



**FENG SHUI**  
Action Movie Roleplaying

# FRIENDS OF THE DRAGON

A GUIDE TO PLAYER  
CHARACTER GROUPS



KEITH  
BAKER

WILL  
HINDMARCH

# Table of Contents

<u>Chapter 1</u>	4
<b>Team Up</b>	
<u>Chapter 2</u>	20
<b>Cop Show</b>	
<u>Chapter 3</u>	32
<b>Crime Show</b>	
<u>Chapter 4</u>	41
<b>Espionage Show</b>	
<u>Chapter 5</u>	50
<b>Action Family</b>	
<u>Chapter 6</u>	60
<b>Sentai Show</b>	
<u>Appendix A</u>	69
<b>PC-Owned Mooks</b>	
<u>Appendix B</u>	71
<b>Group Character Sheet</b>	

## INTRODUCTION

# Team Up

*"Sometimes we are five. Sometimes we are one."  
- Gatchaman*

Diversity is a source of strength, but it is often unity that wins the day. The different skills and abilities each character brings to the table are vital to their survival in a roleplaying game, so long as those differences don't pull the characters apart. Characters are normally defined by the ways they're different from one another, but they can also be defined by the things that hold them together as a group.

Sure, plenty of action movies are about lone renegades, solitary anti-heroes, or loose collections of smart-asses who come and go as they please. *Feng Shui*, despite our best wishes, isn't an action movie, though. It's the action movie roleplaying game, and roleplaying games typically involve collections of heroic characters larger than most action movies can afford. To help give everyone an important role to play in the game, we present the **character group**. It's like an ensemble cast or a team. Each member may be good, but together they're better.

Besides, you've already played the motley assortment of wacky action heroes, right? It's time to try out something else.

Enter, *Friends of the Dragon*.

## Character Groups

While diverse and memorable characters are essential in every action movie and *Feng Shui* adventure, it's the relationships between the characters that creates the most exciting moments. A character group puts the focus of the game on how the characters work together, rather than just on how they work.

The Secret War can force eclectic collections of unusual individuals to work together, but as a war of ideals it also drives like-minded warriors together. Many GMs find it challenging to bring all of the player characters together, especially after the happenstance excuse has been worn out. How is it that the widowed sorcerer, the abomination, and the ex-cop all wind up in the same place at the same time, let alone choose to work with one another? Why should this be the sole duty of the GM? Why not turn this task over to the players? Let them think about the experiences and relationships that bind them together. Let them design and build relationships right off the bat, from the ground up, and other clichés.