



EXPAND YOUR TEAM

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



MANAGE YOUR FIGHTS

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



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THE 36 CHAMBERS OF SHAOLIN HAVE OPENED

Included in this document is the entirety of chapter two of the *Feng Shui 2* roleplaying game, including all thirty-six archetypes ready to play in any *FS2* scenario at conventions, game days, or other feng shui site. Explanation, key, and rules for advancement are also included.

HIT THE GROUND RUNNING

To create a starting character, pick one of the archetypes on the following pages. Invent a name and simple backstory for your version of the classic action movie character the archetype represents. The key to your backstory is the melodramatic hook, which we'll define further below. After that, you're done. Get ready for some mayhem!

PICK AN ARCHETYPE

Characters in action movies generally conform to a number of basic types: the hard-edged maverick cop, the stalwart young kung fu student, the crusty old kung fu master, and on and on. So do characters in a *Feng Shui* game. Hey, this isn't Dostoevsky, this is action-adventure!

If you have a character in mind that you can't find here, ask yourself if you're thinking in action movie terms. You might be the charismatic face who acts as spokesman for the other heroes, the struggling owner of a failing noodle shop, or the mad scientist performing experiments in his laboratory. You can reference those tropes in *Feng Shui*, but as a sideline to the action heroics central to each and every player character. Feel free during your first session to describe yourself as having flavor abilities you'll officially acquire later. Don't let our emphasis on a quick start confine your creativity.

ARCHETYPE KEY

All the archetypes for *Feng Shui 2* are presented on p. 9-80. Archetypes are made up of the following elements, spread across two pages.

ARCHETYPE NAME

This is the name of the archetype.

CATCH-PHRASE

This dialog tag captures the default attitude of the character. Depart as desired from this initial inspiration, creating a version of the archetype who would never actually say this.

JUNCTURE

Archetypes make use of different identifying icons. The first icon (sometimes a set of icons) tells you what **junction** the character hails from. You can find a key for these on page 20.

FLAVOR TEXT

This text section briefly lays out the concept behind the archetype. Feel free to contradict its specific details to create a character who is true to the spirit of the archetype in some other way.

AWESOMEING UP

This section describes the advancement for the archetype. You can find all the details on this in the **Advancements** section on page 24.

NAME, CONCEPT AND HOOKS

This section of the archetype provides space for you to write down your character's name, overall concept and melodramatic hooks. See the section on page 22 for more details on those.

STAT BLOCK

This area presents the five numbers most important to your character. The first number is your **Attack AV**. It appears under a header providing the type of attack you are most adept at: **Guns, Martial Arts, Sorcery, Creature, Scrougetech**, or **Mutant**.

- A character with Guns shoots targets from afar, not just with firearms but with other missile weapons as well.
- If you make Martial Arts attacks, you strike in hand-to-hand combat, sometimes with weapons, sometimes without. You trained in one or more formal fighting styles, from wushu to wing chun to karate.

Your Martial Arts Attack may indicate that your character learned to fight on the streets, as a rough-and-tumble brawler without formal fighting

training. This affects the way you describe your attacks but not how they work according to the rules.

- If you make Sorcery attacks, you can work magic, including the Blast specialty that allows you to throw bolts of energy into a fight scene.
- If you are a supernatural entity who fights with an unearthly power, you use the Creature attack.
- Scrougetech attacks use the bizarre remnant technologies of the shattered Future.
- Likewise, you make Mutant attacks if your striking power in a fight comes from a genetic anomaly. You most likely picked it up as a survivor of the post-collapse Future. A few Contemporary people have contracted mutations from backwash radiation seeping through portals. If you belong to this category you probably think you got it from some other sources, like exposure to toxic chemicals.

A few archetypes use more than one attack style. A banner below the primary Attack AV gives the additional style and its Attack AV. Archetypes without backup styles leave this spot blank.

Next comes your **Defense AV**, measuring how hard it is for others to hit you.

Toughness determines how much damage gets past you when you are hit.

Next comes another number that varies by archetype, your **Fortune**, a reserve of points measuring the luck crucial to survival in an action movie environment. Your Fortune may be described as such, in which case it only represents the remarkable, but thoroughly non-supernatural, luck that regularly saves the bacon of action movie protagonists.

Or it might be listed with a subtype name:

- Chi points power the fantastical martial arts abilities found in movies like *Crouching Tiger, Hidden Dragon*.
- Genome points let the mutants of the post-collapse Future use their weird super abilities.
- Magic powers the ancient spells of the occult tradition and the innate abilities of supernatural creatures.

Your Fortune functions as a currency you can spend for various benefits. Your supply of Fortune points returns to its standard value at the beginning of each session. (Unless your GM has designated the break between sessions as a cliffhanger.)

CHARACTER NAME 1

CHARACTER CONCEPT 2

MELODRAMATIC HOOK 3

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

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

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

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

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

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

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

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

SKILLS

INFO: CHINESE PHILOSOPHY 15
 INFO: CALLIGRAPHY 15
 LEADERSHIP 6

ADDITIONAL SHTICKS & GEAR 5

UNSKILLED CHECKS USE A RATING OF 7

MARKS OF DEATH 7



MARTIAL ARTS

16
BACKUP ATTACK

DEFENSE

15
TOUGHNESS

8

5
CHI

10
SPEED

6

STAFF 9/7/-

9

WEALTH 10

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

11

SHTICK ICON KEY

- CORE SHTICK
- GUN SHTICK
- FU SHTICK
- DRIVING SHTICK
- SORCERY SHTICK
- SUPERNATURAL CREATURE SHTICK
- TRANSFORMED ANIMAL SHTICK
- GENE SHTICK
- SCROUNGETECH SHTICK
- DISADVANTAGE

ARCHETYPE SHEET KEY

- 1. CHARACTER NAME
- 2. CHARACTER CONCEPT
- 3. MELODRAMATIC HOOKS
- 4. CHARACTER SHTICKS
- 5. ADDITIONAL SHTICKS & GEAR
- 6. SKILLS
- 7. MARKS OF DEATH
- 8. STAT BLOCK
- 9. WEAPONS
- 10. WEALTH
- 11. WOUND POINTS

JUNCTURE ICON KEY

- ANCIENT JUNCTURE
- PAST JUNCTURE
- MODERN JUNCTURE
- FUTURE JUNCTURE