

ON LOCATION

The Feng Shui GM Screen



FENG SHUI
Action Movie Roleplaying

by Jeff Tidball

**ATLAS
GAMES**

Credits

"ON LOCATION"

AN **ATLAS GAMES** PRODUCTION

WRITTEN & DEVELOPED BY **JEFF TIDBALL** EDITED AND PUBLISHED BY **JOHN NEPHEW**

COVER ART **DIDIER FLORENTZ**

CARTOGRAPHY AND INTERIOR ART **BRENDON FRAM** AND **BRIAN FRAM**

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DIGITAL VERSION 1.0

Read Me, Sucka

Welcome to the *Feng Shui Game Moderator's Screen*. When you bought this fine *Feng Shui* product, you got two things: A piece of cardboard and a sheaf of paper.

The piece of cardboard is not just any piece of cardboard. Not by a long shot. It's a four-panel *Feng Shui* reference extravaganza, suitable for GMs to hide game notes and die rolls from players while keeping the most-referenced tables and charts from *Feng Shui* handy.

Likewise, the sheaf of paper is not just any sheaf of paper. You can bet your grandma's heart pills on it. It's a booklet containing a bunch of locations you can use in your adventures when your imagination flags and you just can't figure out where to stage the next fight. It's especially useful when your characters wind up in *another* fight in a warehouse, apartment building, or back alley and you can't for the life of you figure out why this warehouse, apartment building, or back alley is any different from the last dozen of them where you staged fights.

The Screen

The screen includes information — tables and charts, mostly — from the Atlas Games edition of the *Feng Shui* rulebook and the supplements *Golden Comeback* and *Seal of the Wheel*.

Most tables and charts have a page reference in the lower right hand corner. This points you to a page or pages in the *Feng Shui* rulebook where additional information related to the table or chart can be found. A missing reference doesn't mean there's no more information, just that the table's sources are so far scattered that a reference is impractical.

Unless otherwise noted, page references on the screen are to the Atlas Games edition of the *Feng*

Shui rulebook (as opposed to some supplement or other edition of the core rules).

The Booklet

Each of the locations is described in the following ways:

What It Is: A one-sentence description of the type of place it is.

Where It's At: The sorts of neighborhoods or areas where you'd find this sort of location.

Outside: A description of, well, the outside of the location.

Inside: As above, but for the inside.

Getting In: Possible methods for a person on the outside to become a person on the inside. The players will come up with other ideas. GMs will improvise. Such is the nature of the roleplaying game.

Why It's In Your Game: A number of ideas for using the location in your adventures.

Look! I Found A...: A couple of things a character glancing around might see and have an opportunity to lay his hands on.

Cool T.T.C.H.: Stands for "Cool Things That Could Happen." It's abbreviated because otherwise we'd use up half the book with this header. This is a list of cool things that could happen when using this location in your game. Usually focused on things that could happen during a fight; non-fight cool things are also listed when appropriate.

Location descriptions assume the contemporary juncture. A few GMCs that could be encountered at the location are provided for most of the locations.



Airport Terminal

What It Is: Where travelers go to board airplanes.
Where It's At: A large city.

Outside

The airport terminal is one of several long, thin structures, two stories tall, that snakes away from a central hub. Airliners pull up to walkways jutting from the second floors of the terminals, enabling passengers to board airplanes without setting foot on the tarmac.

All manner of heavy machinery is in constant motion in the completely paved area surrounding the terminal. Baggage is transported by long trains, each pulled by a riding-lawnmower-looking tractor, each comprised of as many as a half dozen trailers the size of compact cars. Vehicles with inclining conveyor systems are used to move baggage from ground level into the airliners' holds. There are also all manner of relatively mundane trucks transporting parts, maintenance workers, cargo, and so forth. At airports in colder climates, there are also trucks dedicated to de-icing airplanes.

Aviation fuel, which burns real good, is located both in underground storage tanks that can be tapped directly and is also ferried around in tanker trucks of various sizes.

Inside

On the inside of the spaghetti-like terminal, passengers stick to the upper level, while baggage handling facilities, storage, and other no-public-access areas are located below.

A wide hallway runs the length of the passenger level. Small shops (duty-free and otherwise) and restaurants serving all manner of food (fast or sit-down, fatty to vegan) line it. Shops concentrate on gift items (mugs and t-shirts bearing the slogan "I [[Heart]] Whatever City This Is") and/or items targeted at travelers (books, newspapers, toothbrushes). Restaurant prices are without exception outrageously inflated compared to similar restaurants outside the airport proper.

Other than shops and restaurants, the passenger level consists of a dozen or more gate areas. Each gate area is filled with rows of seats that are uniformly uncomfortable. Each gate area also has a ticket

desk, where frazzled airline employees attempt to avoid being yelled at by angry travelers, and a large glass wall, so passengers can look out over the activity surrounding the airplane they are about to board. Televisions sets tuned to an airport news channel hang from the ceilings such that any given seat has a decent view of at least one of them.

You can never find a garbage can when you need one, which goes a long way toward explaining the discarded newspapers, soda cans, and so forth that are sitting on and under seats throughout the terminal.

Passengers are not allowed into the lower level of the terminal, which is filled mainly with the conveyors and other equipment used to ferry baggage from the ticket counters to the airplanes, and from the airplanes to the baggage claim areas in the central airport hub. Additionally, the lower level is home to maintenance-related areas and storage spaces. Doors and staircases which connect the upper and lower levels are marked on the public side with clear warnings about the authorizations required to pass. Most are also protected by either magnetic passkey readers or keypad lock devices (Intrusion task, Difficulty 10 to open).

Getting In

Depending on the level of security at the airport in question (which is related mainly to the country and/or municipality in which the airport is located), it's possible that only those who have tickets to board an airplane will be allowed into the terminal area. However, in many cases, anyone who can pass through a metal detector is also allowed through in order to welcome arriving passengers. Of course, anyone who passed through security at another airport and flew to this one could also gain access to the terminal.

Accessing the outside of the terminal is relatively difficult without proper identification. The airport's entire perimeter is secured with chain link fences topped with barbed wire and monitored by security cameras. Even after gaining access, the areas where planes embark and disembark passengers are patrolled by security guards. Furthermore, anyone without an appropriate uniform displaying appropriate ID sticks out like a sore thumb.





Why It's In Your Game

- The characters are traveling.
- The characters are meeting an out-of-town guest who's arriving by air.
- A twitchy contact wants to meet in a public location that's (theoretically) free from firearms.
- The characters are trying to thwart terrorists, who they suspect are trying to board a specific flight.
- The characters need to borrow an airplane. Just for a sec. Why, is that a problem?

Look! I Found A...

- Newspaper.
- Unattended piece of luggage. Frequent recorded messages that play through the terminal's loudspeakers in several languages exhort that unattended pieces of luggage be reported to the airport authorities. Possible contents: wrapped Christmas gifts, laptop computer and accessories, dirty clothing, bars of soap (a traveling salesman's samples), bars of gold, any combination of the aforementioned, or, of course, the predictable (yawn) bomb.
- Confused, half-deaf elderly person who can't find the family members who were supposed to meet him at the airport. For added drama, include the young punk who's trying to take advantage of the situation.
- Happy Meal, uneaten.
- Electric cart (Pep -3/Wreck 3) used to transport disabled persons from hub to gates. Its attendant is nearby, flirting with a newsstand attendant rather than paying attention to his vehicle.

Cool T.T.C.H.:

- An otherwise harmless wisecracker jokes about having a gun concealed on his person in earshot of the dour security guards who man the metal detectors. Alarms go off and security guards descend.
- An amiable couple in tropical shirts mistake one of the characters for the long-unseen relatives who were going to meet them at the airport. The individual they're supposed to be meeting is a big-time practical joker who always denies being related to visitors, so it's not easy to

convince the vacationers of the truth. Whatever the characters were supposed to be paying attention to transpires while they're distracted by this.

- Errant gunfire threatens to drop a hanging television on a stroller parked underneath it.
- A combatant (conscious or otherwise) is shut inside a steamer trunk or large suitcase and tossed onto a conveyor belt that leads to the baggage claim. Check your tags, many pieces of luggage look alike!
- A motorcyclist uses the inclining conveyor on a loading truck for takeoff and flies through a glass wall and into one of the boarding areas.
- An airplane with a maniac at the controls crashes its nose through one of the glass walls.
- A kid who's travelling without his parents and who has seen one too many episodes of Power Rangers wants to get in on whatever fight has just broken out.

Irate Traveler

Sample Dialog: "This unforeseeable, minor inconvenience is all your fault!"

Attributes: Bod 5, Chi 0, Mnd 3, Ref 4

Skills: Martial Arts 3

Weapons: punch (6), kick (7)

Baggage Handler

Sample Dialog: "Samsonite flies best. Wanna see?"

Attributes: Bod 6, Chi 0, Mnd 3, Ref 5

Skills: Martial Arts 4, Info/Airport Operations 4

Weapons: punch (7), kick (8)

Ticket Agent

Sample Dialog: "Samsonite flies best. Wanna see?"

