Over a dozen books were published under the original Atlas Games edition of Feng Shui, and many fans cherish their action-packed contents to this day. Indeed, when Feng Shui 2 was announced, there were some who raised the important question: would this new edition make obsolete their copies of Seal of the Wheel or On Location or Blood of the Valiant — to name just three?

The answer is here: the Feng Shui 2 Conversion Codex! Armed with your Crazy Pack of PDFs (or your much-loved and dog-eared print copies of those very same books) and this document, you can bring old adventures to life, revisit mysterious locations, exchange blows with legions of faceless mooks, and take down bosses and other bad guys with bullet-time bravura. Nothing is ever obsolete, just in need of a fresh coat of chrome and a fountain of chi energy. KI-YAAAAAH!

**HOW TO USE THIS BOOK**

This codex is separated into chapters, each linked to a first edition Feng Shui sourcebook or product. Every stat block is presented in FS2 format and in the order in which it appears in the older material. We’ve designed the layout so that you can pull it up with ease on a tablet or laptop, or just print out the pages you need.

*Note:* This book does not convert or reproduce any additional rules, archetypes, or gear from these books unless otherwise listed. Eyeballing these should be a piece of cake, however.
MONSTERS

MOOKS

These are types of mooks. They are largely differentiated by their weapons.

GNARLED MARAUDERS

Damage: 11 (spines/tentacles).

THE RECONSTRUCTED

Damage: 15 (punch), 12 (Buro Godhammer), 17 (Buro Hellharrower).

HOPPING VAMPIRES

See Chapter 13 of the FS2 corebook.

SNAKE MEN

See Snake People in Chapter 13 of FS2.

COLONEL BAYNES WILHELMS FEATURED FOE

GUNS DEF TOU SPEED
8 12 5 6

Weapons: Sig-Sauer P-220 (10/2/4).

PLEDGED COMMANDOS

MOOKS

Damage: 9 (unarmed), 10 (Sig-Sauer P-220) or Ruger MP9.

RAIN YUEN

FEATURED FOE

MARTIAL ARTS/GUNS DEF TOU SPEED
16 13 6 8

Weapons: signature katana (13), signature Colt Delta Elite Mark IV (14/2/4).


Skills: Driving 13.

Gun Schticks: Both Guns Blazing.

Ram-Alama-Bam [Driving]: When driving, if foe rams a vehicle, gains +2 Frame. +4 Damage Value when foe hits a pedestrian.

DR. FELIX MEI

BOSS

ARCANOWAVE DEF TOU SPEED
15 15 8 7

Backup Attack: Guns 9.

Weapons: Helix Ripper (highest hero DV +1), Buro Backup Arm (8/1/5).


Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Helix Shredder: On a successful attack, target takes -1 penalty to Up checks until end of fight.

Scroungetech Schticks: Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

Spirit Shield Generator: As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

DENIS CLECH

BOSS

ARCANOWAVE DEF TOU SPEED
15 15 8 8

Backup Attack: Guns/Martial Arts 10.

Weapons: Helix Ripper (highest hero DV +1), katana (10).

Resistances: Constitution 12.

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

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

Scroungetech Schticks: Neural Stimulator, Reinforcer (spend 3 shots to get +3 Toughness until the end of the sequence).

BURO LACKEYS

MOOKS

Damage: 11 (Buro 9A), 13 (Buro Blue Flag).

XIAOWEN HU

NONCOMBATENT

Hu is a total noncombatant. He is a perfect example of Who You Ought Not Be Whaling On, not because he’s a good person but because physical violence is the least interesting way to go about defeating him.
<table>
<thead>
<tr>
<th>Emma Birdsall</th>
<th>Featured Foe</th>
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</thead>
<tbody>
<tr>
<td><strong>GUNS</strong></td>
<td><strong>DEF</strong></td>
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**Weapons:** American Derringer Mini Cop (11/1/6).
**Vehicle:** Luxury Sedan (8, 7/9, 7/9).
**Skills:** Driving 12.

<table>
<thead>
<tr>
<th>Penelope Gidlow</th>
<th>Featured Foe</th>
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</thead>
<tbody>
<tr>
<td><strong>MARTIAL ARTS</strong></td>
<td><strong>DEF</strong></td>
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<td>14</td>
<td>13</td>
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</table>

**Weapons:** Fire Strike (11).
**Vehicle:** Luxury Sedan (8, 7/9, 7/9).
**Skills:** Driving 10.

**Disrupt Meridian:** As an interrupt after a successful attack, spend 6 shots. Roll a die. On an even result the number of Wound Points dealt to hero doubles. On an odd result hero takes 0 wound points.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

<table>
<thead>
<tr>
<th>Judy Birdsall</th>
<th>Boss</th>
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<tbody>
<tr>
<td><strong>GUNS</strong></td>
<td><strong>DEF</strong></td>
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<td>16</td>
<td>15</td>
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</table>

**Weapons:** Browning BDM, Walther P-5 Compact, S&W Model 19 Combat Magnum, H&K MP5, or Franchi SPAS-12 (highest hero DV +1).
**Vehicle:** Sports Car (9, 7/9, 6/8).
**Skills:** Driving 13.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

<table>
<thead>
<tr>
<th>Denholm Nuttall</th>
<th>Featured Foe</th>
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<tr>
<td><strong>MARTIAL ARTS</strong></td>
<td><strong>DEF</strong></td>
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**Weapons:** Unarmed (7).

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<tr>
<th>Shih Ho Kuai</th>
<th>Boss</th>
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<td><strong>MARTIAL ARTS</strong></td>
<td><strong>DEF</strong></td>
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<td>15</td>
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</table>

**Weapons:** Fist, Spear, or Saber (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

<table>
<thead>
<tr>
<th>Tomorrow's Immortals</th>
<th>Mooks</th>
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<tbody>
<tr>
<td><strong>SABRINA FERRAN</strong></td>
<td><strong>FEATURED FOE</strong></td>
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<tr>
<td><strong>MARTIAL ARTS</strong></td>
<td><strong>DEF</strong></td>
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<td>12</td>
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</table>

**Backup Attack:** Guns 9.
**Weapons:** unarmed (7), Buro 9 (10/2/4).

<table>
<thead>
<tr>
<th>Dump Warriors</th>
<th>Mooks</th>
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<tbody>
<tr>
<td><strong>Damage:</strong> 7 (unarmed), 10 (Buro 9).</td>
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<thead>
<tr>
<th>Kun Chau</th>
<th>Boss</th>
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**See Chapter 19 of the FS2 corebook.**

<table>
<thead>
<tr>
<th>Mental Thrall</th>
<th>Mooks</th>
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<tbody>
<tr>
<td><strong>Damage:</strong> 9 (machete).</td>
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<thead>
<tr>
<th>Leslie Lau</th>
<th>Boss</th>
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**See Chapter 19 of the FS2 corebook.**

<table>
<thead>
<tr>
<th>Thunder Knights</th>
<th>Mooks</th>
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<tr>
<td><strong>Damage:</strong> 11 (Colt King Cobra).</td>
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<thead>
<tr>
<th>Sneezy Teng</th>
<th>Boss</th>
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<tr>
<td><strong>GUNS/ MARTIAL ARTS</strong></td>
<td><strong>DEF</strong></td>
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</table>

**Weapons:** Intratec Tec-9 or Tokarev (highest hero DV +1)
**Resistances:** Will 12.
**Feng Shui**

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

### Happy Cheung

**Featured Foe**

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<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Weapons:** Punch (10), club (12), Tokarev (10/2/2)

**Resistances:** Constitution 13.

**Mounting Fury:** If Happy misses with a Martial Arts Attack, he gains a +1 cumulative bonus to his next Martial Arts Attack. The bonus resets to 0 after he hits, and at the end of the fight.

**Strong as an Ox:** Happy’s Damage from successful Martial Arts Attacks is increased by +3 (factored into Weapons, above) and he can use absurdly large objects as improvised weapons. Happy’s Strength check AV is 10.

### Ta Yu

**Boss**

<table>
<thead>
<tr>
<th>Sorcery</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons:** Blast (highest hero DV +1).

**Resistances:** Will 15.

**Ablative Lackey:** If at least one mook is up, as an interrupt after foe takes Wound Points, foe takes 0 Wound Points and 1 mook goes down.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast, Far Lift, Flight.

### Poisoned Thorns

**Mooks**

**Damage:** 9 (machete), 9 (revolver).

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### Fast Eddie Lo

**Boss**

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<tr>
<th>Guns</th>
<th>Def</th>
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**Weapons:** Colt King Cobra (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

### Bri Davis

**Featured Foe**

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<th>Martial Arts</th>
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**Weapons:** Katana (12), unarmed (9).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 12.

**Resistances:** Constitution 10, Notice 10.

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

**Pedal to the Metal [Driving]:** When driving as the pursuer in a chase, gain +2 Driving if one or more PC drivers have fewer Chase Points.

### Fast Eddie’s Boys

**Mooks**

**Damage:** 9 (Machete), 6 (Norinco M1911), 6 (Mini UZI).

### Paul Chang

**Supporting Character**

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<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
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**Weapons:** Punch (7).

**Resistances:** Notice 10.
# Blood of the Valiant

## Leung Mui
**Boss**

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<th>Martial Arts</th>
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**Weapons:** Sword (highest hero DV +1).

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

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Blinding Mantis Strike:** Leung makes a barehanded Martial Arts attack. If successful, target is blinded for a number of shots equal to the Outcome.

**Fu Powers:** Hands Without Shadow.

## Hand Operatives

### Mooks

**Damage:** 7 (bow), 10 (sword).

## Black Flag Rebels

### Mooks

**Damage:** 7 (bow), 10 (spear).

## Yim Chang

**Featured Foe**

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<th>Attack</th>
<th>Def</th>
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**Weapons:** unarmed (9), staff (10).

## Red Hand Members

### Mooks

**Damage:** 9 (spear) or 10 (sword).

## Madame Pei Pei

**Boss**

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<th>Guns</th>
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**Backup Attack:** Martial Arts 13.

**Weapons:** 2 Black powder pistols or stiletto (highest hero DV +1).

**Vehicle:** Junk (3, 3/5, 7/9).

**Skills:** Driving/Junks 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Aberrant Spasm, Claw of the Tiger, Drunken Fist, Drunken Stance.

**Shibuya Slide [Driving]:** When driving as the evader in a chase, gain +2 Driving if one or more hero drivers have fewer Chase Points.

## Ho Shen

**Boss**

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<th>Martial Arts</th>
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**Weapons:** Cleaver (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungatech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

## Ho Wah Bo

**Featured Foe**

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<th>Martial Arts</th>
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**Weapons:** Unarmed (7), bottle (7).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 10.

**Resistances:** Constitution 10.

**Fu Powers:** Friend of Darkness.

**Gun Schticks:** Both Guns Blazing, Fast Draw II, Hair-Trigger Neck Hairs.

## Jimmy Kwan

**Featured Foe**

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<th>Martial Arts</th>
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**Weapons:** bike chain (11), unarmed (8).

## White Tigers

### Mooks

**Damage:** 7 (nunchucks or unarmed).

## Black Dragon Students

### Mooks

**Damage:** 7 (nunchucks or unarmed).
**CAESAR MACK**

**BOSS**

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<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
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<th>SPEED</th>
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**Weapons:** Nunchucks or unarmed (highest hero DV +1).
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Fu Powers:** Hands Without Shadow.

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**LUI MAN WAI**

**BOSS**

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<tr>
<th>ATTACK</th>
<th>DEF</th>
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<th>SPEED</th>
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**Weapons:** Three-section staff (highest hero DV +1).
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If Wai takes any action, the hold is broken.
**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

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**HAND ARCHERS**

**MOOKS**

**Damage:** 7 (bow).

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**QUAN LO**

**UBER-BOSS**

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<th>MARTIAL ARTS</th>
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**Weapons:** Staff (highest hero DV +1).
**Resistance:** Strength 12.
**Anti-Mystical:** Add +1 Defense vs. Creature Powers and Sorcery attacks.
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

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**YUNG CHANG**

**BOSS**

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<th>MARTIAL ARTS</th>
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**Weapons:** Fire fist (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.
**Fu Powers:** Shadowfist, Vengeance of the Tiger.
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

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**WONG FEI HONG**

**UBER-BOSS**

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<th>ATTAC</th>
<th>DEF</th>
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<th>SPEED</th>
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<td>17</td>
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</table>

**Weapons:** Unarmed (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Fu Powers:** Hands Without Shadow.
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
**No Shadow Kick:** Wong spends 4 shots to make a Martial Arts attack. If the attack hits, the target is knocked back 5 feet and Wong makes another attack on the same target for 0 shots. This continues until an attack misses. If any attack hits, the target must make a Martial Arts check with difficulty 15 or be knocked down and spend 1 shot getting back up.

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**FONG SAI YUK**

**BOSS**

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<th>MARTIAL ARTS</th>
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**Weapons:** Unarmed (highest hero DV +1).
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**Fu Powers:** Flying Windmill Kick, Hands Without Shadow.

### Hu Jan

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<th>Martial Arts</th>
<th>DEF</th>
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<th>SPEED</th>
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</table>

**Weapons:** Sword (10).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Shelter of Darkness, Strike from Darkness.

### Hu Jiumei

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<tr>
<th>Martial Arts</th>
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**Weapons:** Spear (10).

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick), Friend of Darkness, Shelter of Darkness, Strike from Darkness.

### Chan Yu Jai

<table>
<thead>
<tr>
<th>Martial Arts</th>
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**Weapons:** Saber (11).

**Vehicle:** Horse (6, 6/8, –/–).

**Skills:** Driving/Horses 14.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Fu Powers:** Drunken Fist, Drunken Stance (can't hold action), Hands Without Shadow.

### Red Monks

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<th>Martial Arts</th>
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**Weapons:** Sword (10).

**The Red Principle:** +2 Damage if foe moves more than 6 meters.

### White Monks

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<tr>
<th>Martial Arts</th>
<th>DEF</th>
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**Weapons:** Spear (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**The White Principle:** At the beginning of each sequence, the Monk chooses either The Red Principle, Domination, Garrotte of Destiny, or The Blue Principle and can use that schtick until the end of the sequence.

### Yellow Monks

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<th>Martial Arts</th>
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**Weapons:** Three-section-staff (highest hero DV +1).

**Resistances:** Strength 12.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

### Viole Monks

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<th>Martial Arts</th>
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**Weapons:** Sword (10).

**Garrotte of Destiny:** After the first sequence, if foe is up at beginning of each sequence, all heroes lose 1 Fortune. Explain why this happened when the heroes lose their first Fortune points.

### Blue Monks

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<tr>
<th>Martial Arts</th>
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**Weapons:** Knife (8).

**The Blue Principle:** As an interrupt when attacked, the Blue Monk spends 1 shot and makes a Martial Arts check. If it is higher than the attacker's, the attack is redirected to a nearby combatant of the Monk's choice.

**Fu Powers:** Friend of Darkness, Hands Without Shadow.

### White Monks

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**Weapons:** Three-section-staff (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Coil of the Snake (as the Coiled Strike transformed snake schtick), Flying Windmill Kick.

### David Hughes

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<thead>
<tr>
<th>Boss</th>
<th>Martial Arts</th>
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**Weapons:** Knife or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Infect:** If Hughes hits with an unarmed attack with an Outcome of 5 or better, target is infected. Within a few hours, an infected target falls unconscious and develops a fever. Each day, they gain 1 Mark of Death. When an infected target has 7 Marks of Death, they must make a Death check each day. A successful Death Check does not remove these Marks of Death; they remain until the character is healed with Sorcery or the Healing Chi fu power.

**Lurk:** Spend 1 shot and make a Martial Arts check against a difficulty equal to the target’s Notice, Detective, or Police AV. If successful, Chen is invisible to that target until he moves.

**Squeeze:** Foe can squeeze through an opening as small as 75 sq cm.

### Pledged Mooks

**Damage:** 13 (Mossberg Special Purpose shotgun), 10 (Glock 17).

### Grigorei Zhukov

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<tr>
<th>Featured Foe</th>
<th>Guns</th>
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**Weapons:** two Makarovs (11/2/4), switchblade (8).

**Gun Schticks:** Both Guns Blazing, Fast Draw II, Lightning Reload.

### Zack Bray

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<th>Featured Foe</th>
<th>Guns / Martial Arts</th>
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**Weapons:** Heckler & Koch MP5 K (11/3/1), Ruger K89 (10/2/3), unarmed (8).

**Vehicle:** Jeep, Military (6, 6/7, 7/10).

**Skills:** Driving 13.

**Fu Powers:** Claw of the Tiger.

**Gun Schticks:** Both Guns Blazing, Eagle Eye, Hair-Trigger Neck Hairs.

### Tiacpan

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<th>Featured Foe</th>
<th>Sorcery</th>
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**Weapons:** Blast (11).

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (conjured weapons, fire, transmutation), Far Lift.

### Liang Ming

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<th>Boss</th>
<th>Attack</th>
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**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Claw of the Tiger, Vengeance of the Tiger.

### Tizoc

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<th>Featured Foe</th>
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**Weapons:** Highly ornate Macauitl named Shield Cleaver (14).

### Li Wing Chun

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**Weapons:** Jug (12).

**Resistances:** Constitution 10.

**Fu Powers:** Aberrant Spasm, Drunken Fist, Drunken Stance.
**Wong Wah So**

**Featured Foe**

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Weapons: Unarmed (8).
Anti-Tech: +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Ma Hin**

**Boss**

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<th>Martial Arts</th>
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Weapons: Throwing knives or unarmed (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

**Liu Jian Ping**

**Featured Foe**

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<th>Guns</th>
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Backup Attack: Martial Arts 12.
Weapons: Bow with Fire Strike arrow (11/3/1), Fire Strike (10).
Gun Schticks: Both Guns Blazing (treat two arrows as two guns), Fast Draw I.

---

**Blowing up Hong Kong**

**KCR Security Guard**

**Mooks**

Damage: 8 (telescoping aluminum club).

**KCR Train Conductor**

**Mooks**

Damage: 5 (punch).

**Major Jack Stryker**

**Boss**

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Backup Attack: Martial Arts 15.
Weapons: M16 or Desert Eagle .50 Magnum (highest hero DV +1).
Vehicle: Armored Army Vehicle (6, 6/7, 8/11).
Skills: Driving 15.
Resistances: Will 12.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Lt. Commander Gary Caunders**

**Featured Foe**

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<th>Guns/Martial Arts</th>
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Weapons: Father’s Colt 1911A (13/2/4), grenade (23).
Vehicle: Armored Army Vehicle (6, 6/7, 8/11).
Skills: Driving 17.
Resistances: Will 12.
Vehicle: Armored Army Vehicle (6, 6/7, 8/11).
Skills: Driving 15.
Resistances: Will 10.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Delta/SAS Soldier**

**Featured Foe**

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<th>Guns/Martial Arts</th>
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Weapons: H&K MP5 (10/5/1), unarmed (8).
Vehicle: Jeep, Military (6, 6/7, 7/10).
Skills: Driving 12.
Resistances: Will 10.
Gun Schticks: Eagle Eye, Fast Draw II, Lightning Reload I.

**Elite Taiwanese Frogman**

**Featured Foe**

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<th>Guns/Martial Arts</th>
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* +1 when in the water.
Backup Attack: Martial Arts 11.
Weapons: Speargun (12/5/6), knife (9), unarmed (8), C4 (30).
Vehicle: Personal Watercraft (7, 7/9, 0/0).
Skills: Driving 10.
Diver: Frogmen are at ease in water, and move at one and a half times their Speed when submerged.
**KAIJUBOT TECHNICIAN**

**MOOKS**

**Damage:** 10 (H&K MP5F).

---

**ARThUR C.K. MOORE**

**FEATURED FOE**

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<th>GUNS/MARTIAL ARTS</th>
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**Weapons:** Glock 18 (10/1/3).

**Vehicle:** Sports Car (9, 7/9, 6/8).

**Skills:** Driving 18.

**Cut Me Own Throat:** Spend 1 shot. If the foe is still active at the start of the next keyframe, target hero feels a powerful attraction in a later scene to an object foe specifies. Explain these stakes to the players. Usable once per adventure.

---

**TONEy SEUNG**

**BOSS**

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<th>GUNS/MARTIAL ARTS</th>
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**Weapons:** Gold machete or twin Colt King Cobras (highest hero DV +1).

**Resistances:** Will 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Both Guns Blazing, Fast Draw III (also applies to machete).

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**JOHNNY PARROT**

**FEATURED FOE**

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**Weapons:** Unarmed (7).

**Vehicle:** Powerboat (7, 6/8, 6/8).

**Skills:** Driving 16.

**Resistances:** Constitution 10.

**Fu Powers:** Drunken Fist, Drunken Stance.

---

**SHELLYWeI**

**FEATURED FOE**

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<th>MARTIAL ARTS/SORCERY</th>
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**Weapons:** Fishhook (8).

**Vehicle:** Cigarette Boat (9, 7/10, 2/4).

**Skills:** Driving 17.

**Resistances:** Constitution 12, Will 10.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** De-Attunement.

**Armor Plated [Driving]:** Add 2 to the Frame of the vehicle the foe starts the chase in.

**Wicked Ride [Driving]:** Add 2 to the Handling of the vehicle the foe starts the chase in.

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**THE TALL-CROW, BIRD-HEADED FIEND**

**BOSS**

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**Weapons:** Watermelon knife, claws, or beak (highest hero DV +1).

**Resistances:** Notice 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Regeneration IV.

---

**BIRD MAN, GUIDING HAND SENTRY**

**BOSS**

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**Weapons:** Brass telescope (highest hero DV +1).

**Resistances:** Notice 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Disarm:** The foe’s first successful hit against a hero each fight disarms that hero.

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**WANG LIANG (BLACK-FACED OGRE)**

**FEATURED FOE**

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**Weapons:** Unarmed (12).

**Vehicle:** Personal Watercraft (7, 7/9, 0/0).

**Skills:** Driving 8.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 13. Wounds from rancid breath are reduced by Constitution rather than Toughness.
JOHNNY CHUNG, CONCRETE ZOMBIE

**BOSS**

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**Weapons**: Bite (highest hero DV +1).

**Resistances**: Notice 10.

**Auto Re-Arm**: Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall**: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Guts of Rebar**: Johnny can eat concrete and steal to restore his undead body. Spend 3 shots and make a Creature check against difficulty 12. Remove Wound Points equal to the Outcome.

---

CONCRETE ZOMBIE

**MOOKS**

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<th>ATTACK</th>
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*Concrete zombies are much tougher and more dangerous than a standard mook. Use with caution.

**Damage**: 12 (unarmed).

---

NUCLEAR SHADE

**MOOKS**

**Damage**: 8 (Blast, wounds are reduced by Constitution instead of Toughness), 11 (Touch).

**Creature Schticks**: Insubstantial.

**Damage Immunity**: Immune to damage from unarmed attacks that do not benefit from fu powers, sorcerous Blasts other than Chi, fire, and electricity.

---

GREEN EGG, FORMER MAVERICK COP

**FEATURED FOE**

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**Backup Attack**: Martial Arts 11.

**Weapons**: Browning High Power (10/2/3), Colt Detective Special (9/1/5).

**Vehicle**: Cop Car (8, 8/10, 6/8).

**Skills**: Driving 13.

**Resistances**: Police 16.


---

UNCLE OUBLIETTE, TRANSFORMED MONKEY

**FEATURED FOE**

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**Weapons**: Unarmed (7), thrown found object (8).

**Bounce**: Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.

**Caper**: As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

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KENWOOD “KENNY” TONG, GAMBLER

**FEATURED FOE**

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**Weapons**: Colt 1911A (10/2/4), unarmed (6).

