

ATLAS GAMES PRESENTS

IRON & SILK

THE PLAYER'S GUIDE TO IMPROVISED WEAPONS



FENG SHUI
Action Movie Roleplaying

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"IRON & SILK"

AN **ATLAS GAMES** PRODUCTION

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Table of Contents

Chapter 1	4
<hr/> Fight with Iron & Silk	
Chapter 2	8
<hr/> 69 A.D.	
Chapter 3	12
<hr/> 1850	
Chapter 4	16
<hr/> Contemporary	
Chapter 5	18
<hr/> 2056	
Chapter 6	22
<hr/> Everything's A Weapon	
Appendix A	71
<hr/> Index	

INTRODUCTION

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



whole fight scene, ignore the Hits rating (below) for the duration of the scene (or the whole campaign!) if the GM says it's okay.

How To Read This Book

In here, you'll find everyday and exotic items described like weapons. A lot of weapons in *Feng Shui* amount to little more than color, and improvised weapons are no different. A wrench and a hammer both do the same damage in the game, just as a punch and nunchaku do. What makes improvised weapons different is the way in which they let you surprise and delight your friends at the table. Shooting a thug is nice, but shooting him with a nail gun when he attacks you in the spare room you're putting on your garage is better. (I looked it up.)

Still, improvised weapons behave a little differently from weapons that are actually meant for use in combat. So the statistics used for improvised weapons are a little different from those used for guns and swords. If you ever see an asterisk, that means you'll find vital information in the item's description.

The stat line for an improvised weapon consists of three numbers: **Damage**, **Concealment/Size**, and **Hits**. Each of these numbers means something a little bit different from those in the *Feng Shui* rulebook. Here's how.

Damage

The weapon's Damage rating is listed first. If the number has a plus or minus sign before it, add that number to your Strength score to determine damage dealt. If the number is by itself or in parentheses, use just that number. A character's Strength rating adds to Damage only if the damaging object is held in hand and used for a Martial Arts attack. Thrown objects deal a fixed amount of damage, usually 5 plus the Damage rating, but you should nudge that number a bit one way or the other as common sense or dramatic incentives require. Objects that

Read Me!

Do not misuse any of the object in this book in real life. Seriously. Not only is it genuinely dangerous, but a lot of the crazy stuff we describe in here just won't work for real. You can survive endless fights only in your imagination, so keep the antics imaginary and be careful out there.

fall on, drive into, run over, or are only useful when thrown have their full Damage value listed.


Concealment/Size

For the most part, the would-be weapons in this book don't need to be concealed. Thus the chopstick-wielded geisha assassin was born. Still, between the occasional time travel hijink and the strange situations of many *Feng Shui* adventures, it's sometimes necessary to hide everyday items. Besides that, you can use this number to get a rough idea of an object's size. If this number appears with a letter next to it (e.g. S5), then the object is just too big to be realistically concealed and the number you're given is the Difficulty of the Strength check to lift the object. Remember to double that number if a character attempts to throw the object (*Feng Shui*, page 142).

A lot of objects can be used to deal damage without going as far as lifting them. Statues can be pushed over, beds slid across polished floors, and so forth. The Difficulty of those actions should be lower, but by how much depends on the situation. Taller objects tip over more easily than squatter objects and bracing one's legs against a wall makes it easier to move anything. Let the GM's judgment and the, wait for it, context of the action be your guide.

Hits

Improvised weapons give out after just a few hits in most cases, because props exist primarily to be broken. Vases break and golf clubs bend. You know how it is.



This number tells you how many times an object may be used before it's useless. Used, in this case, means "used for an action," like a Martial Arts attack or a defensive action. Consider the object to be smashed, broken, slashed in half, bent, exploded, or otherwise spent after its final use. It's up to you, the player, to keep track of how many times you've used your improvised weapon. It works just fine during its final use, but is destroyed in the act.

You'll find that the Hits rating might not be a number at all, though. Some objects work fine until something goes wrong with them. Consult the Hits Summary Table on this page.

GMs may override this number for just about any reason. Reduce an object's Hits to zero if the attack deals no damage at all to the subject (witness the baseball bat that breaks on the hide of a Chinese mountain ogre); that sends a strong signal to the character. Exempt actions from the object's Hits count if everyone's having a great time watching the Everyman Hero come up with ways to use a three-foot stick of incense; that sends a good signal to the player.

For more fun with an object's Hits number, give the characters objects that should not be allowed to break under any circumstances. Jackie Chan makes great use of this gag in *Rush Hour* and you can, too. See below.

Substances and Materials

In with the improvised weapons you'll also find some substances and materials like gasoline, paper, and chili oil. These are special in that they have no concealment or size rating, often no damage rating, and usually only 1 Hit. What you have there is an entry for a single application or dose of the substance. A barrel or box might contain many uses of a substance, though, so consult with your GM.

Hits Summary Table

Here's what the following notations mean in the Hits space on an item's stat line. An item may be described by any combination of notations; for example, "3PF." In such cases, the object is destroyed by whichever condition is met first; the third use, the first parry, or a fumble, in this case.

- # The number of times the object may be used to attack or parry.
- P The object may be used for any number of attacks but is destroyed when first used to parry a superior object or actual (not improvised) weapon.
- F The object is destroyed in the event of a fumble.
- D The item may be used a number of times equal to the result of a single die roll.
- The object is or may be used as an actual weapon and is destroyed only if subjected to appropriate conditions.

Improvised Shields and Parrying

Did you see *Kill Bill*? Good.

One thing the Feng Shui rulebook doesn't talk about is the quality of shields. In this case, that means anything you put between yourself and an incoming attack to make you harder to hit, be it a weapon, an actual shield, or a frying pan. For the sake of simplicity, protecting yourself in this way amounts to parrying, but to encourage the use of improvised objects in the game, consider this optional rule.

Certain objects grant a bonus to parries so long as you have them in hand. Anything of this sort is considered a shield for game purposes. This is essentially like cover (*Feng Shui*, page 138), except shields move with you and you have to make a parry action to use them. The down-



side to shields, of course, is that they occupy one or both hands, depending on size. An improvised shield usually doesn't last very long, but it always works during the attack that destroys it. For example, the baseball bat you use to parry a chainsaw attack gets chopped in half but you get its +1 parry bonus during that one strike anyway.

Thrown objects can even be used to protect others in this way. Throw a wok lid into a Blast of fire or toss a plate into the path of an arrow. This grants the item's parrying bonus to the Dodge Action Value for someone else and always results in the destruction of the object thrown. To make it work, you've got to make a 2-shot defensive Martial Arts action that matches or exceeds the Action Value of the attack you're trying to interfere with. This is a defensive stunt with a recommended -2 penalty to the AV.

If a character makes an active dodge action while carrying an object, that object is automatically used in the action. That's a choice for the player to make. A character that is trying hard not to let a priceless artifact get damaged cannot make active dodges unless she's got another object in hand to use. Otherwise, the object is used, which is one Hit against it.

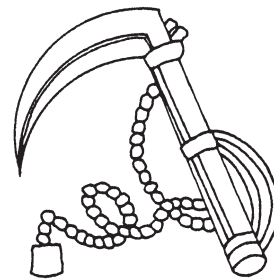
The GM can disallow the use of an object as a shield, depending on the circumstances. Bullets, for example, are very hard to intercept.

Parrying to Disarm

Sacrificial objects (anything you're willing to destroy during use) can be used to disarm opponents by trapping weapons, claws, or the like. The idea is that you get the axe-wielding maniac to chop into your log of firewood and then yank the axe out of his hand. To do this, you make a called shot on your parry. That is, you take a penalty on the Action Value of your active dodge to earn yourself a chance to disarm your attacker. The GM assigns the penalty (usually double or more the

standard called shot penalty) and the parrying object must be durable enough to withstand the attack (that is, not on its last Hit). Exceptions abound, of course, so use common sense.

If the attacker fails to overcome your parry Action Value, then you get to make a Strength check against a Difficulty equal to your opponent's Strength rating +1. If you succeed, then you've got a chessboard with a meat cleaver stuck in it, or whatever. If you fail, then your opponent pulls his weapon free and, presumably, laughs at you.



Using the Location Lists

Before you get to the improvised weapons, you'll find a short rundown on the circumstances of fight scenes in each of the four junctures. At the end of each chapter is a collection of example locations for fight scenes with lists of objects easily found there. Only objects with entries in this book are included. We're sure you can think of more.

These are just meant as a short-hand, a cheat sheet to get you thinking about all of the objects that may be in an area even if the GM doesn't specifically tell you so at the beginning. Just ask, "Is there a crowbar in this warehouse?" or "Is there a big gong in the restaurant?" and see what the GM says.

69 A.D.

Fight With Wisdom

Daily life in the Han Dynasty is fraught with perpetual undertones of imminent violence. The Emperor's soldiers are ruthless and efficient, thanks primarily to the leadership of the chief eunuch, Gao Zhang. This becomes remarkably apparent the closer you come to the capital city of Lo-yang in the east. His soldiers are quick to put down skirmishes and uprisings with brutal, bone-crushing force. If unrest becomes too widespread or commonplace, then Gao Zhang's eunuch underlings send their most skilled secret warriors to selectively assassinate the ringleaders. While the law does not yet expressly prohibit common folk from carrying weapons, it may as well. Those in power strongly discourage it. The last thing soldiers and regional magistrates want is an armed civilian population, because that makes it easier for the peasants to revolt when life gets difficult. (Still, they inevitably do because it inevitably does.)

People with weapons are regarded as troublemakers. Troublemakers belong in jail. As such, the average person doesn't walk around with anything larger than a work knife; to do so is just begging for imperial attention. This is a good thing for you because—when you come to this juncture armed to the teeth with future technology and “mad fu skillz”—you will undoubtedly kick all kinds of provincial butt. Until Gao Zhang sics his

army of magically enslaved mountain-ogre warriors on you, in which case you had better use your “mad fleeing skillz” to run like hell.

Still, despite the heavy-handed imperials' best efforts to maintain order, fights are rather commonplace. They tend to involve little more than garden variety fisticuffs, though. More often than not, brawls break out in public inns and night markets where the free flow of alcohol loosens the lips and thins the skin.

The Han Chinese, as with the generations of Chinese before and after, are very group-oriented. They enjoy socializing in large, loud, boisterous groups of friends, family, and comrades. When two groups with differing political or philosophical viewpoints drink in the same room together, unavoidable “differences of opinion” erupt between them. That naturally catalyzes into a brawl. If there is one thing the Han have learned after so many years of strife and rebellion, it is how to not to take lip from anyone, especially that motherless son of a dog sitting at the next table. Any excuse is good enough to administer a sound beating upon someone else. They are also notoriously dirty fighters, using anything within arm's reach as a weapon. Therefore, a word to the wise: If you have to pick a fight with a Han, you'd better do it someplace where the decorations are securely bolted to the floors and walls.



Along the borders, skirmishes with horse nomads and bandits are becoming increasingly commonplace. Platoons of soldiers can often be seen marching up and down the imperial byways in an effort to protect the citizenry, though the citizenry are not really the ones in need of protection. The bandits are smart. They don't often attack common folk. After all, it is the peasants who provide them with food, shelter, and support (although not always willingly). Alienating those whom they claim to be freeing from the oppressive imperial yoke is simply not good politics. On the other hand, living hand-to-mouth as they do in the so-called "water margin" makes the bandits an intensely suspicious and paranoid lot. People like you and your friends, for instance, will probably come across more like spies than as not. And if you come from another juncture, carry yourself with an overconfident swagger, or speak Chinese with a strange accent, well, then that's all the proof they need. The bandits love ambushing people like you in the rural roadside inns when you're resting up from a long day under the blazing hot sun or are deep in your cups of wine. Failing that, they'll try to clobber you in some remote, out-of-the-way location like one of the many graveyards and temples dotting the landscape.

Temples are actually excellent places for fights because there are so many bizarre things you can use to arm yourself. Supplicants spend lots of money appointing temple chambers with all kinds of symbolic, functionally useless doo-dads and bric-a-brac (like a 6-inch solid gold sedan chair, or a miniature house made entirely from porcelain or ivory) that somehow serve the resident gods in the spirit realm. Strangely enough, supernatural creatures react pretty negatively when beaten to within an inch of their lives by semi-divine or consecrated religious artifacts. Temples also contain a plethora of statuary, most of it made from heavy metal and stone. These godly effigies are built to endure the ravages of time, but may still not survive a fight scene. It should be noted that one of the great pleasures in life is hearing the ebullient musical *bong* that comes from a 5-foot-tall bronze statue of the Goddess of Mercy smashing resoundingly into some mook's brain pan.

Wang Liang (Mountainous Ogres)

Attributes: Bod 10, Chi 0 (Mag 8), Mnd 4, Ref 8

Skills: Creature Powers 15, Driving 11, Intimidation 6, Martial Arts 12

Schticks: Armor (+4), Conditional Escalation (+1 Body when subjected to Sorcery checks), Damage Immunity (fire and unarmed attacks except for fu)


Base Damage: 11 (fists), 14 (Ru Yi Scepter)

Notes: These stats work for any named wang liang. For unnamed ogres, use only the Conditional Escalation schtick.

Another characteristic of temples are the ubiquitous iron incense pots parked before each of the altars. Supplicants put burning incense sticks in the pots when they say their prayers—the idea being that the smoke from the incense carries the prayer toward heaven. As a result, the pots are filled to the rims with the accumulated ash of several generations' worth of prayers. Try rolling one of those puppies down the hall when a dozen bad guys are in hot pursuit. The resulting ash cloud makes for excellent cover. Moreover, the pot weighs a good three or four hundred pounds and hurts like the devil when it rolls over a foot, leg, or head. As for the incense sticks, you can use those to poke out a mook's eyes or for blowing smoke.

Though most dead people are cremated in the Taoist temples or buried in village graveyards, soldiers are another story entirely. The war with the last dynasty left hundreds of thousands of dead. Most were left to rot where they fell. Some of the survivors buried their slain comrades on the spot, but few were ever given proper burials, especially if they were enemy soldiers.

Military graveyards are a common sight in the countryside. They're awful places, haunted by ghosts, *gu hun* (or "orphan souls"—known colloquially in the West as "zombies"), and *jiang shi* (that's a hopping vampire). Despite being so desolate, the graveyards are strewn with leftover junk. Gravestones can be ripped from the ground and used as wicked bashing weapons. In fact, a *jiang shi* will probably be scared witless if you somehow manage to find his own gravestone and use it against him (or worse, threaten to bury it in a bas-



ket of freshly cooked sticky rice). Military standards, many still bearing the fluttering, tattered flags of long dead warlords, make wonderful impromptu lances. If you come across funerary cisterns, you would be well advised to take them with you until you get past the graveyard. *Gu hun* find the ash inside the cisterns repellent. A geomancer's compass is also an extremely useful tool to have in haunted lands. Most supernatural creatures can be detected from a distance with one, and you can use it to channel chi to ward them off, if you know what you are doing.

Martial Arts

One thing to keep in mind when fighting locals during the 69 AD juncture: Martial arts are not at all widespread. In fact, you probably already possess better kung fu than anyone else in the Empire. It was with the introduction of Buddhism to China from India four years ago that the first primitive forms of martial arts appeared. The Indian emissaries, housed in the White Pony Pavilion in the capital, have only just begun teaching their converts the series of exercises designed to make their minds, bodies, and souls healthy that will one day result in the ass-kicking kung foolery that we know and love today. This current state of kung fu is definitely something you can take advantage of. The Eaters of the Lotus pay scant attention to the Indians and their strange foreign rituals. They seem only to be interested in the raw, tangible power that comes from foul sorceries and from the feng shui sites into which they have already dug their pointy little fingers. This means, for the most part, that imperial soldiers and assassins are more classically trained in combat, relying on simple weapons and strategies. If you whip out the Blade of Darkness stance on a hapless overly armored private, someone is going to get seriously hurt (and it isn't going to be you, that's for damn sure). Only watch how often or overtly you wield your awesome fu powers: If too many people catch on, you'll lose a major advantage.

The likelihood of getting spotted is sometimes very low, though. That's another advantage of the

juncture. Official response from soldiers and other peacekeepers takes quite a while in 69 A.D., so you've got more privacy when you fight and more time to mop up, in most circumstances.

This is the only juncture where you don't risk getting involved in gunplay, remember. Take advantage of that by using objects around you to block arrow strikes. It's easier than stopping a bullet, at least. If you're the archer, on the other hand, take advantage of the Versatile Ammo schtick (*Thorns of the Lotus*, page 105) and fire anything you can from your bow. Range can still be an advantage in 69 A.D.

Sample Locations

Use these locations as the basis for your own fight scenes in the 69 AD juncture.

Rustic Inn

A wooden, two-story building with a high-ceilinged common room on the first floor. A balcony hall on the second floor overlooks it and provides access to the private rooms.

Ancestral altar, bamboo mats, barrel of rice, beds, birdcage, bones (small), bowls of rice, boxes (medium and small), candles (small), chairs, charms (silk), chopsticks (cooking and wooden), cricket cage, cups (all types), curtains (gauze), doors, firewood, hairpins, jars of chili oil, jars of wine, lanterns (paper), meat cleaver, melon knife, mirrors, money scales, plates, posts, scrolls (paper), pi-pa, pots (medium and small), pots of mustard powder, pots of soup, pots of tea, rope, spittoon, statues (wooden), steamer trays (all types), stools, storage cabinets, support beams, tables, tablet (ancestral), tea bales, woks (medium and small).

Taoist Temple

A gaudy temple dedicated to a handful of gods from the 10,000-god-strong Taoist pantheon. Hundreds of candles illuminate sacred effigies upon the many altars within.

Ashbins, bamboo mats, barrels (all types), baskets (all types), bells (all types), boxes of bones (medium and small), bowls (small), braziers (all types), candles



(large, medium, and small), chairs, charms (fu), compass (geomancy), cups (all types), curio cabinets, divination sticks, firewood, flute, funerary cisterns, gargoyles, ghost money bales, gongs (all types), incense pots (large, medium, and small), incense sticks, godly effigies, godly effigy costumes, godly effigy sedan, great sword (ceremonial), jars (all types), mirror (geomancy), paper lanterns, plates, pole arm (ceremonial), rope (hair), ru yi scepter, scrolls (all types), staff (ceremonial), statues, stools, storage cabinets, tables, tablets (all types), twin swords (ceremonial).

Sorcerer's Shop

Oddball mystical paraphernalia, yellow and red fu charms, and dried body parts fill every square inch of this cramped back alley shop. Heady, nauseating scents from sources best left to the imagination fill the air.

Abacus, ancestral altar, antlers (all types), arm (gu hun), ashbin, bamboo mat, barrels (medium and small), baskets (small), bells (small), bones (medium and small), bowls (small), boxes (medium and small), candles (small), charms (fu and silk), chemicals, cinnabar, claws (tiger), compass (geomancer's), cricket cage, cups (small), curio cabinet, curtains (silk), ears (wang liang), eyes (fairy), flute, hairpins, head (severed), gargoyle, gold, gong (small), gu dao (mystical), horn (rhinoceros), incense pot (small), jars (medium and small), jars of wine, lantern (iron), lead, melon hammers (mystical), mirror (geomancy), money scales, pots (small), rope (hair), scrolls (all types), shovel, statue, stools, storage cabinets, table, tablet (geomancy), wheelbarrow.

Night Market

This is a long, winding street absolutely packed with horse-, ox-, and pull-carts. The vendors offer everything from food to weapons to common household toiletries. If you can't find it here, it doesn't exist in this juncture.

Abacus, ashbins, bamboo mats, barrels (all sizes), barrels of rice, baskets (all sizes), bells (all sizes), bird-cages, bowls (all sizes), bowls of rice, boxes (all sizes), butterfly swords, carts (horse, ox, pull), chopsticks (all types), compasses, cricket cages, cups (all sizes), firewood, flutes, gongs (all sizes), great sword, grills, hairpins, jars (all sizes), jars of chili oil, jars of wine, meat cleavers, melon hammers, melon knives, mirrors (all types), money scales, lanterns (all types), pole-arm, pots (all sizes), pots of mustard power, pots of noodles, pots of soup, pots of stinky tofu, pots of tea, rickshaws, rope, scrolls (all types), sedan chairs, shovels, shuang dao, signboards, spittoons, staves, stakes, steamer trays (all types), stools, tables, tea bales, vessels (all types), wheelbarrows, woks (all types).

Military Graveyard

A dismal landscape shrouded in mist. Dead trees and the occasional stone marker rise up from the fog. The air is thick with frost, death, and fear.

Ancestral tablets, arms (all types), baskets (small), bones (all types), bowls (small), boxes (small), brazier (small), candles (all types), chariots, charms (all types), chopsticks (iron), compass (geomancy), feet (all types), funerary cisterns, gargoyles, gravestones, head (severed), lanterns (stone), legs (all types), military standard, pots (small), rope, shovels, statues, tablets (all types), way markers, wheelbarrows.

1850

Fight For Change

Aside from imported modern technology and somewhat different fashions, 1850 China looks remarkably similar to the China of 69 A.D. Chinese culture has always been conservative. Governments come and go like the seasons, and the more things change the more they stay the same. The night markets are the same. The temples have barely changed one iota. The farms and their caretakers look no different than their counterparts two thousand years ago. And the Forbidden City in Beijing seems to bear few differences from the imperial palaces of earlier eras, regardless of the capital's former locations. Truth to tell, the biggest difference is the sheer number of non-Asians walking around in the port cities. Not since the Tang dynasty has China played host to so many foreigners at one time, and it shows in the most unusual ways.

It is a time of quiet discontent for the Chinese. Eight years ago, the first of what will eventually be two Opium Wars ended, with the emperor signing an unfair treaty that opened up a handful of shipping ports to foreign trade, quite against his will. Moreover, the empire lost its sovereignty to regulate import tariffs. In the years since the war, it has become painfully evident to even the lowliest commoner that the Qing Dynasty is in dire straits. Tensions run high. Corruption runs rampant. Decadence is the order

of the day as wealthy aristocrats while away their time on the opium couches alongside filthy dockworkers and fishwives. They feed their addictions on foreign poisons and dream of better days.

Finally, on the frontlines of the secret war, feng shui sites are falling left and right to the Ascended and the Eaters of the Lotus. The Guiding Hand, the dominant faction in this era, does what it can to retain control of the sites, but because its leaders refuse to utilize supernatural creatures and futuristic technology, they are at a severe disadvantage.