Attributes: Bod 3, Chi 1, Mnd 5, Ref 5

Skills: Martial Arts 3, Info/Airport Operations 5, Info/The Real Reason Your Flight Is Late 1, Info/Excuses For Why A Given Flight May Be Late 12

Weapons: punch (4), kick (5)

Alleyway

What It Is: A narrow street that runs behind a bunch of businesses and apartment buildings.

Where It's At: The business district of a rough neighborhood.

Outside

The whole alley is an outside location, forming an "L" in the middle of a block of rundown buildings that butt up against each other. Each building has one or more mom-and-pop businesses on the ground floor and between one and four stories of apartments above that. Windows look down on the alley from the apartments above, rickety fire escapes of varying safety abound, and a dozen clotheslines bridge the gap over the alley and are almost certainly not strong enough to support anyone weighing more than a scrappy kid. Some of the buildings have basements with access directly to the alley; cracked concrete stairs lead down from ground level.

From the south end of the "L" (see the picture opposite), it is impossible to tell that a chain link fence divides the two sections of the alley from each other, so fleeing into this alley on foot could easily lead characters into a dead end situation. The fence itself is about nine feet and, at the GM's discretion, may be topped with barbed wire, or, worse, razor wire. It's pretty hard (Martial Arts task, Difficulty 12) to do the trick where you run up the wall in order to leap over the fence.

The alley is full of trash: in dumpsters, in trash cans, on the ground, piled in corners and doorways. Some is in bags, some is loose. One pile of trash almost completely conceals a rusted-out old car it would take a miracle (Fix-It task, Difficulty 20) to get running.

Each one of the businesses has a back door on the alleyway. Any given random door might lead to a restaurant's kitchen, dry cleaner's storage area, furniture store's back office, video rental store's adult room, and so on. There's a fifty-fifty chance that any given door is locked.

Why It's In Your Game

- The characters are pursuing or being pursued; the chase leads here.

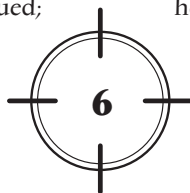
- The characters are forcibly ejected from a bar or restaurant and wind up in one of the piles of trash.
- One of the basement doorways is a gate to the Netherworld.
- The character were tossing an apartment and jumped out the window into a dumpster when the occupant unexpectedly came home.
- The characters need to find a specific corpse and have reason to believe it was dumped in a trash can in this alley.

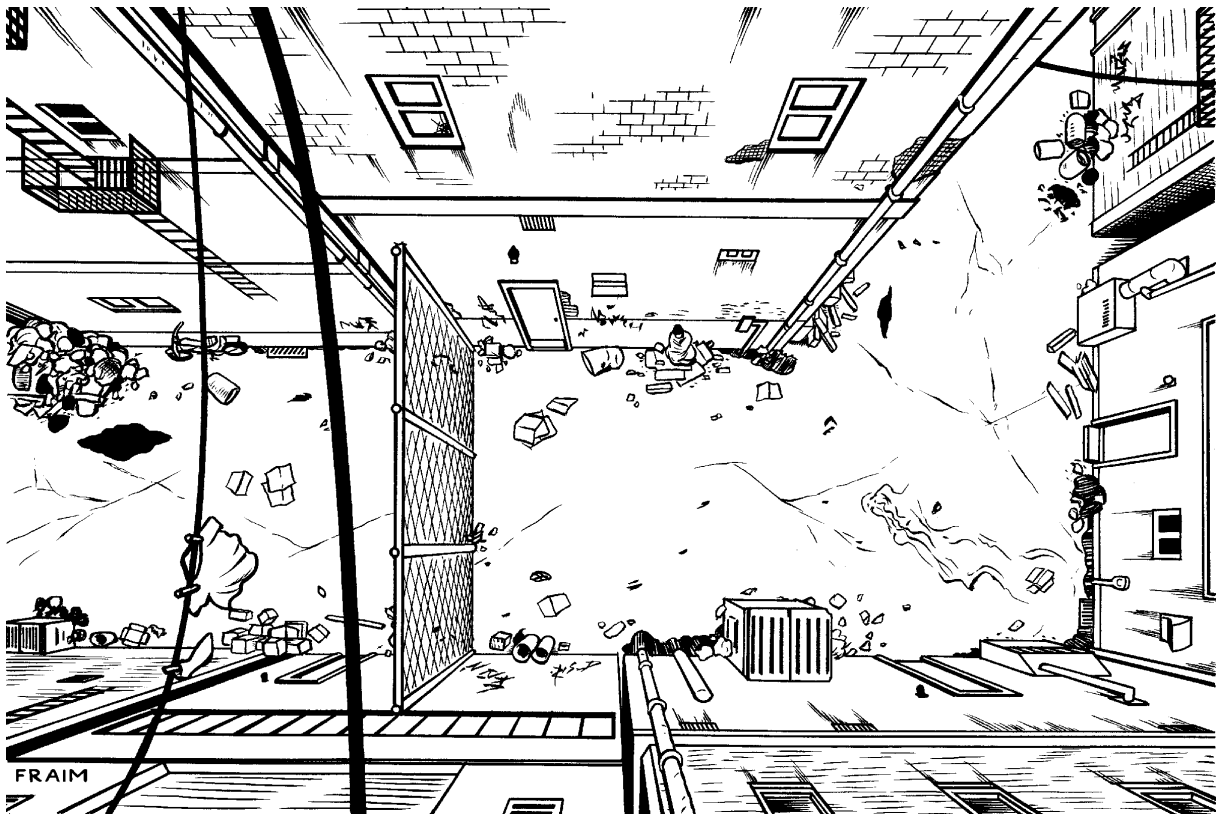
Look! I Found A...

- Bag lunch, uneaten. Sandwich, crackers, fruit roll-up, and can of unsweetened iced tea.
- Patch of slippery oil on the ground right next to a big pile of smelly garbage. It takes an Agility task, Difficulty 5, to avoid slipping on the former and winding up in the latter.
- Big, heavy, rusty metal pipe (Damage: Strength +3).
- Dead cat, half eaten by maggots.
- Ring of keys. Each key has an apartment number written on it in black marker. The only challenge is figuring out which of the buildings the ring corresponds to.
- Rusty, hand-cranked meat grinder.
- Half-dozen boxes each containing twenty heavy, fifteen centimeter square ceramic tiles.

Cool T.T.C.H.:

- A group of unsavory thugs plays craps in the corner and forms an irritated third group if (when) a fight breaks out and disrupts their game. If no fight breaks out, they invite a credulous PC to join them.
- Someone has to leap from a fire escape on one side of the alley to a fire escape on the other side of the alley.
- That sleeping bum turns out to be an undercover police officer staking out a dry cleaner which he believes is a front for organized crime. He's furious at anything that might spook the people he's watching.





- A restaurateur runs out into the alley upon hearing a commotion and takes violent objection to anything that might cause the food critic inside to write anything bad about his restaurant. He has a black belt and a huge chopping knife.
- A stray gunshot hits a neon sign advertising the bar on the corner and sparks rain down for the rest of the fight.
- Someone takes cover in a dumpster, which can be pushed by his allies to provide a moving, hardened fire platform.
- One of the businesses is a liquor store, and there's a hand-truck full of hard stuff just out-

side the back door. Hey, isn't all that stuff flammable?

Undercover Police Officer

Sample Dialog: "Go have your fight someplace else and nobody gets shot."

Attributes: Bod 5, Chi 2, Mnd 6, Ref 7

Skills: Martial Arts 12, Guns 10, Police 10

Weapons: punch (6), kick (7), Colt 380 Gov't Pocketlite (8/1/7+1)

Unsavory, Craps-Playing Thug

Sample Dialog: "Another seven? You cheating bastard..."

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 7, Guns 6

Weapons: punch (7), kick (8), switchblade (8), Beretta 92 Centurion (10/2/15+1)

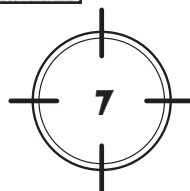
Irate Restaurateur

Sample Dialog: "You go! You get out of here or I call police!"

Attributes: Bod 4, Chi 0, Mnd 6, Ref 5

Skills: Martial Arts 12, Info/Run a Restaurant 12

Weapons: punch (5), kick (6), chopping knife (7)



Convenience Store

What It Is: A store where you can buy anything as long as you don't need it to be inexpensive or high quality.

Where It's At: Anywhere.

Outside

All convenience stores are boxy, prefabricated buildings that are simplicity itself to erect on a corner near you in about three weeks. (They're even convenient to *build!*) The front consists of large windows and a pair of glass double doors. Said windows are typically covered with painted advertisements ("72 oz SlurPee 12¢!" "Carton Cigs Lowest Price Allowed By Law!") that block any attempt to look through them.

Behind the building next to the rear door are a pair of dumpsters, a huge pile of the plastic racks in which milk is delivered to the store, and a raccoon.

The small, oil-stained parking lot has spaces for a dozen cars. There's also a pay phone, an air pump for tires, and a water hose for filling RV tanks. A gaudy, lighted sign on top of a twenty-foot metal pole rises above nearby buildings and advertises the current Mega Lotto jackpot in addition to featuring the store chain's well-known logo.

