

*“In a world of martial arts mayhem, brave heroes struggle just to survive.
But can they defeat the master with the killer instinct?”*

VALHALLA

a *Feng Shui* one-shot by Jeff Rients

Premise: Our heroes have accepted invitations to participate in the 3rd Annual Valhalla International, a small but prestigious mixed martial arts invitational tournament. Hijinks ensue.

Setting: The present day at the fabulous but fictional Valhalla Hotel And Casino in scenic Las Vegas, Nevada.

Player Characters: The PCs may be drawn from any standard modern juncture character type except Scrappy Kid and Old Master. (Even in Vegas you can't get away with allowing an underage kid into the fight club. And watching a wizened geezer beat up guys twice his size just won't fly with the at-home audience watching on ESPN-2.) The Transformed Animal type can be selected, but the Animal Schticks will be explained away as “Spider Style” Kung Fu or whatever. Make sure to select Fu and Sorcery effects that could appear like normal martial arts maneuvers; this adventure is more like the movie *Bloodsport* and less like *Mortal Kombat*. Subtle chi manipulation is acceptable, but “Hadoken!”-style fireballs are right out. Obviously some Character Types will be better than others during the actual in-ring competition. That doesn't mean a Journalist or a Maverick Cop is necessarily a bad choice. A good investigative type might help move the plot along nicely. Just don't expect to win the tournament if you can't bring the Fu.



Character Types and schticks may be imported from other published products or FS fan material, but they will be approved on a case-by-case basis. Consider bringing a back-up character in case your nifty new PC template is not approved. You must bring an extra hardcopy of any new material to the session. If it's cool, don't expect to get that copy back

All players should come up with at least a name for their PC's particular martial arts style and where they hail from. The announcing team needs to know this stuff.

Stunting: Since much of this adventure will be martial arts dueling in an empty ring, the use of colorful combat maneuvers will be important to keep things exciting. Most stunts will cost no extra shots to execute and will net the PC a bonus of between +1 and +3 on their roll.

Other Fight Rules: Be prepared for the GM to drop some weird house rule stuff at the actual session. Nothing is set in stone at the moment, but I've been tinkering with some simple stunning and exhaustion rules.

GM Contact: You can email me at jrients@gmail.com or call me at 337-5954.

“Valhalla: where warriors go to die!”