



THE DIRTY DRAGON DOZEN

Included in this document are twelve archetypes from the *Feng Shui 2* roleplaying game, ready to play in any FS2 scenario at conventions, game days, or other feng shui site. Refer to the key for additional explanation about icons, and see chapter 2 in FS2 for full details about how archetypes work and how to advance your character.

ARCHETYPE KEY

Twelve of the archetypes for *Feng Shui 2* are presented on p. 3-32. A key for all the symbols and numbers on them is on the next page.

**KICK BUTT
BLOW THINGS UP
SAVE THE WORLD**



CHARACTER NAME

1

CHARACTER CONCEPT

2

MELODRAMATIC HOOK

3

CHI FLOW PERCEPTION
Your base damage with a punch or kick is 10, not 7.

PRODIGIOUS LEAP
Spend 1 shot to make a horizontal, vertical, or diagonal leap of up to 20 m. Also costs 1 Chi, if your current Chi is less than 2.

1*

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WILLOW STEP
Spend 1 Chi and 1 shot to gain +2 Defense against non-Martial Arts attacks until next keyframe.

1

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SERIAL PUSHAWAY
When an enemy misses you with a Martial Arts attack, spend 1 shot to fly up to 14 m backwards, away from your enemy. Regain 1 spent Chi.

1

1

OMINOUS FLUTTER
Spend 1 Chi. Until the end of the fight, any attack you immediately precede with a Prodigious Leap gets a +1 bonus.

1

FLYING WINDMILL KICK
Spend 4 shots to make a Martial Arts kick attack. If the attack hits, you may make another kick attack on the same opponent at 0 shot cost. You may continue doing this until an attack fails, or until you land a third hit.

4

KING ON THE WATER
In a fight under the adverse condition Torrential Rain, spend 1 Chi and 0 shots to gain a +2 Immunity bonus until end of fight or end of condition.

1

0

TIRED BONES
Make a Difficulty 7 Constitution Check whenever you take damage during a fight. Each time you fail, your Defense drops by 1, and stays that way until end of fight.

1

0

OLD MASTER

MARTIAL ARTS

16

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

8

CHI

10

SPEED

6

STAFF

9/11-



EXPAND YOUR TEAM

You can find the full commercial release of *Feng Shui 2* wherever you purchased this PDF or at any of the following online vendors:



MANAGE YOUR FIGHTS

You can grab the Sylvan Master app for iOS devices at the Apple Store:



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FREE

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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

CHARACTER CONCEPT

MELODRAMATIC HOOK

ESTABLISHING SHOT

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

MOUNTING FURY I

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

VERY BIG

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

ADDITIONAL SCHTICKS & 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 SCHTICK.

WOUND
POINTS

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

-1

-2

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, 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.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK


LUCKY YOU



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

ADDITIONAL SCHTICKS & GEAR

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).

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

MARKS OF DEATH



EVERYDAY HERO



MARTIAL ARTS

13

BACKUP ATTACK

GUNS 11

DEFENSE

15

TOUGHNESS

6

FORTUNE

9

SPEED

6

WEALTH

WORKING STIFF

WOUND POINTS

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

FULL METAL NUTBALL

"TECHNICALLY IT'S UNSAFE TO STORE SOMETHING LIKE THIS HERE, BUT..."

They call you a gun nut—accent on the gun. Well, also, come to think of it, accent on the nut. Okay, okay, sure, they apply equally. Except that you don't just love guns. You delight in ordnance of all kinds, the more explosive the better. Your weird little hideout bristles with rare, illegal, and just plain impractical weaponry. How you acquired it all with no visible means of a support may be revealed in the course of play, or remain a mystery hardly worth addressing. You don't shoot your firearms as well as you lovingly care for them, so when you finally get a chance to pull the trigger for real, the results skew toward the slapstick as well as the lethal. When you meet real deal shooting and killing types, you try to contain your drooling enthusiasm, but when things get hot the whooping and hollering starts. Mostly you come off as a lovable oddball. In addition to your pistolophilia, you likely spout various paranoid beliefs. When you stumble into the Chi War, you may be as surprised as any when you discover how right you've been!



