runs his operation out of this club; he's a middle-aged Chinese male who dresses in expensive suits and a lot of gold accessories.
- Tsang Wu has a lot of protection and no doubt many wealthy socialites and crooked businessmen and celebrities might get in the way, so the heroes have to be careful not to create too much collateral damage.
- Tsang Wu's primary enforcer is **Serious Choi**, a deadly Chinese woman dressed in sapphire blue silks, who uses her family's ancestral sword to eliminate Tsang Wu's enemies.

MELODRAMATIC BUY-IN

Ask each player why he or she is here trying to get rid of Tsang Wu and/or Serious Choi. Did they kill a relative? Kidnap a child? Is the player's character working for the authorities or doing this as a rogue agent? How did they get into the nightclub? What blew their cover?

GETTING STARTED

Get straight to the action by saying, "We're going to skip to the bit in the movie where Tsang Wu has appeared up on the balcony, and screams out, 'Get them! Get them all!' From out of the crowd, gangsters in cheap suits and carrying knives advance upon you!"



NOW FOR THE BAD GUYS

When it's Serious Choi's turn: Describe her leaping off the balcony, performing an effortless somersault, and slicing her sword through the air as she lands in front of one of the heroes (you decide). Ask the player for their character's Defense, then roll her attack. If she hits, ask for the character's Toughness, and tell them how many Wound Points they just took.

When it's Tsang Wu's turn: He takes a shot with both pistols so that he can attack two characters. Describe him as just unloading his auto pistol in their direction, laughing like a maniac. If he does this, his Guns AV is 11. Add the Outcome to his Guns damage of 10 and subtract the target's Toughness, then tell them how many Wound Points they took.

When the mooks have their turn: Divide the mooks up between players and ask for each one's Defense. Cross off mook attack rolls (they are pre-rolled for you to the left); if any of them hit, figure out the Damage, subtract Toughness, and tell the player how many Wound Points.

ENDING THE DEMO

Keep counting down shots and having everyone act until the sequence is over. Then check in with the players. Do they feel as if they have the hang of it? Do they want to keep playing until the heroes win?

To continue the demo, go to the next sequence, but this time show them how to roll their Speed + d6 to get initiative order. Play until Tsang Wu is defeated *or* until Serious Choi is defeated and there are no more mooks.

If not, thank your players for trying out the demo!

ARCHETYPE SCHTICK NOTES

WHITNEY (BODYGUARD)

- Gets +2 Initiative if she uses Guns as her first action.
- She should pick another player character as her client; she can always spend 1 Fortune to reduce her client's Damage to 0 but she takes 7 Wound Points instead. If she doesn't, and her client takes Wound Points, Whitney's next Attack against that attacker is +2.
- If a bad guy uses an innocent nightclub goer as a human shield, Whitney adds +4 to her Guns attack against that bad guy.

SOPHIE (GAMBLER)

- Gets +2 Initiative if she uses Guns as her first action.
- She can always reverse the two dice on her Swerve if she spends 1 Fortune.
- If she attacks a mook with Guns and misses, she gets to add a free Fortune Die to her next Guns attack.

CAPT. YANG (EX-SPECIAL FORCES)

- Can spend 1 Chi to remove a point of impairment from an ally or 1 Chi and 3 shots to remove it from himself.
- He can swap his Guns and Martial Arts AV at the start of the fight, so ask him if he wants to do that.
- If Serious Choi or a mook attacks him with Martial Arts, he can spend 2 Chi to make a free Martial Arts attack against the attacker before their attack even resolves.
- If he needs to make an Up Check, he gets a +2 bonus, and if he spends Chi to give an ally a Boost on his action he gets the Chi back.

C.J. (MAVERICK COP)

- Does a lot of damage with her signature weapon.
- She can add +2 to Damage with a Guns attack if she spends an extra shot and makes a pithy quip, increased to +8 if the target has impairment.
- Her Justice Bringer schtick lets her add +2 Guns vs. Tsang Wu and Serious Choi, who she knows are both murderers, but not the mooks.

