

FOUR BASTARDS

A Feng Shui Scenario Sourcebook



FENG SHUI
Action Movie Roleplaying

by Robin D. Laws

**ATLAS
GAMES**

BULLETS AT THE ORPHANAGE

EXT. ORPHANAGE. DAY.

A sound man sticks a microphone onto a podium. The podium is on a cloth-covered riser about ten feet above the pavement. Behind the podium a number of official-looking men and women in business attire find the fold-up seats assigned to them. Obviously a public ceremony of some sort is about to begin.

The camera pans over to a building. A big red ribbon has been suspended on stanchions in front of the doorway. Hanging from a rope on one of the large chrome stanchions is an oversized, gleaming pair of scissors.

INSERT SHOT.

A sign on the building's door reads NEW PROSPERITY ORPHANAGE.

EXT. ORPHANAGE.

Cut back to the scene on the platform. The camera pans across the smiling faces of the PLAYER CHARACTERS, who are all standing in a line. They wear their fanciest clothes, whatever those may be. (Perhaps the PC most uncomfortable with a formal outfit tugs unhappily at his collar, loosening his tie. If one of the PCs is from another juncture, he may be looking with curiosity at the modern shoes upon his feet.)

In front of each PC is a freshly-scrubbed, beaming young ORPHAN. The camera keeps panning. After it finishes panning down the row of PCs, we see that standing beside them is FAST EDDIE LO. FAST EDDIE leans over and speaks into the ear of the PC beside him.

Fast Eddie appears in *Feng Shui*, on p. 237. If you can't use him in your series (like, say, if your PCs shot him dead), substitute

another mob boss of the PCs' acquaintance. He must be the sort of bad guy with whom the PCs have a mutually antagonistic, but not actively homicidal, relationship. In other words, they should fear him, know him as formidable, but not want to draw on him the second they see him.

FAST EDDIE

You didn't think I'd miss this, did you?
After you finagled me into paying for the place?

Your players' eyebrows may be raising at this point, in the universal symbol of "huh?" Tell them that Fast Eddie is referring to something that took place between this episode and the last. Your latest encounter with the Jade Wheel's favorite "rascal"¹ ended up with you and Fast Eddie at a stand-off. You had one of those metal-shelled suitcases full of his money, and each side had the drop on the other. You proposed a face-saving way for both to back down: You'd donate Fast Eddie's dough to the New Prosperity Orphanage in Tsimshatsui, but put the donation in his name.

Now, there's nothing to stop you from creating a prequel adventure of your own that leads up to that conclusion, and actually playing it out before starting *Four Bastards*. On the other hand, there is a lesson to be taught to players who object to things occasionally happening to their characters "off-stage." Make sure you have several sheets of scrap paper available for this purpose.

¹ **Rascal:** Weirdly understated synonym for "gangster" favored by the translators who write the English bits of HK movie subtitles. Use whenever possible.