AWESOMING UP

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

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

If you are from, or have ever been to, the Future juncture, add any non-Cyborg Scroungotech schtick. When asked to make Scroungotech Checks, use your Guns AV.

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

FULL METAL NUTBALL



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

READY RESUPPLY

When an ally gets a Way-Awful Failure on an attack, is disarmed, or fails a Reload Check, you may spend 1 shot as an interrupt: that ally may make an attack as an interrupt at a shot cost of 0 and gains +2 Damage (stackable) until the end of the fight.

1

NUTBALL LUCK

Spend 1 Fortune and 0 shots to gain +2 Defense vs. Guns attacks and +3 Toughness vs. explosion and debris damage until end of sequence.

1

0

BAG FULL OF GUNS II

You rotate through a selection of guns over the course of a fight. Start each fight with a revolver (9/2/6.) Each time you attack a named foe and fail to dish out more than 15 Wound Points, spend 0 shots to move to the next item in this gun list:

Colt 1911A	10/2/4
Desert Eagle .357 Magnum	11/3/3
Chiappa Rhino	12/3/5
Mossberg Special Purpose	13/5/4
homemade shotgun	14/5/4
homemade rifle	15/5/1

Homemade weapons fall apart at end of fight. Only you can use them.

OOPS. FORGOT THAT ONE

You always fail Concealment Checks. If searched for weapons, the searchers always find everything you're carrying and completely disarm you. Even if you said you got rid of all your weapons, they always find at least a hidden ankle piece. (This does not mean that you always have a weapon.)

WILD GRENADE

When you miss with a grenade, you may spend 1 Fortune. Characters between you and your target do not make Fortune rolls to avoid it. Instead you and a nearby character of your choice, other than the target, take 20 Damage from flying debris.

1

ADDITIONAL SHTICKS & GEAR

SKILLS

DRIVING	10
FIX-IT	15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 11

DEFENSE

13

TOUGHNESS

6

FORTUNE

7

SPEED

8

WEALTH
POOR

WOUND
POINTS

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

GENE FREAK

"DON'T GO! I DIDN'T ASK TO BE THIS WAY!"

Bizarre energies released by the cataclysmic destruction of a futuristic hyper-Orwellian regime swirled through your world, altering the DNA of hapless survivors. Most died, but a few survived, twisted, traumatized, but able to manifest previously unknown bodily feats.



Some energies escaped through poisoned feng shui sites into the present day. Often believing themselves to have been changed by brushes with ordinary radiation or other experiments gone awry, a handful of moderns also acquired credibility-defying super powers.

Most gene freaks want to be left alone. Maybe you do, too, but a melodramatic hook prevents it. Or maybe you've decided to take an active, heroic part in the Chi War in search of a cure, or to show that some cursed with unwanted might can wield it with responsibility and discipline.



AWESOMING UP

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

Add any one of these Mutant schticks: Acid Blood, Adaptive Enzymes, Brain Bleed, Causal Leakage, Camouflage, Chronofuxor, Empathy, Eyes on the Back of Your Head, Gene Link, Go Cartilaginous, How Magnets Work, Mjolnirification, Mushy Head, Nanoportal, Noctilucent, Psychic Vampire, Radioactive Exudation, Reactive Epidermis, Resource Sniff, Shared Sight, Shift Coordinates, Silver Lining, Skulky, Teleread, Shift Coordinates, Titanium Mind, Unsplode, Vestigial Twin.

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

MUTANT PUNCH

Make hand-to-hand attacks using your Mutant Attack Value.

VERY STRONG

Spend 1 shot. Until end of fight, add 3 to your Damage on any successful hand-to-hand strike (using your Mutant Attack Value) including strikes with hand-to-hand weapons. You can use absurdly large objects, like parking meters, as improvised weapons.

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VERY FAST

Spend 2 Genome points. Until end of sequence, the shot costs of all your actions decreases by 1, with a minimum of 1 per action. You can move up to 30 m per sequence.

