

Fight with Iron & Silk

What Is This Book?

If the imagination is an engine, it needs a spark to get it started. This is a book of sparks. If the imagination runs on fuel, this is a book of fuel. The idea is to get the imaginations of everyone at your game table to run in synch. *Iron & Silk* quantifies the *Feng Shui* game world a bit to get you all thinking the same way about fight scenes and, thereby, get your fights moving as smoothly as those choreographed by the Hong Kong greats.

If you've played a lot of *Feng Shui*, use this book to rejuvenate some of your fights. Put down your sword and pick up a staple gun. Fight off a hopping vampire with a giant stick of incense. Beat down one zombie with another.

If you're new to the game, this is the book that'll get you up to speed with *Feng Shui*-style fight scenes, whether you're a player or the GM. You'll get a knack for the craft of kicking ass by seeing how objects get addressed in this book. Use the descriptions of objects and environments in here as the template for props and sets in your own adventures, and then strike out on your own.

For the record, if you got the idea for a stunt from this book, you still get credit for it at the table. Ideas are nice, but actions are better.

Context Is Key

In *Feng Shui*, context is key. That means that the individual requirements of any scene, any action, and any character should override any standards we set in a book like this. Still, it's helpful to have these standards because not every situation is unusual, even in a world of high-energy action and ancient Chinese demons. Pick your stand-out, exceptional details and use them to define the fight scene; make it unique and memorable. Don't overdo it, or you'll undo it. If you try to make every detail into the big memorable one, you'll end up with a loud mess with nothing that stands out.

Fight scenes are exciting in the ways that they're different from other fight scenes. A sword fight on a burning sailboat is good, but it's even better if the actions that make up the fight are based on the unique features of a burning sailboat. Pick a few objects out of this book and build a fight scene around them, whether you're the player or the GM. You can fight with your sword any time, but you can only whip mooks with a flaming rope every so often. Seize the day.

The rule of context works both ways, so forget what this book says about fighting with a severed arm if you've got a better idea. The rules will still be here when you come back. If it's more thrilling for an improvised weapon to be used for your

Everything is a Weapon

Abacus +1/1–5/1

This is the original computing device. It's a rectangular piece of hollow wood with five narrow bars running through it; on the bars are three- or four-dozen wooden beads. Parry to disarm with it, then twist your attacker's weapon away with a +2 AV bonus to your Strength check. Commonly found among the merchant class in 69 AD, and sometimes found in later junctures.

Ancestral Altar 10/S4/1

A medium-sized rosewood table generally bolted to a wall, but sometimes placed on the floor in an out of the way corner. Most Han houses have one of these. It is typically adorned with paintings of dead loved ones, godly effigies, or other sacred icons. Fruit, incense, and prayers are offered to the spirit world here on a daily basis. Supernatural creatures take an additional point of damage when struck with it due to remnant spiritual residue.

Anchor 16/S14/–

A Chinese-style anchor is a dewdrop-shaped piece of iron engraved with propitious characters or fanciful naval artwork. It weighs a good five hundred pounds, at the very least. If you intend to use one as a weapon, good luck. After you pick it up, you'll need a Strength check (Difficulty 20) to get

enough momentum to throw it. Seeing as that is quite a difficult feat to accomplish, your best bet is to wrap an anchor chain or rope around your opponent's foot and then shove the anchor off the dock or ship. He'll have exactly 3 shots to escape (Agility Difficulty 12) before plunging into the water.

Antlers, Deer +3/1–5/5

A small rack of pointy bony things usually found growing from the top of a buck's head. Good for gouging out the eyes of an enemy. If you make a successful called shot for a vital organ, then the antlers inflict an additional 2 points of damage. Parrying with them grants a +2 AV bonus against Martial Arts attacks. Unscrupulous mystics often try to pawn pieces of deer antler off on unsuspecting fools as dragon antlers.

Antlers, Dragon +5/3–5/–

Some Chinese dragons have antlers similar to deer, although theirs are quite large and heavy, and, depending on the type of dragon, infused with veins of jade, gold, or vermilion. Mystics and sorcerers generally use these in summoning rituals. Make a called shot with dragon antlers to inflict an additional 4 points of damage on a foe. Moreover, if you strike a supernatural creature



with it this damage bonus increases to 8. Dragon antlers can also be used for parrying Martial Arts attacks (+2 Dodge AV). Only mystical weapons can break dragon antlers.

Appliance +2(13)/S5-S12/5

This is a catch-all entry for the many ubiquitous household appliances of the twentieth century, from dishwashers and ovens to microwaves and washing machines. If it has a hinged, metal door, you can swing it open to strike your foes and slam it shut to strike them again. With a -2 AV, you can do it all at once and enjoy a +4 total damage rating. Most appliances can't be knocked over but can be dropped on someone. Use a called shot to catch someone's hands or feet in a blender or a hot stove (8 damage).

Arm, Human +1/4/5P

Strangely, severed arms are a pretty common sight in rural Han graveyards, where bodies are not so much cremated as they are dismembered and scattered to the four winds by lying, cheating, pseudo-priests who are too lazy to properly bury the dead. An arm makes a good impromptu club, especially if it's fresh and still in the midst of rigor. Give yourself a plus 1 damage bonus if you do something clever with it in battle, such as Moe-poking a goon in the eyes, or pimp-slapping him into the fifth dimension.

Arm, Jiang Shi +1/4/P

Same as a human arm, except it comes from a hopping vampire. It induces temporary paralysis in a struck opponent for 1 shot if your attack roll beats his Constitution score. While not exactly common, *jiang shi* arms can sometimes be found in remote graveyards.

Arm, Zombie +0/4/3P

The *gu hun*—or “zombie”—arm is identical to a human arm except for two things: It stinks to high heaven, and it sheds papery bits of dried skin. Fortunately, if you are the one wielding it then you're immune to its debilitating effects. (If you've got the *chutzpah* to beat other people with a dead bloke's arm, then you're perfectly capable of taking a little rancid dandruff.) In the event that your attack roll beats your opponent's Constitution score then a wracking bout of nausea overcomes him for 2 shots.

Ashbin +3/S3/1

This is a red tin drum used by normal Han folk for burning ghost money. It is about as large as a regular-sized pail, and is usually filled with a thick layer of ash. Any stunt where the can is stuffed over an opponent's head results in blindness for 2 shots. If there happens to a big wad of flaming ghost money inside at the time you use it, you deal out

