

ATLAS GAMES PRESENTS

# IRON & SILK

THE PLAYER'S GUIDE TO IMPROVISED WEAPONS



**FENG SHUI**  
Action Movie Roleplaying

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# 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

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