

# 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 *liuyedao* ("willow leaf saber") 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!"



## INITIATIVE ORDER

For this short demo, we're simply adding 6 to all of the character's Speed scores to determine the action order, instead of rolling d6. The starting order is listed below.

CHARACTER	INITIATIVE
Whitney da Costa	16 (must use Guns)
Sophie Tong	15 (must use Guns)
Serious Choi	14
Capt. Steed Yang	13
C.J. McClane	13
Rick Richmond Jr.	12
Tsang Wu	12
Vincent Turturro	11
GSG Gangsters	11

TSANG WU			
TRIAD RED POLE			
GUNS	DEF	TOU	SPEED
13	13	6	6

**Weapon:** Shiny chrome autoloader pistols (10/3/4)  
**Skills:** Info: Gangland Politics 15, Intimidation 13, Leadership 15  
**Ablative Lackey:** If at least one mook is up, as an interrupt after Jet-Set takes Wound Points, he takes 0 Wound Points and 1 mook goes down.  
**Wounds:** Tsang Wu's Wound track is over to the left.

SERIOUS CHOI			
KILLER WITH A SWORD			
MARTIAL ARTS	DEF	TOU	SPEED
14	12	5	8

**Weapon:** Ancestral *liuyedao* sword (10/5/—)  
**Skills:** Driving 13, Intimidation 13, Intrusion 13  
**Resistances:** Notice 10, Will 10  
**Furious Wrath:** If Choi's last attack missed, her current one gains +1 Attack and +3 Damage. Not cumulative.  
**Wounds:** Choi's Wound track is over to the right.

GOLDEN SEAS GROUP GANGSTERS		
SUITS, SHADES, SHARP OBJECTS		
ATTACK	DEF	SPEED
8	13	5

**Damage:** 8 (knife)  
 There are 3 mooks for every hero in the fight.

## PRE-ROLLED MOOK ATTACKS

On the next page is a big list of pre-rolled mook attacks. Cross these off instead of rolling each mook's attack.

## THINGS THAT CAN HAPPEN IN THE FIGHT

- Bottles behind the bar break and spill flammable liquid all over, or are turned into Molotov cocktails.
- A shotgun, baseball bat, or other handy weapon kept under the bar to discourage rowdy patrons and robbers is brought out by the bartender or club owner (another mook).
- Gunfire brings lights crashing to the main dance floor.
- Giant speakers tip onto combatants.
- Speakers turned into a deafening blast with a microphone or access to the DJ booth.
- A glass tabletop is smashed into deadly daggers, or picked up and used as a weapon.
- Foes are thrown from the second floor balcony and onto tables below before crashing onto the main floor.
- Foes are thrown into the edges of the walkways or the stage.
- Stairs and railings can be climbed and spun on.

## HOW TO RUN THE FIGHT

**Whitney** and **Sophie** go first, if they're being played. Ask them what they want to do: shoot at somebody, do something cool *and* shoot at somebody, or something else. If they want to do something cool, have them describe it; if it sounds like a stunt, that is, they want to do something else significant as well as attack, then add +2 to their target's Defense.

## FIRST ATTACKS

Tell the players what they need to roll on their dice: it's either a 13 (to hit the mooks or Tsang Wu) or a 12 (for Serious Choi), so each player rolls both dice, takes the negative one from the positive one, and adds it to their Attack.

- **If the target is Serious Choi:** Add the Outcome (difference between their roll and the Defense, if it's positive) to their Damage (8 for Sophie, 10 for Whitney) and tell the player how much Damage got past their target's Toughness as Wound Points.
- **If the target is Tsang Wu:** As above for Serious Choi, but Tsang Wu always uses his special ability to take 0 Wound Points at the cost of one GSG Gangster mook. He will do this as long as there are still mooks standing. Describe mooks leaping in the way, taking the hit, and so forth. It can be pretty outlandish & cinematic.
- **If the target is one or more mooks:** Have the players say how they took them out.
- Move the shot counters along as necessary.

SC

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O [-1]

O

O

O

O

O [-2]

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

TW

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O [-1]

O

O

O

O

O [-2]

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O

O



## 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 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

# 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.

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.