**Gun Schticks**: Fast Draw I.

**Gambler**: +2 attack if any hero spent a Fortune point (including sub-types) since foe's previous attack.

---

TEMPLE SECRETARY, HISTORICAL HENCHMAN

**MOOKS**

**Damage**: 8 (unarmed).

---

TEMPLE ROUNTABOUT, MODERN MOOK

**MOOKS**

**Damage**: 9 (revolver).

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BLACKSNAKE, FURIOUS OGRE

**UBER-BOSS**

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**Weapons**: Guang dao pole arm or unarmed (highest hero DV +1).

**Resistances**: Notice 8.

**Auto Re-Arm**: Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall**: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Rancid Breath**: If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 13. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Skull Yolks**: Blackssnake spends 1 shot cracking a downed creature's skull and slurping up the chi release. Remove 5 Wound Points from Blackssnake.
**Kai Fong Lam, Would-Be Goddess**

**Weapons:** Dagger (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Fu Powers:** Dark's Soft Whisper, Friend of Darkness, Strike From Darkness.
**Pluck Eyes:** With a Martial Arts Outcome of 7 or higher, Kai Fong Lam plucks out an eyeball, giving her victim 1 Impairment and reducing their Notice AV to 5 until they acquire a badass eye patch. If she does it twice, her victim is blind.

**The Ghost of Bruce Lee**

As described in *Blowing Up Hong Kong*. The Absorption Creature Schtick works as follows:

**Absorption:** When you are attacked by an enemy using a fu power or equivalent foe schtick (the GM will let you know), make a Creature Power check with difficulty equal to the enemy's Martial Arts Action Result. If you succeed, you may use the schtick in question for a number of sequences equal to your Outcome. The enemy cannot use the schtick for the same amount of time.

**Undead Imperial Concubines**

**Weapons:** Fingernails (10).
**Unending Inevitable Comeback:** Until they’re separated from the fingerbones of the Buddha, these ladies get all the inevitable comebacks they want.

**Devil Fish**

**Damage:** 12 (poison fangs).
**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers.
Vehicle: Cop Car (8, 8/10, 6/8).
Skills: Driving 9.
Resistances: Police 11.

**449: DEMON SLAYER**

**FEATURED FOE**

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<tr>
<th>GUNS/MARTIAL ARTS</th>
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*+2 against Sorcery attacks when foe shouts “Freeze!” or “Stop right there!”

Weapons: Crossbow (7/4/6), sword (10), unarmed (8), .38 special (9/1/5).
Vehicle: Cop Car (8, 8/10, 6/8).
Skills: Driving 9.
Resistances: Police 11, Strength 9.
Fu Powers: Hands Without Shadow.
Gun Schticks: Lightning Reload II.

**CONSTABLE (HKPD)**

**MOOKS**

Damage: 10 (Norinca M1911), 9 (billy club), 13 (AR-18).

**BLUE LANTERN (14K)**

**MOOKS**

Damage: 10 (Norinca Tokarev), 8 (knife), 10 (Mini UZI).

**NICKY PATRICCA**

**BOSS**

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<th>GUNS</th>
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Backup Attack: Martial Arts 10.
Weapons: AMT Automag V or baseball bat (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Gun Schticks: Fast Draw II.

**SILK DEVEROUX**

**BOSS**

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Backup Attack: Guns 14.
Weapons: Walther PPK or knife (highest hero DV +1).
Resistances: Detective 10.
Anti-Tech: +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**REGINALD FONG IV, ASCENDED EXECUTIVE**

**FEATURED FOE**

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Weapons: Walther P-5 Compact (10/1/4).
Resistances: Constitution 9.

**VICTORIA EXCELSIOR SECURITY**

**MOOKS**

Damage: 10 (Tec-9 ), 9 (mini-club), 8 (unarmed).

**BANGKOK BUTCHER**

**MOOKS**

Damage: 11 (big knife), 9 (unarmed).

**NG PUI**

**FEATURED FOE**

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<th>MARTIAL ARTS</th>
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Weapons: Meat cleaver (12).
Choice Cut: While wielding his cleaver, Ng Pui gets +3 Defense in the first sequence of any fight the heroes start unexpectedly. While the cleaver is in his hand, he gets +2 to Initiative and an additional +2 if his first action is a Martial Arts attack with the cleaver.

**CRESCENT WAVE VIGILANTE**

**FEATURED FOE**

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Weapons: Unarmed (8).
Fu Power: Hands Without Shadow.

**WANG WU-WU**

**FEATURED FOE**

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Weapons: Fan (7).

**STEVEN CHAN**

**FEATURED FOE**

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Weapons: Antique sword (9).
**QUINTANA LANG**  
**BOSS**

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**Weapons:** Desert Eagle .50 or S&W 3566 (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.


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**FAYE LIANG**  
**FEATURED FOE**

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**Weapons:** Unarmed (7).

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**ST. LOUIS BLUE**  
**FEATURED FOE**

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**Weapons:** Tec-9 (10/3/1).

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**APRIL CHAN**  
**NONCOMBATENT**

April is a noncombatant. She can serve as a contact for heroes with Deceit, Info: Cosplay, Info: Manga, Intrusion, or even Seduction.

---

**FILIPINO SLAVE**  
**MOOKS**

**Damage:** 8 (unarmed).

---

**CARTEL GOON**  
**MOOKS**

**Damage:** 10 (H&K MP 5 K), 8 (unarmed).

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**MS. CECELIA WONG**  
**FEATURED FOE**

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**Weapons:** Cane (7).

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**ST. LOUIS BLUE**  
**FEATURED FOE**

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**Backup Attack:** Martial Arts 11.

**Weapons:** Mini Uzi or grenade (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

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**FONG SAI YEE, DRUG KINGPIN**  
**BOSS**

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**Weapons:** Blast (highest hero DV +1).

**Resistances:** Constitutions 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Sorcery Schticks:** Blast (disease, disintegration, lightning, transmutation).

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**CHAI FA-YUEN**  
**BOSS**

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**Disintegration Blast:** The foe’s first successful Disintegration Blast against a hero each fight also destroys the hero’s weapon. If the weapon is a signature weapon, the hero is disarmed instead.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a Boss or Featured Foe.

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**SECURICORE GUARD (TYPE II SECURITY)**  
**FEATURED FOE**

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<th>GUNS/MARTIAL ARTS</th>
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**Weapons:** H&K MP5 (10/5/1), Benelli 90 (13/5/4), Norinco M1911 (10/3/4), taser club (9), unarmed (8).

**Resistances:** Detective 12.

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

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**THE STEEL DRAGON**  
**BOSS**

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<th>GUNS/MARTIAL ARTS</th>
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**Weapons:** Unarmed (7).
Weapons: 2 big machine guns or Steel Dragon Hammer (highest hero DV +1).
Resistances: Strength 15.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Gun Schticks: Both Guns Blazing II, Fast Draw II.
Note: The Steel Dragon’s Toughness makes him very difficult to take down. Of course, he’s a hero. Why are you fighting him anyway?

SHOU ZU-HUA, EXECUTIVE SORCERER

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Weapons: Acid, Fire, or Lightning Blast (highest hero DV +1).
Resistances: Notice 10.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Sorcery Schticks: Blast (Acid, Fire, Lightning), De-Artunement, Flight.

ZOMBIFIED EMPLOYEE

Damage: 7 (bite).
Damage Immunity: Immune to damage from electricity and fire, even from magical sources.

GIANT SPIDER KAIJUBOT

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<th>CREATURE/ GUNS</th>
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<th>TOU</th>
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Weapons: Fire Blast, chin-mounted machine guns, or stomp (highest hero DV +1).
Resistances: Notice 10.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Damage Immunity: Immune to damage from bullets and fire, unless magical. Immune to suffocation and drowning.

BRETT BROWN, GUNSLINGERING ASSASSIN

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<th>GUNS</th>
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Weapons: Five Colt Army Revolvers (highest hero DV +1).
Vehicle: Pickup Truck (6, 6/8, 8/10).
Skills: Driving 10.
Resistances: Notice 10.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Gun Schticks: Both Guns Blazing II, Eagle Eye, Fast Draw IV.

RUSSIAN SECURITY GUARDS

Damage: 10 (Makarov), 11 (unarmed).

MARGARET PING

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Backup Attack: Martial Arts 12.

GENERAL MA YING-JUN

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Gun Schticks: Eagle Eye, Lightning Reload III.

PRC GARRISON SOLDIER

Damage: 13 (AR-18), 10 (Noricono M1911).
# Elevator to the Netherworld

## Ice Commandos
**Mooks**

**Damage:** 7 (unarmed), 10 (H&K MP5).

## Ice Commandos

**Ice Falcons**

**Mooks**

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<th>Attack</th>
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**Damage:** 6 (claw, damage cannot be reduced by Toughness).

## Winter Wolves

**Mooks**

**Damage:** 7 (bite).

## Ice Tigers

**Featured Foe**

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**Weapons:** Claw (13).

**Bodyguard:** At the beginning of each sequence, choose a ward. As an interrupt when that ward is attack, spend 3 shots and make a Martial Arts roll against the attacker’s AV. On a success, the attack strikes the foe instead of the ward.

**Fu Powers:** Claw of the Tiger.

## Polar Bear

**Featured Foe**

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**Weapons:** Paw (14), hug (16).

**Bellow:** Spend 2 shots and foe and target make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

## Akani Hideo

**Featured Foe**

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**Weapons:** Unarmed (6).

## Risto Paalanen

**Boss**

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**Weapons:** UMP-45SD (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Guns Schticks:** Eagle Eye.

## Ivana Sergilov

**Featured Foe**

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<th>Martial Arts</th>
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**Weapons:** Unarmed (7).

**Resistances:** Police 15.

## Fire Warriors

**Mooks**

**Damage:** 9 (sword), 6 (unarmed).

## Fire Assassins

**Mooks**

**Damage:** 13 (flaming sword).

## Fire Zealots

**Mooks**

**Damage:** 14 (flaming sword).

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

## Fire Constructs

**Mooks**

**Weapons:** 12 (fire strike).

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.
### 'Ali Ibn Yussuk

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**Weapons:** Fire Strike or sword (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

### Richard of Ghent

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**Weapons:** Unarmed (8), sword (14), Glock 17 (10/1/3).

**Resistances:** Constitution 14.

**Gun Schticks:** Eagle Eye, Lightning Reload I.

### The Mouth of the Fire Righteous

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**Weapons:** Fire Strike (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

### Chiu Fa

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**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Sorcery Schticks:** Blast (Chi, Fire, or Lightning), De-Attunement, Far Lift, Flight.

### Stone Griffins

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**Weapons:** Talons or beak (19).

**Creature Schticks:** Flight.

**Stone Body:** Immune to damage from attacks with DV less than 10 unless they are magic or benefit from fu powers. Does not reduce damage with Toughness (effective Toughness is 0). Keels over at 60 Wound Points, -1 impairment at 50 Wound Points, -2 impairment at 55 Wound Points.

### Thunder Knights

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DEFENSE</th>
<th>SPEED</th>
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<tbody>
<tr>
<td>8</td>
<td>15</td>
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</table>

**Weapons:** Unarmed (8), sword-and-shield (11), great sword (12).

### Butterfly Knights

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DEFENSE</th>
<th>SPEED</th>
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<tbody>
<tr>
<td>8</td>
<td>15</td>
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</table>

**Damage:** 7 (unarmed), 12 (lance, Wounds are doubled, non-flying targets only, 4 shots, once per fight), 10 (sword and shield).

### A Cardinal of the Clergy

<table>
<thead>
<tr>
<th>SORCERY</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>15</td>
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</table>

**Backup Attack:** Martial Arts 8.

**Weapons:** Blast (highest hero DV +1), unarmed (5), ceremonial dagger (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (Lightning, Fire, Lightning, Conjured Weapons, Lightning).

### Typical Thunder Champion

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
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<tr>
<td>12</td>
<td>13</td>
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<td>7</td>
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</tbody>
</table>

**Weapons:** Unarmed (9), great sword, flail, or enormous battleaxe (16), sword-and-shield (15).
### Lucius Centares

**Featured Foe**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>13</td>
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</table>

**Weapons:** Unarmed (8), “Devotion” (17).

### The Baron

**Featured Foe**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Backup Attack:** Guns 10.

**Weapons:** Unarmed (7), sabre (10), dagger (9), Beretta Model 950BS Jet Fire (8/1/4).

**Vehicle:** Nightshade (7, 8/10, 3/5).

**Skills:** Driving 14.

**Blinding Powder:** Spend 3 shots and make a Martial Arts attack at -2. On a hit, target gains 4 Impairment for 2d6+6 shots.

**Gun Schticks:** Eagle Eye (but works with swords only).

### Darkness Warriors

**Mooks**

**Damage:** 7 (unarmed), 13 (AK-47), 12 (Aztec warclub).

### Darkness Priestesses

**Mooks**

**Damage:** 8 (disintegration blast), 5 (unarmed).

### Skin and Darkness Bats

**Mooks**

**Attack** | **Defense** | **Speed**
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</table>

**Weapons:** Razor Wing (12 and target takes 1 Wound Point per shot for a number of shots equal to Outcome).

### Skin and Darkness Ravagers

**Mooks**

**Weapons:** Claws (10).

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make an attack. DV is 13, and wounds are reduced by Fortune instead of Toughness.

**Damage Immunity:** Inimmune to damage from unarmed attacks that do not benefit from fu powers.

### Skin and Darkness Zealots

**Mooks**

**Damage:** 8 (unarmed).

**Damage Immunity:** Immune to damage from unarmed attacks that don't benefit from fu powers and from bullets that are not magic or silver.

**Soul Twist:** Spend 3 shots and make an Attack. On a hit, DV is 11, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

### Chamberlain

**Boss**

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<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<tr>
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<td>15</td>
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</table>

**Backup Attack:** Creature 15.

**Weapons:** Unarmed (highest hero DV +1).

**Resistances:** Police 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 13, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

### Nu Wei-Feng

**Boss**

<table>
<thead>
<tr>
<th>Sorcery</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Weapons:** Blast (highest hero DV +1), unarmed (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (disintegration, chi, obsidian shards), Flight.

### General Fung

**Boss**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Weapons:** Sword (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one
character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Flying Windwill Kick, Hands Without Shadow.

---

**LORD SHIHB**

**UBER-BOSS**

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<th>MARTIAL ARTS</th>
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</table>

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe's check beats the hero's, the foe chooses a different target for the attack.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack against 4 targets. Attack does no damage, but foe gets cumulative +1 Martial Arts against the targets until the end of the fight.

**Rebuke:** Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

**Swindle:** Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick of fu power possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

---

**TACOPS**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**TACOPS TROOPER**

**Damage:** 8 (unarmed), 11 (Buro Avenger), 9 (Buro Reliant), 10 (Buro Blade of Truth), 13 (Buro Blue Flag).

---

**TACOPS SERGEANT**

**Damage:** 9 (Unarmed), 13 (Buro Crimestopper), 9 (Buro Reliant), 10 (Buro Blade of Truth), 13 (Buro Blue Spear).

---

**TACOPS ADMINISTRATOR**

**Damage:** 6 (Unarmed), 9 (Buro 9).

---

**ANI LONG**

**BOSS**

---

**GUNS**

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</table>

**Backup Attack:** Martial Arts 9.

**Weapons:** Buro Godhammer or Buro Blue Flag (highest hero DV +1), unarmed (7), Buro Backup Arm (8/1/5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Hair-Trigger Neck Hairs, Fast Draw I.

**Scroungtech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

---

**CDCA**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**CDCA ARCANOWAVE RESEARCHER**

**Damage:** 5 (unarmed), 7 (really sharp lab scalp).l.

**CDCA PROJECT LEADER**

**Damage:** 4 (unarmed), 9 (Buro 9).

**PROFESSOR D. LOUIS SOUTHWELL**

**Damage:** 6 (unarmed), 11 (Buro Avenger).

**PROFESSOR ALLY MATTHEWS**

**Damage:** 8 (unarmed), 11 (Buro Avenger).

---

**BLOOD JELLY**

**MOOKS**

**Weapons:** 10 (engulf).

**Dissolve:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**REBECCA DUPRESS**

**FEATURED FOE**

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<th>MARTIAL ARTS</th>
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**Weapons:** Unarmed (8).

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

---

**PLEDGED SOLDIER**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.
**BLUE PLEDGED SOLDIERS**

**Damage:** 6 (unarmed), 11 (Sig-Sauer P-220), 10 (H&K MP5), 13 (Franchi SPAS-12).

**GOLD PLEDGED SOLDIERS**

**Damage:** 8 (unarmed), 11 (Sig-Sauer P-220), 10 (H&K MP5), 13 (Franchi SPAS-12).

### SHENG MING-TUN, TYPICAL SHARPENED SHELL

**Featured Foe**

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<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
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**Weapons:** Unarmed (8), Mossberg Special Purpose (13/5/4).

**Resistances:** Detective 12.

**Reflect:** As an interrupt when hit by a Sorcery attack, spend 1 shot. Attacker takes the Smackdown instead of the foe.

### CORPORAL TANGIE

**Featured Foe**

<table>
<thead>
<tr>
<th>GUNS/MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** Unarmed (8), Mankiller .45 (12/3/3).

**Gun Schticks:** Eagle Eye.

### ORDINARY BONEHEAD

**Mooks**

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<thead>
<tr>
<th>ATTACK</th>
<th>DEFENSE</th>
<th>SPEED</th>
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<tr>
<td>4</td>
<td>13</td>
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**Damage:** 4 (unarmed), 6 (club).

### ONE-EYE HSIEH

**Featured Foe**

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<th>MARTIAL ARTS</th>
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</table>

**Weapons:** Unarmed (7), knife (9).

### TYPICAL HAWKER

**Noncombatent**

The hawker is a noncombatant and needs no stats.

### JOHNNY FONG

**Featured Foe**

<table>
<thead>
<tr>
<th>GUNS/MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** Unarmed (6), knife (7), Browning BDM (10/2/3).

### COLONEL CARVILLE

**Featured Foe**

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<th>GUNS</th>
<th>DEF</th>
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<th>SPEED</th>
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**Weapons:** Unarmed (8), officer’s saber (11), black powder pistol (7/3/6).

### LUI MAN WAI

**Boss**

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<th>MARTIAL ARTS</th>
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<th>SPEED</th>
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</table>

**Weapons:** Three-section staff (highest hero DV +1), unarmed (6).

**Resistances:** Strength 10.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

### THE CRANE

**Boss**

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<tr>
<th>ATTACK</th>
<th>DEF</th>
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<th>SPEED</th>
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</table>

**Weapons:** Unarmed (highest hero DV +1).

**Resistances:** Strength 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Flying Windmill Kick.

**Sifu:** Increase the shot cost of all other actions by 1 to grant allies +2 to Martial Arts.

### THE RAT

**Featured Foe**

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<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>12</td>
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<td>6</td>
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</tbody>
</table>
**Weapons:** Unarmed (6), knife (7), throwing stars (5).
**Fu Powers:** Dark’s Soft Whisper, Friend of Darkness, Shelter or Darkness, Strike from Darkness.

---

### The Tiger

**Featured Foe**

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<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Weapons:** Unarmed (7), staff (9).
**Fu Powers:** Claw of the Tiger.
**The Red Principle:** +2 Damage if foe moves more than 6 meters.

---

### Hand Archers

**Mooks**

**Damage:** 6 (unarmed), 7 (bow).
**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Fu Powers:** Eagle Eye.

---

### Li Fei

**Featured Foe**

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<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
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</table>

**Weapons:** Unarmed (6), staff (8).
**Fu Powers:** Claw of the Tiger, Shadowfist.
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
**Sorcery Schticks:** De-Attunement (AV 16).

---

### Plain Old Ogres

**Mooks**

**Damage:** 9 (unarmed), 12 (oversized sword, axe, or club).

---

### Belching Ogres

**Mooks**

**Damage:** 10 (unarmed), 12 (bite), 12 (big nasty projectile).

---

### Imps

**Mooks**

**Damage:** 4 (claws).
**Creature Schticks:** Flight.

---

### Lost Souls

**Mooks**

**Damage:** varies by weapon (blast).

---

### The Strangled Scream

**Boss**

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<th>Martial Arts</th>
<th>Def</th>
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</table>

**Weapons:** Unarmed (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Creature Schticks:** Regeneration II.
**Damage Immunity:** Immune to damage from bullets that are not magic or silver.
**Fu Powers:** Dark’s Soft Whisper, Friend of Darkness, Shelter of Darkness.

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### The Bound

**Boss**

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<tr>
<th>Martial Arts</th>
<th>Def</th>
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**Weapons:** Unarmed (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Fu Powers:** Claw of the Tiger, Hands Without Shadow.

---

### Chorus of Tongues

**Mooks**

**Damage:** 5 (claw).

---

### Pack Fiends

**Mooks**

**Weapons:** 8 (bite).

---

### Reverend Zebediah Paine

**Boss**

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<tr>
<th>Guns</th>
<th>Def</th>
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<th>Speed</th>
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**Backup Attack:** Martial Arts 10.
**Weapons:** Desert Eagle .357 Magnum (highest hero DV +1), unarmed (7), throwing knife (8).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Gun Schticks:** Both Guns Blazing, Eagle Eye.

---

### Professor Havernen

**Featured Foe**

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<tr>
<th>Guns</th>
<th>Def</th>
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**Weapons:** clacker Gun (9/3/2, +1 DV for each extra shot spent).
Vehicle: Armored Jalopy (6, 6/8, 10/12).
Skills: Driving 15.
Clacker Gun Overload: Spend 8 shots. Clacker Gun explodes for Smackdown 17 to everyone within 3 meters.
Armor Plated [Driving]: Add 2 to the Frame of the vehicle the foe starts the chase in. (Included above.)

DR. KENwon KIROSHi
FEATURED FOE
GUNS DEF TOU SPEED
---
10 12 5 6

Weapons: Unarmed (6), Buro 9 (10/1/3).
Vehicle: Junker Car (5, 6/8, 6/8).
Skills: Driving 8.

DR. Alice Friedkin
FEATURED FOE
GUNS DEF TOU SPEED
---
12 12 5 6

Weapons: Unarmed (9), Buro 9 (10/1/3).

SPIDER MONKEYS
MOOKS
Damage: 10 (tail), 6 (claws), 18 (bomb).

PANNIC
FEATURED FOE
GUNS DEF TOU SPEED
---
12 12 5 6

Backup Attack: Martial Arts 10.
Weapons: Unarmed (6), spear (9), bow and arrow (7/5/6).

TYPICAL WILD BOY
MOOKS
Damage: 8 (unarmed), 11 (spear), 7 (bow and arrow).

BUSTER
FEATURED FOE
GUNS MARTIAL ARTS DEF TOU SPEED
---
12 13 5 6

Weapons: Unarmed (6), Buro 9 (10/1/3).
Vehicle: Luxury Sedan (8, 7/9, 7/9).
Skills: Driving 10.
Dazed and Contused [Driving]: Until next keyframe, enemies getting out of a crashed vehicle the foe at any point rammed or sideswiped take 1 point of Impairment and add 1 to all shot costs.

MEMBER OF THE UNEXPECTED DELIVERANCE SOciETY
FEATURED FOE
GUNS/MARTIAL ARTS DEF TOU SPEED
---
12 13 7 8
Weapons: Unarmed (9), rapier (12), thrown dagger (6), crossbow (7/4/6).
Fu Powers: Friend of Darkness.
Gun Schticks: Eagle Eye.

THE BAREd BLADE
BOSS
MARTIAL ARTS DEF TOU SPEED
---
17 15 9 10
Backup Attack: Guns 10.
Weapons: Rapier (highest hero DV +1), unarmed (10), thrown dagger (6), crossbow (7/4/6).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Miraculous Escape: If at all possible, events will conspire to allow the foe to escape.

