

Old Master

Name: Tsang Wan

Type: Old Master

Wealth: Poor

Juncture: 1996

Body (Bod)

4

Move (Mov)

4

Strength (Str)

4

Constitution (Con)

4

Toughness (Tgh)

4

Melodramatic Hook: Sworn to identify and school (in every sense) up-and-coming martial artists.

Description: Old man, white beard, huge eyebrows, long mustache.

Story: For thirteen generations your family has produced kung-fu masters, but you've never had children, so you'll pass the lesson on to today's other good-for-nothing whelps, one fist at a time.

Chi (Chi)

10

Fortune (For)

0

Kung Fu (Fu)

10

Magic (Mag)

10

Fortune Dice Remaining:

Wound Points Sustained:

Mind (Mnd)

8

Charisma (Cha)

8

Intelligence (Int)

8

Perception (Per)

8

Willpower (Wil)

8

Skills

Skill	Base	Bonus	AV
Info: Calligraphy	8	+5	13
Info: Chinese Painting	8	+4	12
Info: Chinese Poetry	8	+4	12
Info: Eastern Philosophy	8	+7	15
Info: Traditional Cuisine	8	+5	13
Leadership	8	+2	10
Martial Arts	6	+10	16

Reflexes (Ref)

6

Agility (Agl)

6

Dexterity (Dex)

6

Speed (Spd)

7

Possessions

Robes, sandals, fancy chopsticks

Schticks

Unique Schtick

You strike at precious chi centers on the body. Damage with a punch or kick is Strength +6.

You are a master of the martial arts. To use a Fu Schtick, pay the Chi cost with points from your Kung Fu score and pay the Shot cost on your next action. These are your Fu Schticks:

Abundant Leap

Chi: 2/Shots: 3

Leap four times your normal Move rating. The leap can be horizontal or vertical.

Willow Step

Chi: 1/Shots: 0

Your Dodge value increases by 2 for the duration of the shot.

King on the Water

Chi: 3/ Shots: 3

If your Charisma rating is greater than your opponent's, his next attack against you automatically fails.

Walk of a Thousand Steps

Chi: X/Shots: 3

Until the end of the sequence, you add X to the Action Value of your Martial Arts rating whenever you make an active Dodge.

Karate Cop

Name: Johnny Chang **Type:** Karate Cop

Wealth: working stiff **Juncture:** 1996

Melodramatic Hook: You don't want any trouble, you just want to keep the streets safe for the kids.

Description: Young up-and-coming plain-clothes cop looking to make a difference in people's lives. Blue jeans, windbreaker, badge.

Story: You grew up in a poor part of Chinatown, idolizing the beat cops who would drive by and watch over the neighborhood kids.

Fortune Dice Remaining:

Wound Points Sustained:

Skills

Skill	Base	Bonus	AV
Driving	8	+6	14
Guns	8	+6	14
Info: Local Restaurants	5	+3	8
Info: Street Politics	5	+3	8
Martial Arts	8	+6	14
Police	6	+6	12

Schticks

Unique Schtick

You can deliver a stirring speech that will convince any basically righteous and law-abiding GMC of your honesty and integrity. People you impress in this way will want to help you out, although they won't wreck their own lives to do it. Spend a Fortune die to win over a shady or disreputable person. The GM can override this ability for certain GMCs who are vital to the story.

Unique Schtick

You gain a +2 Action Value bonus when using your Martial Arts skill to execute acrobatic maneuvers that aren't direct attacks on opponents in combat.

Body (Bod) 7

Move (Mov) 7

Strength (Str) 7

Constitution (Con) 7

Toughness (Tgh) 7

Chi (Chi) 0

Fortune (For) 2

Kung Fu (Fu) 0

Magic (Mag) 0

Mind (Mnd) 5

Charisma (Cha) 5

Intelligence (Int) 5

Perception (Per) 6

Willpower (Wil) 5

Reflexes (Ref) 8

Agility (Agl) 8

Dexterity (Dex) 8

Speed (Spd) 8

Possessions

Car keys, handcuffs, badge

Colt detective special (9/1/6)

Gambler

Name: Rich jett **Type:** Gambler
Wealth: rich **Juncture:** 1996

Melodramatic Hook: Raising money to move away and retire.