Whereas in the Han dynasty of 69 A.D. the citizens of the empire were steadfast, garrulous, hardy, and hard-headed, the citizens of the Qing Dynasty tend to be much more reserved. You can never tell when you might inadvertently offend someone who has more status than you. Armies of sycophants follow around the magistrates, always on the lookout for peasants to pillory. Triad soldiers swagger through the streets like they own them (because they do), just chomping at the bit to throw a little dung in the face of a Manchu imperial. Taiping fanatics, followers of a crazy man claiming to be Jesus Christ reincarnated, do everything in their power to make life difficult for good imperial citizens. Foreign mercenaries, merchants, and diplomats take what they want when they like, smugly looking down on the Chinese, regarding them as ignorant savages at best or filthy dogs at worst. If there is one all the



disparate social factions can agree on, it is that the foreigners must go. As you can see, the undercurrents of hate and tension in the Qing Empire run a lot deeper than in the Han Dynasty, and are much more complicated.

Like the 69 A.D. juncture, public houses in 1850 see a lot of action. During the Han Dynasty, they were inns. In this one, they are the teahouses. The quality of any given teahouse reflects the neighborhood in which it is located. Low-rent neighborhoods have teahouses that look more like the closed-door, back-alley opium dens, while in the exclusive Manchu neighborhoods they are practically palaces. Despite the moniker, a teahouse does not serve just tea. Wine, fruit juice, and exotic beverages can also be had. Though the presence of booze does little to alleviate tensions, it seems that the presence of so many beautiful prostitutes, euphemistically called “flower maidens,” incites the blood to boil. Men hungry for their tender ministrations succumb easily and readily to jealousy. The teahouse’s tenuous rice-paper walls, featherweight bamboo frames, and breezy silk wall hangings frequently shatter under the fists and feet of sexually driven, wine-fueled rough-housing.

You’re also likely to run into trouble on any dock in the ostensible “treaty ports.” These places are crawling with foreigners, namely sailors and mercenaries. If the diplomats and aristocrats of the Europeans are considered ill mannered, the dock rats are a thousand times worse. There isn’t a vendor alive who enjoys doing business with them (unless he is in collusion with them, and even then he would be hard-pressed to say he actually enjoys it). A foreign sailor strolling through the dockside streets with his characteristic roly-poly gait looks for any excuse to get his ship to open fire on the city. So, he picks a fight whenever he sees an opportunity, later claiming to his captain that one of the “shifty-eyed buggers” tried to murder him for the two silver bits in his front pocket. If he didn’t pick a fight with one of the locals over something entirely spurious, then a roving gang of Boxers or Triad thugs would inevitably sack him simply because he is a foreign dog.

The ports are also home to large populations of Fukienese boat people, whose natural propensi-

ty for smuggling has made them incredibly valuable resources for both Chinese and foreigners alike. Floating shantytowns occupy every significant harbor from Shanghai down to the British outpost of Hong Kong. Off the coast of Formosa floats the legendary boat city of Gangpei, in fact. Though there are far fewer supernatural creatures in the 1850 juncture than 69 A.D., there are still plenty to be found among the boat people, who keep the old ways alive. Their sorcerers, called *ji tong* in Fukien, are masters at the art of summoning. Whispered rumors tell tall tales of watery feng shui sites jointly controlled by the boat people and the Eaters of the Lotus. The shantytowns, therefore, are extremely important; secret warriors from every juncture hit up the Fukienese boat people for information and power.

Finally, no journey to the 1850’s would be complete without a visit to local magistrate’s house. Magistrates are the quintessential bureaucrats. They are the dull functionary cogs that keep the great imperial machine moving. At least, that’s how it works in theory. Things have become so bad these days that the magistrates spend all their time harassing shopkeepers and citizens in the districts they control for additional, increased tax revenue since the British, French, and Germans certainly aren’t paying it in the ports. Magistrate houses are beautiful places, little islands of tranquility in the heart of noise and chaos. Expensive decorations, furniture, vases, and paintings are ripe for plundering. Soldiers and mercenary bodyguards must frequently fend off raids by rebels, discontent peasants, and warriors from future or alternate times. A single magistrate’s house contains enough wealth to purchase weapons, medicine, and secrets for a long, long time.

It should be noted that the Qing Chinese are much more sophisticated than their Han ancestors (or so they believe, at any rate). Therefore, any items you temporally migrate to 1850 should be suitably beautified. Everything made of wood sports a fancy, eye-pleasing varnish of radiant lacquer. Stone curios are gilt with precious ores. Jade has become so ubiquitous that every peasant woman wears at least one bracelet made from the semi-sacred stone. Other than that, and the pres-

ence of firearms and massive foreign warships, it could be 69 A.D. all over again.

But what a difference firearms and Western ships make. From now until 1996, the number of things in any given scene that can explode just go up. Firearms make a profound difference in a fight for folks without the Strength to win a Martial Arts duel; cannons only moreso. Fu fighters should make it a priority to get those guns away from your enemies or to waste their ammunition whenever possible. Pistoleros and cannoneers should keep their distance and outgun their opponents. Only the greatest kung fu masters can win a one-on-one battle against a flying cannonball.

That's the key element in any fight scene of the 1850s: mismatch. It's a period of clashing values and changing times. Gunfights or fistfights surely occur, to the really interesting battle is the one that blends the two. Prove the superiority of yours ways by using them to win, no matter the circumstances.

Sample Locations

Any of these settings could become the scene of a terrific fight in the 1850s. Most can easily be modernized for later junctures, too.

Tea House

By the time the Qing Dynasty rolled into power, teahouses had become the Asian equivalent of the pubs and taverns in Europe. This is a spacious three-story building filled with dozens of tables and mats for sitting. The second floor contains private drinking rooms. Tea is stored either in barrels or bales near the kitchen, usually. Snacks and simple dishes are available in addition to the normal complement of beverages.

Antlers (deer), ashbins, bamboo mats, barrels (all types), baskets (large and medium), birdcages, books, bowls (small), boxes (small), braziers (portable), candles (small), chairs, charms (silk), chessboards, chopsticks (cheap, cooking, wooden), cricket cage, cups (all types), curtains (gauze), doors, fans, firewood, hat racks, jars (all types), jars of baby squid, jars of wine,

lanterns (paper), meat cleavers, melon knives, mirror, parasols, pi-pa, plates, posts, pots (medium and small), signboards, spittoons, statues (wood), steamer trays (small), steamer tray of rice, stools, tables, tea bales, teapots, wall hangings, water pipes, wei qi board, woks (small).

Treaty Port Dock

In 1850, there are eight major treaty ports along the east coast of China. There are also numerous smaller ones where foreign battle ships force their opium onto a population of unwilling addicts. The docks are a confusing warren of fortified warehouses and alleyways filled with shipping crates. Triads and foreign mercenaries control both the licit and illicit activities that dominate dockside economics. With all the anger and apprehension filling the air, it is a little surprising that all-out war between the two groups has not yet broken out. Yet, both the pigtailed Qing peacekeepers and the hulking foreigner trade ships with their iron cannon find ways to prevent aggressions from becoming too overwhelming.

Anchors, ashbins, barrels (all types), barrels of baby squid, barrels of fish, barrels of lacquer, baskets, bells (medium and large), boat hooks, bowls (all types), boxes (all types), braziers, buoys, butterfly swords, cane guns, chairs, carts (horse, ox, pull), cups (all types), da dao, doors, firewood, gold, jars (all types), lanterns (iron), legs (human), life preservers, manacles, meat cleavers, melon knives, money scales, nets, oars, pots (all types), pulleys, ropes, sextants, shuang dao, signboards, spittoons, stools, tables.

Floating Shanty

The sampan boats in Hong Kong's Fragrant Harbor and Aberdeen. The extravagant floating whorehouses on the Shanghai River. The seasonal fishing villages in coastal Fukien. All of these are examples of floating shanties, where many seaborne Chinese people spend their entire lives. They are rugged—built to withstand typhoons—and cramped—oftentimes housing



two or three families apiece (along with their miniature livestock).

Abacus, ancestral altars, anchors, ashbins, baby squid, bamboo mats, barrels (small and medium), baskets, beds, bells (small and medium), birdcages, boat hooks, bones (small and medium), bottles (gourd, whiskey), bowls (small and medium), boxes (small and medium), buoys, candles (small), charms (all types), chopsticks (all types), cups (all types), curio cabinets, curtains (gauze), doors, firewood, fish, grills, hairpins, incense burners, incense sticks, jars (small and medium), jars of chili oil, jars of mustard powder, jars of vinegar, jars of wine, lanterns (paper), laundry, life preservers, meat cleavers, melon knives, money scales, nets, oars, plates, pots (small and medium), pulleys, rope, sextants, staves, steamer trays (small and medium), stools, storage cabinets, tables, tablets (ancestral), teapots, water pipes, wei qi boards, woks (small and medium).

Magistrate's Residence

The magistrate in any given village, town, or city is an important man in the imperial bureaucracy. As such, he has a nice house surrounded by a high wall for privacy. You enter the manor through a narrow entrance, stepping into a broad courtyard decorated with statues or fountains. The house

proper contains many rooms, but they are all built on the ground floor. Few manor houses have two stories as that is considered bad feng shui, but as Western conventions and fashions continue to catch on, there are exceptions to this rule. A magistrate's residence is well appointed.

Abacus, ancestral altar, ashbins, bamboo mats, barrels (small), baskets (small), beds, bells (small), birdcages, bones (small), books, bowls (medium and small), bowls of rice, boxes (medium and small), braziers, butterfly swords, calligraphy brushes (all types), candles (small), cane gun, cart (horse), chairs, charms (all types), chessboard, chopsticks (all types), combs, cosmetics, cricket cages, cups (all types), curio cabinets, curtains (all types), daguerreotype camera, doors, fans (all types), fertile peaches, firewood, gargoyles, gongs (small), great swords, hairpins, hat rack, incense burners, incense pots (small), incense sticks, ink stones, irons, jars (all types), jars of chili oil, jars of mustard powder, jars of vinegar, jars of wine, lanterns (all types), laundry, meat cleavers, melon knives, memo tablet, mirrors (all types), money scales, paper kites, parasols, pi-pa, plates, posts, pots (all types), pots of iron eggs, pots of lake nuts, pots of stinky tofu, rickshaw, rope, ru yi scepter, scrolls (all types), sedan chair, steamer trays (all types), support beams, tables, tablet (all types), teapots, wall hangings, waste pots, water pipes, wei qi boards, woks (all types).

Contemporary

Fight The Good Fight

Every day, you experience the world around you in person, and even the more exotic parts of it, where an action movie would be set, you can read about, see pictures of, and visit on your vacation. It should be no stretch for you to play a character from the Contemporary juncture, because you *are* a character from the Contemporary juncture.

The short version is this: People live closer together, technology has made some big leaps from 1850, and modern socio-economics has resulted in a world jam-packed with objects, tools, toys, and assorted other *things*. There's almost always some manufactured piece of property at hand. (Ani DiFranco says every tool is a weapon if you hold it right.) Manufacturing has led to homogeneity, though, so objects become easier to categorize as they begin to more closely resemble one another.

In many ways, it's never been easier for a person to hurt another person as it is now. Cars and guns go faster than ever before, not to mention nails and screws. The trick in the modern day is in making do with the objects you've got against enemies with the right tools for the job. That means wit and ingenuity on your part, because no assembly-required coffee table is going to stop a sniper's bullet.

There's the rub in the modern age. Mass production has given us some quality tools that won't last two shots in a fight scene. Remember that. Plastic knives are virtually useless and cardboard won't even stop projectiles from the last century. Therefore, most of the objects you can use for cover in this day and age aren't the sort of thing you can take with you. Look for cement pillars, cars, good walls, and security doors if you want to stop bullets. Look for big kitchen knives, baseball bats, and contents under pressure if you want to take charge of the fight.

The stuff in this day and age that is heavy enough and durable enough to use as a weapon usually amounts to little more than a club or knife, which means you won't find entries in this book for wrenches, hammers, and the like. They do Strength +3 damage and last as long as any other weapon.

What's on your side in the Contemporary juncture is science. Fuel tanks are everywhere, so use them. Live wires even the playing field since they're dangerous to just about everyone. Broken glass and long drops do bad things to people. It's the beginning of the automatic era, so use powered objects like nail guns to deal serious damage with your Martial Arts attacks.

All of the technology in the world can't substitute for a good stunt, but it can make all sorts of crazy stuff possible. Use wheeled objects to deliver



explosive devices or ride on them with Both Guns Blazing. Swing on the world's cables. Shut off the lights or crank them up to even the odds. Context is the key to a good *Feng Shui* fight scene, and you've never had more control over your surroundings than you do in this juncture. Find the buttons, control panels, and fixtures in the area and put them to use for you. After all, why drop-kick somebody when you can drop a car on him?

The last thing you've got to worry about, but in a big way, is the police. With cellular phones and 911 just about everywhere, a lot of fights end or get worse when the police arrive. They come in waves, each one more serious than the last, and the last thing you want to do is seriously hurt a cop. Do that, and you'll be hunted like never before.

Sample Locations

A few of the modern environments below are staples of the action movie fight scene. Others are waiting for you to blaze the trail. Some of the following items do not have entries in this book; usually that means they're harmless or just another flavor of club.

Casino

A glittering, brightly lit building where dozens of games of chance go on at every hour of the day. Music plays in the background and the air echoes with the cries of gamblers, both lucky and otherwise.

ATMs, bystanders (live), cameras, cards, chips, dice, drink trays, fire extinguishers, free drinks, roulette wheels, roulette balls, slot machines, stools, tables.

Office Space

Tall buildings with numerous different offices and wider, communal spaces shared by many workers. Most of the wider spaces are sub-divided into cubicles.

Bulletin boards, box-cutters, bystanders (live), chairs (office), desks, equipment (office), fire extin-

guishers, laser-pointer, letter-openers, papers, paper-cutter, pens, potted plants, scissors, staplers, staple-removers, tacks, tape guns, telephones.

Museum

A large, open building filled with historical artifacts intended to enlighten, educate, and entertain visitors. Usually divided into several galleries of varying sizes, with the exhibits placed in glass cases or on tables and shelves. Everything's breakable, but irreplaceable.

Any object can be found in a museum, according to action movie rules.

Amusement Park

An outdoors area with several amusement rides, designed to give a thrill by moving people around rapidly but safely (usually far off the ground.) Also contains concession stands that sell junk food, and games of chance and skill where people can win prizes but usually don't.

Balloons, bumper cars, bystanders (live), chairs, rides, sledgehammers, stuffed animals, water guns.

Family Home

A small, furnished building with 2-5 bedrooms and 1-2.5 bathrooms, a kitchen, dining room, and living room.


Appliances, beds, books, boxes (small), bystanders (live), chairs (all types), cords, couches, cups, desks, equipment (office), fire extinguishers, forks, frying pans, hairdryer, jars, knives, lamps, meat cleavers, papers, pots, powertools, storage cabinets, tables, tools.

Construction Site

A large, cluttered and dirty area with partially finished buildings and people constructing them.

The size and activity of the construction site depends on the size of the building being built, but fight scenes favor office buildings and skyscrapers, because "higher up" means "more dramatic."

Bricks, boxes (all types), box-cutters, bystanders (live), cinderblocks, equipment (industrial, office), fire



extinguishers, gravel, hard-hats, jackhammers, lunchboxes, posts, powertools, support beams, rivet guns, sledgehammers, tables, tools.

Warehouse

A large, dusty building containing hundreds of crates with a variety of items in them. Unlike the quantities you find in bowls and jars, warehouse containers hold enough materials to affect lots and lots of characters at once.

Barrels, boxes (all types), box-cutters, crowbars, desks, equipment (office), equipment (industrial), fire extinguishers, forklifts, jars, packing materials, palette-wrap, paper-cutter, tape guns, tools. Plus any or all materials and substances.

Subway Train Car

A bare, box-like vehicle moving on tracks with windows all along the sides. It has both seats for passengers and a handrail hanging from the ceiling to accommodate additional passengers. Frequently smells of urine.

Bystanders (live), fire extinguishers, papers, posts.

Prison Cell

A tiny chamber just big enough for one or two inhabitants. The place is separated from the larger building by bars or plexiglass partitions. The most dangerous thing in the room may be the inmate.

Beds, books, mattresses, lamps, shivs, stuffed animals.

Church

A place of religious worship, usually a large, somewhat cavernous building with several long, narrow benches where the worshippers sit. The front of the building holds the altar and is where the priest conducts ceremonies.

Altar, books, bystanders (live), candles, censers, cups, gargoyles, lectern, pews, statues.

Hospital

A white, antiseptic, sterile building with wide corridors and plenty of bustling doctors, nurses, and patients. The emergency room usually has wounded and dying patients, and an atmosphere of desperation, while other wards foster entirely different feelings, depending on location.

Beds, bedpans, bystanders (live and dead), cart (crash), chairs, chemicals, cords, curtains (plastic), equipment (office), lamps, scalpels, syringes, tables.

2056

Fight Like There's No Tomorrow

The world of 2056 isn't the world you're used to, and it's all because of the Buro.

To someone who's used to the contemporary juncture—especially someone who's used to Hong Kong—it's going to feel like the vast majority of the planet has been child-proofed. Everything's light-weight and made of bio-ware, nothing has sharp edges, and all the dangerous stuff is kept well out of reach. This doesn't mean that you'll be safe from violence; it means that when you do get involved in violence, you'll be defenseless.

However, to the average citizen of the average Buro state, things are much safer. Private possession of a firearm is a criminal offense, as is ownership of most hand-to-hand weapons. Knowledge of martial arts is illegal under Team Peace directives. The Lightweb interactive holographic system replaces many home and office furnishings, meaning that you just don't have as many appliances around to use as improvised weapons (see *Seed of the New Flesh*, p. 46). Nutrient paste requires minimal preparation, eliminating knives, cleavers, and heavy cooking pots. Basically, if you want to kill someone, you'll probably have to do it with your

bare hands, and knowing how to do that is illegal, too.

The world isn't actually safe, of course. The Buro's got guns, tanks, nukes, abomination death-squads, helicopters, jets, and Floating Fortresses. Resistance movements have home-made guns, salvaged tanks, molotov cocktails, and a variety of scavenged and invented weapons. Other factions sneak weapons into the future from their home junctures. Despite Bonengel's best efforts, the world remains a violent, dangerous place for a lot of its inhabitants.

Most of the future's crimes are exactly what you'd expect in a world as regimented as the Buro. People need to let out their antisocial and unhealthy emotions, and the Buro doesn't let them do that. So people spray-paint graffiti, they go joyriding on illegally-built gravity sleds, they illegally distill alcohol and set up underground night-clubs in abandoned buildings, or they just buy food on the thriving black market to break the monotony of nutrient paste day in and day out.

The Buro catches a lot of people at this. The government encourages and rewards snitching on one's neighbors; the constant informing and backstabbing that goes on in a single living complex makes the Salem witch-hunts look like a model of civic rectitude. Some cops look the other way, some cops crack down hard. That's the trouble with fighting in the future: it's hard to know your



enemies. Almost everyone would be happy to turn a fighter in to the authorities, and many of the authorities are aching to see real action. The police force is one of the few places where violent people can find a bit of action in the future; sometimes it seems to be teeming with warmongers. At the same time, you never know when you're going to accidentally ruin the life of a nice ordinary person by fighting against the Buro.

So, given that all of the above paints a pretty bleak picture for you, what advantages do you have? Without friends, help, or weapons, what chance does a warrior have in 2056? You've got one good chance, actually. The Buro doesn't expect its citizens to put up much of a fight. It expects to bust patriotic citizens who've lapsed a bit and are terrified of getting caught. It doesn't expect to encounter people with weapons, and it certainly doesn't expect people to use office chairs and eating utensils as improvised weapons. Martial artists, pistoleros, and sorcerers can usually brutalize the first wave of Buro thugs simply through sheer surprise.

Even when you get caught by that second, third, or fourth wave of Buro police, it's not over for you. The average Buro prison actually has less security than a contemporary prison in the United States simply because they don't expect prisoners to try to escape. After all, the whole world is under Buro control and Buro surveillance, so where could you possibly plan to go? You have several answers to that question. The guard who's leaning way too close to the bars of your cell is probably in for a rude surprise, and all the guards who think having doors linked to their retinal print makes it harder for a prisoner to escape are in for a much more painful surprise. It can take several rough encounters with the Buro before you develop a big enough file that the worst forces in the system are set upon you. The bureau-

cracy of the Buro is just too slow to adapt to people who aren't afraid of it.

How you fight, though, is your big question. Modern homogeny is at its worst in 2056; so many things are alike and harmless that they're next to useless against paramilitary forces that are over-equipped and constantly training. Most everyday objects are made of such cheap, artificial materials that they'll hardly survive a single good attack. That means you'll either have to get your hands on the future's real weaponry or you'll have to be clever and use your wits.

You're clever, aren't you?

Sample Locations

Many of tomorrow's environments are similar to today's. These are a few of the settings that are most changed since 1996. Most of the items listed have some use in a fight, if you're desperate.

Bullet Train

A long, sleek white train that is furnished and decorated in a spartan style. There are no seats, just rows of upright mattresses attached to support frames, and a few handrails. When traveling, you lean against the mattress and acceleration pushes you back into it. Journeys involve quick bursts of acceleration at the beginning, and slow braking towards the end. As such, any debris gets pushed to the back.

Bystanders (live), fire extinguishers, mattresses, soda cans.

BuroPad

Buro-speak for a single-occupant efficiency apartment. With all systems on standby, it looks like a



dull gray box with no furniture, barely large enough to swing a sword in. Lightweb systems create the illusion of space, and the walls conceal hidden cupboards and closets, a stove, a shower and toilet, and a bed. In short, functional unless you actually want to store things.

Appliances, bed, cups, food bulb, knirks, lightweb system, plates, soda cans.

Hidden Prison

This is the kind of hell-hole where the Buro keeps prisoners too nasty to be contained by regular prisons; the kind where they conduct horrific experiments on the prisoners and no one ever finds out. Each cell is under high security and the guards outnumber the prisoners. Tracking devices are inserted in each prisoner. No one gets out.

Chairs (bullgrav), food bulbs, lightweb system, mattresses, shivs, strobe guns, stun batons, tasers.

Interactive EduTainment Facility

A Buro museum. The Buro is not Orwellian and doesn't believe in burying or hiding the past. However, it does believe strongly in propaganda, and all exhibits are slanted towards showing the brutal, tragic past of humankind and how the Buro has happily made it better. This is one of the few places where a character can find weapons, kept under lock and key as part of the "Violence: A Thing of the Past" exhibit.

Anything can be found in a museum.

Productivity Center

An office. Under the Buro, the dream of the paperless office has finally come true. Lightweb systems and fast, reliable computers mean there's no longer any need for any hard-copy items and no means of making them. There are no copiers, no fax machines, no pens, no pencils, no letter

openers, no letters, no desktop computers, no nothing. Switch off the lightweb system, and you'd have a bunch of tables and chairs.