RABBI-CAPtain Benjamin
FEATUREd FOE
MARTIAL ARTS DEF TOU SPEED
---
14 13 9 9
Backup Attack: Chi/ballah 15 (treat as Sorcery).
Weapons: Holy Fire (8, 10 against evil or supernatural creatures, 12 against evil supernatural creatures), unarmed (10), sword (13).
Grounded in Malkuth: As an interrupt when hit by an attack, spend 1 shot and make a Chi/ballah check against a Difficulty equal to the attack's damage. On a success, the attack is nullified.
Yesod's Pull: Spend 3 shots and make a Chi/ballah check against Difficulty equal to target's Will. On a success, target is teleported to anywhere within 12 meters. Targets cannot be teleported into the air.

SYNAGOGUE GUARDS
MOOKS
Damage: 7 (unarmed), 8 (longbow), 10 (sword).

BROTHERS DAVID, MICHAEL, AND SIMEON
FEATUREd FOE
MARTIAL ARTS DEF TOU SPEED
---
12 13 6 9
Backup Attacks: Guns 10, Chi/Ballah 13 (treat as Sorcery).

Weapons: Unarmed (10), sword (13), longbow (8/5/6).

Resistances: Strength 12.

Grounded in Malkuth: As an interrupt when hit by an attack, spend 1 shot and make a Chi/ballah check against a Difficulty equal to the attack's damage. On a success, the attack is nullified.

Speed of Hod: Spend 1 shot. Doubles foe's running speed, reduces the shot cost of all actions by 1 (to a minimum of 1), and increases Martial Arts DVs by +3 for 3 shots.

Wrath of the Almighty: Spend 1 shot. For the rest of the sequence, the foe's damage cannot be reduced by Toughness. Usable only once per fight.

Kaballistic Insight: Spend 1 shot. Foe gets +3 Defense for 3 shots.

---

### Nik Nemesis

**Martial Arts**

<table>
<thead>
<tr>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>12</td>
<td>13</td>
<td>6</td>
</tr>
</tbody>
</table>

**Weapons:** Unarmed (7), knife (8).

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 10.

**Fu Powers:** Claw of the Tiger.

**Ram-Alama-Bam [Driving]:** When driving, if foe rams a vehicle, gains +2 Frame. +4 Damage Value when foe hits a pedestrian.

---

### 2-Way Way

**Guns**

<table>
<thead>
<tr>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>12</td>
<td>13</td>
<td>6</td>
</tr>
</tbody>
</table>

**Weapons:** Unarmed (9), brass knuckles (10), Glock 18 (10/1/3).

**Gun Schticks:** Hair-Trigger Neck Hair.

---

### Hal 2000

**Guns**

<table>
<thead>
<tr>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>13</td>
<td>5</td>
</tr>
</tbody>
</table>

**Weapons:** Unarmed (6), sonic reducer (10/1/—). damage is reduced by Will instead of Toughness.

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 11.

**Braced for Impact [Driving]:** When the foe's vehicle crashes, all occupants gain +4 Toughness against crash damage.

---

### Ahexotl

**Boss**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>15</td>
<td>7</td>
<td>8</td>
</tr>
</tbody>
</table>

**Weapons:** Macauitl or unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

---

### Johnny Java

**Guns**

<table>
<thead>
<tr>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>14</td>
<td>13</td>
<td>6</td>
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</tbody>
</table>

**Weapons:** Desert Eagle .50 Magnum (12/3/4), Beretta Model 21 Bobcat (8/1/4).

**Vehicle:** Sports Car (9, 7/9, 6/8).

**Skills:** Driving 12.

**Resistances:** Police 14.

**Gun Schticks:** Both Guns Blazing III, Hair-Trigger Neck Hair, Lightning Reload III.

**Totally Wired:** At the beginning of the fight, roll a die and subtract 1. Add that number to foe's Initiative result each sequence. Subtract that number from 35 to determine the number of Wound Points when foe keels over.

---

### Georgi Kotov

**Guns**

<table>
<thead>
<tr>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>13</td>
<td>5</td>
</tr>
</tbody>
</table>

**Weapons:** Unarmed (5).

---

### Yang Luo's Intestines

**Creature**

<table>
<thead>
<tr>
<th>DEF*</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>15</td>
<td>10</td>
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</tbody>
</table>

* The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Backup Attacks:** Martial Arts 8.

**Weapons:** Bite (16), Acid Blast (12).

**Resistances:** Strength 20.

**Creature Schticks:** Regeneration III.

**Immunity:** Immune to Sorcery schticks that are not Blast or Movement.

**Navigational Peristalsis:** Spend 6 shots and make a Creature check against the Driving AV of target ship's pilot. On a success, the foe wraps...
around the ship and deals 1 Condition Point every 3 shots automatically. A struck ship can escape by making a Drive check against a Difficulty equal to the foe's Creature AV.

### The Pinball Hall

**Featured Foe**

<table>
<thead>
<tr>
<th>Smack Players</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>0</td>
<td>10</td>
<td>0</td>
</tr>
</tbody>
</table>

**Weapons:** Flippers (10), bumper (12), pinball (14).

### Viking Bouncer

**Mooks**

**Damage:** 7 (unarmed), 10 (sword or axe).

### Raymond Fong

**Noncombatent**

Raymond just wants to play pinball, man.

### Typical Forest Ghost

**Mooks**

**Damage:** 6 (unarmed), 9 (blast), 7 (bow & arrow) or 11 (Baker rifle) or 13 (AK-47).

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Immunity:** Immune to the Domination Sorcery schtick while in the Forest of Fallen Banners.

### Reverend Petey Whitefence

**Boss**

<table>
<thead>
<tr>
<th>Sorcery</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>15</td>
<td>7</td>
<td>7</td>
</tr>
</tbody>
</table>

**Weapons:** Lightning Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Sorcery Schticks:** Blast (lightning), Flight.

### Cultists of the Tentacle

**Mooks**

**Damage:** 7 (unarmed), 9 (club).

### Big Babies

**Featured Foe**

<table>
<thead>
<tr>
<th>Creature</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>12</td>
<td>8</td>
<td>6</td>
</tr>
</tbody>
</table>

**Weapons:** Clumsy slap (10), Fire Blast (12).

**Resistances:** Strength 14.

**Truly Inevitable Comeback:** These guys always come back 24 hours later without any Wound Points.

### Four Bastards

### Attacking Mooks

**Mooks**

**Damage:** 10 (Intratec Tec-9), 9 (machete).

### Fast Eddie Lo

**Featured Foe**

<table>
<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

**Weapons:** Colt 380 Gov't Pocketlite (8/1/4).

### Ricky Cho

**Boss**

<table>
<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<tbody>
<tr>
<td>16</td>
<td>16</td>
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</table>

**Backup Attack:** Martial Arts 12.

**Weapons:** Browning BDM, Beretta Model 21 Bobcat, or Mossberg Special Purpose (highest hero DV +1).

### T'se Chow

**Boss**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</thead>
<tbody>
<tr>
<td>16</td>
<td>16</td>
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</table>

**Weapons:** Cutlass or umbrella (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Vehicle:** Muscle Car (8, 8/10, 6/8).

**Skills:** Driving 13.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until the end of the sequence.

**Gun Schticks:** Fast Draw III, Hair Trigger Neck Hairs.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Fu Schticks: Claw of the Tiger.

Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

---

**LONG-NAILS CHOU**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>SORCERY</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Weapons:** Chi Blast (9), dagger (7), unarmed (6).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Flight.

---

**DR. SIEGFRIED ZHU**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>GUNS/DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Weapons:** Buro Blade of Truth (10/3/1).

Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Scroungetech Schticks:** Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

**Spirit Shield Generator:** As an interrupt, gain +4 Toughness against a Guns attack. Can be used a number of times per fight equal to the number of heroes.

---

**SHAMIL**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>GUNS/DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** Unarmed (10), American Derringer Mini-Cop (11/1/6).

---

**DZOKHAR**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>GUNS/DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Backup Attack:** Martial Arts 10.

**Weapons:** AK-47 (13/5/1), unarmed (6).

---

**BAHARI SOLDIERS**

**MOOKS**

**Damage:** 13 (AK-47), 8 (Rambo knife).

---

**YUDSU KAMBIEV**

**BOSS**

<table>
<thead>
<tr>
<th>GUNS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>17</td>
<td>15</td>
<td>9</td>
<td>7</td>
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</tbody>
</table>

**Backup Attack:** Martial Arts 14.

**Weapons:** Makarov or AK-47 (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 10.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Both Guns Blazing II, Hair-Trigger Neck Hairs.

---

**ILYAS AND ORTSU**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Weapons:** Spear (8), unarmed (6).

**Fu Powers:** Flying Windmill Kick.

---

**WULFGAR WULFGARSSON**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tbody>
<tr>
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<td>13</td>
<td>9</td>
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</table>

**Backup Attack:** Guns 12.

**Weapons:** Really big freakin’ magic sword (17), Winchester Model 1300 Marine shotgun (13/5/4), unarmed (12).

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

---

**KHALID LAROUI**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>14</td>
<td>13</td>
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</table>

**Backup Attack:** Guns 12.

**Weapons:** Makarov (10/2/4), Fire Strike (9).

**Vehicle:** Pickup Truck (6, 6/8, 8/10).

**Skills:** Driving 9.

**Resistances:** Detective 12.

**Fire Stance:** Heroes making successful unarmed attacks against this foe take 2 Wound Points per attack.

---

**WENDIGO**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>6</td>
<td>7</td>
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---
Weapons: Unarmed (14).
Conditional Escalation: Foe gets +1 Toughness until the end of the fight for each successful Guns attack made against it.
Creature Schticks: Regeneration I.
Rancid Breath: If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

---

**“BARE KNUCKLES” O’HALLORAN**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tbody>
<tr>
<td>14</td>
<td>13</td>
<td>9</td>
<td>6</td>
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</tbody>
</table>

Weapons: Unarmed (12).
Big Bruiser: Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

---

**DARCY PATRICK**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>GUNS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</thead>
<tbody>
<tr>
<td>14</td>
<td>13</td>
<td>9</td>
<td>6</td>
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</table>

Backup Attack: Martial Arts 10.
Weapons: “Old Betsy” — musket (11/5/6), unarmed (6).
Gun Schticks: Eagle Eye, Lightning Reload III.

---

**FENIANS**

**MOOKS**

Damage: 8 (butt of musket), 8 (musket).

---

**ABOMINATIONS**

**MOOKS**

Weapons: Buro Blue Spear (13), unarmed (10), Blast (8).
Creature Schticks: Flight.
Scroungetech Schticks: Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

---

**DEMONS**

**MOOKS**

* Demon has three tentacles that must be destroyed before the demon is taken out. Each point of Outcome above 0 destroys one tentacle. Outcome of 4 or more in one hit will take the demon out completely.

Damage: 8 (blast or claws/teeth).
Creature Schticks: Flight.

---

**PLEGED**

**MOOKS**

Damage: 10 (MP5), 7 (unarmed).

---

**NETHERWORLD RABBLE,**

**MOOKS**

Damage: 10 (MP5), 7 (unarmed).

---

**BURO COPS**

**MOOKS**

Damage: 10 (MP5), 7 (unarmed).

---

**FRIENDS OF THE DRAGON**

**MOOKS**

Damage: 10 (MP5), 7 (unarmed).

---

**CHINESE SOLDIERS**

**MOOKS**

Damage: 10 (MP5), 7 (unarmed).

---

**FREAKING HUGE SHARK**

**BOSS**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>15</td>
<td>10</td>
<td>9</td>
</tr>
</tbody>
</table>

Weapons: Jaws (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Conditional Escalation: Foe gets +1 Speed until the end of the fight for every 10 full Wound Points it takes.

---

**EUNUCH SORCERERS**

**MOOKS**

Damage: 8 (blast).
Sorcery Schticks: Flight.

---

**HOPPING VAMPIRES**

**MOOKS**

Damage: 11 (claws).
Damage Immunity: Immune to damage from bullets that are not magic or silver and Blasts that aren’t Flesh-Melter.
**COPS**

These are types of mooks. They are largely differentiated by their weapons.

<table>
<thead>
<tr>
<th><strong>Type</strong></th>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>UNIFORMED COP</strong></td>
<td>10 (Glock 17), 8 (nightstick).</td>
</tr>
<tr>
<td><strong>PLAINCLOTHES COP</strong></td>
<td>10 (Glock 17).</td>
</tr>
<tr>
<td><strong>SWAT GUY</strong></td>
<td>11 (MP5 Police), 8 (knife).</td>
</tr>
</tbody>
</table>

**CRIMINALS**

These are types of mooks. They are largely differentiated by their weapons.

<table>
<thead>
<tr>
<th><strong>Type</strong></th>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>STREET THUG</strong></td>
<td>8 (knife), 10 (pistol).</td>
</tr>
<tr>
<td><strong>ELITE THUG</strong></td>
<td>10 (SMG), 13 (shotgun).</td>
</tr>
<tr>
<td><strong>LETHAL KILLER</strong></td>
<td>13 (AK-47), 23 (explosives).</td>
</tr>
</tbody>
</table>

**ANIMAL COMPANIONS**

These are types of mooks. They are largely differentiated by their weapons.

<table>
<thead>
<tr>
<th><strong>Type</strong></th>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ACTION FAMILY DOG</strong></td>
<td>7 (bite).</td>
</tr>
<tr>
<td><strong>MONKEY COMPANION</strong></td>
<td>4 (bite), 5 (thrown junk).</td>
</tr>
<tr>
<td><strong>CONSTRUCTOR SNAKE COMPANION</strong></td>
<td>6 (bite), 9 (constriction).</td>
</tr>
</tbody>
</table>

**Cornerstone Mooks**

<table>
<thead>
<tr>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (Tec-9 ), 13 (SPAS-12), 8 (unarmed).</td>
</tr>
</tbody>
</table>

**PC-Owned Mooks**

These are types of mooks. They are largely differentiated by their weapons.

<table>
<thead>
<tr>
<th><strong>Type</strong></th>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AVERAGE MOOK</strong></td>
<td>10 (Glock 17).</td>
</tr>
<tr>
<td><strong>MELEE-SPECIALIST MOOK</strong></td>
<td>11 (polearm), 10 (sword).</td>
</tr>
<tr>
<td><strong>SUPERNATURAL MOOK</strong></td>
<td>11 during the first sequence, 10 during the second, and 9 in subsequent sequences (if mook has Blast), 7 (unarmed, if mook has Damage Immunity).</td>
</tr>
</tbody>
</table>

**Special:** Once a constrictor successfully hits, it damages its target on subsequent rounds without rolling. Use its original action result, increasing by 1 for each additional round. The victim must beat the action result with a Martial Arts check to escape.

**Schtick:** Damage Immunity (Bullets) or Blast (Acid).

**Guns-Specialist Mook**

<table>
<thead>
<tr>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (Colt 1911A), 10 (Mini Uzi).</td>
</tr>
</tbody>
</table>

**Fu Specialist**

<table>
<thead>
<tr>
<th><strong>Damage</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (unarmed).</td>
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**Sorcery-Specialist Mook**

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<tr>
<th><strong>Damage</strong></th>
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<tr>
<td>10 (Fire Blast).</td>
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# Glimpse of the Abyss

## GUI PA

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**Backup Attack:** Martial Arts 13.  
**Weapons:** Dagger (9), Poison Skin (10, damage is reduced by Constitution instead of Toughness).  
**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 9, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

## Abyssal Daughter (Generic)

**Damage:** 8 (dagger).

## Cumulonimbus

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**Weapons:** Lightning Blast (12).

## Angry Cloud

**Damage:** 11 (lightning blast).

## Bloodfaery

**Damage:** 8 (Fangs).

**Group Attack:** Instead of rolling for each bloodfairy, roll once for the whole group with a +1 bonus for each bloodfairy after the first.

## Unit #476253

**Backup Attack:** Martial Arts 12.  
**Weapons:** Blast or unarmed (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Chi Desecration:** If the fight takes place at a feng shui site the foe has had 24 hours to desecrate, any opponent that is attuned to a feng shui site takes 1 Impairment.

## Chi-Sucker

**Damage:** 5 (unarmed).

## Phantom Killer

**Weapons:** Fangs (10).  
**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.  
**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or silver.  
**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.  
**Seizure:** Spend 3 shots. Every opponent within 4 meters must make a Difficulty 14 Constitution
check or take 2 Impairment until they leave the area.

### CONJUNCTION BUG

**Mooks**

**Damage**: 10 (fangs).

**Burrowing**: Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.

**Damage Immunity**: Immune to damage from hand-to-hand weapons that are not magic or silver.

**Seizure**: Spend 3 shots. Every opponent within 4 meters must make a Difficulty 9 Constitution check or take 2 Impairment until they leave the area.

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### ZHAN ZA

**Featured Foe**

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**Weapons**: Unarmed (11).

**Resistances**: Constitution 14.

**Necromantic Implanter**: Foe implants a slug into the neck of a zombie corpse. The zombie becomes a corpse factory and can create its own zombie drones.

**Will Not Die**: Foe does not keel over ever. It takes 1 Impairment at 15 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Zombify**: Any creature that dies from foe’s unarmed attack becomes a zombie under the foe’s control in three hours.

---

### CORPSE FACTORY (GENERIC)

**Mooks**

**Damage**: 10 (unarmed).

**Necromantic Implanter**: Foe implants a slug into the neck of a zombie corpse. The zombie becomes a corpse factory and can create its own zombie drones.

**Will Not Die**: Foe is never killed, only knocked out.

**Zombify**: Any creature that dies from foe’s unarmed attack becomes a zombie under the foe’s control in three hours.

---

### ZOMBIE DRONE

**Mooks**

**Damage**: 9 (unarmed).

**Will Not Die**: Foe is never killed, only knocked out.

---

### JACK NABORS

**Featured Foe**

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**Weapons**: Spiked baseball bat (14).

**Vehicle**: Harley-Davidson Sportster (8, 8/10, 0/0).

**Skills**: Driving 13.

**Inevitable Comeback**: Jack can come back from the dead up to 5 times in a session. If he has uses of this left at the end of the session, he will likely come back in a later adventure.

---

### DEAD RIDER

**Mooks**

**Damage**: 11 (buck knife), 13 (machete), 10 (unarmed), 12 (tire iron).

**Vehicle**: Motorcycle (8, 8/10, 0/0).

**Skills**: Driving 8.

**Mook Inevitable Comeback**: These guys just keep coming back. When you use Dead Riders in a later fight, describe some or all of them as being the same guys you fought here.

---

### LILY

**Featured Foe**

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**Weapons**: unarmed (7).

**Skills**: Seduction 16.

**Creature Schticks**: Insubstantial (lead, wood), Transformation (can look and sound like anyone she’s drained).

**Domination**: The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Energy Drain**: Foe can drain energy from anyone with whom she has sexual contact. Make a Sorcery check against the victim’s Fortune. On a success, the target’s Constitution decreases by 1 until the end of the session. If Constitution reaches 0, the victim dies. Foe gains +1 Constitution whenever she drains a victim.

**Shut Eye**: Spend 3 shots and make a Sorcery check against Difficulty equal to the highest of target’s Fortune or Constitution. On a success, target gains 1 Impairment. If Outcome is 3 or higher, target falls into a normal sleep. If Outcome is 9 or higher, target is rendered magically unconscious until the end of the fight.
**Demon of Seduction (Generic)**

**Mooks**

**Damage:** 5 (unarmed).

**Energy Drain:** Foe can drain energy from anyone with whom she has sexual contact. Make a Sorcery check (AV 11) against the victim’s Fortune. On a success, the target’s Constitution decreases by 1 until the end of the session. If Constitution reaches 0, the victim dies. Foe gains +1 Constitution whenever she drains a victim.

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**The Fisherman**

**Featured Foe**

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*+2 against Martial Arts attacks while in water.

**Weapons:** Fanges (15), unarmed (11), speargun (13/6/6, can snare a target with a cable).

**Resistances:** Strength 14.

**Creature Schticks:** Amphibious.

**Fog of Darkness:** Foe can apply the Darkness adverse condition to the area 5 meters around it. It is immune to the condition.

---

**Demonfish**

**Mooks**

**Weapons:** Fanges (10), unarmed (8).

**Creature Schticks:** Amphibious.

**Fog of Darkness:** Foe can apply the Darkness adverse condition to the area 5 meters around it. It is immune to the condition.

---

**Egg Fu Yung**

**Featured Foe**

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**Weapons:** Pointy beak (7).

**Creature Schticks:** Flight.

**Crow:** Spend 3 shots and make a Martial Arts check. Everyone within earshot must beat the Action Result with a Constitution check or suffer 1 Impairment for the rest of the fight. Transformed roosters are immune, and Lucien can exclude one target of his choice.

**Display:** Spend 1 shot to get +1 to Martial Arts attacks against two targets until the end of the sequence. Use this only once each sequence.

**Nauseating Touch:** Spend 3 shots and make a Martial Arts attack. On a hit, deal damage and the victim makes a Constitution check against your Martial Arts AV. If the victim fails, they gain 1 Impairment for 24 hours.

**Shell:** Spend 1 shot to gain +2 Toughness until the next keyframe.

---

**Egg Demon**

**Mooks**

**Damage:** 6 (pointy beak).

**Creature Schticks:** Flight.

**Nauseating Touch:** Spend 3 shots and make a Martial Arts attack. On a hit, deal damage and the victim makes a Constitution check against Difficulty 8. If the victim fails, they gain 1 Impairment for 24 hours.

---

**Jasper Lee**

**Featured Foe**

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**Weapons:** Unarmed (9).

**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers.

**Fu Powers:** Claw of the Tiger.

---

**Earth Elemental**

**Mooks**

**Damage:** 8 (unarmed).

**Damage Immunity:** Immune to damage from unarmed attacks that do not benefit from fu powers.

---

**Caliente Rodriguez**

**Featured Foe**

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**Weapons:** Fire Strike (9 or set a flammable object on fire).

**Damage Immunity:** Immune to damage from non-magical fire.

**Fire Stance:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

---

**Fire Elemental**

**Mooks**

**Damage:** 7 (Fire Strike, does damage or sets a flammable object on fire).

**Damage Immunity:** Immune to damage from non-magical fire.

---

**Holly Chow**

**Featured Foe**

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Weapons: Chi Blast (10).
Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
Damage Immunity: Immune to damage from hand-to-hand weapons that are not magical or silver.

**WOOD ELEMENTAL**

**MOOKS**

Damage: 8 (Chi Blast).
Damage Immunity: Immune to damage from hand-to-hand weapons that are not magical or silver.

**SLIPPERY CHANG**

**FEATURED FOE**

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<th>SORCERY</th>
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Weapons: Acid Blast (10).
Damage Immunity: Immune to damage from Blasts other than Fire.
Sorcery Schticks: Far Lift.
Squeeze: Foe can squeeze through an opening as small as 75 sq cm.

**WATER ELEMENTAL**

**MOOKS**

Damage: 8 (Acid Blast).
Damage Immunity: Immune to damage from Blasts other than Fire.
Squeeze: Foe can squeeze through an opening as small as 75 sq cm.

**DICK STEEL**

**FEATURED FOE**

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Weapons: Unarmed (10).
Damage Immunity: Immune to damage from hand-to-hand weapons that are not magical or silver.
Fu Powers: Claw of the Dragon.

**METAL ELEMENTAL**

**MOOKS**

Damage: 8 (Unarmed).

**FIVE NOTES IN PROGRESSION**

**BOSS**

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Backup Attack: Creature 14.
Weapons: Pointy beak (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Mesmerizing Song: Spend 3 shots and make a Creature check against a difficulty equal to target’s Will. On a success, the target can do nothing but listen to the foe’s song for as long as they continue singing. There is no shot cost to continue singing as long as the foe doesn’t speak, make a beak attack, or do anything that would prevent singing.

