

ON LOCATION

The Feng Shui GM Screen



FENG SHUI
Action Movie Roleplaying

by Jeff Tidball

ATLAS
GAMES

Credits

"ON LOCATION"

AN **ATLAS GAMES** PRODUCTION

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SPECIAL THANKS TO **ORIFLAM/ARCHÉON**

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DIGITAL VERSION 1.0

Read Me, Sucka

Welcome to the *Feng Shui Game Moderator's Screen*. When you bought this fine *Feng Shui* product, you got two things: A piece of cardboard and a sheaf of paper.

The piece of cardboard is not just any piece of cardboard. Not by a long shot. It's a four-panel *Feng Shui* reference extravaganza, suitable for GMs to hide game notes and die rolls from players while keeping the most-referenced tables and charts from *Feng Shui* handy.

Likewise, the sheaf of paper is not just any sheaf of paper. You can bet your grandma's heart pills on it. It's a booklet containing a bunch of locations you can use in your adventures when your imagination flags and you just can't figure out where to stage the next fight. It's especially useful when your characters wind up in *another* fight in a warehouse, apartment building, or back alley and you can't for the life of you figure out why this warehouse, apartment building, or back alley is any different from the last dozen of them where you staged fights.

The Screen

The screen includes information — tables and charts, mostly — from the Atlas Games edition of the *Feng Shui* rulebook and the supplements *Golden Comeback* and *Seal of the Wheel*.

Most tables and charts have a page reference in the lower right hand corner. This points you to a page or pages in the *Feng Shui* rulebook where additional information related to the table or chart can be found. A missing reference doesn't mean there's no more information, just that the table's sources are so far scattered that a reference is impractical.

Unless otherwise noted, page references on the screen are to the Atlas Games edition of the *Feng*

Shui rulebook (as opposed to some supplement or other edition of the core rules).

The Booklet

Each of the locations is described in the following ways:

What It Is: A one-sentence description of the type of place it is.

Where It's At: The sorts of neighborhoods or areas where you'd find this sort of location.

Outside: A description of, well, the outside of the location.

Inside: As above, but for the inside.

Getting In: Possible methods for a person on the outside to become a person on the inside. The players will come up with other ideas. GMs will improvise. Such is the nature of the roleplaying game.

Why It's In Your Game: A number of ideas for using the location in your adventures.

Look! I Found A...: A couple of things a character glancing around might see and have an opportunity to lay his hands on.

Cool T.T.C.H.: Stands for "Cool Things That Could Happen." It's abbreviated because otherwise we'd use up half the book with this header. This is a list of cool things that could happen when using this location in your game. Usually focused on things that could happen during a fight; non-fight cool things are also listed when appropriate.

Location descriptions assume the contemporary juncture. A few GMCs that could be encountered at the location are provided for most of the locations.