Inside

Rows of shelving feature any product you might want to buy on the spur of the moment, with an emphasis on junk food: nail clippers, Twinkies, coffee, licorice, motor oil, postcards, candy bars, stuffed toys, maps, potted plants, cherry pies, bags of ice,

soda, hot dogs, fishing lures, tampons, and much, much, much more.

Refrigerator cases line the back wall, though the kind of soda you want is invariably available only at room temperature. There are cheap cardboard floor displays everywhere, and every inch of wall is covered with a promotional poster for cigarettes or smokeless tobacco.

The checkout counter has a glass top and a worn, hand-written sign advises customers to please not lean on it. Beneath the glass are lottery ticket dispensers. A rack behind the counter holds pornographic magazines whose covers are concealed behind opaque plastic screens. A series of racks hanging from the ceiling wrap all the way around the counter and contain every brand and type of cigarette known to man. The safe is underneath the counter, and even though a sign on the door advises that "Employees Cannot Open Safe," they usually keep it hanging open so they don't have to.

There is a single unisex bathroom which is kept locked. The convenience engineer behind the counter has the key, which is attached to a brick by means of a metal cord.

Scrawled on the brick in permanent marker:

"Return Key to Counter." Entering the bathroom is an unwise plan at best, and anyone actually using the facilities is either insane or absolutely desperate.





Convenience Engineer

Sample Dialog: "I'm sorry, sir. We check IDs because we care."

Attributes: Bod 4, Chi 0, Mnd 4, Ref 2

Skills: Martial Arts 3, Info/Convenience Items 4

Weapons: punch (5), kick (6)

Getting In

Even though it is open twenty four hours a day, entering the store is more a challenge than it would seem. That's because the doors' labels have been switched by an anonymous minimum-wage wiseass: The "push" door can only be opened by pulling, and vice versa.

The back door is always locked and dead-bolted. It features a functioning peephole with a 180° view.

Why It's In Your Game

- Everyone loves convenience.
- A fight that started somewhere else migrates here — there's one of these next door to everywhere.
- The scrappy kid has to go to the bathroom, *now*.
- One of the characters gets the munchies.
- The characters are shadowing somebody who comes here.

Look! I Found A...

- Toy gun that looks just like the real thing.
- Package of water balloons.
- Bottle of lighter fluid.
- Automobile air freshener shaped like a tree.
- Butt-ugly porcelain figurine with five years of dust on it (Damage: Strength +2, one use).
- Shovel (Damage: Strength +3)

Cool T.T.C.H.:

- A down-on-his-luck veteran approaches one of the characters and asks for bus fare or a ride to a nearby destination. He offers to pay the loan back when he gets back on his feet.

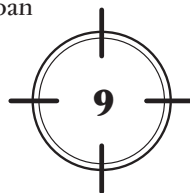
Extra Credit

If a convenient store itself isn't quite cutting it, feel free to tack on:

- Gas pumps, as many as you'd like. Waist-high concrete pillars are intended to prevent slowly moving vehicles from accidentally backing up into the pumps, but they're no match for a determined psychopath, car moving seventy miles an hour, or player character with the lowest Fortune score.
- A car wash, the kind where you park and the washing apparatus moves back and forth over your car. One drunk frat boy bets another drunk frat boy he can't stand inside the car wash, unprotected, for a complete wash cycle.
- A double-wide garage where car repairs and smog checks are carried out. There are probably some regulations about leaving dangerous chemicals and explosive compounds near a welding torch, but it doesn't look like the inspectors come around often.

Sometime down the road in the campaign, he shows up again, clean-shaven and wearing decent clothes, and pays the character one hundred times the loan amount. He also has a job for the characters — a wrong that needs righting or a criminal element just begging for a good ass-kicking. Use the Ex-Special Forces type (*Feng Shui*, p. 24) for statistics.

- Someone crashes a car into the sign in the parking lot and it falls over, crushing the most expensive car in the parking lot, presumably owned by a hip, wealthy character with a low Fortune score.
- A combatant is thrown across the store and lands, K.O.'ed, on top of a floor display for Tylenol.
- Someone grabs a baseball bat from the shelf of kids' toys and clocks an enemy, only to discover that while it's painted to look realistic, it is actually made of light, hollow plastic.
- Collateral damage busts the spigot off the SluurPee machine. A fountain of the stuff shoots onto the floor. The resulting puddle of frozen treat makes it a Dexterity task, Difficulty 5, to cross that area of floor without falling over.
- The appliance that rolls hot dogs back and forth all day is both heavy and hot (Damage Str +3, leaves burnt parallel lines across victim's face).



Corporate Offices

What It Is: A work-a-day cog in the grand economic scheme.

Where It's At: In a downtown area or business park, either a freestanding structure or one floor of a larger building.

Outside

There is nothing at all remarkable about the outside of these offices whether they are their own building or make up a single floor of a skyscraper or mid-rise. The architecture is Corporate Blah in a uniform color interrupted by a single complementary stripe. Windows are lightly tinted to prevent prying eyes from discovering the Eyes Only secrets contained in the corporate memorandum drafted within.

Inside

The office space is basically square. Along the outside are offices with windows where middle and upper managers work. If the entire corporation is housed at this location, the company's highest officers have the corner offices. In the center of the square are rows of cubicles where secretaries, support staff, and everyone else who doesn't rate a window office works.

A typical office contains a desk, rolling chair, computer, coat rack, and bookshelf, each with entirely predictable contents. Each cubicle has a filing cabinet, computer, and rolling chair of vastly inferior quality to those in the offices. There's a break room with an ever-sticky table, always stinky microwave, and gross refrigerator that no one ever cleans out.

But you've had a job in one of these places and you've seen all this before, so let's move on, shall we?

Getting In

The front doors are open during business hours; the only possible obstacle is the receptionist. Unless the corporation is a defense contractor, just about any plausible story ("Mr. Oki needs to sign for this himself," or "The guys in marketing ordered these subway sandwiches") will get you back into the guts of the place. Of course, any threat of force results in the receptionist cowering under the desk. At night, bypassing the security system on the front door

takes an Intrusion task, Difficulty 10 (or higher, if the company does anything sensitive).

While constructed strictly according to code and thus equipped with all the fire doors called for by the local building inspectors, those who work in the building typically use the areas around the fire exits for miscellaneous storage. Thus, while it is relatively easy to pick the exterior locks on the fire doors (Intrusion task, Difficulty 7) it is often more difficult to shove away all of the debris — reams of paper, stacks of books, spare office furniture — stacked against the door on the inside (Strength task, Difficulty 10).

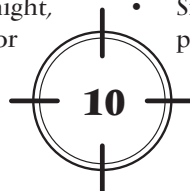
If the corporation that leases the offices does anything important, a security guard oversees the premises during off hours. Even if the corporation doesn't do anything important, there's at least a fifty-fifty chance the CEO is sufficiently impressed with himself that there's a security guard anyway, even though no one in his right mind would want to steal the reports and office supplies here.

Why It's In Your Game

- One character's brother-in-law told one of his poker buddies that the character is "good with computer stuff." The character has somehow been roped into fixing the office network for free for the cheapskate poker buddy in question, who's trying to ingratiate himself with the big boss.
- Some important clue is housed on one of the computers in the office. The employees may not even know it if (for example) the computer was purchased second-hand and currently awaits reformatting, or hackers are using spare hard drive space on this easily-hacked network for their nefarious schemes.
- The characters are put in a witness protection program and assigned mundane jobs here.
- The refrigerator in the break room is a portal to the Netherworld.

Look! I Found A...

- Small piece of office equipment: pencil, pen, stapler, box of paper clips, cube of post-it notes,



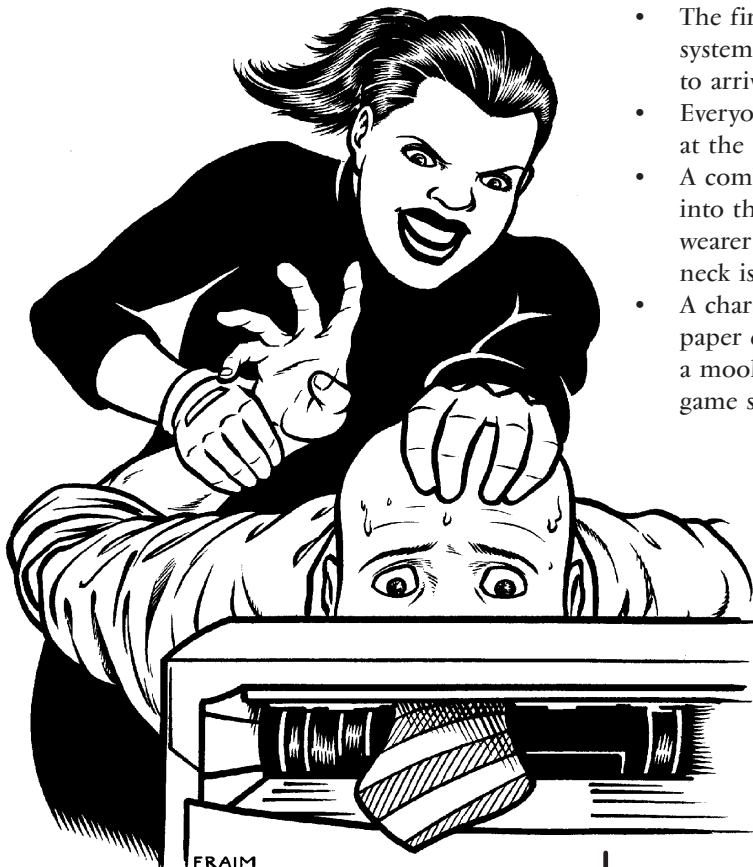


“Received on _____” rubber stamp, sheaf of paper, stacker tray, computer disk, telephone, headset, or similar.

