



QUICKSTART FOR FREE RPG DAY 2016

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

KEY ELEMENTS OF *FENG SHUI 2* YOU SHOULD KNOW

It's based on Hong Kong action movies.

Chi is the life force that animates man and nature.

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

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

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

High melodrama rules the day.

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

WHAT YOU NEED TO PLAY

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



GETTING STARTED

Let's get ready to rumble.

CHOOSE ONE PLAYER TO BE THE GAME MODERATOR

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

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

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

EVERYONE ELSE CHOOSES AN ARCHETYPE

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

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

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

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

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

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

READ THE RULES BRIEFINGS

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

TASK CHECK BRIEFING

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

THE DICE

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

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

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

CLOSED AND OPEN ROLLS

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

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

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

DETERMINING SUCCESS OR FAILURE

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