RICK (EVERYDAY HERO)

- Has a lot of potential improvised weapons in the nightclub. Tell his player to keep thinking of new things to use in the fight. He gets +1 Martial Arts with them, but it costs 1 shot to pick one up. If he misses with one, he gets a free Fortune Die on his next check or he can add it to a Dodge instead.
- If he runs out of Fortune Dice, get can get them all back on a roll of 1 or 2 on a d6.

VINCENT (BIG BRUISER)

- Gets a +2 on the first Martial Arts attack of the fight.
- If he misses with a Martial Arts attack, tell his player that his next one gets a +1, and if he keeps missing he keeps adding bonuses until he hits with one, at which point it resets to 0.
- Vincent can take a lot of damage: -1 impairment at 40 Wound Points, -2 at 45 Wound Points, and makes Up Checks at 50.
- Vincent's unarmed Martial Arts attack does 10 Damage, but his baseball bat does 13.

12	-1	10
9	8	11
10	18	10
16	7	9
11	6	15
8	12	10
14	8	8
7	15	11
6	29	17
8	13	10
11	3	16
13	-1	9
-2	10	8
8	9	14
4	16	8
13	8	3
10	5	10
18	8	8
11	15	1
8	8	10
12	5	5
8	13	7
19	10	4
15	8	8
9	7	4
8	20	10
8	13	8
17	7	7
13	2	7
4	8	21
12	15	-5
11	9	5
3	13	7
11	8	9
10	12	-3
6	9	17
9	7	8
13	2	6
16	10	11
16	7	5

BIG BRUISER

"WAS THAT SUPPOSED TO HURT?"

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

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



AWESOMING UP

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

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

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

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

Add 1 to your Establishing Shot bonus.

Add 1 to your Strength Check bonus.

Add 1 to your Constitution Check bonus.

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

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

Vincent Turturro

CHARACTER CONCEPT

Tough as nails Italian nightclub bouncer in Hong Kong

MELODRAMATIC HOOK

ESTABLISHING SHOT

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



MOUNTING FURY I

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



VERY BIG

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



ADDITIONAL SHTICKS & GEAR

STRONG AS AN OX

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



HEALTHY AS A HORSE

You get a +3 bonus to Constitution Checks.



THE BIGGER THEY COME...



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

SKILLS

INTIMIDATION 14
INFO:†† 15

UNSKILLED CHECKS USE A RATING OF 7

††CHOOSE A WORKING CLASS OCCUPATION

MARKS OF DEATH



BIG BRUISER



MARTIAL ARTS+

12

BACKUP ATTACK

GUNS 11

DEFENSE

12

TOUGHNESS

12

FORTUNE

6

SPEED

5

BASEBALL BAT

13/5/-

MOSSBERG SPECIAL PURPOSE SHOTGUN

13/5/4



WEALTH WORKING STIFF

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

WOUND POINTS



-1

-2

BODYGUARD

"GET DOWN! NOW!"



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

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

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



AWESOMING UP

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

Add any one of these Guns schticks

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

Whitney da Costa

CHARACTER CONCEPT

Bodyguard and personal assistant to the rich & famous

MELODRAMATIC HOOK

THE CLIENT

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

1

DAMMIT!

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

ADDITIONAL SCHTICKS & GEAR

WHO GOT HIT?