**FIVE COLORS IN MOTION**

**BOSS**

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Weapons: Fire Beak (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Fire Stance: Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**GRANDMASTER LAU’S FLYING ANCESTRAL PLAQUE**

**FEATURED FOE**

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Weapons: Fangs (9).
Creature Schticks: Flight.
Tenacious Hold: Spend 3 shots and make a Martial Arts check at -2. On a hit, deal damage and the foe takes hold of the target. On the foe’s next shot, they deal their previous damage +1. This continues, damage increasing each time, until the target’s dead or the foe releases their hold. The victim can try to escape by spending 3 shots and making a Martial Arts check against the foe’s Creature AV.
Unliving: The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

**FLYING ANCESTRAL PLAQUE**

**MOOKS**

Damage: 7 (fangs).
Creature Schticks: Flight.
Unliving: The foe does not need to eat, drink, breathe, or sleep. It is immune to poison,
paralysis, disease, nausea, and any other effect that works on a living metabolism.

**Tenacious Hold:** Spend 3 shots and make an Attack check at -2. On a hit, deal damage and the foe takes hold of the target. On the foe’s next shot, they deal their previous damage +1. This continues, damage increasing each time, until the target’s dead or the foe releases their hold. The victim can try to escape by spending 3 shots and making a Martial Arts check against the foe’s Attack AV.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

---

**FLYING HEAD NETWORK**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**“Grip” and Flying Head**

**Damage:** 6 (bite), 10 (turret-gun)

**Flying Head Suicide Bomber**

**Damage:** 6 (bite), 10 (Buro 9A), 23 (neck bomb, kills foe)

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**THE PRAMANA BLADE**

**BOSS**

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**Weapons:** Blade (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Flight.

**Fascination:** The Pramana Blade is fascinated by music. Any hero can spend 3 shots and make a music-related skill check against a Difficulty 18. On a success, the foe can’t take offensive actions for the rest of the sequence.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

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**FLYING KERIS (GENERIC)**

**FEATURED FOE**

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**Weapons:** Blade (7).

**Creature Schticks:** Flight.

**Fascination:** The Pramana Blade is fascinated by music. Any hero can spend 3 shots and make a music-related skill check against a Difficulty 18. On a success, the foe can’t take offensive actions for the rest of the sequence.

**Unliving:** The foe does not need to eat, drink, breathe, or sleep. It is immune to poison, paralysis, disease, nausea, and any other effect that works on a living metabolism.

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**HE WHO EATS THE SUN**

**FEATURED FOE**

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**Backup Attack:** Martial Arts 11.

**Weapons:** Claws (12), teeth (11).

**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Martial Arts AV to do so.

**Creature Schticks:** Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Damage Immunity:** Immune to damage from fire, except the fire of the sun.

**Pounce:** +3 Initiative if foe’s first action is a Martial Arts attack.

**The Tama:** The Tama illuminates a 30-meter radius area as brightly as the sun, and no sorcery or fu powers can dampen it.

**Transparency:** The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

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**SHE WHO ROARS LIKE THUNDER**

**FEATURED FOE**

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**Backup Attack:** Martial Arts 12.

**Weapons:** Sonic Roar (8), claws (9), teeth (8).

**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Martial Arts AV to do so.

**Creature Schticks:** Flight.

**Foo Dog Pup:** Foe can summon 8 foo dog pups. These should be part of the fight’s allotment of mooks, but they appear out of nowhere when the foe calls them.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.
**He Who Messes the Carpet**

**Mooks**

**Damage:** 7 (claws), 6 (teeth).
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Attack AV to do so.
**Creature Schticks:** Flight.

**Male Foo Dog (Generic)**

**Mooks**

**Damage:** 10 (claws), 9 (teeth).
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Attack AV to do so.
**Creature Schticks:** Flight.
**Pounce:** +3 Initiative if foe’s first action is a Martial Arts attack.
**The Tama:** The Tama illuminates a 30-meter radius area as brightly as the sun, and no sorcery or fu powers can dampen it.

**Female Food Dog (Generic)**

**Mooks**

**Damage:** 8 (claws), 7 (teeth).
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Martial Arts AV to do so.
**Creature Schticks:** Flight.

**Foo Dog Pup:** Foe can summon 8 foo dog pups. These should be part of the fight’s allotment of mooks, but they appear out of nowhere when the foe calls them.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Foo Dog Pup (Generic)**

**Mooks**

**Damage:** 6 (claws), 5 (teeth).
**Bark:** Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe’s Martial Arts AV to do so.

**Four Burning Fists**

**Uber-Boss**

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* +2 against Martial Arts attacks.

**Backup Attack:** Martial Arts 16.
**Weapons:** Fire Blast (highest hero DV +1), unarmed (9).

**Demon Martial Artist**

**Mooks**

**Damage:** 11 (unarmed).
**Creature Schticks:** Regeneration I.
**Fu Powers:** Claw of the Tiger.

**Pinkie**

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**Weapons:** Bite (7), kick (8).

**Hol-o-Monkey**

**Mooks**

**Damage:** 7 (Kick).

**Burning Mouth**

**Featured Foe**

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**Backup Attack:** Martial Arts 11.
**Weapons:** Bite (8), Fire Breath (10).
**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe’s bite, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a hungry ghost after three midnights.

**Creature Schticks:** Flight, Insubstantial (gold, silver, copper, tin, lead).

**Torch-Mouthed Hungry Ghost**

**Mooks**

**Damage:** 6 (bite), 7 (Fire Breath).

**Horse’s Hair**

**Featured Foe**

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</tr>
</tbody>
</table>

**Backup Attack:** Martial Arts 10.
**Weapons:** Bite (5).
Creature Schticks: Flight, Insubstantial (gold, silver, copper, tin, lead).

Blood Drain: On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

Throat Binder: Spend 3 shots and make a Creature check against Difficulty equal to the target’s highest AV. On a success, the target makes a check with their highest AV against the foe’s Action Result. If the target fails, their throat swells completely closed until the foe is incapacitated. Meanwhile, the target is suffocating (treat as drowning on p. 109 of the FS2 corebook).

Needle-throated Hungry Ghost

Damage: 7 (bite).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Dung Mouth

Featured Foe

<table>
<thead>
<tr>
<th>CREATURE</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>12</td>
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</tbody>
</table>

Weapons: Bite (8).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead), Regeneration I.

Foul Spew: The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

Rancid Breath: If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

Hungry Ghost with Foul-smelling Mouth

Damage: 8 (bite).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Hairy Back

Featured Foe

<table>
<thead>
<tr>
<th>CREATURE</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
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<td>12</td>
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</table>

Backup Attack: Martial Arts 10.

Brain Shredder: The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 7, and wounds are reduced by Fortune instead of Toughness.

Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Neck Haired Hungry Ghost Mooks

Damage: 10 (forearm smash).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Bad Hair Day

Featured Foe

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>13</td>
<td>6</td>
<td>8</td>
</tr>
</tbody>
</table>

Weapons: Bite or tentacle (8).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead), Regeneration I.

Hungry Ghost with Foul-smelling Hair

Damage: 8 (bite or tentacle).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Burning Sores

Boss

<table>
<thead>
<tr>
<th>MARTIAL ARTS*</th>
<th>DEF*</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>16</td>
<td>10</td>
<td>8</td>
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</tbody>
</table>

*The foe emits slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

Weapons: Bite (highest hero DV +1).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).

Pus Bucket: Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

Hungry Ghost with Large Ulcers

Damage: 8 (bite).
Creature Schticks: Insubstantial (gold, silver, copper, tin, lead).
**Pus Bucket:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

<table>
<thead>
<tr>
<th>EATS LIKE A GHOUL</th>
<th>FEATURED FOE</th>
</tr>
</thead>
<tbody>
<tr>
<td>MARTIAL ARTS</td>
<td>DEF</td>
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<tr>
<td></td>
<td>13</td>
</tr>
</tbody>
</table>

**Backup Attack:** Creature 15, Sorcery 16.
**Weapons:** Bite (12), Lightning Blast (9).
**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead).

**Flesh Eating:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Sorcery Schticks:** Flight.

<table>
<thead>
<tr>
<th>ARE YOU GOING TO EAT THAT</th>
<th>FEATURED FOE</th>
</tr>
</thead>
<tbody>
<tr>
<td>CREATURE</td>
<td>DEF</td>
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<td></td>
<td>14</td>
</tr>
</tbody>
</table>

**Backup Attack:** Martial Arts 13, Sorcery 12.
**Weapons:** Bite (13), Lightning Blast (10).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Creature Schticks:** Insubstantial (gold, silver, copper, tin, lead), Transformation (into a human beggar).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Flight.

**Are You Going To Eat That:**

<table>
<thead>
<tr>
<th>HUNGRY GHOST WHO RECEIVES DISCARDS/ HUNGRY GHOST WHO RECEIVES LOST FOOD</th>
<th>MOOKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creature/Def/Tou/Speed</td>
<td>15</td>
</tr>
</tbody>
</table>

**Backup Attack:** Martial Arts 12.
**Weapons:** none.
**Creature Schticks:** Flight.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do...
not benefit from fu powers, falling, poisons, suffocation, and vehicles.

**Formless:** Foe cannot physically attack or manipulate objects.

**Superior Memory Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, foe absorbs the most recent five ears of the target’s memories permanently until the mist is killed.

---

### Larcenous Mist (Generic)

<table>
<thead>
<tr>
<th>MOOKS</th>
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</thead>
<tbody>
<tr>
<td><strong>Damage:</strong> None.</td>
</tr>
<tr>
<td><strong>Creature Schticks:</strong> Flight.</td>
</tr>
<tr>
<td><strong>Damage Immunity:</strong> Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmored attacks that do not benefit from fu powers, falling, poisons, suffocation, and vehicles.</td>
</tr>
<tr>
<td><strong>Formless:</strong> Foe cannot physically attack or manipulate objects.</td>
</tr>
<tr>
<td><strong>Superior Memory Drain:</strong> On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, foe absorbs the most recent five ears of the target’s memories permanently until the mist is killed.</td>
</tr>
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</table>

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### Stone Monkey

<table>
<thead>
<tr>
<th>BOSS</th>
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<tbody>
<tr>
<td><strong>Martial Arts</strong></td>
</tr>
<tr>
<td>16</td>
</tr>
</tbody>
</table>

**Weapons:** Magic wishing staff (highest hero DV +1), thrown found object (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Bounce:** Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.

**Caper:** As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe’s check beats the hero’s, the foe chooses a different target for the attack.

**Creature Schticks:** Flight.

**Diversion:** Spend 3+X shots and make a Martial Arts check against Difficulty equal to the target’s Will. On a success, the target stand slack-jawed in astonishment until the foe stops or the target is the subject of an attack.

**Fu Powers:** Aberrant Spasm, Drunken Fist, Drunken Stance.

---

### Monkey Spirit

<table>
<thead>
<tr>
<th>Mooks</th>
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<tbody>
<tr>
<td><strong>Damage:</strong> 9 (Magic Wishing Staff), 5 (thrown found object).</td>
</tr>
<tr>
<td><strong>Caper:</strong> As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe’s check beats the hero’s, the foe chooses a different target for the attack.</td>
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### Virupaksha

<table>
<thead>
<tr>
<th>Uber-Boss</th>
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<tbody>
<tr>
<td><strong>Creature/ Sorcery</strong></td>
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<tr>
<td>21</td>
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</tbody>
</table>

**Backup Attack:** Martial Arts 14.

**Weapons:** Chi Blast, Lightning Blast, or Fangs (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Amphibious.

**Guardian:** Foe can attune to a person or inanimate object for 3 shots. As an interrupt when that target is attacked, foe can spend 1 shot and make a Martial Arts check against the attacker’s Martial Arts AV. On a success, the attack is nullified.

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the FS2 corebook).

**Sorcery Schticks:** De-Attunement, Remote Manipulation.

---

### Naga

<table>
<thead>
<tr>
<th>Mooks</th>
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<tbody>
<tr>
<td><strong>Damage:</strong> 7 (Lightning Blast), 8 (fangs, injects target with mild poison, p. 109 in FS2 corebook).</td>
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### Pigsy

<table>
<thead>
<tr>
<th>Featured Foe</th>
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<tbody>
<tr>
<td><strong>Creature</strong></td>
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</table>

**Weapons:** Unarmed (13), teeth (13).

**Anti-T ech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Creature Schticks:** Regeneration I.
Devourer: Spend 3 shots and make a Creature check. Remove 1 Wound Point per kilogram of food eaten, up to the Action Result of the Creature check.

**PIG DEMON**

**Mooks**

**Damage:** 13 (unarmed), 13 (teeth).

**Sasha**

**Featured Foe**

<table>
<thead>
<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** Claw (9), bite (10).

**Latent Creature Schticks:** Under stress (GM’s option), Sasha will manifest Flight and Regeneration I.

**Giant Panda Reclamation**

**Mooks**

**Damage:** 8 (claw), 9 (teeth).

**Latent Creature Schticks:** Under stress (GM’s option), foe’s DVs and Defense will increase by +1.

**George Romero**

**Featured Foe**

<table>
<thead>
<tr>
<th>CREATURE</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Backup Attack:** Guns 11, Martial Arts 11

**Weapons:** Buro Blade of Truth (10/3/1), unarmed (10).

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe’s unarmed attack or Necrosis Unit, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a rotting robot after three midnights.

**Juicer:** Foe ignores Impairment.

**Necrosis Unit:** Anyone making flesh-to-flesh contact with the foe must make a Constitution check against the foe’s Attack AV or become infected and take Wound Points equal to their negative Outcome. Additional checks against the same difficulty are made each day with the same results until a check is made. Treatment (Difficulty 10) does not cure the infection, but the victim can add the Outcome to their Constitution check.

**Scroungitech Schticks:** Neural Stimulator.

**Rotting Robot**

**Mooks**

**Damage:** 10 (Buro Blade of Truth).

**Necrosis Unit:** Anyone making flesh-to-flesh contact with the foe must make a Constitution check against the foe’s Attack AV or become infected and take Wound Points equal to their negative Outcome. Additional checks against the same difficulty are made each day with the same results until a check is made. Treatment (Difficulty 10) does not cure the infection, but the victim can add the Outcome to their Constitution check.

**The Harbor Scourge**

**Featured Foe**

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>18</td>
<td>12</td>
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</table>

**Weapons:** Claw (4).

**Swarming Mass:** Foe does not take Wound Points. If it would, it instead reduces its Creature AV by 1. Foe can split into smaller swarms, dividing Creature AV evenly between them. If Creature AV is reduced to 0, the swarm is destroyed.

**Scuttlehead Swarm (Generic)**

**Featured Foe**

<table>
<thead>
<tr>
<th>CREATURE</th>
<th>DEF</th>
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<td>12</td>
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</table>

**Weapons:** Claw (4).

**Swarming Mass:** Foe does not take Wound Points. If it would, it instead reduces its Creature AV by 1. Foe can split into smaller swarms, dividing Creature AV evenly between them. If Creature AV is reduced to 0, the swarm is destroyed.

**Indrani Cour**

**Boss**

<table>
<thead>
<tr>
<th>GUNS</th>
<th>DEF*</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

* +2 against Martial Arts attacks.

**Weapons:** Intratec Tec-9 x4, Bowie knife, or tulwar x4 (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Four Arms Blazing:** Spend 3 shots and make a Guns attack at no penalty or a Martial Arts attack at -2. On a hit, Smackdown equals total DV of all weapons - (target’s Toughness x number of weapons) + Outcome.

**Fu Powers:** Dark’s Soft Whisper, Friend of Darkness.
**SHIVA**  
**MOOKS**  
* Defense +2 against Martial Arts attacks.  

**Damage:** 10 (M16), 10 (spear).

**Bernard**  
**Featured Foe**

<table>
<thead>
<tr>
<th>CREATURE/Martial Arts</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Backup Attacks:** Arcanowave 12, Guns 12.

**Weapons:** Fangs (22), Helix Ripper (15/7/—), Madame Curie Microwave Laser Cannon (15/8/—).

**Resistances:** Strength 18.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the *FS2* corebook).

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

**Sicaasp (Generic)**  
**Featured Foe**

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<thead>
<tr>
<th>CREATURE/Martial Arts</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>12</td>
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<td>6</td>
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</tbody>
</table>

**Weapons:** Fangs (21), Helix Ripper (15/7/—), Hellharrower (14/8/2).

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Poison:** On a successful fangs attack, the target is injected with a mild poison (p. 109 of the *FS2* corebook).

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

**Sister Eluria**  
**Boss**

<table>
<thead>
<tr>
<th>GUNS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Weapons:** Desert Eagle .50 Magnum or M16 (highest hero DV +1), bandolier of grenades (18 close up or 23 point blank).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Sister of Mercy**  
**Mooks**

**Damage:** 11 (Desert Eagle .50 Magnum), 13 (M16).

**Li Qing**  
**Featured Foe**

<table>
<thead>
<tr>
<th>SORCERY</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Backup Attack:** Creature 12.

**Weapons:** Fire Blast (11), teeth (9).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or wooden.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Skin-stealing:** The foe can kill a human and wear their skin like a suit. If properly maintained, the disguise is perfect except to close physical inspection.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**Skin Painter (Generic)**  
**Mooks**

**Damage:** 9 (Fire Blast ), 8 (teeth).

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or wooden.

**Skin-stealing:** The foe can kill a human and wear their skin like a suit. If properly maintained, the disguise is perfect except to close physical inspection.

**Soul Twist:** Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**Han Lo 3**  
**Boss**

<table>
<thead>
<tr>
<th>MARTIAL ARTS/SORCERY</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>15</td>
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<td>9</td>
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</tbody>
</table>

**Weapons:** Blast, spear, or unarmed (highest hero DV +1).

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.
**Auto Re-Arm**: Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall**: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers**: Hands Without Shadow.

**Sorcery Schticks**: Blast (chi, disintegration, lightning), Flight.

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### SORCERER-BOT (GENERIC)

<table>
<thead>
<tr>
<th>FEATURED FOE</th>
<th>SORECY</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>7</td>
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</table>

**Backup Attack**: Martial Arts 11.

**Weapons**: Conjured Weapons (7), sword (13), unarmed (7).

**Sorcery Schticks**: Flight.

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### CHAOXING

<table>
<thead>
<tr>
<th>FEATURED FOE</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tbody>
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<td>14</td>
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<td>7</td>
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</tbody>
</table>

**Weapons**: Bite (7).

**Resistances**: Notice 12.

**Bark**: Spend 1 shot. The next opponent to attack you must succeed on a Will check against a Difficulty equal to the foe's Martial Arts AV to do so.

**Damage Immunity**: Immune to damage from hand-to-hand weapons unless they are magic or made from mulberry wood.

**Hump**: Spend 3 shots and make a Martial Arts attack. On a hit, remove 1 Wound Point and the target is stunned and cannot act for 1 shot.

**Mark Prey**: Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

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### SPIRIT DOG

<table>
<thead>
<tr>
<th>MOOKS</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
</tr>
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<tbody>
<tr>
<td></td>
<td>6</td>
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</table>

**Damage**: 6 (bite).

**Damage Immunity**: Immune to damage from hand-to-hand weapons unless they are magic or made from mulberry wood.

**Hump**: Spend 3 shots and make a Martial Arts attack. On a hit, the target is stunned and cannot act for 1 shot.

---

### GOD OF THE LEFTMOST EYELASH OF ZU'S RIGHT EYE

<table>
<thead>
<tr>
<th>BOSS</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tbody>
<tr>
<td></td>
<td>16</td>
<td>15</td>
<td>7</td>
<td>9</td>
</tr>
</tbody>
</table>

**Weapons**: Battering wind (highest hero DV +1).

**Auto Re-Arm**: Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall**: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks**: Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Transparency**: The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

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### THIRTY-SIX THOUSAND GODS

<table>
<thead>
<tr>
<th>MOOKS</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Damage**: 3 (battering wind).

**Creature Schticks**: Flight, Insubstantial (glass, nylon, paper, plastic, rubber).

**Transparency**: The foe can become transparent at will. Ranged attacks are made against it at -1 and Notice checks at -2.

---

### COURANTE

<table>
<thead>
<tr>
<th>FEATURED FOE</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Backup Attack**: Guns 12.

**Weapons**: Buro Avenger (11/2/5), length of heavy chain (7).

**DownBeat**: Spend 1 shot and make a Martial Arts attack against up to three opponents close together. On a hit, each target is deafened and gains 1 Impairment until the end of the fight.

**EarDrum**: Spend 3 shots and make a Martial Arts attack. On a hit, the target is permanently deafened and gains 1 Impairment until he becomes used to it through a humorous or poignant montage of scenes of acclimation.

**SoundQuake**: Spend X shots to reduce an area with radius X meters to rubble, an adverse condition with Immunity bonus +1. Foe is not immune.

---

### THUMPER

<table>
<thead>
<tr>
<th>MOOKS</th>
<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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</table>

**Damage**: 8 (baseball bat).

**DownBeat**: Spend 1 shot and make a Martial Arts attack against up to three opponents close together. On a hit, each target is deafened and gains 1 Impairment until the end of the fight.

**SoundQuake**: Spend X shots to reduce an area with radius X meters to rubble, an adverse condition with Immunity bonus +1. Foe is not immune.
Backup Attack: Martial Arts 12.
Weapons: Varies by borrowed tech (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Creature Schticks: Insubstantial (no exceptions).
Damage Immunity: Immune to damage from bullets and hand-to-hand weapons that are not magical and unarmed attacks that do not benefit from fu powers.
Tech Borrow: Foe can possess a technological item and operate or manipulate it using the foe’s full stats. Spend 3 shots and make a Martial Arts attack if object is attended.

### Ti Kan

Damage: 5 (punch).
Creature Schticks: Insubstantial (no exceptions).
Damage Immunity: Immune to damage from bullets and hand-to-hand weapons that are not magical and unarmed attacks that do not benefit from fu powers.
Tech Borrow: Foe can possess a technological item and operate or manipulate it using the foe’s full stats. Spend 3 shots and make a Martial Arts attack if object is attended.

### Xu Mi

Backup Attack: Martial Arts 12.
Weapons: Unarmed (11).
Resistances: Strength 14.
Burrowing Blood Tentacles: If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.
Inevitable Comeback: Xu Mi can come back from the dead up to 2 times in a session.

### Tomb Spirit

Damage: 10 (unarmed).

### Di

Damage Immunity: Immune to damage from fire unless magical.
Inevitable Comeback: Di can come back from the dead once in a session.
One-Two Punch: Spend 3 shots and make a Martial Arts attack at -4. On a hit, deal damage + 4. Both arms must be free to use this attack.

### Tortoise-SHELL Warrior

Damage: 10 (Drill-tipped left arm), 10 (hot poker right arm).
### Casbit

**Creature Def Tou Speed**

| 17 | 14 | 8 | 7 |

**Weapons:** Unarmed or Fire Blast (highest hero DV +1).

**Resistances:** Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Damage Immunity:** Immune to damage from explosions or fire unless magical.

### Tiresias

**Creature Def Tou Speed**

| 16 | 12 | 7 | 7 |

**Weapons:** Unarmed (7).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

### Twisted Man (Generic)

**Mooks**

**Damage:** 6 (unarmed).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

### Unerrning Dagger

**Creature Def Tou Speed**

| 14 | 13 | 8 | 6 |

**Weapons:** Claw (17).

**Resistances:** Strength 14.

**Quarry Signature:** Foe can mark a quarry that it has a relic or sample from. Once marked, the foe always knows the quarry’s distance and direction as long as both are in the same juncture. The mark remains until the foe or the victim is dead.

### Underworld Tracker (Generic)

**Mooks**

**Damage:** 12 (claw).

**Quarry Signature:** Foe can mark a quarry that it has a relic or sample from. Once marked, the foe always knows the quarry’s distance and direction as long as both are in the same juncture. The mark remains until the foe or the victim is dead.