ADDITIONAL SCHTICKS & GEAR

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



-1

-2

# EVERYDAY HERO

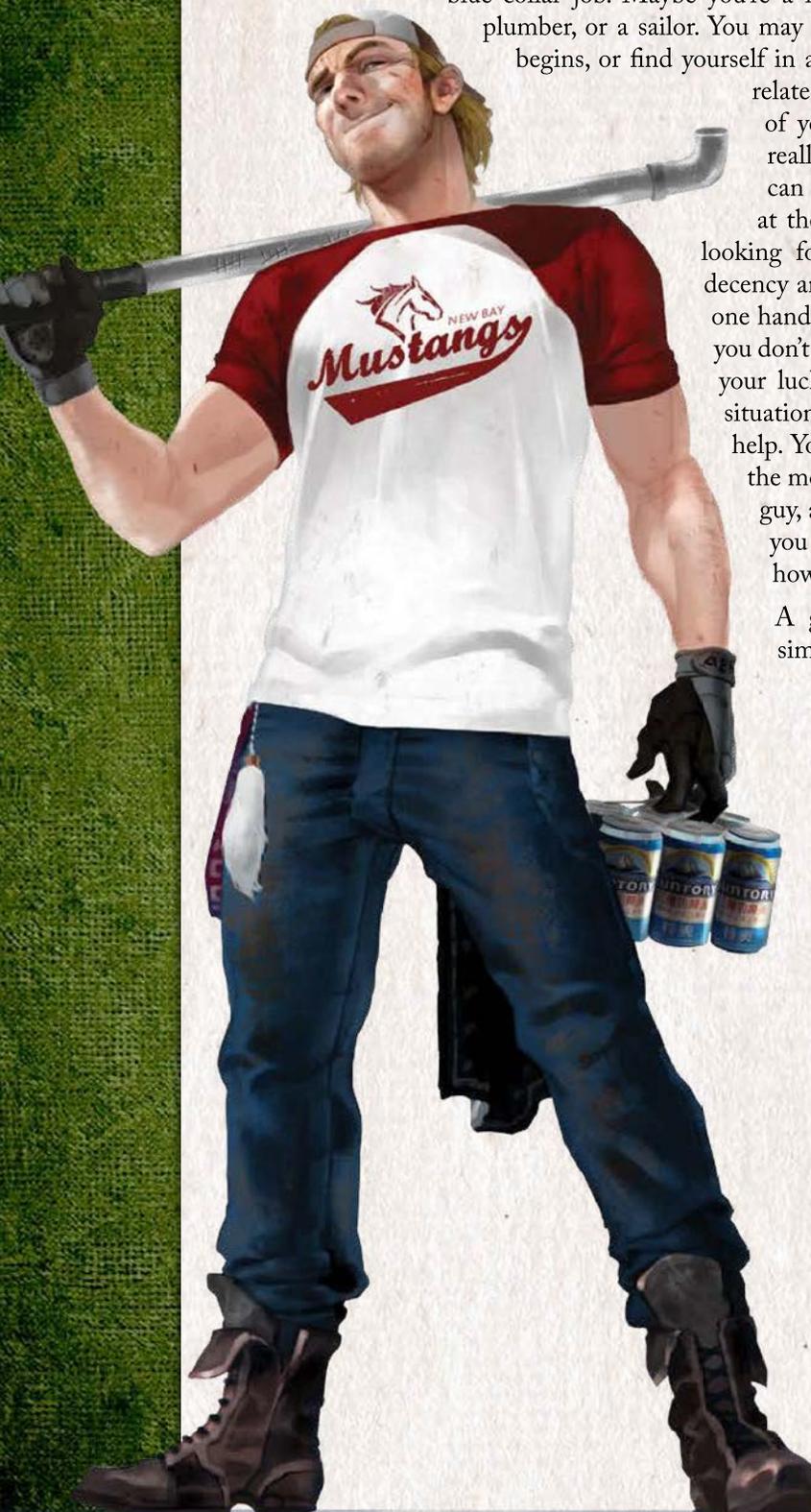
**"HEY, I MAY NOT HAVE THE FAINTEST CLUE WHAT'S GOING ON HERE, BUT I'M AN AMERICAN, DAMMIT! AND THAT MEANS I GOT TWO STRONG AMERICAN FISTS, AND A BIG AMERICAN HEART—AND A BIG AMERICAN GUN!"**

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, 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