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

TAKE THE SHOT

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

FAST DRAW I

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

SKILLS

DRIVING	13
INFO: CELEBRITIES	12
INFO: WORLD LEADERS	12

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



BODYGUARD



GUNS

14

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

14

TOUGHNESS

6

FORTUNE

7

SPEED

8

H&K P7

10/2/4

MINI UZI

10/3/1

WEALTH RICH

WOUND POINTS



EVERYDAY HERO

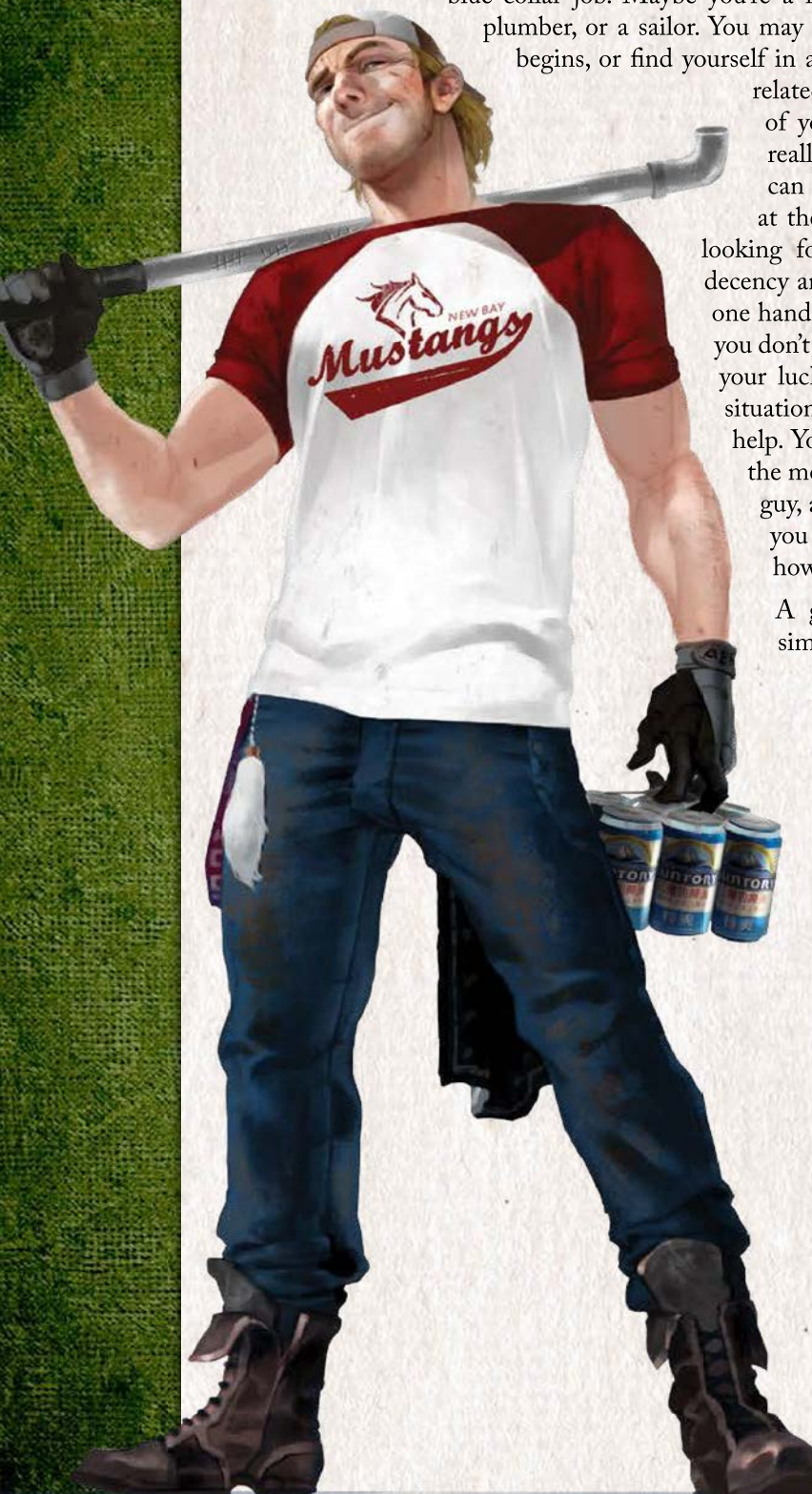
"HEY, I MAY NOT HAVE THE FAINTEST CLUE WHAT'S GOING ON HERE, BUT I'M AN AMERICAN, DAMMIT! AND THAT MEANS I GOT TWO STRONG AMERICAN FISTS, AND A BIG AMERICAN HEART—AND A BIG AMERICAN GUN!"

