

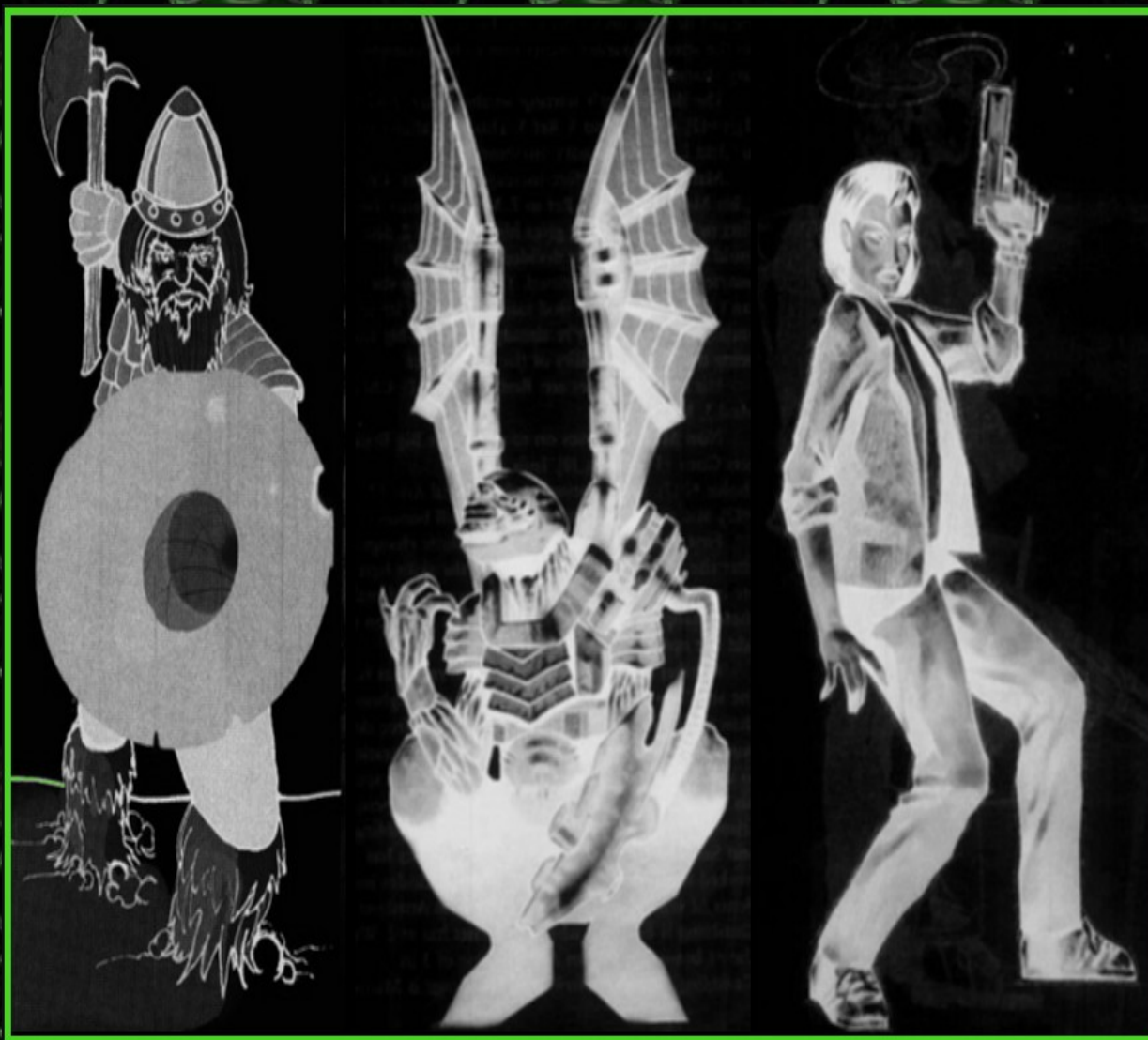
FREE SUPPLEMENT

FENG SHUI

Action Movie Roleplaying

THE DRAGON'S HEIRS

A Summary of the 59 Official Character Types



Jason Patterson
Julius "Jay" Wollfarth Jr.





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A Summary of the 59 Official Character Types

A Free Supplement for
Atlas Games' *Feng Shui* Roleplaying Game

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Credits

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- Jason Patterson, Dec 2010

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SUMMARY/PROFILE EXPLANATION

Each Type has statistics and information that, when put together, allows a player to create a unique character using and modifying the template as indicated.

Ex-Special Forces				
		Juncture any		
		<i>"So after the charges go off and blow up the oil tank, I'll come in on the chopper hanging from the rope ladder and take care of the dozen or so guards on the terrace."</i>		
Veteran of extensive military training and former member of an elite force trained in counter-terrorism, hostage rescue and sabotage missions.				
Attributes		Primary Bonus		
Primary	Secondary	6		
BOD	5	Fu	=4	5 max to any one
CHI	0			Secondary Bonus
MIND	5			
REF	5			
Skills		SB	Bas	Mx
Driving		+7	Dex	=12
Guns		+9	Dex	=14
Info/Anti-Terrorism		+5	Int	
Martial Arts		+5	Ag	=10
Free Skill Bonus		3		
May swap Guns for/with Martial Arts				
Notes				
Schticks	5 Gun or 3 Fu or 4 Gun and 1 Fu			
Weapons	5			
Quick Picks	Gun Schticks: Carnival of Carnage x2, Eagle Eye 2, Lightning Reload Weapons: 69: dagger, throwing stars, sword, bow, nunchakus, 1850: dagger, throwing stars, sword, and ball rifle, Cntp: dagger, Glock 17, HK MP5, M16 2056: dagger, Buro 9A, Buro Godhammer, Buro Blade of Truth, Buro Blue Spear			
Wealth	Poor			
Credit	Atlas Games' Feng Shui Core Rules			

1. Character Type. Alternately known as an Archetype or just Type for short, this is the template used to build a character.

2. Juncture. Any, 69, Nether-world, 1850, Contemporary, 2056. This is the era or juncture in time the Type is most commonly found. Players should not play out of juncture/ inappropriate characters unless an adventure involves time travel. The GM should work with players to make sure they create characters that will work with the adventure he plans to run.

3. Quote. A typical quote that someone of this Character Type would say, reflecting the general style or personality.

4. Summary. Type descriptions from official sourcebooks and some fan works are fairly long and in-depth, and while that's good for the sake of roleplay, for a general work of a master list summarizing all of the known Feng Shui Types, it just isn't feasible to include each Type's full text, so we settled on a brief sentence or so, hopefully the most relevant and descriptive.

5. Primary Attributes. Body, Chi, Mind and Reflexes, range in value from 0 to 15, 5 being average and 10 being normal human maximum.

An Attribute preceded by an = indicates it begins at its maximum value and cannot be raised above this during character creation (but may later).

6. Secondary Attributes. Special starting values for a few Secondary Attributes, which otherwise follow the rule of "equal to parent Primary Attribute" (so if you have a Body of 5, all your Secondary Attributes will also be 5 unless otherwise specified). The = applies the same here as for Primary Attributes.

BODY: overall physique and health

- **Move** - how fast you can run/move
- **Strength** - lifting and hitting things
- **Constitution** - resist pain, shock, disease and poisons
- **Toughness** - how much injury can be easily taken before impairment

CHI: general attunement with the Earth's mystical life force - this rarely goes above 0 for most people

- **Fortune** - luck, how much Chi energy "likes" him/her
- **Kung Fu** - inner power for mystical Fu schticks
- **Magic** - potential to perform and resist magical spells

MIND: mental and interpersonal abilities

- **Charisma** - personal magnetism, charm or presence
- **Intelligence** - memory, logical clear thinking/expression
- **Perception** - powers of observation/ deduction, alert
- **Will** - self-confidence, determination, resistance, Emotional IQ

REFLEXES: gross and fine coordination precision

- **Agility** - gross motor skill aptitude of the entire body
- **Dexterity** - fine motor skills, hand-eye coordination
- **Speed** - reaction/response time/rate to external stimuli

7. Primary Attribute Bonus. The total number of bonuses or points which may be distributed *between the 4 main Attribute scores only* (not Secondary Attributes), to raise them at a "point per point or +1" basis. No Primary or Secondary Attribute score for any character may ever exceed 15.

A slash and then a number smaller than the first number here **(6/5)** means no more than that many points can be added to any one score, out of the bonus points given.

A slash and a larger number **(6/13)** means no score's total can be raised above this total, even if enough bonus points were given to do so.

8. Secondary Attribute Bonus. Same as Primary Attribute Bonus above, but may be spent *only on Secondary Attributes*, but follows the same rules otherwise.

9. Skills and Individual Skill Bonuses. The basic “skill level” the character possesses in the skill. These usually range from +1 to +10, with 4-6 being average for most people. **SB** is the actual bonus, **Bas** is the Secondary Attribute which governs the skill, that you use for the base rating for the skill, and **Mx** is the maximum value the skill is allowed to equal at character creation - it cannot exceed this number, initially (but can after the character has played a session). An = sign here indicates the skill already begins at this value, otherwise the player needs to be sure that his adding bonuses to a skill doesn't bring his total AV above this. Skills with no Mx have no limits to their starting values.

10. Skill Bonuses. Total free Skill Bonus Points the player may “spend” to improve his character's abilities. The total number of bonus points which may be distributed between all the character's beginning skill values (the individual Skill Bonuses), to raise them at a “1 point per +1” basis. No Skill Bonus for any character may ever exceed 30.

11. Notes. Some Types have limitations, options and other information that is relevant to play.

12. Schticks. Special abilities or specialties with which the character starts; may be Unique schticks or ones which a player chooses from the book (Fu, Gun, Sorcery, etc).

13. Number of Starting Weapons. Usually 1 to 5, depending on the Type, though some start with no weapon in particular. Also, usually there is no division between melee, thrown or guns, but a few Types start with only a certain type of weapon (melee, gun, ranged). *Characters who start with no weapon can obtain them, especially simpler ones such as staves or simple handguns.*

14. Quick ("Schtick") Picks. Simple suggested examples.

15. Wealth Level. *Rich, Working Stiff* and *Poor*. This is an abstracted way of dealing with money and “buying equipment”, to reduce bookkeeping. Most people with “normal jobs” are Working Stiffs, from full time fast food employees to police detectives, while Poor is anyone under that. Rich characters rarely worry about expenses.

16. Credit. This is the person who designed or created the Character Type, or in the case of official material, the sourcebook in which the full Type can be found.

GENERAL NOTES

Core Rules - These Types came from the standard Atlas release of the core rules of Feng Shui, and include the basic 26 Types from Abomination to Transformed Animal.

Terminology: Some of the Unique Schticks and Limitations listed below are not given official names by Atlas Games or Robin D. Laws, but are provided by me, the author, solely for the sake of reference within this document, so you will not likely find them referenced by these names in any other official or fan work, so are not presented as “recognized”.

Scope of this Document: Although there are further non-Unique Schticks, such as Stat, Driving, Hardware, Synch, further Transformed Animal, Sorcery, Gun, Fu and others, for practical reasons, I've limited this document to mostly covering and reproducing the basics of each of the official Atlas Character Types and their referenced Unique Schticks and mentions of other schticks, but not redefining those non-Uniques.

Sourcebooks and Abbreviations Referenced: The following sourcebooks, abbreviated in the Table of Contents, are official commercial Atlas Games products for Feng Shui, and include full write-ups for the other non-core Types summarized in this document - these listings are current as of December 2010.

Back For Seconds (BFS) **contains useful non-Type info, and was published by Daedauls Press, previous Feng Shui edition publisher*

Blood of the Valiant (BV)

Feng Shui Core Rules (CR)

Friends of the Dragon (FD)

Glimpse of the Abyss (GA)

Golden Comeback (GC)


Gorilla Warfare (GW)


Seal of the Wheel (SW)


Seed of the New Flesh (SNF)

Thorns of the Lotus (TL)

Profile Summaries

\$10,000 Man				
		Juncture		
		2056, Netherworld		
		"Don't laugh. It's paid for."		
A cut-rate rebuilt man, based on the principle of "We can rebuild him - we have the technology... the money, however, is another matter..."				
Attributes		Primary Bonus		
Primary	Secondary			
BOD	5			
CHI	0		Secondary Bonus	
MND	5		4	
REF	5			
Skills		SB	Bas	Mx
Martial Arts		+5	Agl	13
Driving		+5	Dex	13
Guns		+9	Dex	=14
Info/choice		+4	Int	
Free Skill Bonus		6		
Notes	Limitation: Medicine 2056			
Schticks	2 Hardware and 3 Gun			
Weapons	2			
Unique Schticks				
Quick Picks	Hardware: Targeting Computer, Adrenal Enhancement Gun: Slo Mo Vengeance x2, Signature Weapon Weapons: Buro Godhammer, Buro Blue Spear			
Wealth	Poor			
Credit	Gorilla Warfare sourcebook			

Abomination					
	Juncture				
	2056				
	"I may be a... monster... but I am no more... monstrous... than those who... made me..."				
Supernatural Creature captured from its original juncture of 69 by Architect Monster Hunters and altered via cybernetic and Arcanowave technology.					
Attributes			Primary Bonus		
Primary	Secondary		+5, +1		
BOD	5	Cha	1	Secondary Bonus	
CHI	=0				
MND	3				
REF	5				
Skills			SB	Bas	Mx
Arcanowave Device			+5	Mag	=13
Creature Powers			+5	Mag	=13
Guns			+5	Dex	13
Martial Arts			+5	Agl	13
choice of one skill			+3		
Free Skill Bonus		+2 to any but Info skill			
Notes	Limitation: Medicine 2056				
Schticks	3 Arcanowave				
	2 Creature Powers				
Weapons	none				
Unique Schticks					
Quick Picks	Feedback Enhancer				
	Helix Rethreader				
	Wave Suppressor				
	Armor				
	Transformation				
Wealth	Poor				
Credit	Atlas Games' Feng Shui Core Rules				

Archer						
		Juncture				
		AD 69				
		"I just need one shot."				
Originally a hired guard, assassin or monk, you've elevated your skill with a bow into an art form, and you use that talent for a noble cause you believe in.						
Attributes				Primary Bonus		
Primary		Secondary		+1, +1		
BOD	5					
CHI	0					
MND	5					
REF	6					
Skills				SB	Bas	Mx
Guns				+9	Dex	=15
Info/choice				+2	Int	
Martial Arts				+4	Agl	13
Free Skill Bonus				5		
Notes	Limitation: Eschew: Guns					
Schticks	Signature Weapon: Bow 4 more Gun Schticks					
Weapons	1 bow or crossbow					
Unique Schticks	Flurry of Arrows					
Quick Picks						
Wealth	Working Stiff					
Credit	Thorns of the Lotus sourcebook					

The Dragon's Heirs

Athlete



Juncture
any

"Yo, Adrian! I'ma go in dere and win one for... uh... you know, dat one guy."

