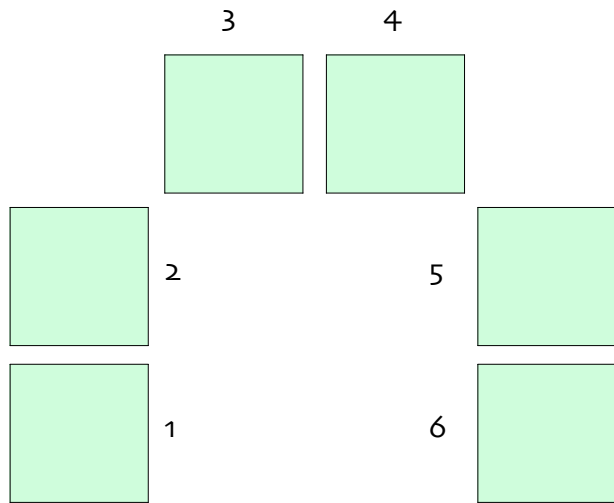
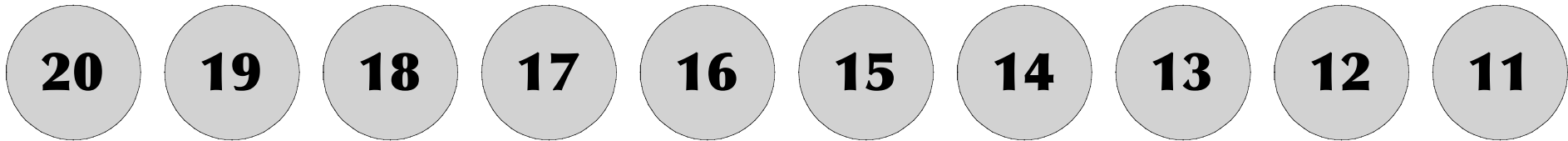


# Feng Shui Shot Counter



## Characters' names & types

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____

Sequence Counter

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## GMCs' Data

A	B	C	M	R	A
	Dodge	Attack AV	Damage	_____	
B	B	C	M	R	B
	Dodge	Attack AV	Damage	_____	
C	B	C	M	R	C
	Dodge	Attack AV	Damage	_____	
D	B	C	M	R	D
	Dodge	Attack AV	Damage	_____	
E	B	C	M	R	E
	Dodge	Attack AV	Damage	_____	

Put Passive Dodge AVs in boxes (active dodge is AV+3). Circle the number of the lowest Fortune character. Put a square around the highest Fortune character. Dodge is higher AV of: Arcanoware Device, Creature Power, Guns, Martial Arts, Sorcery (if character has Blast Schtick), or Agility sec. attribute.