



## QUICKSTART FOR FREE RPG DAY 2016

*Feng Shui 2* is the action movie roleplaying game where you play heroes of the Chi War, protecting humankind's destiny in a titanic struggle across space and time. You and your fellow Chi Warriors confront sinister magicians of the past, imperialist oppressors of the colonial era, secretive conspirators of the present, and cyborg rebels-turned-tyrants whose excesses collapsed the future.

### KEY ELEMENTS OF *FENG SHUI 2* YOU SHOULD KNOW

It's based on Hong Kong action movies.

Chi is the life force that animates man and nature.

History belongs to those who have attuned themselves to these feng shui sites.

To travel through time, you move through a mysterious realm known as the Netherworld.

You exist in a world that rewards off-the-hook heroism.

High melodrama rules the day.

There's no such thing as a clichéd plot line.

### WHAT YOU NEED TO PLAY

- Two to four **players** (including the **Game Moderator**).
- Two six-sided **dice** of different colors for each player.
- Scratch paper and pencils (pens, writing implements).
- The **shot counter**.
- **Tokens** to mark the place of characters on the shot counter.
- The printed character **archetypes**.



## GETTING STARTED

Let's get ready to rumble.

### CHOOSE ONE PLAYER TO BE THE GAME MODERATOR

The Game Moderator, or **GM**, should read this quickstart — including the rules briefings in this section and the adventure that follows — from cover to cover at least once or twice. It is the GM's responsibility to:

- Explain the rules to everyone.
- Introduce each scene in the adventure.
- Play the roles of the villains, the nameless **mooks** that fight for them, and all the other Game Moderator characters (**GMCs**).

As the GM, feel free to adopt a different voice for the various characters you present to the players and embellish the scene with exciting descriptions. Mostly, however, your job is to set the right tone and environment for the players to have a great time and be awesome.

### EVERYONE ELSE CHOOSES AN ARCHETYPE

Hand these out and read them over. We've included three:

**Karate Cop:** Brave, loyal, prone to getting knocked down but always gets back up.

**Magic Cop:** Dedicated, grim, driven to protect the innocent from supernatural dangers.

**Maverick Cop:** Hard-boiled, chain-smoking, rough around the edges, but damn good at her job.

If you have more players, you can download more archetypes (and other freebies) from the *Feng Shui 2* page at Atlas Games: [www.atlas-games.com/fengshui/](http://www.atlas-games.com/fengshui/)

Most of the Contemporary Juncture archetypes can be worked into this adventure with little to no difficulty, but it's up to you to come up with your own melodramatic hook and explain why you're working with the Hong Kong Police Force.

### READ THE RULES BRIEFINGS

As GM, you should read the rules briefings that follow before the game starts so you can explain them to the players when needed. It's a good idea to have everyone roll some dice and practice subtracting one die from another. Make sure everyone understands **Action Values**, **skills**, and **schticks**.

## TASK CHECK BRIEFING

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

### THE DICE

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

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

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

### CLOSED AND OPEN ROLLS

Sometimes your GM asks you to make a **closed roll**. This is a normal roll of the two dice, as given above. Most of the time, you're asked to make **open rolls**. In an open roll, you re-roll any die that comes up 6, adding to that die's total (AKA **exploding dice**). This gives a wider range of results, which simulates the wild and chancy actions typically undertaken by *Feng Shui 2* characters.

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

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

### DETERMINING SUCCESS OR FAILURE

Usually when you make a roll, you then add the result to another number — that number is usually



one representing one of your character's abilities, and is called an **Action Value** (abbreviated as AV). An AV of 11 is good, a 13 is really good, and a 15 is world-class good.

When you add Swerve to Action Value, you get a number called the **Action Result**. When your character tries to do something, the Action Result is compared to a number decided upon by the GM which represents the difficulty of the task your character is attempting. This number is called — surprise, surprise — the **Difficulty**. If the Action Result equals or exceeds the Difficulty, your character succeeds at the task.

How well she does depends on the difference between the Difficulty and the Action Result. The difference is called the **Outcome**. If the Action Result is lower than the Difficulty, the attempt fails. Again, the difference between the two numbers determines the degree of failure if necessary.

*Chin's character, Jimmy Kwan, is attempting to break a board with his head at a kung fu tournament. His Action Value for Martial Arts is 6. The GM decides that the Difficulty of breaking the board without injury is 6. Chin rolls 2 on his positive die and 4 on his negative die, for a Swerve of -2. He adds this to his Action Value:  $-2 + 6 = 4$ . This is below the Difficulty, so Jimmy Kwan fails. The GM decides how to describe the*

*failure. Since the difference between the Action Result and the Difficulty is only 2, the GM decides that Jimmy half-succeeds — he breaks the board but stuns himself in the process, embarrassing himself in front of the large audience. Had the difference been 4 or more, the GM might rule that not only did Jimmy fail to break the board, but he also injured himself.*

## WAY-AWFUL FAILURE

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

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

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

## SEQUENCE AND SHOTS BRIEFING

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

### INITIATIVE

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

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

### SHOT COST OF ACTIONS

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

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

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

### RUNNING OUT OF SHOTS

At shots 2 and 1, characters may take actions that

cost up to three shots even though there aren't enough shots left. There's no penalty for this, and the unaccounted-for shot cost is not carried over to the next sequence.

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

### KEYFRAMES

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

An effect that expires on a particular keyframe is called a keyframe effect. No character can have more than one keyframe effect going at one time. Activating a new one cancels the previous one.

### INTERRUPTS

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

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

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

### EXTRA-LONG ACTIONS

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

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

## COMBAT BRIEFING

To make an attack against another character, you make a task check using the appropriate Attack ability. If you're using hand-to-hand combat (fists, kicks, swords, knives), the relevant ability is Martial Arts. If you're attacking from a distance with a ranged weapon (guns, arrows, crossbows), the relevant ability is Guns. If you're attempting to hit an opponent with a spell, use Sorcery.

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

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

## HOW NOT TO GET HIT

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

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

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

## MOOKS

Many of the opponents you face are of low skill; their only advantage is numbers. Heroes in action flicks mow through cheap henchmen with little trouble. In *Feng Shui 2*, we call these opponents **mooks**.

If the GM hasn't bothered to give them names, they're not really important to the plot. They're set dressing, basically, but more fun to beat up. (Don't get too overconfident, though — they can still do damage to you when the GM rolls high.) If a mook is hit by an attack, he's out of the fight. You don't need to track damage.

## NAMED CHARACTERS

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

## WHEN NAMED CHARACTERS GET HIT

Here's the basic formula for determining the result of a successful hit on a named character:

$$\text{Attack Outcome} + \text{Damage Value} - \text{Opponent's Toughness} = \text{Wound Points}$$

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

Add this figure to the Damage Value (DV) of the Attack. Each type of Attack does a different amount of damage: a punch or kick is 7, a spear or a Colt .45 is a 10, a shotgun or rifle is a 13. Then subtract the victim's Toughness value.

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

Everyone starts with 0 Wound Points. As you get more and more beat up, you take Wound Points. For most named characters, including the PCs, reaching 25 WP means you get a point of Impairment. At 30 WP, it's 2 points. At 35, supporting characters and featured foes drop; they're out of the fight, maybe even dead. PCs need to make **Up Checks** (Toughness checks vs Difficulty 5) at 35 and every time they take damage after that. Bosses only have to worry when they hit 50 WP, at which point (and every time they're hurt after that) the GM rolls a single die. On an odd number, the boss drops.