Chairs (nullgrav), desks, lightweb system, tables.

Slidewalk

Wide roadways composed of several motorized walkways, each one moving at slightly different speeds. They are arranged so that the fastest walkways are on the inside; hence, by stepping towards the middle of the road, you speed up at a reasonable pace. Floating traffic direction beacons guide passengers through the byzantine arrangement of ramps and divergences that are needed to allow people to travel at high speeds without vehicles.

Bystanders (live), slidewalk bands, traffic direction beacons.

Space Station

A state-of-the-art Buro facility, with gleaming, stainless-steel corridors leading to futuristic labs and banks of networked computers. Gravity generators make the station feel like Earth, but if these are destroyed, everything becomes weightless.

Bunsen burners, chairs (nullgrav), chemicals, crates (nullgrav), cords, desks, equipment (office), EVA suits, exosuits, fire extinguishers, lamps, lightweb system, powertools, scooter (upright), tools, wire (live).

Space Shuttle

A large, reusable spacecraft designed to travel out of Earth's atmosphere and return. The inside has a lot of cargo space and a small, cramped interior compartment for the pilots. It is weightless, and items are either strapped down or kept in mesh pouches on the walls to keep them from floating away.

Boxes (all types), EVA suits, fire extinguishers, food bulbs, powertools, tools, wire (live).

CHAPTER 6

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 vermillion. 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

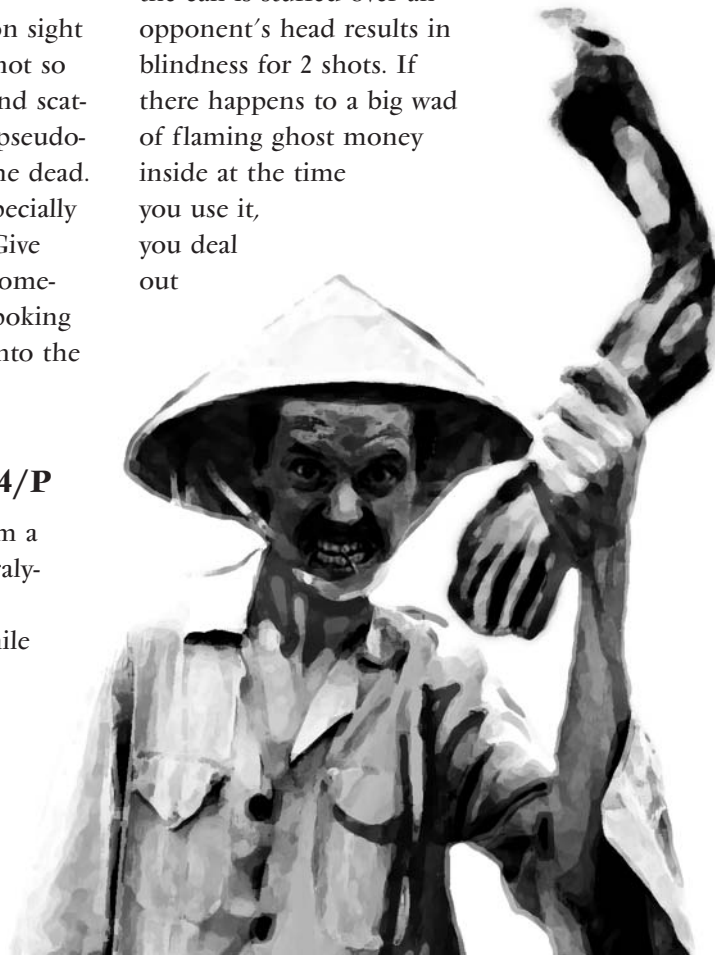
Same as a human arm, except it comes from a hopping vampire. It induces temporary paralysis in a struck opponent for 1 shot if your attack roll beats his Constitution score. While not exactly common, *jiang shi* arms can sometimes be found in remote graveyards.


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





an additional 5 bonus points of damage but take 2 yourself. Damage from an ashbin is doubled against supernatural creatures. Rolling an ashbin looses a cloud of ash that grants 75% cover (+2 Difficulty).

Balloon —/3/1

Your typical rubber or mylar party balloon. As a weapon, it's basically a cushion, which is to say it does no damage at all. Let a bundle of them loose and you've got anywhere from 25% to 90% cover (+0 to +3 Difficulty). Pop one, and you can distract, alert, or startle common folks.

Bamboo Mat +3/5/P

A person-sized woven mat designed for sitting or sleeping on. Rolled up it makes a formidable and awkward club.

Barbell up to +6/S2-S7/—

A barbell is composed of two parts. The first—the bar—is just a long slim piece of metal with a small pin at each end. The second—the weights—are large doughnut-shaped pieces of metal, each weighing a precise amount of weight. If you use the bar as a weapon without attaching weights, it only does +2 damage. If you attach an amount of weights you can automatically lift (Strength -2) to the bar, it does +3 damage. If you attach a lot of weight to the bar (Strength or more) barbells do from +4 to +6 damage, but attacking with them becomes a four-shot action with a -1 penalty to your Martial Arts AV due to its weight and poor balance.

You can throw the weights, too, for a damage rating equal to half the Strength check it took to lift them. They don't go very far; only Short range.

Barrel, Large 15/S5-S10/3

Ever see a barrel big enough to hide a body in? That's what this is; so get someone in there. A

barrel can be made of wood, steel, plastic, or something else depending on the juncture. The damage bonus for having something heavy inside it is 15. Rolled along the floor it does 7 damage and sends goons sprawling. Empty it does just 4 damage.

Barrel, Medium 12/S3-S8/2

This type of container is typical for storing fish, wine, rice, or dried noodles. A loaded-up medium-sized barrel does 12 damage, in addition to any other effects based on contents. Rolled along the ground, it does 6 damage. If empty, it does 3 damage.

Barrel, Small +1/S2-S5/1

This is a round, wooden storage vessel. If the barrel contains something heavy, like, say, water, rice, or snapping turtles, you gain a damage bonus of 2. An opponent hit with a full barrel is likely to be distracted or affected by the contents. (Those turtles are a good one to use; in the southern regions of the Empire they are considered a delicacy and can be found in many food stalls. Live snapping turtles do 2 points of bite damage.)

Baseball 5/2/PF

Baseball bats get lots of play in fights, but you can just treat those as clubs. If you want to get into real improvised action, use a baseball. Every sports fan knows that a thrown baseball hurts like heck. Just watch a major league game and see the reaction when a 95-mile-an-hour fastball goes cruising into a hitter. Baseballs are very hard and if you put your full strength behind it, they do as much damage as throwing stars.

In addition to throwing a baseball yourself, automatic pitching machines can do it for you. Those things propel the ball at mechanically determined speeds—up to 100 miles-per-hour. Unfortunately, they're designed to shoot balls for people to hit, not to hit people, so you'd probably have to maneuver someone in front of the pitching machine instead of aiming it at them. This



could make for a great “cage match” fight sequence.

Basket, Large —(9)/7/P

This is the kind of giant basket for which Hippie Lifetime Achievement Awards are given. Load something heavy inside, grab the handles, and spin on your heels to use a basket like a sling. A big basket can hold enough weight to deal 9 damage in this way. An empty basket does nothing.

Basket, Medium —(7)/6/P

An average sized basket. Sometimes these come with a strap that goes around your head while you schlep the basket around on your back. Full of stuff, it can be dropped or thrown for up to 7 damage.

Basket, Small —(5)/5/P

This kind of basket is just large enough to carry a day’s supply of fruit, vegetables, or laundry. It only holds enough stuff to do 5 damage.

Bed 5/S6/5

Han beds are normally built in alcoves as part and parcel of the floor. However, wealthy Han citizens sometimes have freestanding beds not entirely unlike the ones found in other parts of the world. In the Westernized world beds are pretty common. Not much use as a weapon, *per se*, but try sliding one of these across a polished wooden floor to crush your foe’s knees up against a wall. Failing that, you can always bounce off it for an +1 Martial Arts AV, but don’t blame me if you conk your head on the ceiling.

Bedpan +1/3/1

Bedpans are small metal pans used in hospitals to catch bodily wastes for patients who need to use

the bathroom, but are bedridden. You should be able to find them all over the place in a hospital in large quantities. In addition to using them to give someone a whack over the head, you can throw them for 3 damage. Sometimes the bedpan you grab might not be empty. That doesn’t have any game effect, but it makes for a memorable fight scene.

Bell, Large 8/S15/—

A heavy bronze bell hangs from a sturdy support beam or swings on a chain from the ceiling. It weighs approximately 800 lbs. The hammer inside is big enough for you to cling to, and if you draw your legs up close to your chest you can actually hide inside it. Temples have at least one large bell on the premises. Ringing a Chinese temple bell sends soothing waves of spirituality to Hell—to ease the suffering of those tormented there; and to Heaven—to remind the gods they still have work and prayers in the Middle Kingdom to which they must attend.

Ringling a large bell requires a Strength check (Difficulty 7), followed by a Martial Arts check to hit someone with it. A bell does double the above damage when it falls on someone. Anyone near a large bell when it’s hammer strikes is deafened for 2 shots, while some supernatural creatures within a few dozen meters are paralyzed for 4 shots if they fail a Constitution check (Difficulty 10).

Bell, Medium 6/S9/—

A medium-sized bell is as big around as a full grown man’s chest and weighs about 200 lbs. Few people have the strength to carry one around, much less lift it up in order to ring. That’s why a support beam usually holds it and its companions aloft. Monks ring bells like this during rituals and prayer ceremonies. Ringing this within 50 feet of some supernatural creatures induces paralysis for 2 shots unless a Constitution check (Difficulty 6) is made.



Bell, Small

+1/2/—

A dainty bell that can be carried around in one's pocket sleeve, this is a staple of every monk's meager possessions. They use bells such as this to focus their recitations and sutras. Ringing a small bell within 10 feet of a *jiang shi* paralyzes it for 1 shot unless it makes a Constitution check (Difficulty 3).

Belt

+1 or +2/1/5PF

Holding a belt by the buckle end and simply snapping it at an opponent only does +1 damage, and is best used to keep an over-eager mook at bay. Holding it by the other end and wrapping it around your hand a few times does +2 damage, but reduces your range. The way to inflict real pain with a belt is to double it over and hold it by both ends. It does have to hit flesh, though; strike at an unprotected part of the body to do damage. This carries no penalty to hit because we want to reward you for trying to fight off gangs of heavily armed men with just your articles of clothing.

Bicycle

+3(6)/S3/5F

The modern bicycle pedal and crank was invented in 1861 and made wholly obsolete before 2056, so only in 1996 do you find the bicycle as we know it. A bicycle can be used as a club with a -2 AV penalty, but is better used for complex actions that distract, intimidate, or confuse your enemy. Held aloft, bicycle wheels turn and spin in ways that make disarming an opponent easier; there is no penalty to the AV of a called shot to disarm with a bicycle. The single greatest advantage of the bicycle is that it's one of very few weapons you can ride around on. If you have a Driving AV of 8 or better, you can hop onto a bicycle in one shot; otherwise it takes two. When riding a bicycle, you may choose to use your Strength (up to an amount equaling your Driving AV) rating in place of Move and your Driving AV as your Dodge AV.

Bioware Dish

+0(4)/2/1

Bioware is another invention of CDCA science in 2056, where all dishes are the same. It's a processed



form of protein similar to bone that can be shaped and molded like clay or metal, and most disposable goods in the year 2056 are made from it. It's non-toxic, biodegradable, and when sprayed with the proper enzymes, reverts to a liquid form that can be reshaped and remolded. In a pinch, you could even eat it, although it tastes like chalk.

It's also designed to be lightweight and break easily into non-jagged pieces, which doesn't make it a great weapon. When you hit someone with it, it'll break right away. But again, since it's cheap, disposable, and ubiquitous, you can break dozens of plates over your opponent's head without worrying about a big bill.

Birdcage +2/5/1

Birds are considered luck- and fortune-bringers. They are also used to help correct bad feng shui in minor sites. Bamboo and wire birdcages with two or three birds in them can be found in many households and shops in 69 AD and 1850. Getting hit with a birdcage is not considered lucky.

Boat Hook +3/7/PF

A tool found on every dock and boat in Asia, the boat hook is a long pole with a large hook at the end. Sailors and dock rats use it to draw boats to the dock or close to one another. It can also be used to rescue a drowning person, retrieve floating boxes, or hook stray ropes.

Use a boat hook in battle to pull a foe's legs out from under him. You can hook virtually any stray appendage, or even a neck, in this way (+1 AV for called shots). However, you shouldn't limit your hooking to people bent on causing you bodily harm; you can pull down chandeliers, banisters, and wall hangings. Or, you can use the hook like a lacrosse stick, hurling miscellaneous items (like vases, jars, and chairs) at your foes. Another alternative is to hook on to a crossbeam or street lamp, then swing up to a nearby roof or out onto the gunwales of a departing ship.

Bone, Large +3/4/—

Like a big wooden club, only made from bone. Large bones are arm, leg, or back bones taken from a *wang liang*, a horse, or an ox. Freshly harvested bones are much sturdier than wooden clubs.

Bone, Medium +2/3/—

This is a femur taken from a human or an arm bone from a *wang liang*, or non-appendage bones from a horse or ox. It is popularly believed in Han China that if you get a bone from a ghost's mortal coil you can control their every action. It's not even remotely true, but sometimes it takes novice ghosts a while to figure that out. Until they do, they often feel compelled to obey the "master" of their bones.

Bone, Small +1/2/—

This is a forearm bone removed from a human, or a finger bone taken from a *wang liang*.

Book +1(4)/2-5/1

In Han China and the 1850s, books are hard-bound. Most are quite large, though as the printing process becomes less expensive and pulp paper becomes more commonplace, thinner folios are becoming increasingly more popular. In 1996, books may be hardcover or paperback. In 2056, there are no books.

In combat, a book can be thrown at or smashed into a foe. Light them on fire to increase damage by 5. You can parry with larger books, even blocking bullets if you get really lucky (+1 Dodge AV). A black powder shot won't go through any book thicker than 5 inches, even at close range. It's so dramatic to go flipping through a book to find the spot where the bullet hole ends and see the slug trapped just before the back cover.

Of course, a book is full of paper (see *Paper*).

Bottle, Beer

+1(3)/2/2

The common beer bottle is the weapon of choice for bar brawlers everywhere. To use it, hold the bottle by the neck and smash the wide end against something (like a mook) to create a circle of jagged glass. Slashing someone with a beer bottle leaves ugly, gashing wounds that they'll remember. A beer bottle has 2 Hits when intact, and 1 Hit after being broken in half. A full bottle does 1 more damage.

Bottle, Whiskey

+2(4)/2/2

"Whiskey bottle" here refers to any large glass bottle, not just those used to store whiskey. You can use the same stats for bottles of vodka, wine, and even milk. Whiskey bottles do more damage than beer bottles due to girth; plus whiskey is more hardcore. A whiskey bottle may not break on the first Hit, but it seldom survives the second. A full bottle does 1 more damage.

Bottle Gourd

+1(3)/3/2

Bottle gourds are found everywhere in ancient China. It is a hollowed out and dried gourd fruit plugged with a bamboo or cloth stopper. It can contain any liquid you feel like putting inside it, such as wine, water, or tea. A full bottle gourd does an additional 1 damage.

Bowl, Large

+3(5)/4/1

Chinese bowls are by and large made from polished wood or fired clay and are often times lacquered with picturesque images. While some are made of porcelain or bronze, those are more expensive. In food stalls, one can find undecorated bowls filled with cooked food—everyone serves themselves, family-style. In temples, bowls are filled with sacrificial fruit and vegetables.

Bowl, Medium

+2(4)/3/1

Medium bowls are good for holding soup, sauces, and side dishes. They also fly quite nicely when winged across an inn's common room, spewing

their contents far and wide, splattering everyone and everything in sight with whatever foul ichors the chef cooked up this evening.

Bowl, Small

+1(3)/2/1

This is a generic rice, condiment, or appetizer bowl. One good way to really freak someone out in Han China is to stick your chopsticks straight up in a bowl of rice, since it resembles an incense pot with embedded incense sticks and is superstitiously associated with imminent death.

Box, Cosmetics

+1/3/1

An elegant, expensive lacquered box filled with fragrant powders and unguents, the cosmetic box does not really have much use in battle beyond annoying an opponent. Though, to be fair, if you somehow manage to apply make-up to him in the heat of a brawl it can be quite funny, in a Jackie Chan sort of way.

Box, Large

15+/S12+/1

Large boxes are mostly likely shipping crates. The docks in all the port cities are littered with them. If the box is full, it does 15 damage when it slides into or drops on a character. An empty box does 7 damage. What's inside the box is often what really counts.

Box, Medium

13/S5-S11/1

Medium-sized boxes come in many shapes, and may be colorfully lacquered or gilt with precious metal (this becomes ubiquitous in later Chinese dynasties, such as the Tang, Song, Ming, and Qing); or it may be stamped with brand names and pictures of refrigerators. Boxes such as this are a mainstay of many brawls. You can find them everywhere, even in places you wouldn't normally expect. A full one deals 13 damage when dropped or slammed against someone, an empty box does just 6 damage.



Box, Nullgrav

15/S3-5/F

Not really boxes, nullgrav crates are a 2056-era device designed to reduce the amount of additional equipment needed to deal with freight. They're self-sealing and lock and unlock by means of a recessed keypad; no need to nail them shut or pry them open. The same keypad controls the power of the anti-gravity engines, so instead of having to pick them up, you just tab them off the ground by increments. Each crate has several handles, so you can grab it from virtually any angle and push or pull it along. Keep in mind, though, although it has no weight, it still has mass, and hence inertia. Stand in front of a loaded nullgrav crate that's moving and try to stop it; you'll understand exactly what that means. That's why most warehouse workers use exosuits.

The damage value listed for the entry is for a ram attack with a loaded nullgrav crate; empty nullgrav crates do just 5-8 damage, depending on their size. If you squish someone between a crate and a hard place, you do an additional 2 damage. Someone in an exosuit flinging nullgrav crates around can squash people like bugs very quickly.

However, nullgrav crates can be more than just weapons. The gravity settings can also be activated by remote control; imagine fighting in a

warehouse where the boxes rise and fall with a button-press, and where everyone has a remote.

Box, Small

+3(10)/3/1

Small boxes are used typically for personal effects. Wielding a small-sized box filled with heavy items in a fight allows you to do an additional 2 damage.

Box, Stack


*/S5+/1

To topple a stack of crates onto your enemies, you have to be in a position to push the whole stack, usually from the top. Treat this as a normal three-shot action, plus one shot for every two boxes in the stack. Characters hit by a stack of crates take the normal damage plus 3 for each additional crate in the stack. You might also bury them.

Box-Cutter

+1/1/3

The box-cutter is a small knife used to cut through the tape on cardboard boxes. Essentially, it's a poor knife. They have disposable blades, though, so you can swap in new Hits if other blades are around. This is a five-shot action.



Box-cutters are very concealable, and that's their primary advantage over knives.

Brazier +7(9)/6/1

Found in temples, manor courtyards, and on some roads in Han China, braziers are wide bronze pans built to hold burning coals. They are normally used to shed light, though some people enjoy using them for cooking or for warming up torturing irons. A bronze tripod holds up the pan. A brazier always has hot coals in it (otherwise, see *Bowl*), which deal an additional 5 damage. Unless you whack the brazier at any enemy without touching it, you take 3 damage for handling the thing.

Brazier, Portable +5(7)/3/1

A portable brazier is small—at most a foot in diameter—and light, weighing just 3 or 4 lbs. A tea-house provides them at each table to allow customers to boil pots of water for their tea. Hot coals burn on the central pan as the water pot is supported by a brass ring above it. Kicking or hurling a portable brazier full of hot coals deals 5 damage. If you handle the brazier while doing so, you receive 3 points of damage.

Bumper Car 3-5/S11/-

The bumper car is one of the classic amusement park rides. It's a car just large enough for one person and travels on electric power. A pole extending from the back carries current from the electrified ceiling grid to the motor through to the electrified floor. Right there, you've got a pretty good action movie sequence. Stepping onto the floor deals 5 damage per sequence. Knocking someone into the ceiling grid deals 5 damage in addition to the damage done by the attack.

The bumper car itself is designed to be rammed into other moving objects. It's very sturdy, and the likelihood that you'll be able to wreck it over the course of a single fight is small. It's also designed to cushion impacts to its rider.

Hitting someone else in a bumper car does just 2 damage because they're designed not to be lethal. Hit some poor schmuck who's not in a bumper car for 5 damage. The most fun fight sequences involve fewer bumper cars than combatants. It's like musical chairs on an electrified floor!

Bunsen Burner 8/-/*

Anything with a fixed feed of natural gas (like a gas range) uses these rules. Turn it on, get away, and start shooting. Each sequence that the gas is allowed to flow before ignition accumulates another 8 damage; when the gas is ignited, the resulting fireball deals the total damage to anyone inside it and half that to anyone just outside the blast. With a good called shot (-2 AV vs. Difficulty 8) you can shoot the line open and ignite the gas all at once, dealing 8 damage right away to any persons nearby.

Buoy +3/S8/-

Found in harbors and on floating shanties, the buoy is a lightweight ball of brightly painted wood intended to connote warnings on the water. A typical buoy is approximately 3 feet around, 4 feet high, and it weighs about 150 lbs. Jump onto and off of a buoy to send it flying up out the water and into someone else.

Butterfly Sword +4/6/-

Butterfly swords come in pairs, often sharing a single sheath. Each wide blade is eight inches in length, straight along one side and curved along the other. The hilt has a thin guard to protect your hand. If you have a Martial Arts AV of 10 or better, you deal +5 damage when wielding a pair.

Butterfly Sword, Mystical +4/6/-

Identical to a ceremonial pair of butterfly swords, except consecrated by a sorcerer. Together, they do +6 damage to supernatural creatures. This



bonus climbs to +8 in the hands of a martial artist with a Sorcery AV of 10 or better.

Bystander, Dead +1/S5/*

It's a very conspicuous and unwieldy weapon, but you can use a dead body to hit people with. They'll probably be plentiful in any fight after about two or three sequences. Corpses can be used for defense as well as for offense, providing 75% cover from attacks. You can also parry with corpses, just like with living bystanders, only they don't put up a fight. Corpses have a number of Hits equal to the Toughness of their former selves.

