

For Brand New Roleplayers

A FREE ADDENDUM TO GOLDEN COMEBACK

HIT THE GROUND RUNNING

By Greg Stolze, inspired by Tony Moseley

If you're an experienced *Feng Shui* player, you're going to consider this page a waste of space—until it's time to introduce a complete newcomer to roleplaying. Then you'll think it's a godsend. That's the theory anyhow.

If you've never played a roleplaying game before, read this first.

The idea of a roleplaying game (or RPG) is that a group of people get together and tell a story that none of them would have come up with individually. As a player, you get one character for whom you make every decision. You talk for that character and direct his actions. You provide that character's motivations and goals. This doesn't mean you decide everything that *happens* to that character. It means you decide everything he *attempts*. Success or failure? Well, that's where the "game" part comes in.

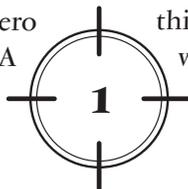
This game is based on action movies, so your character is expected to be like the hero of *Rumble in the Bronx* or *Lethal Weapon*. A

large part of the fun comes from hamming up the part, so don't be afraid to really get into it. It's a very good sign if you find yourself saying "No! She killed my partner... and he was only one day from retirement!"

THE GOOD NEWS

There's a lot of rules for this game, but the good news is, you can ignore 99% of them. One of your buddies is the game moderator (or GM) who has the unenviable task of not only working the rules, but also running all the characters who aren't the primary heroes. Your other, non-GM chums are also taking the parts of the main characters. Now might be a good time to find out what's up with their characters and what their character names are. Jotting the names down can help a lot. Just assume that you're going to be on their side, and they'll be on yours. (Anyone who picks on a newcomer has me to answer to, dammit.)

All you really need to worry about is what *your character* can do. If you're picking one from scratch, I personally recommend one of the following: The Big Bruiser, the Karate Cop or the Maverick Cop. The Big Bruiser is Dolph Lundgren. The Karate Cop is Jackie Chan. The Maverick Cop is Clint Eastwood. You can vary this quite a bit, but those are the simplest ways to understand the stereotypes and get



into character fast.

(Incidentally, the Maverick Cop gets a choice of something called “schticks” which are basically special rules for cool things he can do. If you tell your GM you want “a Signature Weapon and three schticks of Lightning Reload” that means you never run out of ammunition, and you have one weapon that does extra damage. There are lots and lots of other schticks you can get, but you’ll have plenty of time to drool over those later.)

WHAT DO I DO?

For your first ever session, take your cue from the GM and the other players. Regardless of whether the story is just starting or is in the middle of things, it’s pretty much the GM’s job to provide a reason for your character to get involved. All you need to concern yourself with is figuring out how your character would react to the events the GM describes. For instance...

GM: You’re at the bank when four guys in masks burst in waving machineguns around. What do you do?

YOU: I hit the deck!

Luckily for you, *Feng Shui* characters are remarkably durable. You know how the heroes of action movies get roughed up, but never really seem to be in danger of dying until the climactic showdown with the major bad guy? *Feng Shui* simulates that really well. Your GM will describe many situations where *you*, in the boring old *real world*, would be screaming in

panic or running for the hills. In the real world, bullets, explosions and swords are deadly force. In a game of *Feng Shui*, they’re far less dangerous (for you, anyhow). Your job, then, is not to realistically cover your ass, but to entertainingly risk it. Instead of simply saying “I’ll try to hit one of the bank robbers,” consider saying “As I vault over the table, I’ll kick his rifle into the air, then punch him in the face and catch the rifle after he falls to the ground.”

In real life, that’s insane. In action movies (and therefore in *Feng Shui*) it’s a rather spiffy move. You may not succeed, of course, but trying that kind of over the top stuff is the heart and soul of the game.

WHAT NOT TO WORRY ABOUT

If it’s your first game, do not worry about: *feng shui* sites, the sorcery rules, what a “transformed animal” is, the creature schticks, the time travel business, what the Netherworld is, what’s going on with the flying cyborg monkeys, what a SPUD-U is, how the car chase rules work, who Ting Ting is, or why the guys from the Lotus all have high voices. You’ll find all that stuff out when you need to. Right now, have fun and check out the Sequence and Shot Briefing and the Combat Briefing in the back of the main book. Don’t worry too much about keeping your character alive: It’s not tough to start a new one. Pay more attention to keeping your character interesting and involved. Everything else is just a roll of the dice.

Most importantly: Have fun.

This is a free addendum to *Golden Comeback*, the *Feng Shui* Player’s Guide. This material wouldn’t fit into the book, so we thought we’d just give it away. Be sure to pick up a copy of *Golden Comeback* from your favorite game retailer, or from the Atlas Games website: www.atlas-games.com.