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

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

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

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



AWESOMING UP

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

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

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

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

Increase a skill value of 12+ by 1.

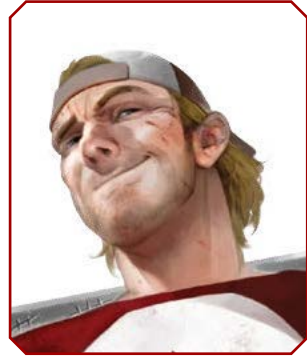
Increase your backup attack to your main attack minus 1.


EVERYDAY HERO


CHARACTER NAME
Rick Richmond, Jr.

CHARACTER CONCEPT
 Professional sports fan and bar stool occupant


MELODRAMATIC HOOK



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

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

ADDITIONAL SCHTICKS & GEAR

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

SKILLS

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

UNSKILLED CHECKS USE A RATING OF 7

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

MARKS OF DEATH



WEALTH
 WORKING STIFF

WOUND POINTS

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

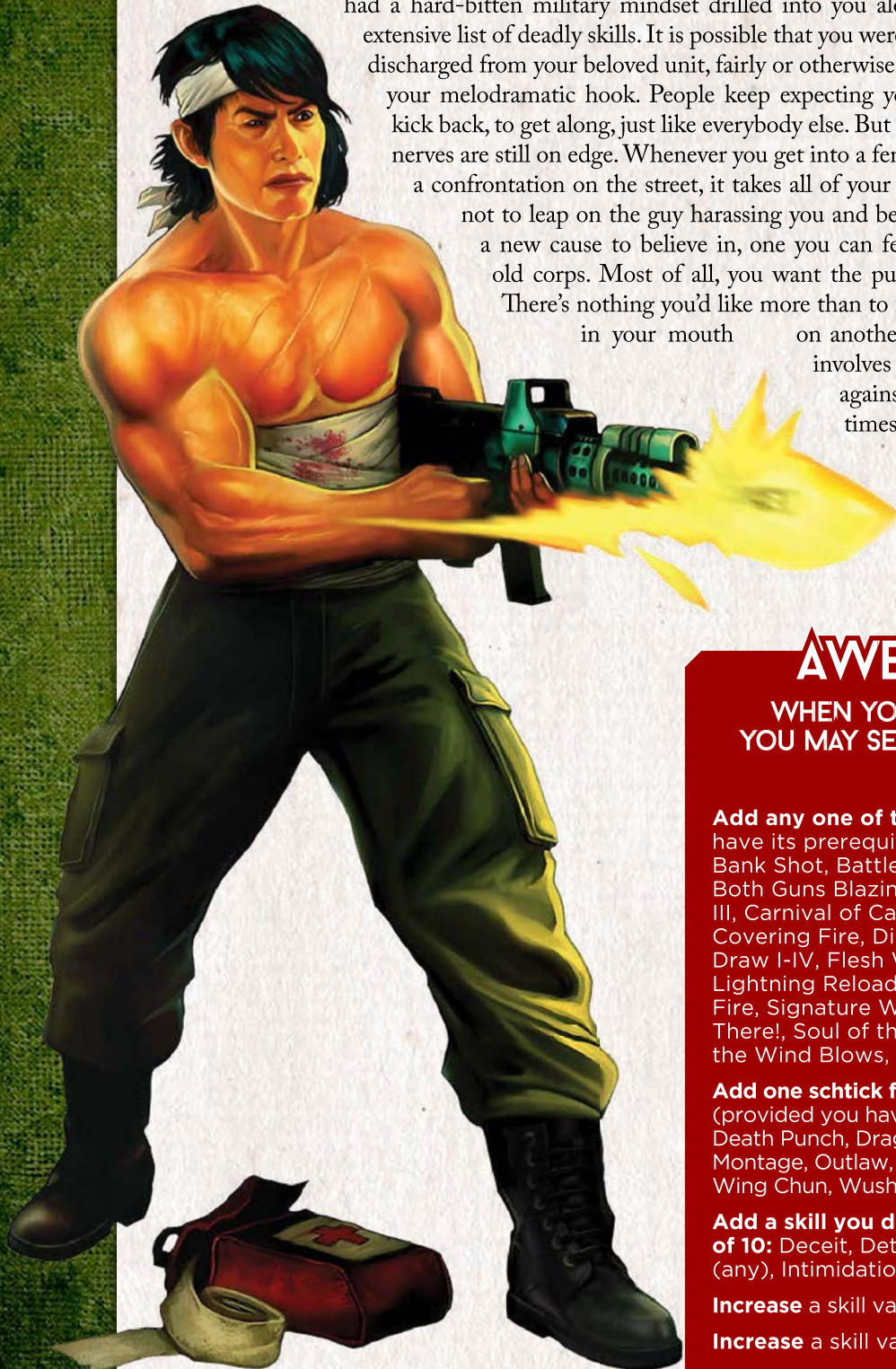
EX-SPECIAL FORCES

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

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

not to leap on the guy harassing you and beat him to a pulp. You long for a new cause to believe in, one you can feel as much fervor for as your old corps. Most of all, you want the pure rush you get from combat.

There's nothing you'd like more than to feel the taste of blood and fear in your mouth on another battlefield. If that battlefield involves a fight for justice and freedom against tyrants from across the timestream, so much the better.



AWESOMING UP

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