## STUNTS BRIEFING

Every so often you may want to attack your opponent and accomplish something else. We call this a stunt. Examples include:

- Grabbing a golden idol before it falls into lava.
- Freeing a kidnapped witness.
- Snatching the USB drive before the computer explodes.
- Blowing open the locked door behind your foe.

## RULES FOR STUNTS

Stunts can be declared either before or after you roll the dice for a task check or attack. Here's how this all works:

- When your Outcome is 4 or more, you can describe your successful result as including the extra advantage you wanted — freeing the witness, grabbing the USB stick, or whatever. Be clear that you're using the high Outcome as permission to score something extra. By default, the GM allows this.
- In rare cases the GM may have something else in mind: the witness might not want to be freed, the USB stick might be rigged with a sorcerous trap. When this happens she describes an unexpected reversal depriving you of your intended advantage... without making your character seem any less awesome for the extra complication.
- You can commit to a stunt before acting. In time-sensitive situations — “Hey, he's getting away!” — you can't always wait to try for that extra effect. The GM adds 2 to the Defense of whomever you're trying to hit. If you do hit, you also get the extra benefit you wanted.
- Stunts must be situational to the particular fight at hand. Grabbing the USB drive becomes important in a fight with the grabbing of a key clue as a secondary goal.
- Stunts can't duplicate the effects of other maneuvers: to hit multiple opponents, for example, use the multiple opponent rules, not a stunt.

## WHEN INSPIRATION FLAGS

Almost everyone quickly learns to dream up striking narrative snippets, and almost everyone occasionally runs out of ideas. It's better to keep the fight moving than to put a player on the spot. “I blast him,” sometimes works perfectly, especially as a fight enters its third sequence or later.

GMs can help players struggling with the game's narrative demands by taking over some of the narration for them, especially in the case of high (4+) Outcomes.

## ATHLETIC STUNTS

Action heroes display omnicompetence at feats of physical prowess, even during those moments in a fight scene when they're not trying to lay the hurt on a bad guy. This includes running, leaping,

avoiding falling debris, holding onto the bumpers of speeding cars, and so on. A stunt undertaken to achieve a physical goal without also damaging an opponent is called an **athletic stunt**.

If the athletic stunt poses no risk of harm to the hero, and it seems plausible within the bounds of action movie physics, it takes 3 shots and automatically succeeds. (3 shots is a high price to pay during a fight.)

If a stunt carries the risk of harm, the hero checks her best Attack Value against a Difficulty of 11.

## BLOWING UP HONG KONG COP MOVIES

To say that Hong Kong has produced a ton of the vast and diverse collection of films you could call “cop movies” would be an understatement. While most of us come to Hong Kong for high flying supernatural kung fu and the secret world of martial arts masters, it's a mistake to miss the rich cinematic pool of cop movies when you're deciding what kind of *Feng Shui 2* game to play. Swords and fists are great, but don't underestimate the appeal of good cops and bad guys when you're exploding your dice.

Cop movies out of Hong Kong run the gamut from dark and gritty neo-noir to joyful situational kicking and punching action. Women in positions of respect and authority abound enough for there to be a sub-sub-subgenre. There's a lot to love from Johnnie To tension to John Woo stylish blood-splattered crime. The adventure in this quickstart follows the beats of something a little more light-hearted in the vein of Jackie Chan's first *Police Story*, but make no mistake, you've got a range to work with for drawing inspiration here.

## WHAT MAKES THEM COOL

Cop stories in Hong Kong fiction are cool because sometimes it's cool to play the good guy in a black and white world. Or because sometimes it's cool to play in shades of entirely grey. Or because it's cool to imagine a world where the status quo is partially decent people out to keep civilization safe even when the world is working towards the opposite. The thing about the cop story is that at its heart there is a feeling that justice is a real, tangible thing, and when you can't see it, if you punch enough criminals, you'll bring it into being. Even when cop stories are grim and gritty, that contemplation of what is and isn't justice plays out to melodramatic perfection.



## WHO YOU FIGHT

In a black and white game with simple morals like what's presented in this adventure, obviously cops are good and they fight bad guys. More than that, cops battle with each other to test themselves and keep sharp as well as to better know their partners and coworkers. Matches between good cops, are often all in good fun but still intense. These scenes express relationships, provide character insight, and demonstrate how cops perfect their training.

If you're running something more grey, you might be fighting corrupt cops, shady corporate types with martial arts training, or military units brought in by overzealous politicians. And that's on top of legit bad guys who break the laws in a more honest way.

If the cops are antiheroes, well, then you're pretty much fighting everyone. The idea here, though, is to get the characters into a situation where they need to fight each other for over-the-top melodramatic reasons as they externalize their internal struggle with justice. The scene where a hero fires his gun in the air while screaming because he can't bring himself to shoot his even-more-corrupt ex-partner, that scene is your bread and butter.

## DISTRACTIONS

It can't all be shoot-outs and car chases. The cop movie really needs the occasional slower paced scenes so the high kicks are even higher. Intermingle fights and flights with investigation montages, tense locker room confessions, and visits to graves of fallen comrades or bystanders caught in the crossfire. Action cops need time to grimly reflect on their lives and the choices they've made

before returning to struggle with the meaning of justice and the legal definition of excessive force.

## WHAT YOU SHOULD WATCH

While suggestions abound above and below, it would be tragic to not take a moment to call out the *Police Story* series. It's possibly Hong Kong cop drama at its finest. Aside from Jackie's signature anything-goes comic mayhem, the series is such a great vertical slice of the genre that you can get a taste of so much from it alone. The first and second films run light-hearted and over-the-top. *Police Story 3 aka Supercop* is not only a great look at the difference between mainland China and Hong Kong, but the incredible Michelle Yeoh steals every scene she's in. Meanwhile *Police Story 4 aka Jackie Chan's First Strike* is global and full of intrigue. *New Police Story* is gritty, tragic, and brutal and worth watching over and over. And there's even more spinoffs and reboots. Highly recommended.

## FILM LIBRARY

- The *In the Line of Duty* series featuring Michelle Yeoh (sometimes credited as Michelle Khan).
- The *Police Story* film series directed by Jackie Chan, Stanley Tong, Benny Chan and Ding Sheng.
- *PTU* directed by Johnnie To.
- *Hard Boiled* directed by John Woo.
- *Hot Fuzz* directed by Edgar Wright. It's not a Hong Kong flick.
- *Sleeping Dogs*, a video game by Square Enix is pretty fantastic, and it's set in a compressed, fictional, open-world version of Hong Kong.



# HONG KONG TASK FORCE DOUBLE EIGHT

This adventure, inspired by the popular subgenre of Hong Kong cop movies, is for up to three players and one GM. It should take your group about four hours with three major fights and one optional fight that you can move to any part of the story to help spend your special effects budget.

## WHAT'S GOING ON?

DietRiot, a new diet drug, is sweeping through the streets Hong Kong. It sort of works like a diet pill, but it really, really works as a stimulant. Because of its designer nature, it's not technically illegal, and the foreign firm that is probably producing it is dodging responsibility. The Hong Kong Police superintendent has called in a special task force with cops from around the world to help prove the drug is dangerous and link it to its manufacturer. The superintendent actually wants the special task force to get this corrupt pharmaceutical company out of Hong Kong by any means necessary.

## WHO'S BEHIND IT?

The manufacturer is backed by the Guiding Hand... and the drug is supposed to dampen natural magical potential. But they went to trials too early, and now there're unexpected, magical, explosive side effects!

## MELODRAMATIC HOOKS

After choosing an archetype to play, each player claims one of the following reasons for being drawn into the task force. This is your melodramatic hook. Each player should choose a different one.