2

FORCE SHIELD

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

1

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ADDITIONAL SHTICKS & GEAR

PUSH

Make a 3-shot ranged attack, Damage Value 11, using your Mutant Attack Value. If you deliver a Smackdown, the target flies X meters through the air directly away from you, where X = the number of Wound Points you dish out.

3

BERSERK RAGE

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

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PAIN EATER

When your attack takes a foe from 0 to 1 Impairment, or from 1 to 2 Impairment, regain 3 spent Genome points. When an ally's attack takes a foe from 0 to 1 Impairment, or from 1 to 2 Impairment, regain 1 spent Genome point.

SKILLS

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH

GENE FREAK



MUTANT

13

BACKUP ATTACK

DEFENSE

13

TOUGHNESS

6

GENOME

9

SPEED

6

WEALTH RICH

WOUND POINTS

1

2

3

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KARATE COP

"YOU HAVE THE RIGHT TO REMAIN-OOUCH-SILENT! YOU HAVE THE RIGHT TO-URGHH-AN ATTORNEY. ANYTHING YOU SAY CAN AND WILL-HNNHHHGHK!-BE USED AGAINST YOU IN A COURT OF-HHNNNNHH!"

You are a loyal, team-playing officer of the law who happens to be about as adept in the martial arts as you are with your service revolver. You overcome the bad guys not by being bigger or tougher but by sheer pluck and perseverance. When you punch a huge slab of a goon in the jaw, it hurts your hand. When you leap from a bridge to a passing hovercraft, you feel the impact roll up through your body. When fireworks set your jacket aflame mid-fight, you struggle awkwardly to put it out. You're not the most graceful combatant of the Chi War, or able to manifest the bizarre fu powers of the ancient masters. But no matter how many times they knock you down, you get back up, shake off the pain, and keep running after the wrongdoers.



AWESOMING UP

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

Add any one of these Guns schticks (provided you have its prerequisite, if any): Bag Full of Guns I-IV, Bank Shot, Battle Scavenge I-III, Both Guns Blazing I-V, Carnival of Carnage I-IV, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, Scattering Fire, The Way the Wind Blows.

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK



GLUTTON FOR PUNISHMENT

When you take Wound Points from a Martial Arts attack, or take non-attack damage, your next Martial Arts attack this fight gets a +2 bonus. This bonus stacks with other effects but not with itself.

UNDERDOG DESPERATION

Add +2 Toughness vs. opponents with fewer Wound Points than you.

INDEFATIGABLE

Impairment points do not decrease your Martial Arts attack value.

ADDITIONAL SCHTICKS & GEAR

OUCH!

When you miss with an unarmed attack, you take X Wound Points, where X equals the absolute value of your Swerve. Your next Martial Arts attack this fight gets a +X bonus. If successful, heal X Wound Points. This schtick is always active.

STOP RIGHT THERE!

1 Spend 1 shot to automatically stop an enemy from Cheesing It.

TAKE THE SHOT

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

SKILLS

DRIVING 11

POLICE 15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH

MARTIAL ARTS

13

BACKUP ATTACK

GUNS 13

DEFENSE

14

TOUGHNESS

7

FORTUNE

7

SPEED

7

COLT DETECTIVE SPECIAL 9/1/5

REMINGTON 870 POLICE 13/5/4

WEALTH 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

KILLER

**"FORTY OF THEM, ONE OF ME.
LOOKS LIKE THE ODDS ARE ABOUT EVEN."**



You used to work as a professional assassin. Maybe you served an intelligence agency. More likely you whacked people for the triads. You prided yourself on cool, calculated efficiency and the ability to get the job done without getting involved. You know everything there is to know about the acquisition, handling, and employment of firearms. You've been perforated by bullets more times than you can count. It's what you call an occupational hazard. The intellectual



puzzle of the perfect kill mattered to you then. The value of your life, or those of your victims, never factored into the equation... until now.