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

Capt. Steed Yang

CHARACTER CONCEPT

Hong Kong Special Duties Unit paramilitary tactics officer (retired)

MELODRAMATIC HOOK

FIELD TRIAGE

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

1 1/3

HIGHLY TRAINED

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

BLOODY BUT UNBOWED

You get +2 bonus to Up Checks.

ADDITIONAL SHTICKS & GEAR

CLAW OF THE TIGER

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

TIGER STANCE

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

FOR THE SQUAD

+1 Regain a spent Fortune point after making a Boost.

SKILLS

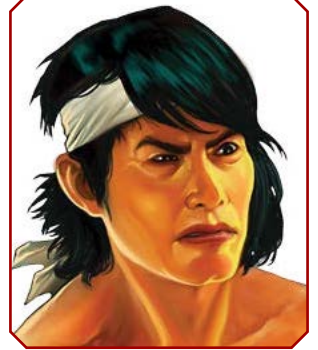
SABOTAGE 12
INTRUSION 11
INFO: ANTI-TERRORISM 15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



EX-SPECIAL FORCES



GUNS

14

BACKUP ATTACK

MARTIAL ARTS 13

DEFENSE

14

TOUGHNESS

7

CHI

7

SPEED

7

COMBAT KNIFE

10/1/-

HECKLER & KOCH HK45C

10/2/3

HECKLER & KOCH MP5

10/5/1

M16 A3

13/5/1



WEALTH POOR

WOUND POINTS



-1

-2

GAMBLER

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

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

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



AWESOMING UP

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

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

Sophie Tong

CHARACTER CONCEPT

Casino-hopping lady of leisure from Macau

MELODRAMATIC HOOK

STACK THE ODDS

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

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

1



FAST DRAW I

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



BANK SHOT

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



ADDITIONAL SHTICKS & GEAR

SKILLS

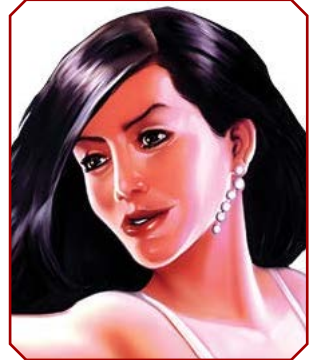
GAMBLING	15
INFO: CRIMINAL UNDERWORLD	13
SEDUCTION	13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