Bystander, Live +1/S5/3*

The tactic of grabbing an opponent or random bystander and using him not just as a human shield but as a human bludgeon is one of the classics of the action movie genre. You should be a decent enough human being to grab an actual opponent and not some poor fella on the street. However, the bad guys very well might. Keeping a hold of the character you're using as a weapon counts as a continuous action, adding one to the shot costs of any other action you take while you're holding onto them. On each of their shots, they can make a Strength check to break free with your Strength as the Difficulty. They can take any other action they like that doesn't involve them breaking free. You're not focusing your energy on holding them immobile, you're just trying to hold onto them. This can be very useful if you're using an ally as your human weapon (see *Romeo Must Die*).

You can hit people with your bystander while you've got them in your grasp, or you can parry with them. Unnamed bystanders remain conscious until you've taken out three unnamed characters with them, or until they get defeated by a named character. When you parry with a living bystander, the bystander takes full damage from the attack meant for you unless the attacker chooses to cancel his attack altogether. You can force the bystander to take damage by putting them in

harm's way; make a defensive Martial Arts action and score a higher AV than your attacker to get your way. Villain.

Calligraphy Brush +1/2/3PF

A calligraphy brush is a long piece of smooth wood tipped by a bushy bob of horse or camel hair. When moistened with water or ink, the bob can be used to flick ink with amazing accuracy, if you have the Martial Arts skill; strike an opponent in the eyes (-2 AV) to blind them for one shot. If you are a sorcerer, you can use a calligraphy brush to write ghost script directly on an opponent by hitting them with a Martial Arts attack (see *Charm, Fu*). Stab the wooden end of the stick into a foe, though it's a rather poor substitute for a dagger.

Calligraphy Brush, Huge +3/5/3PF

This is identical to a mundane calligraphy brush with the exception that it is about ten times as large. It's used by calligraphy masters for writing on large banners. Think of it as a large, hairy staff.

Candle, Large +3(5)/5/2

A large wax candle is approximately three feet long. The Han are not much in the way of candle-makers, preferring to keep them simple. Candles are almost always a deep red color, the color of auspiciousness. To burn a candle, even for lighting purposes, implies that you are somehow petitioning the gods. Therefore, making candles red by default is considered an act of spiritual good manners. Large candles are rarely ignited just to shed light. They are always found in temples, graveyards, and imperial residences. Hit someone with it or burn them with the wick. With a stunt you can do both.

Candle, Medium 4/3/1

This is a typical candle found in households and shops. It's too light to really hit someone with, but you can attempt to burn them.



Candle, Small 2/1/1
 Small candles are used on private altars and in lanterns. A small candle is no larger than your hand and useless for hitting. With a called shot, you can hit something vital and do 2 damage.

Cane Gun 8/5/—

To all appearances, the cane gun appears to be nothing more than an innocuous gentleman's walking stick. Upon closer examination it becomes apparent from the embedded trigger and the weapon's sheer weight that something is decidedly amiss. There is no chance that someone will see through a cane gun's concealment without a close look.

Manufactured by the Remington Company, the cane gun fires a .31 caliber bullet up to Short range. The standard model has a brown patent leather sheath and a claw and ball grip. Other models have dogs heads, curved handles, and flat handles. The muzzle at the bottom of the cane is plugged for walking, which sort of defeats its inherent element of surprise. Firing the cane gun

with the plug in the muzzle results in a catastrophic backfire.

One persistent rumor says Wong Fei Hong received an umbrella gun as a gift from a grateful admiral whom he had saved from certain death at the hands of Boxers. Unimpressed, he quietly gave the gun to his longtime friend and lover, Shi San Yi, with the hope she would use it in self-defense.

Cards +0/1/1

Playing cards, business cards, and credit cards fall into this category. You can find something to fit this category anytime from 1850 to 2056. With a called shot swipe to the eye or neck (-2 AV), you can deal Strength damage to an unsuspecting foe with no armor. With great precision and an Outcome of 8 or better, you deal double your Strength in damage. Almost no one ever falls for this trick more than once, though.

Cart, Vendor's +3(8)/S10/5

These carts are used to bring food and drinks to people pretty much anywhere food is served. They



move on rollers, and usually have handles on both ends, allowing them to be pushed from either direction. If two characters grab opposite ends of a vending cart they make opposed Strength checks to see who gains control of the it.

Ram someone with the cart to knock them down or do damage. If you ram someone directly into a stationary object, such as a wall, the cart does an extra two points of damage. After five attacks, the cart becomes immovable; either a wheel falls off, or some part of the cart breaks off. Ride it by pushing until it builds momentum, then jump on top. It's not steerable, but it makes a nice entrance. Plus, a vendor's cart may contain beer bottles, soda cans, plates, or other potential weapons.

Cart, Horse 15/S13/—

This is a large wooden cart pulled by a horse. It is six feet long, four feet wide, and its side rails are five feet from the ground. Like a chariot, the damage inflicted by a horse cart results more from its weight and momentum rather than any inherent properties it possesses. Plus there's the trampling.

Cart, pull 10/S8/—

This is a wooden or bamboo cart built for people to pull (or push, depending on your orientation). The sled is three to five feet in length and three feet across. The pull bars are very long, allowing the puller more leverage with working with heavy loads. The cart doesn't do a whole heck of a lot of damage to an opponent, regardless of whether you send it flying into him with a well-placed kung fu kick or you take it barreling down a long hill to ram it into him.

Night market vendors rely heavily on pull carts because they are easier to maneuver through narrow city alleyways. Plus, horses and oxen are expensive, stinky, and strictly the province of low-class farmers.

Cart, Shopping +2(5-10)/S5/5

A shopping cart is a wheeled wire-frame basket, usually about chest-high, designed to be filled with groceries or other consumer goods. They don't steer well for the most part, because dust and loose debris gets trapped easily in the wheels. The end you push folds up so the carts can be stored. Use this for a few fun Chan-esque stunts or get a +1 bonus to your active Dodge AV by lifting it, sliding it, or jumping through it. Better, fill it with sharp objects or heavy weights and send it downhill for up to 10 damage. Plastic explosive works, too.


As with other wheeled carts, you get a +2 bonus to damage if you ram your opponent into a solid object.

Censer +2/3/2

Anyone who's attended a Catholic mass should recognize a censer; it's the incense burner priests carry on a long chain and swing back and forth to dispense incense. It's not very durable, since it's designed to be swung lightly and not to hit anything. The main advantage to a censer is its use with your Intimidation skill. A lot of mooks think twice about being the first to attack someone with a spinning metal chain weapon. The prospect of getting hit by a priestly object in God's house is a deterrent to some, too. Worst case scenario: choke your enemies with the chain.

Chariot 14/S10/—

In times of war, chariots are a common sight in ancient China. It's an elaborate, two-wheeled people-basket pulled by one or two horses. At the back of the basket is an elevated stool for the driver. The combatant stands in the front of the basket wielding a long spear or a *guang dao*. Despite the chariot's obvious battle-oriented function, Han generals prefer to use them to move quickly around the field of battle and more effectively coordinate their troops. They discovered early on in their campaign against the Xin dynasty that a pair of light ballistae firing iron quarrels connected by a length of chain could ruin a charioteer's day in an instant.



In melee, drive a chariot into your opponents. If there are no convenient horses to pull it, have a cohort give the chi-powered shove. The *wang liang* ogres, who have a bizarre habit of congregating in military graveyards during full moons, sometimes pull one another around in leftover chariots.

Chair +3/S3/2

This is a standard chair. It can be made from bamboo, wood, metal, or plastic. Though chairs run the gamut in shape and construction it is safe to assume they are human-sized.

What would a fight be without a few chairs to smash over an opponent's head or against his back? A chair is good for parrying (+1 Dodge AV) or pinning a person to the floor or against the wall. Standing on a chair with your feet locked in the gaps and twirling across the room through a gaggle of thugs gives you the advantage of speed and height. It doesn't hurt that it's an awesome stunt to behold, either.

Chair, Nullgrav +2(5)/S4/D

A nullgrav chair is just like an office chair, except that it uses CDCA anti-gravity technology to keep the user hovering off the ground instead of sitting on rollers. The chair has sensors in its back and is self-righting, so you can't tip it too far back and fall to the floor. Needless to say, this thing makes an old-fashioned office chair look quite dull. You can do all the stunts you could do in an office chair and many more, like jump into the chair and careen off the walls as its anti-gravity field kicks in two feet before you hit, or surf down stairwells while clinging to the armrests, or even jump out of a second-story window using the nullgrav field to cushion your fall. (A second-story window is about the limit of that trick; the anti-gravity field isn't designed to cushion large falls, and even a two-story fall will burn out its anti-gravity systems.)

Ram someone with it; the anti-gravity field prevents accidental collisions, but you can overpower the safety system with a quality shove.

Ramming someone straight into a solid object does +2 Damage. Using up the chair's Hits burns out the internal workings, turning it into an immobile floor seat.

Chair, Office +3(5)/S4/3

These chairs are large, well-padded, expensively upholstered, heavy, and roll along on their own little wheels. You can have hours of fun with one of these in a fight. Jump onto one and slide down the hallway backwards, firing behind you at a crowd of pursuing mooks. Sit in the chair and set it spinning, holding a whole group of enemies at bay as you whirl from one to the next too rapidly for them to react. Give the chair a hearty push and send it flying at enemies, bowling them over. The chair won't stand up to too many attacks, but you can use it for a long time in a fight if you're just working with it as transportation.

Chair, Wheel (see *Wheelchair*)

Charm, Fu -/1/1

A *hu fu* or fu charm is piece of yellow rice paper painted with "ghost script." Ghost script is a collection of secret words and ideographs known only to trained Taoist priests and sorcerers, who wield it in battle against the supernatural. Using a fu charm in the 69 AD juncture gives you a +2 Sorcery AV against a supernatural opponent. Using a fu charm in any other juncture lets you cast spells with a +1 Sorcery Action Value. This only applies as long as you incorporate it into your spellcasting stance. A fu charm used as part of a spell is destroyed in the process, igniting in a flash of brightly colored flame.

If you have the Sorcery skill then by default you have the ability to write ghost script and make fu charms. To do so on the fly in battle requires a skill check (Difficulty 10 or more).

A Taoist priest named "Little Star" wrote a collection of all known ghost script in 621 AD. This lexicon is called the *Bao Po Zi*.



Charm, Silk

+2/1/1

A silk charm does not possess any spiritual resonance. It is comprised of crimson-colored silk threads woven into ornate and fanciful patterns. Beads, painted ceramic, and jade are often affixed to it. The vast majority of silk charms are small, discreetly placed on doorjambs, window sills, or other places frequented by a person. They are lucky, but not necessarily auspicious. The charms in temples or the imperial palace are much larger. Tying a silk charm to a weapon or wearing one as part of a necklace or bracelet gives you a one-time +2 bonus to your attack AV, to be used at your discretion. Once you take advantage of the charm's luck, it expires permanently.

Chemical

4/-/1

Any hazardous substance that can be found in a portable receptacle like a barrel or a jar falls under this header. Look in secret labs and sorcerer's shops. When a character comes into contact with a hazardous chemical (through, say, a thrown beaker or a shot-up vat), he suffers 4 damage every sequence—regardless of Toughness—until he succeeds at a Constitution check (Difficulty 6). This can represent an inhaled toxin, a corrosive acid, or anything else you like.

Chessboard

+2(3)/4/PF

Although the Western game of chess first entered China in the 1st century AD, it never made true in-roads into Chinese culture until the Tang Dynasty. By the time the Qing Dynasty arose from the ashes of the Ming, it had broken out of aristocratic circles to become a game popular with the common folk. From 1850 on, chessboards are in most urban teashops right along side *wei qi* boards. A standard chessboard can be used as a bludgeoning weapon in a pinch; stab its sharp corners into an opponent's sensitive bits. The pieces make pretty good missile weapons, especially if they're carved from a jade or onyx; slap a whole board over to send a swarm of them flying. Using a chessboard as a shield (+1 active Dodge AV) works great, once.

Chili Oil

-/-/1

Some people like their food spicy hot, people from Szechwan and Hunan in particular. Chili oil is the sauce of choice for them. It's made from ground chili peppers and loaded with chili seeds. Try it on your favorite dish or in the eyes of your favorite foe (it blinds him for 5 shots). Dump a mess of it down an enemy's throat (-2 AV) to immobilize him in a fit of gagging and coughing for the rest of the sequence.

Chopsticks

+1(2)/1/P

These things predate the fork. They're a pair of bamboo or wood sticks you use to pick up dainty bite-sized morsels of food to delicately place upon your expectant tongue. (Or do you hook a bowl of rice onto your lower lip and then use chopsticks to shovel its contents into your mouth?)


Chopsticks make decent improvised weapons, as any martial artist worth his salt knows. Eating a meal with an opponent under a flag of truce? Casually reach across the table and slap one end of his chopsticks into the back of his throat as he feeds. Wear a pair as hairpins then, in the middle of battle, whip one out and ram it through your enemy's ear to scramble his brains. Lacking any semblance of morals? Coat them in poison.

Lacquered chopsticks are not as common in the Han era as they will be in later dynasties or in Japan. In fact, the Han consider them downright impractical. The imperial court uses silver-plated chopsticks as a sign of status. These stats are for your average chopsticks, circa 69 AD.

Chopsticks, Cheap

+1(1)/1/1

These are the lousy, mass-produced chopsticks of the twentieth century. Why use them? Because in a Chinese restaurant, there's probably hundreds of them for you to use as weapons. Grab a handful and bind them together with your napkin for strength. Hurl a shower of them at your opponent; force her to swat them out of the air. Scatter them on the floor, making the



footing treacherous for your enemies. Since they're so numerous and disposable, use a bunch.

Chopsticks, Cooking +1/2/P

Other than being twice as long as regular chopsticks, this variety is the same. They allow you to stir fry food in a wok without scalding your hand. Available then and now.

Chopsticks, Iron +2/1/—

Iron chopsticks are found in Han military camps among the soldiers, who can't be bothered to make a new pair of fragile wooden chopsticks every couple of days. They were originally an import from Korea.

Cinnabar 17/—/1

This is a deep red mineral that, when properly processed, results in mercury sulfide. Taoist priests and sorcerers believe it is a key component in the fabled Elixir of Immortality. Boy, are they wrong. In its raw state it is harmless. As mercury sulfide it is quite deadly.

If a sorcerer consecrates cinnabar it has a really nasty effect on supernatural creatures: It deals 22 damage against them and imposes a -5 penalty on Creature Powers and Sorcery AVs for five shots.

Claws, Tiger +1/3/F

Tiger claws are not really much good as weapons. They are too small and too difficult to get a good grip on in battle. Still, it doesn't stop some people from trying. If you can get a good stunt out of a set of tiger claws, they do +2 damage instead.

Sorcerers who worship the White Tiger of the West (one of the Four Heralds, the other three being: Dragon, Phoenix, and Serpent) wear necklaces strung with tiger claws for luck and martial prowess. Some herbalists believe ingesting powdered claws will make a person more resistant to slashes and cuts. Is it true?

Comb +2/1/2

Combs come in as many shapes and sizes as there are hairstyles. The typical comb in Qing dynasty China tends to be made of filigreed silver. It has a wide base with long tines. Poking a foe with it is always an option. If he has long hair, impale it with the comb then give it a savage twist. You can tie him to a railing or banister if you are both clever and quick (stunt penalty: -3 AV). Modern, plastic combs are useless.

Compass, Geomancer's 2/2/P

A geomancer's compass does not point north. Instead, it shows you the way to the nearest hopping vampire or other supernatural creature. Each geomancer's compass must be engraved with the appropriate ghost script for the exact type of creature you wish to locate. If you know a creature's name, then that works too.

Cord +0/2-4/3P

Toasters, video game controllers, and other common household items have cords on them. Use them to garrote your enemies or whip someone outside of arm's reach with the plug. A good strangling deals damage equal to Strength + the Outcome of your attack until your opponent beats your Strength + Outcome with a Strength check of his own. Heavy objects, like toasters, deal club damage with the added benefit of reach. Go to it, man.

Cricket Cage +1/2/1

This is a tiny bamboo cage with a captive cricket. Cricket chirping distracts *wang liang* ogres something fierce, giving them -1 Impairment while they're within range. Other supernatural creatures may also be affected. Like birds, crickets are considered lucky creatures to own.

Crowbar +3/4/—

In the modern era, the crowbar is among the best improvised martial arts tools. It's good and



heavy, it's hooked, and it's sharp enough to count. Use it to disarm and at +1 AV. Hook it on a power or laundry line and slide away. Hook it on a support strut and spin it like tiny helicopter blade. Pry a nail out of a board and send it flying. Good times.

The crowbar is a classic mook weapon.

Cup, Filigreed

//*

This is a quality that can be applied to other cups. Many filigreed cups have pointy spines, tines, and protrusions jutting from them. These give a thrown cup a damage bonus one better than before.

Cup, Large

+3/4/1

A very big cup for guzzling wine or tea. Seriously, the only people who drink from cups this large are gluttons or monsters. Cups are made from bamboo, wood, porcelain, plastic, or clay. If it's metal, give it 5 Hits. Sorcerers use cups made from ivory, while imperials like cups gilt with gold or made from jade. Cups are found in every year; they just look different.

Cup, Medium

+2/3/1

Perhaps less of a cup and more of a tankard.

Cup, Small

+1/2/1

This is an average drinking cup or mug. Wine cups tend to be wide, flat, and made of porcelain, whereas teacups are narrow, deep, and made of clay. Coffee cups have logos or statements that make the attack more meaningful, like "Father of the Year."

Curio Cabinet

13/6/1

This is a three-foot tall wooden chest with multiple doors and shelves. Tiny porcelain, wooden, or ivory curios are stored in it. The chest is an awkward improvisation in combat, although dumping its contents on the floor can have amusing consequences. Actions performed in an area covered by curios require one extra shot, otherwise the character takes 1 damage (ignoring Toughness) from the curios' jagged and pointy protrusions.

Blasting curios from the chest with explosives or sorcery sends them flying out of the cabinet in





a hailstorm of curious shrapnel that deals 7 damage to those nearest the cabinet.

Curtain --/3PF

Any common curtain, found from 69 AD to 2056. Wrap it around an opponent's face and blind him, or trip him up and tie him down. Entangle or disarm your foes with it. It does a lot, but none of it really qualifies as damage.

Curtain, Silk --/P

Silk curtains are heavier than ordinary curtains. They are certainly more expensive. Because they are entirely opaque, they are excellent for hiding behind, shrouding an enemy's face, or for swirling around as a distraction.

Daguerreotype +3/5/3

This device is the ancestor of the modern day camera. It is a big, blocky thing with an accordion-ribbed muzzle, a cloth sheet hiding the viewfinder, and a slot for inserting copper plates. When the flash powder is ignited, blinding light explodes from the device. In that instant, it captures an image and chemicals etch it into the copper plate. A daguerreotype camera stands on a heavy tripod with iron-capped legs.

In battle, the flash blinds an unprepared opponent for a full sequence. Set off within 6 inches of flesh to deal 5 damage. Beating an opponent with the camera is also option, either with the boxy camera or the copper plates. You can also trip with the tripod legs, or impale foes on them.

Desk 14/S7/5

A good, sturdy desk with several drawers. Heavy desks from any era fall into this category. Slide it across the floor and into a group with a Strength check (Difficulty 5); if you don't manage to slam your opponents against a wall, you deal only 7 damage. Even better: push it out a window onto your enemies or their car.

Divination Sticks 3/1/P

Every temple contains multiple sets of these half-moon-shaped pieces of polished wood. Petitioners and adherents hold them, ask a question of the gods, and then toss them to the floor. The way the two pieces fall determines the answer received. You can skip one stick across the floor like a stone on water. Chances are the sticks are laden with a thick patina of mystical residue. If so, they do 1 more damage to supernatural creatures. Be sure to note how the sticks land after the fight!

Door +3/7/5

Full-on wooden doors count. Paper doors do not. Yank a door from the doorjamb and use it to surf down a stair railing into an opponent's throat. Defend yourself with it for 75% or even 90% cover. Of course, the traditional use for a door is to broadside your opponent with it; kick it in, slam it shut.

Drink Tray +1(5)/4/2

It's not much more than a flat stretch of wood or metal, but it often comes with beer bottles, which are a fine weapon in their own right. Parry with it for a +1 bonus on your active dodge.

Drugs --/1

Any pharmaceutical or agent which is taken internally falls under this header. It might be a medicine or an illegal substance. Either way, in *Feng Shui*, drugs are bad for you. Each dose—usually delivered through a syringe—delivers -1 Impairment into the subject. A Constitution check (Difficulty 10) overcomes that at the end of the sequence. Otherwise the effects persist as long as is dramatically necessary. Drug effects are cumulative.

Ears, *Wang Liang* -/2/PF

Wang liang ears look like a pair of enormous fox ears. Some sorcerers even wear them. They amplify sound by a factor of ten. During each fight sequence you wear them, you must make a



Constitution test (Difficulty 10) or be deafened by ambient sound.

Equipment, Industrial 18/S20-30/-

Only the biggest, loudest factory equipment falls into this category. Who cares what it's designed to do, what these things are good for is chewing up bad guys. An unnamed character who gets knocked into industrial equipment goes down on an Outcome of just 3 or more; named characters take 18 damage. Some sorts of industrial equipment even have to be crawled out of, so if a character doesn't succeed at an Agility check (Difficulty 7), he takes the damage again after three shots.

Equipment, Office +2(12)/3-6/3

Any sort of desktop office device, such as a fax machine or a printer. It's just easier if you drop one of these things on your opponents. If you get the chance, try leaping onto one edge of the table and catapulting a printer at someone. Most office equipment goes to pieces after a few good drops, through. Futuristic flat-screen monitors are only good for just one Hit.

EVA Suit +2/10/6

EVA suits—or “space suits” as twentieth century primitives know them—haven't changed much in their basic design since the early days of space travel. They're thinner and less bulky in 2056 due to some research in exotic materials, but they're still airtight, vacuum-resistant, thermally insulated, and shielded against cosmic radiation. Each has its own air supply, which lasts for six hours. Small, volatile chemical packs in the shoulders and hips propel the wearer when triggered, but most people who have to go out into space still tether themselves to something.

EVA suits aren't designed for combat; they don't have Strength-enhancing motors or anything like that. You can use a few of the components as improvised weapons if you're fighting inside and can grab a suit. Tie someone up with the suit's

arms or legs. Hit someone with the helmet, if you're not afraid of bending it out of shape (that'll cause trouble if you have to wear it later on). Trigger the chemical packs to spray pressurized hydrogen peroxide and blind your opponent for three shots.

Exosuit 15/S16/-

An exosuit is a bulky, Strength-enhancing exoskeleton used by laborers in the 21st century to help them haul bulky items. It looks like a heavy cage surrounding the worker's body, and replaces heavy machinery like the forklift, allowing individuals to carry up to 1,000 pounds.