**The Local Insider:** You know the streets of Hong Kong and the ins and outs of the local bureaucracy. It's a big honor, and a lot of responsibility. This assignment could make or break your career. The pressure's on.

**The Obsessed:** You've been chasing Curt Raglan, CEO of DruTekTel, globally for the better part of a decade since he was linked to a series of deaths that included your younger brother. Name your younger brother.

**The Replacement:** You didn't actually get the invitation. A better, more experienced cop turned it down, and your chief panicked, sending you instead. You've got a lot to prove.

**The Rival:** You and the local insider (above) have a history. You've been in competition, unofficially, for years. It's friendly, but it's hot. You took this assignment to show them up on their home turf. Just like they did to you three years ago.

**International Relations:** You're here on behalf of the United Nations to officially make sure this doesn't turn into an international incident. You're a peacekeeper with a punch!

As archetypes are chosen, players determine who is local to Hong Kong, and if not, where they're from. For this quickstart, it's assumed all characters are from the Contemporary Juncture (as opposed to other time junctures, as described in the *Feng Shui 2* rulebook). Decide their character's look and attitude. Then consider relationships to the other characters:

- Have any of the characters worked together before?
- Have they met?
- Are any of them friends or former lovers?
- Friendly rivals?

Remind the players that in *Feng Shui 2*, it's their job to buy in and bring their character into the action! These will act as your melodramatic hooks to tie into the story; make sure you take note of what the players decide.

## INTRODUCING THE STORY

Tell the players this:

*This is a once-in-a-lifetime opportunity! You are in Hong Kong to create a united task force to bring down a growing threat before it takes root in Hong Kong.*

*You all have your ways of handling things, from the local cop who knows the intricacies of Hong Kong's streets to the outsiders with their own methods for*

## FAKE HONG KONG AND DRUGS

So, in real-world Hong Kong, this sort of thing would pretty much never happen. The Chinese government (at the time of this writing) are super strict about all drugs and pharmaceuticals. Let's remember this is imaginary Action Movie Hong Kong set in a world in which secret factions using and opposing mystic forces exist, and move on.

*investigation and crime fighting. You'll have to at least try to work together, possibly while proving to the others that you're the best of the best!*

*The specific mission? Eliminate a criminal syndicate pretending to be a drug manufacturer who are using Hong Kong as a new base of power and flooding their streets with their dangerous and experimental drugs. This is going to take more than one cop on a mission, this is going to take the new Hong Kong Task Force Double Eight!*

## ON THE DOCK OF THE BAY

Each character is coming in to Hong Kong by way of boat from various local sources, some of the characters have been traveling for days, and this final leg seems like the longest. Meanwhile, the local cop has been itching to get started, probably, so he's waiting at the dock on pins and needles.

## SET-UP

In this act, the characters arrive only to have their first meeting turn into a watery brawl. DruTekTel heard about the arrival of the new task force and sent some thugs to get a sense of the cops' capabilities. Secretly, **Jian Wu**, a member of the Guiding Hand and sales manager for DruTekTel, will be watching how things play out.

## JIAN WU, CHEMICAL ENGINEER

Jian is a good guy on the opposite side. An antagonist but not a villain. He deeply believes that magic is an abusive force and it, like capitalism, destroys the weak and empowers the corrupt. He is using capitalism to destroy magic, and the irony is not lost on him. He created DietRiot, but is unsure if it should have been released so soon. So he watches the characters while trying to decide what to do. Jian is a tall, handsome man with a serious face.

He was born without one arm, but there's nothing especially tragic about it.

## A WARM WELCOME

Describe the place using these words or words of your own to touch these notes.

*To Kwa Wan, on the main peninsula near Kowloon Bay, is a bustling urban center. Shopping, housing, and green spaces give you a taste of old world Hong Kong and modern Hong Kong just by turning your head from left to right and back again. As a result of some local historical celebration, the bay is filled with brightly colored and decorated junks brought in from all over the nation. Almost as if the city has put on its finest jewelry to greet the new Task Force!*

## INTRODUCTIONS

Take turns giving each player a chance to describe their characters. What are they dressed like? How do they look? Have they been traveling a while? Are there any of the other characters they're looking forward to meeting? Take notes on what they say.

## FIGHT ON THE DOCKS

Now that the characters have introduced themselves, before they can say much to each other, get right into the fight. Tell the players something like this:

*While you're sizing each other up, your senses itch, and each of you, skilled law enforcement agents that you are, become aware that not one, but several shady characters are creeping out of the crowds. They seem intent on the new Task Force, trading glances among themselves. You're flanked, it seems, three guys on boats, a few in the crowd. It's a pretty good ambush, and now that they've noticed that you noticed, they're moving in fast.*

Encourage the players to have their characters show off for each other, as the general threat level of these mooks is fairly low. Almost like someone is setting them up to show off their good stuff.

Actually, Jian Wu has totally set them off to show off their good stuff, and at some point in the fight, make sure some or all of the characters get a sense that they're being observed. Throw a Perception Check out and see who makes it around sequence 3. Jian is not a martial artist. But he's studied it as an academic for a long time. Take note of which character Jian has decided is the best martial artist. He'll run off before the end of the fight, knowing the city well enough to vanish.

## FOES

The number of featured foes appearing equals the PC group. Add 3 mooks per hero.

Call for an Initiative Check. Bad guy Initiative is as follows:

FOE	SEQUENCE			
	1	2	3	4
Blondie	14	9	13	11
Buffalo Bill	13	13	8	8
Snake Eyes	11	12	11	12
Ed	1	19	9	12
Mooks	8	8	6	6



## SNAKE EYES & ED

Low-level sorcerers who are also hired thugs. Just a weird coincidence that they were hired for this.

SNAKE EYES & ED			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13	5	7

**Weapon:** Blast (10).

## BLONDIE

He's got bleached blonde hair and a t-shirt covered in English profanity. He's mighty proud of his martial arts too.

BLONDIE			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

**Weapon:** Sword (10).

**Kneecapper:** When the foe's close attack hits with an Outcome of 3 or more, the target loses 3 Speed until end of fight. No hero can lose more than 3 Speed to any kneecapper effect in any one fight.

## BUFFALO BILL

He's wearing a furry cowboy hat and sports some nice gold teeth.

BUFFALO BILL			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

\*+1 Defense vs. ranged attacks. Explain this to players after first ranged attack against Martial Artist.

**Weapon:** Unarmed strike (10).

## MOOKS

MOOKS		
ATTACK	DEFENSE	SPEED
8	13	5

**Weapon:** Machete (9).

## THINGS THAT CAN HAPPEN DURING THE FIGHT

- Throwing a guy off the dock.
- Leaping from one boat to another.
- Running across a bunch of closely floating boats.
- Losing a pursuer by tricking him onto a boat that's leaving the bay.
- Dragging a guy off the dock from the water, after falling into it.
- Throwing a guy through paper decorations.
- Getting tossed off a junk by sailors.
- Stealing another cop's knock-out.
- Teamwork double kick.

## MOP-UP

If the characters wipe the floor with Blondie and his crew, the cops are well on their way and happy to cart the thugs off. This is a chance for some friendly competition too. For any of the team who want to grandstand a little, have them roll a Police Check at Difficulty 9. The most impressive roll managed to out cop-talk the others and that character really impresses the local police.

If the characters didn't do so well and get defeated, backup arrives and at least any of the thugs that got injured will end up arrested. The Task Force starts off in a bit of a bad light with the local cops. However, a character can try a Police or Leadership Check at a Difficulty 11 to impress the locals anyway. If she rolls well, the locals can at least understand they were caught unawares and it won't happen again.