Description: Handsome, but seedy. Fashionable, but unkept. Personable, but blunt.

Story: You worked for the bad guys for a long time and, while you'd like to reform, you also can't keep yourself out of their illegal card clubs.

Fortune Dice Remaining:
Wound Points Sustained:

Skills

Skill	Base	Bonus	AV
Gambling	7	+8	15
Guns	8	+5	13
Info: Criminal Politics	7	+3	10
Intimidation	8	+3	11
Martial Arts	8	+2	10
Seduction	8	+5	13

Schticks

Unique Schtick

You're an expert at calculating odds. Make a Fortune check with a Difficulty of 4 at any time. If you succeed, the GM must tell you the Difficulty of an upcoming check. You must be able to observe the situation you're figuring the odds for.

Fast Draw

You may add 1 to your initiative result at the beginning of a sequence. If you raise your initiative in this manner, you must attack with a gun as your first action of the sequence.

Body (Bod) **5**
Move (Mov) 5
Strength (Str) 5
Constitution (Con) 5
Toughness (Tgh) 5

Chi (Chi) **3**
Fortune (For) 7
Kung Fu (Fu) 3
Magic (Mag) 3

Mind (Mnd) **7**
Charisma (Cha) 8
Intelligence (Int) 7
Perception (Per) 7
Willpower (Wil) 7

Reflexes (Ref) **8**
Agility (Agl) 8
Dexterity (Dex) 8
Speed (Spd) 10

Possessions

Dice, cards, zippo, high-stakes chips, billfold

Beretta Model 21 (8/1/8+1)

Techie

Name: TJ Hodgkins **Type:** Techie
Wealth: working stiff **Juncture:** 1996?

Melodramatic Hook: Trying to learn the secret of his past ... or his future.

Description: Haphazard wardrobe, goggles, gasoline jacket, carpenter's pants, work boots, messenger bag.

Story: You think you were born in the future. You've got this crazy idea that your parents are from the year 2056 and that you've been put in this time for safe-keeping. Plus, you found this futuristic gun...

Fortune Dice Remaining:

Wound Points Sustained:

Skills

Skill	Base	Bonus	AV
Driving	7	+8	15
Fix-It	8	+7	15
Guns	7	+6	13
Info: Science	8	+4	12
Intrusion	7	+3	10

Schticks

Unique Schtick

You always happen to have the right item on hand. When you want to pull any tool or gadget item out of your handy toolkit or messenger bag, spend a Fortune point and — bingo! — you've got it!

Signature Weapon

Your futuristic gun does +3 damage in your hands only (this isn't added in to the stats above). That gun can't be easily lost or destroyed. It might go missing for a short while, but it always turns up eventually.

Body (Bod)	6
Move (Mov)	6
Strength (Str)	6
Constitution (Con)	6
Toughness (Tgh)	6

Chi (Chi)	0
Fortune (For)	1
Kung Fu (Fu)	0
Magic (Mag)	0

Mind (Mnd)	8
Charisma (Cha)	8
Intelligence (Int)	8
Perception (Per)	8
Willpower (Wil)	8

Reflexes (Ref)	7
Agility (Agl)	7
Dexterity (Dex)	7
Speed (Spd)	7

Possessions

Spool of wire, tools, padlock, keys, discman, iPod, digital camera, laptop, rubber gloves, chewing gum, CD wallet,

Futuristic pistol (10/1/13+1)

Magic Cop

Name: Steven Mills **Type:** Magic Cop
Wealth: working stiff **Juncture:** 1996

Melodramatic Hook: A secret magic power is locked inside you, but where did it come from?

Description: Blue jeans, t-shirts, police badge on a neck-strap, Chinese and Celtic symbols on a necklace.

Story: Your mom was Chinese and your dad was Irish. You were raised by your father in the States, and became a cop like he wanted.

Fortune Dice Remaining:
Wound Points Sustained:

Skills

Skill	Base	Bonus	AV
Deceit	7	+6	13
Guns	7	+6	13
Info: Occult	7	+7	14
Police	7	+5	12
Sorcery	8	+4	12

Schticks

You have innate magical powers, defined by your Sorcery schticks. Sorcery schticks are very flexible, though, so ask the GM for a complete explanation of these powers.