### Heinrich Nest

**Creature Def Tou Speed**

| 17 | 14 | 8 | 7 |

**Backup Attacks:** Guns 13, Martial Arts 14.

**Weapons:** Sword or AK-47 (highest hero DV +1).

**Resistances:** Constitution 14, Strength 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Blood Drain:** On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target's Fortune. On a success, the Martial Arts attack deals no damage, but the foe gets +1 to Martial Arts until the end of the fight.

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe’s bite, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a vampire after three midnights.

**Creature Schticks:** Transformation (bat, mist, wolf).

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do not benefit from fu powers, suffocation, and vehicles.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 20 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Vulnerability:** Foe takes 5 Wounds per sequence from physical contact with crosses, garlic, holy water, sunlight, and wooden stakes. Weaponized versions of these deal double damage and wounds cannot be reduced by Toughness.

### Vampire (Generic)

**Mooks**

**Damage:** 13 (sword), 10 (unarmed).

**Corruption:** If an enemy takes 25 Wound Points or more in a single fight from the foe’s unarmed attacks, they must make a Constitution check against a Difficulty equal to the number of attack the foe has scored against them. On a failure, the victim will turn into a vampire after three midnights.
**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver, unarmed attacks that do not benefit from fu powers, falling, suffocation, and vehicles.

**Will Not Die:** Foe is never killed, only knocked out, unless killed by crosses, garlic, holy water, sunlight, or wooden stakes.

---

**DOU PING, GHOST**

**NONCOMBATIVE**

At this point, Dou Ping is a plot device, cannot be damaged, and has no damaging attacks. So, you don’t really need stats for that, right?

---

**BLOODERFLY**

**MOOKS**

**Damage:** 8 (fangs).

**Creature Schticks:** Flight.

**Group Attack:** Instead of rolling for each blooderfly, roll once for the whole group with a +1 bonus for each blooderfly after the first.

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**CHEN, WU, YANG, AND XIE**

**FEATURED FOE**

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<tr>
<th>CREATURE/MARTIAL ARTS</th>
<th>DEF</th>
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<th>SPEED</th>
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**Weapons:** Bite (10).

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**DOU PING, IN THE FLESH**

**BOSS**

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<tr>
<th>SORCERY</th>
<th>DEF</th>
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<th>SPEED</th>
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**Weapons:** Blast (highest hero DV +1), unarmed (6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Misfortune:** Spend 3 shots and make a Sorcery check against Difficulty equal to the target’s Fortune. If successful, the next time the target spends a Fortune point, they automatically fail the check.

**Sorcery Schticks:** Blast (conjured weapons, flesh-eating insects, lightning), Flight.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

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**GOLDEN COMEBACK**

**KAR FAI, OLD MASTER**

**BOSS**

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<tr>
<th>MARTIAL ARTS</th>
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**Weapons:** Spear (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Claw of the Tiger, Vengeance of the Tiger.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Tough Old Buzzard:** Kar Fai does not keel over on a 1 on the GM’s die.

---

**THE PROF, TECHIE**

**FEATURED FOE**

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<thead>
<tr>
<th>SCROUNGETECH</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** M-1911A (10/2/4).

**Vehicle:** Armored Jalopy (6, 6/8, 8/10).

**Skills:** Driving 15.

**Techie:** If the Prof needs a particular technological item, roll a die. On a 1, she doesn’t have it. On a 2, she doesn’t have it but can cobble together a substitute out of scrap with a few moments’ work.

**Weird Science Metabolism:** As the Regeneration I creature power, but if the Prof ever leaves the Netherworld, she is cursed to die from cancer in fairly short order.

---
### Jake Donovan

**Backup Attack:** Martial Arts 12.  
**Weapons:** Glock 18 (10/2/1), unarmed (9).  
**Vehicle:** Cop Car (8, 8/10, 6/8).  
**Skills:** Driving 16.  
**Gun Schticks:** Eagle Eye, Lightning Reload I.

### Mad Dog McCroun

**Backup Attack:** Guns 10.  
**Weapons:** Winchester 1300 (13/5/4), unarmed (12).  
**Resistances:** Constitution 12.  
**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

### The Golden Gunman

**Weapons:** Beretta 92 (10/2/3).  
**Vehicle:** Pickup Truck (6, 6/8, 8/10).  
**Skills:** Driving 14.  
**Gun Schticks:** Both Guns Blazing V, Lightning Reload I.

### Iala Mané

**Backup Attacks:** Creature Powers 14, Sorcery 14.  
**Weapons:** Unarmed (9), lightning blast (10).  
**Creature Schticks:** Flight, Insubstantial.  
**Damage Immunity:** In immune to damage from bullets that are not magic or silver. Immune to Summoning Sorcery schticks.  
**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.  
**Immunity to Summioning:** Iala is not affected by the Summoning sorcery specialty.

### Ting Tin, Bandit-Scholar

**Weapons:** Hook sword (11), unarmed (9).  
**Fu Powers:** Dark’s Soft Whisper, Friend of Darkness, Strike From Darkness.

### Zheng Yi Quan

**Weapons:** Straight sword (highest hero DV +1).  
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.  
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.  
**Torrent of Fury:** Foe spends all shots for the sequence making a series of attacks against a number of targets. After each successful Martial Arts attack, foe can attack another target. Can attack each target only once per sequence.

### Sonny Pak, Gun Dealer

**Weapons:** Unarmed (5), any gun in the book (he can throw it to a hero, at least).  
**Fu Powers:** Hands Without Shadow.

### Susan "Sucker Punch Suzy" Wei

**Weapons:** Unarmed (7).  
**Vehicle:** Compact Car (6, 7/9, 6/8).  
**Skills:** Driving 12.  
**Resistances:** Will 10.  
**Everyman Hero:** +1 AV with improvised weapons until they get boring.  
**Fu Powers:** Hands Without Shadow.

### Denise LeVOUSser, Sorceress

**Weapons:** Chi Blast (10).  
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.  
**Sorcery Schticks:** Allegiance, Chi Blast, Far Lift, Fertility.

### Richard Armitage, Gambler

**Weapons:** Chi Blast (10).  
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.  
**Sorcery Schticks:** Allegiance, Chi Blast, Far Lift, Fertility.
Weapons: .357 Derringer (11/1/6).
Gun Schtick: Eagle Eye.
Gambler: +2 attack if any hero spent a Fortune point (including sub-types) since foe’s previous attack.

TOM DONOVAN, MAVERICK JOURNALIST
FEATURED FOE

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<tr>
<th>GUNS</th>
<th>DEF</th>
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Backup Attack: Martial Arts 11
Weapons: Unarmed (9).
Journalist: +2 Defense if Donovan has damning information on the enemy.

JADE MCGOVERN, THIEF
FEATURED FOE

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<th>MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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Weapons: Unarmed (7).

MADAME LI CHAN
FEATURED FOE

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<tr>
<th>ATTACK</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tbody>
<tr>
<td>NONE</td>
<td>12</td>
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</table>

Weapons: Poisoned knife (16).
Unseen Strike: Automatically hits a Sitting Duck with an Outcome of 7.

LI CHAN’S GIRLS
MOOKS

Damage: 8 (knife).

LEO MAHONEY
BOSS

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<th>GUNS</th>
<th>DEF</th>
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<th>SPEED</th>
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Weapons: AMT Automat V or Glock 18 (highest hero DV +1).
Skills: Driving 8.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

THEO CHEN
FEATURED FOE

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Backup Attack: Guns 10.
Weapons: Unarmed (7), Colt 1911A (10/2/4).
Disorienting Strike: When Chen hits with an unarmed strike, instead of taking damage, target takes a penalty to their next attack equal to Chen’s Outcome. The target may remove this penalty by spending 6 shots.
Lurk: Spend 1 shot and make a Martial Arts check against a difficulty equal to the target’s Notice, Detective, or Police AV. If successful, Chen is invisible to that target until he moves.
Squeeze: Foe can squeeze through an opening as small as 75 sq cm.

JADE LOTUS MOOKS
MOOKS

Damage: 10 (Glock 17).

ART MADDOX
FEATURED FOE

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<th>GUNS</th>
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Weapons: Colt 1911A (10/2/4).
Resistances: Constitution 10.
**Gun Schtick:** Eagle Eye.

**Survive:** When Maddox would keel over, make a Constitution check against difficulty 10 + number of Wound Points above 35. On a success, Maddox sheds his husk and clothes and escapes instead.

<table>
<thead>
<tr>
<th>Lu Shen/Lucien</th>
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<tr>
<td>GUNS/Martial Arts</td>
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**Weapons:** H&K MP5 K (10/3/1), unarmed (7).

**Resistances:** Strength 10.

**Creature Schticks:** Flight.

**Crow:** Spend 3 shots and make a Martial Arts check. Everyone within earshot must beat the Action Result with a Constitution check or suffer 1 Impairment for the rest of the fight. Transformed roosters are immune, and Lucien can exclude one target of his choice.

**Display:** Spend 1 shot to get +1 to Martial Arts attacks against two targets until the end of the sequence. Use this only once each sequence.

<table>
<thead>
<tr>
<th>Lu Shen/Lucien</th>
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<tr>
<td>Guns/Martial Arts</td>
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**Gorilla Warfare**

<table>
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<tr>
<th>Typical Ape of Wrath</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 12 (robot arm), 23 (missile launcher).</td>
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<thead>
<tr>
<th>Typical Chimpanzer</th>
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<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 13 (Buro Blue Spear).</td>
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<thead>
<tr>
<th>Typical Flying Monkey</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 8 (unarmed), 15 (minigun).</td>
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<table>
<thead>
<tr>
<th>Typical Monkey Boy</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 10 (Twin Buro Blades of Truth pistols).</td>
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<table>
<thead>
<tr>
<th>Typical Robo-Bonobo</th>
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<tr>
<td>Featured Foe</td>
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<tr>
<td>GUNS</td>
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**Backup Attack:** Martial Arts 10.

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<tr>
<th>Typical Abomination</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 11 (unarmed), 15 (Helix Ripper).</td>
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<table>
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<tr>
<th>Typical Bonobo Sergeant</th>
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<tr>
<td>Featured Foe</td>
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<tr>
<td>GUNS</td>
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<tr>
<th>Typical Vivisector</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 8 (Buro Backup Arm).</td>
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**Swimpanzee**

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<tr>
<th>Swimpanzee</th>
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<tbody>
<tr>
<td>Boss</td>
</tr>
<tr>
<td>GUNS</td>
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<td>16</td>
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<table>
<thead>
<tr>
<th>Typical Sea Monkey</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 12 (unarmed), 23 (torpedo launcher).</td>
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<table>
<thead>
<tr>
<th>Typical 401K Soldier</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 15 (Helix Ripper), 10 (unarmed).</td>
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**Swimpanzee**

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<th>Swimpanzee</th>
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<td>Boss</td>
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**Weapons:** Torpedo launcher (highest hero DV +1).

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<td>Featured Foe</td>
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**Vehicle:** Personal Watercraft (7, 7/9, 0/0).

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<td>Damage: 15 (Helix Ripper), 10 (unarmed).</td>
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</table>

**Skills:** Driving 15.

<table>
<thead>
<tr>
<th>Typical Abomination</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOOKS</td>
</tr>
<tr>
<td>Damage: 11 (unarmed), 15 (Helix Ripper).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Typical Bonobo Sergeant</th>
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</thead>
<tbody>
<tr>
<td>Featured Foe</td>
</tr>
<tr>
<td>GUNS</td>
</tr>
<tr>
<td>14</td>
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</tbody>
</table>

**Company:** Driving 10.

<table>
<thead>
<tr>
<th>Typical 401K Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOOKS</td>
</tr>
<tr>
<td>Damage: 15 (Helix Ripper), 10 (unarmed).</td>
</tr>
</tbody>
</table>

**Skills:** Driving 10.

<table>
<thead>
<tr>
<th>Typical 401K Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOOKS</td>
</tr>
<tr>
<td>Damage: 15 (Helix Ripper), 10 (unarmed).</td>
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</tbody>
</table>

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Scrountech Schticks:** Amphibious (as the Creature schtick).

<table>
<thead>
<tr>
<th>Typical Vivisector</th>
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<tbody>
<tr>
<td>MOOKS</td>
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<tr>
<td>Damage: 8 (Buro Backup Arm).</td>
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</tbody>
</table>
**GREEN RAIN**

**Featured Foe**

<table>
<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<tbody>
<tr>
<td>13</td>
<td>12</td>
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</table>

**Weapons:** Buro Blue Flag (13/4/1).

**10,000 Bullets:** Choose 2 heroes and spend 3 shots. Green Rain makes a single Guns attack against the highest Defense between the two. If successful, deal Smackdown to both heroes.

**TYPICAL MAD SCIENTIST**

**Mooks**

**Damage:** 8 (Buro Backup Arm), 5 (unarmed).

**AKAZA DIZAI**

**Featured Foe**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>14</td>
<td>13</td>
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</table>

**Backup Attacks:** Creature 10, Martial Arts 11.

**Weapons:** Buro Backup Arm (8/1/5), unarmed (6).

**Brain Shredder:** Akaza broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**TYPICAL PORTAL JOCKEY**

**Mooks**

**Damage:** 13 (Buro 16).

**TYPICAL DALLAS ROCKET**

**Mooks**

**Damage:** 10 (Buro Blade of Truth pistol).

**TYPICAL EDGE WARRIOR**

**Mooks**

**Damage:** 10 (Buro 9A).

**TYPICAL VIKING WARRIOR**

**Mooks**

<table>
<thead>
<tr>
<th>Attack*</th>
<th>Defense*</th>
<th>Speed</th>
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<tbody>
<tr>
<td>10</td>
<td>17</td>
<td>5</td>
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</table>

* When not raging, use Attack 8 and Defense 13 as for a normal mook.

**Damage:** 9 (unarmed), 10 (mace), 10 (shield).

**EDGRIM THORODSSON**

**Boss**

<table>
<thead>
<tr>
<th>Martial Arts*</th>
<th>Def*</th>
<th>Tou</th>
<th>Speed</th>
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<tbody>
<tr>
<td>18</td>
<td>13</td>
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</table>

*These values reflect Edgrim’s berserker rage. When not raging, use Attack 16 and Defense 15.

**Weapons:** Heart’s Blood Drinker, axe (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**KORNELL THE VANDAL**

**Boss**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Backup Attack:** Guns 11.

**Weapons:** Axe or bow (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**No Mercy:** Any opponent aware of his reputation in battle gets a -1 to their attack AVs.

**MICHAEL FREEDMAN**

**Featured Foe**

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<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>13</td>
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</table>

**Backup Attack:** Martial Arts 10.

**Weapons:** Black powder pistol (7/3/6).

**NEIL GLASSCOCK**

**Featured Foe**

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<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Weapons:** Beretta Centurion (10/2/5).

**Vehicle:** Compact Car (6, 7/9, 6/8).

**Skills:** Driving 14.

**Shibuya Slide [Driving]:** When driving as the evader in a chase, gain +2 Driving if one or more hero drivers have fewer Chase Points.

**THE SKIMMER**

**Featured Foe**

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<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons:** Buro Backup Arm (8/1/5).

**Resistances:** Detective 21.

**JOHNNY BADHAIR**

**Boss**

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<tr>
<th>Guns</th>
<th>Def</th>
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<th>Speed</th>
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<tbody>
<tr>
<td>16</td>
<td>15</td>
<td>7</td>
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</tr>
</tbody>
</table>
Weapons: UZI or AK-47 (highest hero DV +1).
Vehicle: Muscle Car (8, 8/10, 6/8).
Skills: Driving 15.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Evitable Comeback: Unless killing him will directly advance or resolve a hero’s melodramatic hook, something will happen to obscure Johnny’s death. He will make a miraculous recovery and return in a subsequent adventure.
Who Wants Some: Johnny can add up to 5 damage when using an autofire weapon without reducing his Guns AV.

<table>
<thead>
<tr>
<th>CHIMP CHANGE</th>
<th>BOSS</th>
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<tbody>
<tr>
<td>MARTIAL ARTS</td>
<td>DEF</td>
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Weapons: Uzi (highest hero DV +1), unarmed (10).
Vehicle: Junker Car (5, 6/8, 6/8).
Skills: Driving 14.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Bounce: Spend 3+X shots to bounce off any available surfaces. The next Martial Arts attack the foe makes immediately after bouncing gets a +3X bonus. If the foe is stopped from bouncing against their will, they get no bonus.
Caper: As an interrupt when attacked with a ranged or thrown weapon, the foe spends 1 shot and makes a Martial Arts check. If the foe’s check beats the hero’s, the foe chooses a different target for the attack.
Constant Evolution: At the beginning of the session, and whenever Chimp Change travels to another juncture, make a closed roll. Add the Result to Chimp Change’s DV and subtract it from his Speed and Notice value.

<table>
<thead>
<tr>
<th>APESHOT</th>
<th>BOSS</th>
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<tr>
<td>GUNS</td>
<td>DEF</td>
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<td>15</td>
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Backup Attack: Martial Arts 12.
Weapons: Twin missile launchers (highest hero DV +1).
Vehicle: Armored Jalopy (6, 6/8, 8/10).

Skills: Driving 17.
Resistances: Notice 16, Strength 8.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Gun Schticks: Both Guns Blazing III.
Ramming Speed!: Spend 3+X shots and make a Martial Arts attack. On a hit, Aapeshot rams the target head-first for 10+X DV and gains X Wound Points.
Scroungetech Schticks: Flight (as the Creature schtick).

<table>
<thead>
<tr>
<th>RAH RAH RASPUTINE</th>
<th>BOSS</th>
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<tbody>
<tr>
<td>GUNS</td>
<td>DEF</td>
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<td>15</td>
<td>14</td>
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<td>7</td>
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</table>

Weapons: AMT Automat IV or right arm (highest hero DV +1).
Skills: Sabotage 17.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Machines Are My Friend: When attacking a target with Scroungetech schticks, Rah Rah can use her Sabotage skill instead of Martial Arts to attack.
Scroungetech Schticks: Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

<table>
<thead>
<tr>
<th>BATTLECHIMP POTEKMIN</th>
<th>UBER-BOSS</th>
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</thead>
<tbody>
<tr>
<td>GUNS</td>
<td>DEF</td>
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<tr>
<td>19</td>
<td>17</td>
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<td>13</td>
<td>9</td>
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</table>

Backup Attack: Martial Arts 14.
Weapons: Minigun, flamethrower, missile launcher, chainsword, or unarmed (highest hero DV +1).
Vehicle: Battlechimp Potemkin (6, 6/8, 7/10).
Skills: Driving 17.
Resistances: Notice 16.
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Pep Talk: Spend 1 shot and make an attack against the Defense of the hero the foe last tried to hit. On a success, a number of downed mooks
equal to 1 plus the Outcome recovers, and the foe spends 2 more shots. The foe can't revive more mooks than are currently downed.

**Scroungeteck Schticks:** Regeneration III (as the Creature schtick).

**Who’s the Big Man Now?:** Spend 3 shots and choose a target. Target must make a Will check against Difficulty 10. On a failure, target takes a penalty equal to their Outcome to all AVs until the end of the sequence.

**Braced for Impact [Driving]:** When the foe’s vehicle crashes, all occupants gain +4 Toughness against crash damage.

### Subject Eleven

<table>
<thead>
<tr>
<th>Featured Foe</th>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<tbody>
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<td></td>
<td>10</td>
<td>12</td>
<td>5</td>
<td>6</td>
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</table>

**Weapons:** Unarmed (5).

**Resistances:** Detective 18.

**Keep ’Em Talking:** Whenever an opponent tries to attack Subject Eleven when he can talk to them, the enemy must succeed at a Will check against Difficulty 15. On a failure, the enemy spends a shot responding verbally instead.

### Offense Temp

<table>
<thead>
<tr>
<th>Boss</th>
<th>Martial Arts*</th>
<th>Def*</th>
<th>Tou</th>
<th>Speed*</th>
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<tbody>
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<td></td>
<td>15</td>
<td>15</td>
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</tbody>
</table>

*When in human form, and offense temp has Martial Arts 10, Defense 10, Speed 5

**Backup Attack:** Guns 14.

**Weapons:** Unarmed (highest hero DV +1), unarmed (6 in human form), Beretta Bobcat (8/1/4).

**Resistances:** Detective 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

### Jamal Hopkins

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<thead>
<tr>
<th>Featured Foe</th>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons:** Unarmed (5).

**Netherworld Shaping:** Jamal can spend 2 shots to impose any adverse condition he wants on a fight taking place in the Netherworld. Jamal and anyone else he chooses are automatically immune to this condition.

### The Yellow Rose

<table>
<thead>
<tr>
<th>Featured Foe</th>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons:** Mini UZI (10/3/1).

**Awning Magnet:** The Yellow Rose never takes damage from falls. There’s always an awning, rickety fire escape, or convenient truck full of mattresses to break her fall.

**Gun Schticks:** Hair-Trigger Neck Hairs.

### Captain Contagious

<table>
<thead>
<tr>
<th>UBER-BOSS</th>
<th>Arcanowave</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>18</td>
<td>16</td>
<td>8</td>
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</table>

**Backup Attack:** Guns 17, Creature 15.

**Weapons:** Helix Ripper (highest hero DV +1), unarmed (9).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Regeneration IV.

**Super Absorption:** When he makes flesh-to-flesh contact with an enemy, Captain Contagious can make a Creature check against the enemy’s highest AV. On a success, at each keyframe, his victim’s highest AV goes down by 1 and he makes the check again. When all AVs are reduced to 0, the victim is fully absorbed.
**Rhesus Pieces**

**Boss/Uber-Boss**

<table>
<thead>
<tr>
<th>Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>14</td>
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</table>

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Crawling Claws:** Foe can detach their limbs, which continue to operate independently of the body.

**Walk on Walls:** Foe can walk and even fight while on walls or ceilings. This is an adverse condition with an immunity bonus of +2 (foe is immune).

---

**Major Hottie**

**Boss**

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<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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<td>14</td>
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</table>

**Weapons:** Buro Godhammer, AK-47, Uzi, Benelli 90 M3, Auto Ordnance Pit Bull (highest hero DV +1), unarmed (8).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Who’s the Big Man Now?** Spend 3 shots and choose a target. Target must make a Will check against Difficulty 10. On a failure, target takes a penalty equal to their Outcome to all AVs until the end of the sequence.

---

**Red Don**

**Featured Foe**

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<tr>
<th>Guns</th>
<th>Def</th>
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**Weapons:** .357 Magnum (11/3/3).

**Vehicle:** Compact Car (6, 7/9, 6/8).

**Skills:** Driving 12.

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**Titanium Johnson**

**Featured Foe**

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<tr>
<th>Guns</th>
<th>Def</th>
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<th>Speed</th>
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<td>13</td>
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</table>

**Backup Attack:** Martial Arts 10.

**Weapons:** Twin Buro 9As (10/1/4), unarmed (12).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 11.

**Resistances:** Constitution 16, Strength 14.

**Gun Schticks:** Both Guns Blazing.

**Ladies’ Man:** Anyone who would be attracted to Johnson has to make a Will check against Difficulty 17 to attack him. This does not apply if he’s already attacked them or if he’s in the middle of combat.

---

**Miss Behaving**

**Featured Foe**

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<tr>
<th>Guns</th>
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</table>

**Backup Attack:** Martial Arts 11.

**Weapons:** Beretta Jet Fire (8/1/4), unarmed (8).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 12.

**Gun Schticks:** Lightning Reload II.

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**Monkeywrench**

**Featured Foe**

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<thead>
<tr>
<th>Guns</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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</table>

**Backup Attack:** Martial Arts 12.

**Weapons:** UZI (10/4/1).

**Vehicle:** Junker Car (5, 6/8, 6/8).

**Skills:** Driving 14.

**Gun Schticks:** Lightning Reload I.

**Who Wants Some:** Monkeywrench can add up to 5 damage when using an autofire weapon without reducing his Guns AV.

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**Koko Chanel**

**Featured Foe**

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<th>Guns</th>
<th>Def</th>
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**Weapons:** Missile launcher (23/—/5).