- Zen rock garden. (A little box of sand with shiny pebbles and a miniature rake.)
- Framed motivational poster.
- Pair of music headphones with a long, sturdy cord.
- Rolling whiteboard with four multi-colored markers in the tray. All but the red one are dried out.

Cool T.T.C.H.:

- If (when) a fight breaks out during business hours, all the employees join in. The exempt and non-exempt employees fight on opposite sides.
- Two combatants fight each other with coat racks.
- Two combatants fight each other while balancing on top of the cube walls.
- A mook goes down on the copier, which begins to churn out copies of his unconscious face.



Office Drone

Sample Dialog: “Where are my new pens? Have you seen my new pens?”

Attributes: Bod 4, Chi 0, Mnd 4, Ref 3

Skills: Martial Arts 3, Info/Area of Work 4

Weapons: punch (5), kick (6), office implement (5)

Night Watchman

Sample Dialog: “ZZZZZZZZZ...”

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 5

Weapons: punch (6), kick (7), baton (6)

- An obnoxious vendor calls in the middle of a fight, and is somehow able to keep whomever picks up the phone from hanging up until he is done complaining about the poor service he has received.
- The fire alarm goes off, tripping the sprinkler system. Everyone gets wet, and firefighters begin to arrive in three sequences.
- Everyone decides to throw a computer monitor at the same time.
- A combatant grabs an opponent’s tie, shoves it into the fax machine, and hits “Send.” The tie-wearer has six segments to escape before his neck is faxed to the last number that was dialed.
- A character dispatches a mook, but gets a nasty paper cut in the process. It’s more damage than a mook has done to him for the last several game sessions.

DMV

What It Is: A government office where disgruntled people stand in line to get permits, licenses, and grief from the surly government employees who work there.

Where It's At: Pretty much anywhere.

Outside

The Department of Motor Vehicles is a cheaply-constructed, single-story government building with a parking lot that's way too small to accommodate the number of people who must come to the facility. There are a half-dozen cars circling the lot at any given time ready to pounce on any space that opens up.

Security cameras on the light poles keep the area under surveillance.

The bank of front doors are made out of glass. There are two other doors to the building, but both are always locked and bear signs directing patrons to please use the front door.

The roof has a giant skylight which allows sunlight into the main lobby.

Inside

The center of the building is a large, open area full of waist-high ropes and standards, which delineate where various lines should form, and banks of chairs, where numb patrons who have numbers can sit and wait for their numbers to be called. The entire lobby is always crowded with people standing in lines and sitting in the chairs. All of them are irritated, because none of them want to be here. Television sets tuned to a local station hang from the ceiling at regular intervals in an attempt to pacify the crowd. Some of the television sets cycle through views provided by the parking lot security cameras, to remind patrons they're being watched. From time to time, a recorded voice plays over the speakers and directs a specific number-holder to a specific numbered window.

Banks of counters surround the central lobby area. Civil servants ("civil" being a misnomer in most cases) man the counters, each at a numbered station. The area behind the counters contains the standard assortment of office paraphernalia: file cabinets, photocopiers, fax machines, stacks of paper, jars of pencils and scissors, and so on. In order to gain

access to this area, you must pass through a door with a security keypad.

If the DMV is in a dangerous neighborhood, thick sheets of bulletproof glass separate applicants from employees. At each station, one apparatus theoretically allows conversation through the glass, and another (again, theoretically) allows papers to be passed back and forth. The point of these ingenious apparatuses is to make it impossible for an irate license applicant to successfully point a gun at the person behind the glass. In safer areas, there is no bulletproof glass and it's possible to just leap over a desk or counter to get into the employees' area.

The walls are adorned with murals meant to inspire civic pride.

The quality and beauty of the appointments — furniture, murals, even the pens and pencils at the windows — depends on the neighborhood. The government doesn't waste fancy chairs on the down-and-out, so lower class neighborhoods must settle for hard plastic chairs and cheap golf pencils. Wealthy citizens, however, are likely to find cushy benches, tasteful public art, and soothing muzak.

Getting In

During business hours (which are less convenient than you'd think), anyone can easily walk through the front doors. The two other doors are always locked, though it's easy enough to pick the locks (Intrusion task, Difficulty 7) or bust down the

Filing Off the Serial Numbers

This location can be used as-is as the Department of Wildlife and Fisheries, the Department of Building Permit Approval, the Bureau of Hazardous Waste Disposal, the Busiest Post Office In the World, or any other government building where average Joes and Janes deal with government bureaucracy.

It could also be easily used in the 2056 juncture by stepping up the dystopian happy consumer propaganda in the murals, announcements, signs, and civil servant behavior.



Citizen

Sample Dialog: "Excuse me, is this where you stand to get Form 512-A?"

Attributes: Bod 5, Chi 0, Mind 5, Ref 5

Skills: Martial Arts 3

Weapons: punch (6), kick (7)

Big Chuck

Sample Dialog: "Everybody take a number and sit down, or somebody's getting his head blown off!"

Attributes: Bod 7, Chi 0, Mind 3, Ref 6

Skills: Martial Arts 7, Guns 7

Weapons: punch (8), kick (9), Ruger Red Label (10/5/2)

DMV Employee

Sample Dialog: "I'm sorry, sir, this is the line for *renewing* your vehicle's registration. You want the line for *renewing your vehicle's registration.*"

Attributes: Bod 5, Chi 0, Mind 5, Ref 5

Skills: Martial Arts 4

Weapons: punch (6), kick (7)

age (Damage: Strength -3) when broken over some goon's head, but look great as they shatter into a billion pieces.

- Seedy looking guy rummaging around in my bag while my back was turned.
- Remote control for all the televisions.
- Heavy, waist-high standard — the kind that hold up the ropes that keep the lines in the right place (Damage: Strength +3).

doors (Strength task, Difficulty 7). There is little point to doing this, though — they lead to the big waiting area, just like the main doors do.

Cool T.T.C.H.

Why It's In Your Game

- After the last chase, the nice officer told one of the characters if he didn't pay his outstanding parking tickets — in person — in the next twenty four hours, his Ferrari would be impounded.
- The characters are looking for a homeless guy known to panhandle outside the front door.
- The characters have a contact at the DMV and need to get some registration information on a black sedan, license plate X5S83L1.

Look! I Found A...

- Manila folder full of paperwork that someone left sitting on a chair. It looks like the DMV owes the owner about five hundred bucks, and that anyone willing to pretend to be said owner could claim the money if he was willing to stand in one of the lines long enough.
- Box of two dozen florescent light bulbs (the long kind, each about one meter) in the corner next to a step stool. These do almost no dam-

- Somebody tries to pick up one of the chairs to use as a weapon and discovers all the chairs in the row are connected to each other and are thus un-pick-up-able.
- Someone crashes a car from the parking lot through the bank of front doors. Surprisingly, there's room for crude maneuvering in the central waiting area. The car eventually comes to a stop in front of a sign reading "Vehicle Registration."
- Big Chuck (change ethnicity to suit location) just got out of jail and his parole officer got him a nice government job at the DMV. He's trying very hard to make it on the straight-and-narrow. He has a shotgun under his desk, and is willing to use it to put a stop to anything that might make him look like he's breaking his parole. The obvious contradiction is completely lost on him.
- A fight endangers a mother and her seven children, who huddle in the most dangerous place in the room wearing expressions of abject fear.
- If (when) a fight breaks out in the parking lot, the people inside can see it all go down on the television sets tuned to the security channel. Enterprising patrons take bets on which combatant will be the last one standing. Eventually, fights break out between wagering patrons.

Emergency Room

What It Is: A working gallery of trauma to the human body.

Where It's At: Anywhere.

Outside

Big red signs all over the block make it impossible to miss this place, which is part of a larger hospital complex ranging in size from a moderate building to a multi-block medical research center, depending on the neighborhood and the size of the city. In either case, the ER occupies its own small wing or part of the ground floor of a larger building.

Civilian cars delivering power tool victims and patients with sharp abdominal pains can drive right up to the front door by following the signs. Ambulances pull up to access doors just around the corner. There are no windows, though a few sections of frosted glass block wall allow some natural light to penetrate to the interior. The rest of the exterior construction is uniformly brick.

Inside

Just inside the main doors — which open on their own whenever someone approaches them — is an admitting desk and waiting area. The former is typically mobbed by a throng of pained people and their loved ones, clamoring for the attention of one of the admitting nurses. Behind the desk: the typical array of office equipment as well as emergency supplies like gauze and bandages. The waiting area is pretty predictable: uncomfortable chairs, magazine racks bursting with six-month-old news magazines, reassuring pieces of art with encouraging captions, and people applying direct pressure to not-quite-fatal wounds while waiting for an ER doctor or nurse to see them.