For some athletes, sport is a metaphor for vital virtues on and off the field: effort, discipline, team-work and a never-say-die spirit.

Attributes		Attribute Bonus
Primary		
BOD	7	Max for all Secondary Attributes is 12. +5 to a Secondary Attrib. of Bod or Ref. Divide 4 pts among any other Sec. Attributes.
CHI	2	
MND	5	
REF	7	

Skills	SB	Bas	Mx
Guns	+1	Dex	10
Martial Arts	+5	Agl	13
Leadership	+3	Cha	
Seduction	+1	Cha	
Intimidation	+3	Cha	
Info/Sports	+5	Int	
Driving	+1	Dex	

Free Skill Bonus 4

Notes May swap Guns for/with Martial Arts

Schicks 2 Stat Schicks for eligible stat

Weapons 1

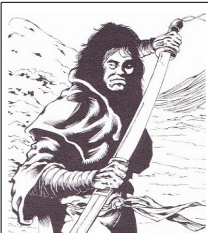
Unique Schicks

Quick Picks Stats: Me First, Shattering Blow
Weapon: 69: Boken (as club)
1850: Cricket Bat (as club)
Cont: steel briefcase of stock options (as club)
2056: hockey stick (as club)

Wealth Poor but happy

Credit Golden Comeback sourcebook

Bandit



Juncture
AD 69

"If it makes you feel any better, just consider this a breathing tax."

Abandoned by society, you turned your back in kind, learned to hide, steal and kill to survive, yet you're drawn back, fighting for a greater good.

Attributes		Primary Bonus
Primary	Secondary	
BOD	6	+2, +2
CHI	0	
MND	5	Secondary Bonus
REF	5	

Skills	SB	Bas	Mx
Martial Arts	+4	Agl	13
Guns	+2	Dex	12
Deceit	+2	Cha	
Intrusion	+2	Agl	
Leadership	+2	Cha	
Info/Previous Occupation	+4	Int	

Free Skill Bonus 5

Notes Choose a previous occupation for your Info skill (Baker, etc.)

Schicks 2 Gun

Weapons 5

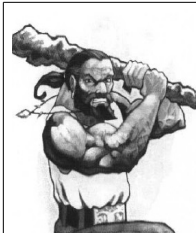
Unique Schicks Lead Mooks

Quick Picks

Wealth Rich

Credit Thorns of the Lotus sourcebook

Big Bruiser



Juncture
any

"Was that supposed to hurt or something?"

You fight well because you are very big and very strong. You can take much more punishment than the average opponent.

Attributes		Primary Bonus
Primary	Secondary	
BOD	=11	+2
CHI	0	
MND	5	Secondary Bonus
REF	5	

Skills	SB	Bas	Mx
Guns	+3	Dex	10
Info/choice	+2	Int	
Intimidation	+4	Cha	
Martial Arts	+7	Agl	=12

Free Skill Bonus 6

Notes

Schicks

Weapons 3

Unique Schicks Ich Bin Ein Bruiser*

Quick Picks 69: really big sword, club, bow
1850: really big sword, club, rifle
Cntp: baseball bat, Colt King Cobra, Bernadelli shotgun
2056: club, Buro Beat Patroller or Crimestopper

Wealth Poor

Credit Atlas Games' Feng Shui Core Rules

Profile Summaries

Bodyguard



Juncture

any

"Get down! Now!"

You're a "Personal Protection Specialist." It's your job to get your client from point A to point C while avoiding the bad guy at point B.

Attributes		Primary Bonus	
Primary	Secondary	6 / 3	
BOD	5	Tgh	6
CHI	0	For	1
MND	5	Per	7
REF	5	Secondary Bonus	

Skills	SB	Bas	Mx
Driving	+6	Dex	13
Guns	+8	Dex	=13
Info/Celebrities	+7	Int	=12
Leadership	+1	Cha	10
Martial Arts	+6	Agl	=11

Free Skill Bonus 4

May swap Guns for/with Martial Arts

Notes

Schicks 3 Gun or 1 Gun and 2 Driving

Weapons

2

Unique Schicks Take the Bullet

Quick Picks

Gun: Fast Draw x2, Hair Trigger Neck Hairs
Weapons: 69: Bow, sword
1850: sword, Colt revolver
Cntp: H&K P7, Micro Uzi
2056: Buro 9, Buro Blade of Truth

Wealth

Working Stiff

Credit

Seal of the Wheel sourcebook

Bounty Hunter



Juncture

69, 1850, Contemp.

"The poster said dead or alive. Right now, I'm leaning towards alive. You don't want me to change my mind."

You're just fine with quarry putting up a struggle. You're able to think like those you hunt; no one can hide forever. They can run, but just die tired.

Attributes		Primary Bonus	
Primary	Secondary	5	
BOD	5	Per	8
CHI	0	Secondary Bonus	
MND	5		
REF	5		

Skills	SB	Bas	Mx
Detective	+4	Per	14
Driving	+5	Dex	12
Guns	+8	Dex	=13
Info/Criminal World	+6	Int	=11
Intrusion	+6	Agl	13
Martial Arts	+6	Agl	=11

Free Skill Bonus 6

May swap Guns for/with Martial Arts

Notes

Schicks 2 Gun

Weapons

2

Unique Schicks Hunter's Instinct

Quick Picks

Gun: Hair Trigger Neck Hairs, Signature Weapon
Weapons: 69: bow, sword
1850: knife, Cole Revolving Rifle
Cntp: knife, Mossberg Special Purpose shotgun

Wealth

Working Stiff

Credit

Seal of the Wheel sourcebook

Consumer on the Brink



Juncture

Contemporary, 2056

"Can't you just leave me alone? Just for one damn minute? I'm just, just, just trying to have a normal life here, just trying to get by and mind my own business!"

You really, really try to keep your cool. For a long time, you've been successful. Maybe too long. The next guy who bugs you is really going to get it.

Attributes		Primary Bonus	
Primary	Secondary	5 / 3	
BOD	5		
CHI	0	Secondary Bonus	
MND	5		
REF	5		

Skills	SB	Bas	Mx
Guns	+1	Dex	10
Martial Arts	+2	Agl	11
Info/Meditation+Relax.	+3	Int	
Intimidation	+3	Cha	

Free Skill Bonus 6 (skill max 15)

May swap Guns for/with Martial Arts

Notes

Schicks 2 Gun

Weapons

Cntp: 1 gun or 1 melee weapon
2056: 1 melee weapon

Unique Schicks Irritant
Adrenaline
Mean Streak

Quick Picks

Weapon: lead pipe

Wealth

Working Stiff

Credit

Seed of the New Flesh sourcebook

The Dragon's Heirs

Criminal Mastermind



Juncture

2056

"Bwah ha ha ha! You Public Order fools are no match for ... Doctor Diabolos! When I've trampled your pathetic Buro beneath my heel, I shall rule the world!"

You're not cruel in your heart - all the sadists and vicious psychos joined Public Order. You just hate the Buro, the System and their repressive laws.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Fu =4	4/2
CHI 0		Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Martial Arts	+9	Agl	=14
Guns	+5	Dex	=10
Info/2056 Crim. Undergrd.	+5	Int	
Leadership	+5	Cha	
Intrusion	+2	Agl	
Intimidation	+3	Cha	

Free Skill Bonus 2

Notes May swap Guns for/with Martial Arts
Limitation: Slave to the Cheese

Schticks 4 Gun or 2 Fu or 2 Gun and 1 Fu

Weapons 3

Unique Schticks Mook Magnet

Quick Picks Schticks: Both Guns Blazing, Eagle Eye, Fast Draw, Lightning Reload
Weapons: Landridge Cutter, Buro 9, Buro Blade of Truth

Wealth Rich

Credit Seed of the New Flesh sourcebook

Cyborg



Juncture

2056

"For an obsolete model, I can poke a pretty big hole in your head - so I'd drop that attitude a couple notches, Consumer."

You are a failed early experiment by the Architects of the Flesh - a cybernetically altered supersoldier.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+3, +1
CHI 0		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Arcanowave Device	+7	Mag	11
Guns	+8	Dex	=13
Martial Arts	+6	Agl	11
Sabotage	+2	Dex	13

Free Skill Bonus 6

Notes May swap Guns for/with Martial Arts

Schticks 4 Schticks divided as you wish between Arcanowave or 4 Hardware (Gorilla Warfare), 1 Gun Schtick

Weapons 2 guns

Unique Schticks

Quick Picks

Wealth Working Stiff

Credit Atlas Games' Feng Shui Core Rules

Dallas Rocket



Juncture

2056

"Remember the Alamo!"

Fanatical guerrilla, veteran of the Dallas Uprisings.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	For 3	+3, +2, +1
CHI 0		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Intrusion	+4	Agl	13
Martial Arts	+5	Agl	=10
Deceit	+6	Cha	13
Info/The Buro	+6	Int	
Info/Texas History	+5	Int	
Driving	+7	Dex	13
Guns	+8	Dex	=13
Sabotage	+4	Dex	13

Free Skill Bonus 5

Notes May swap Guns for/with Martial Arts

Schticks 3 Gun

Weapons 5

Unique Schticks Death-O-Rama

Quick Picks

Wealth Poor

Credit Gorilla Warfare sourcebook

Profile Summaries

Demon Martial Artist



Juncture

AD 69, Nether-world, Underworld
"Don't be intimidated by my appearance. Be intimidated by my Ferocious Leap of Flame Dance!"

You decided to embellish your infernal abilities with some serious martial skill, and found discipline. and maybe a new purpose along the way.

Attributes		Primary Bonus	
Primary	Secondary		
BOD 5	For 0	+3	
CHI 8		Secondary Bonus	
MND =4		+2, +2	
REF 6			

Skills	SB	Bas	Mx
Creature Powers	+5	Mag	=14
Martial Arts	+7	Agl	=13

Free Skill Bonus	3
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Notes	Limitation: Medicine AD 69
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Schicks	3 Creature powers and 2 Fu
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Weapons	none
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Unique Schicks	
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Quick Picks	
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Wealth	Poor
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Credit	Glimpse of the Abyss sourcebook
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Drifter



Juncture

any

"Where do I come from? Down the road, pal."

The drifter is a figure of mystery, never settling down, hitting the highway whenever he feels the need to shake some dust off his feet.

Attributes		Primary Bonus	
Primary	Secondary		
BOD 5	For 2	+3, +2	
CHI =4		Secondary Bonus	
MND 5		+2	
REF 5			

Skills	SB	Bas	Mx
Martial Arts	+5	Agl	
Fix-It	+2	Per	
Gambling	+4	For	
Intimidation	+3	Cha	
Intrusion	+1	Agl	
Seduction	+3	Cha	

Free Skill Bonus	8 (skill max 14)
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Notes	May swap Guns for/with Martial Arts if not from 2056
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Schicks	
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Weapons	none
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Unique Schicks	Nick of Time
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Quick Picks	
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Wealth	Poor
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Credit	Seed of the New Flesh sourcebook
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Elemental



Juncture

any

"From earth I came, into the ground you go."

Elemental spirits look a lot like humans, but with always something slightly "wrong" about them.

Attributes		Primary Bonus	
Primary	Secondary		
BOD 4		+3, +2, +1	
CHI =8		Secondary Bonus	
MND 4			
REF 4			

Skills	SB	Bas	Mx
Martial Arts or Sorcery	+6	Agl	14
Info/Geomancy	+6	Int	

Free Skill Bonus	4
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Notes	Limitation: Medicine AD 69
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Schicks	Creature: Elemental Body; 3 Fu or 3 Sorcery
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Weapons	none
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Unique Schicks	
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Quick Picks	
-------------	--

Wealth	Poor
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Credit	Glimpse of the Abyss sourcebook
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The Dragon's Heirs

Everyman Hero



Juncture

any

"I may not have a clue what's going on here, but I'm an American dammit! That means I've got two strong American fists and a big American heart - and a big American gun!"