Possibly through your melodramatic hook, you are about to plunge into the Chi War. Now you have the power to change history with your trigger finger, instead of just wiping out unsuspecting targets. And maybe, just maybe, that gives you a chance to redeem yourself...

AWESOMING UP

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

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

BOTH GUNS BLAZING II

Fire two guns simultaneously at your opponent; these must be handguns or otherwise outfitted with a pistol grip. Treat as one attack at Guns -1, with the Damage of both guns added together, and the opponent's Toughness doubled.



CARNIVAL OF CARNAGE III

Add +2 Guns vs. mooks. Subtract 1 from the shot cost of any attack on a mook or mooks. Minimum shot cost remains 1.



HEROIC BLOODSHED

In the climactic fight of an adventure, any attack that deals you more than 4 Wound Points deals an additional 3 Wound Points.



ADDITIONAL SHTICKS & GEAR

SKILLS

DECEIT 13
DRIVING 11
INFO: GANGLAND POLITICS 11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



KILLER



GUNS

15

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

14

TOUGHNESS

6

FORTUNE

6

SPEED

9

TAURUS MODEL 85 9/2/5

BERETTA M12 10/5/6

HK MP5 10/5/1

SVD DRAGUNOV 13/5/3

BERETTA 92FS CENTURION 10/2/3

WEALTH
RICH

WOUND
POINTS

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

MAGIC COP

"THERE ARE SOME THINGS MAN WAS MEANT NOT TO KNOW. IT'S MY JOB TO HUNT DOWN THOSE THINGS AND KILL THEM."

Even in junctures where magic is rare and difficult to perform, supernatural manifestations still ooze from the world's dark corners, sometimes with lethal results. Many large police jurisdictions secretly maintain small units of officers trained in the mystic arts.



These cops are able to take on the occasional renegade sorcerer or shaman who might pop up, and can dispatch demons and ghosts without freaking out. You are one of these cops. You're probably a loner; the system is set up so you have little contact with regular law enforcement officials. Other officers think you're nuts, if they know who you are at all. You have built up tough mental defenses against the creatures of the night. To normal folks, you come off as grim or aloof. You might think of yourself as a holy warrior, implacably gunning down anything that smacks of the occult. Or maybe you wish you could build a bridge between the world of the supernatural and the world of everyday humanity. Magic cops are often drawn into the Chi War as they hunt down agents of the Lotus or escapees from the Netherworld, discovering that there is much hidden beneath reality's mundane veneer that even they know nothing about.

AWESOMING UP

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

Add one schtick from any of these Sorcery specialties: Divination, Fertility, Heal, Summoning.

Add any one of these Guns schticks (provided you have its prerequisite, if any): Bank Shot, Battle Scavenge I-III, Blam Blam Epigram, Bloody but Unbowed I-III, Both Guns Blazing I-V, Click Click Toss I-III, Covering Fire, Disarming Shot, Fast Draw I-IV, Flesh Wound, For the Squad, Lightning Reload I-IV, Lone Wolf, Scattering Fire, Stop Right There!, Take the Shot, The Way the Wind Blows.

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase backup attack to match main attack.




CHARACTER NAME

CHARACTER CONCEPT


MELODRAMATIC HOOK

INURED TO WEIRDNESS




When a Sorcery, Creature, or Scroungetech attack misses you, regain a spent Magic point.

JUNCTURE ADAPTED




When in your home juncture, ignore any juncture costs for Sorcery.

HAIR-TRIGGER NECKHAIRS



Gain +1 Defense for the first sequence of any fight your opponents start unexpectedly.


STOP RIGHT THERE!



1 Spend 1 shot to automatically stop an enemy from Cheesing It.

ADDITIONAL SHTICKS & GEAR


GHOST SENSE



Spend 1 Magic to see the ghosts all around you in a single scene. Unless you count the odd grotesque transformation or ineffective lunge in your direction, they can't really communicate with you. But their presence and appearance may provide clues to past events in the area.

1 **Specialty:** Divination.