When wearing an exosuit, you have an effective Strength of 12. However, the suit is clumsy and not designed for combat, giving you a -5 penalty Agility and Agility-based skills (to a minimum AV of 3). If you have the Driving skill and a familiarity with exosuits, the penalty is reduced to -3. The exosuit isn't much protection from attacks, since it has plenty of open spaces to sneak in stabs, punches, and gunshots.

Eyes, Fairy -/1/PF

The *xian*, or fairy folk, became extinct back in the Qin dynasty, according to popular belief. The fact that no sage or emperor has seen one since then lends support to the idea. Whether or not they are indeed gone forever remains a matter for scholarly speculation, but whatever the case may be, there is still a thriving market for fairy parts. Their eyes, in particular, fetch high prices because sorcerers rely on them to peer through the fog separating the Middle Kingdom from the hellish lands of the dead. A fairy eye is twice as large as human eye. The color of its iris is always something rare and unusual. Fairy eyes don't need to be treated magically or chemically in order to preserve them. As long as they have a source of light, they stay in perfect shape.

Inserting an eye into the socket of a living creature allows it to see invisible, insubstantial, and immaterial creatures as clearly as you see real people. Furthermore, you are immune to illu-

sions and cannot be fooled by disguises.

Transformed animals appear to the viewer in both human and animal form, one superimposed over the other.

There are two drawbacks to fairy eyes: One, you have to sacrifice one of your real eyes. Two, you must make a Willpower check at the beginning of each sequence (Difficulty 10), or suffer from the distraction of double vision, which gives you a penalty of -5 to all physical actions until the next successful check. Still, demon-hunters and sorcerers sometimes find them worth the trouble.

Fan +2(6)/1-4/3F

The fan is a ubiquitous part of both Chinese culture and martial arts in 69 AD and 1850. Men and women use them equally, carrying them in sleeve pockets to pull out and slap open whenever the heat of the day or the moment threatens to overtake them. In martial arts, a simple fan can be used to strike an opponent's eyes, block darts, or otherwise distract your opponent. During inclement weather, it can be used to flick water as well. Perform a stunt (-2 AV) to fling the fan with accuracy across a distance of 10 meters to create many of the same aforementioned results.

Fan, Iron +3/2-4/-

Identical to a regular fan except the blades are made from iron, turning it into a formidable bladed weapon. If you use an iron fan to block bullets from a black powder weapon or arrows, you enjoy a +2 Dodge AV. Otherwise, you enjoy a +1 Dodge AV.



Fertile Peach +1/4/F

This piece of art is a highly polished peach carved from wood, ivory, or jade. The fertile peach is the size of a human head, or about 8 1/2 lbs in weight. It is a highly auspicious symbol of fertility, prosperity, and ultimately wealth. The peach is a symbol of immortality, as well. Fertile peaches as artwork are quite ubiquitous among the aristocratic class. Imagine a weighty baseball or a light bowling ball and you get a picture of how you to utilize this object. The pointed tip, if it strikes a foe just so (called shot, -2 AV), hurts like hell (+3 damage, total).

Firewood +3/4/PF

This is a large chunk of wood for burning in a brazier, ghost money oven, fireplace, or campfire. Makes a handy club or bat in a pinch. Is it burning? Do +6 damage instead, but with only 3 Hits.

Fire Extinguisher +3/S3/6(4)*

A fire extinguisher is a cannister of pressurized fire-suppressant chemical, varying in size from one to two feet in length. A few still contain water, but most contain pressurized inert gases that deprive the fire of the oxygen it needs to burn. Most of your opponents probably breathe oxygen as well, so pointing the nozzle of the fire extinguisher at them and spraying them full in the face should have a dramatic effect. The chemicals also make a great cloud, providing up to 90% cover (+3 Difficulty); each shot spent spraying raises the degree of cover one step.

Fire extinguishers are great bludgeoning weapons, designed to withstand a lot of bumping around. It'll dent after a while, but it takes quite a pounding before the handle breaks off and you no longer have a place to grip it.

Can't get a padlock open? Chill it with the fire extinguisher's gases for two shots and then hit it on the third shot for a +3 Strength AV. This sometimes works on hinges, too.

The very best thing about fire extinguishers is that, in 1996 and 2056, they're just about everywhere.



Fish

+1/1-5/3P

Fish are slimy, scaly, stinky and everywhere in China: On the docks, where they're constantly being off-loaded from fishing ships; on floating shanties, which are well-stocked with fish for food purposes (since the shanty owners usually make their living through smuggling); and in the night markets, where they can be seen hanging from drying racks or occupying barbecue grills. Smacking an opponent with a fish is amusing, though not effective. Spilling fish across the floor makes the ground slippery, both from the fish themselves and their viscera, which spill from over-ripe bellies upon impact. Anyone fighting in the midst of dead fish must make an Agility check (Difficulty 5) at the beginning of each sequence, or fall on his ass. Fish eyes, after the fish has been cooked, are rock hard, and make for good throwing pellets or sling bullets. Good luck finding them if the fish has already been served, because the locals love to eat them first. The Han believe they make a person more intelligent.

Food Bulb

-/1/1

A food bulb is a small, teardrop-shaped tube filled with liquid nutrient, a common sight in 2056. By squeezing the bulb, you cause a stream of

nutrient to pour out of the top. Food bulbs were designed for zero-gravity environments, but caught on everywhere. It's just a rubber bulb with paste in it, and not much of a weapon. In zero-g, use it as a distraction by filling the air with flavorless paté. In environments with gravity, spray it over the ground to make for a slick surface.

Fork

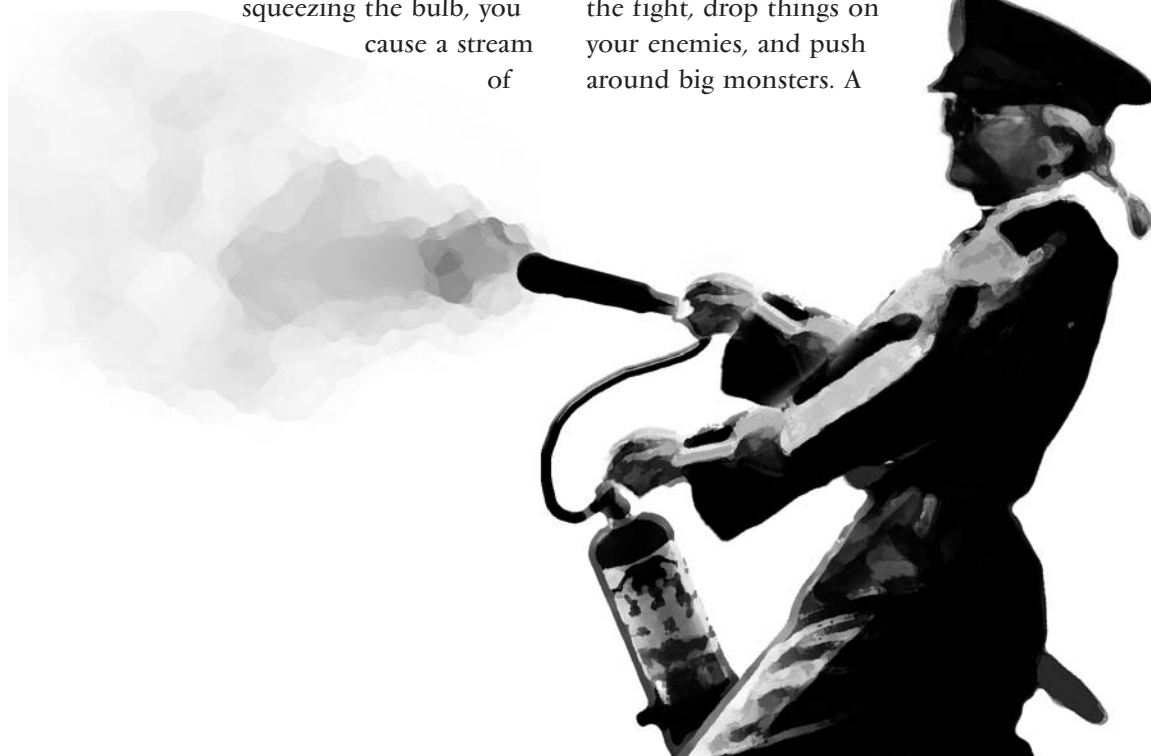
+2(4)/1/3F


Western restaurants are more likely than Eastern ones to have forks, but almost every restaurant will at least keep a few around for the tourists. It kind of gets overlooked in a fight because everyone's too busy grabbing for the knives, but a fork, with its long, sharp tines, makes for a nasty distraction. You may not kill someone with it, stab him in the leg with a fork and they won't be joining any marathons soon. You can throw it, sort of.

Forklift

14/S14/-

A forklift is a little gas-powered or electric tractor with movable spurs on the front for lifting boxes and equipment. They handle great if you know how to use them. Use one to carry heavy objects to the fight, drop things on your enemies, and push around big monsters. A





forklift has a Strength rating of 12 and you can use your Driving skill to attack with it. Drive those spurs into an enemy (-2 AV) to deal another 2 damage or use them to puncture a barrel or box.

Frying Pan +2/4/F

You know what this is. They make a very satisfying *clang!* when they hit, but don't do much damage. Whether thin metal or cast iron, a frying pan becomes bent out of shape or downright broken after a fumble. Use one to parry for +1 AV.

"Frying" usually means cooking oil, which heats up very quickly and clings to burning flesh in a bad way (that is: very well). Having burning oil dumped on you does 8 damage every sequence until washed off. Heated, a pan does +3 damage instead.

Gargoyle 10-15/S5-S10/1

To the Han, a symbolic representation of something is as real as the thing itself. Gargoyles are lacquered statues of either the Four Celestial Heralds (Tiger, Dragon, Phoenix, and Serpent) or the Eight Immortals (see *Thorns of the Lotus*). Gargoyles adorn rooftops, courtyards, and gardens (placed according to strict feng shui principles) and are thought to protect such places from evil. Bright coats of multi-colored lacquer give them strangely life-like appearances.

Supernatural creatures may fear gargoyles, regarding them as being one and the same as the beings that they represent. They refuse to enter temples and imperial buildings, which are always decorated with gargoyles, unless they absolutely must. Generally, the statues serve as stern warnings: Desecrate this sacred place and you will pay dearly.

Ripping a gargoyle from its roost is considered bad form, spiritually, and using it in battle even worse. Wielding a gargoyle against a supernatural creature confers upon it a -2 AV on all actions due to its irrational fear of the item. Pushing a gargoyle off its roost requires half the Strength check necessary to lift it.

Gasoline 5-30/-/1

Anything containing gasoline explodes when shot. An exploding gas can does only 5 damage, but being soaked in gasoline and set ablaze does 15 damage every sequence. Being in an exploding car does 20 or more damage, and an exploding gas station can do up to 30 damage.

Ghost Money Bale 3-12/S3-S12/1

Ghost money is yellow paper painted with auspicious symbols. Han citizens burn it on the 1st and 15th day of every lunar month, on Taoist holidays, and when they have an exceptional request to make either of their ancestors or the gods. In the spirit world, ghost money has the same value as money in the real world. A ghost money bale, then, is a large packet of bound ghost money. The average bale weighs about 3 lbs, is 6 inches wide and 6 inches in length. Bales burnt by wealthy aristocrats are twice as big, while the ones reserved for the emperor's use are as large and heavy as a bale of hay.

Godly Effigy 16/S4/1

This is an iconic representation of a deity. It is always carved from stone or wood, and dressed in miniature, facsimile finery and jewels. Effigies are placed atop temple altars. The most important god in a temple—the patron—resides in the main courtyard. His effigy is the largest. The second largest are those of his consorts or, in some cases, enemy deities or demons. Other gods may reside in branching alcoves or minor courtyards. When you talk to an effigy, you are addressing the deity directly. An effigy is 3 feet tall, 2 feet wide at the base, and weighs 60 lbs.

Doing anything to an effigy, even merely touching it, is considered a grave spiritual offense. Do so at your own risk. You may find after dropping that representation of Mi Le Fo, the Grinning Buddha on your opponent you suddenly have no Fortune left...and the only way you're likely to get it back is to perform an impossible—and probably obscenely dangerous—favor. Yet, it's like dealing damage from Heaven when you use one...



Godly Effigy Costume +2/S3/5E

During temple processions and not-so-serious holidays, Taoist apprentices dress up like their favorite gods and goddesses put on a show. Each fits over a person's shoulders with a costume that falls to the ground, making the performer appear to be twelve feet tall. Some are on stilts. The costume's arms swing on a ball joint, so that when the performer walks, the deity appears to be dancing or walking as well.

Wearing an effigy costume gives you a -5 penalty to all physical actions but, if you strike a supernatural creature while so dressed, your damage value is doubled. Being struck by a deity's effigy is the same as being struck by a sacred minion of the deity. All supernatural creatures are susceptible.

If you spin rapidly, you can make the effigy's arms spin outward, propeller-style. This negates the aforementioned penalty as long you continue to spin. You can make attacks against however many combatants you can reach, with no penalty for the stunt. Walking on stilts requires an Agility AV of 7 or better.

Godly Effigy Sedan 14/S10/-

Once a year, on the anniversary of a deity's ascension to godhood, the town laity takes him out for a tour of the town. The effigy sedan is where he sits. Four sweaty apprentices carry the effigy sedan on their shoulders as they trundle through town. In addition to carrying a heavy effigy on the sedan seat, they must also carry a strongbox filled with the temple's most sacred treasures. This makes the sedan weigh anywhere in the neighborhood of 400 lbs. Dropping the effigy sedan on a person does the damage listed above.

Gold +2/4/-

Raw, Chinese gold is stored in large saddle-shaped blocks called taels in later junctures. For sorcerers, Taoist priests, and alchemists, it is a standard piece of any laboratory. One gold tael weighs 5 lbs. Use this same entry for gold bars.

Golf Club +2/4/3

A golf club is a long, thin, metal club that widens out into a thick, heavy head. Golf clubs come in a variety of different weights and sizes, but the difference between a five wood and a seven iron only really matters when you're trying to hit a golf ball.

Golf clubs are pretty fragile, being designed to hit small plastic balls instead of large muscular humans, and start bending after only a few hits. Luckily, most of the time they come in sets, so when you find one golf club, you may find a dozen. When one bends out of shape, just toss it aside and grab another one.

Yell "Fore!" before you attack and see if your GM gives you a bonus to damage.

Gong, Large +3(14)/S12/-

This is a concave brass plate that rings loudly when struck with a hammer or mallet. It is a standard feature of temples and aristocratic households. With a Strength test (Difficulty 7) it can be yanked from its stand and set rolling. Steering it requires a Strength check (Difficulty 6) as does swinging it. A swinging gong does +3 damage, a rolling gong does 14 damage. Throw your opponent into a large hanging gong for 2 more damage and satisfying sound. A large gong grants up to 90% cover (+6 Difficulty) if you can get your whole self behind it. Stand on the lip and swing inside it if you have to. Otherwise, get it rolling and run with it; it'll bust open doors and windows for you.

Gong, Medium +2(8)/S5/2

Big, but not bigger than you. A medium gong can be removed from its stand with a successful Strength test (Difficulty 5). Hit someone with it or vice versa. With both hands and a Strength check (Difficulty 10), you can throw it like a discus. As a shield, a medium gong grants a +1 bonus to your active Dodge AV.

Gong, Small

+1(5)/3-5/1

Small gongs are not useful for much, although you can whip them across a room or, with a successful stunt (-1 AV), skip them off smooth surfaces.

Gravel

1/-/1

A handful of gravel won't hurt most people, but it's something. Toss it in a flash or kick it into your opponent's unsuspecting eyes, though, and you can buy yourself some time. Use your opponent's Perception rating as the Difficulty for your called shot (-1 AV). If you succeed, he's stunned or blinded for a number of shots equal to the Outcome (3 maximum). It's worth mentioning that a big load of gravel can still crush a man dead (18 damage).

Gravestone

+3/S8+/5

Gravestones mark where such a person is buried. Despite the fact that cremation is the send-off of choice among the Han, there are nevertheless those who prefer to be buried instead. Thus, gravestones can be found in every juncture. Inscriptions on Han gravestones may include a person's lineage, the great deeds he performed in life (always embellished), or contact information for his soul in the afterlife so relatives know where to direct their ghost money offerings.

Undead supernatural creatures may be adversely affected if you take possession of their gravestones. For some, the stone does double damage. For others, a personal gravestone buried in sticky rice causes 2 damage to the creature every shot—regardless of Toughness—until the creature explodes.

Great Sword (*Da Dao*)

+5/8/-

The *da dao*, or "great sword," has a long curved blade that resembles a Turkish scimitar. The hilt has an iron ring, from which often hang silk scarves or charms. It's much heavier than a normal sword; without a Strength rating of 7 or better, you wield it with a -2 AV. If you can wield it,

though, you get a +2 Intimidation AV and suffer no penalty for attacking two mooks at once.

Great Sword, Mystical

+5/8/-

This is a consecrated version of a mundane *da dao*. It does an additional 2 damage to supernatural creatures. This bonus climbs to 4 in the hands of a Sorcerer with the Martial Arts skill.

Grill

+2/5/2

A wide grid made of iron or bronze filaments, used for cooking food. Slamming a cold grill into a foe does the listed damage. When the grill is hot, you deal an additional 5 points of damage, but you receive 3 unless you take measures to protect your hands from the heat. Press someone against grill to deal +5 damage every sequence that your Strength AV beats his.

Hairdryer

1*/3/PF

It has no range to speak of, but this gun-shaped heating device can do bad things to people's eyes and force folks to back off. It's not very sturdy and the cord's usually pretty short, so careful you don't unplug it. If nothing else works, push your enemy into the tub and throw this in; that's 15 damage every three shots until he gets out.

Hard Hat

+1/3/F

A good, strong object, whether it's on your head or on your fist. Grab it by the webbing inside and use it like a shield for a +1 AV bonus when parrying. Throw it, if you must, for 3 damage.

Hat Rack

+3/7/3

Residences, teahouses, restaurants, and government buildings may have hat racks. It is one of the few imports from Europe to which the Chinese have really taken a shining. Chinese hats come in three varieties: The common people's hat—which resembles a cloth, embroidered bowl worn over the head to keep the shaved part in



front from catching a chill; the mandarin's hat—which is a fancy silk affair that connotes rank and prestige by the number of bobs hanging from the top; and the Western hat—borrowed from the Germans and British, worn by members of the upper class who wish to appear more worldly. All three types can be found hanging from bamboo hat racks. Thrown hats can be an adequate distraction. The hat rack itself is more or less like a staff, except for the short arms jutting out from its sides, which make disarming a bit easier (called shot to disarm in only -1 AV).

Head, Severed +2/5/3PF

A severed head. It doesn't do anything—God willing—except stare forlornly out into eternity and pine for its body. It weighs a good 10 lbs., smells strongly of preservative and mold, and seems to be watching you wherever you move


(though it may not have eyes). Sorcerers consult with certain kinds of ghosts and demons through severed heads. They blow smoke into the eye sockets, along with their question, and the dead man's answer comes from the spirit world, out through the dead mouth. Bearing a head is a good way to make use of the Intimidation skill. Swinging a head is a good way to pull out a handful of hair.

Hook Sword (*Gu Dao*) +4/7/-

The *gu dao*, or "hook sword" has a narrow blade that curves back on itself at the top. A pair of short bars supports a half-moon shaped blade over the hilt, where on a European sword a basket hilt would go. If the Outcome of your hook sword attack is 8+, you can trip an opponent.

This is in addition to





the sword's damage, and is at your discretion. If you parry a weapon attack with the half-moon blade you can disarm your opponent by making a successful Strength check with a Difficulty equal to your opponent's Strength AV.

Hook Sword, Mystical +4/6/—

This is a consecrated version of a mundane *gu dao*. It does an additional 2 damage to supernatural creatures. In the hands of a Sorcerer with the Martial Arts skill, it deals 4 extra damage instead.

Hairpin +1/1/2

A thin piece of metal, wood, or jade intended to hold one's hair up. During the Han dynasty, both men and women sport long hair and so use hairpins. Sharpened bronze or iron hairpins are common weapons. Many devious warriors coat the tips with poison.

Horn, Rhinoceros +3/5/—

Rhinoceros horn comes from the west, sold to Han sorcerers and alchemists by Turkish traders. In a powdered form, it is thought to confer upon an imbibor the strength and fury of the rhinoceros. As such, soldiers often purchase it from herbal specialists every opportunity they get. Unfortunately the concoction's purported properties are a load of hogwash.

In an unprocessed form, the horn can be used like a weird dagger.

Incense Pot, Large 11/S8/1

The *xiang ting*, or incense pot, is at the heart of every temple. It is a large iron receptacle approximately 4 feet in diameter weighing about 350 lbs. A pair of dragon-shaped handles juts from either side. Some have roofs, though most do not. When a petitioner to the temple sends her prayers toward Heaven, she places two or three sticks of incense inside the pot, which is heavy with years of accumulated ash. Large incense pots sit before

the main altar in a temple facing the effigies of the temple's patron deities.

Even though an incense pot is incredibly heavy and awkward to maneuver, if you can send it rolling at your enemies you will undoubtedly be well rewarded by cries of pain. Ash spewing from the pot creates a dense, choking cloud (90% cover, +3 Difficulty). Large incense sticks are hot enough to start small fires on parchment, scrolls, and, to some degree, clothing (3 damage).

Incense Pot, Medium 9/S5/—

Medium-sized incense pots sit in alcove altars before the consort effigies of the temple's main deities. It can produce a cloud of ash worth up to 75% cover (+2 Difficulty)

Incense Pot, Small 5/S3/—

The smallest type of incense pot is used mostly in conjunction with ancestral altars, or in places where the feng shui flow needs minor modifications. It produces a cloud of ash worth up to 50% cover (+1 Difficulty).

Incense, Stick of +3/10/3

This is a stick of powdered, compressed, molded, and scented wood shavings. You can encounter it on the ancestral altars in every house, temple, shop, and building in the empire. It comes a variety of sizes, from the tiny to the man-sized and it is the single most important element in Han dynasty religious beliefs. Incense smoke carries thoughts, prayers, and good will to the spirit world. More specifically, it carries them up to the gods and goddesses in Heaven.

By itself, an incense stick smaller than a club does no damage. When blown, its smoke can temporarily blind an opponent for 2 shots, or its ember can blind him for a whole fight, on a successful called shot. If wielded in battle against demons or creatures from the Netherworld, deals an additional 1 damage due to its innate supernatural properties.