The business section of the ER is essentially a square donut (see map). Exam rooms are large areas with many beds which can be temporarily subdivided by hanging curtains into areas of relative privacy. Nevertheless, these are almost always full, so lower priority patients are often left in the hall, sitting on chairs or laying on gurneys.

All surfaces in the emergency room are easy to clean, which is very convenient for the janitors.

The whole place is pretty much always packed. There are traumatized victims, worried friends

and family members, testy nurses, harried residents, and usually at least one police officer hanging around for one reason or another. Stress? No, no one here's under any stress.

Getting In

The door opens by itself when you approach. What more do you want?

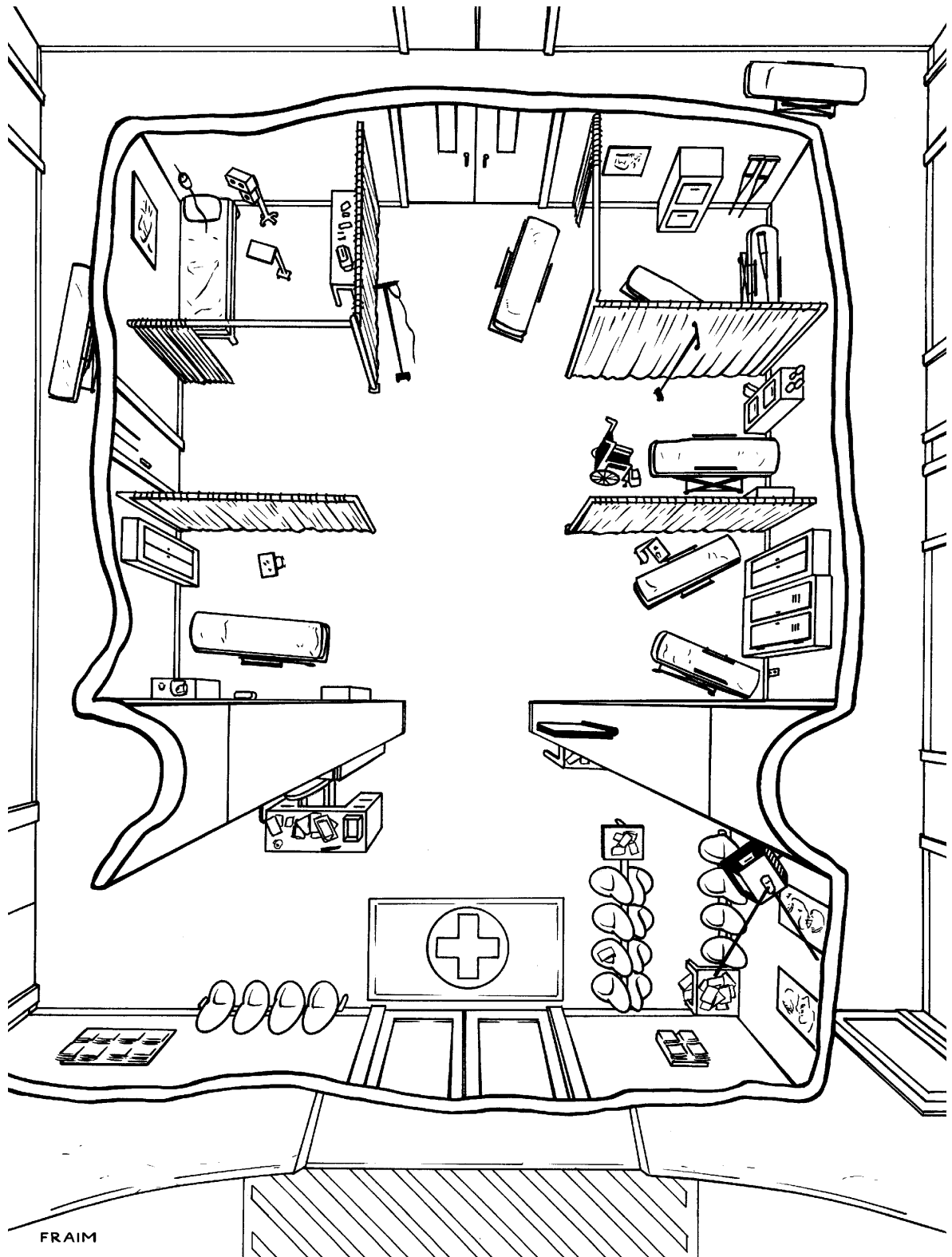
Those who want to avoid the front door might be able to sneak in where the ambulances pull up, but that area is usually pretty heavily trafficked. It is also possible to gain access through interior doors from the hospital proper.

Why It's In Your Game

- Secret warriors get into fights.
- One of the doctors makes some extra cash cleaning up gunshot victims without entering the wounds into the logs and reporting them to the police as otherwise required. The characters might have need of his services, or want to find out about someone else who was treated by this doctor but whose record of treatment is "unavailable."
- "Characters from the 1850 juncture are limited to a skill bonus of +3 in [Medicine] until they can undergo a training sequence in a modern or futuristic hospital setting" (*Feng Shui*, p. 58).
- One of the characters has an accident with a power tool.
- Appendicitis strikes!

Look! I Found A...

- Clipboard with a pad of admitting forms. Attached to the clipboard is an eighteen inch chain; attached to the chain is a pen. The chain is indestructible — no one's gonna steal this pen if the hospital administrators have anything to say about it.
- Legal shyster's business card promising "Justice for the Downtrodden!"
- Box of scalpels.





- Bag of blood for transfusions.
- Mystery pill capsule, on the floor, covered with dirt and hair but otherwise intact and ready for human consumption.

Cool T.T.C.H.:

- A police cruiser pulls up outside, sirens blaring. The pair of officers arrested someone who went into seizures in their back seat. This may or may not be an escape attempt, and one of the civilians in the waiting room might or might not be a confederate of the arrested criminal, who may or may not be faking his seizures.
- A young couple arrives. The woman has been stabbed— a botched mugging by local gang-bangers — and will die without magical or futuristic medical help. The earnest young man explains to anyone who will listen that it is not possible for her to die, as they are in love and are to be married tomorrow. If she dies, her ghost requires justice in order to rest in peace, and furthermore, the young man is despondent to the point of being suicidal.
- If (when) a fight breaks out, one of the ER doctors or nurses snaps — “This is a place of healing, not death!” — grabs a big bone saw, and attacks the nearest combatant in a mad frenzy. He must be rendered unconscious in order to stop his blood rage.
- A canister of laughing gas is inadvertently opened and floods a small examining room. Anyone who enters finds the situation painfully humorous.
- Combatants play hot potato with a plastic container of used medical sharps. Each time it flies across the room, a few more syringes fly out.

Doctor

Sample Dialog: “I’ve never seen a thumb do *that* before, and I’ve been doing this for a long time.”

Attributes: Bod 3, Chi 3, Mnd 7, Ref 5

Skills: Martial Arts 3, Medicine 7

Weapons: punch (4), kick (5), sharp implement of healing (5)

Nurse

Sample Dialog: “I’m sorry, sir, I’m not allowed to give out more than one gauze pad per patient.”

Attributes: Bod 4, Chi 0, Mnd 6, Ref 5

Skills: Martial Arts 3, Medicine 5

Weapons: punch (5), kick (6)

Wounded Patient

All wounded patients have taken between five and thirty-five Wound points and have sustained between zero and two points of Impairment.

Sample Dialog:

“Ohmygod!mstillbleedingcan’tyoupeople~~do~~anything?”

Attributes: Bod 5, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 3, Info/Handyman (0)

Weapons: punch (5), kick (6)

Cop

Sample Dialog: “Let’s make it snappy, huh? I don’t like it here any more than you.”

Attributes: Bod 6, Chi 0, Mnd 6, Ref 6

Skills: Martial Arts 7, Guns 7

Weapons: punch (7), kick (8), Colt Detective Special (9/1/6)

Family Restaurant

What It Is: A sticky restaurant where kids eat free on Tuesdays and they serve breakfast twenty four hours a day.

Where It's At: Anywhere.

Outside

A free-standing, pre-fabricated, built-by-the-lowest bidder structure shaped like a box. In front, a bright awning shelters the front door and the restaurant chain's five foot plaster mascot: a big squirrel wearing a baseball cap and a goofy grin. In back, a nasty collection of trash bins and dumpsters are enclosed by a painted slat fence. The fence's gate — wide enough to permit the garbage men to roll the dumpsters through on trash day — hangs perpetually open.

Large windows on two sides of the building permit diners to look out on the restaurant's surroundings. The vistas in question aren't particularly stunning since the chain's M.O. is to buy real estate on the cheap. Speaking of cheap, you could shatter the windows by speaking to them harshly.

Inside

The waiting area features a number of sticky benches clustered around a podium where harried hostesses write names in crayon on a wipe-off surface. Glass cases in the adjacent small bakery area contain muffins, pies, and cookies. Two cash registers also occupy this area.

The dining area is split into two sections — smoking and non-smoking — which are divided by a low wall which does absolutely nothing to prevent smoke from drifting freely from the former to the latter. Booths and tables are packed into each area. The tables are more or less modular so groups ranging in size from one to twenty can be accommodated.

