For the Squad
When you assist an ally with an attack boost, the attack costs the ally 2 shots.

Tiger Stance
When targeted for a Martial Arts attack, interrupt and spend 2 Chi to make one Martial Arts attack against your attacker, resolved before the original attack.

Field Triage
During a fight, spend 1 Chi and 1 shot to remove a point of Impairment from another nearby character, or 1 Chi and 3 shots to remove it from yourself.

Highly Trained
At the beginning of any fight, you may swap your Guns and Martial Arts attack values. Swap remains in effect for duration of fight.

Bloody But Unbowed
You get +2 bonus to Up Checks.

Skills
Sabotage 12
Intrusion 11
Info: Anti-Terrorism 15

Chi
7

Heckler & Koch HK45C
10/2/3
Heckler & Koch MP5
10/5/1

UNSKILLED CHECKS USE A RATING OF 7

Expand Your Team
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FREE

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

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**Martial Arts**

**SOUL OF THE SNIPER**
If you are the first combatant to attack in a fight, you gain +2 Guns on that attack. You and all of your allies gain +1 to Attack Values for the rest of the first sequence.

**THE WAY THE WIND BLOWS**
Instead of a penalty under Adverse Conditions, you get a +2 Immunity Bonus to attacks.

**SMOKE ARROW**
When you hit an opponent with an arrow, that opponent suffers a point of Impairment until the next keyframe. The maximum Impairment any target can take from a Smoke Arrow is 1.

---

**Archer**

**Hard to Kill**
If you fail an Up Check, spend 2 Chi to spring back into action X shots later (where X = the absolute value of the Up Check Outcome) with a Wound Point value of 24.

**Seduction**
**Info: Musicianship**

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

**Specialty: Blast.**

**Smoke Arrow**
When you hit an opponent with an arrow, that opponent suffers a point of Impairment until the next keyframe. The maximum Impairment any target can take from a Smoke Arrow is 1.

---

**Ghost**

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

**Specialty: Blast.**

**Skills**

**Seduction**
**Info: Musicianship**

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**Bandit**

**Hard to Kill**
If you fail an Up Check, spend 2 Chi to spring back into action X shots later (where X = the absolute value of the Up Check Outcome) with a Wound Point value of 24.

**Skills**

**Info: History**

---

**Ninja**

**Joint Cased**
Add +2 Martial Arts if the current fight takes place in a location you have ever covertly entered using Intrusion, including at the beginning of this fight.

---

**Everyday Hero**

**Martial Arts**

**15**

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**Karate Cop**

**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.

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**Sorcerer**

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

**Specialty: Divination.**

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

**Specialty: Heal.**

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

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**Bounty Hunter**

**Remington 870 Police**

**16+/5/4**
**Mutant Punch**
Make hand-to-hand attacks using your Mutant Attack Value.

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

**Highway Ronin**

**Against All Warlords!**
Add +2 Guns vs. Bosses. If the boss succeeds at an Up Check, you can force the GM to reroll the Up check. Up or down, use the second result.

**Ruger Red Label Shotgun (Sawed-Off)**
10/3/6

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

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

**Private Investigator**

**Rossi Model 515**
8/2/4

**Additional Schticks & Gear**

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

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

**Bag Full of Guns II**
You rotate through a selection of guns over the course of a fight. Start each fight with a revolver (9/2/6). Each time you attack a named foe and fail to dish out more than 15 Wound Points, spend 0 shots to move to the next item in this gun list:
- Colt 1911A 10/2/4
- Desert Eagle .357 Magnum 11/3/3
- Chiappa Rhino 12/3/5
- Mossberg Special Purpose 13/5/4
- Homemade shotgun 14/5/4
- Homemade rifle 15/5/1
Homemade weapons fall apart at end of fight. Only you can use them.

**Gene Freak**

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

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

**Additional Schticks & Gear**

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

**Additional Schticks & Gear**

**Police Shell Armor 5/25/0**

Once per sequence, add +5 to your Toughness as an interrupt after a Guns hit. Bonus applies only to this hit.

Once per session, when you take a Guns hit that would otherwise take you above 25 wound points, spend 1 Fortune and 3 shots to reduce damage from that hit to 0.

**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.

**Additional Schticks & Gear**

1981 Chevrolet Impala:
- Acceleration 8
- Handling 9
  (Squeal 10)
- Frame 6
  (Crunch 8)

**Defense**

13

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### Maverick Cop

**HOT PURSUIT**

Spend 1 Fortune to get +2 Driving until next keyframe when you are the pursuer in a vehicle chase.

**Tight Roll I**

When a vehicle you're driving crashes, you and all occupants gain +2 Toughness against crash damage.

**Skills**

<table>
<thead>
<tr>
<th>Skill</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Driving</td>
<td>13</td>
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<td>15</td>
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Unskilled checks use a rating of 7

**Smith & Wesson Model 29**

14/3/5
**Additional Schticks & Gear**

- **Blooded Blade**: Add +1 to Damage Value with swords for each mook you drop. The bonus is reduced by half (round up) each time you hit a named foe and lasts until the end of the fight.

**Skills**

- **Driving**: 12
- **Deceit**: 12
- **Info: Arts and Antiques**: 15
- **Info: Gems and Jewels**: 15
- **Intrusion**: 15

**Unskilled Checks Use a Rating of 7**

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**Supernatural Creature**

- **Natural Weapon**: Your Creature Powers attacks occur at close range, striking your opponent with spines, claws, jagged teeth, or another monstrous body part of your choice, dealing 13 Damage.
- **Amphibian**: You can easily move, breathe, and fight underwater.

**Thief**

- **Conditional Escalation**: You gain +2 to Creature Powers if at least one of your allies has accrued 25 or more Wound Points, or +3 to Creature Powers if any of them are down.
- **Hightailing It**: Spend 1 Fortune to get +2 Driving until next keyframe when you are the evader in a vehicle chase.

**Weaponry**

- **Taurus Model 85**: 9/2/5
- **Beretta M12**: 10/5/6
- **HK MP5**: 10/5/1
- **SVD Dragunov**: 13/5/3
- **Beretta 92FS Centurion**: 10/2/3

**Martial Artists**

- **Martial Arts**: 15
- **Backup Attack**:
- **Defense**: 15

**Unskilled Checks Use a Rating of 7**

**Innate Superiority**

Your unarmed Martial Arts Damage is equal to the Damage Value of the foe you’re attacking +1.

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**Sword Master**

- **Additional Schticks & Gear**
- **Killer**

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**Transformed Dragon**

- **Martial Arts**: 15
- **Backup Attack**
- **Defense**: 15

**Innate Superiority**

Your unarmed Martial Arts Damage is equal to the Damage Value of the foe you’re attacking +1.