If anyone tries to go after Jian, a solid lead to be sure, they're just not going to find him right now. People in the crowd will recall a tall, handsome man, maybe he was an actor or something? But no one saw where he went. Assure them, though, that

isn't the last they'll see of the tall stranger.

Now that they have the chance to think, if any of the characters are obsessed with Curt Raglan, they can try a Police or Info Check at Difficulty 9. If they succeed, they know Jian's name and that he's a chemical engineer who has worked for Raglan for years, but why he'd be watching them remains a mystery.

## CONNECTIVE TISSUE I

One way or another, the thugs are carted off for questioning at the local station, a regional hub by coincidence where the chief inspector of the operation has an office.

She's not in, which leaves the characters some time to perform their own interrogations.

- Blondie and his boys are wannabe thugs who imagine someday they'll be a real crew everyone in Hong Kong will fear and respect. This is highly unlikely. They'll take any job they think they can pull off. When someone told them "beat up some cops, become famous in the underworld" it sounded like a great idea. Now they're pretty sure it was a dumb plan.
- They don't remember who hired them exactly. Blondie and his buddies were very drunk when they got approached. One of them thinks the guy had a tribal tattoo that looked like a skeleton.

After their interviews, the cops are called in and dressed down by the chief inspector because "property damage" and "that's not how we do things in Hong Kong" but it's all bluster. As the GM, consider standing up and slapping the table dramatically, but offer a wink or smirk after a line or two about how they "crossed the line" and "have to play by the rules." She'll toss them a file with their case information in it and send them out of her office.

As soon as they leave the office, however, other officers will come and tell them it was awesome and unofficially the chief inspector wants them to keep up the good work. Use a stage whisper to make the information more dramatic.

Time for some serious cop work. Describe a montage of cop-stuff, talk about the pin board with clues posted. Talk to lab workers. A late night with pizza and coffee and sleeping on desks. Ask each player to add what their character is doing during the montage. Then, get on to rolling some dice!

## WHAT IS DIET RIOT?

What do the cops think it does? The cops have had a really hard time getting usable samples of it to test. From what few samples they have tested as well as witness statements, the police believe it to be an amphetamine derivative. The street gangs are using it like speed. Some laborers are using it to work longer hours. And a few teens have gotten caught up with it as a diet drug. It does those things, dangerously well. But that's not its real purpose.

What is it really? The Guiding Hand think they've discovered a way to suppress magic in people. The theory is that the chemical components of the drug act as chi suppressors. The amphetamine-like results are an unfortunate side effect. It doesn't work the way they hope, however. For most people, it will only make them sick, mutate, or die as their body resists the suppression. For some, their chi finds a way, and the push to remove the blockage can be explosive or grotesque. Sometimes both. Often literally. See Min and Alora in later scenes in this adventure.

## INVESTIGATION

Let the players roll some checks related to what they do in the montage. Suggestions:

- **Police Check:** A decent result on a Police Check tells the players about some of the local gangs (or reminds any local cops of them). They should already know how strict Hong Kong is about drugs. If DruTekTel is behind this drug, they must be very well connected politically as well as on the streets to get their product out there.
- **Info Check (relevant):** If any of the characters know about drugs and chemistry, they can talk up the lab staff and find out more about DietRiot. Check out the sidebar!
- **Deceit:** Hitting the streets undercover might reveal that a tribal skeleton tattoo might mean Reaper's Boys. But no one wants to talk about Reaper's Boys. Those guys are scary!
- **Intrusion:** How about some hacking? One of the cops can bring up some information on Jian Wu by hacking some government databases. His life is the sad story of a sad genius with a life full of tragedy. His partner and son were killed in a territory dispute. His lab blew up when he was working on a revolutionary treatment for cancer. He has suffered a long series of terrible events.

- **Seduction:** Out and about flirting and carousing, a cop can learn that DietRiot is being marketed in three ways: 1) a diet aid for young people constantly under pressure to be thinner and more attractive; 2) an energy booster to help people work longer hours with fewer breaks; and 3) a stimulant to make someone faster and stronger in a fight.

## THE TEMPLE STREET TUMBLE

Investigations suggest that the cops want to hit the streets to talk to a girl named Fen, one of the first victims of this mysterious street drug who's willing to talk to the police. This will take them down to Temple Street, a touristy spot lined with shops like t-shirt stands and cheap knockoff antiques. Use your own words or describe it like this:

*Temple Street is a thriving, bustling tourist spot and full of locals doing their own shopping. Hot pork buns, savory grilled rabbits, and colorful fresh fruit abound. T-shirts, designer knock offs, local kitsch, and electronics are easy to find at a bargain. And if you know where to turn off the main street, you can find goods like herbal remedies for any ailment and relics with secret purposes or power. Most of the side street magic is smoke and mirrors. But not all of it.*

*Clues take you past the tourists and on to one of the harder-to-find side streets. Lucky Cat Apothecary is a small, family-run shop selling traditional Chinese medicine. The place is clean, bright, and smells strongly of spice and fruit. A warm, welcoming place far from the smoky, grimy stereotype. The grandmother and owner is beside herself over the condition of her dearest granddaughter Fen. The cops are led into a back room converted into a bedroom for the girl, barely 19. She's on a dialysis machine to cleanse her blood while she waits in hopes of a kidney transplant that may never come.*

When you speak for Fen as the GM, try to sound sweet and weak and brave. You may not live a full life, and you know it.

Here's what went down for Fen, and you can share this information with the characters through an interview.

- Fen is a modeling hopeful, like so many girls, and wants to act too. She'd been to a few auditions with no luck. After one, a shady guy told her that maybe the problem was her weight, and that if she wanted the latest medical innovation



in weight loss to call him.

- Yes, she still has his card, her last interview was in the hospital so she didn't have it with her. According to his card, his name is Reaper and he's an "independent holistic pharmaceutical consultant." His card is decorated with a stylized, tribal tattoo-style Grim Reaper.
- At some point, Grandma will correct the posture of one of the characters. Not like an old lady, but like an ancient master might.
- Fen finally broke down and tried the drug. It gave her a lot of energy and made it easier to skip meals, so true to promise, she did start losing weight. A lot of weight. One day, she blacked out, and when she got to the hospital she was bleeding from her pores. She had catastrophic liver failure and a bunch of other unexplainable symptoms.
- Grandma thinks that whatever the drug was, it blocked her chi and that explained the other symptoms. But she needs a little convincing that the characters would believe her before she tells them that.
- Fen knows of some other girls who have taken the drug and are getting sick, but not as sick as her, so they won't come forward. They're afraid.
- Fen has a younger brother. He should remind

one of the characters of the younger brother he lost to DruTekTel years ago. Fen's brother wants the cops gone! This young man thinks the family is under surveillance, but he can't prove it. He's just seen a lot of shady guys hanging around watching who comes and goes from the shop. He's afraid they'll hurt his older sister if she keeps talking with the cops. Make it dramatic.

## FIGHT IN THE STREETS

Maybe the younger brother was on to something, because when the characters exit the apothecary, they're again jumped by a bunch of goons. They aren't directly tied to DruTekTel, they are just the gang members who have been pushing the drug on the streets. They don't know where their drugs are coming from, only Reaper does, and he isn't among them right now.

The characters will need to fight their way out while trying to minimize property damage. They will, naturally, fail at that pretty badly.

As the characters step out into the street, they hear people from fire escapes behind them, they're surrounded. Blondie's Brother appears from the lot of them louder, ruder, and blonder than his brother. "You pinched my brother! You'll pay for it in blood!" At that, they rush the characters.