You're just a regular person who works for a living, probably in a blue collar job; factory worker, truck driver, plumber, sailor, etc.

Attributes				Primary Bonus
Primary		Secondary		4
BOD	5	For	=10	
CHI	0	Wil	6	Secondary Bonus
MND	5			1
REF	5			

Skills	SB	Bas	Mx
Driving	+4	Dex	14
Guns	+1	Dex	13
Info/Beer	+8	Int	
Info/Classic Cars	+5	Int	
Info/Sports Fan	+8	Int	
Info/Stadium Rock	+7	Int	
Martial Arts	+5	Agl	13

Free Skill Bonus	5
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Notes	Limitation: Uncultured
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Schticks	
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Weapons	none
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Unique Schticks	Lucky This'll Do
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Quick Picks	
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Wealth	Working Stiff
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Credit	Atlas Games' Feng Shui Core Rules
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Ex-Special Forces



Juncture

any

"So after the charges go off and blow up the oil tank, I'll come in on the chopper hanging from the rope ladder and take care of the dozen or so guards on the terrace."

Veteran of extensive military training and former member of an elite force trained in counter-terrorism, hostage rescue and sabotage missions.

Attributes		Primary Bonus	
Primary	Secondary		
BOD 5	Fu =4	6/5	Secondary Bonus
CHI 0			
MND 5			
REF 5			

Skills	SB	Bas	Mx
Driving	+7	Dex	=12
Guns	+9	Dex	=14
Info/Anti-Terrorism	+5	Int	
Martial Arts	+5	Agl	=10
Sabotage	+4	Dex	

Free Skill Bonus	3
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Notes	May swap Guns for/with Martial Arts
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Schticks	5 Gun or 3 Fu or 4 Gun and 1 Fu
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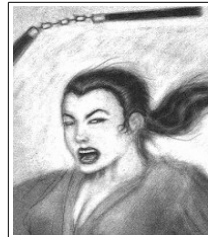
Weapons	5
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Quick Picks	Gun Schticks: Carnival of Carnage x2, Eagle Eye 2, Lightning Reload Weapons: 69: dagger, throwing stars, sword, bow, nunchakus, 1850: dagger, throwing stars, sword, and ball rifle, Cntp: dagger, Glock 17, HK MP5, M16 2056: dagger, Buro 9A, Buro Godhammer, Buro Blade of Truth, Buro Blue Spear
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Wealth	Poor
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Credit	Atlas Games' Feng Shui Core Rules
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(Free Sex) Militant



Juncture

2056

"They forgot one slogan: Freedom from common sense."

The Free Sex Militia is a surprisingly well-armed group opposed to governmental interference with marriage. That isn't unreasonable, is it? Other types exist.

Attributes		Primary Bonus	
Primary	Secondary		
BOD 5		6/5	Secondary Bonus
CHI 0			
MND 5			
REF 5			

Skills	SB	Bas	Mx
Guns*	+9	Dex	14
Martial Arts*	+6	Agl	=11
Deceit	+6	Cha	
Intrusion	+5	Agl	15
Leadership	+4	Cha	12
Seduction@ or Sabotage@ or Fix-It@	+2	Cha	13
	+2	Dex	13
	+2	Per	13

Free Skill Bonus	4
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Notes	* May swap Guns with Martial Arts (not available to Fists/Freedom types) Limitation: Rebel's Guilt This template covers all Militants
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Schticks	2 Gun (or 2 Fu if Fists/Freedom)
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Weapons	1 gun (or 1 melee if Fists/Freedom)
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Unique Schticks	Inspiration Recruiting Militant Specialization
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Quick Picks	Weapon: Buro Crimestopper or antique Colt 19 Gun Schticks: Hair Trigger Neck Hairs, Eagle Eye, Carnival of Carnage x2
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Wealth	Working Stiff
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Credit	Seed of the New Flesh sourcebook
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Profile Summaries

Gambler				
		Juncture any		
		<i>"The odds of my having that card are 145,987 to one. But then again, I'm feeling lucky today. And you know that things go my way when I feel lucky."</i>		
Devil-may-care hang-glider on the winds of fate, who turns natural luck into a flair for getting yourself out of scrapes and into a profitable career.				
Attributes				Primary Bonus +3, +2, +1
Primary	Secondary			
BOD	5	For	=7	Secondary Bonus +2/11
CHI	0	Cha	7	
MND	6			
REF	5			
Skills				SB Bas Mx
Gambling	+8	For	=15	
Guns	+8	Dex	=13	
Martial Arts	+2	Agl	11	
Seduction	+6	Cha	=13	
Free Skill Bonus				6
Notes				
Schticks 1 Gun				
Weapons 1				
Unique Schticks Plays the Odds or Know When to Fold Em (from Golden Comeback)				
Quick Picks Gun Schtick: Fast Draw Weapons: 69: sling 1850: cap and ball pistol Cntp: Beretta Model 21 Bobcat 2056: Buro Backup Arm				
Wealth Rich				
Credit Atlas Games' Feng Shui Core Rules				

Gardener				
		Juncture 1850, Contemporary		
		<i>"Do not attune to this site! It is corrupted with sorcery and needs to be cleansed."</i>		
Skilled at manipulating and controlling the flow of Chi within the Earth.				
Attributes				Primary Bonus +3, +2, +1
Primary	Secondary			
BOD	5			Secondary Bonus
CHI	5			
MND	5			
REF	6			
Skills				SB Bas Mx
Info/Calligraphy	+5	Int		
Info/Geomancy	+10	Int	=15	
Info/Confucian Classics	+5	Int		
Martial Arts	+5	Agl	13	
Medicine	+3	Mag		
Free Skill Bonus				3
Notes				
Schticks 2 Fu				
Weapons 1 melee				
Unique Schticks Geomancer				
Quick Picks				
Wealth Poor				
Credit Blood of the Valiant sourcebook				

Gearhead				
		Juncture 2056, Netherworld		
		<i>"Got it done, my man. Lean, mean, sand in the Vaseline. Got the scene?"</i>		
A Techie that specializes in dismantling and blowing things up real good.				
Attributes				Primary Bonus +3, +3
Primary	Secondary			
BOD	5	For	3	Secondary Bonus
CHI	0			
MND	5			
REF	5			
Skills				SB Bas Mx
Intrusion	+4	Agl		
Deceit	+5	Cha		
Guns	+5	Dex	13	
Driving	+4	Dex	13	
Sabotage	+10	Dex	=15	
Fix-It	+8	Per	=13	
Free Skill Bonus				4
Notes				
Schticks				
Weapons 1				
Unique Schticks Hidden Toolkit				
Quick Picks				
Wealth Working Stiff				
Credit Gorilla Warfare sourcebook				

The Dragon's Heirs

Ghost



Juncture

69, Netherworld

"Although the gulf of life and death separates us, can I still not love you?"

Your soul cannot rest - you are tied to the Earth for in life you swore a solemn oath to complete some great undertaking and even death will not stop you.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Mag =7	6/4
CHI 0	Cha =8	Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Creature Powers	+7	Mag	=14
Info/Musicianship	+4	Int	
Seduction	+5	Cha	15
Sorcery	+6	Mag	=13

Free Skill Bonus	4
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Notes	May change Info skill to some other pleasant hobby or diversion or even profession enjoyed in life. Limitation: Medicine AD 69
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Schicks	2 Sorcery Creature Power: Flight Creature Power: Insubstantial 1 other Creature Power
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Weapons	none
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Unique Schicks	
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Quick Picks	Blast, Influence, Flight, Insubstantial, Damage Immunity (bullets)
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Wealth	Poor
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Credit	Atlas Games' Feng Shui Core Rules
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Golden Candle Agent



Juncture

1850, Contemporary

"Another Manchu patrol has been ambushed? If I could get my hands on the rebels that did this, I'd kill them myself."

Honorable, respected community member and secret member of the anti-Manchu Golden Candle Society, part of the Guiding Hand.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+2, +2
CHI 2		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Deceit	+4	Cha	
Info/choice	+2	Int	
Intrusion	+2	Agl	
Martial Arts	+5	Agl	13
Sabotage	+2	Dex	
Info/profession-related	+5	Int	
Info/profession-related	+5	Int	

Free Skill Bonus	6
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Notes	
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Schicks	1 Fu
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Weapons	1
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Unique Schicks	Community Figure
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Quick Picks	
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Wealth	Working Stiff
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Credit	Blood of the Valiant sourcebook
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Gorilla Fighter



Juncture

2056, Netherworld

"Darling, don't you monkey with this monkey..."

Hyper-intelligent primate rebel.

Attributes		Primary Bonus
Primary	Secondary	
BOD 9		Swap Bod and Ref if desired
CHI 0		Secondary Bonus
MND 4		
REF 7		

Skills	SB	Bas	Mx
Martial Arts	+3	Agl	13
Info/CDCA	+5	Int	
Guns	+3	Dex	13
Sabotage	+4	Dex	

Free Skill Bonus	7
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Notes	Limitation: Medicine 2056 Limitation: Name must contain a simian pun or lose 1 XP per session
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Schicks	4 Hardware and 1 Gun
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Weapons	1
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Unique Schicks	
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Quick Picks	
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Wealth	Poor
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Credit	Gorilla Warfare sourcebook
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Profile Summaries

Guiding Hand Archer



Juncture
1850, Contemporary

"You may keep your guns. My bow is all I need."

Crack bowman of the Guiding Hand, these Archers are considered Shaolin Masters among its number.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Fu =6	+2, +1
CHI 4		Secondary Bonus
MND 5		+2
REF 5		

Skills	SB	Bas	Mx
Guns	+9	Dex	=14
Info/Neo-Confucianism	+7	Int	=13
Info/The Secret War	+3	Int	=14
Martial Arts	+4	Agl	13
Medicine	+3	Int	

Free Skill Bonus 3

Notes

Schicks 2 Fu and 3 Gun

Weapons bow

Unique Schicks Arrows of Fu

Quick Picks

Wealth Working Stiff

Credit Blood of the Valiant sourcebook

Journalist



Juncture
1850, Contemporary

"Yeah, I know I'm past deadline, but see, there's this demon chewin' on my leg and you know, somethin' like that tends to interfere with the old prose stylings, if you know what I mean."

You may even be a well-known journalist, but not exactly a beacon of professional standards - you have a reputation for *becoming* the story yourself.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	For =5	5
CHI 0		Secondary Bonus
MND 6		
REF 5		

Skills	SB	Bas	Mx
Detective	+3	Per	13
Guns	+1	Dex	=13
Info/Intoxicants	+5	Int	
Info/World Politics	+3	Int	
Info/choice	+3	Int	
Journalism	+5	Int	
Martial Arts	+6	Agl	=11

Free Skill Bonus 4

May swap Guns for/with Martial Arts

Notes

Schicks

Weapons none

Unique Schicks Amiable Contacts or Purple Prose or Research Maniac (*Golden Comeback*)

Quick Picks 1850: pistol
Cntp: Makarov

Wealth Working Stiff but your expense account abuse allows you to operate as though Rich

Credit Atlas Games' Feng Shui Core Rules

Karate Cop



Juncture
any

"You have the right to remain silent. [WHACK!] You have the right to an attorney. [WHACK!] Anything you say..."

You are a loyal, team-playing officer of the law who happens to be about as adept in the martial arts as you are with your service revolver.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+3, +2 /10
CHI 0		Secondary Bonus
MND 5		+2, +1 /10
REF 5		

Skills	SB	Bas	Mx
Driving	+6	Dex	
Guns	+8	Dex	=13
Martial Arts	+5	Agl	=10
Police	+4	Per	Per

Free Skill Bonus 6

May swap a Unique Schtick for Cuff-Fu (*Friends of the Dragon*)

Notes

Schicks

Weapons 2

Unique Schicks Virtuous Monologue Showoff

Quick Picks 69: sword, staff
1850: club, pistol
Cntp: Colt Detective Special, Remington 870
2056: Buro Beat Patroller, Buro Crimestopper

Wealth Working Stiff

Credit Atlas Games' Feng Shui Core Rules

The Dragon's Heirs

Killer



Juncture

69, 1850, Contemp.

"Forty of them, one of me. Looks like the odds are about even."

You used to be employed as a professional assassin, either as an intelligent agent or the mob, but now, something has changed...

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+3, +2
CHI 0		Secondary Bonus
MND 5		1
REF 5		

Skills	SB	Bas	Mx
Deceit	+2	Cha	12
Driving	+3	Dex	13
Guns	+10	Dex	=15
Info/Gangland Politics	+2	Int	

Free Skill Bonus	6
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Notes	
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Schticks	5 Gun
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Weapons	5
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Quick Picks	Gun Schticks: Carnival of Carnage x2, Both Guns Blazing x2, Lightning Reload Weapons: 69: sword, bow, throwing stars, dagger, blowgun; 1850: sword, pistol, rifle, dagger, throwing stars Cntp: Browning Hi-Power, Glock 17, HK MP5, Beretta 1201 Riot shotgun, AK47
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Wealth	Rich
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Credit	Atlas Games' Feng Shui Core Rules
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Lodge Survivor



Juncture

2056

"You bastards stole my world. Someday, I'll make you all pay!"