GAMBLER



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

13

TOUGHNESS

6

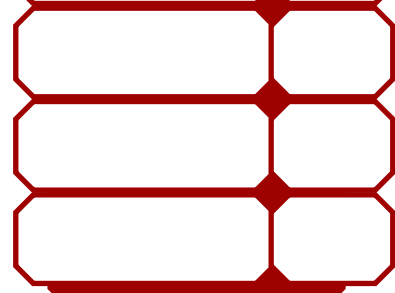
FORTUNE

8

SPEED

7

BERETTA MODEL 21 BOBCAT 8/1/4



WEALTH RICH

WOUND POINTS



-1

-2

MAVERICK COP

"FREEZE, SCUMBAG!"

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

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

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



AWESOMING UP

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

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

Claudia Jean "C.J." McClane

CHARACTER CONCEPT

Chicago police detective on loan to Hong Kong Police Unit

MELODRAMATIC HOOK

SIGNATURE WEAPON

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



JUSTICE BRINGER

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



BLAM BLAM EPIGRAM

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



+1

HOT PURSUIT

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

1



TIGHT ROLL I

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



ADDITIONAL SHTICKS & GEAR

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

SKILLS

DRIVING	13
POLICE	15
INFO: DIVE BARS	15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MAVERICK COP



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

13

TOUGHNESS

8

FORTUNE

6

SPEED

7

SMITH & WESSON MODEL 29* 14/3/5

COLT DETECTIVE SPECIAL 9/1/5

WINCHESTER MODEL 70 13/5/5

WEALTH WORKING STIFF

*THIS INCLUDES YOUR SIGNATURE WEAPON BONUS.

WOUND POINTS



-1

-2

REFERENCE TABLES

SAMPLE DIFFICULTIES

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

SAMPLE ACTION VALUES





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

ADVERSE CONDITIONS

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

WEAPON DAMAGE

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

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

OTHER SOURCE OF INJURY

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

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

CONCEALMENT VALUES TABLE

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

HIDING WEAPONS

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

RANGE DIFFICULTY TABLE

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

FIREARMS RELOAD COSTS

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

RELOAD VALUES TABLE

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

JUNCTURES & MAGIC FLOW

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

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

CHARACTER WOUND THRESHOLDS

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

GMC WILL TABLE

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

SCHTICK ICON KEY

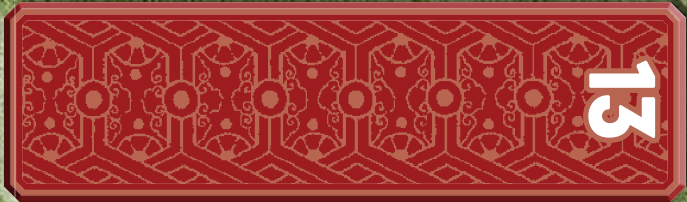
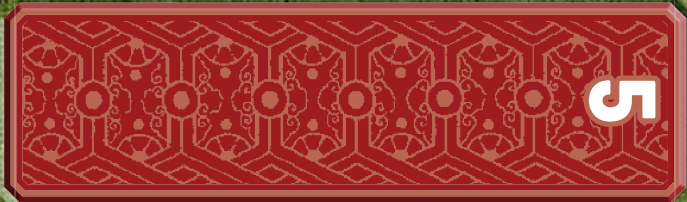
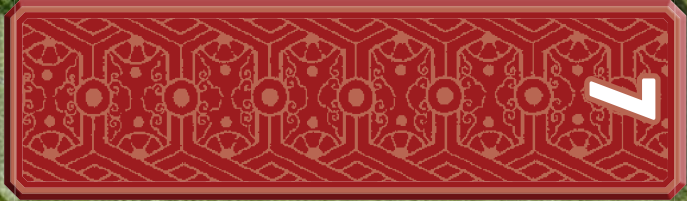
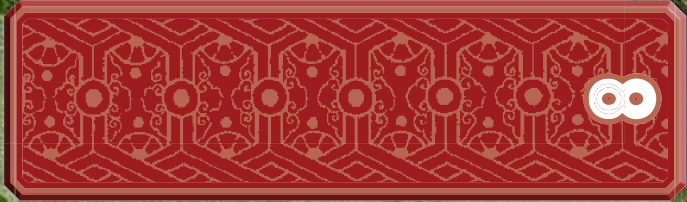
	CORE SCHTICK		SUPERNATURAL CREATURE SCHTICK
	GUN SCHTICK		TRANSFORMED ANIMAL SCHTICK
	FU SCHTICK		GENE SCHTICK
	DRIVING SCHTICK		SCROUNGETECH SCHTICK
	SORCERY SCHTICK		DISADVANTAGE