BANISHMENT



Spend 3 Magic and 3 shots: on a Sorcery success against a supernatural creature's Defense, it Cheeses It. On a failure, you regain the Magic points spent.

3 3 **Specialty:** Summoning.

SKILLS

INFO: OCCULT 13

POLICE 12

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



MAGIC
COP



GUNS

14

BACKUP ATTACK

SORCERY 13

DEFENSE

13

TOUGHNESS

7

MAGIC

8

SPEED

6

COLT DETECTIVE SPECIAL 9/1/5

REMINGTON 870 POLICE 13/5/4

WEALTH
WORKING STIFF

WOUND POINTS

1 2 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

MARTIAL ARTIST

**"YOUR KUNG FU IS STRONG.
YOU SHALL BE A WORTHY OPPONENT."**

An accomplished young student of one or more schools of hand-to-hand combat, you are as effective with your bare hands as when wielding traditional hand-to-hand weapons.

Embarking on a lifetime's study, you have recently mastered a number of esoteric chi powers. Most importantly, you have absorbed a profound truth: martial arts are more than just a series of combat moves. They represent an ancient and learned discipline, one that preaches restraint, discipline, and humility. You work hard to live up to that philosophy.

You choose your fights carefully, and work to uphold the values you have learned, such as reverence for elders, respect for the traditions of the past, and self-sacrifice for the greater good. You probably work at a humble job, caring little for material goods. The only goal you consider worthy of pursuing is the physical and spiritual perfection attained by the great masters of the past.

When you encounter the Chi War, your dedication to honor and self-perfection leads you into the battle against evil without a second thought.



AWESOMING UP

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

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

Add a skill you do not have from this list, at a rating of 9:

Deceit, Detective, Driving, Fix-It, Gambling, Info (any), Intimidation, Intrusion, Sabotage, Seduction.

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.



CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

MARTIAL
ARTIST



HANDS WITHOUT SHADOW

+X Martial Arts vs. opponents whose Defense values, bonuses included, exceed your current Defense. X = the difference between Defense values.

DIM MAK

Any time after the 6th shot of the 2nd sequence, spend 3 Chi and make a Martial Arts punch attack against a featured foe. If successful, ignore normal Damage determination; the foe's Wound Point total is now 34 for a featured foe or 49 for a boss. If unsuccessful, regain 2 Chi.

3

ADDITIONAL SCHTICKS & GEAR

WHIRL OF FURY

Spend 1 Chi as you make a Martial Arts nunchaku attack. If you hit, this and all of your nunchaku attacks for the rest of the fight have a Damage Value of 14.

1

LIGHTNING FIST

When you hit an opponent with a Martial Arts punch attack, spend 1 Chi and 1 shot as an interrupt. For this attack, and until next keyframe, your target's Toughness is halved (round fractions up).

11

BLUR OF RAGE

Spend 1 Chi as you make a Martial Arts nunchaku attack against a mook. Until next keyframe, roll a die whenever a mook attacks you. On an even result, the mook drops before it can attack.

1

SKILLS

INFO: EASTERN PHILOSOPHY 11

LEADERSHIP 11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH

MARTIAL ARTS

15

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

8

CHI

8

SPEED

7

NUNCHAKU

8/3/-

WEALTH

POOR

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, Fast Draw I-IV, Flesh Wound, Hair-Trigger Neck Hairs, Lightning Reload I-IV, Lone Wolf, 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

CHARACTER CONCEPT

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 SCHTICKS & 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 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

PRIVATE INVESTIGATOR

"ALL MY LIFE, I'VE BEEN WAITING FOR SOMEONE DRESSED LIKE YOU TO WALTZ INTO THIS OFFICE AND GIVE ME A SPIEL LIKE THAT. NOT THAT I BELIEVE IT FOR A SECOND, BUT IT'S LOVELY TO SEE YOUR DAYDREAMS REALIZED."