All other transformed animals in the world of the Architects have reverted to their animal ancestry. You are one of the "lucky" ones, surviving in ruins.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	For 2	
CHI 7		Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Guns	+3	Dex	13
Info/Survival	+7	Int	
Intrusion	+6	Agl	13
Martial Arts	+6	Agl	13

Free Skill Bonus	6 (skill max 13)
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Notes	Attributes depend on Transformed Animal package Limitation: Sorcery Intolerant Limitation: Reversion Danger
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Schticks	5 divided between Guns and your Transformed Animal package.
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Weapons	1 gun from 2056
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Unique Schticks	Immunity - same reversion modifiers as Transformed Animal from 69 AD.
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Quick Picks	Transformed Animal - Rat: Disorienting Strike, Infect, Lurk Gun: Concealed Weapon, Eagle Eye Weapons: Buro Crimestopper
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Wealth	Poor
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Credit	Seal of the Wheel sourcebook
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Magic Cop



Juncture

any

"There are some things man was not meant to know. It's my job to hunt down those things and kill them."

You might be an actual police officer or just a crusading priest, but your expertise in the occult and supernatural gives you an edge others lack.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Mag =8	6/3
CHI =2		Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Guns	+7	Dex	=12
Info/Occult or Religion	+7	Int	
Police	+3	Per	
Sorcery	+5	Mag	=13
Martial Arts*	+7	Agl	=12

Free Skill Bonus	8
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Notes	May swap Guns for/with Sorcery * Martial Arts skill was present in Daedalus version but not in the original Atlas Games version
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Schticks	2 Gun Sorcery: Summoning and your choice of Divination, Fertility or Heal
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Weapons	2
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Unique Schticks	Summoning (Trueform) No Place Like Home (Sorcery)
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Quick Picks	Sorcery: Summoning, Divination Gun Schticks: Eagle Eye, Hair-Trigger Neck Hairs; Weapons: 69: staff, sword; 1850: staff, sword; Cntp: Colt Detective Special, Remington 870; 2056: Buro Beat Patroller
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Wealth	Working Stiff
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Credit	Atlas Games' Feng Shui Core Rules
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Profile Summaries

Martial Artist



Juncture

any

"Your kung fu is strong.
You shall be a worthy
opponent."

You're an accomplished young student of one or more schools of hand-to-hand combat, and know discipline, humility and some exotic chi powers.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Fu =8	6/10
CHI 0		Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Info/Eastern Philosophy	+6	Int	
Leadership	+2	Cha	
Martial Arts	+10	Agl	=15

Free Skill Bonus	3
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Notes	
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Schticks	3 Fu
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Weapons	1 melee
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Unique Schticks	
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Quick Picks	Fu: Hands Without Shadow, Dim Mak, Lightning Fist Weapon: Nunchakus
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Wealth	Poor
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Credit	Atlas Games' Feng Shui Core Rules
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Masked Avenger



Juncture

any

"Tremble in fear,
evildoers! Your time of
reckoning is at hand!"

You donned a costume and mask to take the law into your own hands, using your own un-compromising moral compass, skills and gadgets.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Max for all Attributes are 10, except Chi, which is 2.	6/10
CHI 0		Secondary Bonus
MND 5		
REF 5		+2, +1 /10

Skills	SB	Bas	Mx
Detective	+10	Per	=15
Guns	+8	Dex	=13
Fix-It	+2	Per	12
Info/Science	+2	Int	
Info/choice	+2	Int	
Info/choice	+2	Int	
Intimidation	+3	Cha	12
Martial Arts	+7	Agl	=12

Free Skill Bonus	8
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Notes	May swap Guns for/with Martial Arts May sacrifice a Skill Bonus to take Derring Do schtick from <i>Back for Seconds</i>
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Schticks	2 Gun
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Weapons	2
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Unique Schticks	Unsettling Demeanor
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Quick Picks	Weapons: 69: sword, throwing stars 1850: sword, pistol; Cntp: twin Colt 1911s; 2056: Buro Beat Patroller, Buro Crimestopper Gun Schticks: Carnival of Carnage, Signature Weapon
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Wealth	Rich
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Credit	Atlas Games' Feng Shui Core Rules
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Maverick Cop



Juncture

any

"Freeze, scumbag!"

Plainclothes detective assigned to a major crime unit of a big city, maybe undercover, anti-mob or a homicide detective; good-looking but slovenly.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+3, +2
CHI 0		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Driving	+10	Dex	=15
Guns	+9	Dex	=14
Martial Arts	+3	Agl	10
Police	+2	Per	

Free Skill Bonus	4
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Notes	
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Schticks	4 Gun *Nose for Crime as Unique Schtick
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Weapons	3
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Unique Schticks	Gun schticks: Carnival of Carnage, Fast Draw, Lightning Reload, Signature Weapon
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Quick Picks	Weapons: 69: sword, polearm, bow 1850: club, rifle, pistol Cntp: Desert Eagle .357, Magnum, Colt Detective Special, Remington 870 2056: Buro 9, Buro Godhammer
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Wealth	Working Stiff
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Credit	Atlas Games' Feng Shui Core Rules
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The Dragon's Heirs

Medic



Juncture

any

"I don't see plugging a maniac like you as a violation of the Hippocratic Oath at all. I look on it basically more as preventative medicine."

You're a trained medical practitioner used to life in combat zones, either inner city, military or as an aid worker; criminals are just bigger diseases.

Attributes		Primary Bonus
Primary	Secondary	
BOD	4	6/3
CHI	0	Secondary Bonus
MND	7	
REF	4	5/10

Skills	SB	Bas	Mx
Detective	+3	Per	12
Driving	+2	Dex	12
Guns or Martial Arts	+9	Dex	=13
Info/choice	+4	Int	
Info/choice	+2	Int	
Medicine	+8	Int	=15

Free Skill Bonus 4

Notes

Schticks 2 Gun or 2 Fu

Weapons 1

Unique Schticks Snatched from Death or It's Just A Flesh Wound (Golden Comeback)

Quick Picks Gun schticks: Lightning Reload, Signature Weapon; Fu schticks: Flow Restoration, Corners of the Mouth
Weapon: 69: katana; 1850: musket;
Cntp: Sig Sauer P-220, 2056: Buro Beat Patroller

Wealth Rich

Credit Atlas Games' Feng Shui Core Rules

Monster Hunter



Juncture

2056

"Sure, I worked for the Architects. It was better than life as a vat worker, Consumer."

You're a former low-level operative trained to capture Supernatural Creatures from the Nether-world to be transformed into Abominations.

Attributes		Primary Bonus
Primary	Secondary	
BOD	5	5
CHI	5	Secondary Bonus
MND	5	
REF	5	

Skills	SB	Bas	Mx
Arcanowave Device	+10	Mag	=15
Guns	+7	Dex	=12
Info/Ancient China	+4	Int	
Martial Arts	+4	Agl	10

Free Skill Bonus 5

Notes

Schticks 1 Gun and 2 Arcanowave

Weapons 1 gun

Unique Schticks
Weapon: Buro 9A pistol
Gun schtick: Eagle Eye
Arcanowave Devices: Agony Grenade, Helix Rethreader

Wealth Poor

Credit Atlas Games' Feng Shui Core Rules

Ninja



Juncture

any

"If I wished to kill you, you would be dead already. You would not have seen me coming."

A traditional ninja or any operative who specializes in stealth and penetration missions, who prefer mystique, deceit and shadow to direct conflict.

Attributes		Primary Bonus
Primary	Secondary	
BOD	5	+3, +1, +1
CHI	0	Secondary Bonus
MND	5	
REF	5	+1

Skills	SB	Bas	Mx
Deceit	+4	Cha	12
Guns	+2	Dex	11
Info/choice	+2	Int	
Intrusion	+9	Agl	=14
Fix-It	+3	Per	12
Martial Arts	+9	Agl	=14

Free Skill Bonus 6

Notes

Schticks 1 Fu

Weapons 6

Unique Schticks Extra-Sneaky


Quick Picks Fu schtick: Friend of Darkness
Weapons: 69: sword, staff, throwing stars, dagger; 1850: sling, bow
Cntp: Glock 17, Uzi; 2056: Buro 9A, Buro Blade of Truth


Wealth Working Stiff

Credit Atlas Games' Feng Shui Core Rules

Profile Summaries

Old Master																																			
		Juncture																																	
		any																																	
<p><i>"You think I am old and feeble, do you? Well, face my Flying Windmill Kick, asshole!"</i></p>																																			
<p>Elderly expert who long ago conquered the most difficult principles of martial arts and chi powers, tutored others and are used to being respected.</p>																																			
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Pledged Agent																															
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		1850, Contemporary																													
<p><i>"You can't handle the truth!"</i></p>																															
<p>Member of a secret conspiracy and loving it! Sneaking about, dead letter drops, wearing shades and black suits. But something seems amiss...</p>																															
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Portal Jockey																																			
		Juncture																																	
		Netherworld																																	
<p><i>"We can get in – there's a passageway through the Netherworld in the nutrient vats."</i></p>																																			
<p>Experienced Netherworld guide and traveler, familiar with the "ins and outs" of portals.</p>																																			
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The Dragon's Heirs

Private Investigator



Juncture

any

"All my life, I've been waiting for someone dressed like you to waltz in here and give me a spiel like that."

You're an experienced investigator with contacts throughout society, from well-heeled clients who can afford you, to law enforcement and criminals..

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For =2	+3, +2, +1
CHI	0		Secondary Bonus
MND	5		+2
REF	5		

Skills	SB	Bas	Mx
Detective	+10	Per	=15
Guns	+5	Dex	13
Info/Business	+3	Int	
Info/Civil Law	+3	Int	
Martial Arts	+3	Agl	13
Intrusion	+3	Agl	11

Free Skill Bonus	8
------------------	---

Notes	
-------	--

Schticks	1 Gun
----------	-------

Weapons	1
---------	---

Unique Schticks	Gut Instinct or Eye in the Sky from Golden Comeback
-----------------	---

Quick Picks	69: staff 1850: cap and ball pistol Cntp: Walther P-5 compact 2056: Buro 9A Gun schtick: Fast Draw
-------------	--

Wealth	Working Stiff
--------	---------------

Credit	Atlas Games' Feng Shui Core Rules
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Redeemed Pirate



Juncture

1850

"You killed my friends, imperialist dog! Now taste my steel!"

Former South China Sea pirate gang member, you avenged your friends' death and joined the Golden Candle Society and fight for the China you want.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	Fu 4	+3, +2, +1
CHI	0		Secondary Bonus
MND	5		
REF	5		

Skills	SB	Bas	Mx
Driving/Junks	+5	Dex	
Gambling	+2	For	
Guns	+4	Dex	12
Info/Triads	+5	Int	
Intimidation	+4	Cha	
Martial Arts	+5	Agl	

Free Skill Bonus	4
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Notes	
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Schticks	2 Gun and 1 Fu
----------	----------------

Weapons	2
---------	---

Unique Schticks	Sea Legs
-----------------	----------

Quick Picks	
-------------	--

Wealth	Working Stiff
--------	---------------

Credit	Blood of the Valiant sourcebook
--------	---------------------------------

Science Ninja



Juncture

any

"You're right, Zang. I may not be strong enough to take you... but we are!"

"Super Sentai" Protector of Earth and Freedom and Wearer of Ridiculous Costumes.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5		+4/10
CHI	0		Secondary Bonus
MND	5		+4 (Chi-related)/10
REF	5		

Skills	SB	Bas	Mx
Guns	+5	Dex	12
Martial Arts	+5	Agl	14
Info/choice	+5	Int	

Free Skill Bonus	8
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Notes	Swap maximums for Guns/Martial Arts if desired. Swap out Guns or Martial Arts for the skill needed for your chosen schticks if desired.
-------	---

Schticks	1 Synch plus 3 schticks from one of the following lists: Gun, Fu, Sorcery, Transformed Animal, Creature Powers
----------	--

Weapons	2
---------	---

Unique Schticks	Unique Weapon - not actually a Unique Schtick, the UW is one-of-a-kind that exists nowhere else and costs 2 Sig. Weapon schticks to take
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Quick Picks	Synch: Back to Back Gun schticks: Signature Weapon x2 (for the UW Exp. Imp. Blaster) and Crossfire Weapons: katana, Experimental impulse Blaster (ray gun, 13/4/-)
-------------	--

Wealth	Rich
--------	------

Credit	Friends of the Dragon sourcebook
--------	----------------------------------

Profile Summaries

Scrappy Kid



Juncture

any

"Hey, when do we get to stop the evil scientists from taking over the world? Huh, huh? That sword's really cool!"

You like to have fun, and people underestimate you, especially the bad guys, who want to wreck everybody's fun - but they're not the boss of you!

Attributes		Primary Bonus
Primary	Secondary	
BOD =4		+2, +1
CHI =7		Secondary Bonus
MND 6		
REF 8		

Skills	SB	Bas	Mx
Deceit	+2	Cha	
Info/Comic Books*	+5	Int	
Info/Computers*	+4	Int	
Info/Skateboards*	+4	Int	
Info/Pop Music*	+3	Int	
Info/choice	+2	Int	
Martial Arts or Sorcery	+5	Agl	=13
Intrusion	+6	Mag	=13
Intrusion	+2	Agl	=10

Free Skill Bonus	none
------------------	------

Notes	Only Scrappy Kids from 69 AD can take Sorcery. They lose the Info skills with *. Swap Info skills with appropriate kid-like pursuits.
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Schticks	2 Sorcery or 2 Fu
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Weapons	none
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Unique Schticks	Nuisance Squirmy Lil' Bastard
-----------------	----------------------------------

Quick Picks	Sorcery: Blast, Influence or Fu schticks: Fox's Retreat, Eyes of the Fox
-------------	---

Wealth	Poor
--------	------

Credit	Atlas Games' Feng Shui Core Rules
--------	-----------------------------------

Shaolin Disciple



Juncture

1850

"Yes master. I will not do it again."