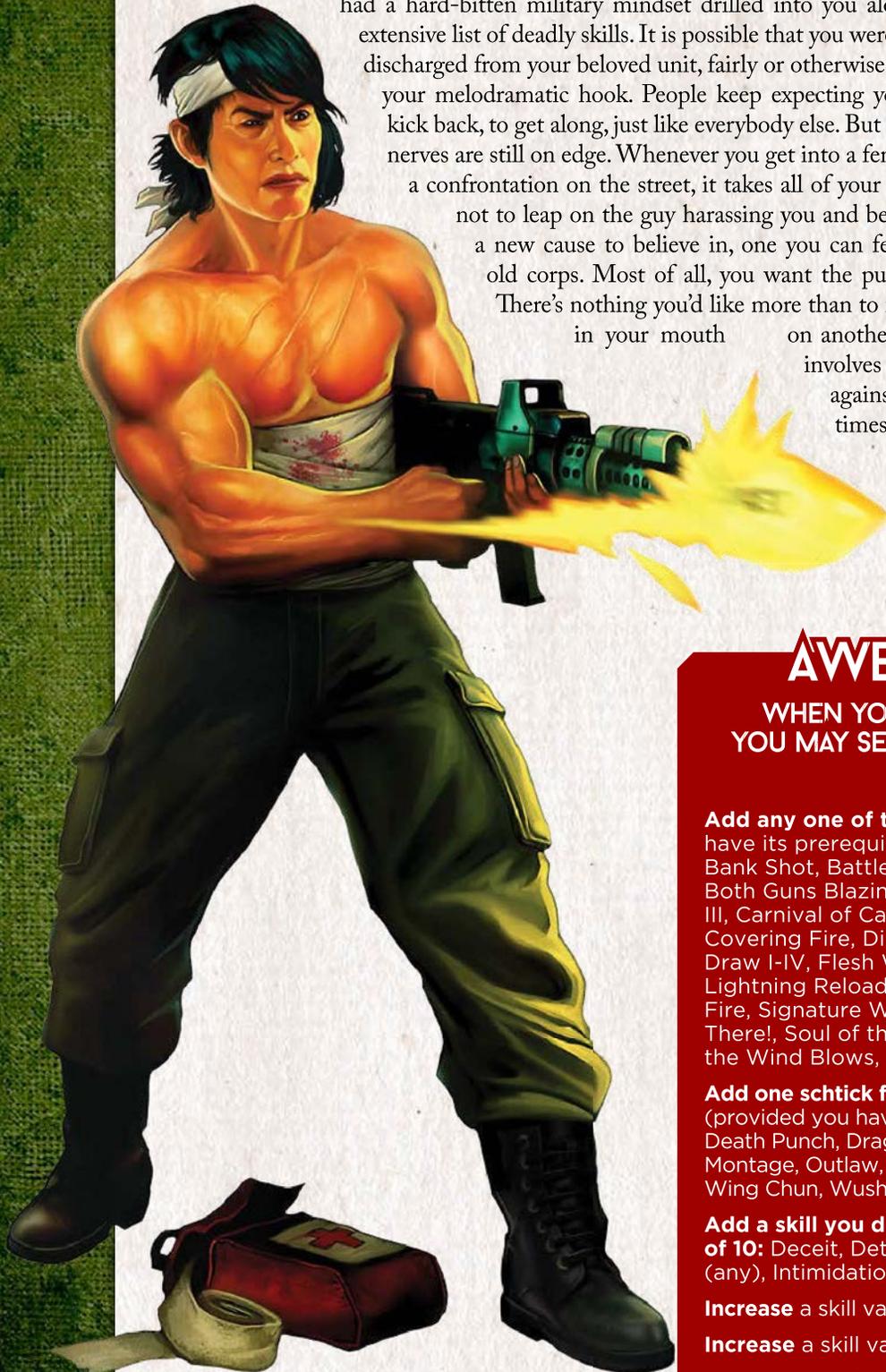
*"SO AFTER THE CHARGES GO OFF AND BLOW UP THE OIL TANK, I'LL COME IN ON THE CHOPPER HANGING FROM THE ROPE LADDER AND TAKE CARE OF THE DOZEN OR SO GUARDS ON THE TERRACE.. ONCE THEY'RE OUTTA THE PICTURE, DROP ME ONTO THE ROOF AND I'LL BREAK INTO THE SECRET LAB AND STOP THE MAD SCIENTIST."*

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

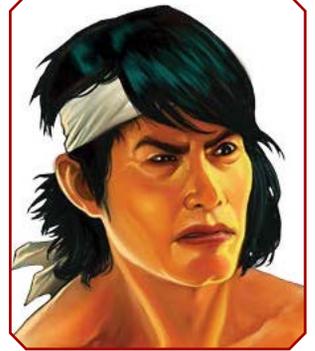
SABOTAGE 12
INTRUSION 11
INFO: ANTI-TERRORISM 15