As an experienced investigator you have accumulated contacts throughout society: from well-heeled clients who can afford to hire you, to the enforcers of the law you must occasionally skirt, to the seediest elements of the criminal underworld. You most often work for lawyers, digging up information for use in court cases. When one corporation sues another, you find yourself poring over corporate ledgers and sifting for obscure references in old business publications. You've worked for insurance companies, keeping plaintiffs under surveillance to see if they're as injured as they claim to be. And then of course there are divorce cases. Although you may have gotten into your line of work because you fell in love with the film noir world of Philip Marlowe and Sam Spade, you've spent more time hunched over a laptop performing background checks than you have slugging it out with gangsters and crooked cops. Maybe that's why, when you sniff out the first clues that point you to the existence of the Chi War, you're ready to chuck the real-life world of the private detective in favor of the fantastic adventure you've always dreamed of.



AWESOMING UP

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

Increase your backup attack to your main attack minus 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

FINDING THE TELL

Add +2 to attacks against characters you spoke with in the previous scene.



NEEDLING REMARK

When exchanging barbs with a character in a non-combat scene, spend 1 Fortune. Until the end of the adventure, that character gets +1 to attack you; you get +2 to attack that character.



ADDITIONAL SCHTICKS & GEAR

CUT THE BULL

When you and the other PCs are speculating as to the best course of action, or as to the motivations of a given character, you can spend a Fortune point to have the GM tell you whether your speculation is correct or incorrect.



DISARMING SHOT

Take a -1 penalty to your attack roll against a foe carrying a weapon. If your attack hits, the foe drops the weapon. The shot cost of their next attack increases by +3. After this attack the foe is considered to have their weapon back. Against bosses, take a -3 penalty to your attack to use this ability.



SKILLS

DETECTIVE	15
INFO: LAW	11
INTRUSION	11

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



PRIVATE INVESTIGATOR



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

13

TOUGHNESS

7

FORTUNE

6

SPEED

7

ROSSI
MODEL 515

8/2/4

WEALTH
WORKING STIFF

WOUND
POINTS

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

-1

-2

SCRAPPY KID

"HEY, WHEN DO WE GET TO STOP THE EVIL SCIENTISTS FROM TAKING OVER THE WORLD? HUH, HUH? WHEN DO WE? CAN I PLAY WITH THAT GUN? AH, C'MON, I WON'T WRECK IT OR NOTHIN'. THAT SWORD IS REALLY COOL. CAN WE STOP THE EVIL SCIENTISTS NOW, CAN WE, CAN WE, HUH, HUH? ARE WE THERE YET?"

Life is simple. You're a kid. You like to have fun. But there are these bad guys who want to wreck everybody's happiness. They think they're better than everyone else. They want to be the boss of you. So even though boring old grownups want to keep you safely tucked away somewhere stupid, you're gonna do something about it.

After all, why should they get all the fun of shooting guns off and watching explosions and meeting cool monsters and all that stuff? Sure, you're not exactly a killing machine, like you plan to be when you grow up. But

you're not bad for someone whose age isn't in the double digits yet. You're the best kung fu kid in your class, and you've learned some tricks you weren't supposed to learn yet. And you're fast, you know how to duck, and bad guys underestimate you. Chi War—hey, what could be cooler?

You don't have to play the Scrappy Kid as comic relief. (And shouldn't, if your GM and the rest of the group want to maintain a consistently dark and gritty tone in your *Feng Shui 2* series.)

Maybe you're a grim little warrior, forced by tragedy to fight back in a grownup world. Just because you haven't hit puberty yet doesn't mean that you don't have a threatening squint worthy of Clint Eastwood.



AWESOMING UP

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

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

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

DISTRACTION

Describe a distracting non-lethal assault against your target. Instead of damage, on a successful Martial Arts attack, the target suffers 3 Impairment for a number of shots equal to your Outcome. You can't further distract an already distracted opponent.

LOOK OUT, KID!

Roll a die when you are attacked while benefiting from a Defense boost. On an even result the boost continues until end of next shot.

A RIDE IS A RIDE

Ignore Unfamiliar Vehicle penalties.

ADDITIONAL SCHTICKS & GEAR

THE FOX'S RETREAT

1

Spend 1 Chi. Until next keyframe, Dodges increase your Defense by +4.