The damage value listed above only applies to an incense stick larger than 3 feet in length. Such a stick replenishes a point of Chi when lit, so a martial arts battle in a room full of unlit incense sticks may get fiery in a hurry.

Ink Stone +1/2/1

An ink stone is flat piece of granite hollowed out in the center for holding and mixing ink. Sometimes an ink stone is carved to resemble a pond surrounded by animals or mythological creatures. Other times it has more esoteric adornments. Weighing in at 5 lbs, the ink stone can be a handy missile weapon in a pinch. If it contains ink, then causes blindness for one sequence on a successful called shot (-2 AV).

Iron +5/3/2

In Han China, this is a small iron bowl with a lid and a protruding handle. It is filled with hot coals then used to iron clothes. In the modern day, it's an electric device with a cord and a hot surface. Striking an opponent with an empty iron does +2 damage. But if the bowl contains hot coals, it does +5 damage. With an Outcome of 8 or better you can hold it on someone for another three shots and do another 5 damage automatically. Hold it by the handle or take 3 damage yourself.

Iron Egg 5/2/1

Take one perfectly good quail egg, bury it for a month in horse dung and urine, and when next you dig it up you will have a rock-hard yet edible "iron egg." It smells like the nasty end of an irate skunk. It tastes twice as bad, with the added benefit that everything you eat for a next week will possess echoes of its flavor. For some unimaginable reason, people in the southern part of the Qing Empire consider them a delicacy. If you happen across a jar of iron eggs in the midst of a

fight, shove three or four down an enemy throat and watch him gag for five shots. Even better, throw them like rocks or if you're armed with a sling wing them with brute force at him.

Jackhammer 14*/S7/5

The jackhammer is a well-known tool of modern construction. It's not really so much a hammer as a large, pneumatic-powered chisel that construction workers use to shatter concrete and asphalt when tearing down old work to make way for new. It can do hellish amounts of damage to a human being, too, shattering bone and ripping through flesh much easier than it does concrete and asphalt. Its only drawback is the same as the sledgehammer. It's insanely heavy and unwieldy, not even designed to be lifted off the ground so much as rested on it and steered using its own vibrations. You've got to lift it up to use it as a weapon; that takes a Strength check (Difficulty 14) and imposes a -3 AV penalty on your attack. Instead, why not use it to break up flooring or cables and drop heavy objects on your foes?

After 5 Hits, the jackhammer usually stops. Sometimes the works get jammed, other times it runs out of gas, and every once in a while it just breaks. After that, you can use it as a club to deal +4 damage. Oh, and it goes without saying if you've ever seen someone use one of these things that they're loud. This is not a weapon for the subtle.

Jar, Large +3(10)/S5/1

A jar is simply a ceramic or glass vessel with a lid, be it a beaker, a tea urn, or full of marmalade. They're like Cracker Jack boxes, Forrest: you never know what kind of surprise you're going to find when you open one up. Some examples of jar contents: chemicals, wine, vinegar, soy sauce, fish heads, fish guts, dried squid, dried mushrooms, iron eggs, gasoline, pickled plums, pickled mangoes, and pickled pig intestines.



Jar, Medium +2(8)/S4/1
And now: the medium jar.

Jar, Small +1(6)/S3/1
Small jars make excellent hand grenades. They're lightweight and easy to toss. Shattering a jar filled with grain alcohol (*mi jiu* or *sake*, for instance) near an open flame causes a nice little explosion.

Kite, Paper -/7/1
Paper kites on bamboo frames are a very popular toy among both children and adults. Chinese kites are large, boxy, and complicated. Some are large enough to lift a grown man off his feet. That's the kind of kite you will find useful when the action gets thick. Launching such a massive kite bound to your opponent's feet could carry him down the street, colliding painfully with anything that gets in his way (signboards and carts, for example). Unlike a parasol, a large kite can actually slow your descent if you jump from a sufficient height (three or more stories), reducing falling damage by half. While you may drift somewhat, you'll touch-down in one piece, more or less.

Knirk™ +1/1/1

Since most people eat nutrient in 2056—which is usually either a chewy paste, a gelatinous mass, a liquid ooze, or a dry, crumbly bar—there's little need for knives or forks. Those are also the most dangerous and most common household utensils, and common improvised weapons in domestic disputes. Hence, the Buro phased out the manufacture and sale of those items to make way for the all-purpose Knirk™! Perhaps you've seen the commercials? A century's worth of Swedish design philosophy and scientific progress led to this one little utensil.

It's a lousy weapon. The extremely small, stubby tines can barely pierce the skin, and it's made of lightweight bioware instead of metal. But if you live in a BuroPad, it's one of the few items at hand that can be used as a weapon. At least you've got a lot of them.

Lacquer -/-/1

The use of lacquer peaked during the Qing Dynasty. Everything made of wood at this time sports a glossy lacquer varnish. Barrels of raw, liquid lacquer come in from the hinterlands where it's made and wind up stacked on the docks until artisans and craftsman purchase them.

In its liquid state it smells like turpentine, only worse. Pouring a barrel of it over an opponent (Strength Difficulty 8) forces him to make an immediate Constitution check (Difficulty 10), or succumb to the heady smell and pass out. After 10 shots, if he has not removed the lacquer it begins to harden, giving him a -5 penalty to all physical actions that require a check. After 15 shots, the lacquer begins to flake and peel off. Treading across a floor coated with lacquer (dry or liquid), requires a Dexterity check (Difficulty 5) to stay upright.



Lake Nuts

5/1/1

Ling jiao, also known as “lake nuts,” grow on the bottoms of lakes. They have an indigo, almost black, outer shell with two hooked tines. Inside, the meat is pungent and pulpy. Cooked lake nuts are as hard as rocks. They must be pried open either with the pointy end of a chopstick or a knife. The hooks are strong enough, after a good long boiling, to put out an eye. If thrown, they fly nearly as well as a terribly lopsided throwing star (-1 AV).

Lamp

+3/3-8/1

Usually made out of ceramics, plastic, or wood, a lamp is pretty much just a decorative stem for a light bulb or oil wick. Modern electric lamps are good for one Hit. Big, halogen floor lamps make great staves for stick fighting. Old-fashioned oil lamps deal the above damage on a successful attack, plus—if lit—10 fire damage each sequence for as long as the oil burns.

Lantern, Iron

+3/4/3

An iron lantern is the kind you find mounted on walls or atop poles. It has a small candle inside to provide illumination. It may, if out of Hits, ignite flammable substances.

Lantern, Paper

+0/4/1

This kind of lantern is a bulbous bamboo and wax paper construction. Chinese characters or images adorn the paper. A small candle inside provides light. If smashed, it may start a fire in the area.

Lantern, Stone

13/S8/1

Stone lanterns are usually placed in temples and manor gardens. They're too heavy to carry around, but can be tipped over onto people (Strength Difficulty 4). Bowls of oil or medium-sized candles inside the lanterns provide light. If you manage to free a stone lantern from its mooring, you can clobber a foe with it. The lantern itself won't

burn, but it'll spill flaming oil if smashed or knocked over.

Laser Drill

14/10(S4)/20

One of the few truly lethal weapons that common citizens can get their hands on in 2056, a laser drill is a hefty plastic and solid polymer gun with a battery-powered plasma emitter at the end. It emits a pulsing, luminous flare of deadly light that can be shaped into a sphere-, cone-, lance-, or corkscrew-shaped mass of hurt. It is not a ranged weapon by any means, though the Guns skill may be used to operate it.

Be careful with this awkward unit, though: every time you parry or are subject to fiery, explosive damage while holding a laser drill, there's a chance that the battery will overload. Listen for the high-pitched whine it makes. If you hear it, you've got three shots before the unit explodes into an orb of super-hot laser-light (24 damage).

Laser Pointer

-/1/1

A laser pointer breaks under the slightest stress. Hold it against your gun or other ranged weapon with one hand to get a +1 bonus to your Guns AV. Double that bonus when firing against cover.

Laundry

+1/-/PF

Unattended clothes lines draped with drying laundry can be seen on practically every street in every city in the world. Grab a soaked shirt, twirl it, and you've got yourself a wicked rat's tail to snap at someone. Find a blanket with which to smother an opponent. Chinese-style shirts, especially in the Qing Dynasty, have very long sleeves. In fact, the wealthier a person is, the longer his sleeves as a sign of prestige. Inside the sleeves are many pockets for carrying things like fans, money, scrolls, and anything else a person puts in their pocket. If you snag a decent shirt from a laundry line and drop a couple dozen rocks in the pockets, you've got yourself a decent sap with good reach and deal out +3 damage when you get it going.



Cut a laundry line to swing through a window or into a mook. Climb or balance across one to sneak over guards. Assemble a disguise from hanging clothes.

Life Preserver +1/4/PF

The 1850 version of a Chinese life preserver is a bunch of hollow bamboo tubes tied together in a belt. On floating shanties, parents tie them around their children. On imperial ships, important but cowardly magistrates (who don't have the fu the gods gave a bat) typically wrap three or four belts around their bodies. Just in case.

Slipknots and twine hold bamboo life preservers together. This is a handy feature for resizing the belt on the fly. It's also fun to wrap one around a foe's throat, then draw it tight to cut off his circulation and respiration.

Modern life preservers are less adjustable, but good for tangling up weapons. Parry to disarm with one and you'll enjoy a +1 AV bonus.

Lead +2/3/—

As with cinnabar and gold, lead is a common element for mystics and would-be scientists. It is stored in blocks, also called tael. Each one weighs 3 lbs. Lead bars are uncommon after 1850, unless you deal with sorcerers. A lead bar within five meters diminishes Summoning powers (–2 AV).

Leg, Human +2/5/PF

This is a meaty club with toes. If you're really sick, you can use it as a cane. It does +3 damage if you kick someone's ass with it.

Leg, Jiang Shi +2/5/6PF

Wielding a *jiang shi* (hopping vampire) leg grants you the Prodigious Leap Fu Power for a time.

Leg, Gu Hun +2/5/3P

Much like a *gu hun* arm, a *gu hun* leg is a rancid, withered, papery length of nastiness. If your



attack AV beats yours opponent's Constitution AV then he's sickened and stunned for 3 shots.

Letter-Opener +2/1/3PF

Common anytime before 2056, the letter-opener is the classic weapon of bookish homebodies and secretaries. It works like a knife, for a while.

Manacles +2/4/-

This is a mundane set of wrist or ankle chains, the kind worn by prisoners when they are escorted to jail or the brig. Unattached to a person, they make a formidable little chain weapon you can swing at an opponent. The brace at each end is a solid hunk of iron. Try knocking out an your opponents teeth, or, if you succeed at a stunt (-3 AV), locking it on one of his wrists or ankles. If you and a friend are locked together, you can make joint attacks with a +5 AV. If you and an enemy are locked together, whoever wins a Strength contest each sequence gains a +2 attack AV. Send the manacles spinning like a rotor blade (-1 AV) to deal an additional 2 damage from momentum.

If you end up chained to someone else, take advantage of it. By working together you can swing greater spans, double your kicking range, choke or trip your enemies, and get to know each other better.

In 1996, manacles have been replaced by handcuffs, which are no good for a lot of the tricks above. In 2056, manacles have been replaced by plastic zip-cuffs that are no fun at all.

Mattress +0/S4/3

In 69 AD, mattresses are quite rare. From 1850 to 1996, they're a part of many beds. Most of the mattresses you'll see in 2056 are on the bullet trains that form the mass transit system, although if you get invited into someone's BuroPad, you have a chance of seeing one then, too. The mattresses in the bullet trains aren't attached too securely, so it's easy to pull one loose and swing it around.

They make lousy weapons, because they're so big, bulky, and unwieldy. Any Martial Arts attacks you make using a mattress are made at -1 AV. However, they make great portable cover, wonderful instant crash pads, and when you tackle someone while carrying a mattress, they stay tackled. Use them as improvised sleds; make a diving run onto the mattress and slide along the length of the floor on it with Both Guns Blazing, kicking out at thugs, or whatever.

Meat Cleaver +3(7)/3/-

This is a wide, flat bladed knife intended for boning and jointing meat, cutting through heavy sinew and tough muscle, and chopping bone. A sword implies battle, but a meat cleaver suggests butchery. Meat cleavers are hard to throw (-1 AV) but do quality damage. If you've got the Info: Cooking skill, see your GM for a damage bonus with this weapon.

A meat cleaver does double damage against undead supernatural creatures.

Melon Hammer +4/4/-


A melon hammer is a Chinese-style mace. It consists of a short handle and a large, round, dimpled head. Melon hammers are favored weapons of warriors from the Hei Long Jiang region in the far north, near Korea.

Melon Hammer, Mystical +4/4/-

This is the magical version of the melon hammer. It does an additional 2 damage to supernatural creatures and an extra 3 damage to metal, clay, or mechanical creatures.

Melon Knife +2/2/P

A long, wickedly sharp blade and simple wooden handle. Melon knives are used for cutting open and eviscerating watermelons, cantaloupes, honeydews, durians, and any other fruit that falls into the "melon" category. Chinese historians in later



junctures say that the Japanese samurai's katana originated as a melon knife. Okay, not really, but such claims really piss off Japanese historians, which is the point. This is a quality, easy-to-find weapon in 69 AD and 1850.

Memo Tablet **15/S5/2**

A memo tablet is a peculiar-looking stone stele inscribed with an official, imperial pronouncement of a magistrate's rank. It stands 3 feet high, is just over a foot in diameter, and weighs 150 lbs. Memo tablets are placed in Han towns or village squares. In the cities, there are too many magistrates (and too many vandals) to bother with placing their tablets a central location, so they mount them on the walls surrounding their residences. Breaking a tablet out of its mooring cement requires a Strength check (Difficulty 5). Throwing it at somebody is the most practical use for it, but requires a Strength check (Difficulty 10). You can also drop it on them from above, or drop it through a wooden floor to open up a sudden escape route.

Mirror **+2 to +6/2-6, S2-S6/1**

Mirrors in 69 A.D. are made of polished silver or tin. In 1850 they're essentially glass. After that: plastic. Few people own mirrors in 69 AD; the concept of looking at a mirror out of vanity is not yet a part of Chinese culture. The bigger the mirror, the better the damage.

Mirror, Geomancy **+2/S4/1**

One of the simplest tenets of feng shui is that mirrors can deflect bad or negative energy. Geomancy mirrors are octagonal and embedded in intricately inscribed pieces of wood. The inscriptions are lucky hexagrams copied from the *I Ching*. If you carry one of these into combat, you enjoy a +2 Dodge AV against Sorcery. In the event a Sorcery attack against you fails, the mirror deflects it back to the owner, who may or may not be able to dodge it himself.

Military Standard **+4/7/F**

A tall pole with a short crossbar from which typically hangs a warlord's or the emperor's flag. It's better than a spear in that it is more patriotic.

Money Scale **+3/4/PF**

In 69 AD, monetary coinage is forged into small, slightly hooked bars with rings on one end of them. Merchants use money scales to weigh a coin or string of coins against imperial weights to determine if they are pure or not. A money scale is a foot long and six inches wide. Its weights hang from one end. The best way to use a money scale in combat is to snap the cross bar bearing the weights from the support stand and wield it like a tiny but heavy whip.

Mustard Powder **-/-/1**

Ground mustard seeds are the source of this cooking spice. Throw it in your opponent's face to blind him for 2 shots and reduce his Perception by 1 for the rest of the fight.

Nail Gun **9/3/20**

Intended for use in construction and home repair, a nail gun is a battery-powered tool that delivers nails into boards with the pull of a trigger. It has no range to speak of (+6 difficulty at Short range) but deals reasonable damage up close. A nail gun does more damage than other power tools because a nail gun is more bad-ass.

Neck Tie **+0/1/P**

A silk tie is uncommonly good for tying, tripping, strangling, and entangling foes; it's more pliable than a belt, but still very strong. Just don't get it cut.

With a few simple stunts you can bind an enemy's hands, yank away a sword, tie someone to a chair or post, or choke information out of someone. Even if you don't use it during the fight, it's good to have around afterwards for restraining and questioning survivors.



Net

+3*/S7/P

Fisher folk everywhere rely heavily on nets to catch fish. Most nets in China are one standard size, approximately 15 feet in diameter, because most fishing boats are more or less one size too. Weights hang from the edges, and an iron ring in the middle provides a sturdy anchor point for shipboard ropes. Nets are woven from rope, or in a few cases, silk (for hunting the rare sea dragon). You can throw in them in battle with a successful Strength check (Difficulty 7). If your opponent doesn't or can't dodge, then he becomes entangled and must make an Agility check every sequence (Difficulty 9) to escape. Grabbing the center ring, you can spin a net around over your head, pummeling foes with its weights. By relying on your Martial Arts skill, you can parry melee weapons with the net mesh for a +2 Dodge AV.

Noodles

5*/-/1

Next to rice, noodles are one of the most important dishes in Chinese cuisine. Northerners actually eat them on a daily basis instead of rice. The stringy food doesn't do damage. It does entangle a person, though. Dumping a basket of cooked noodles over your foe's head forces him to make a Dexterity check (Difficulty 6) or get wrapped up in them for 2 shots. Hot noodles deal 5 damage.

Novelty Flying Disc

0/3/E

An aerodynamic plastic disc designed for throwing. It really makes a better distraction than a weapon. It's lightweight plastic, and barely does any damage at all when you hit someone with it. However, it is perfectly balanced for throwing, so you do get a +1 to your Martial Arts AV with it. Hitting an unnamed character with a frisbee will not take them out of the fight, no matter what the Outcome of the attack is. You might flip a switch or knock over a jar of toxic chemicals, though. Heck, a little plastic explosive and a strong flick of the wrist and you might have something, there.

On the plus side, these toys are designed to be virtually indestructible. The lifespan of one is

measured in years, so your uses won't make much of a difference. (Unless you blow it up.) On a fumble, the disc disappears, never to be seen again.

Nutrient

-/-/1

Nutrient paste—a scientifically formulated blend of animal and vegetable proteins—is the staple food supply of 2056. Few people know, or want to know, that it's actually composed of seaweed farmed in the oceans by large industrial complexes and of rats. It is available in every home (it comes out of a faucet), keeps virtually forever due to its special preservatives, and can be blended with a few simple chemicals to change its texture and flavor. For an additional fee, superior flavoring can be added, and chefs of 2056 specialize in molding the paste to the right texture and shape to please the eye and the mouth. Everyone from every other juncture thinks it's disgusting.

When in a restaurant in 2056, you can grab the nutrient dispenser pipe and spray out paste at your opponents, or spray it at their feet to turn the floor into a slick mass of goo. When fighting in a nutrient production facility, no battle is complete without someone plunging into a nutrient vat and having to try to swim their way out before they join the rats as part of batch #102347659.

Oar

+3/6-8/3PF

Small boats, rowboats, and floating shanties are outfitted with oars to propel them through the water. An oar consists of a moderately long pole with a broad wooden blade attached to the end. Slap the blade against a wet surface and spray your opponent in the eyes. When the battle heats up, cut his legs out from under him or smack him with the blade's broadside. When traveling at a good clip on the water, you can stand on the oar blade and hang onto a piece of rope attached to the boat, effectively water skiing. In the north, such as in the frozen province of Hei Long Jiang (Black Snake River), snowboard with it. Once you have decent momentum, Orlando, just leap off to propel it through the air with deadly force at your foe.

Palette-Wrapper

+2/4/5

In warehouses, boxes and packages are placed on wooden palettes and then wrapped in a kind of massive plastic wrap. A roller with a parallel handle is used to do this, and with a lot of luck it can be used to entangle bad guys, too. With a successful Martial Arts stunt (-3 AV) and 3 shots, a palette wrapper can dispense enough plastic wrap to diminish a character's Reflexes score by an amount equal to the Outcome of the stunt. The victim must spend another three shots freeing himself, unless he's totally entangled. In that case, he's screwed until someone helps him.

Papers

-/-/1

Any collection of loose-leaf or roller-fed paper falls under this header, whether it's printer paper, traffic tickets, or dollar bills. It takes a fair amount of paper to make up a single use, though; a glove compartment or a paper tray should be enough. Tossed in the air, a single of paper creates 50% cover (+1 Difficulty); twice that creates 90% cover (+3 Difficulty) for one sequence. If the area is very windy, cover persists for two sequences.

Paper-Cutter

+2 or +4/8/5

Perhaps the best improvised weapon in the common workplace. A good, sturdy paper-cutter is a shield and a sword in one simple package. The work surface grants a +2 bonus on parry actions and does +2 damage as a blunt object. If you can get you and your enemy in the right position (Martial Arts Outcome 8 or better), you can clamp that blade down on his hand or arm for +6 damage. If not, just pry that blade right off the base with a Strength check (Difficulty 6) and now you've got a sword with the damage above. Once you separate the blade from the base, each part has its own number of Hits equal to however many were left for the whole unit.

Parasol

+3/5/3E

Did you know the Chinese invented the parasol? It's true. Chinese parasols are clever wood arma-



tures covered with decorated paper sheets. They are designed not so much to keep rain off one's head but rather to keep the skin free from the rays of the sun. Members of Qing Dynasty consider pale white skin a mark of beauty. As such, men and women alike can be seen walking the streets at the height of day with uplifted parasols in hand.

The parasol is famous as an improvised martial arts weapon. The legendary Wong Fei Hong wields one (see *Blood of the Valiant*), capably fending off sword and staff attacks with a reinforced armature or confusing foes with a deftly opened canopy (this also works very well for deflecting hot soup, if it has been thrown at you). Compare your Charisma AV to your opponent's Perception AV; if yours is higher, you can delay an enemy for two shots by snapping your parasol open and closed at them. Each time you do this, your opponent gets a +1 AV the next time you try it.

The curved hook pommel works wonderfully for tripping up opponents, or for hooking the clothes around someone's neck. Steer them, then, into hazardous situations or traps.

Finally, if all else fails and you discover yourself suddenly plummeting to the ground from a tall roof, you can attempt to slow your fall with it. This will probably not work, but bully for you for even trying it.



Pen

+1(1)/1/3

This is a catch-all entry for any solid writing utensil, like pens and pencils. Pencils are slightly more fragile, and break after only one Hit, while a sturdy, expensive, well-made pen can take as many as five. As a rule of thumb, the more expensive the pen, the more Hits it can take. Stabbing someone with a pen doesn't hurt much more than a punch, but you have the advantage of being able to do more severe damage with a called shot (up to -4 AV, up to +4 damage, total).

You can throw a pen or pencil, but it only does 1 damage.

It's silly, but when you fight with a pen, you do leave trails of ink on your opponent's skin. If you're a particularly flippant or whimsical character, draw on your enemies to let everyone know they've been trounced by you. You may not hurt them much, but you could spoil their good looks.