**Vehicle:** Luxury Sedan (8, 7/9, 7/9).

**Skills:** Driving 13.

**Resistances:** Notice 16.

**Maternal Instinct:** Whenever any of Koko’s comrades are wounded, she gets +3 to all her AVs until the end of the sequence. This bonus is not cumulative, but if they get further wounded in a later sequence, she does get the bonus again.
### IN YOUR FACE AGAIN

<table>
<thead>
<tr>
<th>JAN JIANG</th>
<th>FEATURED FOE</th>
</tr>
</thead>
<tbody>
<tr>
<td>GUNS/MARTIAL ARTS</td>
<td>DEF</td>
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<tr>
<td>12</td>
<td>13</td>
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</table>

**Weapons:** Unarmed (6), Grendel P-12 (9/1/3).
**Fu Powers:** Flying Windmill Kick.
**Gun Schticks:** Eagle Eye, Fast Draw II.

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<tr>
<th>ARCHITECT GOONS</th>
<th>MOOKS</th>
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**Damage:** 10 (Buro 9).

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<thead>
<tr>
<th>BAO GAN</th>
<th>BOSS</th>
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<tr>
<td>CREATURE</td>
<td>DEF</td>
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<td>15</td>
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</table>

**Backup Attack:** Martial Arts 14, Sorcery 14.
**Weapons:** varies by host (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

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<thead>
<tr>
<th>BAO GAN</th>
<th>BOSS</th>
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<td>CREATURE</td>
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**Body Borrow:** Foe can possess a living being. Spend 3 shots and make a Creature check against the target’s Will AV. On a success, the foe controls the victim until the next keyframe.

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Damage Immunity:** Immune to damage from hand-to-hand weapons that are not magic or silver and unarmed attacks that do not benefit from fu powers.

**Sorcery Schticks:** De-Attunement, Far Lift.

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<tr>
<th>SHENG SHEN</th>
<th>BOSS</th>
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<td>SORCERY</td>
<td>DEF</td>
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<td>15</td>
<td>14</td>
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</tbody>
</table>

**Weapons:** Blast (highest hero DV +1), unarmed (8).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

| Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
| Sorcery Schtick: Flight. |

<table>
<thead>
<tr>
<th>APRIL ISHIHARA</th>
<th>FEATURED FOE</th>
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<td>MARTIAL ARTS</td>
<td>DEF</td>
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**Weapons:** Unarmed (11), katana (17).

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<tr>
<th>BIG BRENT KOGAN</th>
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<td>MARTIAL ARTS</td>
<td>DEF</td>
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<td>12</td>
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**Backup Attack:** Guns 10.
**Weapons:** Unarmed (13), AMT Automag V (12/3/5), Mossberg (13/5/4), Louisville Slugger (15).
**Resistances:** Strength 16.
**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.
**Fu Powers:** Claw of the Tiger.

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<tr>
<th>CLUB BOUNCERS</th>
<th>MOOKS</th>
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**Damage:** 10 (unarmed), 12 (Buro Godhammer).

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<tr>
<th>DANIEL CHEN</th>
<th>FEATURED FOE</th>
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<tr>
<td>GUNS</td>
<td>DEF</td>
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</table>

**Backup Attack:** Martial Arts 12.
**Weapons:** Unarmed (9), 2x Buro-9A (13/1/3).
**Gun Schticks:** Both Guns Blazing III, Lightning Reload III.
**Scroungetech Schticks:** Neural Stimulator.
**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

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<td>DEF</td>
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</table>

**Weapons:** Unarmed (11), Buro Godhammer (12/4/5).
Protect Chen: As an interrupt when Chen is within 2 meters and is hit by an attack, negate the attack and Guld keels over.

MORE ARCHITECT GOONS

MOOKS

As Architect Goons on the previous page, but add Blade of Truth pistol (10).

ABOMINATIONS

MOOKS*

* The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

Damage: 11 (unarmed), 10 (Buro 9), 13 (Buro Blue Flag).

STUDIO GOONS

MOOKS

Damage: 10 (Buro Blade of Truth pistol), 13 (Buro Blue Flag).

GATE ABOMINATIONS

MOOKS

ATTACK* DEFENSE* SPEED
10 15 5

* The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

Damage: 13 (unarmed), 14 (Buro Hellharrower ).

MA MO SHEN

NONCOMBATANT

Ma Mo Sen is a noncombatant and should only be consulted on how to make your cave feel more roomy.

LOTUS GUARDS

MOOKS

Damage: 6 (unarmed).

TITUS

FEATURED FOE

Martial Arts DEF TOU SPEED
13 12 6 7

Weapons: Unarmed (7).

PLEDGED AGENTS

MOOKS

Damage: 10 (Colt 1911A).

CELER

FEATURED FOE

Martial Arts DEF TOU SPEED
12 12 6 7

Weapons: Unarmed (7), dagger (8).
Vehicle: Chariot (6, 6/8, 7/9).
Skills: Driving 15.
Wicked Ride Driving: Add 2 to the Handling of the vehicle the foe starts the chase in.

ARCHER ASSASSINS

MOOKS

Damage: 7 (bow and arrow).

PRAETORIAN GUARD

MOOKS

Damage: 10 (spear).

DONNY WONG

FEATURED FOE

Martial Arts DEF TOU SPEED
13 12 5 6

Weapons: Unarmed (6).
Resistances: Detective 14.
Fu Powers: Claw of the Tiger.
Talisman of Invincible Chi: Immune to damage from heroes with Fortune less than 7. Heroes with Fortune 7 or higher do full damage with hand-to-hand attacks, half damage with sorcery, and no damage with guns.

SHI PINNU

FEATURED FOE

Martial Arts DEF TOU SPEED
17 13 5 6

Weapons: Unarmed (highest hero DV +1).
Fu Powers: Flying Windmill Kick.
Talisman of Invincible Chi: Immune to damage from heroes with Fortune less than 14. Heroes with Fortune 14 or higher do full damage with hand-to-hand attacks, half damage with sorcery, and no damage with guns.

THE JOES

FEATURED FOE

GUNS DEF TOU SPEED
13 13 6 8

Backup Attack: Martial Arts 12.
Weapons: Unarmed (8), Colt M6351 (10/5/1).
Resistances: Strength 9.
Cover Fire: One Joe has this schtick. Spend 3 shots and make a Guns check against the highest AV
of up to five targets. On a success, those targets act 2 shots later.

10,000 Bullets: The other Joes have this schtick. Choose up to 3 heroes and spend 3 shots. Foe makes a single Guns attack against the highest Defense between the two. If successful, deal Smackdown to all heroes.

PLEDGED SCIENTISTS

Damage: 8 (Rossi Model 515).

PLEDGED GUARDS

Damage: 10 (Heckler & Koch MP5).

BLUE MONKS

Damage: 9 (unarmed).

KONG TIAORONG

Damage: 8 (bite).

Kenny Fong

Backup Attack: Guns 12.

Weapons: Unarmed (7), Blast (8), Browning BDM (10/2/3).

Domination: The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

Gertie Gunderson

Weapons: Unarmed (6), wrench (8).

Vehicle: Eighteen Wheeler (5, 6/8, 10/13).

Skills: Driving 15.

Ram-alama-bam [Driving]: When driving, if the foe rams a vehicle, gain +2 Frame. Also, +4 Damage Value when the foe hits a pedestrian.

Clayton Masterson

Weapons: Unarmed (7), Colt 1911A (10/2/4).

Vehicle: Compact Car (7, 7/9, 7/9).

Skills: Driving 12.

Thundering Death

*The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

Weapons: Unarmed (13), grab and squeeze (14).

Creature Schticks: Transformation.

Walking Dead

Damage: 6 (grope and rend).

Buro Grunts

Damage: 10 (Buro 9), 13 (Buro Blue Spear).
Bouncing Benjis
Mooks
Damage: 11 (claws).
Damage Immunity: Immune to damage from Blasts.

Tower Rocket Team
Mooks
Damage: 10 (Buro 9), 13 (Buro Blue Spear), 25 (Woodchuck missile launcher, 6 shots to reload).

The Four Hot Rods of the Apocalypse
Featured Foe
Martial Arts* | Def* | Tou | Speed
---|---|---|---
16 | 15 | 6 | 8
* The foe emits glutinous goo that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.
Backup Attacks: Creature 15, Guns 10.
Weapons: Unarmed (9), Fiery Breath (10), flaming tire iron (12).
Vehicle: Car Form (8, 8/10, 6/8).
Skills: Driving 14.
Creature Schticks: Transformation (car form).

Biker Thug
Mooks
Damage: 7 (unarmed), 10 (Uzi).
Vehicles: Motorcycles (8/8/0)

Muggers
Mooks
Damage: 7 (knife).

Jean de la Croix
Featured Foe
Guns | Def | Tou | Speed
---|---|---|---
14 | 12 | 5 | 7
Backup Attack: Martial Arts 11.
Weapons: Unarmed (5), black-powder pistol (7/3/6).
Gun Schticks: Lightning Reload III.

Lackeys of King Leopold
Mooks
Damage: 8 (musket).

Tetela Warriors
Mooks
Damage: 9 (spear), 6 (unarmed).

Guardian Gorillas
Mooks
Damage: 9 (unarmed).

Asur Mbani, Bangala Shaman
Featured Foe
Sorcery | Def | Tou | Speed
---|---|---|---
14 | 13 | 5 | 6
Weapons: Unarmed (5), Blast (10).
Sorcery Schticks: Blast (Lightning, Ghostly Leopard Claws), Far Lift.

Bangalas
Mooks
Damage: 9 (spear), 6 (unarmed).

Kevin Hoyt
Featured Foe
Martial Arts | Def | Tou | Speed
---|---|---|---
13 | 13 | 7 | 8
Backup Attack: Guns 10.
Weapons: Unarmed (9), combat knife (11), heavy chain (11), Colt 1911A (10/2/4).
Vehicle: Motorcycle (8, 8/10, 0/0).
Skills: Driving 14.
Rehearsed Getaway [Driving]: –3 to Chase Points dealt to the foe’s vehicle when a hero narrows the gap with it.

Juan Cabrera
Featured Foe
Martial Arts | Def | Tou | Speed
---|---|---|---
13 | 13 | 6 | 8
Backup Attack: Guns 10.
Weapons: Unarmed (9), combat knife (11), Colt Python (11/3/5).
Vehicle: Motorcycle (8, 8/10, 0/0).
Skills: Driving 13.

Bikers
Mooks
Damage: 8 (unarmed), 10 (heavy chain or tire iron), 8 (switch-blade), 10 (Colt 1911A).

Willie Ruiz
Noncombatent
Willie is a noncombatant and a source of information. Don’t get him killed.

Kel’s Bodyguards
Mooks
Damage: 9 (unarmed), 11 (knife), 10 (UZI), 10 (Glock 17).
**Kel’s Gangbangers and Other Scum**  

**Mooks**  

**Damage:** 8 (unarmed), 9 (knife), 10 (Ingram M10, Mini-Uzi, Intratec Tec-9, or Beretta 92).

---

**Kel Mukando**  

**Featured Foe**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
14 | 13 | 8 | 8

**Weapons:** Unarmed (10), great sword (14).

**Resistances:** Strength 14.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

---

**Joe Kucharski**  

**Featured Foe**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
12 | 13 | 7 | 8

**Weapons:** Unarmed (9).

---

**Filippo Vasquez**  

**Featured Foe**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
11 | 12 | 8 | 6

**Weapons:** Unarmed (11).

---

**“Tiger” Chiang Wai**  

**Featured Foe**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
12 | 13 | 6 | 8

**Weapons:** Unarmed (6).

**Fu Powers:** Claw of the Tiger.

---

**William “Jackknife” Jackson**  

**Featured Foe**  

**Guns/Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
13 | 13 | 6 | 8

**Weapons:** Unarmed (9), 2x Browning BDM (10/2/3).

**Gun Schticks:** Both Guns Blazing III.

---

**People at the Firehouse**  

**Mooks**  

These are types of mooks. They are largely differentiated by their weapons.

---

**Lotus Agent**  

**Damage:** 6 (unarmed), 8 (Beretta Model 21 Bobcat).

---

**Pledged Hit Team**  

**Damage:** 6 (unarmed), 13 (AK-47).

---

**Firehouse Patrons**  

**Damage:** 6 (unarmed), 10 (Colt 1911A).

---

**Nathan Ward**  

**Boss**  

**Guns** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
17 | 15 | 7 | 8

**Weapons:** Grendel P-12 (highest hero DV +1).

**Vehicle:** Sport Utility Vehicle, Civilian (6, 6/8, 7/9).

**Skills:** Driving 16.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

---

**Huen Li**  

**Featured Foe**  

**Sorcery** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
14 | 13 | 6 | 7

**Backup Attack:** Martial Arts 8.

**Weapons:** Unarmed (8), Lightning Blast (10), staff (10), chakram (5).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** De-Attunement, Far Lift.

---

**Ji Kwan**  

**Boss**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
17 | 15 | 7 | 9

**Weapons:** Sword (highest hero DV +1), chakram (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Hands Without Shadow.

---

**Won Kwang**  

**Featured Foe**  

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
14 | 13 | 6 | 8

**Weapons:** Unarmed (10), nunchaku (9), chakram (5).
Lotus Mooks

**Weapons:** Unarmed (6), various Blasts (7).

Tacops Troopers

**Weapons:** Unarmed (8), Buro 9 (10).

Commander Wu

**Guns**

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<th>GUNS</th>
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</table>

**Weapons:** 2 Buro Avengers or Buro Blade of Truth (highest hero DV +1).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Both Guns Blazing III.

Warden Chiang

**Backup Attack:** Arcanowave 15, Martial Arts 11.

**Weapons:** Unarmed (8), Buro Avenger (11/2/5), Buro Backup Arm (8/1/5).

**Gun Schticks:** Eagle Eye.

Malefactor Zeta

**Backup Attacks:** Guns 11, Martial Arts 11, Creature 15.

**Weapons:** Helix Ripper (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

Commander Wu

**Guns**

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<th>GUNS</th>
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</table>

**Weapons:** 2 Buro Avengers or Buro Blade of Truth (highest hero DV +1).

**Vehicle:** Armored Army Vehicle (6, 6/7, 8/11).

**Skills:** Driving 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Gun Schticks:** Both Guns Blazing III.

Warden Chiang

**Backup Attack:** Arcanowave 15, Martial Arts 11.

**Weapons:** Unarmed (8), Buro Avenger (11/2/5), Buro Backup Arm (8/1/5).

**Gun Schticks:** Eagle Eye.

Malefactor Zeta

**Backup Attacks:** Guns 11, Martial Arts 11, Creature 15.

**Weapons:** Helix Ripper (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Rancid Breath:** If foe has hold of an hero, spend 3 shots and make a Martial Arts attack with DV 10. Wounds from rancid breath are reduced by Constitution rather than Toughness.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

CONVENTION SECURITY

**Medieval Re-enactor**

**Damage:** 7 (unarmed), 9 (Colt Detective Special).

**Convention Security**

**Damage:** 7 (unarmed), 9 (boffer weapon), 11 (real sword).

**Zhu Fu Wan**

**Backup Attack:** Arcanowave 16, Creature 14.

**Weapons:** Unarmed (9), Buro 16 (13/5/1).

**Creature Schticks:** Regeneration I.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Tracer Resin Projector:** Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.

**Jianguo Lo**

**Backup Attack:** Martial Arts 8, Arcanowave 8.

**Weapons:** Unarmed (6), Blast (5, conjured weapons or disease).

**Jianguo Lo**

**Backup Attack:** Martial Arts 8, Arcanowave 8.

**Weapons:** Unarmed (6), Blast (5, conjured weapons or disease).

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Gun Schticks: Both Guns Blazing, Hair-Trigger Neck Hairs.

**Plainclothes Cops**

**Mooks**

**Damage:** 6 (unarmed), 8 (Colt 380 Government Pocketlite).

**Guiding Hand Mooks**

**Mooks**

**Damage:** 7 (unarmed), 11 (AMT Automag IV).

**Shen Lian**

**Featured Foe**

**Martial Arts/Sorcery**

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**Weapons:** Unarmed (5), Fire or Lightning Blast (5).

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Lotus Mooks**

**Mooks**

**Damage:** Unarmed (6).

**Architect Mooks**

**Mooks**

**Damage:** Unarmed (6), Colt 1911A (10).

**Cardinal Gray**

**Boss**

**Sorcery**

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**Backup Attack:** Martial Arts 8.

**Weapons:** Blast (highest hero DV +1), unarm (5), ceremonial dagger (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (lightning, fire, conjured weapons), Flight.

**Thunder Pagoda Mooks**

**Mooks**

**Damage:** 6 (unarmed), 10 (H&K MP5).

**Darkness Warriors**

**Mooks**

**Damage:** 7 (unarmed), 12 (AK-47), 12 (Aztec warclub).

**Über-Kid Mark II**

**Mooks**

**Attack** | **Defense** | **Speed**
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<td>16</td>
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**Damage:** 4 (unarmed).

**Photo-Reflexes:** At the beginning of each sequence, Über-kid Mark II gets +1 to Attack for each successful Martial Arts or Guns attack made by a hero in the previous sequence.

**Mandrill**

**Featured Foe**

**Guns**

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**Backup Attacks:** Martial Arts 10, Arcanowave 14.

**Weapons:** Unarmed (6), drill arm (8 against nonliving targets, 12 against living targets), silenced H&K MP5K (10/5/1), silenced Buro Avenger (11/2/5), mini-grenades (thrown explosives).

**Resistances:** Notice 10.

**Disarm:** The foe's first successful hit against a hero each fight disarms that hero.

**Scroungetech Schticks:** GateMaker (opens a temporary Netherworld portal on a Difficulty 10 Arcanowave check), Neural Stimulator.

**Typical Simian Sneaker**

**Mooks**

**Damage:** 6 (Unarmed), 12 (drill arm, 8 against nonliving targets), 10 (silenced Buro Blade of Truth), 10 (silenced Buro 9), grenades (thrown explosives).

**Scroungetech Schticks:** Neural Stimulator.

**Clarence Fenderbecker**

**Featured Foe**

**Guns**

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<th>DEF</th>
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<td>10</td>
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<td>5</td>
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**Weapons:** Unarmed (6), Buro 9 (10/1/3).

**Park Security**

**Mooks**

**Damage:** 7 (unarmed), 10 (shock baton).

**Wage Slaves**

**Mooks**

**Damage:** 6 (Unarmed), 7 (large blunt souvenir), 9 (bucket of searing hot food).
**Burómon Mooks**

Damage: 8 (unarmed), 5 (various Blasts).

**Tai Gongen**

**Featured Foe**

<table>
<thead>
<tr>
<th>Martial Arts</th>
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**Donald Khao**

**Featured Foe**

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Backup Attack: Guns 10.
Weapons: Unarmed (8), Colt Detective Special (9/1/5).
Vehicle: Muscle Car (8, 8/10, 6/8).
Skills: Driving 10.

**Marvin Zhizhi**

**Featured Foe**

<table>
<thead>
<tr>
<th>Guns</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<td>14</td>
<td>13</td>
<td>6</td>
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</table>

Backup Attack: Martial Arts 12.
Weapons: Unarmed (8), 2x MP5 K (10/3/1).
Gun Schticks: Both Guns Blazing II, Fast Draw II.

**Lotus Baseball Mooks**

Damage: 7 (unarmed), 10 (Glock 17).

**Clay Golem**

**Featured Foe**

<table>
<thead>
<tr>
<th>Martial Arts*</th>
<th>DEF*</th>
<th>TOU</th>
<th>SPEED</th>
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<td>16</td>
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</table>

* The foe emits slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.

**Weapons:** Unarmed (15), bite (17).
**Resistances:** Strength 20.
**Procreate:** The Clay Golem splits off a Half Golem whenever he takes any damage. If he has split off four Half Golesms already, he becomes a Half Golem himself.

**Half Golems**

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<thead>
<tr>
<th>Guns/Martial Arts</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Baby Golems**

Damage: 6 (unarmed), 8 (bite).
**Suffocate:** Spend 3 shots and make an Attack. On a hit, foe lodges in the target’s throat. Target takes 1 Wound Point on the foe’s next shot, 2 on the foe’s following shot, and so on until dislodged. Victims can dislodge a Baby Golem by making a Difficulty 6 Constitution check.

**Chun Baobai**

**Uber-Boss**

<table>
<thead>
<tr>
<th>Cute Little Girl</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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<tr>
<td>18</td>
<td>16</td>
<td>4</td>
<td>7</td>
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</table>

**Weapons:** Unarmed (3).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Enormous Plot Device:** The Crystalline Child can alter time in order to do pretty much anything at all, as long as it helps further the plot.

**Fang Nuxu**

**Boss**

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<tr>
<th>Sorcery</th>
<th>DEF</th>
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</table>

**Backup Attack:** Martial Arts 15.
**Weapons:** Blade of Sorrows or Blast (highest hero DV +1).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Sorcery Schticks:** Blast (acid, chi, disintegration, lightning).

**Lotus Mooks**

Damage: 6 (unarmed), 10 (Clock 17).

**Guiding Hand Monks**

**Mooks**

Damage: 7 (unarmed), 10 (edged cane).
Iron & Silk is packed to the armory walls with weapons, most of which are improvised. As any Feng Shui 2 player knows, weapons don’t work that way any longer in the new game, so here’s the easy rule of thumb for them all:

- Add the bonus to the baseline of 7 (which is what an unarmed attack defaults to). If your archetype has a bonus like Very Strong or similar, make that adjustment first and then add the bonus.

Easy! Now go smash some more mooks with a lawn chair or a fire extinguisher or whatever else is lying around.

### Various Noncombatants

<table>
<thead>
<tr>
<th>Noncombatant</th>
<th>Martial Arts</th>
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<tr>
<td>Irate Traveler</td>
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<tr>
<td>Baggage Handler</td>
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<td>Ticket Agent</td>
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<td>Convenience Engineer</td>
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<td>Office Drone</td>
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<td>Night Watchman</td>
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<td>Citizen</td>
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<td>Doctor</td>
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<td>Wounded Patient</td>
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<td>Waitron</td>
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<td>Waitress on the Brink</td>
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<td>Parking Attendant</td>
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<td>Parent</td>
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<tr>
<td>Community Watch Captain</td>
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<td>Kid</td>
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<td>Proprietor</td>
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<td>Regular</td>
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<td>Stock Boy</td>
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<td>Shopper</td>
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<tr>
<td>Waitron (again)</td>
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<tr>
<td>Warehouse Workers</td>
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### Various Mooks

These are types of mooks. They are largely differentiated by their weapons.

#### Unsavory, Craps-Playing Thug

**Damage:** 7 (unarmed), 8 (switchblade), 10 (Beretta 92 Centurion).

#### Undercover Police Officer

**Damage:** 6 (unarmed), 8 (Colt380 Gov't Pocketlite).

#### Big Chuck

**Damage:** 8 (unarmed), 10 (Ruger Red Label).

#### Cop

**Damage:** 7 (unarmed), 9 (Colt Detective Special).

#### Belligerent Smoker

**Damage:** 7 (unarmed), 10 (Ruger Red Label).

#### Gangster

**Damage:** 7 (unarmed), 10 (Browning Hi-Power).

#### Building Security

**Damage:** 7 (baton or unarmed).

#### Night Security Guard

**Damage:** 10 (Makarov), 8 (baton), 6 (unarmed).

#### Irate Restaurateur

**Featured Foe**

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<tr>
<th>Martial Arts</th>
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**Weapons:** Chopping knife (7), unarmed (5).

