

# ALTERNITY TO FENG SHUI CONVERSION

Alternity is a great science fiction game, and the Star\*Drive and Dark Matter settings are fun to play in. Unfortunately, the full Alternity ruleset is not for the faint of heart and contains way, way too many picky little rules. Therefore, it makes a perfect candidate for conversion to Feng Shui, the fast-paced game of cinematic action with a simple core mechanic.

There are a couple fundamental design differences between Alternity and Feng Shui, and you need to make up your mind which way you want to go on them. If you just want to play Feng Shui in the Star\*Drive universe, you don't need to convert anything, just go for it. Alternity has some distinctive elements, like lots of specific skills befitting a more technical milieu, which might instead merit some conversion work if you want to capture more of that sci-fi feel over a pure far future action fest.

## Quick NPC Conversion

In Alternity, stats generally range from 4-14 (average 10) and skills are low numbers (1-3 starting out). This is a different weighting from the usual Feng Shui weighting of stat  $\approx$  skill with stats usually sitting around 5. The total AVs turn out to be about equivalent, however - in both Alternity and Feng Shui, starting skill values are around 14-15 for a real good skill, and range down to 7-8 for poor ones.

To quickly convert NPCs from Alternity to Feng Shui, you can just use their Ordinary skill check as their Action Value straight up. Use Alternity skills but disregard specific skills, just use the broad skills but give ranks in them as if they were a specialty skill - for example, Stealth/Hide 4 just becomes Stealth 4. Combine all gun-oriented skills into Guns and all hand-to-hand skills into Martial Arts. Give them the highest of their specialty skill ranks if they have multiple specialties under one broad skill. For example, if a NPC has Modern Ranged Weapons: Pistol 3 (14/7/3) and Modern Ranged Weapons: SMG 2 (13/6/3), just give them Guns 14.

## Building Alternity PCs In Feng Shui

For PCs and detailed NPCs, you could just use Feng Shui archetypes and give them a more sci-fi bent, but that approach loses some of the skill-heavy Alternity flavor. A more detailed approach is to use Alternity point-based character build system, but then convert those characters over to the more concise Feng Shui system for runtime. This also has the pleasing approach of providing a point based character build system for Feng Shui, something it heretofore lacks.

## Stats

First, generate Alternity ability scores as usual and then convert to Feng Shui stats as follows (round fractions down):

Body = (STR + CON) / 4

Move = STR/2

Strength = STR/2

Constitution = CON/2

Toughness = CON/2

Chi = 0

Fortune = Last Resort Points x 2 (or =Chi if Chi is greater)

Kung Fu = WIL (max=Chi)

Magic (aka Psi) = WIL (max=Chi, but =0 if not psionic)

Characters can buy up their Chi at character creation as if it were a seventh stat.

Mind = (PER + INT + WIL) / 6

Charisma = PER/2

Intelligence = INT/2

Perception = (PER + INT + WIL) / 6

Willpower = WIL/2

Reflexes = DEX/2  
Agility = DEX/2  
Dexterity = DEX/2  
Speed = DEX/2

## Skills

Second, buy skills. Go ahead and use all the possible skills in the Alternity rulebook, including specialty skills (unlike the quick NPC conversion process). We're not using professions, so skill ranks are all bought at the reduced cost as if you had the requisite profession. Count the broad skill as a +2 AV. So if you have Dex 5 and try to Stealth untrained, your AV is 5. If you have the Stealth broad skill, your AV is 7, and if you have Stealth/Hide 1, your AV is 8.

You will need to decide what the best related attribute is for each skill. In some cases it's apparent, in others it's debatable when one Alternity stat splits to two or more Feng Shui stats. Default up to the primary attribute when in doubt.

## Schticks

We aren't using rank benefits and other picky little things (like, say, any other rule at all!) out of the Alternity book, so players will probably want to buy some Feng Shui schticks. Give them one at first level. Let them freely pick out of gun schticks, Fu powers, creature abilities, whatever it is that fits their character concept.

## Advancement

Use the normal Alternity XP tables. When characters level, they can spend the listed number of skill points and get one new schtick in addition.

Example: Markus the Warlion earns 6 XP and reaches level 2. He gets 6 skill points to spend and also takes the Gun schtick Carnival of Carnage 1.

Achivement Benefits are mostly obsoleted, but PCs can buy up secondary attributes at 10 XP per stat point and primary attributes at 20 XP per stat point. Raising a primary attribute increases all the secondary attributes under it.

## Weapons

General rule: Take max damage of the Good result of the Alternity weapon and add 4. Thus a .38 revolver (d4+1w) becomes 9, and a .44 Magnum (d4+3w) becomes 11, the values from the FS rulebook. Ammo is as listed and conceal ratings are 5 minus the Alternity "hide". In general Good quality weapons take down mooks on an Outcome of 2 or more, and can't be soaked by armor (I take some liberties in interpretation below). Stats are in the format damage/conceal/ammo capacity.