The kitchen is inhabited by surly short order cooks wearing baseball caps and dirty white smocks. They sullenly cook everything to a more-or-less uniform brown color, dump it on plates, put it under heat lamps, and ring the bell. The kitchen contains the regular array of industrial food preparation equipment: cutting blocks, cooking surfaces, refrigerators, microwaves. There's no shortage of pots, pans, plates, and the like. There's also a waitress prep area with a soda fountain, toaster, and so forth.

Waitron

Sample Dialog: "Today's soup is chicken noodle and our special is fish sticks. What'll you have to drink?"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 4

Weapons: punch (6), kick (7)

Getting In

There's a main door in front and a delivery door in back. The front door is always open — the restaurant never closes — and the rear door is always propped open (in violation of local ordinances) to ventilate the kitchen and allow the cooks to take frequent smoke breaks. The back door is within the trash and grease enclosure; one must pass through the gate in the fence in order to enter the restaurant here.

Why It's In Your Game

- Cop characters get word through their sources that the guys in the kitchen are involved in a drug smuggling operation: Each shipment of powdered sugar conceals a little something extra.
- If you turn the temperature in the big oven to exactly 425° and climb in, you wind up in the Netherworld. (Miss by more than a degree in either direction and you wind up in the burn unit.)
- The scrappy kid wants waffles, *now!* And he has ways of getting what he wants...
- This chain of family restaurants is much-beloved in 2056, and random acts of violence in the contemporary juncture may drive patrons away, sapping the Architects of a source of feng shui.

Look! I Found A...

- Folded note, dated last week and lost underneath one of the tables, hand-written by a hard-working waitress who just wants her boyfriend to stop dealing drugs and come back home to their newly-born son.



- Jar of crayons and a kiddie menu featuring activities like mazes and word scrambles. Kids can solve these puzzles with one brain hemisphere tied behind their back, but for humor's sake, the big bruiser has to roll an Intelligence task, Difficulty 5.
- Wet/dry vac in a charger on the wall.
- Wooden shim that's keeping this table from rocking back and forth.
- Five gallon tub of sour cream next to a twenty pound bag of shredded cheddar cheese.

Cool T.T.C.H.:

- The waitress serving the characters is about a centimeter from going completely ballistic. One little pinch on the ass, one innocent little joke, one little anything at all provokes a violent fit. A sensitive character who talks her down — or, for that matter, shows any human kindness to her whatsoever — earns her obsessive love.
- A health-conscious character is seated up against the wall that divides the smoking and non-smoking sections. Predictably, the group of four on the other side of the wall is smoking like an engine run uphill without oil, with no interest in stopping. In fact, they'd rather pick a fistfight than stop. If things go badly and/or the smokers are publicly humiliated, one has a shotgun in his pickup, parked outside.
- A magically-inclined combatant enchants the squirrel mascot, which comes to life and begins kicking ass.

Belligerent Smoker

Sample Dialog: "Oh, I'm sorry. How rude of me." [blows smoke in face]

Attributes: Bod 6, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 6

Weapons: punch (7), kick (8), Ruger Red Label (10/5/2)

Waitress on the Brink

Sample Dialog: "Go on. Ask me why it's called Sweet and Low. Really. I want you to. It cracks me up."

Attributes: Bod 3, Chi 3, Mnd 5, Ref 6

Skills: Martial Arts 5

Weapons: punch (4), kick (5)

- A big container of grease is spilled onto the vinyl flooring in the kitchen, making the area too slick to be believed. Every moving action must be preceded by a Dexterity task, Difficulty 7, to have any chance of success. Even stationary actions require a Dexterity task, Difficulty 3.
- A punch misses its target and the travels through the cheap drywall. The mice living inside chatter irritably at the intruder.
- Two words: grease fire.
- Two more words: sprinkler system.
- Someone is thrown onto the large kitchen frying surface.
- The canister of pressurized gas that keeps the soda fountain bubbly is hit by a stray bullet and explodes.

Parking Garage

What It Is: A multi-story structure for parking cars.

Where It's At: Near large concentrations of businesses and retail destinations.

Outside

This parking garage is a five story structure made of concrete, occupying about half a city block. On one side of the structure a single car-sized entrance leads inside past a ticket dispensing machine. Next to this entrance, two car-sized exits lead out of the garage, one for vehicles turning left and the other for vehicles turning right. In addition, there are two pedestrian entrances, one of the same side of the structure as the vehicle entrance and exits, and one of the back side of the structure, where an alley separates the structure from the businesses that front the other side of the block.

Inside

Inside the vehicle entrance, gently sloped ramps with parking stalls along each side spiral up the ramp. Once a vehicle reaches the top, a steeply sloped corkscrew ramp leads back down to the ground level. It is possible to enter the corkscrew ramp from any parking level. Parking spaces are marked with paint on the ground. Handicapped stalls and spaces where only compact cars will fit are clearly marked. The latter are almost uniformly filled with Sport Utility Vehicles owned by complete idiots. You know who you are.

There are two elevators and a stairwell at each end of the structure. At one end, they lead down to the front pedestrian entrance and at the other, the rear pedestrian entrance.

The parking areas are open to the outdoors on all levels and there is no roof over the top parking level, though thick, waist-high concrete walls block cars from simply driving off the edges. Even for large vehicles travelling at high speeds, it will prove almost impossible to crash through one of these walls.

At the bottom of the ramp, on the exit side, two small booths contain attendants who collect parking fees from outgoing automobiles. Each booth has a drop arm that prevents cars from proceeding out of the ramp until the fee is paid.

Getting In

Driving your car in is as simple as pushing a round green button ("Push For Ticket"), waiting for the arm to swing up, and driving in. It would also be relatively simple to drive your car through the arm and break it off.

Pedestrian entrances are not gated or blocked in any way. It would be a relatively simple feat to climb up the side of the building and gain direct access to one of the higher levels, but considering the ease of access to the stairwells and elevators, one's motivation for doing so would have to be pretty bizarre.

Why It's In Your Game

- The characters have to park somewhere.
- It's a crime scene the police officers in the party are investigating.
- One of the elevators leads to the Netherworld.
- The characters have to make a dead drop for someone who doesn't trust them. Their instructions are to put the item in question in the trunk of a Buick parked on the top level.

Look! I Found A...

- Whole bunch of cars.
- Cup of coffee sitting in an empty stall where a departing motorist left it on accident. Still piping hot!
- Empty container for motor oil.
- Automatic handgun with the serial numbers filed off, wrapped in a gas rag, sitting in a garbage bin that's otherwise empty.
- Phone number scribbled on the wall in permanent marker. Apparently "Juicy Lucy" is willing to do just about anything for twenty bucks.

Cool T.T.C.H.:

- One of the characters notices that a nearby car's trunk is slightly ajar and the smell nearby ain't so good. There's a dead body inside.
- A group of the characters' enemies trail them here, waits for them to get into the elevator,



then cuts the power, pries open the doors for the level above them, and makes like shooting fish in a barrel.

- The characters do something blatantly illegal, then notice there's a guy on the other side of the parking level munching a sandwich in the driver's seat of his Grand Am. Did he see anything?
- If (when) a fight breaks out, there's a handyman's pickup truck nearby. The bed is full of flammable spirits, power tools, and tall ladders.
- Someone in a sports car exceeds the posted speed limit (15 kph) by about seven times. Massive property damage ensues.
- You can't bring a truck with more than six feet of clearance above level three. Someone traveling at high speeds in a truck more than six feet high finds out that it's much easier to violate the local gun laws than the laws of physics.
- One of those car-towing trucks that consists of a shelf that inclines so a car can be winched up

Parking Attendant

Sample Dialog: "Feel free. Look under the seat. I got all day."