Blast (Lightning) (Sorcery Schtick)

You can create blasts and shields of lightning, but you don't know that yet. Act surprised when you use this ability. Blast can be used to attack or as a Dodge Action Value.

Heal (Sorcery Schtick)

Make a Sorcery check and subtract the Action Result from the wounded person's total Wound Points. You may be able to do other things with this power, too.

Unique Schtick

You suffer no juncture penalties, if any, when using Sorcery in your home juncture.

Lightning Reload (x2)

Subtract 2 from the shot cost of reloading any gun. Shot costs can be reduced to 0, but not below.

Body (Bod) 7
Move (Mov) 7
Strength (Str) 7
Constitution (Con) 7
Toughness (Tgh) 7

Chi (Chi) 2
Fortune (For) 2
Kung Fu (Fu) 2
Magic (Mag) 8

Mind (Mnd) 7
Charisma (Cha) 7
Intelligence (Int) 7
Perception (Per) 7
Willpower (Wil) 7

Reflexes (Ref) 7
Agility (Agl) 7
Dexterity (Dex) 7
Speed (Spd) 7

Possessions

Badge, good-luck trinkets.

Colt detective special (9/1/6)

Using the Characters

Using and Changing the Characters

If your players want to make changes to these characters, that's absolutely fine. They can change names, genders, ethnicities, and anything else they like. The stats are valuable as they are, because they provide a diverse but inter-connected bunch of **Feng Shui** characters that show off the game. If you're comfortable with it, let the players swap out Info skills or even exchange Guns skills for Martial Arts skills, but don't dwell on character customization for too long. Get playing, and the characters will get personalized as you go.

Connecting the Characters

So you've got these five characters ready to use, but you don't want the players to go running off in different directions with their kind-hearted karate cop and shady gambler. No problem. These characters have a few threads that tie them to each other and to the Secret War.

You can write these little notes out on index cards and give them to the players of the characters with connections. That way, both of the linked players know they've got an angle to roleplay during the adventure, while the other players are entertained by the relationships that develop. Careful, though, that these connections don't overwhelm the adventure you had planned. If they do, you'll just have to run with it, rather than break up their fun. The point, after all, is for the players to have fun with the game, not to complete the adventure as scripted.

Old Master

The Old Master knows things about ancient Chinese history and all that. He automatically senses the power of the Magic Cop and is welcome to talk about it. Meanwhile, he's enticed to test the Karate Cop, hone his skills, and help him learn.

Karate Cop

The Karate Cop and the Magic Cop are partners. They help each other out, no matter what. Meanwhile, the Karate Cop can appreciate how hard it is for the Gambler to get out from under his criminal past. Plus, they know a lot of the same people through their info skills.

Gambler

The Gambler enjoys a pleasant relationship with the Karate Cop, as though they're both in the same line

of work: staying out of trouble. Plus, the Gambler can sense that this is a lucky guy. Likewise, the Gambler likes the Techie's prepared-ness and has a real interest in his toys and gadgets.

Techie

The Techie is fascinated by the Gambler's skill and lifestyle, and sees his ability to play the odds as a kind of superscience. On the other hand, the Techie delights in trying to get the Old Master to recite little nuggets of Confucius-style wisdom; the Techie's a big kung-fu movie buff.

Magic Cop

The Magic Cop is the Karate Cop's partner and watches out for him, no matter what. Meanwhile, the Magic Cop wonders if the Old Master might not be able to make sense of his strange powers. Likewise, if the Techie's futuristic gun story is true, maybe it's evidence of weirder things in the world.

The Secret War

You can tie the characters into the Secret War if you want, or use these little secrets to add bit of character-specific detail to the demo adventure.

Old Master

His order of martial arts instructors was founded by time-traveling Dragons for the purpose of recruiting Secret Warriors.

Karate Cop

The Karate Cop doesn't have any secret history, but is so versatile that it's easy to fit him into the Secret War.

Gambler

Though he doesn't know it, the Gambler used to work for the Ascended.

Techie

The Techie was actually born in the future and hidden away in 1996 to protect him from the horrors of the future.

Magic Cop

The Magic Cop's mother was a Secret Warrior from 69 A.D. who married an Irish cop in 1850. That cop settled down in 1996 to raise their son. The mother is still off fighting somewhere.