A Guiding Hand's Shaolin Sanctuary raises a child for seven years, four as a student, three as a disciple, and then the master decides when they are ready.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	For (10*)	4
CHI =4		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Info/Neo-Confucianism	+5	Int	
Info/choice	+2	Int	
Leadership	+2	Cha	
Martial Arts	+8	Agl	=13
Medicine	+2	Mag	

Free Skill Bonus	3
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Notes	
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Schticks	2 Fu
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Weapons	1 melee
---------	---------

Unique Schticks	Ridiculous Luck
-----------------	-----------------

Quick Picks	
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Wealth	Poor
--------	------

Credit	
--------	--

Shaolin Master



Juncture

1850

"If you start a fight, you have just lost the battle."

As a Guiding Hand Shaolin Master, trained at a Sanctuary by Quan Lo in martial arts, medicine and Neo-Confucianism to champion those values.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5		+2, +1
CHI =7		Secondary Bonus
MND 5		
REF 5		+2

Skills	SB	Bas	Mx
Info/Neo-Confucianism	+10	Int	=15
Info/The Secret War	+3	Int	
Leadership	+5	Cha	
Martial Arts	+10	Agl	=15
Medicine	+3	Mag	

Free Skill Bonus	3
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Notes	
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Schticks	4 Fu
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Weapons	1
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Unique Schticks	
-----------------	--

Quick Picks	
-------------	--

Wealth	Poor
--------	------

Credit	Blood of the Valiant sourcebook
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The Dragon's Heirs

Smuggler



Juncture

any

"You want it moved cheap? Go to the post office. You want it there fast, safe, no questions asked? Talk to me."

A government wants to keep a neighbor from getting vital things like medicine, rifles or tax free cigarettes - just doesn't seem fair. Money's good.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For	3
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	

Skills	SB	Bas	Mx
Deceit	+5	Cha	13
Driving	+9	Dex	=14
Fix-It	+8	Per	=12
Info/Illicit Trade Routes	+10	Int	=15
Guns	+5	Dex	13
Martial Arts	+3	Agl	10

Free Skill Bonus 6 (skill max 13)

Notes	
-------	--

Schticks	3 Driving or 2 Driving and 1 Gun
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Weapons	2
---------	---

Unique Schticks	
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Quick Picks	Driving: Ram Speed x2, Signature Ride Weapons: 69: bow, sword 1850: sword, pepper-box pistol Cntp: Browning hi-Power, Mossberg SP 2056: Buro Avenger, Buro Crimestopper
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Wealth	Working Stiff (but everyone thinks you're Rich)
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Credit	Seal of the Wheel sourcebook
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Sorcerer



Juncture

AD 69

"You do not want to taste the wrath of the Abysmal Fountain, poltroon! So step aside!"

Master of the occult arts, capable of focusing and directing chi forces so that it powers your dread incantations to melt sabers or set enemies aflame.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	Mag	=8
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	
		+2	

Skills	SB	Bas	Mx
Info/History	+4	Int	
Info/choice	+4	Int	
Info/choice	+2	Int	
Sorcery	+7	Mag	=15

Free Skill Bonus none

Notes	Can change style of magic to that of Alchemy as found in the <i>Thorns of the Lotus</i> sourcebook
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Schticks	5 Sorcery
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Weapons	none
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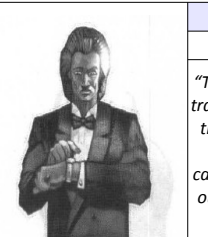
Unique Schticks	Alchemist (if Alchemy is chosen from <i>Thorns of the Lotus</i>)
-----------------	---

Quick Picks	Blast Divination Fertility Heal Movement
-------------	--

Wealth	Rich
--------	------

Credit	Atlas Games' Feng Shui Core Rules
--------	-----------------------------------

Spy



Juncture

any

"They never tell you this in training, but really the best thing to do in a situation like this is get yourself captured so you can figure out what the enemy is up to."

Former intelligence agent - maybe you left, maybe you were squeezed out after a tragic mistake, you're likely now a consultant or industrial spy.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For	=6
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	
		8/3	

Skills	SB	Bas	Mx
Deceit	+10	Cha	=15
Fix-It	+2	Per	13
Guns	+5	Dex	13
Info/Fashion	+6	Int	
Info/Food and Drink	+6	Int	
Info/Politics	+4	Int	
Intrusion	+4	Agl	12
Martial Arts	+5	Agl	13
Seduction	+5	Cha	13

Free Skill Bonus 4

Notes	
-------	--

Schticks	1 Gun
----------	-------

Weapons	1
---------	---

Unique Schticks	Respected Opinion or Right Place, Right Time from <i>Golden Comeback</i> or swap it for 2 Driving schticks also in <i>Golden Comeback</i>
-----------------	---

Quick Picks	Weapons: 69: sling 1850: pistol Cntp: Walther PPK 2056: Buro 9A Gun schtick: Fast Draw
-------------	--

Wealth	Rich
--------	------

Credit	Atlas Games' Feng Shui Core Rules
--------	-----------------------------------

Profile Summaries

Supernatural Creature



Juncture

AD 69

"Arrrrrrhhhhh!"

A horrific monster or demon of the Underworld, but you are not evil, though most of your kind are. You seek to escape and atone for past crimes.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Mag =8	+5, +3, +1
CHI 0		Secondary Bonus
MND 3		
REF 5		

Skills	SB	Bas	Mx
Creature Powers	+7	Mag	=15
Martial Arts	+4	Agl	12

Free Skill Bonus 3 (with GM approval)

Notes	Limitation: Medicine 69 AD
-------	----------------------------

Schticks	5 Creature Powers
----------	-------------------

Weapons	none
---------	------

Unique Schticks	
-----------------	--

Quick Picks	Blast Damage Immunity (unarmed attacks) Flight Foul Spew (Glutinous Goo) Transformation
-------------	---

Wealth	Poor
--------	------

Credit	Atlas Games' Feng Shui Core Rules
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Supersoldier



Juncture

2056

"...it was an object lesson in why it was a bad idea to send confused young men off in a haze of drugs to fight a war no one understands and can't be won."

You were sent on suicide missions where you were outnumbered, outflanked and expected to pull off tactical miracles with no civilian casualties.

Attributes		Secondary Bonus
Primary	Secondary	
BOD 5	Mag 5	Divide 2 among any Secondary Attributes. Divide 6 between Bod and Ref. Max 5 added to any one.
CHI 0	Wil 8	
MND 5		
REF 5		

Skills	SB	Bas	Mx
Arcanowave Device	+8	Mag	=13
Guns	+9	Dex	=14
Martial Arts	+4	Agl	10
Sabotage	+3	Dex	

Free Skill Bonus 4

Notes	May swap Guns for/with Arcanowave
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Schticks	2 Arcanowave or 1 Gun and 1 Arcanowave
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Weapons	2 guns from 2056
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Unique Schticks	Pain Feels Good
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Quick Picks	Guns: Buro 9A, Buro Blade of Truth Schticks: VM Bullets, Neural Stimulator
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Wealth	Poor
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Credit	Seed of the New Flesh sourcebook
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Taoist Wizard



Juncture

AD 69

"If you can't trust your own eyes, what can you trust?"

You are a master of illusions and a dabbler in either Fu powers or the other arcane arts.

Attributes		Primary Bonus
Primary	Secondary	
BOD 5	Mag =8	
CHI 5		Secondary Bonus
MND 5		
REF 5		

Skills	SB	Bas	Mx
Info/Taoism	+4	Int	
Martial Arts	+8	Agl	=13
Sorcery	+6	Mag	=14

Free Skill Bonus 4

Notes	
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Schticks	Influence 2 Sorcery or 2 Fu
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Weapons	none
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Unique Schticks	Taoist Trickery
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Quick Picks	
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Wealth	Any
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Credit	Thorns of the Lotus sourcebook
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The Dragon's Heirs

Techie



Juncture

Contemporary, 2056

"Fortunately, I whipped up a little something in my workshop this morning in preparation for this eventuality."

An inventor type whose primary weapon is your specially-designed gear - surveillance and other gadgets that whir, configure, beep and go PING!

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For	1
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	

Skills	SB	Bas	Mx
Driving	+10	Dex	=15
Fix-It	+10	Per	=15
Guns	+6	Dex	13
Info/Science	+4	Int	

Free Skill Bonus	3
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Notes	
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Schticks	
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Weapons	1 gun
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Unique Schticks	There It Is! or Blueprint Cipher from Golden Comeback or swap it for 2 Driving Schticks (Golden Comeback) or 2 Hardware Schticks (Gorilla Warfare)
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Quick Picks	Cntp: Rossi Model 851 2056: Buro Beat Patroller
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Wealth	Working Stiff
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Credit	Atlas Games' Feng Shui Core Rules
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Thief



Juncture

any

"You know, I was thinking of myself as retired. But then the head of the museum came on TV and said that their defenses were foolproof..."

You are a master thief - but not primarily for the money, as much as the challenge, though you live in the luxury of the proceeds of your misdeeds.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For	3
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	
		+2	

Skills	SB	Bas	Mx
Deceit	+4	Cha	13
Detective	+2	Per	13
Guns	+6	Dex	13
Info/Arts and Antiques	+6	Int	
Info/Gems and Jewels	+6	Int	
Intrusion	+11	Agl	=16
Martial Arts	+5	Agl	12

Free Skill Bonus	8
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Notes	
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Schticks	1 Gun
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Weapons	1
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Unique Schticks	
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Quick Picks	69: bow 1850: rifle Cntp: Bernadelli combat shotgun 2056: Buro Blue Flag Gun schtick: Fast Draw
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Wealth	Rich
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Credit	Atlas Games' Feng Shui Core Rules
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Thumper



Juncture

2056

"If you're so badass why can't I hear your soundtrack?"

A cybernetically enhanced 2056 gangbanger, raver, street artist and walking sound system.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	Fu	=6
CHI	0		
MND	5		
REF	5		
		Secondary Bonus	
		+1	

Skills	SB	Bas	Mx
Fix-It	+3	Per	13
Guns	+3	Dex	13
Info/Music	+10	Int	
Intimidation	+3	Cha	
Martial Arts	+4	Agl	13
Sabotage	+3	Dex	

Free Skill Bonus	6
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Notes	
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Schticks	2 Fu
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Weapons	2 from 2056
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Unique Schticks	Thumper Rig
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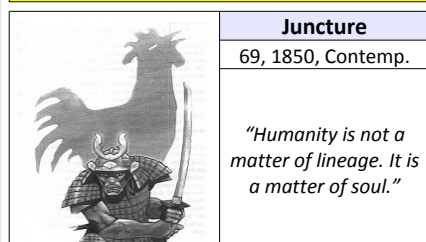
Quick Picks	
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Wealth	Poor
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Credit	Glimpse of the Abyss sourcebook
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Profile Summaries

Transformed Animal



Juncture

69, 1850, Contemp.

"Humanity is not a matter of lineage. It is a matter of soul."

A being who has assumed human form through years of meditation and spiritual practice, but was once an intelligent snake, fox, spider, etc.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5	For	2
CHI	7		
MND	5		
REF	5		

Attributes and Bonuses depend on Transformed Animal Package

Skills	SB	Bas	Mx
Guns	+2	Dex	13
Info/History	+3	Int	
Info/choice	+3	Int	
Martial Arts	+6	Agl	13

Free Skill Bonus	8
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Notes	Limitation: Intolerant (Sorcery) Limitation: Reversion Danger Limitation: Eschew (Magic/Sorc.)
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Schticks	5 schticks in 1 Transformed Animal package
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Weapons	none
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Unique Schticks	Reversion Resistant (if from AD 69)
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Quick Picks	Transformed Animal package: Spider
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Wealth	Working Stiff
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Credit	Atlas Games' Feng Shui Core Rules
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Two-Fisted Archaeologist



Juncture

1850, Contemporary

"Maybe if I bury you for a thousand years, you'll wind up worth something."

Our ancestors left dangerous artifacts littering ruins of their cities. You've dedicated your life to make sure these items don't resurface to threaten us.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	5		5/3
CHI	=4		Secondary Bonus
MND	5		
REF	5		

Skills	SB	Bas	Mx
Detective	+5	Per	12
Driving	+4	Dex	10
Guns	+2	Dex	10
Info/History	+10	Int	=15
Martial Arts	+8	Agl	=13

Free Skill Bonus	6 (skill max 13)
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Notes	May swap Guns for/with Martial Arts
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Schticks	1 Gun or 1 Fu
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Weapons	1
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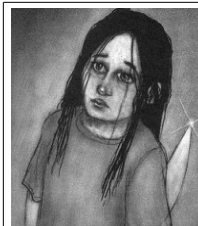
Unique Schticks	But You're Dead! Counter Rituals
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Quick Picks	Gun: Signature Weapon Weapon: 1850: Colt Revolver Cntp: Colt King Cobra
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Wealth	Working Stiff
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Credit	Seal of the Wheel sourcebook
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Uber-Kid



Juncture

2056

"Gosh officer, I was just playing hide and seek. 'Re... stricted?' No, I can't read. Hey, what's that behind you?"