## HOW THE FIGHT PLAYS OUT

- Blondie's Brother is focused on the local cop, as he blames him the most for bringing in his brother.
- Guy with Knives and Fist will take all comers, but Fist is not especially bright and goes for low-hanging fruit. Whatever seems the easiest way to win is what he'll do. Guy with Knives is a little more careful and prone to fleeing.
- Reaper's Boys are there to keep the cops from escaping, so they'll circle and try to keep the characters fenced in.
- None of these guys are willing to fight to death.

## FOES

The number of featured foes appearing equals the PC group size.

Call for Initiative Checks. Bad guy Initiative is as follows:



FOE	SEQUENCE			
	1	2	3	4
Blondie's Brother	14	9	13	11
Bin	13	13	8	8
Fist	11	12	11	12
Guy with Knives	9	11	13	8
Reaper's Boys	8	8	6	6

## BLONDIE'S BROTHER

If Blondie was loud and rude, his brother's bigger, ruder, louder, and somehow blonder. And he wants revenge for his brother's arrest! He has the same stats as Blondie, regardless.

BLONDIE'S BROTHER				
FEATURED FOE				
GUNS/ MARTIAL ARTS	DEF	TOU	SPEED	
14	13	5	7	

**Weapon:** Sword (10).

**Kneecapper:** When the foe's close attack hits with an Outcome of 3 or more, the target loses 3 Speed until end of fight. No hero can lose more than 3 Speed to any kneecapper effect in any one fight.

## BIN

Bin thinks Blondie's Brother is gonna be someone someday, and is acting as the sub-sub-sub-boss's bodyguard.

BIN			
FEATURED FOE			
GUNS/ MARTIAL ARTS	DEF	TOU	SPEED
13	13*	5	6

\*+2 Defense if anyone is targeting Blondie's Brother.

**Weapon:** Browning Hi-Power (10/2/3).

**Resistances:** Notice 10.

**Be the Shield:** Spend 1 shot to lower bodyguard's Defense by 2, increasing ally's Defense by 2, until bodyguard goes down. Explain this effect to the players, so they know that taking down the bodyguard lowers the other target's Defense.

## FIST

Fist is ready to show the tattoos on his knuckles. Up close, up real close! P-U-N-C and P-U-N-C. Fist is neither very creative nor very good at spelling.

FIST			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

\*+1 Defense vs. ranged attacks. Explain this to players after first ranged attack against Fist.

**Weapon:** Unarmed strike (10).

**Hands Without Shadow:** Spend 3 shots, make a Martial Arts attack against an opponent. If your opponent's DV exceeds your current DV, add +X to your Martial Arts attack, where X = the difference between your DV and your target's DV (bonuses included).

## GUY WITH KNIVES

He thinks his knives make him some kind of tough guy. And maybe he is? They look mighty dangerous.

GUY WITH KNIVES			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

**Weapon:** Unarmed (9), Knives (11).

**Resistances:** Strong 11.

## REAPER'S BOYS

REAPER'S BOYS		
MOOKS		
ATTACK	DEFENSE	SPEED
8	13	5

**Weapon:** Glock (10).

### THINGS THAT CAN HAPPEN DURING THE FIGHT

- Crashing into a fruit stand.
- Someone's face gets shoved into a hot steamer basket on a street cart.
- Colored lights on a string pulled down to choke someone.
- A shopkeeper chasing the thugs out of his shop with a (probably illegal) shotgun.
- Someone gets pushed through neon sign.
- Using a big designer purse as a weapon only to have it break because it's a knock off.
- Someone is pushed through a window into a big pile of frilly lingerie.
- Running across temporary roofs of small vendors.
- Falling through temporary roofs of small vendors.
- Getting held up by a dance team advertising cheap beer.
- Free t-shirts!
- Confused tourists asking for directions at the worst time.
- Catching a pickpocket in the act.

### MOP-UP

Of course, the characters' fellow cops were on their way from the moment the fight broke out, but in Hong Kong traffic, they couldn't get there until the heroes already dispatched their enemies.

If the characters triumph, again, the local authorities are very impressed. As with the previous fight, have the characters grandstand if they want to. Keep a little mental tally of who won either or both times.

If the characters lost to Blondie's Brother, the gang escapes, and the heroes don't get to interview them in *Connective Tissue II*. Don't sweat it, though, there are other leads coming.

If they check back in on Fen after the fight, her whole family now wants her to back off and recant what she told the cops, but she's even more resolute.

"I won't be intimidated. What's right is right." She'll say with her big watery eyes sparkling with determination. Very inspiring!

## CONNECTIVE TISSUE II

Because of precinct jurisdiction, the Task Force won't be able to interview these crooks at the station where they're being carted off to. At least, not before a ton of paperwork. But if the characters are real nice about it, and make a Police or Leadership Check at Difficulty 11, they can get permission to ask a few questions before they're brought in and booked.

Here's what the thugs can say:

- They've never heard of DruTekTel.
- They were just here to intimidate Fen into recanting. They work for Reaper, no one else.
- Some of them take the drug, it makes them tougher, they say. To them, it seems no different than any amphetamine. But, yeah, a guy or two has gotten real sick from it. They think it's worth the risk.
- They're pretty sure the drug shouldn't even be illegal since it's "all herbal" or something.
- Reaper is one stone cold badass, and they want to go to jail to get away from him since they've failed him so badly.



Whether they got to talk to the goons or not, the characters now know the direct threat, and possibly the only connection they have to the drug company is a guy named Reaper. They have his card and what little they could glean from his terrified companions. And even if they didn't need to use him to get to DruTekTel, he's an active threat to Fen, the only real witness so far.

Looks like it's time to bring him in.

## HERE'S THE DEAL

Reaper has a reputation for being a badass, and it's actually an understatement. Before he turned to a life of crime, he was an international MMA fighter. Until he killed someone in the ring and hardened his heart to escape the guilt. With few options, he turned to crime. Characters who go back to their station to look up the guy can find this information out easily. Let the players know this could easily be a Chekov's rifle later.

## JIAN WU'S REMORSE

In a melodramatic scene the sort of which could put a cheesy TV drama to shame, Jian approaches the character he thinks is the best martial artist. This is better if he catches the character alone at the bar when the other characters are grabbing some dinner, for example. But you can simply turn to the character and ask him why he's alone on the Hong Kong streets at night. Jian's been drinking, but he's a rugged, stoic, handsome drunk, nothing sloppy about it. He demands the character tell him about right and wrong. He asks melodramatic questions like "Can you do the wrong thing for the right reasons?" Or "The few are often sacrificed for the many, but I started all this to protect the innocent. I am a wretch of a man for what I've done!" Chew the scenery a bit while you deliver Jian's lines.

If the character makes an effort to talk him down, he'll talk. If the character makes a Persuasion or Leadership Check at Difficulty 9, he'll come with the character to talk to the whole team. Here's some things he's willing to say:

- Yes, he works for DruTekTel, and other more secret masters the characters cannot yet know about.
- He created DietRiot, but says it wasn't tested enough before its release. Worse still, he recently learned it was being marketed as a diet aid and energy pill. He thinks Curt Raglan must have changed the formulation.
- Jian describes Curt as a deeply damaged genius who will stop at nothing to amass temporal

power while destroying mystical power. Curt doesn't care who he will have to kill to destroy the secret masters of the world. Or how many hundreds of thousands of them.