#### Enormous Regular Who Doesn’t Say Much But Is Quick to Anger

**Featured Foe**

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<tr>
<th>Martial Arts</th>
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**Weapons:** Unarmed (11).

#### Crazy Uncle Butcher

**Featured Foe**

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<th>Martial Arts</th>
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**Weapons:** Butcher knife (10), unarmed (8).
# Seal of the Wheel

## The Web Master

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<th>Featured Foe</th>
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- **Weapons:** Unarmed (6), E.T. “Series One Laseraim” (10/8/4).
- **Resistances:** Detective 15.
- **Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys’ one chance to stop the hero from Cheesing It.
- **On the Verge:** Whenever the foe takes damage from a Sorcery attack, he must make a Defense check against Difficulty equal to the attacker’s Magic stat or permanently revert to a spider.
- **Scuttle:** +2 to Martial Arts if foe’s previous attack was against a different hero.

## Typical Named Web Agent

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<tr>
<th>Featured Foe</th>
<th>Martial Arts</th>
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- **Backup Attack:** Guns 10.
- **Weapons:** Unarmed (5), Kahr K9 (10/1/4).
- **Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).
- **Skills:** Driving 10.
- **Resistances:** Constitution 12.

## Li Feng "Sonny" Shang

<table>
<thead>
<tr>
<th>Boss</th>
<th>Martial Arts</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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- **Weapons:** Unarmed (highest hero DV +1).
- **Resistances:** Constitution 10.
- **Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
- **Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

## Rebuke: Spend 3 shots. Until the end of the fight, the battle zone is treated as hostile to Sorcery and Arcanowave devices.

## Typical Inner Shell Tortoise

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<tr>
<th>Featured Foe</th>
<th>Martial Arts</th>
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- **Backup Attack:** Martial Arts 12.
- **Weapons:** Unarmed (6), Glock 18 (10/1/4).
- **Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).
- **Skills:** Driving 10.
- **Resistances:** Constitution 12.

## Typical Outer Shell Tortoise

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<thead>
<tr>
<th>Featured Foe</th>
<th>Guns</th>
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- **Backup Attack:** Martial Arts 12.
- **Weapons:** Unarmed (6), Glock 18 (10/1/4).
- **Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).
- **Skills:** Driving 10.
- **Resistances:** Constitution 12.

## Natraj Thalnasser

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<thead>
<tr>
<th>Boss</th>
<th>Guns/Martial Arts</th>
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- **Weapons:** Unarmed or Desert Eagle .50 Magnum (highest hero DV +1).
- **Vehicle:** Jeep, Military (6, 6/7, 7/10).
- **Skills:** Driving 12.
- **Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
- **Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
- **Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.
- **Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.
- **Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.
- **Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.
**Typical Fist Agent**

**Featured Foe**

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<tr>
<th>GUNS/Martial Arts</th>
<th>DEF</th>
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**Weapons:** Unarmed (10), H&K MP5 (10/5/1).

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

**Liu, Shi, and No**

**Boss**

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<tr>
<th>Martial Arts</th>
<th>DEF</th>
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</table>

**Backup Attack:** Guns 14.

**Weapons:** Unarmed, Mossberg Special Purpose, or paired Sig Sauer P-220s (highest hero DV +1).

**Resistance:** Strength 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Bellow:** Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

**Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

**Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

**Shi**

**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys’ one chance to stop the hero from Cheesing It.

**Scuttle:** +2 to Martial Arts if foe’s previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe’s first action is a Martial Arts attack.

**Shantalle Devereaux, the Unseen Hand**

**Boss**

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<th>GUNS/Martial Arts</th>
<th>DEF</th>
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</table>

**Weapons:** Unarmed or Beretta Model 21 Bobcat (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Scuttle:** +2 to Martial Arts if foe’s previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe’s first action is a Martial Arts attack.

**Typical Sting of the Scorpion**

**Featured Foe**

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<th>Martial Arts</th>
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**Backup Attack:** Guns 12.

**Weapons:** Unarmed (6).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 12.

**Scuttle:** +2 to Martial Arts if foe’s previous attack was against a different hero.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe’s first action is a Martial Arts attack.
"Fat Tony" Camponelli, The Jaw of the Jackal

**Boss**

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<th>Guns</th>
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**Weapons:** Unarmed or AMT Automat IV (highest hero DV +1).

**Resistances:** Constitution 12.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Pack Attack:** If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

**Worry:** As an interrupt when you hit with an unarmed attack with an Outcome greater than target’s toughness, make another unarmed attack. On a hit, damage cannot be reduced by target’s Toughness.

**Typical Jackal Agent**

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<th>Guns</th>
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</table>

**Backup Attack:** Martial Arts 9.

**Weapons:** Unarmed (6), Berettat Model 21 Bobcat (8/1/4).

**Pack Attack:** If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

**Worry:** As an interrupt when you hit with an unarmed attack with an Outcome greater than target’s toughness, make another unarmed attack. On a hit, damage cannot be reduced by target’s Toughness.

**Men in Black**

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<th>Guns/Martial Arts</th>
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**Weapons:** Unarmed (8), H&K MP5 Police (11/3/1).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 13.

**Dr. Adeleke Ayidaga**

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<th>Guns/Martial Arts</th>
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**Weapons:** Unarmed (6), American Derringer Mini-Cop (11/1/6).

**Transformed Animal Schticks:** Coiled Strike.

**Typical Fang of the Snake**

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<th>Guns</th>
<th>Def</th>
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**Weapons:** Unarmed (8), Barrett M90 (13/7/6), H&K P7 (10/2/4).

**Transformed Animal Schticks:** Coiled Strike.

**The Unspoken Name**

**Uber-Boss**

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<th>Martial Arts</th>
<th>Def</th>
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**Weapons:** Unarmed or SITES M380 revolver (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Surprise Pounce:** +6 Initiative if foe’s first action is a Martial Arts attack.

**Mr. X**

**Boss**

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<th>Martial Arts</th>
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**Backup Attack:** Guns 14.

**Weapons:** Unarmed or silence Walther PPK (highest hero DV +1).

**Resistances:** Detective 18.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Doppelganger:** Foe can permanently change their appearance to look like anyone, but they can never take on an appearance they’ve given up.

**Gun Schticks:** Eagle Eye, Hair-Trigger Neck Hairs.

**Senor Ocho**

**Boss**

<table>
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<tr>
<th>Guns</th>
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<th>Speed</th>
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<td>17</td>
<td>15</td>
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<td>11</td>
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</table>

**Weapons:** Unarmed, Bowie knife, Browning Hi-Power, Heckler & Koch MP5 K, Mossberg Special Purpose, AD47, or AI PM Counter Terrorist (highest hero DV +1).
**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).
**Skills:** Driving 12.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Gun Schticks:** Both Guns Blazing, Eagle Eye, Hair-Trigger Neck Hairs.
**Scuttle:** +2 to Martial Arts if foe's previous attack was against a different hero.
**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

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<tr>
<th><strong>CLARA DUVALL</strong></th>
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<td><strong>FEATURED FOE</strong></td>
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<tr>
<td><strong>Martial Arts</strong></td>
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<td>14</td>
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</table>
| **Weapons:** Unarmed (5), Beretta Bobcat (8/1/4).
**Not So Fast:** When a hero Cheeses It, this foe may spend 3 shots as an interrupt to deal that hero 14 Damage. This does not expend the bad guys' one chance to stop the hero from Cheesing It.

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<th><strong>BLEYS FONTAINE</strong></th>
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<td><strong>BOSS</strong></td>
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<td><strong>Martial Arts</strong></td>
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<td>16</td>
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</tbody>
</table>
| **Weapons:** Walking Stick (highest hero DV +1).
**Resistances:** Constitution 10, Notice 7 (5 for sight).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Blind:** Immune to the darkness adverse condition and any attack that requires foe be able to see the attacker.
**Burrowing:** Foe can burrow through earth at its normal Speed and solid stone or even concrete at Speed 1.

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<th><strong>URSULA</strong></th>
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<td><strong>Guns</strong></td>
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</table>
| **Backup Attack:** Martial Arts 16.
**Weapons:** Unarmed, Makarov P6, or Scorpion Model 61 (highest hero DV +1).

| **Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
| **Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
| **Bellow:** Spend 2 shots and foe and two targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.
| **Rage:** When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.
| **Slap:** After a successful Martial Arts attack, target loses shots equal to Outcome.

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<tr>
<th><strong>KYLE “MR. CLEAN” JAMESON</strong></th>
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<td><strong>FEATURED FOE</strong></td>
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<td><strong>Guns</strong></td>
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</table>
| **Weapons:** Ruger Redhawk (13/3/5).
**Gun Schticks:** Hair-Trigger Neck Hairs.

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<th><strong>THE PACIFIC RIM BUTCHER</strong></th>
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<td><strong>BOSS</strong></td>
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<tr>
<td><strong>Martial Arts</strong></td>
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</table>
| **Weapons:** Alien knife (highest hero DV +1), unarmed (12).
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Atlantean Pain Editor:** Ignores Impairment from Wound Points.
**Big Bruiser:** Keels over at 50 Wound Points.

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<th><strong>CARTER CROSS</strong></th>
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<td><strong>FEATURED FOE</strong></td>
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<td><strong>Guns</strong></td>
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</table>
| **Weapons:** Unarmed (7), Colt Revolver x2 (10/3/5), Lefaucheau Shotgun (10/5/6).
**Vehicle:** Horse (6, 6/8, –/–).
**Skills:** Driving 12.
**Gun Schticks:** Fast Draw I.
**Techie:** If Cross needs a particular technological item, roll a die. On a 1, he doesn't have it. On a 2, he doesn't have it but can cobble together a substitute out of scrap with a few moments' work.
**REVEREND REDGLARE**

**FEATURED FOE**

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<th>GUNS/MARTIAL ARTS</th>
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**Weapons:** Unarmed (10), Desert Eagle .50 Magnum (12/3/3), Engine of Righteousness (7/—/—, silver, ignores Toughness of supernatural entities).

**Gun Schticks:** Eagle Eye, Lightning Reload III.

---

**RUNNING HORSE**

**BOSS**

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<th>MARTIAL ARTS</th>
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**Backup Attacks:** Guns 15.

**Weapons:** Bow (highest hero DV +1), unarmed (8), knife (9).

**Vehicle:** Thunderbird (7, 7/9, —/—).

**Skills:** Driving 14.

**Resistances:** Detective 14, Strength 12.

**Anti-Tech:** +1 Defense vs. Guns, Mutant and Scroungetech attacks.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Beak of the Crane:** Target hit by a successful Martial Arts attack is immobilized. Every 3 shots, the target can make a Strength check against a 15 difficulty to break free. If foe takes any action, the hold is broken.

**Fu Powers:** Dark’s Soft Whisper, Friend of Darkness.

---

**TEN THOUSAND SHUDDERING NIGHTMARES**

**BOSS**

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**Backup Attacks:** Martial Art 14, Guns 13.

**Weapons:** Desert Eagle .50 Magnum or Pando Jackhammer (highest hero DV +1), Deathsaber (3, damage cannot be reduced by Toughness), unarmed (11).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator (see FS2 corebook).

---

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 15 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

---

**TYPICAL COUNTRY CLUB GUARDS**

**MOOKS**

**Damage:** 7 (unarmed).

---

**BRONZE AUTOMATON**

**FEATURED FOE**

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**Weapons:** Unarmed (13).

**Resistances:** Strength 20.

**Big Bruiser:** Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver, fire that is not magic, poison, suffocation, and drowning.

**Tough as Leather:** Unarmed attacks against foe are DV -1.

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**KILLKID**

**FEATURED FOE**

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**Weapons:** Unarmed (11).

**Resistances:** Strength 18.

**Death Before Dishonor:** Defeated Killkids are always dead.

---

**DR. ELIAS LOBYACHOV**

**FEATURED FOE**

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<th>GUNS</th>
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**Backup Attack:** Martial Arts 10.

**Weapons:** H&K MP5 (10/5/1), electric ram (20), electric shock (12).

**Limited Fire Arc:** The foe's gun can only be fired at targets in front of his motorized brain cart.

**Electric Ram:** If he has enough and a level surface room to maneuver his motorized brain cart around, this foe can ram into opponents while activating his electric shock, for a combined Damage Value of 20.

---

**BRAZILIAN ARMY SOLDIERS**

**MOOKS**

**Damage:** 7 (Unarmed), 13 (M-16).
**Brain Trust Scientists**

**Mooks**

**Damage:** 5 (unarmed).

---

**Kuanlun**

**Boss**

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<th>Sorcery</th>
<th>Def</th>
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**Backup Attack:** Guns 11.

**WeaponS:** Sig-Sauer P220 with silver bullets (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero's next attack.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (chi, conjured scalpels, disease), De-Attunement, Far Lift.

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**Sven “Hurricane” Harrison**

**Featured Foe**

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<th>Martial Arts</th>
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**Backup Attack:** Guns 10.

**WeaponS:** Unarmed (7), guitar axe (10).

**Sonic Axe:** Spend 3 shots and make a Guns attack. On a hit, DV is 3 and wounds cannot be reduced by Toughness. In addition, target must make a Fortune check against a Difficulty equal to the Wound Points suffered or have all of their guns disabled until the end of the fight.

---

**Harrison’s Fans**

**Mooks**

**Damage:** 7 (unarmed), 8 (Buro Backup Arm).

---

**Genocide Lounge Staff**

**Mooks**

**Damage:** 7 (unarmed), 10 (Intratec Tec-9), 13 (Mossberg Special Purpose).

---

**Phillip Lo**

**Featured Foe**

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<th>Martial Arts</th>
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**Backup Attack:** Sorcery 16.

**WeaponS:** Unarmed (5), megaphone (8), Blast (10).

---

**Margaret Wi**

**Featured Foe**

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<th>Martial Arts</th>
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**Backup Attack:** Sorcery 16.

**WeaponS:** Unarmed (5), [Blast (10)].

**Sorcery Schticks:** Blast (fire, chi, lightning), Far Lift.

---

**Devon Sharpe**

**Featured Foe**

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<th>Guns/Martial Arts</th>
<th>Def</th>
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**Backup Attack:** Martial Arts 12, Sorcery 16.

**WeaponS:** Unarmed (9), Automag V x2 (15/3/5), Blast (10).

**Vehicle:** Vehicle: Sports Car (9, 7/9, 6/8).

**Skills:** Driving 12.

**Gun Schticks:** Both Guns Blazing IV.

**Lucky Claw:** Once per session, switch the positive and negative dice of one Swerve.

**Shake It Off:** Ignore Impairment from Wound Points.

**Sorcery Schticks:** Blast (fire, chi, lightning), Far Lift.

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**Kun Song**

**Boss**

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<tr>
<th>Creature</th>
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</table>

**Backup Attack:** Sorcery 15.

**WeaponS:** Unarmed (7).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Brain Shredder:** The foe broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 7, and wounds are reduced by Fortune instead of Toughness.

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets that are not magic or silver.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

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**Johnny Fan**

**Featured Foe**

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<th>Guns/Martial Arts</th>
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</table>
Weapons: Unarmed (10), Colt Python (11/3/5).

Bellow: Spend 2 shots and foe and three targets make Difficulty 10 Will checks. If foe succeeds and target fails, target takes 1 Impairment until the next keyframe.

Rage: When an enemy deals 7 or more Wound Points to an ally, foe gains +2 Martial Arts vs. that enemy until next keyframe.

Slap: After a successful Martial Arts attack, target loses shots equal to Outcome.

Triad Mooks

Damage: 6 (unarmed), 10 (Glock 17).

Charlie Yen

Featured Foe

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Weapons: Unarmed (6), Kahr K9 (10/1/4).

Swindle: Spend 1 shot and make a Martial Arts attack. On a hit, foe can use one creature schtick possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

Transformed Animal Schticks: Embezzle.

Triad Mooks Disguised as Demons

Damage: 6 (unarmed), 10 (Glock 17).

Celluloid Image of Devon Sharpe

Featured Foe

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Weapons: Unarmed (13), Automag V x2 (15/3/5).

Big Bruiser: Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

Gun Schticks: Both Guns Blazing IV.

Night of the Jackal

Mooks

These are types of mooks. They are largely differentiated by their weapons.

Poster Mooks

Damage: 8 (unarmed).

Possessed Waiters, Busboys, Bodyguards, and Film Execs

Damage: 6 (unarmed), 7 (reinforced heavy briefcase), 10 (Glock 17).

Triad Mooks

Damage: 6 (unarmed), 10 (Glock 17), 10 (Uzi), 13 (Winchester 1300).

Quick Eddie Kwan

Featured Foe

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<th>GUNS</th>
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Weapons: Unarmed (6), Glock 18 (13/1/3).

Pack Attack: If target was already hit by another transformed animal this sequence, gain +2 to Martial Arts against him.

Worry: As an interrupt when you hit with an unarmed attack with an Outcome greater than target’s toughness, make another unarmed attack. On a hit, damage cannot be reduced by target’s Toughness.

Seed of The New Flesh

This book features a lot of Future juncture tech from before the C-Bomb. Treat it basically like Scroungetech. Some of these characters have Arcanowave as an Attack; this works like any other Attack Value.

Dr. Curtis Boatman

Uber-Boss

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<tr>
<th>ARCANOWAVE</th>
<th>DEF</th>
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Backup Attacks: Guns 10, Martial Arts 10

Weapons: Arcanowave Attack Suite (highest hero DV +1).

Resistances: Notice 15.
Johann Bonengel
Uber-Boss

**Guns/Martial Arts**

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<th>DEF</th>
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**Weapons:** Buro sidearm (highest hero DV +1).

**Resistances:** Notice 14.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Chi Charged:** As the master of most of 2056's feng shui sites, Johann enjoys overwhelming fortune while in that juncture. He rolls an extra positive die on any roll he makes, and anyone who tries to harm him directly must first overcome his Will AV with a Will Check. Johann can convince almost anyone of anything by opposing their Will AV with his Will; this effect goes away once that person leaves Johann's presence.

Dan Dammer, Jammer Slammer
FEATURED FOE

**Guns**

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**Weapons:** Buro Godhammer (12/4/5).

**Resistances:** Constitution 12, Strength 12.

**Gun Schticks:** Fast Draw II, Lightning Reload III.

**T is for Target:** As an interrupt after a failed attack on a hero, Johann may spend 1 shot; up to three mooks, as an interrupt, may attack the hero. Usable once per sequence.

Desdemona Deathangel
BOSS

**Attack**

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<th>DEF</th>
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</table>

*In her human form, these three abilities are 3 points lower.

**Weapons:** Variable Mass Sword (highest hero DV +1).

**Resistances:** Strength 10 (7 in human form).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Helix Activator (with a successful Attack on a target, target gains 1 point of Impairment and mutant limbs sprout from the target, attacking the target as a mook. Requires successful attack on limbs to eradicate them. Can't be used in abomination form), Helix Rethreader (see FS2 corebook, can't be used in abomination form).

**Creature Powers:** Flight, Inevitable Comeback, Natural Weapons, Steel Hide. Only Inevitable Comeback functions while in human form, and when it activates, Sonja comes back in her abomination form.

**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

Bonechills

Bonechills are always Featured Foes. Apply the following modifiers and abilities to any Featured Foe template from Chapter 13 of the FS2 corebook.

- If no Guns Attack Value, make it 10.
- If no gun schticks, add 2.

Jef Moor, Bonechill
FEATURED FOE

**Guns**

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**Weapons:** 3 Buro 9s (10/1/3), 2 Buro Reliants (9/1/5), Landridge Cutter (11).

**Vehicle:** Sport Utility Vehicle, Security (7, 6/8, 7/10).

**Skills:** Driving 8.

**Gun Schticks:** Both Guns Blazing III, Flesh Wound.
**Bouncing Benjis**
*Mooks/Featured Foes*

Use stats for hopping vampires from Chapter 13 of the FS2 corebook, either as mooks or as Featured Foes, but add 2 Scroungetech schticks (if a Featured Foe).

---

**Buromil**
*Mooks*

These are types of mooks. They are largely differentiated by their weapons.

---

**Buromil Grunt**

Damage: 7 (unarmed), 10 (Buro 9), 13 (Buro Blue Spear, full auto).

---

**High Mobility Combat Union Trooper**

Damage: 7 (unarmed), 10 (Buro 9), 10 (Buro Blade of Truth, full auto), 7 (deathscabers, damage cannot be reduced by Toughness).

---

**Tac Ops**

Damage: 11 (Buro Avenger), 9 (2 Buro Reliants), 10 (Buro Blade of Truth, full auto).

---

**Cops**
*Mooks*

These are types of mooks.

---

**Public Order Cop**

Damage: 7 (unarmed), 9 (Buro Beat Patroller), 8 (Buro Backup Arm), 13 (Buro Crimestopper).

---

**Spud-U Pilot**

Damage: 7 (unarmed), 10 (Buro 9)

---

**Pubord SWAT Trooper**

Damage: 7 (unarmed), 9 (Buro Beat Patroller), 8 (Buro Backup Arm), 13 (Buro Crimestopper or Buro I6).

---

**Hell’s Postman**
*Mooks*

Damage: 5 (unarmed).


**Foul Spew:** The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

---

**The Blood Squid**
*Featured Foe*

**Weapons:** Tentacles (20).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Amphibious.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator, Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

---

**Inside-Out Demon**
*Featured Foe*

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
14 | 12 | 7 | 7

* -2 in human form.

Backup Attacks: Arcanowave 10, Creature 15.

**Weapons:** Unarmed (8/6 in human form).

**Brain Shredder:** The demon broadcasts overwhelming fear that can cause actual brain damage. Choose a target within 8 meters, spend 3 shots, and make a Creature attack. DV is 10, and wounds are reduced by Fortune instead of Toughness.

**Creature Schticks:** Transformation (special), Insubstantial.

**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Pulser (spend 3 shots, turns immediate area into a hostile zone for Sorcery for one keyframe).

---

**Cybertengu**
*Featured Foe*

**Martial Arts** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
SPECIAL | 13 | 6 | 8

**Weapons:** Variable Mass sword (14), unarmed (9).

**Mirroring:** The cybertengu’s Martial Arts is equal to the Martial Arts AV of its target.

**Scroungetech Schticks:** Helix Rethredder, Neural Stimulator.

---

**Flying Bladder**
*Featured Foe*

**Arcanowave/Creature** | **Def** | **Tou** | **Speed**
--- | --- | --- | ---
15 | 14 | 6 | 8

*The abomination emits either glutinous goo or slippery slime that coats the area and applies an adverse condition to which the foe is immune, granting an immunity bonus of +2. If all other characters are somehow immune, reduce Attack and Defense each by 2.*
**Weapons**: Bite (9).
**Creature Schticks**: Flight.

**Foul Spew**: The foe vomits up nauseating chunks. Spend 6 shots. Anyone within 3 meters must make a Difficulty 10 Will check or spend 6 shots throwing up themselves.

**Tracer Resin Projector**: Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.

---

### Earth Swimmer

**Featured Foe**

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<thead>
<tr>
<th>Creature</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons**: Tentacular crush (21).

**Big Bruiser**: Keels over at 50 Wound Points. -1 impairment at 40 Wound Points, -2 impairment at 45 Wound Points.

**Devour**: On a successful Creature attack, the Earth Swimmer can grab a target and shove them under its body. Before the next keyframe, the victim can spend 3 shots and make a Strength check, difficulty 15. If they succeed once, they swim away from the mouth. If they succeed three times in a row, they escape from under the Earth swimmer. If they do not succeed even once before the next keyframe, they are swallowed and die.