Escaping the facility was a snap compared to what came next: debugging your own subconscious mind to remove all their control suggestions.

Attributes		Primary Bonus	
Primary	Secondary		
BOD	=4		+2
CHI	4		Secondary Bonus
MND	=11		
REF	5		+2

Skills	SB	Bas	Mx
Detective	+0	Per	
Deceit	+2	Cha	=13
Fix-It	+0	Per	
Medicine	+0	Int	
Guns	+0	Dex	
Martial Arts	+8	Agl	=13
Info/Geomancy	+0	Int	

Free Skill Bonus	4 in any Info skills
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Notes	
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Schticks	1 Fu
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Weapons	1 melee and 1 gun
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Unique Schticks	Quick Study Elementary, My Dear Watson aka Holmes Touch Squirmy Lil' Bastard
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Quick Picks	Schticks: Claw of the Tiger Weapons: Buro 9, Kitchen knife
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Wealth	Poor
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Credit	Seed of the New Flesh sourcebook
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The Dragon's Heirs

Velocity Addict



Juncture

2056 or Contemp.

[HONK! HONK!]
"Yeeeeehaaaaaw!"

No matter where or when born, you're cousin to all the other speed freaks rocketing along the city viaducts or dusty country highways.

Attributes		Primary Bonus
Primary	Secondary	
BOD	5	5
CHI	0	Secondary Bonus
MND	5	
REF	5	

Skills	SB	Bas	Mx
Driving	+10	Dex	=15
Fix-It	+7	Per	
Martial Arts	+5	Agl	13
Info/Racing	+5	Int	
Gambling	+3	For	

Free Skill Bonus 3

May swap Guns for/with Martial Arts

Notes

4 Driving

Schicks

Weapons

1

Unique Schicks

Driving: Signature Ride, Greased Lightning, Jackrabbit Start x2
Weapon: Big Wrench (as club)

Quick Picks

Wealth

Working Stiff

Credit

Golden Comeback sourcebook

Viking Warrior



Juncture

69 AD, Netherworld

"Come back in glory, young warrior, or on your shield."

Pretty self-explanatory; a tough and hardy Norse veteran.

Attributes		Primary Bonus
Primary	Secondary	
BOD	8	3/10
CHI	0	Secondary Bonus
MND	5	
REF	5	

Skills	SB	Bas	Mx
Martial Arts	+9	Agl	=14
Intimidation	+5	Cha	
Info/Viking Lore	+6	Int	
Info/Norse Mythology	+5	Int	

Free Skill Bonus 4

Notes

2 Fu powers from one of: Sharpened Scales, Hands of Light, Selective Master or Raging Bear.

Weapons

1 weapon, 1 shield (+1 to Passive Dodge, treat as cover instead of armor)

Unique Schicks

Berserker Rage

Quick Picks

Wealth

Poor

Credit

Gorilla Warfare sourcebook

69

1850

Ctp

2056

N

Attributes		Attribute Bonus
Primary	Secondary	
BOD		
CHI		Secondary Bonus
MND		
REF		

Skills	SB	Bas	Mx
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Free Skill Bonus

Notes

Schicks

Weapons

Unique Schicks

Quick Picks

Wealth

Credit

UNIQUE SCHTICK SUMMARIES

These come from a variety of official published Feng Shui material, from the core rules to faction and other sourcebook products. Note also that some schticks in later supplements may be duplicates or resummarized or restated versions of earlier normal or Unique schticks, sometimes purchasable with XP.

Adrenaline - When you have been attacked or are in the presence of your Irritant, you get a bonus of +4 points which you may divide as you choose between Body and Reflexes. At the beginning of each sequence, you can redistribute your 4 points as you choose. Be sure to remember that this can increase your combat Action Values. You retain this bonus until the annoying situation ceases. *Source: Seed of the New Flesh, Type: Consumer on the Brink*

Alchemist - You focus your magic through potions, powders and similar substances. Each potion takes one hour to make, and they remain inert until activated. This is the only way you can cast spells.

Anyone can activate your potion. The Action Result is determined when you create it by making a Sorcery check as normal.

To use the potion, the user typically drinks it, anoints their body with it, or throws it at a target. You drink Healing, Transmutation, Divination, and Influence potions. You anoint the target with a Movement potion. Blast potions and powders are tossed at the target, exploding on impact. All others require similar, appropriate triggers and are up to the GM.

In emergencies, you can quickly mix together raw ingredients to gain an on-the-spot effect. This counts as a desperate effort, costing 1 Magic Point. Furthermore you can only count half the Outcome when determining the results.

You can only take this schtick during character creation; it may not be purchased with experience points. To take it, lower your Sorcery AV by one point and take 4 Sorcery schticks instead of 5. *Source: Thorns of the Lotus, Type: Sorcerer*

Amiable Contacts - When you encounter a contact made through your Journalism skill, you may spend a Fortune Point to guarantee that the contact doesn't hate your guts. *Source: Feng Shui Core Rules, Type: Journalist*

Arrows of Fu - You have learned how to project your chi energy through your arrows. You may use the following Fu schticks with all relevant checks. You must already know the relevant Fu schtick and Chi is paid as normal. Permitted Fu powers include: Bite of the Dragon, Breath of the Dragon,

Dark's Soft Whisper, Fire Strike, Shelter of Darkness, Strike From Darkness. *Source: Blood of the Valiant, Type: Guiding Hand Archer*

Berserker Rage - At the beginning of each sequence, you may choose to add an amount to your AV for Fu rating. This amount is subtracted from your passive dodge. When using Berserker Rage, you cannot actively dodge. These bonuses and penalties apply for the whole sequence. *Source: Gorilla Warfare, Type: Viking Warrior*

Blueprint Cipher - You have a natural mental blueprint image of any building you can see with a cursory inspection, inside or outside, including load-bearing walls, electrical wiring for alarms, elevator shafts leading to subbasements and general layout - this doesn't always work, as all buildings vary and some unorthodox plans simply won't fit your understanding, but overall you've got a good chance. Spending a Fortune Die tells you where exits are located, which levels have heavy electricity (and more likely to have computers and security measures) and where the corner penthouse and other significant rooms are likely to be located. You must spend 10 minutes examining the exterior of the building; 30 minutes inside the building unmolested lets you forego the Fortune Die expense to determine one pertinent fact (exists or vault but not both). *Source: Golden Comeback, Type: Techie*

But You're Dead! You have the knack of surviving. When you fail a Death Check, spend a Fortune point, and you can return, hale and hearty, ten sequences later, with 30 Wound Points remaining. You have to come up with a suitably crazy story about how you survived your "death." Your Fortune attribute is permanently reduced by one every time you do this. *Source: Seal of the Wheel, Type: Two-Fisted Archaeologist*

Community Figure - You are such a well-respected member of your community, that your neighbors will come forward and vouch for your patriotism and benevolence if you are ever under suspicion. *Source: Blood of the Valiant, Type: Golden Candle Agent*

Counter Ritual - The years you've spent poring over strange esoteric manuscripts and deciphering hieroglyphics has imparted some minor magical knowledge. For the cost of a Magic point you can give a -3 AV penalty to a magic item, or Sorcery or Creature schtick, including Blast, for an entire sequence. Shot cost of 6. *Source: Seal of the Wheel, Type: Two-Fisted Archaeologist*

Cuff-Fu

Even if you're not normally much of a martial artist, you're like Jackie Chan when it comes to hand-cuffs. You can use

Unique Schtick Summaries

your Police skill in place of Martial Arts to incapacitate a named or unnamed character by handcuffing him to something or putting him in some seemingly-impossible contortion. This doesn't make your handcuffs more difficult to escape from than any other, but even a demon can be slowed down by them if you're good. This is a type-related schtick; any character with the Police skill can purchase this schtick for 9 experience points. The Karate Cop is welcome to swap out one of her unique schticks for this one. *Source: Friends of the Dragon, Type: Karate Cop*

Death-O-Rama - Whether it's the gas tank or a nearby car, an explosive depot, or propane tank that happened to be at the rendezvous with the Buro agent, there's always something explosive for you to blow up. You can spend a Fortune die at any time to make a Guns check: a positive result means you hit something that causes a large explosion. *Source: Gorilla Warfare, Type: Dallas Rocket*

Derring Do - AV +3 bonus for non-combat Martial Arts checks involving heroic movement: leaping, daredevil stunts, swinging from ropes or chandeliers, etc. This does not apply to attacks or dodges - only for things that let you get from one place to another. *Source: Back for Seconds*
Divine Regeneration - You are also very hard to kill, and have the effective benefits of Inevitable Comeback x 2, and a special form of regeneration that will allow you to grow back lost limbs and organs over a period of months. *Source: Back for Seconds (Daedalus), Type: Masked Avenger*

Elementary, My Dear Watson - see *Holmes Touch*

Extra-Sneaky - Intrusion rolls to avoid being seen get +2 AV and allow you to make use of cover other people can't - if modifiers would normally be applied by the GM for bright light, poor cover, etc. the Difficulty should be adjusted down by 2 for Ninjas with Extra-Sneaky. This only applies to not being seen - it does not help with picking locks, cracking safes, etc. *Source: Back for Seconds (Daedalus), Type: Ninja*

Eye in the Sky - Once per session, you may make a Per roll of Difficulty 9 to get the GM to tell you a clue hinting at a future plot development. *Source: Golden Comeback, Type: Private Investigator*

Flurry of Arrows - As long as your closest enemy is less than 5m away you gain +2 to initiative. *Source: Thorns of the Lotus, Type: Archer*

Focused Ki - At will, you may use your expertise in perceiving chi flow through people's bodies to strike your opponent's most vulnerable areas in combat, increasing damage by +6, *as long as you are using only normal non-Fu-powered*

punches, kicks, chops and such. This has also been turned into a Fu Power and may be taken as such instead, and traded for another Schtick from *Back for Seconds* or *Thorns of the Lotus*. *Source: Feng Shui Core Rules modified by FS mailing list/FAQ, Type: Old Master*

Geomancy - The Gardener can use the following effects of the Fertility sorcery schtick: De-attunement, Observe Chi, and Resolve Chi. These powers are not magical but are based on the Gardner's Info/Geomancy skill. *Source: Blood of the Valiant, Type: Gardener*

Gut Instinct - You are an expert at deduction in real-world situations. When speculating as to the best course of action or motivations of a given character, you can spend a Fortune Point to have the GM tell you directly whether or not your speculation is correct. *Source: Feng Shui Core Rules, Type: Private Investigator*

Hidden Toolkit - You've become adept at concealing the tools of your sabotage in an unobtrusive manner on your person. Anyone attempting to make a Perception check to detect concealed weapons or equipment on you suffers a -5 penalty. *Source: Gorilla Warfare, Type: Gearhead*

Holmes Touch - Your keen intellect and superb perception allow you to figure things out that the hoi polloi wouldn't catch in a million years. You can spend a Fortune Die and have the GM tell you one fact. This can be a person's skill level in a given ability ("Only a highly trained martial artist would have such well-developed calluses on that part of the palm, referred to as the 'ox jab' in traditional Japanese karate . . .") or details of a specific schtick ("I suspect that snout configuration evolved to facilitate the sucking of human spinal fluid, probably to aid the demon in reading the memories of its victim . . ."). It can also be used on the world around you ("Obviously whoever broke in here was over fifty years old"). You get to pick the fact, but it has to be pretty specific. The GM has veto power ("What's the name of the assassin?") but should give you something. This has become a Stat Schtick and is no longer a Unique Schtick. *Source: Seed of the New Flesh, Type: Uber-Kid*

Hunter's Instinct - Visit the location of a fugitive's last sighting. Roll your Perception with the quarry's Mind as your Difficulty. If successful, the GM gives you some clue as to your target's actions or present location. Depending on the juncture you could get this insight from surveillance footage, dropped receipts, or even something as simple as footprints and spoor. *Source: Seal of the Wheel, Type: Bounty Hunter*

Ich Bin Ein Bruiser - You make Death Checks at 50 Wounds, and suffer Impairment of -1 at 40 and -2 at 45. This has since become a Stat Schtick rather than a Unique Schtick. *Source: Feng Shui Core Rules, Type: Big Bruiser*

Immunity - You have the same reversion modifiers as a transformed animal from 69 AD. *Source: Seal of the Wheel, Type: Lodge Survivor*

Inspiration - If you have a group of unnamed characters fighting on your side, you can give them an inspiring speech before combat. (No, you can't do it if the lead's already flying.) Roll your Leadership against a Difficulty of 11. If you beat it, all the unnamed troops who heard it get +1 to their Guns or Martial Arts, whichever is higher. This can be a great chance to ham it up: "This . . . is our finest hour. . ." *Source: Seed of the New Flesh, Type: (Free Sex) Militant*

Irritant - Pick something that really, really gets on your nerves. When trying to destroy or remove your irritant, you suffer no Impairment from injury. Examples: Buro cops, sassy youngsters, rich people, puns, warm beer (1990s only), really loud noises, bigotry, people who harm or threaten children. *Source: Seed of the New Flesh, Type: Consumer on the Brink*

It's Just A Flesh Wound - You can use unorthodox emergency measures to do a quick medical patch-up job as long as you've got something suitable, such as a pen-knife and some thread. Add +2 AV to the Result of relevant task check. *Source: Golden Comeback, Type: Medic*

Know When To Fold Em - Ignore one failed Gambling roll per scene as if the roll had never been made; the character gets to keep his shirt and his reputation remains intact. Spending a Fortune Die in addition to this may also allow a marginal success instead. *Source: Golden Comeback, Type: Gambler*

Lead Mooks - After digging around the unsightly parts of town, you can gather a group of mooks who are willing to fight for you – for a nominal fee, of course. Make a leadership role. The difficulty (between 3 and 10) is based on how well you know the area, and how much money you are offering. You gain the Outcome in mooks, They will loyally follow you for one week. *Source: Thorns of the Lotus, Type: Bandit*

Lucky - Fortune Dice spent do not reduce your Fortune Rating for the purposes of making Fortune Checks. *Source: Feng Shui Core Rules, Type: Everyman Hero*

Mean Streak - Any time you connect with a hand to hand weapon, you do an extra point of Damage. This is added after everything else is figured out, so even if you hit a Big Bruiser who can soak off all your damage with Toughness, you still deliver one Wound Point from sheer bad temper. *Source: Seed of the New Flesh, Type: Consumer on the Brink*

Militant Specialization - This isn't actually an official Unique Schtick but it is used here to provide extra information on Militant types. In 2056, there are many different types of Militants, but the most prominent are: 1) *Luddites*, 2) *Blackwater Fury*, 3) *Fists of Freedom*, 4) *Free Sex* and 5) *Grumps*.