- He knows of Reaper too, but will only say, "The only thing more dangerous than a man with nothing left to lose is a man who has but one thing left to lose." He says it very ominously.
- Raglan has some very corrupt friends in politics, which is how he got his foot in the door here. Jian wouldn't be surprised if they are sabotaging the case right now. If he's brought in before Raglan, Jian is sure Raglan will have him killed in custody. "Maybe that's exactly what I deserve," he says grimly.

Around the point of the conversation where you've run out of facts he can share, Jian lets out a few manly sobs and blacks out. He's a key witness, the characters could put him into protective custody, but if he's right about Raglan's connections...

Maybe it would be better to hang on to the troubled scientist themselves.

## NOW WHAT?

Depending on how time is going at your table, you can either have them head out to handle Reaper at this point, or they can answer a report of an officer down on Flower Street nearby Bird Garden. Allegedly, an assailant is firing fireworks from his hands. How could any self-respecting supercop ignore a call like that?

## OPTIONAL FIGHT: FLOWERS AND SPARKS

Supercharged sorcerer sparks and summons!

This scene should follow the one with Jian Wu, and therefore be at night. The street and park are still inhabited but not mobbed. If not, still place the scene at night somehow. It'll make the fireworks more dramatic.

Min was probably a pretty chill guy doing good, honest factory work. He was also trying to impress a young widow down the street and wanted to work extra hours to bring in some more money. So he tried this energy enhancer; it worked for his friend. But it's a cautionary tale. He tried to take a short cut and exploded with magic. Now he's an out-of-control sorcerer with wild summoning magic! If they can knock him cold, it'll probably stop, but the heroes have to get through his summoned guardians first!



If you get a chance to prep this adventure beforehand, check out pictures of the street and the park before you game to give you a sense of how colorful and beautiful the area really is. It'll be time well spent!

## FIGHTING, FLOWERS, AND FOWL

This fight should run down along Flower Street, an area full of florists and houseplant shops, and spill into Bird Garden, an open public park where people care for a multitude of song birds.

Split your description into two parts, letting them know after sequence 2 that they've passed into the garden. In sequence 1, the fight consists only of Min and the two Fire Dragons. During sequence 2, he will summon the Fire Rabbits. In sequence 3, as they enter the Bird Garden, Min summons the Bird.

If a Fire Dragon gets taken out too early, you can always have him create a new one in a new color with identical stats.

To start the fight, describe it this way to your players:

*You get out of your cars where you see other police vehicles lined up, lights on. Regular officers are crouched behind their vehicles, and one is giving first aid to an officer who looks like he was hit in the face with a firework. Before you can ask much about it, more fireworks explode just down the street, sending flowers and sparks exploding upward. At the epicenter, a young blue-collar guy sways on his feet like a marionette on invisible strings. The fireworks come hurtling back down to the ground, forming into incredible, illuminated fire dragons.*

*Some of you have seen magic before, some of you haven't. Freak out accordingly.*

*As you consider your options, a little old man grabs one of you by the elbow. "Don't kill him, masters, he's a good boy, my only grandson. It's those damn drugs he was taking to stay awake! They made his chi go wild! We can help him if you don't kill him!"*

*The magical firework Fire Dragons? Yeah, you'll have to kill those things for sure. Because they're coming straight at you!*

As you're describing the events, keep Min and the fireworks moving, half offensive, half on the run headed along the rows and row of florist shops.

After sequence 2, describe the scene this way:

*The Bird Garden is a huge city green space set aside*

*for the presence of songbirds. Bamboo and wicker cages house countless numbers of these birds. Old men and women groom and feed the birds while being serenaded. Now, they all panic and run from the firework Fire Dragons. Oddly, the birds don't seem upset. The fight is set now to the backdrop of many birds singing. The whole scene is surreal.*

*If Fire Dragons and Fire Rabbits weren't enough of a problem, Min starts twitching as he runs deeper into the garden. Fireworks explode out of his back like glittering wings of light. Those wings form into a terrible orange hawk, prehistoric in proportions.*

## FOES

The number of Featured Foes appearing equals the PC group plus Min. Add 3 rabbits per hero.

Call for Initiative Checks. Bad guy Initiative is as follows:



FOE	SEQUENCE			
	1	2	3	4
Min	14	9	13	11
Golden Fire Dragon	13	13	8	8
Green Fire Dragon	11	12	11	12
White Fire Bird	1	19	9	12
Fire Rabbits	8	8	6	6

## MIN

He was always such a nice boy. The old people watching are begging for his life to be spared. No matter what. Min won't use his blast unless he's directly attacked, he's not really aggressive. But his monsters are.

MIN			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
13	13	5	7

Min will spend his "actions" summoning more firework monsters.

**Weapon:** Blast (10).

## GOLDEN FIRE DRAGON

A three-meter-long dragon made of golden fireworks. It attacks physically with burning fangs and claws, curling around its target to bite and scratch.

GOLDEN FIRE DRAGON			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
15	13	4	5

**Weapon:** Claw (11), Bite (8).

## GREEN FIRE DRAGON

A four-meter-long dragon made of green fireworks. It prefers to flit through the air away from its attackers, breathing sparks of fire in a dazzling and dangerous display at its victims.

GREEN FIRE DRAGON			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	12	5	8

**Weapon:** Breath of Sparks (10).

## WHITE FIRE BIRD

A great bird of prey, illuminated all in white. A symbol of death.

WHITE FIRE BIRD			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	13	5	7

**Weapon:** Talons and beak (11).

**Resistances:** Constitution 11.

## FIRE RABBITS

They hop around, appearing to be beautiful and non-threatening. Until they jump on you and set you on fire.

FIRE RABBITS		
MOOKS		
ATTACK	DEFENSE	SPEED
8	13	5

**Weapon:** Currently on fire (7).

### THINGS THAT CAN HAPPEN DURING THE FIGHT ON FLOWER STREET

- Putting out a small fire caused by the fireworks.
- Holding back fire breath with a car door.

- Catching a flying bouquet and handing it to an attractive bystander.
- Taking a hit from the fire breath after pushing a bystander out of the way.
- Being thrown into a display of flowers and climb out with flowers in your hair.

### THINGS THAT CAN HAPPEN DURING THE FIGHT IN BIRD GARDEN

- Being picked up by the bird and carried into the sky.
- Punching or kicking the bird midair.
- Being dropped from great heights.
- Ending up with a mouth full of feathers.
- Being pushed through a hedge.

### I CAN SEE MY HOUSE FROM HERE!

*Feng Shui 2* treats falling damage as a Defense Check. That is, if a character is falling and hits the ground, her player rolls Defense. If successful, she manages to tuck and roll, she's just fine. If she fails, she hits the ground hard and suffers damage depending on how far she fell.

HEIGHT DAMAGE	
Falling one story	15
Falling two stories	19
Falling four stories	27
Falling five stories	40

The White Fire Bird grabs characters and sweeps them up into the air during the second half of the fight, so now you know how to handle it!

## MOP-UP

When Min is knocked out rather than killed, his grandfather comes to the characters to thank them. They know a traditional doctor who can help Min. But that would mean no arrest or charges. Of course, if he wakes up in a hospital he might go off again. Then again, if the traditional doctor fails, he might go off again.

If he's killed, well...the locals weep and bemoan the loss, turning real unfriendly to the characters real fast.

## CONNECTIVE TISSUE III

The unwitting sorcerer also got his trial of drugs from a friend who knows some of Reaper's Boys. The connection is clear. They won't testify to it, but they will turn over Min's extra pills, giving the players some physical evidence to examine later. If Min is simply knocked out, his family will tell the characters this. If he is killed, it will take a Leadership or Police Check at Difficulty 12 and they don't turn over the drugs or even admit to having them.