EYES OF THE FOX

2

Pay 2 Chi to reduce Wound Points dealt to you by an attack to 3.

FORCEFUL DART

1

Spend 1 Chi to give your thrown darts or throwing stars a Damage Value of X - 1 until next keyframe. X = the highest base Damage Value of any weapon currently being wielded by an ally (ignoring any special damage bonuses the ally gets).

SKILLS

DECEIT	10
DRIVING	11
INTRUSION	11
INFO: KID CULTURE	15

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



SCRAPPY KID



MARTIAL ARTS

13

BACKUP ATTACK

DEFENSE

15

TOUGHNESS

4

CHI

9

SPEED

9

THROWING STARS*

5/0/-

WEALTH
POOR

*YOU CAN DESCRIBE THIS AS SOMETHING ELSE APPROPRIATE, LIKE A YO-YO ATTACK, IF DESIRED.

WOUND
POINTS

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

SORCERER

"TASTE THE WRATH OF THE ABYSMAL FOUNTAIN!"

You are a master of the occult arts, studied in the ancient techniques of channeling and transforming chi energy into a supernatural force, bent by your will. Some say this corrupts chi energy into what it was not meant to be. You call those people fools.



Although there are many ways to do harm to an opponent, none has quite the awe-inspiring effect of an energy bolt cast from a magician's hand. You have some trouble manifesting your great powers in later junctures, such as our own and 1850, where the chi flow has been suppressed. But in other junctures, you access your unearthly abilities without impediment. However, in most places superstitious cretins assume that all sorcerers pursue sinister ends. True, most who follow the ways of the occult wind up doing great harm to the people. They have been corrupted by exposure to the Underworld, the home of demons and evil

spirits. Or perhaps they have been seduced by their own lust for power. But that does not describe you! You have the will to resist, where weaker minds failed. Given the bad reputation of sorcerers, you have learned to keep your mystic abilities hidden as you fight for the right side of the Chi War.

Along with the sorcerer's versatility comes some additional complexity. You will want to own a copy of the book to play it to the fullest.



AWESOMING UP

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

Add one schtick from any of these Sorcery specialties: Blast, Divination, Fertility, Heal, Movement, Summoning.

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

Increase a skill value from less than 12 to 12.

Increase a skill value of 12+ by 1.

CHARACTER NAME

CHARACTER CONCEPT

MELODRAMATIC HOOK

CHI BLAST

As a standard 3-shot action, direct a ranged attack of raw magical energy at a combatant of your choice, using your Sorcery attack value, Damage 9.

Specialty: Blast.

MAGNETIC BLAST

When you hit a vehicle with a Chi Blast, it takes +3 Condition Points.

Specialty: Blast.

FIGHT FINDER

Spend 1 Magic to know the location of the nearest group of people who want to kill you. You do not know which group. If no one wants to kill you, it must be early in the series. You get the Magic point back.

Specialty: Divination.

FLIGHT

Fly through the air, moving up to 5 m per shot.

Specialty: Movement.

ADDITIONAL SCHTICKS & GEAR

OBSERVE CHI

See the flow of chi in an area, noting how strong or weak it is and if it is corrupted or impinged upon by some unnatural force. Immediately identify feng shui sites. Tell whether an individual you can see in person is attuned to at least one feng shui site.

Specialty: Divination.

HEAL WOUNDS

Spend 4 shots and 1 Magic to reduce a character's Wound Point total by the result of your Sorcery Check.

Specialty: Heal.

SCROLL OF SPELLS

Spend 2 Magic to gain any Sorcery schtick you don't have, provided you have at least one schtick within that specialty, until end of session. Takes 3 shots if used in combat (6 shots if you're looking at the rulebook when your shot comes up).

SKILLS

INFO: HISTORY

13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



SORCERER



SORCERY

14

BACKUP ATTACK

DEFENSE

13

TOUGHNESS

6

MAGIC

8

SPEED

7

WEALTH
RICH

WOUND
POINTS

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