Pi-Pa

+3/5/3

A Chinese guitar. It lies in the musician's lap while she strums the three chords, and warbles operatic melodies, dirty limericks, or melodramatic lamentations of famous, long dead romantics. Hit someone with it, you rock star.



Plate

+1(3)/3/1

Plates may be made of clay, bamboo, wicker, plastic, paper, metal, or still other materials. Not so much changed in the world of plates between 69 AD and 1996. After that, everything is bioware (see *Bioware Dish*).

A plate does no more damage than your fist, but does let you deal damage at a distance in a pinch. If you're fighting in the mansion of an evil aristocrat, you cost them money every time you break one of these, so that's good. You can also ruin somebody's wedding reception by smashing their precious china. Otherwise, plates are good for the sound they make upon impact.

Pole-Arm, *Guang Dao*

+4/7/-

The *guang dao* is a long pole arm with a broad curved blade at the business end and an iron ring at the opposite. It is named for the Taoist god of war, Gong Guang. He is said to have greatly favored wielding it from horseback as a mortal before his ascension to godhood. That ring makes it harder to disarm you (+2 Difficulty).

Post

+3/6/5

This is a wooden pole, bar, or pillar that holds up a floor. Breaking it away from its position is a 2-shot action. Once you have it freed, it can be wielded like a pole arm, club, or bat. Rather than wasting a couple of shots monkeying around to free a support beam, hurl an opponent into it; it'll do 2 more damage to him and he'll break it apart for you. The beam does half damage if it gets broken in half or multiple pieces. Take down too many of these and you run the risk collapsing the ceiling, for better or worse. A support strut (page 63) is like a modern, metal post.

Pot, Large

+3(13)/S4/-

This is an iron cauldron for cooking stews, soups, and, if you're an evil bastard, human body parts. Chinese cooks, who prefer instead to rely on the ubiquitous wok, infrequently use large pots. A hot pot does an additional 5 points of damage to your

foe when everything spills out. At the same time, you receive 3 damage for touching it. The damage above is for a full pot, which is best dropped on someone. Empty, it does 6 damage.

Pot, Medium +2(10)/S3/—

Second verse, same as the first. Like a large pot only less large. Empty, this one does 5 damage. Hot, it does an additional 5 damage.

Pot, Small +1(5)/4/5

A small pot is much more frequently used than either of its larger incarnations. It's handy for boiling vegetables, dried tofu bricks, congealed blood bricks, fungus, and a whole host of things the Han can't even identify. In the northern regions of Han China, boiled meat and vegetables is a typical winter dish, in fact. They call it *huo guo*, which translates literally as "hot pot," much to your surprise. Empty, this thing does just 2 damage. Hot, it does 5 more damage.

Pulley +4/4/5F

This is a grooved iron wheel about a foot in diameter. On docks and in warehouses, it lets a person lift heavy crates that he would otherwise be incapable of moving. Attached the pulley is stout length of hemp rope. A normal person can move approximately 500 lbs of weight with a single pulley and a Strength check (Difficulty 5). For heavier objects, multiple pulleys can be utilized. Once something has been lifted into the air, you can easily set it to swinging. A pulley by itself can also be set in motion if it hangs from a support beam or another piece of equipment. You can also pick one up, along with the rope, and wield it like a bolo or flail, swinging it around your head to smash opponents in their soft, sensitive bits. Chinese martial artists actually have a weapon very similar this. They call it a "meteor hammer." At a distance of 10 or 15 feet, it is a formidable weapon indeed.

Hook a rope onto a demon or mechanized gorilla, hoist him into the air, and say "piñata."





Rice

3/—/1

Rice is the staple of the Han Chinese diet. Everyone eats rice, even the wealthy aristocrats (although they don't like to admit it because rice is for poor people.) Throw raw rice into your foe's eyes (-2 AV) to blind him for 1 shot, or dump a barrel's worth on the floor to force everyone to make an Agility check (Difficulty 5) or slip and fall to the ground. Fresh rice gruel and steamed rice scald, doing the damage listed above.

Rickshaw

10/S9/F

For common folk and merchants, the rickshaw is a popular method of personal transportation. It is nothing more than a chair mounted atop a pair of wheels and pulled along by the ancient Chinese equivalent of a long distance runner. As an improvised weapon, the only thing in its favor, really, is weight and momentum. Move it with a Strength check (Difficulty 6)

Ride, Amusement Park

17/S25+/-

Roller-coasters, tilt-a-whirls, and any other amusing would-be deathtrap that spins, swings, swirls, tips, rotates, or careens is an amusement park ride. You may find yourself on one while rescuing helpless kids or on a date. They are to saboteurs what impenetrable vaults are to safe-crackers, so you may find your Sabotage skill useful in counteracting trouble on one of these. Whatever the case, if you find yourself interacting with an amusement park ride it is your responsibility to send a goon or villain flying into, from, or in front of the ride.

Rivet Gun

12(14)/6(S4)/12

A rivet gun is a heavy, man-portable unit that delivers hot iron bolts into metal and mooks at high-ish speeds. They fire slowly and have very poor range; double the range and moving target penalties if your target's at range or moving. If, however, you can get the unit right against your target, you deal 14 damage instead of 12 damage. When a rivet hits, it automatically pins something to the character or the character to something.

Escaping the pin requires a Strength check and a Willpower check (Difficulty 8) and deals another 1 damage, regardless of Toughness.

Rope

—/S1-S10/PF

This is a length of rope. You can climb with it, or tie up enemies, or light it on fire and call it a fuse. Try tying a heavy weight to one end then twirling in combat like the whip from hell (or what the Chinese call a "meteor hammer"). Damage is based on the weight affixed.

Rope, Hair

—/S2-S10/PF

This is the same as a hemp rope except it is woven from human hair. When consecrated by a sorcerer, it can be used to bind a supernatural creature, in which case the Difficulty to break out is increased by 5.

Ru Yi Scepter

+2/5/—

Originally, the *ru yi* scepter began as a backscratcher. As time passed and its design grew fancier, it started accruing an aura of authority about it. By the time of the Han Dynasty, the *ru yi* scepter symbolized a person of standing. The higher one's standing, the larger, heavier, and more ornate the scepter. The emperor's jade scepter is as large as a horse cart and weighs as much as a baby elephant.

The damage value for the *ru yi* scepter represents the average kind found in an aristocrat's house or a temple. It is two feet long, made from bone, jade, and gold, and weighs 10 lbs. It is the favored weapon of *wang liang*.

Scalpel

+2/1/2PF

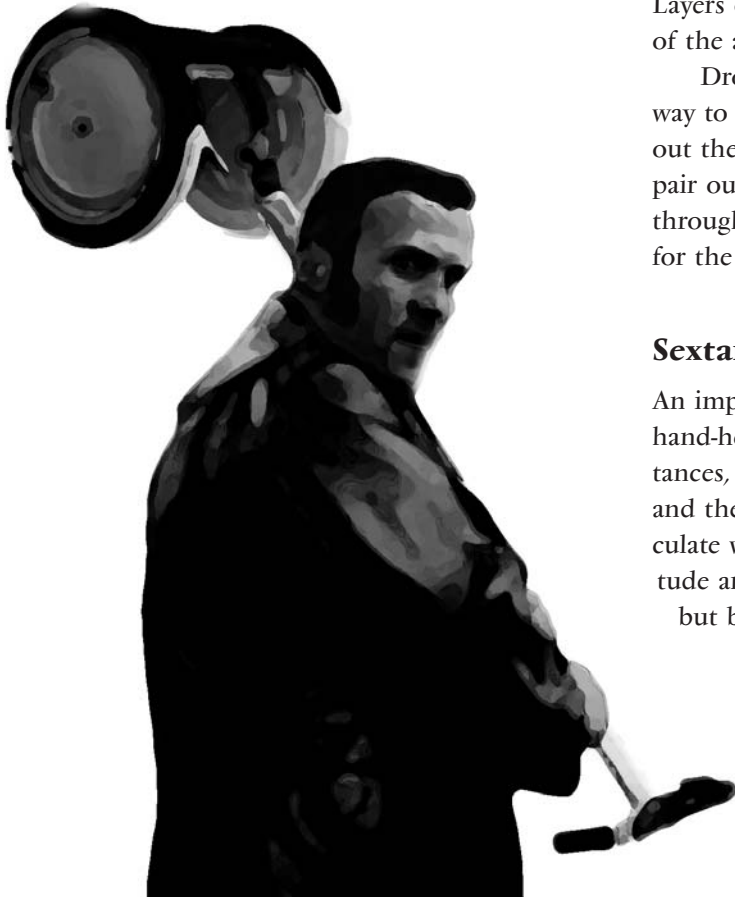
A scalpel is a surgical blade, designed to keep a very sharp edge and to cut through human flesh with a minimum of ripping and tearing. It creates very precise incisions; you can cut someone with a scalpel and they might not even feel it until the fight is over. They're sturdy and easily concealable, but don't have any reach. You

can throw them (Damage 5), although they're not really balanced as throwing blades (-1 AV). Frequently, they'll be on a tray with a number of other surgical instruments, and you can hit the tray to send the whole collection flying at an opponent.

You may wind up using a scalpel because you're in a hospital, or because you've just taken one away from your sadistic torturer and plan to inflict bloody revenge.

Scooter, Upright +3/S4/5F

Early in the twenty-first century, two-wheeled upright scooters became popular with high-powered but childish business types. In the 2050s, they made a comeback as a kind of eclectic affectation. The new models are faster, better balanced, and taller. They're also great for hoisting up by the handlebars and slamming into Buro bastards. Then just hop back on and scooter away!



Scroll +0/2-6/3PF

Paper scrolls are the Han equivalent of books (or in the case of painted mural scrolls, comic books). They vary in length from one foot to more than 100 feet. A rolled up scroll doesn't do a lot of damage. In truth, it is an awful weapon.

Scroll, Bamboo +0/3-6/3

Strips of bamboo threaded through with leather twine are the poor man's equivalent of pulp literature in Han China. Bamboo scrolls have between 10 and 100 slats. They jangle loudly when carried. If you are dexterous, you can fan the slats to block incoming darts, needles, or throwing stars (+1 Dodge AV).

Sedan Chair 10/9/F

This is an ornate rosewood chair built atop two long support poles, which a few strong lads or lasses carry on their shoulders. The sedan chair is the favorite mode of transportation for aristocrats. Layers of gauze hide the occupant from the eyes of the average joes on the street.

Dropping someone's sedan chair is a good way to get their attention, but you'll need to take out the chair bearers first. Try Blasting the front pair out from under it to see-saw the back two through the air. Drop a sedan chair on someone for the listed damage.

Sextant +2/3/3

An import from the West, the sextant is a simple hand-held device used for measuring angular distances, namely the distances between stellar bodies and the Earth. This allows a ship's navigator to calculate with a high degree of accuracy their latitude and longitude. It's heavy enough to hurt, but break it and you're lost at sea.

Shelving Unit 14/S8/1

Any bookcase, entertainment unit, or other shelving space falls under this entry. Tip one over with half the Strength



check mentioned above and your enemies will have to succeed at their own Strength check (Difficulty 6) to get out from under it. This entry assumes a full shelving unit with books, a television, or other heavy objects stored in it. An empty shelf does just 7 damage and can be escaped with the same Strength check it took to knock it over (Difficulty 4).

Shiv **+2/1/D**

A shiv is a hand-made knife; usually a secret, illegal hand-made knife. Prison inmates make shivs because they can't or won't buy knives in prison. To make your own shiv, sharpen the handle of a metal spoon by grinding it carefully against concrete. You can make pens, scissors, and compasses from the prison craft room deadlier in this same manner, but there's still a certain mystique about the classic toothbrush-shiv. Making a shiv takes about two to four days, depending on how much free time you have and how many times you've done it before.

Shivs usually work just once under the kind of stress that a full-on fight scene causes. Secret, assassination-style uses do not diminish a shiv's Hits, though.

Shovel **+3/6/F**

The grave robber's number one tool, the shovel is simply a giant spatula built to expediently remove dirt. Despite being such a clumsy weapon, the feeling you get when you hear it *spang* dully against an opponent's face can't be beat. If you need extra height in order to fight those tall fellows, or perhaps the ones on a balcony above, stand upright on the shovel. If you're really good, you can put your foot on the top part of the handle and propel yourself from it (Martial Arts Difficulty 12). Especially good against zombies.

Signboard **+3(12)/S5/3**

Practically every market shop in the myriad towns and cities of Han China has a signboard swinging

outside its entrance to declare its wares. Throughout time and the world, they're found here and there. A solid kick can send one careening from its mount into the mooks down in the street, or you can pry it free (Strength Difficulty 5) and bash them with it. As a shield, it's good for a +1 Dodge AV. Cut the post or chains that hold it up and you've got a nice, painful pendulum (that's 12 damage).

Sledgehammer **+5/6/—**

A sledgehammer is a heavy hammer with a long handle. It's somehow bigger and meaner than even some hammers built for war. (It might be that ugly, mighty word: sledge.) It's not meant to swung at moving targets, though. Attacks with sledgehammers suffer a Martial Arts AV penalty equal to 10 - Strength (minimum: zero). Throwing one requires a Strength check (Difficulty 10)

In the right hands, though, a sledgehammer can be a truly fearsome weapon. If you're using one of these things, Big Bruiser, make sure to think about where that sledgehammer's landing when you miss. Whatever you hit's going to take +5 damage!

Slidewalk Band **2*/S14/—**

When on the slidewalk, each strip of walkway moves at a slightly different speed from the one next to it, usually in a gradient of three to five miles per hour. Each band is about five feet across. Use this to your advantage. Step to the right and suddenly drop behind someone or pull ahead of them. Jump a band to suddenly peel away from an opponent and get your gun out. Knock someone from one band onto another and watch them slide away, or even knock them midway onto two bands and watch them get spun by the difference in speed.

The best way to do damage with a slidewalk, though, is to tackle someone to the edge of one band and then press their body against the next band. For every action that you manage to spend holding your opponent directly against the faster

or slower-moving band by beating his Strength AV with yours, he takes 2 damage (ignoring Toughness) as his skin is slowly abraded away.

Soda Can +2(5)/2/3

Soda cans, sometimes called pop cans, wind up pretty much everywhere in 1996 and even 2056, and nobody notices them. Full, they weigh enough to make them a decent projectile when thrown. Shake one up and open it to spray soda all over your opponent. Once the can is out of Hits, it splits somewhere and sprays soda out anyway. The damage above is for a full can. An empty soda can does no damage, but you can still throw it as a distraction.

Spittoon +1/4/1

This is a bronze or tin receptacle for spittle. In the southern part of the Han empire, people spew old beetle nut juice into spittoons, at least as long as they are indoors. The further north you go, the less likely you are to find spittoons since there isn't a whole heck of lot of spitting

going on. In a fight, a wicked distraction is to spin kick a spittoon filled to the brim with nasty red beetle nut juice into an opponent, drenching him with it.

Squid, Baby +1/3/3*

This is a typical pub or teahouse snack. Baby squids are 6 inches long, slimy, and usually eaten raw or preserved (tentacles, head, and all). They also possess fully developed ink sacks, so when you eat one consider yourself lucky if you don't end up with black ring around your mouth. In the heat of battle, you'll have many opportunities to open your mystical can of whoop-ass on a foe; opening a jar of baby squids on him is probably the next best thing. Squeeze a baby squid with all your Strength to squirt a stream of jet-black ink into your opponent's eyes to blind him for 5 shots. Squeeze three or four on the ground to force him to make a Dexterity check (Difficulty 9) every shot he stays standing in ink. Failure means a fall and a ruined outfit.





Staff, Mystical

+3/5/—

This is an enchanted version of the mundane staff. It does an additional 2 points of damage to supernatural creatures. Holding it in hand grants a +1 bonus to your Sorcery AV. Sorcerers with the Martial Arts skill do +6 damage to supernatural creatures with a mystical staff.

Stapler

+1/3/3

Grab an unfolded stapler in each hand and swing them around like nunchaku. They don't do any more damage, but it's a delightful way to defend your office. When you're finished, whip them around like six-guns to fold them back up.

Statue

10–18/S8–S16/1

Statues can be carved or forged from bamboo, wood, stone, jade, iron, bronze, brass, gold and other materials. They are a universal feature of the civilized parts of the Han empire and common features in every juncture. In 2056, look for Boatman and Bonengel statues. In religious sec-

tors, statues customarily feature the visages of gods, goddesses, and demons. Among the laity, they lean toward the more fanciful, such as peach blossoms and mythical creatures. In the modern business environment, they sometimes resemble nothing.

Generally speaking, any statue you can use as a club gets treated as a club. The numbers above are for statues you drop on your enemies. Pushing a statue over requires a Strength check with half the Difficulty above (which is for lifting).

Statues provide excellent cover based on their size. In some cases, a statue is better cover than a wall because you can move around it, climb on it, or just give up and knock it over.

Steamer Tray, Large

13/S3/1

This is a circular bamboo frame that you put either in a wok filled partly with water or directly over a fire on a special frame containing a water bowl. The hot steam generated by the boiling water cooks the raw food inside it. A large steamer tray is three feet in diameter. These are so big



that their use tends to be reserved for the kitchens of wealthy aristocrats and restaurants. The damage dealt is wholly from the mass of hot contents.

Steamer Tray, Medium 9/S2/1

Medium steamer trays are the kind found in households, shops, and vendor's carts. They are approximately 1 foot in diameter. The types of foods cook in steamer trays are: meat or vegetable dumplings, lotus cakes, radish cakes, red bean cakes, glazed barbecue pork-filled buns, minced shrimp cakes, hot dogs, and lakebed nuts, to name a few. All hurt like the dickens when applied to the face.

Steamer tray, small 5/2/1

Small steamer trays such as this are for cooking appetizers and bite-sized morsels. In the night markets you are likely to see these more so than its larger brethren because they fit well on vendor carts.

Stinky Tofu -/-/1

If there is anything more rancid than rotten, spiced tofu, then mankind has not yet discovered it. Ever smelled a dung-laden, piss-stained horse paddock? Stinky tofu is like that only ten times worse. In the night markets you can smell it half a mile away. In some cities, laws have been passed to outlaw certain famous stinky tofu master chefs from cooking their vile concoctions within five miles of the local magistrate's house.

Throwing a pot of this stuff at an opponent is a real show-stopper. A victim must make a Constitution check (Difficulty 10) or double over vomiting for 6 shots. An avowed epicurean and stinky tofu aficionado (with an Info AV to back it up) gains the benefit of the doubt and only needs to roll against a Difficulty of 7. Strangely, if you can get past the utterly horrific odor, stinky tofu doesn't taste too bad.

Stool +3/S2-S4/4

Bamboo stools are a widespread piece of furniture in Han China. In fact, they are nearly as ubiquitous as chopsticks and rice bowls. They're easily made, inexpensive, and pretty comfortable for a people who have a habit of squatting on their haunches for hours at a time. Any simple stool from any juncture falls under this heading, though.

A stool is excellent for parrying blows from an opponent (+1 Dodge AV). Wielding it in one hand, you are free to strike with the other. Use the stool's legs to restrict, pin, or obstruct your enemies and get a +1 AV bonus to disarm attempts.

Stool, Bar +3/S3/3F

While very similar to any low-tech stool, a barstool has one vital difference. The seat. A barstool's seat spins, which is great for maneuvering the stool around, for riding with guns blazing, and for standing on its end. An upside-down barstool is excellent for trapping and removing weapons and grants a +2 AV bonus for such actions.

Strangely, barstools seem more eager to break in fight scenes, especially when used to strike someone across the back. That ruins the stool in one Hit, automatically.

Storage Cabinet 15/S10/3

A tall, heavy cabinet made from bamboo, wood, or metal. This might be a wardrobe or a bank of lockers. If it doesn't have doors, it's a shelving unit (*see Shelving Unit*).

It's harder to get out from under a storage cabinet than a shelving unit, especially if the doors are open. You need a successful Strength check (Difficulty 5) to knock one over another (Difficulty 7) to get out from under it.

Got more mooks than you can handle? Get the key, some rope, or a neck tie, put some mooks in the cabinet, then tie it or lock it shut. Deal with them later.



Strobe Gun - / 3 / -

Strobe guns are standard issue for security at any Buro prison, and are used to deal with prisoners who have undergone Penal Restraining Operations. A prisoner who's undergone a PRO can be spotted by the ugly scar on his forehead; it's left over from the surgical operation the Buro performs to induce epilepsy. When a PRO subjects sees a bright, strobing light, there's a 50% chance he'll be wracked by an epileptic seizure.

The strobe gun is designed to induce these seizures. Every sequence when a strobe gun is operating, a PRO subject must check to see if he seizes. (Flip a coin or roll a die.) Guards armed with strobe guns usually work in tandem; one holds the strobe on the prisoner while the other restrains him.

When used on non-epileptics, strobe guns are distracting, but nothing more. Sometimes, though, that distraction can be all the help you need.

Stuffed Animal - / 1 - 10 / 1

Plush toys like fuzzy elephants, teddy bears, and pink bunnies make great nesting places for 9mm automatic pistols. A stuffed animal allows you extra concealment space for weapons or clips, but never stands up to the blast you fire with your hand in teddy's back.

Stun Baton * / 4 / 10

Stun batons look like your typical billy club or nightstick, but you don't hit people with them. All you need to do is touch the end to a person and press on the stud in the handle, and the baton delivers a sizeable electric charge to the target.

The electric charge is painful and damaging, but the reason why the Buro uses stun batons in their prisons and cities is the debilitating physical effect. The electrical current flowing through the victim interferes with the body's natural bio-electricity, causing the muscles to twitch and spasm out of control. For each successful hit with a stun baton, you inflict a -1 Impairment on your target. This is cumulative and lasts a number of sequences equal to the Outcome of your attack.

When Impairment surpasses Constitution, the subject passes out.

A stun baton's battery has 10 Hits' worth of juice. After that, it runs out and is nothing more than a typical club or blunt instrument.

Support Strut + 3 / 5 - 10 / -

Lots of places have support struts that you can break free and use as a weapon, whether they're handrails in a subway, levers in a factory, or the bars of your holding cell. Breaking off a support strut is a three-shot action that requires a Strength check with a Difficulty of 10, on average. Once you've got a support strut in your hands, you can use it just like an improvised club. A support strut is different from a post in that a post is easier to remove from its position, but a support strut is more durable.

Syringe + 1 (5) / 1 / 1

Syringes do the same damage as your bare fist, but can deliver chemicals or drugs to your foe. The exact effects depend on the chemicals or drugs used. Syringes can also be thrown at no penalty, but you'd need to pull a stunt (-2 AV) to deliver the syringe's contents that way. A syringe holds just one dose.