### PL6: Fusion Age

9mm Charge Pistol - 11/2/15

11mm Charge Pistol - 12/3/10

11mm Charge Rifle - 13/5/30 (Unnamed characters go down on an Outcome of 3 or more)

Autoflechette Shotgun - 10/4/15\* (Unnamed characters go down on an Outcome of 3 or more)

9mm Charge SMG - 11/4/30\*\* (Unnamed characters go down on an Outcome of 4 or more)

### PL7: Gravity Age

15mm Sabot Pistol - 13/4/6

Laser Pistol - 11/2/20

Mass Pistol - 12/3/4 (Unnamed characters go down on an Outcome of 2 or more, Damage can not be soaked by normal armor)

Stutter Pistol - 14/3/10 (Damage is stunning only, it disappears at the end of the combat)

Laser Rifle - 13/5/12

Mass Rifle - 13/5/4 (Unnamed characters go down on an Outcome of 2 or more, Damage can not be soaked by normal armor)

Quantum Rifle - 14/5/15\*

Render Rifle - 11/5/8 (Damage can not be soaked by normal armor)

Laser SMG - 12/4/30\*\*

Stutter SMG - 14/4/60\*\* (Damage is stunning only, it disappears at the end of the combat)

### PL8: Energy Age

NB: No maser damage can be soaked by normal armor

Automaser - 12/5/60\*\* (Unnamed characters go down on an Outcome of 3 or more)

Heavy Maser Pistol - 13/4/30 (Unnamed characters go down on an Outcome of 2 or more)

Maser Pistol - 12/3/40 (Unnamed characters go down on an Outcome of 3 or more)

Heavy Maser Rifle - 16/5/60\* (Unnamed characters go down on an Outcome of 2 or more)

Maser Rifle - 14/5/90\* (Unnamed characters go down on an Outcome of 3 or more)

\* = Can be fired in burst mode

\*\* = Can only be fired in burst mode (3-shot minimum)

## Armor

General Rule: Plenty of people wear armor in Alternity. So, it's more useful than it is in Feng Shui normally. Armor adds to the wearer's Toughness (or Outcome needed to take them down, for mooks) at half its max HI value. If you want to keep track of different types of damage (LI, HI, En) feel free, but I'm not calculating them for you! Armor also reduces AGL by the armor's AP value. The Armor Operation skill reduces this penalty as usual. Conceal ratings are 5-Hide, just like weapons. Stats are in the format TGH bonus/AGL penalty/conceal. As with the weapons, I've taken a couple liberties with my formula below. Armors can not be worn with one another with the exception of the ablative harness.

### PL6: Fusion Age

Heavy Assault Gear 3/2/5

Attack Armor 4/3/5

Powered Attack Armor 4/2/5 (can soak masers and render weapons)

Battle Jacket 3/1/4

CF Long Coat 2/0/2

CF Short Coat 1/0/2

### PL7: Gravity Age

Body Tank 5/4/5 (can soak masers and render weapons)

Body Tank, Recon 4/3/5 (can soak masers and render weapons)

Body Tank, Zero-G 6/5/5 (can soak masers and render weapons)

Cerametal Armor 5/2/5

CF Softsuit 3/0/1

Deflection Harness 0/0/2 (Increases wearer's defensive AV by 3)

### PL8: Energy Age

Ablative Harness 0/0/2 (automatically soaks up to 50 points of damage on a full charge, can be used with other armor)

Overland Body Tank 7/3/5

Displacer Softsuit (Increases wearer's defensive AV by 4)

Energy Web 3/0/2 (TGH bonus is 4 vs. energy weapons, can soak masers and render weapons)

Stealth Softsuit 3/0/1 (adds 4 to all stealth attempts)

## Example Character

Markus the Warlion, ex-shock trooper and gun runner, would be an Alternity hero with STR 16, DEX 10, CON 12, INT 10, WIL 7, and PER 6. His skills at first level, just done in the Alternity Character Manager program (with optional ruleset 2!) as if we were just playing Alternity are:

Armor Operation; Athletics; Heavy Weapons; Melee Weapons/Powered Weapon 1; Modern Ranged Weapons/Pistol 1;

Modern Ranged Weapons/Rifle 1; Modern Ranged Weapons/SMG 1; Vehicle Operation; Stamina/Endurance 1;

Business/Illicit Business 1; Business/Small Business 1; Knowledge/First Aid 1; Awareness/Perception 2; Street Smart/Criminal Elements 1; Interaction/Bargain 1; Interaction/Intimidate 1.

Converted to Feng Shui Alternity Edition, Markus looks like:

## Attributes

Body = 7

Move = 8

Strength = 8

Constitution = 6

Toughness = 6

Chi = 0

Fortune = 0  
Kung Fu = 0  
Magic = 0  
Psi = 0

Mind = 3

Charisma = 3  
Intelligence = 5  
Perception = 3  
Willpower = 3

Reflexes = 5

Agility = 5  
Dexterity = 5  
Speed = 5

### **Skills**

Armor Operation (Move) +2 = 10  
Athletics (Body) +2 = 9  
Heavy Weapons (Dexterity) +2 = 7  
Melee Weapons (Agility) +2 = 7  
    Melee Weapons/Powered Weapon (Agility) +3 = 8  
Modern Ranged Weapons (Dexterity) +2 = 7  
    Modern Ranged Weapons/Pistol (Dexterity) +3 = 8  
    Modern Ranged Weapons/Rifle (Dexterity) +3 = 9  
    Modern Ranged Weapons/SMG (Dexterity) +3 = 8  
Vehicle Operation (Dexterity) +2 = 7  
Stamina (Constitution) +2 = 8  
    Stamina/Endurance (Constitution) +3 = 9  
Business (Intelligence) +2 = 7  
    Business/Illicit Business (Intelligence) +3 = 8  
    Business/Small Business (Intelligence) +3 = 8  
Knowledge (Intelligence) +2 = 7  
    Knowledge/First Aid (Intelligence) +3 = 8  
Awareness (Perception) +2 = 5  
    Awareness/Perception (Perception) +4 = 7  
Street Smart (Mind) +2 = 5  
    Street Smart/Criminal Elements (Mind) +3 = 6  
Interaction (Charisma) +2 = 5  
    Interaction/Bargain (Charisma) +3 = 6  
    Interaction/Intimidate (Charisma)+3 = 6

### **Schticks**

Creature Power: Inevitable Comeback 1 (to simulate the warlion's genetic engineering for redundant vital organs and training for toughness)

### **Space Combat**

TBD; this is one area that needs more specific rules associated with it than Feng Shui provides.