All Militants except Fists of Freedom get the first five skills listed in the profile summary. The Fists of Freedom types do not get Guns but instead get a Martial Arts of +10/Agl/15!

All Militant types get one specialization skill, except for the Fists, which don't get one. Free Sex: Seduction +2/=13; Luddite/Blackwater: Sabotage +2/Dex/ =13; Grumps: Fix-It +2/Per/=13.

Luddites are devoted to an antique notion of “privacy” and despise the Buro's omnipresent technological spying.

Blackwater Fury is an incoherent, ultraviolent splinter of the Free Sex Militia, called “nuts” by Jammers.

Fists of Freedom are martial arts underground militants.

Free Sex Militants, as noted, are all about free sex and marriage, and are also the template for all non-Jammer militants in the 2056 Juncture.

Grumps demand the right to feel as bad as they want and often stage public tragedies to give people an excuse to be unhappy.

Source: Seed of the New Flesh, Type: (Free Sex) Militant

Mook Magnet - You have an almost eerie ability to discover, recruit and command the weak-willed and thuggish. In order to use your Mook Magnet schtick, you must fulfill three conditions: (1) You must be in an urban setting. (2) You must have some sort of incentive to offer your lackeys: money, booze, the lure of easy pickings, etc. (3) You must spend a full day cruising dive bars, stockyards, wharves - the places where rnooks gather.

When you've fulfilled those conditions, make an open roll and add one; the result is the number of mooks you've attracted. These mooks will serve for 2-3 days without a

reward before they get bored and disillusioned. If they get what was promised (and don't get wiped out) they'll stick around as long as the goodies continue to flow. Any mooks who survive three combats in your employment become "battle hardened." They don't gain any skill bonuses right away, but they do become named characters (you can pick names for them). Now they don't evaporate in firefights and can get experience points if you let them attune to one of your feng shui sites. (They cannot gain experience any other way.) *Source: Seed of the New Flesh, Type: Criminal Mastermind*

Nick of Time - Any time another character needs help, you can show up if it's at all plausible (i.e., you're not in jail, your buddy isn't in another juncture, etc.). Everyone present can offer an explanation for how you happened to arrive in time; you get to pick the one you like best. *Source: Seed of the New Flesh, Type: Drifter*

No Place Like Home - You suffer no juncture penalties, if your home juncture normally has any, when using a specified ability (Sorcery, Creature Powers, etc.) in your home juncture. *Source: Feng Shui Core Rules, Type: Magic Cop*

Nose for Crime - Bonus +2 to Perception checks for spotting criminal activity. If you immediately try to bust the crooks, you can add the Outcome of your successful check to the AV of your first attack or dodge. If you have Hair-Trigger neck hairs, add its bonus. *Source: Back for Seconds (Daedalus), Type: Maverick Cop*

Nuisance - When you attack, you can use Distraction instead, rather than injuring - throwing things, pulling someone's shirt over their head, squirting them with whipped cream, etc. This causes the opponent to suffer 3 points of Impairment for a number of shots equal to your Outcome, but can't be increased by further distraction. *Source: Feng Shui Core Rules, Type: Scrappy Kid*

Pain Feels Good - Whenever you suffer an injury that causes Impairment, make a Willpower check, Difficulty (5 x Current Impairment from Wounds). If you succeed, the Impairment becomes a bonus to all combat actions for the rest of the sequence. Making this check takes one shot. The Impairment's penalty returns in the next sequence, though you can roll again any time you suffer additional wounds.

Example: You're ground zero of a napalm strike and take 27 wound points, for 1 point of Impairment. You make a Willpower check, Difficulty 5, succeeding. For the rest of the sequence, you get +1. Later in the same sequence, you get shot for 6 more points, putting your total at 33 and your Impairment at 2. You roll Willpower, Difficulty 10. If successful, you're at +2 until the end of the sequence. At the beginning of the next sequence, you feel the normal effects

of your Impairment, until you're wounded again, when you can make another Willpower check. On a success, you're back to +2 until the sequence ends.

Kindly GMs may give you a Willpower bonus for saying things like "I remember my drill sergeant screaming 'Whassamatter, flower? Got a hang-nail? Oh, a broken arm is it? Well quitter sniveling, you pathetic piece of human refuse! It's only a little broken! I climbed that wall with both arms broken and a wounded buddy on my back! I dragged myself up with my eyelids!'" *Source: Seed of the New Flesh, Type: L. Supersoldier*

Plays the Odds - An expert at calculating the odds, you can make a Fortune Check with a Difficulty of 4 at any time; if you succeed, the GM must tell you the Diff. of an upcoming check. You must be able to observe the situation well. *Source: Feng Shui Core Rules, Type: Gambler*

Pledged to the Cause - As one of the trusted servants of the secret masters, you can command those below you in the Wheel. You can send materials for analysis in the top scientific labs, request that scholars pour through the secret archives of the Vatican, or commandeer a SWAT team as backup. Roll your Info/Order of the Wheel or Info/Jade Wheel Society skill against a Difficulty set by the GM (usually somewhere between 10 and 18, depending on her plans and whims). Any troops gathered using this schtick are always mooks with an AV of no more than 7, and they usually number no more than twelve. On a fumble, somebody within the Lodge has noticed your misuse of power and will probably take appropriate steps soon. *Source: Seal of the Wheel, Type: Pledged Agent*

Purple Prose - With 3 days' notice and 2 hours' writing time, you may either add or subtract 1 point to any single person's Cha score or to any one Cha based skill. The effect lasts for one week plus a number of days equal to the Outcome. Usually this only lasts in a particular city or territory - rural and foreign areas and times are not valid choices. Spending a Fortune Die increases the area of effect to include any civilized locale. *Source: Golden Comeback, Type: Journalist*

Quick Study - You get an extra experience point every session because you learn things so damn fast. This has become a Stat Schtick and is no longer a Unique Schtick. *Source: Seed of the New Flesh, Type: Uber-Kid*

Recruiting - You can try to persuade people to join your cause. This skill can be used to try and recruit GMC characters, or you can use it as a hook for introducing new player characters to your team.

Using this schtick requires about an hour without significant interruptions. (A waiter asking if you want drinks

is not a serious interruption; Desdemona Deathangel tearing people's heads off nearby is.)

If you try to persuade a GMC who is listening with an open mind, roll your Leadership (or Seduction, if you're a Free Sex Militant). The Difficulty is your recruit's Willpower or highest Action Value, whichever is greater. Your GM may add modifiers (if, for example, your target is a Lotus Sorcerer who knows that betrayal will be punished by being fed to The Thing That Eats Your Kidneys Forever) or simply veto some recruitments for her own inscrutable reasons.

Alternately, you can use this schtick once per session to try to "pick up a stranger." In this case, roll your Leadership against a Difficulty of 11. On a success, design a named GMC who will do a fair job of working on behalf of your insurgent group. This GMC can have either Guns or Martial Arts at 8, or both at 7. You can also give this GMC some other, noncombat skill at 8 or an Info skill at 9. The GM controls this character, but you determine his name, story and personality. Have fun with it; these characters have the potential to stick around for a while. If you fail your roll, the GM may give you an inferior or no recruit at all, or if you roll really badly, someone already recruited may be a spy. *Source: Seed of the New Flesh, Type: (Free Sex) Militant*

Research Maniac - You have an Info score of 1 in every conceivable category. This doesn't allow you to make direct use of the information past what the information gives. You must spend at least 1 hour in a library (newspaper, morgue, etc), at a computer console, or hitting the streets for your contacts in order to use this. You must still pay for an Info of 1 before you can raise any Info skill - this simulates an Info skill, it doesn't replace it. *Source: Golden Comeback, Type: Journalist*

Respected Opinion - People can't resist telling you things. You may spend a Fortune Point to get a reluctant or hostile GMC to tell you something they shouldn't. Best used when you're captured, to induce gloating in villains. *Source: Feng Shui Core Rules, Type: Spy*

Retired Soldier - When following one of the Old Master's combat plans, all character's gain +1 Tgh and +1 Damage for the Duration of the fight. (This is intended for an Old Master who has military experience with the imperial army.) To get this schtick, take it instead of the one given. To add this schtick to your already-existing Old Master, spend 12 experience points. *Source: Thorns of the Lotus, Type: Old Master*

Reversion Resistant - Being from AD 69, you are more used to the influence of magic in the world. For every 24 hours you spend in a world with a Sorcery Difficulty of +3 or more (instead of the usual +1 or more for those from any

other juncture), you gain 1 Reversion Point. At the end of each session in such a world, the TA must make a Reversion Check, which, if failed, results in that character permanently reverting to a normal animal, removing him from play and requiring the player to make a new character.

For every 24 hours spent in a juncture with a Sorcery Difficulty of 0 or less, Reversion Points are reduced by 1 - this applies to all TA and is not specific to Reversion Resistant ones. *Source: Feng Shui Core Rules, Type: Transformed Animal*

Ridiculous Luck - For the purposes of determining if good things happen to you only (i.e. not for Fortune dice), your Fortune score is considered to be 10. *Source: Blood of the Valiant, Type: Shaolin Disciple*

Right Place, Right Time - You basically get an extra action right before a given deadline (bomb explodes, steel door closes, villain's plane takes off, etc.) as long as you are aware of the impending deadline. Spending a Fortune Die will allow you to BE in the right place at the right time to hear or see or otherwise find out something if the situation is suitable and the subject would reasonably be able to be found out, possibly by accident, and if the character has at least a general idea of what he's looking for. *Source: Golden Comeback, Type: Spy*

Sea Legs - You're an old hand when it comes to the sea. You don't suffer any penalties when fighting aboard a ship, no matter what the conditions. Stunts you perform on ships also suffer a lesser penalty than normal. The final penalty, as always, is assigned at the discretion of the GM. *Source: Blood of the Valiant, Type: Redeemed Pirate*

Showoff - You gain +2 AV bonus when using your Martial Arts skill to execute acrobatic maneuvers that aren't direct attacks on opponents in combat. This includes Active Dodges or Parries, meaning when making an Active Dodge, the Karate Cop actually gets +5 instead of +3 - this doesn't apply to Passive Dodges or Parries, since they aren't actions. *Source: Feng Shui Core Rules, Type: Karate Cop*

Sifu - An Old Master is adept at improving a comrade's Martial Arts performance through advice and instruction ("Be prepared for his claw of the tiger... remember the patient crane defeats the rash tiger!"). This advice can be given during combat and is a continuous action by the Old Master. The Old Master may instruct multiple characters at once; each character instructed is a separate continuous action. For example, an Old Master who is instructing 3 characters simultaneously is maintaining three continuous actions, so any action the Old Master makes will have its short cost increased by 3.

The recipient of the advice gains +2 AV to his Martial Arts skill while he is receiving the advice, provided he dutifully accepts and follows the advice given. Inattentive or obstinate characters receive no bonus. If the Master and character both share a Fu schtick in common then the character gains an additional +1 AV when using that schtick. AV bonuses are lost immediately upon the Old Master ceasing his instruction. A character can benefit from only one Old Master's instruction at once.

At the GM's discretion, Old Master PCs in the campaign may acquire the Sifu schtick during character generation by substituting it for their standard unique schtick, or they may acquire it later by spending 12 XP. *Source: Back for Seconds, Type: Old Master*

Snatched From Death - Spend an extra 2 shots on any stabilization check to stop a character from dying to automatically succeed, once per combat, total - retrieved characters remain unconscious. *Source: Golden Comeback, Type: Medic*

Squirmy Lil' Bastard - You may not do much damage but you're a quick rascal - your Dodge AV is always 2 more than your Martial Arts or Sorcery AV, and this can be further increased by Active Dodges. *Source: Feng Shui Core Rules, Seed of the New Flesh, Type: Scrappy Kid*

Summoning (Trueform) - You get an extra effect with the Summoning Schtick: True Form. You can cause a magically-altered being, such as a Transformed Animal or Supernatural Creature using the Transformation Creature Power, to revert to its true form. The Difficulty is the subject's highest AV rating. In the case of TAs, you may attempt to use the spell on any given individual only once and *it costs you a Magic Point to try - this cost is permanent*.