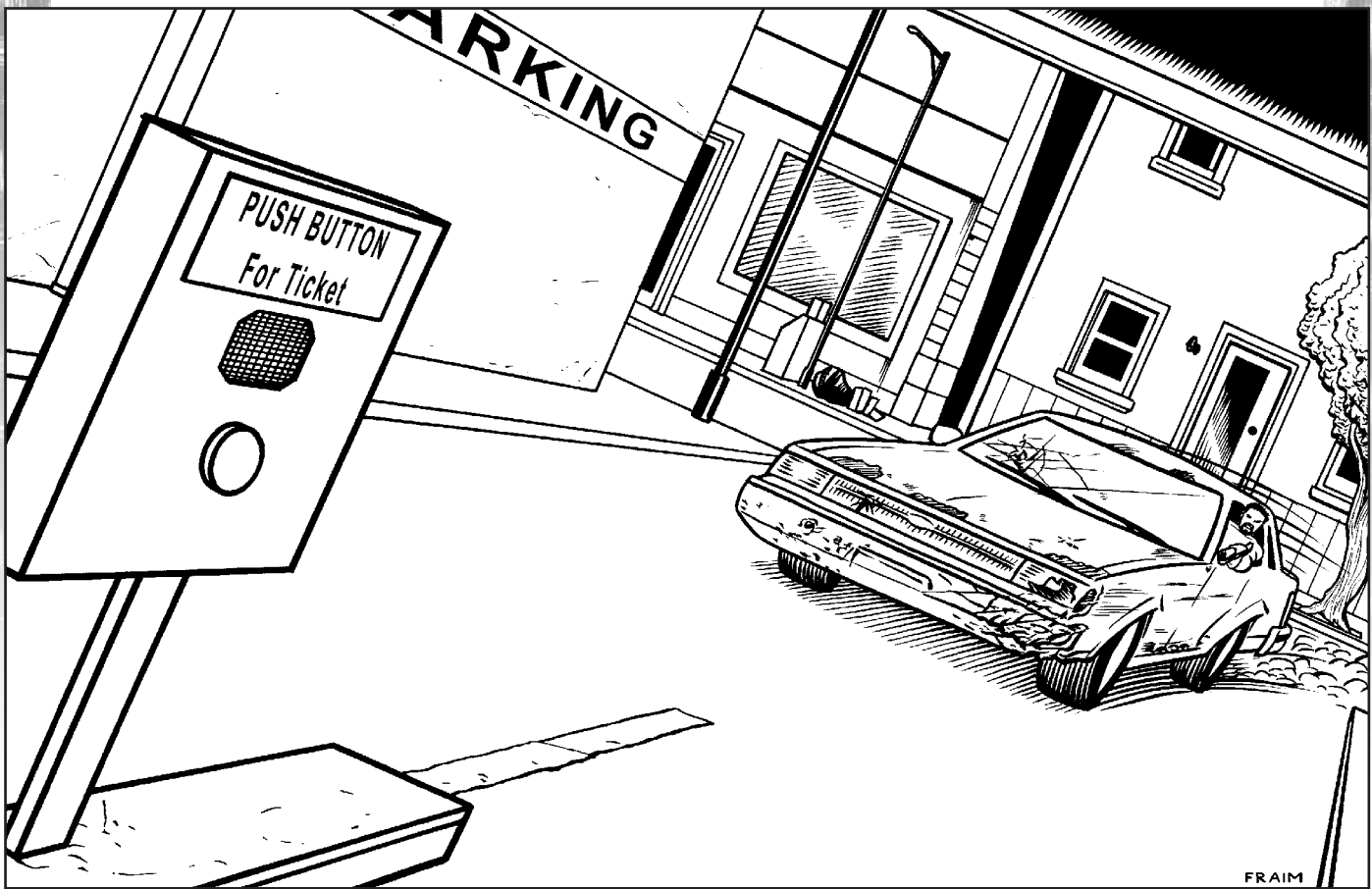
Attributes: Bod 4, Chi 1, Mnd 4, Ref 4

Skills: Martial Arts 2, Info/Comic Books 5

Weapons: punch (5), kick (6)

on the back is parked up on the roof with its ramp in the inclined position. That would make a pretty good jump. Of course, you'd have to be going pretty fast (and have a death wish, natch) to get up the speed necessary to make it to the parking garage on the other side of the street.

- Upon preparing to leave the structure, the most anal retentive character in the party discovers his parking ticket is lost. Signs on the structure clearly indicate that lost tickets will result in the full 24 hour parking fee being charged.



Public Park

What It Is: A single square block of green grass and trees in an otherwise built-up neighborhood.

Where It's At: A downtown or residential area.

Outside

"Block" isn't just a clever name — the park is a square. In a downtown area, the streets that surround the park are busy all the time and cars are parked at meters all the way around. In a residential area, it's probably more safe (though not entirely safe — where'd be the fun in that?) for little Jimmy to chase his frisbee out into the street. Sidewalks run all the way around the perimeter just inside the street. Straight pathways connect opposite corners of the block, crossing each other at the center where a fountain commemorating the community's fallen soldiers spurts water into the air day and night.

Copious deciduous trees make the entire park shady, with the exception of the fountain at the center. Picnic tables made of concrete and bolted to the ground are sprinkled liberally throughout the park, as are concrete benches in a similar style. There are also heavy-duty grills for public use, though the grilling surfaces are completely encrusted with decades of meat drippings. Grills are set in concrete blocks to prevent their theft. In less stellar neighborhoods, or in downtown areas with little police presence, everything is covered with graffiti.

A playground area is typically crawling with kids, and is surrounded by benches so their parents can keep a close eye out. The whole of the playground area has sand underfoot. Play equipment includes several slides, a bank of swings (including one of those horizontal tire swings that spins really fast and makes you want to barf), a merry-go-round, sliding poles, balance beams, and copious structures to climb around on.

During daylight hours, the park is open and full pretty much all the time. In downtown areas, the place is absolutely packed during lunch hour. During a typical day, the park is used by morning joggers, kids playing, work-a-dayers eating bag lunches, couples strolling and gazing deeply into each others' eyes, political activists handing out pamphlets, homeless folks sleeping on ratty towels and blankets with all their possessions close at hand, and numerous others.

After the sun goes down, the place is officially closed by city ordinance and so becomes more or

less deserted, as there are no lights in the park proper. Young punks and horny teenagers can typically be found in pairs or small groups, but don't generally harass passersby.

Why It's In Your Game

- It's across the streets from a character's apartment building.
- All the twitchy informants want to meet in public places these days.
- One of the characters is part of a Tai Chi group that meets in the park every morning to go through their movements.
- It's a great place to eat lunch.

Look! I Found A...

- Suicide note with no corresponding dead body. Is there still time to save "Jill," the name with which this letter is signed? Are there enough clues in the note to locate her?
- Dead squirrel, half-eaten by maggots.
- Pamphlet espousing the virtues of the Church of Scientology.
- Used condom.
- Rusty pocketknife.
- Half empty can of red spray paint. It is a misdemeanor to be caught in the park with spray paint and the intent to use it.
- Little kid, crying, trailing snot, encrusted with sand, who has lost his mommy.

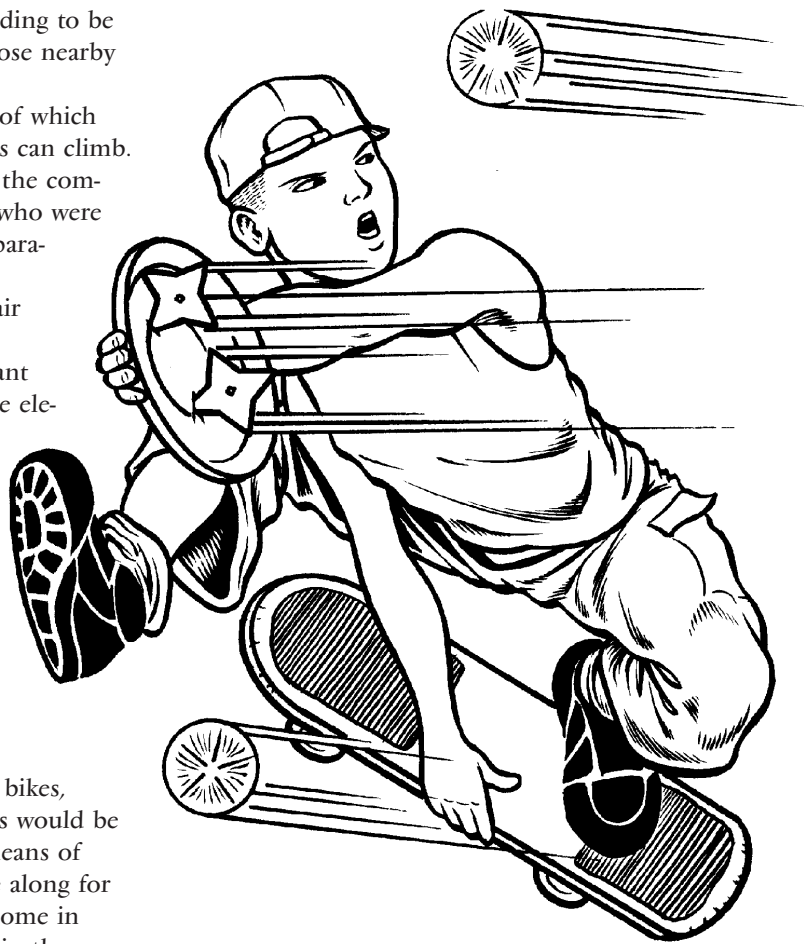
Cool T.T.C.H.:

- A huge family of immigrants who don't speak the local language very well are having a reunion replete with banners, crepe paper, and cooking meat. If (when) the fight breaks out, they're baffled as to what's going on. Is this some local custom with which they're not familiar? Should they join in?
- If (when) a fight breaks out, the head of the community watch attempts to intervene peacefully to end the altercation. He's attended just



enough seminars on community building to be an absolute hazard to himself and those nearby in such a dangerous situation.

- The fight moves into the trees, most of which have large, sturdy limbs that even kids can climb. As the fight moves from tree to tree, the combatants encounter a pair of children who were playing at being ewoks and are now paralyzed with fear.
- Someone grabs a frisbee out of mid-air and uses it to parry an attack.
- An errant bullet takes out an important piece of the fountain's nozzle and the elegant arc of water becomes a horizontal torrent which quickly floods the central area of the park.
- The fight moves perilously close to the playground, and a dozen or more kids are put in jeopardy. Or, worse, a particularly evil or desperate enemy takes a pair of children hostage. (If you take two hostages, you can kill one to prove that you're serious.)
- A group of teenagers doing tricks on bikes, skateboards, rollerblades, and scooters would be only too happy to contribute their means of transport to a chase if they can come along for the excitement. And they'll actually come in handy — they know all the shortcuts in the neighborhood.