### OPTIONAL SCENE: FEN'S BEEN KIDNAPPED!

Okay, take a look at your time. Are you doing well? This scene is all drama and plot and excitement, but it can be cut if you're pushed for time. Like the TV edit of an action movie.

Fen's parents call the characters in a panic. Her younger brother is going to take on Reaper by himself. A thug grabbed Fen on her way home from a doctor's visit. The younger brother is sure it was Reaper's Boys, and they probably already killed Fen! He's gone for revenge. The characters have to go stop the brother and save Fen!

### A WAREHOUSE IN REAPER'S TERRITORY

Start off by saying that the characters kick two armed thugs through a pair of doors into the warehouse. They've fought their way inside easily. Inside, they find Fen tied to a chair, and a thug wearing Reaper's colors holding a gun to the younger brother's head, about to pull the trigger. "Stop right there!" he'll shout. One of the mooks the characters kicked into the room grabs her pant leg and whispers, "Reaper didn't call this hit! Xiang has lost his mind! He's gone rogue! Stop him before he brings us all down!"

### XIANG THE LOYAL

Xiang is Reaper's cousin and loves the man like a brother. They grew up together. He saw Reaper's whole life fall apart when he killed a man in the ring, and when Reaper turned to crime, Xiang turned to follow him. He loves Alora too, like a sister, and he's seen how DietRiot is killing her. He's panicked now, and thinks killing witnesses to their crimes is the only way to help his cousins as they spiral to doom. You can share all this information with the

characters either by playing out a manic rant from Xiang or just lay it out.

### HERE'S THE DEAL

Xiang can be talked down, but he's going to need some concrete evidence that Reaper can be helped and or that Alora can be cured. They can go about that a couple of ways.

- If the characters are on good terms with Jian, he will come if called to help explain how Alora can be cured. Which would probably work.
- If they helped Min, they can tell Xiang that their lab is already working on ways to counteract the effects. This will also reassure him.
- If the characters dug into Reaper, they'd also know about his sordid past. If they do, Xiang will moan about what a good man his cousin used to be. And if only someone could remind him of that, really remind him, he'd turn around. If only it weren't too late for all of them!
- With a Police Check or maybe a Info (Law) Check they might be able to convince Xiang that if he lets Fen and her brother go unharmed, they can help him.

They should be able to talk him down through a mix of those possibilities. Once talked down, Fen will say something inspiring: "I knew a man who loved his cousins as much as you do would make the right choice." Real touching and beautiful. Xiang will totally crumble at that point. He'll even tell the characters where Reaper gets his drugs if they promise to try and help. Or at least, promise not to kill either him or Alora.

### GOING AFTER REAPER

And so it gets really real.

As the characters speed off to the secret drug lab, they get a call from the HKPD superintendent. The precinct was burned to the ground, and all signs point to the firebug being connected to a political figure in the city the Super dare not name even in confidence. With fire goes all the documents and case files, both paper and on the data servers. Irreplaceable evidence. The Task Force's entire case has gone up in smoke. There is, she thinks, only one solution.

Destroy DruTekTel's factory. Drive them out by force. Where the law has failed, justice must step in. For Fen and Min and the sake of everyone else who has been harmed.



## FIGHT IN THE FACTORY

The task force arrives at the factory with nothing left to lose and unofficial permission to wreck some bad guy property. There are a few ways the heroes can take the building out, but to do it, they're going to have to get inside and bring Reaper to justice, one way or another.

Jian Wu finds them outside of the place, he coincidentally came here on his own for redemption. He can rig something to blow the place sky high without destroying the neighborhood, but they're going to have to get him inside and keep him safe while he sets the bomb. It's the least he can do.

Describe the scene like this:

*The place is all glittering glass and shining chrome with dull white concrete. White, bright, clean, and utterly soulless. The workers, who scatter when you barge in, are in clean suits but seem to be working under duress.*

*The place is two stories tall with an open floor plan so that guards can watch the workers from a catwalk. These gangsters, Reaper's Boys in fact, are heavily armed and loyal to the man to a fault. They look prepared to kill for him with any hesitation.*

*Reaper himself, a short but well-built beast of a man with a shaved head and the tattoo of a tribal*

*Grim Reaper on his skull, oozes potential violence. The man looks as though he hasn't smiled in about six years, and he has nothing left but his life of crime. The pursuit of money and power leaves him hollow.*

*Beside him, clinging to his arm, is a woman who obviously used to be beautiful. Now, her skin hangs on bones, her face sallow, her eyes dark, and her lips cracked. She's sick, real sick, and Reaper doesn't seem to care. He holds her like she matters to him, but he doesn't care she's dying. Or maybe he just can't afford to care about her or anything else.*

Let the players know that their characters can tell all this by body language and expressions.

"You have cost me a lot of time and money," Reaper says to the characters. "I can only afford to lose one of those things, so I think it's time to end this. Let's fight!"

## HOW THE FIGHT PLAYS OUT

There are a few moving parts in this scene to keep track of, so here's an overview of what the GMCS should be doing in general.

- Reaper's Boys will focus their attention on stopping and killing Jian. One of the characters may need to spend their whole time protecting him by taking out the Boys.

- Alora will pick the character she thinks is the healthiest or most attractive, pointing them out, whisper something to Reaper, and go after that character like her life depended on it.
- Mittens just wants to break faces, and so he'll start swinging at whoever is closest, potentially shoving mooks out of his way in the process.
- Reaper tries a headshot on whoever seems to be the leader, defaulting to the local cop if necessary. Then, he'll drop his gun and use his fists in the fray.
- Of these characters, only Mittens is likely to fight to the death, and even then it'll be an accident. In fact, if it looks like Alora's life is actually in mortal danger, Reaper surrenders.
- Curt Raglan will appear after sequence 3 or immediately if Reaper surrenders. He's lost his mind with rage over the failures and betrayals and he wants the Task Force to pay! First, he shoots Jian point-blank, dropping him. Then he starts spewing threats, about how his connections in the Guiding Hand will have their revenge. The characters will never be safe again. He screams about the evils of magic and how secret emperors would rule the world if it weren't for men like him. He should sound crazy, but tragically, he's kind of right. Of course, he also attacks the characters with all that he's worth as he rants. If Mittens or any of the Boys are left, they rally with him. Reaper and Alora keep their distance. If any of the characters use obvious magic, Curt goes after them to the exclusion of any other concern.

## FOES

The number of featured foes appearing equals the PC group. Curt Raglan doesn't enter the scene until sequence 3. Add 3 gangsters per hero. Bad guy Initiative goes in this order:



FOE	SEQUENCE			
	1	2	3	4
Reaper	14	9	13	11
Mittens	13	13	8	8
Alora	11	12	11	12
Curt Raglan	1	19	9	12
Gangsters	8	8	6	6

## REAPER

One stone cold badass.

REAPER			
FEATURED FOE			
MARTIAL ARTS/ GUNS	DEF	TOU	SPEED
13	15	7	8

**Weapon:** Unarmed strike (13).

**Resistances:** Strength 10.

**Headshot:** After a successful attack, foe may decide that hero takes -2 penalty to skill checks until beginning of subsequent fight. Usable once per fight.

**Cyclical Flow:** Damage equals current shot number +5.

## MITTENS

He's high on DietRiot and thinks he's invincible. He's wrong, but fights otherwise.