If you fail, you automatically suffer a serious Backlash, suffering 5 Wound Points for each point of difference between your Action Result and the Difficulty. These Wounds are not reduced by Toughness or Armor. *Source: Feng Shui Core Rules, Type: Magic Cop*

Surprise Entrance - You may spend a Fortune Die to "find" a portal leading into the Netherworld from your current location in the real world, or vice versa. (This does not allow you to choose where exactly you wind up when you go through the portal; that's up to the GM.) This portal takes time to find: make a fortune check after spending the die, and subtract the result from six. You can find the portal in that many sequences (note that this number can never go below one). This is a continuous action. *Source: Gorilla Warfare, Type: Portal Jockey*

Take the Bullet - Keeping clients alive is what you do, even if it means getting hurt yourself. Nominate another character as your "client" at the start of each session. If that client is ever wounded, you may, as a two (or one if you use Out for Blood's rules) shot defensive action, attempt to pull him out of harm's way or shield him with your body.

Roll your combat AV with the attacker's Action Result as the Difficulty. If successful you pull him out of danger; if you fail the roll you didn't get there in time. On a fumble, you both take the Damage as rolled. You can protect people who are not the designated client as well. This is a two shot action. You literally take your buddy's hit for him.

Roll your combat AV with the attacker's Action Result as the Difficulty. If you succeed, you take the Damage instead of your pal. The attacker's Outcome is calculated against your friend's Dodge Action Value, but you reduce the Damage with your Tgh. *Source: Seal of the Wheel, Type: Bodyguard*

Taoist Trickery - You gain +2 AV on all Influence checks, but -2 on all other Sorcery checks, other than Divination. *Source: Thorns of the Lotus, Type: Taoist Wizard*

There It Is! - You always happen to have the right item on hand. When you want to pull any tool or gadget item out of your handy toolkit, spend a Fortune Point and -bingo-you got it! *Source: Feng Shui Core Rules, Type: Techie*

This'll Do - You get +1 AV for any creative attack you make with an improvised weapon, such as pool cues, barbells, frozen chicken dinners, beer bottles, shopping carts, etc. The same improvised weapon should not be carried around and/or used from scene to scene - it should be a weapon of opportunity rather than habit. *Source: Feng Shui Core Rules, Type: Everyman Hero*

Thumper Rig - You've had extensive cybernetic surgery to implant audio gear to choke a SICASSP (q.v. baby --- that's a lot of hardware). You can broadcast any music you chose --- spontaneously generated or pre-recorded --- either audibly (and deafeningly) or via any number of 2056 wireless protocols. This schtick is required to learn the fu powers in the Path of Visible Resonance. *Source: Glimpse of the Abyss, Type: Thumper*

Unique Weapon (Experimental Impulse Blaster)* - This isn't actually a Unique Schtick, but costs 2 Signature Weapon schticks to acquire; this functions like a Signature Weapon, except this weapon is unique in all the world and the specific stats are generally determined by the GM for each weapon, with the the Science Ninja's Experimental Impact Blaster being the best example. *Source: Friends of the Dragon, Type: Science Ninja*

Unsettling Demeanor - You're an expert on the criminal mind. Intimidation attempts on unnamed hoodlums get a +5 AV bonus. *Source: Feng Shui Core Rules, Type: Masked Avenger*

Virtuous Monologue - You can deliver a stirring speech that will convince any basically law abiding GMC of your honesty and integrity, and they will want to help you out, although they won't wreck their lives to do so. Spending a Fortune Point lets you even win over over some shady or disreputable people, though maybe only temporarily and only when it will not derail/endanger the plot. *Source: Feng Shui Core Rules, Type: Karate Cop*

LIMITATIONS SUMMARIES

Eschew (Magic/Sorcery) - Will not learn or use any magic or sorcery, as a matter of principle, as it is related to the supernatural, which is the sworn "enemy". Any abilities similar to magic that someone with this Limitation possesses may work like or mimic magic or sorcery, but only on a functional level, not actually count *as* magic or sorcery, and instead involve pure chi or willpower. *Source: Feng Shui Core Rules, Type: Transf. Animal*

Eschew (Weapons/Guns) - Will not use a particular type of weapon under any circumstance. *Source: Thorns of the Lotus, Type: Archer*

Intolerant (Sorcery) - This character cannot learn or use a certain resource, such as Sorcery. Other variations of this may include specific types of magic, such as Summoning Intolerance. Sorcery Intolerance includes the Medicine skill from AD 69, as it is a form of magic which uses the Mag attribute - Transformed Animals from AD 69 are able to use Medicine from AD 69, however as they are native to the juncture. *Source: Feng Shui Core Rules, Type: Transformed Animal*

Medicine (69, 1850, 2056) - This character cannot be healed by the Medicine skill unless that skill employs the techniques common to the given juncture, so a Supernatural Creature with the Medicine AD 69 Limitation cannot be healed with the Medicine skill unless that skill uses the AD 69 medicinal methods; 1850's, modern or futuristic medicine will be ineffective. Unless otherwise stated, this doesn't mean the character can't naturally heal, just that the Medicine skill itself has a very specific requirement for effective use. *Source: Feng Shui Core Rules, Type:*

Primate Humor - Character name must contain a simian pun or he gets 1 less XP per session. *Source: Gorilla Warfare, Type: Gorilla Fighter*

Rebel's Guilt - Swimming against the flow of your culture isn't easy, especially when it's chi. You constantly feel guilty about your rebellious tendencies or "perverse urges." While in the 2056 juncture you have a -2 penalty in any situation (other than hiding) where you are acting against abominations or uniformed minions of the Buro. *Source: Seed of the New Flesh, Type: (Free Sex) Militant*

Reversion Danger - Usually for Transformed Animals in human form. If returned to animal form through exposure to magic, the character is retired from the game. Transformed Animals from the 69 juncture have a slight edge against this - see the **Reversion Resistant** Unique Schtick. Also, for every 24 hours you spend in a world with a Sorcery Difficulty of +1 or more (+3 if you're from AD 69), you gain 1 Reversion Point. At the end of each session in such a world, the TA must make a Reversion Check, which, if failed, results in that character permanently reverting to a normal animal, removing him from play and requiring the player to make a new character. For every 24 hours spent in a juncture with a Sorcery Difficulty of 0 or less, Reversion Points are reduced by 1 for TA's. *Source: Feng Shui Core Rules, Type: Transformed Animal*

Slave to the Cheese - If you capture or non-lethally defeat any named Cop or Buro characters, you are 100% unable to simply kill them, and must do everything in your power to prevent anyone else from doing so. Killing them out of hand is too easy, too quick. You must toy with your prey by putting them in elaborate death-traps, or by offering them some desperate (but psychotically "fair") gamble with which to win their life and freedom. Furthermore, you cannot resist gloating to captured foes. You desperately need to tell them your plans in order to rub it in. *Source: Seed of the New Flesh, Type: Criminal Mastermind*

Uncultured - Any skills, abilities, equipment or information chosen or gained must be approved by the GM and must be suitably low-brow for your character's social status and lifestyle. *Source: Feng Shui Core Rules, Type: Everyman Hero*

The 59 Official Feng Shui Character Types

THE 59 OFFICIAL FENG SHUI CHARACTER TYPES

Feng Shui Core Rules (26) CR

Abomination	Maverick Cop
Big Bruiser	Medic
Cyborg	Monster Hunter
Everyman Hero	Ninja
Ex-Special Forces	Old Master
Gambler	Private Investigator
Ghost	Scrappy Kid
Journalist	Sorcerer
Karate Cop	Spy
Killer	Supernatural Creature
Magic Cop	Techie
Martial Artist	Thief
Masked Avenger	Transformed Animal

Blood of the Valiant (6) BV

Gardener	Reformed Pirate
Golden Candle Agent	Shaolin Disciple
Guiding Hand Archer	Shaolin Master

Friends of the Dragon (1) FD

Science Ninja

Glimpse of the Abyss (3) GA

Demon Martial Artist
Elemental
Thumper

Golden Comeback (2) GC

Athlete
Velocity Addict

Gorilla Warfare (6) GW

\$10,000 Man	Gorilla Fighter
Dallas Rocket	Portal Jockey
Gearhead	Viking Warrior

Seal of the Wheel (6) SW

Bodyguard	Pledged Agent
Bounty Hunter	Smuggler
Lodge Survivor	Two-Fisted Archaeologist

Seed of the New Flesh (6) SNF

Consumer on the Brink	Free Sex Militant
Criminal Mastermind	Super Soldier
Drifter	Uber Kid

Thorns of the Lotus (3) TL

Archer
Bandit Lord
Taoist Wizard

THE 27 OFFICIAL FENG SHUI TRANSFORMED ANIMAL PACKAGES

Lastly, just for completeness, here are the 27 official *Transformed Animal* packages from the core rules and sourcebooks, so anyone playing a Transformed Animal has the basic choices.

Giving the descriptions and rules of the animal schticks for each transformed animal is beyond the scope of this book, but the Attribute mods and location where one can get the animal schticks for each type are given.

Animal	Attribute Modifiers	SB Pg
Bat	Wil +3, Int +3, Per +3	GC 71
Bear	Bod +4, Wil +4	CR 110
Boar	Bod +3, For +1, Wil +3	GC 71
Chameleon	Mov -1, Int +2, Per +4, Wil +1	SW 80
Cockroach	Con +3, Tgh +4, For +1, Mnd -1	GC 69
	Cha -2, Ref +2	
Crab	Tgh +3, Wil +3, Ref +3	CR 111
Crane	Mnd +3, Ref +3	SW 80
Dolphin	Mov +2, Con +2, For +2, Mnd +2	GC 70
	Ref +2	
Dragon	Bod +4, For +3, Mnd +4, Ref +4	CR 111
Elephant	Bod +5, Wil +3	CR 111
Fox	For +3, Mnd +3	CR 111
Jackal	Mov +2, Wil -1, Ref +4	SW 81
Magpie	For +2, Int +1, Per +3, Ref +2	SW 82
Mallard	Con +3, Cha +3, Ref +2	GC 70
Mantis	Bod +1, Per +2, Mnd +1	SW 81
Mole	Con +2, Str +2, Mnd +1	SW 81
Monkey	For +2, Cha +4, Ref +3	CR 112
Rat	For +2, Per +3, Ref +3	CR 112
Rooster	Mov +3, Cha +3, Spd +3	CR 113
Salamander	Mov +1, Con +2, Tgh +2, Wil +2	GC 71
	Ref +2	
Scorpion	Mov +3, Ref +3	CR 114
Shark	Str +3, Tgh +2, Ref +2, Wil +2	BFS 17
	Ref +2	
Snake	Int +2, Cha +3, Ref +3	CR 113
Spider	Bod -1, Mov +2, Agl +3, Spd +3	CR 114
Tiger	Str +1, Ref +2	CR 114
Toad	For +2, Cha -1, Per +3	SW 82
Tortoise	Con +4, Tgh +4, Mov -1	CR 115

SB = Sourcebook abbreviation (CR = Core Rules, etc.)

Pg = Page number in the given Sourcebook

Other Feng Shui Works by Atlas Games

Containing Types:

Blood of the Valiant

Friends of the Dragon

Glimpse of the Abyss

Golden Comeback

Gorilla Warfare

Seal of the Wheel

Seed of the New Flesh

Thorns of the Lotus

Other Sourcebooks, etc:

Blowing Up Hong Kong

Elevator to the Netherworld

Iron & Silk

On Location Game Screen

Scenarios:

Four Bastards

In Your Face Again

Burning Shaolin

Other Atlas Games Products

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You'll find a Table of Contents listing of every Type, their Juncture and book where you can find their full profile, summary of character creation and concepts, index and description of each Unique Schtick, as well as table for the collected attribute bonuses for all of the 27 total Transformed Animals spread through all of the Feng Shui books.

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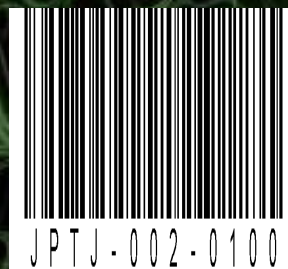
\$10,000 Man
Abomination
Archer
Athlete
Bandit
Big Bruiser
Bodyguard
Bounty Hunter
Consumer on Brink
Criminal Mastermind
Cyborg
Dallas Rocket
Demon Martial Artist
Drifter
Elemental
Everyman Hero
Ex-Special Forces
Free Sex Militant
Gambler
Gardener
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Ghost
Golden Candle Agent
Gorilla Fighter
Guiding Hand Archer
Journalist
Karate Cop
Killer
Lodge Survivor
Magic Cop

Martial Artist
Masked Avenger
Maverick Cop
Medic
Monster Hunter
Ninja
Old Master
Pledged Agent
Portal Jockey
Private Investigator
Redeemed Pirate
Science Ninja
Scrappy Kid
Shaolin Disciple
Shaolin Master
Smuggler
Sorcerer
Spy
Supernatural Creature
Super Soldier
Taoist Wizard
Techie
Thief
Thumper
Transformed Animal
Two-Fist Archaeolog.
Uber Kid
Velocity Addict
Viking Warrior
Blank User Profile



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