Syringe, Futuristic + 2 (5) / 3 / 3PF

In 2056, medicines are delivered with large, stainless steel devices and mechanized, spinning needles. They're just plain meaner. A futuristic syringe can be thrown or used to deliver chemicals and drugs, but holds three doses and has a needle fat enough to endure multiple attacks.

Table + 3 (8) / S3 - S7 / 3

The chair's better half. This entry assumes something common, like a kitchen, breakfast, or coffee table made of bamboo, wood, metal, plastic, or glass. In wealthy houses and shops, a table is usually made from more delicate materials. Tables are just a tad too unwieldy to make truly effective

weapons. Kick one across the room the right way and take out a mook or two.

You can hide behind or under a table for cover based on the table's size. While you're down there, why don't you paint your nails, too?

Table, Conference 14/S8+/5

This is the kind of huge table that evil conspiracies get around. Maybe it's got televisions mounted in it. Lifting or throwing this thing is out of the question for ordinary humans. Push it out a window or shoot a terrorist through it.

Tablet, Ancestral +3(10)/S3-S5/D

An ancestral tablet is a stone or jade slab engraved with the names and deeds of a person's ancestors. The record is placed atop the family altar, or in rare instances buried with an ancestor's ashes or body in a graveyard. When a relative sends prayers to into the spirit world the essence of her ancestor's deeds travels with them, hopefully to convince the judges in Hell to be merciful. For ancestors thought to be in Heaven, the tablet serves to reaffirm their glory to their descendents in the mortal world and teach them how a proper human being behaves in life if she is to gain passage to Heaven. Gods, goddesses, and demons can have tablets if they once led mortal lives and were therefore ancestors. A tablet can be of any size provided it adequately records an ancestor's deeds.

Ancestral tablets are objects of familial luck and fortune. Breaking on is a terrible shame; only original tablets resonate with spiritual energy. A tablet has a random number of Hits, determined when it is first used. Most tablets can be lifted, but some are too heavy to be swung by ordinary people. In that case, push it onto someone.

Tablets contain some Divination powers or allow communication with the spirit realm, in rare cases. When a tablet breaks, its powers are lost but stored chi (equal to the tablet's hits) flows out from inside. Characters with Fertility powers may make use of this ambient energy, or the flow may manifest as a replenishment of Fortune for characters familiar with the tablet's subject ancestor.

Tablet, Geomancy +3/S2-S6/2

This tablet is similar in make-up to an ancestral tablet. However, instead of describing the glory of a dead ancestor, it describes the history of a significant a feng shui site. A geomancer's tablet is filled with chi energy related to the site to which it is attuned. Carry the tablet for a site to which you are attuned and receive a +1 bonus to your Sorcery AV. The tablet also reduces the bearer's Difficulty by -3 for any Divination magic attempted on the subject site.

A geomancer's tablet can be of any size.

Taser 5/3/6

A taser operates in a similar fashion to a stun baton, doing damage and debilitating opponents by delivering a powerful electric charge. Unlike a stun baton, the taser is a distance weapon; it fires long conductive wires to deliver a charge to targets up to 20 meters away. It's not a rapid-fire weapon, however. After each use, the wires must be wound back into the firing mechanism using underpowered autospools; that takes 6 shots.

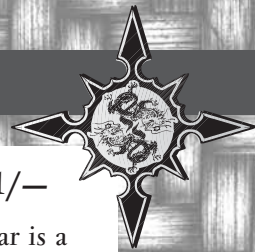
In addition to the damage above, a taser inflicts -2 Impairment which persists for a number of sequences equal to the Outcome of the attack. This Impairment is cumulative and renders the target inert or unconscious once Impairment equals or exceeds his Constitution.

After just six uses, a taser's battery goes dry. Try using those wires to choke someone, then.

Tape Gun +1/3/PF

With a tape gun you can dispense and cut packing tape with just one hand and a twist of the wrist. All told, it's a wheel of tape and a handle with a toothy metal trim along the fulcrum edge.

Most people don't feel threatened by a tape gun, but the unexpected sting it delivers may buy you some time. Otherwise, tape your enemy's eyes or mouth shut with a called shot (-2 AV), or tape up his gun. Tangle and restrict enemy limbs with a Martial Arts stunt (-2 AV); for every point by which your Outcome exceeds 7, you impose a -1 penalty on your foe's Reflexes rating. It takes



three shots and a sharp edge or a Strength check (Difficulty 4) to get out of that.

Tea Bale 11/S4/5F

Tea destined for long distance shipment is wrapped in a large hay-like bale and covered with sackcloth. The average bale is three feet long and two feet wide. It weighs approximately 80 lbs. Drop one of these on your opponent from above to break his neck. Knock it across a room with a chi-powered kick and its momentum makes its heavy weight deadly, indeed. A tea bale is densely packed, providing excellent cover for ranged attacks.

Tea Leaves -/-/1

Dried tea leaves look like a collection tiny, shriveled black maggots. They're best stored in clay jars and aged for many, many years before being sold. Tea leaves aren't much good in the heat of battle, but they burn well. Diviners may get special insight from tea leaves which have touched an enemy sorcerer or supernatural creature.

Teapot +4/2/1

Teapots in Qing Dynasty China are short, stout, and just large enough to fit in the palm of your hand. The best teapots in China come from an area called Yixing, in the south. Hit an opponent with a full, hot teapot for +4 damage (between shattering ceramic and scalding water). An empty teapot does just +1 damage.

Telephone +2/3/3

Modern telephones do the same damage as a punch and have just 1 Hit. This entry is for a good, solid phone from the early days on through the 1970s; the kind with an actual ringer inside. Telephone bases are easy to grip, easy to rip off a wall (Difficulty 3), and have a good heft to them. Plus, they've got cords and ring satisfyingly when used to hit someone. Yeah, modern phones are lame.

Throwing Star 5/1/-

The classic ninja projectile, the throwing star is a flat, sharp, multi-pronged weapon meant to be thrown. (See upper right corner.) The advantage to throwing stars is that up to three of them may be thrown at once with a single hand (each one adding +1 to the damage) at one or more targets (that's a classic stunt). With an even bigger stunt, you can throw two handfuls. Throwing stars are a favorite among the stealthy because they're silent and easy to conceal: up to twelve throwing stars can be hidden with a single point of concealment.

Tongue, *Wang Liang* +3/5/3

The black-faced wang-liang ogres are infamous for their silver tongues, despite the fact that they're not the brightest creatures to crawl from the bosom of creation. A severed ogre tongue consecrated by a sorcerer gives the bearer an automatic success the next time he tries to fast talk, bluff, sweet talk, or otherwise bullshit a subject of his choice. Once used, the tongue is nothing more than a big fat tongue. (See the Internet for recipes.)

A cured *wang liang* tongue can be wielded as whip, albeit with little efficiency or longevity. The damage above reflects this use of it.

Tool +3(5)/2-4/-

Any well-built wrench, hammer, or metal pipe is a tool. These are little more than easy-to-find metal clubs, though. Throw 'em, if you like. If you've got your hands on one of lesser quality, assume it has three Hits.

Tools, Power 9/3/F

The common power tools of the twentieth century are good for weaker combatants: they deal a fixed amount of damage and reward the ability to deliver a hit rather than the ability to back it up. Go for sensitive areas, just in case (-1 AV). On a fumble, though, you lose the drill bit, the battery pack, or some other necessary item. Otherwise, batteries run out when it's dramatically most appropriate.

Traffic Direction Drone +2/4/2

Traffic direction drones are self-propelled GPS systems about the size of a volleyball that hover around the cities of 2056, informing people of the best possible route towards their destinations. They're voice-activated and summoned by simply saying, "Directions, please." At that point, the beacon hovers close to the caller and uses a tiny light-web system to display the fastest route to the destination. The drones are not sentient, but they do have a rudimentary voice recognition system (by the standards of 2056) that lets them understand questions.

Take advantage of these friendly little robots. Summon one over, grab it (Martial Arts or Dexterity Difficulty 5), and use it as a blunt instrument. A drone smashes very nicely against an opponent and, although it will struggle, its anti-gravity systems aren't powerful enough to break free of even a modest grip. If you release it after just one hit, it'll fly away drunkenly for service, red lights flashing all over its shiny chrome surface. After two hits, they're wrecked. Damaged or

destroyed, though, the unit's GPS beacon calls for help.

Keep it in mind that destroying a traffic direction drone is a criminal offense.

Twin Swords (*Shuang Dao*) +4/5/—

Shuang dao, or "twin swords," come in pairs. They are long, thin blades with a slight curve. While considerably lighter than the *da dao*, a martial artist skilled with *shuang dao* can strike with lightning-fast speed and accuracy. What these sacrifice in quality of damage they make up for in quantity. With a Martial Arts Outcome of 8 or more, twin swords deal +6 damage instead of +4.

Twin Swords, Mystical +4/5/—

These are enchanted *shuang dao*. These do an additional 2 damage to supernatural creatures. In the hands of a character with a Martial Arts AV 12 or higher, these weapons bestow a +2 bonus to Speed.





Urn, Funerary

+2/5/1

A funerary urn is a medium-sized clay or porcelain jar filled with a dead person's ashes. Throwing the ash in the air creates a cloudy fog that provides 50% cover (+1 Difficulty) for 3 shots.

The ash inside funerary urns terrifies *gu hun* and certain other undead supernatural creatures. Dust one with a sizeable amount of ash (two handfuls or more), and the creature must make a Constitution check (Difficulty 14) or spontaneously combust. Once it's on fire, its melee attacks deal 5 more damage from the flames. At the same time, the flaming zombie receives 5 damage per sequence. A single urn contains enough ash for two to four zombies.

Vinegar

-/-/1

A smelly, sour substance used in cooking or at the table while eating. If thrown in an opponent's face, it blinds or distracts him for 1 shot.

Wall Hanging

-/S4-S9/3P


This is a traditional giant paper scroll or a tapestry. It is made from finely woven silk wrapped over a sturdy bamboo frame or heavy woven fabric. In China, wall hangings depict fanciful images of court life or nature and invariably contain passages of verse. A recent trend in Han China is to show scenes from *The Dream of the Red Chamber* or *The Golden Lotus*, both of which are notoriously risqué novels. A Wall Hanging doesn't do any damage, but if dropped on a bunch of monks it can buy you a lot of time. Getting out from under a fallen wall hanging is a five-shot action requiring an Agility check (Difficulty 5). Set the wall hanging ablaze and it does 5-10 damage each sequence, based on its size.

Water Pipe

+1/9/3

Originally an import from Turkey and the Middle East via the Silk Road, the water pipe is a familiar site in urban China, circa 1850.





Tobacco and opium are smoked with it. A water pipe is made from brass, and, sometimes, glass. Attached to it is a thick cloth or bamboo tube for inhaling the fumes. Western-style water pipes from America may incorporate latex and copper, while ones from Europe are often decorated with cloisonné or mother of pearl insets.

The residue left by opium smoke is really awful stuff. It accumulates in the bowl at the base of the pipe. In battle, dumping the bowl-water on an opponent accomplishes nothing more than giving him a foul stench, but if you can force him to drink two or three ounces of it, he must make a Constitution test (Difficulty 9), or take 2 points of damage per shot for the next 5 shots. All physical actions taken during this period suffer from a -4 penalty as the character is chemically affected by the awful residue. If the water pipe is one used for tobacco, you can blow moist smoke 'bubbles' from it to distract an opponent.

Weapon, Ceremonial */*/3

Throughout the better decorated regions of China, from 69 AD to 1996, you'll find show-piece weapons. Some are antique, real weapons, but many are decorative or ceremonial items made from tin or, later, poor stainless steel.

A ceremonial weapon behaves the same as a battle-ready weapon of its type, but has little durability. Snatch one off the wall for a few brave uses, but don't make any long-term plans for it. Look for ceremonial weapons in the hands of statues, inside glass cases, or on television shopping channels.

Wei Qi Board +2(3)/4/3F

The game of *wei qi* plays an important part in Chinese culture. Not only is it one of the oldest games in the world, it is also one of deceptive complexity. The great generals throughout Chinese history often used the game as a battle-field analogy. Politicians compared to the game's subtleties to their own specialization. So what is it? It's a square board subdivided into numerous

smaller squares, much like a Western chessboard. One player has a bowl of polished black stones; the other player has a bowl of polished white stones. The idea is to capture as much territory as you can while at the same time capturing your opponent's stones.

The *wei qi* board can be used as a shield (+1 Dodge AV), or as a club (+2 damage). Smack an opponent hard enough and you'll leave a criss-crossed hash of lines on him from the board's grooves. Throw the stones. They fly quite well, thanks to their perfect, smooth shapes. In fact, they also make excellent skipping stones. Skip a *wei qi* stone off the surface water in a large barrel or bowl to hit an opponent in an otherwise hard to reach position (and ignore whatever cover he's got).

Welding Torch 12*/3(5)/10

A welding torch is a narrow stem of metal connected by a hose to a sturdy metal fuel tank, something like an oxygen tank. Gas is fed by the tank, through the hose, and out the stem's nozzle. The result is an especially powerful, small blast of fire just a few inches in length. Use it to cut through metal, locks, hinges, and anything else you like. It's not a ranged weapon, though, by any means.

The torch's Hits represents its fuel supply. The fuel spray is very efficient, so Hits are only used up on successful attacks. If the fuel tank takes 10 or more damage in a single shot, it explodes. Hitting the tank—which is armored—requires a Guns check (Difficulty 6). The torch-wielder and anyone close by get damage equal to 12 plus however many Hits remains in the tank.

Cut the hose on the tank and the area starts to fill with deadly gas. Ignite the gas to deal damage equal to 12 plus the number of Hits left in the tank.

If you're the torch-wielder, protect that tank, for heaven's sake.

Wheelbarrow 7/7/F

This is a normal, single-wheeled pushcart. It is three feet in length, two feet wide, and weighs 40



lbs. It doesn't do much damage, but is good for loading up on KO'd goons.

somebody with it. For the best of both worlds, have one person push the wheelchair while the other sits in it shooting at mooks.

Wheelchair +3(5)/S3/E

Dragging someone off to a secret hideout looks suspicious, but carting someone around in a wheelchair barely gets a second glance. When you're in a wheelchair, use your Strength rating as your Move rating and replace your Agility with your Dexterity for any "acrobatic" maneuvers. What you're able to do with your Dexterity may pale in comparison (no Prodigious Leap), but you can use your Driving skill got getting around and for combat. Attack someone with your wheelchair by ramming them; it's like a kick, but you build up momentum instead of swinging your feet. As with other wheeled items, you do an extra +2 Damage if you can ram your enemy into a solid object. Ramming isn't what a wheelchair was designed for, though; expect it to break. If you have to, roll over people's fingers and toes. It doesn't do damage, but imposes -1 Impairment for Agility or Dexterity actions for the next sequence.


An empty wheelchair does no damage when ramming. Just pick it up, fold it down, and hit

Wine -/-/1

Taken on its own merits, wine is not good for much more than liquid refreshment. But in battle, some varieties of wine possess such alcoholic potency that you can spew it from your mouth across a flame to ignite it. Spray it into your opponent's eyes to blind him for 1 shot. Pour on wounds to make them sting. Because of the peculiar nature of the undead (that is, dry and papery skin), a *gu hun* doused in wine becomes highly combustible.

Wire, Live 15/*/-

A stretch of black, rubber cabling with a lot of amps running through it. You'll find good live wires all over 1996 and 2056; in some places you can yank them right out of the walls. Anyone in contact with the business end of a live wire must make a Constitution check (Difficulty 10) or be paralyzed for the remainder of the sequence. Each sequence, the character suffers another 15 damage.



The great thing about live wires is that they deliver their damage through any conductive medium (ahem, Oddjob). Did you know that absolutely clean, pure water doesn't conduct electricity? Watch out, though, because if someone chops through a live wire between you and the power source, they've got the live wire now.

Wok, Large **+4(9)/6/5**

Found primarily in food stalls, inns, and the kitchens of wealthy households and restaurants, this huge iron semi-bowl is the single most important tool in Chinese cuisine. With it, you can stir-fry, deep-fry, boil, and steam. Large woks are designed to cook food for a small army. Pummel an opponent with a large wok for the listed damage. Add stir-fry and hot oil for 5 more damage.

As a shield, a large wok provides a +2 Dodge AV.

Wok, Medium **+3(7)/4/4**

This kind of wok is common in the households of normal, non-wealthy people. If you spin it just so when chucking it across a room, you can get the wok's contents to spiral outward, coating everyone along its trajectory. That's 5 damage for everyone you hit. Otherwise, that hot food damage goes to just one enemy.

As a shield, a medium wok grants a +1 Dodge AV.

Wok, Small **+2(5)/3/3**

The smallest type of wok is used for quick and easy cooking jobs. The wok serves a dual-purpose for wandering monks and vagabonds: During the day, it makes a nice hat; at night it becomes a tidy little kitchen.

As a shield or a hat, a small wok grants a +1 Dodge AV.

APPENDIX A

Index

- abacus 22
 ancestral altar 22
 anchor 22
 antlers, deer 22
 antlers, dragon 22
 appliance 23
 arm, human 23
 arm, *jiang shi* 23
 arm, zombie 23
 ashbin 23
 balloon 24
 bamboo mat 24
 barbell 24
 barrel, large 24
 barrel, medium 24
 barrel, small 24
 baseball 24
 basket, large 25
 basket, medium 25
 basket, small 25
 bed 25
 bedpan 25
 bell, large 25
 bell, medium 25
 bell, small 26
 belt 26
 bicycle 26
 bioware dish 26
 birdcaage 27
 boat hook 27
 bone, large 27
 bone, medium 27
 bone, small 27
 book 27
 bottle, beer 28
 bottle, whiskey 28
 bottle gourd 28
 bowl, large 28
 bowl, medium 28
 bowl, small 28
 box, cosmetics 28
 box, large 28
 box, medium 28
 box, nullgrav 29
 box, small 29
 box, stack 29
 box-cutter 29
 brazier 30
 brazier, portable 30
 bumper car 30
 bunsen burner 30
 buoy 30
 butterfly sword 30
 butterfly sword, mystical 30
 bystander, dead 31
 bystander, live 31
 calligraphy brush 31
 calligraphy brush, huge 31
 candle, large 31
 candle, medium 31
 candle, small 32
 cane gun 32
 cards 32
 cart, vendor's 32
 cart, horse 33
 cart, pull 33
 cart, shopping 33
 censor 33
 chariot 33
 chair 34
 chair, nullgrav 34
 chair, office 34
 charm, fu 34
 charm, silk 35
 chemical 35
 chessboard 35
 chili oil 35
 chopsticks 35
 chopsticks, cheap 35
 chopsticks, cooking 36
 chopsticks, iron 36
 cinnabar 36
 claws, tiger 36
 comb 36
 compass, geomancer's 36
 cord 36
 cricket cage 36
 crowbar 36
 cup, filigreed 37
 cup, large 37
 cup, medium 37
 cup, small 37
 curio cabinet 37
 curtain 38
 curtain, silk 38
 daguerrotype 38
 desk 38
 divination sticks 38
 door 38
 drink tray 38
 drugs 38
 ears, *wang liang* 38
 equipment, industrial 39
 equipment, office 39
 EVA suit 39
 exosuit 39
 eyes, fairy 39
 fan 40
 fan, iron 40
 fertile peach 40
 firewood 40
 fire extinguisher 40
 fish 41
 food bulb 41
 fork 41
 forklift 41
 frying pan 42
 gargoyle 42
 gasoline 42
 ghost money bale 42
 godly effigy 42
 godly effigy costume 43
 godly effigy sedan 43
 gold 43
 golf club 43
 gong, large 43
 gong, medium 43
 gong, small 44
 gravel 44
 gravestone 44
 great sword 44
 great sword, mystical 44
 grill 44
 hairdye 44
 hard hat 44
 hat rack 44
 head, severed 45
 hook sword 45
 hook sword, mystical 45
 hairpin 46
 horn, rhinoceros 46
 incense pot, large 46
 incense pot, medium 46
 incense pot, small 46
 incense, stick of 46
 ink stone 47
 iron 47
 iron egg 47
 jackhammer 47
 jar, large 47
 jar, medium 48
 jar, small 48
 kite, paper 48
 knirk 48
 lacquer 48
 lake nuts 49
 lamp 49
 lantern, iron 49
 lantern, paper 49
 lantern, stone 49
 laser drill 49
 laser pointer 49
 laundry 49
 life preserver 50
 lead 50
 leg, human 50
 leg *jian shi* 50
 leg, zombie 50
 letter-opener 51
 manacles 51
 mattress 51
 meat cleaver 51
 melon hammer 51
 melon hammer, mystical 51
 melon knife 51
 memo tablet 52
 mirror 52
 mirror, geomancy 52
 military standard 52
 money scale 52
 mustard powder 52
 nail gun 52
 neck tie 52
 net 53
 noodles 53
 novelty flying disc 53
 nutrient 53
 oar 53
 palette-wrapper 54
 papers 54
 paper-cutter 54
 parasol 54
 pen 55
pi-pa 55
 plate 55
 pole-arm 55
 post 55
 pot, large 55
 pot, medium 55
 pot, small 55
 pulley 55
 rice 57
 rickshaw 57
 ride, amusement 57
 rivet gun 57
 rope 57
 rope, hair 57
ru yi scepter 57
 scalpel 57
 scooter, upright 58
 scroll 58
 scroll, bamboo 58
 sedan chair 58
 sextant 58
 shelving unit 58
 shiv 59
 shovel 59
 signboard 59
 sledgehammer 59
 slidewalk band 59
 soda can 60
 spittoon 60
 squid, baby 60
 staff, mystical 61
 stapler 61
 statue 61
 steamer tray, large 61
 steamer tray, medium 62
 steamer tray, small 62
 stinky tofu 62
 stool 62
 stool, bar 62
 storage cabinet 62
 strobe gun 63
 stuffed animal 63
 stun baton 63
 support strut 63
 syringe 63
 syringe, futuristic 63
 table 63
 table, conference 64
 tablet, ancestral 64
 tablet, geomancy 64
 taser 64
 tape gun 64
 tea bale 65
 tea leaves 65
 teapot 65
 telephone 65
 throwing star 65
 tongue, *wang liang* 65
 tool 65
 tools, power 65
 traffic direction drone 66
 twin swords 66
 twin swords, mystical 66
 urn 67
 vinegar 67
 wall hanging 67
 water pipe 67
 weapon, ceremonial 68
wei qi board 68
 welding torch 68
 wheelbarrow 68
 wheelchair 69
 wine 69
 wire, live 69
 wok, large 70
 wok, medium 70
 wok, small 70