MITTENS			
FEATURED FOE			
MARTIAL ARTS/ GUNS	DEF	TOU	SPEED
13	14	5	6

**Weapon:** Colt 1911A (10/2/4), Heckler & Koch MP5 K (10/3/1), Remington 870 Police (13/5/4).

**Resistances:** Notice 10.

**Furious Wrath:** If the foe's last attack missed, its current one gains +1 attack and +3 Damage. Not cumulative.

## ALORA

Alora is Reaper's girl. She used to be a knockout. But she's been on DietRiot for a while, and it's changed her.

ALORA			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

\*+1 Defense from start of sequence 3.

**Weapon:** Superpunch (11).

**Resistances:** Constitution 10.

**Energy Drain:** Add +2 attack if any hero spent a Fortune point (including subtypes) since foe's previous attack.

## CURT RAGLAN

He's the CEO of East Asian Markets Hong Kong Department of DruTekTel. He's also high as a kite on his own product and hell-bent on stopping the cops who are trying to stop him.

CURT RAGLAN			
FEATURED FOE			
MARTIAL ARTS/ GUNS	DEF	TOU	SPEED
13	13*	5	6

\* +2 Defense for first attack on Curt; +1 Defense for second attack on Curt.

**Weapon:** AMT Automag V (12/3/5), Beretta M12 (10/5/6), Benelli 90 M3 (13/5/4).

**Anti-Mystical:** Add +1 Defense vs. Creature Powers and Sorcery attacks.

## GANGSTERS

GANGSTERS		
MOOKS		
ATTACK	DEFENSE	SPEED
8	13	5

**Weapon:** Heckler & Koch MP5 K (10/3/1).

### EMOTIONAL FINISHER!

At any point in the fight, if Reaper has taken 30 or more Wound Points, a character can choose to confront him with his past and try to talk him into surrendering.

- They can make a Police Check, Difficulty 20.
- If they bring up his MMA career, lower the difficulty by 2.
- If the characters have shown Alora mercy, lower the difficulty by 2.
- If the characters can promise treatment for Alora, lower the difficulty by 2. Jian backs them up.
- If the character brings up Xiang and how much trouble Reaper's buddies are in, lower the difficulty by 2.

If necessary, you can give a few characters a chance to try the roll, but they have to be willing to throw in their own impassioned plea as melodramatically as possible.

## THINGS THAT CAN HAPPEN DURING THE FIGHT

- Throwing a mook off of a catwalk.
- Alora absorbs the character's good luck using Energy Drain.
- Jian is shot but keeps working.
- Someone gets thrown into a vat of mystery chemicals.
- Pounding someone while riding a conveyor belt toward a superheated oven.
- A mook dives off a catwalk to tackle a character.
- Reaper grabs Alora and yanks her out of the way, taking the hit himself.
- Raglan fights dangerously close to some toxic chemicals.
- Stuffing someone's face full of pills.
- Blow torches, super charged blow torches.

## MOP-UP

As the foes are defeated, by heroic word or heroic punching, Jian, who is not quite dead, tells the characters to leave without him. He'll finish the bomb and end DruTekTel once and for all. He's too injured to leave on his own. Assuming at least one of the characters volunteers to help Jian or to save him, you let them.

Describe the scene that follows, the characters running out as fast as they can, either with or without some of the criminals in tow. The building explodes, the fires burn bright green and blue due to the chemicals. There's glass flying everywhere and the characters jump away from it in slow motion.

If no one stayed back for Jian, that's it for him. A tragic ending to a tragic life.

If someone stayed back, play it out like they didn't make it, and then, when the others go back to look or stand shocked or however they react, you describe the character coming out heroically carrying or helping Jian to safety from the rubble.

End with a freeze frame of the characters heroically standing together.

## WRAP-UP

One thing you might do is give the most memorable GMCs a sentence or two describing what happened to them after the movie. Did Fen make it? What about Min? Did Curt go to prison or escape thanks to his connections? What about Reaper and Alora? Then, invite each player to give a one sentence wrap-up of what happened to the heroes after the movie. Imagine these are still images and text shown under the credits while the hip hop version of the main theme plays.

Then, after the credits, describe one last thing for the players. This is your set-up to a sequel. Describe one of the characters showering after the gym when he answers his cellphone. A second character is sitting nearby reading a novel and drinking a cocktail; they're both at the same beachside resort. Describe the scene changing to show one of the other characters running through a street, ducking under a rain soaked canopy in an African market to talk on the phone. One character has a bloody nose, she's talking on the phone. The other is missing an eye. "Raglan isn't dead, do you understand? Raglan isn't dead and the Guiding Hand is real. They want us all dead, and I don't know if anything can stop them." The scene cuts to black. Promise your players to run the sequel sometime soon and sit back to enjoy the afterglow.



## CREDITS

**Writers:** Cam Banks, Robin D. Laws, and Filamena Young

**Editing:** by Colleen Riley

**Development / Art Direction:** Cam Banks

**Layout:** by Nicolas Gluesenkamp

**Proofreading:** Jessica Banks and René Knipe

**Art:** by Britt Martin, Christian N. St. Pierre, and Carlos Villa

**Thanks to:** to Aldo Ghiozzi, John Nephew, Jeff Tidball, Jerry Corrick and the gang at the Source.

Some material first appeared in *Feng Shui 2: Action Movie Roleplaying* by Robin D. Laws (2015, Atlas Games)

*Feng Shui* is © 1996, 1999, 2011, 2015, 2016 Robin D. Laws, published under license by Trident Inc., d/b/a Atlas Games. *Feng Shui* is a trademark of Robin D. Laws, used under license. All rights reserved.

Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews, is expressly prohibited. Respecting the intellectual property rights of this game's creators and publishers will allow them to bring you more fantastic games.



[www.atlas-games.com](http://www.atlas-games.com)

# 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.

### 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**

### ADDITIONAL SHTICKS & GEAR

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

### JUSTICE BRINGER

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

### 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.

### SKILLS

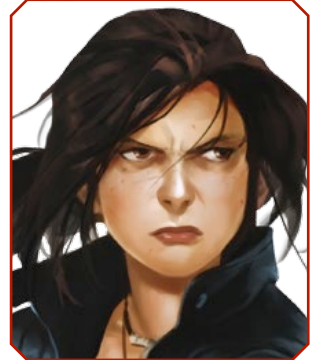
DRIVING	13
POLICE	15
INFO: DIVE BARS	15

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

# 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, Dismaying 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

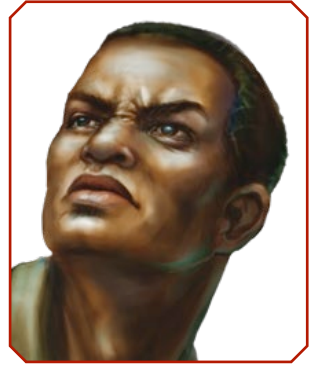
INFO: OCCULT 13  
POLICE 12

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

# 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-HHNNNH!"**

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 Contused, 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



KARATE COP



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

-1

-2



**CHARACTER NAME**

**ARCHETYPE**

**CHARACTER CONCEPT**

**PORTRAIT**

**MELODRAMATIC HOOK**

**SCHTICKS & GEAR**

**SKILLS**

**MAIN ATTACK**

**BACKUP ATTACK**

**DEFENSE**

**TOUGHNESS**

**FORTUNE**

**SPEED**


UNSKILLED CHECKS USE A RATING OF 7

**MARKS OF DEATH**



**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	-1	25	26	27	28	29	-2	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		

# REFERENCE TABLES

## SAMPLE DIFFICULTIES

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

## SAMPLE ACTION VALUES





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

## ADVERSE CONDITIONS

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

## WEAPON DAMAGE

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

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