

EX-SPECIAL FORCES

FIELD TRIAGE



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

1 1/3

HIGHLY TRAINED



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

BLOODY BUT UNBOWED



You get +2 bonus to Up Checks.

ADDITIONAL SCHTICKS & GEAR

TIGER STANCE



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

2

FOR THE SQUAD



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

SKILLS

SABOTAGE	12
INTRUSION	11
INFO: ANTI-TERRORISM	15

UNSKILLED CHECKS USE A RATING OF 7

CHI

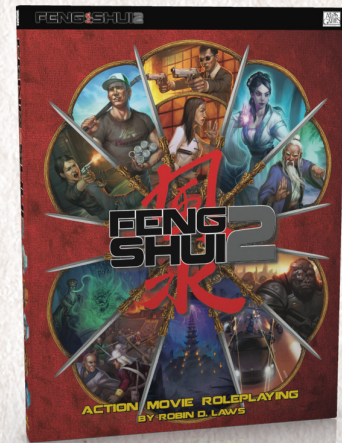
7

HECKLER & KOCH
HK45C

10/2/3

HECKLER & KOCH
MP5

10/5/1



EXPAND YOUR TEAM

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



MANAGE YOUR FIGHTS

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



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ARCHER

SOUL OF THE SNIPER

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

THE WAY THE WIND BLOWS

Instead of a penalty under Adverse Conditions, you get a +2 Immunity Bonus to attacks.

SMOKE ARROW

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

EVERYDAY HERO

MARTIAL ARTS

15

KARATE COP

OUCH!

When you miss with an unarmed attack, you take X Wound Points, where X equals the absolute value of your Swerve. Your next Martial Arts attack this fight gets a +X bonus. If successful, heal X Wound Points. This schtick is always active.

GHOST

CHI BLAST

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

3

Specialty: Blast.

SKILLS

SEDUCTION

13

INFO: MUSICIANSHIP

13

UNSKILLED CHECKS USE A RATING OF 7

BANDIT

HARD TO KILL

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

2

NINJA

JOINT CASED

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

SORCERER

OBSERVE CHI

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

Specialty: Divination.

HEAL WOUNDS

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

1

4

Specialty: Heal.

SCROLL OF SPELLS

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

2

3/6

SKILLS

INFO: HISTORY

13

UNSKILLED CHECKS USE A RATING OF 7

BOUNTY HUNTER

REMINGTON
870 POLICE

16*/5/4
■■■■■

FULL-METAL NUTBALL

READY RESUPPLY

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

1

BAG FULL OF GUNS II

You rotate through a selection of guns over the course of a fight. Start each fight with a revolver (9/2/6.) Each time you attack a named foe and fail to dish out more than 15 Wound Points, spend 0 shots to move to the next item in this gun list:

Colt 1911A	10/2/4
Desert Eagle .357 Magnum	11/3/3
Chiappa Rhino	12/3/5
Mossberg Special Purpose	13/5/4
homemade shotgun	14/5/4
homemade rifle	15/5/1

Homemade weapons fall apart at end of fight. Only you can use them.

ADDITIONAL SCHTICKS & GEAR

GENE FREAK

PUSH

Make a 3-shot ranged attack, Damage Value 11, using your Mutant Attack Value. If you deliver a Smackdown, the target flies X meters through the air directly away from you, where X = the number of Wound Points you dish out.

3

HIGHWAY RONIN

AGAINST ALL WARLORDS!

Add +2 Guns vs. Bosses. if the boss succeeds at an Up Check, you can force the GM to reroll the Up check. Up or down, use the second result.

RUGER RED LABEL
SHOTGUN
(SAWED-OFF)

10/3/6

PRIVATE INVESTIGATOR

ROSSI
MODEL 515

8/2/4

NUTBALL LUCK

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

1

0

MUTANT PUNCH

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

VERY STRONG

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

1

VERY FAST

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

2

FORCE SHIELD

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

1

1

ADDITIONAL SCHTICKS & GEAR

MASKED AVENGER

ADDITIONAL SHTICKS & GEAR

POLICE SHELL ARMOR 5/25/0

ONCE PER SEQUENCE, ADD +5 TO YOUR TOUGHNESS AS AN INTERRUPT AFTER A GUNS HIT. BONUS APPLIES ONLY TO THIS HIT.

ONCE PER SESSION, WHEN YOU TAKE A GUNS HIT THAT WOULD OTHERWISE TAKE YOU ABOVE 25 WOUND POINTS, SPEND 1 FORTUNE AND 3 SHOTS TO REDUCE DAMAGE FROM THAT HIT TO 0.

DEFENSE

13

MAVERICK COP

SIGNATURE WEAPON



Your favorite Smith & Wesson Model 29 deals 3 more damage than the norm.

BLAM BLAM EPIGRAM



Add 1 to the shot cost of any Guns attack and make a pithy quip before or after shooting. The Damage Value of your weapon increases by 2 against a non-Impaired opponent, by 8 against an Impaired opponent.

+1

ADDITIONAL SHTICKS & GEAR

1981 CHEVROLET IMPALA:
ACCELERATION 8 • HANDLING 9
(SQUEAL 10) • FRAME 6 (CRUNCH 8)

HOT PURSUIT



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

1

TIGHT ROLL I



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

SKILLS

DRIVING	13
POLICE	15
INFO: DIVE BARS	15

UNSKILLED CHECKS USE A RATING OF 7

SMITH & WESSON
MODEL 29*

14/3/5

FENG SHUI 2

SUPERNATURAL CREATURE

CONDITIONAL ESCALATION

You gain +2 to Creature Powers if at least one of your allies has accrued 25 or more Wound Points, or +3 to Creature Powers if any of them are down.

NATURAL WEAPON

Your Creature Powers attacks occur at close range, striking your opponent with spines, claws, jagged teeth, or another monstrous body part of your choice, dealing 13 Damage.

AMPHIBIAN

You can easily move, breathe, and fight underwater.



THIEF

HIGHTAILING IT

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

1

SKILLS

DRIVING	12
DECEIT	12
INFO: ARTS AND ANTIQUES	15
INFO: GEMS AND JEWELS	15
INTRUSION	15

UNSKILLED CHECKS USE A RATING OF 7

SWORD MASTER

BLOODED BLADE

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

ADDITIONAL SCHTICKS & GEAR

KILLER

TAURUS MODEL 85	9/2/5
BERETTA M12	10/5/6
HK MP5	10/5/1
SVD DRAGUNOV	13/5/3
BERETTA 92FS CENTURION	10/2/3

MARTIAL ARTIST

MARTIAL ARTS

15

BACKUP ATTACK

DEFENSE

15

TRANSFORMED DRAGON

INNATE SUPERIORITY

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