**Scroungetech Schticks**: Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).

---

### CDCA Security Flunkies

**Mooks**

**Damage**: 8 (Buro Backup), 13 (Buro 16).

---

### Warner Ng, Security Chief

**Featured Foe**

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<thead>
<tr>
<th>Arcanowave</th>
<th>Def</th>
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<th>Speed</th>
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**Backup Attack**: Guns 12, Martial Arts 10.

**Weapons**: Helix Activator (special/3/3), Variable Mass sword (12), Buro 9 (10/1/3), 2 Buro Backups (8/1/5).

**Helix Activator**: Spend 3 shots and make an Arcanowave attack. On a hit, the target sprouts a mutant limb that attacks every shot with Martial Arts 10 and DV 7, decreasing by 1 AV each shot. When the limb reaches Martial Arts 0, it is re-absorbed into the body. Targets gain 1 Impairment for each mutant limb.

---

### DR. MAY PANDRASIL

**Featured Foe**

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<thead>
<tr>
<th>Guns</th>
<th>Def</th>
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<th>Speed</th>
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**Weapons**: Buro Backup Arm (8/1/5), unarmed (5).

**Goo**

**Featured Foe**

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<tr>
<th>Creature/Martial Arts</th>
<th>Def</th>
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**Weapons**: Grasp and Crush While Dissolving DNA Structures (10).

**Resistances**: Strength 14.

**Soul Twist**: Spend 3 shots and make a Creature Attack. On a hit, DV is 7, and wounds are reduced by Fortune instead of Toughness. Wounds from this attack cannot be healed naturally.

**Damage Immunity**: Inimune to damage from bullets and hand-to-hand weapons (unless magic or silver) and from unarmed attacks that do not benefit from fu powers.

**Divisibility**: If a single attack deals (50/number of total goos created during the fight) Wound Points, the goo keels over. Otherwise, the goo splits into two goos.

---

### Bouncing Benjis

**Featured Foes**

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<tr>
<th>Creature</th>
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**Weapons**: Claws (11).

**Scroungetech Schticks**: Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), Neural Stimulator.

**Spirit Shield Generator**: Some of the bouncing benjis have this in place of Feedback Enhancer. As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

---

### Lieutenant Chip Chang

**Featured Foe**

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<thead>
<tr>
<th>Arcanowave/Guns/Martial Arts</th>
<th>Def</th>
<th>Tou</th>
<th>Speed</th>
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**Weapons**: Buro 9A (10/1/4), Buro 16 (13/5/1).

**Scroungetech Schticks**: Neural Stimulator.

**Tracer Resin Projector**: Spend 3 shots and make an Arcanowave attack. On a hit, the target is -2 Defense against hand-to-hand attacks by abominations and all Arcanowave attacks until the end of the fight.
**STEVE CHUNG, TRANSFORMED TIGER**

**BOSS**

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<tr>
<th>MARTIAL ARTS</th>
<th>DEF</th>
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<th>SPEED</th>
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**Backup Attack:** Guns 14.

**Weapons:** Unarmed, Buro 9, or Buro Blue Spear (highest hero DV +1).

**Resistances:** Strength 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Fu Powers:** Claw of the Tiger.

**Mark Prey:** Spend 3 shots and make a Martial Arts attack. Attack does no damage, but foe gets cumulative +1 Martial Arts against the target until the end of the fight.

**Pounce:** +3 Initiative if foe's first action is a Martial Arts attack.

**NAYIRAH CHUNG, TRANSFORMED SCORPION**

**FEATURED FOE**

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<th>GUNS</th>
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**Backup Attack:** Martial Arts 13.

**Weapons:** Buro Backup Arm (8/1/4), Buro 9 (10/1/3), Buro Avenger (11/2/5), unarmed (6).

**Fu Powers:** Dark's Soft Whisper, Friend of Darkness.

**Sting:** As an interrupt after making a successful Martial Arts attack, sting target. Target takes 3 Wound Points each time they fail an attack until the end of the fight. Usable once per hero.

**Surprise:** +3 Initiative if foe's first action is a Martial Arts attack.

**CHOW YEN LI, SORCEROUS BON VIVANT**

**BOSS**

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<tr>
<th>SORCERY</th>
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**Backup Attack:** Guns 9.

**Weapons:** Blast, Desert Eagle .50, or Auto-Ordnance Pit Bull (highest hero DV +1).

**Resistances:** Notice 9.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (Fire, Lightning, and Conjure Chainsaws), Flight.

**MONKS OF BOUNDLESS CONTEMPLATION**

**MOOKS**

**LUMPY MCHUMPY, AKA CAMILLA, ABOMINATION SERVANT OF THE ICE QUEEN**

**FEATURED FOE**

<table>
<thead>
<tr>
<th>ARCANOWAVE/CREATURE/GUNS/MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
<th>SPEED</th>
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**Weapons:** Bite (12), unarmed (13), Helix Ripper (15/7/—), Buro 9 (10/1/3), Buro Blue Flag (13/4/1).

**360° Vision:** Sees in all directions simultaneously.

**Creature Schticks:** Flight, Regeneration I, Transformation.

**JILL "MOCKINGBIRD" MOKHIBER, JAMMER PILOT**

**FEATURED FOE**

<table>
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<tr>
<th>GUNS</th>
<th>DEF</th>
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**Backup Attack:** Martial Arts 9.

**Weapons:** Unarmed (9), Landridge Cutter (12), Heckler & Koch MP5 (10/5/1), Glock 18 (10/2/1), grenades (9 within 3 feet, 20 at point-blank).

**Vehicle:** Helicopter (6, 7/8, 5/7).

**Skills:** Driving 16.

**THUNDERHAWKS**

**MOOKS**

These are types of mooks. They are largely differentiated by their weapons.

**THUNDERHAWK INFANTRYPERSONS**

**Damage:** 7 (unarmed), 13 (Buro 16), 8 (Buro Backup Arm).

**THUNDERHAWK MARKSPERSONS**

**Damage:** 6 (unarmed), 13 (Buro 16), 14 (Hellharrower emplacement).

**SERGEANTS**

**Damage:** 7 (unarmed), 10 (Buro 9A).
BIG DUMB REX
FEATURED FOE

<table>
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<tr>
<th>GUNS/MARTIAL ARTS</th>
<th>DEF</th>
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<th>SPEED</th>
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</table>

**Weapons:** Unarmed (14), Buro Hellharrower (14/8/2).
**Resistances:** Strength 16.
**Creature Schticks:** Flight.
**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe).
**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

COLONEL DJIBRIL
FEATURED FOE

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<tr>
<th>GUNS/MARTIAL ARTS</th>
<th>DEF</th>
<th>TOU</th>
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**Weapons:** Unarmed (7), Buro Backup Arm (8/1/5), Buro 9 (10/1/3).
**Gun Schticks:** Eagle Eye.
**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
**Spirit Shield Generator:** As an interrupt, gain +4 toughness against Guns attacks. Can be used a number of times per fight equal to the number of heroes.

BURO WEAPONS

<table>
<thead>
<tr>
<th>ATTACK/WEAPON TYPE</th>
<th>DAMAGE VALUE</th>
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</thead>
<tbody>
<tr>
<td>Buro Backup Arm</td>
<td>8/1/5</td>
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<tr>
<td>Buro Beat Patroller</td>
<td>9/1/4</td>
</tr>
<tr>
<td>Buro 9</td>
<td>10/1/3</td>
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<tr>
<td>Buro Avenger</td>
<td>11/2/5</td>
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<tr>
<td>Buro Godhammer</td>
<td>12/4/5</td>
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<tr>
<td>Buro Crimestopper</td>
<td>13/5/4</td>
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<tr>
<td>Buro Blade of Truth</td>
<td>10/3/1</td>
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<tr>
<td>Buro Blue Flag</td>
<td>13 /4/1</td>
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<tr>
<td>Buro 16</td>
<td>13 /5/1</td>
</tr>
<tr>
<td>Buro Blue Spear</td>
<td>13 /6/1</td>
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<tr>
<td>Buro Hellharrower</td>
<td>14 /8/2</td>
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</table>

- +1 to attacks vs. mooks.
- +2 to attacks vs. mooks.

SCIENTISTS
MOOKS

**MOOKS**

**Damage:** 5 (unarmed).

**SOLDIERS**
MOOKS

**Damage:** 7 (Unarmed), 13 (Buro 16), 8 (Buro Backup Arm).
**Note:** Zero-g is an adverse condition with an immunity bonus of +1. These soldiers are zero-g trained and are immune to the adverse condition.

**COMMANDOS**
MOOKS

**Damage:** 8 (unarmed), 12 (Landridge Cutter), 3 (Death Saber, damage cannot be reduced by Toughness).

EDNA RAMIREZ, COMMANDO LEADER
BOSS

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<th>MARTIAL ARTS</th>
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**Backup Attack:** Arcanowave 15, Guns 10.
**Weapons:** Landridge Cutter or Helix Ripper (highest hero DV +1), Death Saber (3, damage cannot be reduced by Toughness), unarmed (8).
**Vehicle:** Shuttle (8, 8/10, 5/7).
**Skills:** Drive Shuttle 15.
**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
**Scroungetech Schticks:** Feedback Enhancer (causes a Sorcery backlash upon any opponent who targets a spell on foe), GateMaker (opens a temporary Netherworld portal on a Difficulty 10 Arcanowave check).
**Temporal Perception Suppressor:** Spend 1 shot and make an Arcanowave attack. On a hit, foe spends X more shots. Both foe and target are immobile for those X shots.

LAYERNE ONIONS
FEATURED FOE

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<th>MARTIAL ARTS</th>
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**Backup Attack:** Arcanowave 13.
**Weapons:** Acid Blast (10), Unarmed (10), Helix Ripper (15/7/6).
**Damage Immunity:** Immune to damage from bullets that are not magic or silver.
**Scroungetech Schticks:** Neural Stimulator.
**THORN OF THE LOTUS**

**XIA TAIN YU, ELDER EUNUCH**

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<th>SORCERY</th>
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**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (Acid, Disease, Disintegration, Transmutation).

**Plague Bearer, Demonic Punisher**

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<th>CREATURE</th>
<th>DEF</th>
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**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Disease Blast:** Wounds dealt by foe’s blast cannot be healed normally. Anyone touching a victim of this Blast must make a Constitution check against Difficulty 10 or take damage as if hit by the Blast.

**Gao Zhang, Center of the Lotus**

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**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (All), De-Attunement, Far Lift, Flight.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Eyes of the Past, Far Lift.

**Shi Zi Hui, Petal of the Desert**

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<th>MARTIAL ARTS</th>
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**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Tactical Genius:** Spend 1 shot; until the foe goes down, mooks gain +2 attack.

**Hu Lei, Sorcerer of the Ten Thousand Eyes**

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**Weapons:** Far Lifted object (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Empress Jui Szu**

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<th>GUNS</th>
<th>DEF</th>
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**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Backup Attack:** Guns 10.

**Order of the Empress, Loyal Henchmen**

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**Weapons:** Bow (7/5/—).

**Hu Lei, Sorcerer of the Ten Thousand Eyes**

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**Weapons:** Far Lifted object (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.
Bone Drinker, minor demonic infiltrator

**Backup Attack:** Martial Arts 14.

**Weapons:** Transmutation Blast (highest hero DV +1), claws (5).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Blindspot:** Anyone looking specifically for the foe must make a Notice check against the foe’s Creature AV. Otherwise, people simply ignore the foe and subconsciously maneuver around them.

**Voice Mimicry:** The foe can sound like anyone they’ve spent time studying.

Meng Jen

**Martial Arts**

---

**Meng Jen**

**BOSS**

**Martial Arts Def Tou**

---

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Blindspot:** Anyone looking specifically for the foe must make a Notice check against the foe’s Creature AV. Otherwise, people simply ignore the foe and subconsciously maneuver around them.

**Voice Mimicry:** The foe can sound like anyone they’ve spent time studying.

The Old Man, Eunuch Scholar

**Martial Arts**

---

**Backup Attack:** Sorcery 20.

**Weapons:** Staff (12).

Arygh, Hsiung-Nu Chief

**Guns**

---

**Backup Attack:** Sorcery 20.

**Weapons:** Sword or bow (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (conjured weapons, disease, fire, object overload).

Penny Bane, Contemporary Lotus Mastermind

**Martial Arts**

---

**Backup Attack:** Sorcery 20.

**Weapons:** Blast (12), unarmed (6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (conjured weapons, disease, fire, object overload).

Bob, weird hippy freak

**Noncombatent**

**It says right there:** Bob cannot take any action that directly harms a living creature. He’s no good in a fight, so what stats do you want?
**POPCORN DEMONS.**

**Mooks**

**Damage:** 7 (claws).

**Blaze of Glory:** When the foe dies, they explode, dealing 25 Smackdown to anyone within 1 meter or 10 Smackdown within 10 meters. The GM should ask the player if they kill the foe or knock them out.

**Hard to Kill:** If a hero knocks the foe out, note the Outcome. Foe wakes up after that many sequences. The GM should always ask the player if they kill the foe or knock them out.

**HORNED DEMON X-125-A**

**Boss**

**Arcanowave** | **Def** | **Tou** | **Speed**
---|---|---|---
16 | 15 | 10 | 8

**Backup Attack:** Creature 14, Guns 12, Martial Arts 12.

**Weapons:** Helix Ripper or claws (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Regeneration I.

**Burning Blood:** Heroes making successful unarmed attacks against foe take 2 Wound Points per attack.

**TIM GUNNER,**

**Sorcerous Pyromancer**

**Featured Foe**

**Sorcery** | **Def** | **Tou** | **Speed**
---|---|---|---
14 | 12 | 5 | 6

**Backup Attack:** Guns 13, Martial Arts 12.

**Weapons:** Fire Blast or Lightning Blast (16), unarmed (6).

**Blown Clear:** As an interrupt when caught in an explosion, spend 1 shot and make a Martial Arts check at +5. Subtract foe’s Action Result from the explosion’s damage.

**VASSALS**

**Mooks**

**Damage:** 9 (sword).

**HOI MAO QIAN, FIRE THORN**

**Boss**

**Sorcery** | **Def** | **Tou** | **Speed**
---|---|---|---
17 | 15 | 7 | 7

**Weapons:** Blast (highest hero DV +1), unarmed (4).

**Resistances:** Detective 8.

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Sorcery Schticks:** Blast (chi, disease, fire, ice, transmutation), Flight, Remote Manipulation.

**TWO OX, BOUND DEMON**

**Featured Foe**

**Martial Arts** | **Def** | **Tou** | **Speed**
---|---|---|---
12 | 13 | 9 | 8

**Backup Attack:** Creature 15.

**Weapons:** Sword (14).

**Resistances:** Strength 14.

**Damage Immunity:** Immune to damage from bullets that are not magic.

**Creature Schticks:** Insubstantial, Regeneration II.

**SHEN CHANG, EXILED GOD**

**Uber-Boss**

**Martial Arts** | **Def** | **Tou** | **Speed**
---|---|---|---
26 | 16 | 9 | 9

**Weapons:** Staff or unarmed (highest hero DV +1).

**Resistances:** Strength 16.

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

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Creature Schticks:** Regeneration IV.

**Will Not Die:** Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**HUI XUE, DROWNED GHOST**

**Featured Foe**

**Creature** | **Def** | **Tou** | **Speed**
---|---|---|---
14 | 13 | 6 | 8

**Weapons:** Lightning Blast (8).
Body Borrow: Foe can possess a living being. Spend 3 shots and make a Creature check against the target’s Will AV. On a success, the foe controls the victim until the next keyframe.

Creature Schticks: Insubstantial, Regeneration I.

Domination: The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Bowl Bird, Inanimate Spirit**

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<tr>
<th>CREATURE/ MARTIAL ARTS</th>
<th>DEF</th>
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<th>SPEED</th>
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Weapons: Talons (9).

Blood Drain: On a successful Martial Arts attack, foe can make a Creature check against a difficulty equal to the target’s Fortune. On a success, the Martial Arts attack deals no damage, but the victim loses one unspent Fortune point.

Creature Schticks: Flight.

**Two Axes**

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<th>MARTIAL ARTS</th>
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Weapons: Sword (highest hero DV +1).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Creature Schticks: Regeneration I.

Will Not Die: Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Medkit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

Sorcery Schticks: Blast (acid, chi, fire, lightning, magical disruption), Far Lift, Flight.

**Deng Mei**

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<th>SORCERY</th>
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Backup Attack: Martial Arts 15.

Weapons: Unarmed (highest hero DV +1), Blast (8).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Will Not Die: Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Misfortune’s Daughter**

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Weapons: Claws (highest hero DV +1).

Skills: Intimidation 12.

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Corpse Fu: As an interrupt when foe attacks a target for the first time, make an Intimidation check against target’s Will. On a success, subtract Outcome from target’s next shot. Only works the first time a target faces Corpse Fu.

Creature Schticks: Regeneration IV.

Will Not Die: Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

**Deng Mei**

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Backup Attack: Creature 16.

Weapons: FireBlast (highest hero DV +1), unarmed (9).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Misfortune’s Hands, Bandits**

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<th>MARTIAL ARTS</th>
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Damage: 5 (unarmed).

**Kuei Chih**

While Kuei Chih controls the shared body, he is a noncombatant. As long as the spirit possesses him, Kuei Chih cannot die.

**Thunder Under Mountains**

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<th>MARTIAL ARTS</th>
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Backup Attack: Creature 16.

Weapons: FireBlast (highest hero DV +1), unarm (9).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Conditional Escalation: Foe gets +1 Toughness until the end of the fight for every 10 full Wound Points it takes.
Creature Schticks: Regeneration III.
Will Not Die: Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

Backup Attack: Martial Arts 16, Sorcery 14.
Weapons: Chi Blast or sword (highest hero DV +1).
Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.
Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.
Damage Transfer: Spend 3 shots and make a Creature attack. On a hit, remove Outcome + 5 Wound Points from foe and transfer them to the target, up to a maximum of foe’s current Wound Points.
Medkit: Spend 3 shots to remove 7 Wound Points from a boss or featured foe.
Will Not Die: Foe does not keel over ever. It takes 1 Impairment at 10 Wound Points and another 1 Impairment every 5 Wound Points thereafter. Whenever it takes Wound Points, foe must make a Constitution check against Difficulty 10 + current Impairment or fall unconscious.

Backup Attack: Martial Arts 7.
Weapons: Unarmed (6).
Protected by Ancestor Spirits: As an interrupt when foe is attacked, spend 1 shot and make a Sorcery check at +2 against the attack’s Action Result. On a success, the attack’s damage is nullified.
### Jade Fox of Heaven

**Boss**

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<tr>
<th>MARTIAL ARTS/SORCERY</th>
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**Weapons:** Lightning Blast (highest hero DV +1), unarmed (6).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Disarm:** The foe’s first successful hit against a hero each fight disarms that hero.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Medikit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (lightning), De-Attunement.

### Si Tso

**Featured Foe**

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<th>MARTIAL ARTS</th>
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**Weapons:** Unarmed (9).

**Creature Schticks:** Flight, Regeneration II.

### Ghostly Warder

**Featured Foe**

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**Weapons:** Unarmed (8).

**Creature Schticks:** Flight, Insubstantial.

**Damage Immunity:** Immune to damage from bullets and hand-to-hand weapons that are not magic or silver.

### Five Pains, Demonic Manipulator

**Boss**

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<th>MARTIAL ARTS</th>
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**Backup Attack:** Creature 18.

**Weapons:** Unarmed (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Body Borrow:** Foe can possess a living being. Spend 3 shots and make a Creature check against the target’s Will AV. On a success, the foe controls the victim until the next keyframe.

**Creature Schticks:** Flight, Insubstantial, Regeneration II.

**Punch Passages:** Foe can punch portals directly from one juncture to another that do not pass through the tunnels of the Netherworld. Creating a portal costs 3 shots.

### Mang Ri, Renegade Eunuch Sorcerer

**Boss**

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**Weapons:** Blast (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Domination:** The foe spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots, and chooses the target of the hero’s next attack.

**Medikit:** Spend 3 shots to remove 7 Wound Points from a boss or featured foe.

**Sorcery Schticks:** Blast (fire, conjured weapon, transmutation, lightning), Far Lift, Flight.

### Greg Osborne, Possessed, Unemployed Mailman

**Featured Foe**

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<tr>
<th>GUNS</th>
<th>DEF</th>
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**Weapons:** 12-gauge shotgun (13/5/4).

**Gun Schticks:** Hair-Trigger Neck Hairs, Lightning Reload III.

### Generic Bystanders

**Noncombatents**

These are noncombatants and should be protected. They can stampede when frightened. Any hero caught in the stamped must make a Martial Arts check against Difficulty 8 or be knocked down, losing their remaining shots in the sequence. If their Outcome is less than 5, they also take 8 Smackdown.

### First Round, Volleyball Players

**Mooks**

<table>
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<tr>
<th>ATTACK</th>
<th>DEFENSE</th>
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**Damage:** 5 (unarmed).

**Competition:** At the beginning of each sequence, increase Speed by +1 and Attack by +2.

**MARSHA THOMPSON, SECRETARY AND POSSESSED NRA GUN BUFF**

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<tr>
<th>Guns</th>
<th>DEF</th>
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**Weapons:** M14 (13/5/2).

**Gun Schticks:** Eagle Eye, Lightning Reload II.

**BILLY-BOB, POSSESSED REDNECK**

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<th>Guns</th>
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**Weapons:** Hoss the Truck (20), Colt King Cobra (11/3/5).

**Vehicle:** Hoss the Truck (6, 6/8, 8/13).

**Skills:** Drive 8.

**BABY GANGSTAS, YUPPIE REBELS**

**Damage:** 8 (pistol).

**Benjamin Franklin Smith, Transformed Fox**

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<tr>
<th>Guns</th>
<th>DEF</th>
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**Backup Attack:** Martial Arts 13.

**Weapons:** Colt 1911A (10/2/4).

**Resistances:** Police 12.

**Swindle:** Spend 1 shot and make a Martia Arts attack. On a hit, foe can use one creature schtick of fu power possessed by the target on their next action. Foe ignores Magic costs for the swindled schtick.

**Transformed Animal Schticks:** Embezzle.

**MEN IN BLACK, ELITE MOOKS**

**Damage:** 10 (pistol).

**Relentless Reality:** All schticks have -2 AV when used against the Men in Black.

**POLICE AND MUSEUM GUARDS, LEGALLY EMPLOYED MOOKS**

**MONGOLS, MAGICALLY CONTROLLED MOOKS**

**Damage:** 10 (Uzi).

**Vehicle:** Motorcycle (8, 8/10, 0/0).

**Skills:** Driving 10.

**MANG’RI’S GUARDS, ANCIENT MOOKS**

**Damage:** 7 (bow), 9 (sword).

**CAPTAIN MA YI, LOTUS YASSAL**

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<tr>
<th>Martial Arts</th>
<th>DEF</th>
<th>TOU</th>
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**Backup Attack:** Guns 12.

**Weapons:** Unarmed (7).

**AVERAGE IMPERIAL SOLDIER, MOOKS**

**Damage:** 10 (spear).

**FIRE THORN KU QIAO, LOTUS SORCERER**

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<thead>
<tr>
<th>Sorcery</th>
<th>DEF</th>
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**Weapons:** Acid, Fire, or Ice Blast (8).

**BLOOD OF FLAMES, FIRE DEMON**

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<th>Martial Arts</th>
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**Weapons:** Fire Blast or sword (highest hero DV +1).

**Auto Re-Arm:** Swap, replace, or pick up weapons at a shot cost of 0.

**Back to the Wall:** If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

**Burning Blood:** Heroes making successful unarmored attacks against foe take 2 Wound Points per attack.

**Creature Schticks:** Regeneration II.
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Publisher: John Nephew

Thanks to: Robin D. Laws, Jeff Tidball, and Legions of Playtesters and Kickstarter Backers

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