JUNCTURE ICON KEY

			
ANCIENT JUNCTURE	PAST JUNCTURE	MODERN JUNCTURE	FUTURE JUNCTURE

FENG SHU 2

SHOT COUNTER



TASK CHECK BRIEFING

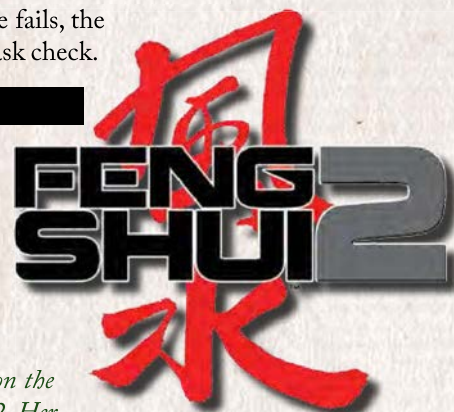
Whenever you tell the group that your character is trying to do something, your GM has to decide whether she is successful. If she is successful, your GM needs to decide just how successful she is. If she fails, the GM needs to know what the consequences of the failure might be. This process is called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

THE DICE

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

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

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



CLOSED AND OPEN ROLLS

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

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

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

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

DETERMINING SUCCESS OR FAILURE

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

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

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

WAY-AWFUL FAILURE

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

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

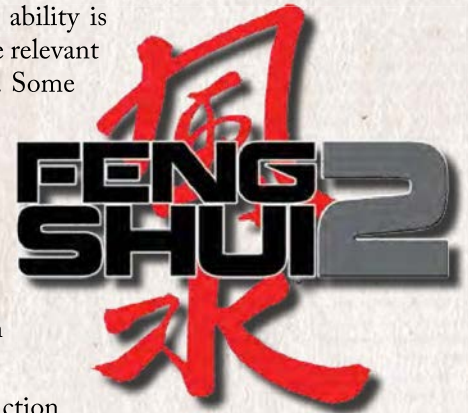
Most of the time, your GM thinks up excruciatingly appropriate fates for your character to meet when you get a Way-Awful Failure. Standard Way-Awful Failure results are provided for some common Task Checks. Gun-wielding characters who suffer Way-Awful Failures usually have their guns malfunction on them.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

COMBAT BRIEFING

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

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

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



HOW NOT TO GET HIT

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

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

An active dodge counts as an interrupt.

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

MOOKS

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

WHEN MOOKS GET HIT

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

NAMED CHARACTERS

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

WHEN NAMED CHARACTERS GET HIT

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

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

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

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

SEQUENCE AND SHOTS BRIEFING

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



INITIATIVE

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

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

SHOT COST OF ACTIONS

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

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

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

RUNNING OUT OF SHOTS

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

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

KEYFRAMES

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

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

INTERRUPTS

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

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

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

EXTRA-LONG ACTIONS

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

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