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

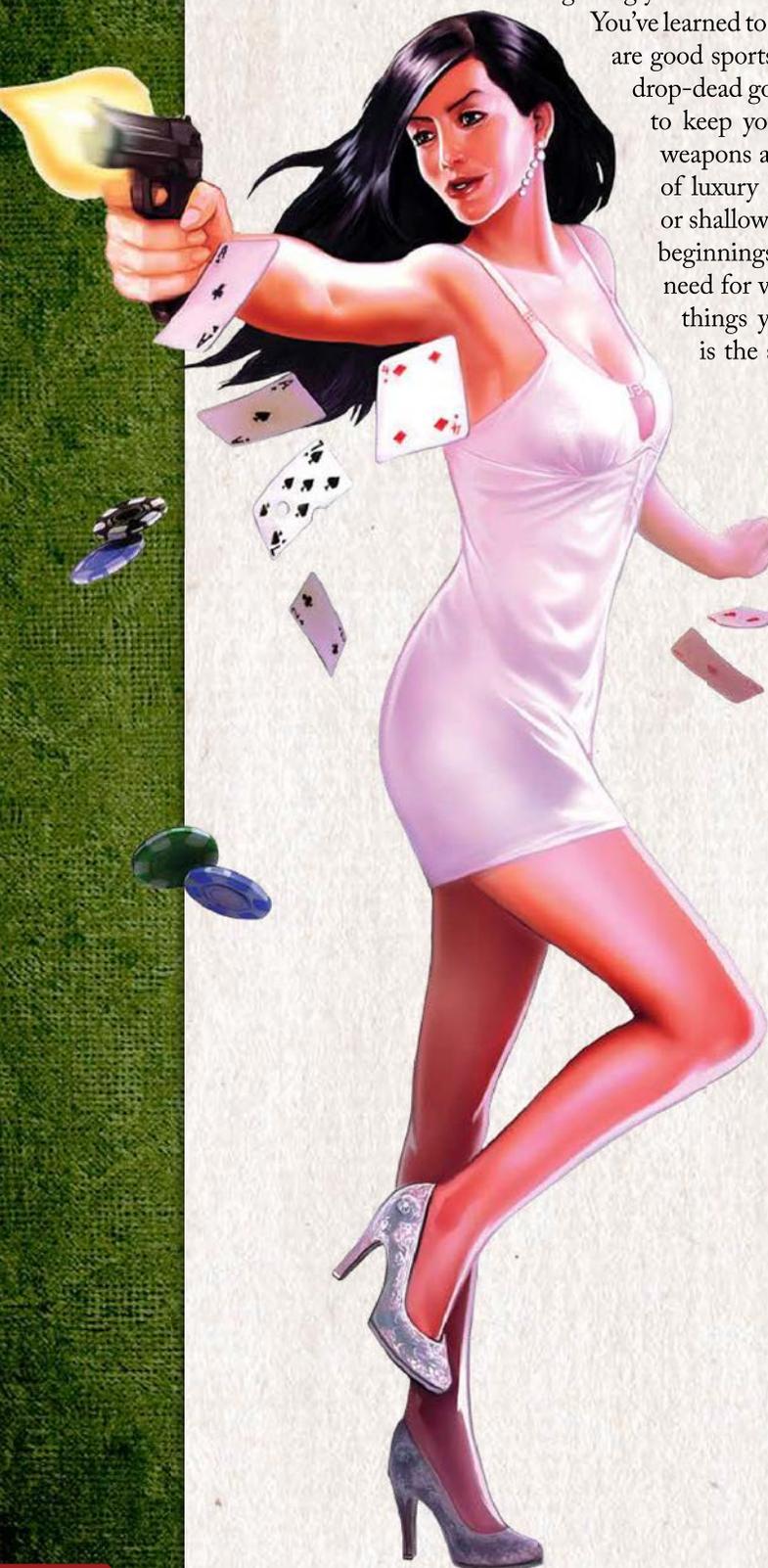


# GAMBLER

**"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

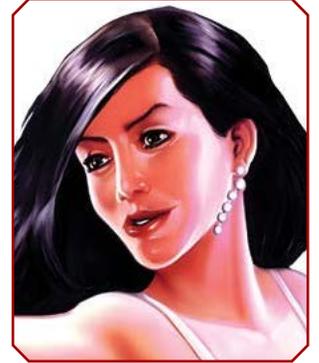
GAMBLING	15
INFO: CRIMINAL UNDERWORLD	13
SEDUCTION	13

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH



GAMBLER



GUNS

13

BACKUP ATTACK

MARTIAL ARTS 12

DEFENSE

13

TOUGHNESS

6

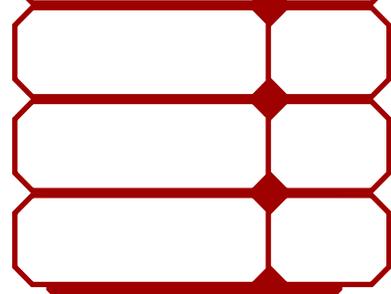
FORTUNE

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	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