Parent

Sample Dialog: "Jun Kim! Stay away from that!"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 4, Info/All Conceivable Sources of Danger to Children 5

Weapons: punch (6), kick (7)

Kid

Sample Dialog: "Mista! Hey, Mista!"

Attributes: Bod 2, Chi 1 (Fortune 5), Mnd 2, Ref 2

Skills: Martial Arts 1

Weapons: punch (3), kick (4)

Community Watch Captain

Sample Dialog: "New to the neighborhood? We have a few community guidelines..."

Attributes: Bod 5, Chi 2, Mnd 6, Ref 4

Skills: Martial Arts 5, Leadership 6

Weapons: punch (6), kick (7)

Seedy Bar

What It Is: A dingy place where a handful of regulars get soused night after night after night.

Where It's At: Seedy bars are found in seedy neighborhoods, naturally.

Outside

From the outside, the building is a solid single-story brick box with a flat tar roof. The bricks have seen better days and the place is covered with graffiti. There's a solid door in front and a solid door in back. Both hang open during business hours. Both can be covered with sturdy iron grates when the place is closed.

It's a piece of cake to get up on the roof by leaping from an adjacent building or climbing on top of the dumpster in back and from there to the roof. Sadly, getting on the roof is not particularly useful. The only features other than a few vents and stacks — all too small to admit even a scrappy kid — are a bird's nest and an old ten-speed bike that's missing its front wheel. (No, I don't have any idea what it's doing up there, either.)

The bar's name is painted on a piece of plywood which is bolted to the building above the door. Seedy bars are never named after anything other than the proprietor (Feng's, Moe's, Sharky's, Pengshang's) or the bar's physical location (The 34th Street Bar, The Beachfront Bar, The Crenshaw Bar). Why? Search me, but it's true nonetheless.

Inside

From the inside, the building is a single room whose dimensions are exactly the same as they were on the outside, minus the width of the brickwork. There's no back room, no kitchen, no office, and no non-smoking section. There's not even a bathroom. There *is* a not-yet-installed toilet and pile of cinderblocks in one corner, as if they intend to install a bathroom one of these days but haven't gotten around to it yet. The thick layer of dust on the building materials suggests one would be best off not holding one's breath — or, rather, crossing one's legs — and waiting for the bathroom to be built.

A bar runs the length of the building on one wall. Behind the bar is an astounding array of liquor bottles three shelves deep. Even so, it's impossible to order frou-frou drinks here. The owner doesn't

make daiquiris, doesn't stock liqueurs, and will kick your ass if you ask for a twist of anything. A shelf above the bar supports an astounding array of empty beer bottles. The bar does not actually *stock* any of these beers, of course. The bar only stocks a single macro-brew and its "light" counterpart.

The wall opposite the bar has a pool table, dart board, juke box, pay phone, and two extremely old pinball machines. There are a few tables in the corners, but these are rarely used.

The walls are covered with everything: neon beer signs, Polaroids of bar patrons, Christmas lights, parking signs, stains better left unidentified, dents the size of fists and heads, and phone numbers written directly on the wall.

Finally, there are patrons. Naturally, as this is a seedy bar in a seedy neighborhood, the patrons are also seedy. They have come here to drink. Things which prevent them from drinking make them angry. They could give a shit about things which do not prevent them from drinking.

The bartender/owner/proprietor is a crusty bastard who'd as soon ignore you as serve you a drink. He speaks in mono-syllables and has a wooden leg.

Getting In

During operating hours, you walk in the door, front or back. Both hang open because there's no air conditioning and the circulation is atrocious. Outside operating hours, you have to pick the lock on the metal grate (Intrusion task, Difficulty 7) and then pick the lock on the door (Intrusion task, Difficulty 5). Alternatively, you can rip the grate off its fixtures (Strength task, Difficulty 10) and then bust down the door (Strength task, Difficulty 7).

Why It's In Your Game

- The characters are itching for a fight. With anybody. Over anything.
- The characters need to meet a guy who knows a guy. The guy in question is a regular here, or owns the place.
- One of the characters is a drunken master who needs to get fortified.



- The characters need to make an exchange with an opposing party, and need a neutral – and populated – location.
- “Hey, where’d the scrappy kid go?”

Look! I Found A...

- Typical barroom improvised weapon: heavy stein, beer bottle, tap handle, bartender’s wooden leg (all these are Damage: Strength +1), pool cue, chair, bar stool, coat rack, wall sign, cash drawer (all these are Damage: Strength +2), and so on.
- Yellowed Polaroid on the wall of some guy with two hookers sitting on his lap. Hey, is that the mayor? Bet he wouldn’t like to see *that* in the paper.
- Hose, coiled up in the corner. Yes, attached to a tap. Used to spray down the floors once a month. It’s impossible to get enough pressure to use the stream of water as anything more than an irritation.
- Sticky spot on a bar stool. (Best found *before* sitting down.)
- Hollow brick that slides out of the wall and contains a big stash of drugs.
- Phonebook that’s been hollowed out and conceals a .357 revolver (11/3/6). Found behind the bar.

Cool T.T.C.H.:

- The pay phone rings. The regulars are completely freaked out – the phone was disconnected three years ago. It’s a strange supernatural entity related to the current scenario, calling for one of the characters.
- There’s no bathroom, but that doesn’t mean the regulars have bladders of steel. Everyone urinates in a ten gallon barrel out back. One of the characters insults or humiliates a regular; said regular storms out in a huff. He’s gone just long enough for the character to forget him and move on to the next item of business, at which point the regular returns with the piss barrel and dumps it over the character’s head. The rest of the regulars howl with laughter. Presumably, a fight breaks out.
- Someone heaves the not-yet-installed toilet across the room.
- If (when) a fight breaks out, the police arrive. But these are not the benevolent police who keep the peace. These are the crooked police

Proprietor

Sample Dialog: [chew, spit] “Come again?” [squint]

Attributes: Bod 4, Chi 0, Mnd 5, Ref 4

Skills: Guns 6, Info/Neighborhood 12

Weapons: punch (5), kick (6)

Regular

Sample Dialog: “Shut up.”

Attributes: Bod 6, Chi 0, Mnd 3, Ref 5

Skills: Martial Arts 6, Guns 6, Info/Neighborhood 9

Weapons: punch (7), kick (8)

Enormous Regular Who Doesn’t Say Much But is Quick to Anger

Sample Dialog: [grunt]

Attributes: Bod 10, Chi 0, Mnd 2, Ref 5

Skills: Martial Arts 12

Weapons: punch (11), kick (12)

who are friendly with the regulars and/or extort the owner for protection money. They are very angry with violent interlopers.

- The bar itself is not permanently attached to anything. Two extremely strong characters could pick it up – one on each end – and use it to clear a wide swath or pin a group of people to one of the walls.
- Someone gets thrown into the jukebox which begins to play thrashing fight music, “Happy Birthday,” or any other song that you, as GM, want to play really loud at this point in the game session. If the person thrown into the juke box was the last standing member of the other side, Queen’s “We Are the Champions” is also a fine choice.
- All the obvious bar fight staples: somebody slides the length of the bar on his face, somebody gets thrown into the shelf of liquor bottles, said liquor bottles catch fire, someone gets thrown into the pinball machines, one of the neon signs gets destroyed and throws off sparks, the juke box gets tipped over – you’ve seen all this before, right?

Supermarket

What It Is: A family-owned place to buy the raw materials of cooking.

Where It's At: Anywhere.

Outside

Located on the corner of the block with heavy foot traffic, the entire front of the store is full of fresh produce in wooden crates that can be perused from the sidewalk. Employees keep a close eye on shoppers and have a close relationship with the local cops. Shoplifters can expect to be made aggressively unwelcome. In the morning, the store sells donuts, coffee, and cigarettes from a small cart on the sidewalk.

They alley behind the store is crowded with pallets, dumpsters, boxes, cans, and the other detritus of the grocery business. More often than not there's a small truck backed up to the loading dock and another waiting in the street to take its place when it has been unloaded.

There are a couple of coin-operated riding toys for kids just outside the exit door: a little merry-go-round and a horse that bounces up and down.

At night, the produce is pulled back a few feet and metal doors roll down from fixtures and lock the place up tight. The metal doors are covered with graffiti, most of which identifies the gang to which the owners pay monthly protection money.

Inside

Eight foot shelves fill the entire store. Boxes are stacked to the ceiling atop every shelving unit. The aisles between shelves are barely wide enough to allow the passage of a single cart. Food in cans, boxes, jars, and bins is crowded into every available bit of shelf space.

In addition to all the produce out front, the supermarket has its own small butcher shop featuring fresh cuts of a variety of meats and a deli area with fresh sandwiches daily.

There's not much storage area in back — most of the surplus that won't fit on the shelves is stacked up above them, as described above. The back room contains the small butchering area, as well as an even smaller office whose door can barely be opened because of all the files and paper stacked on every

Stock Boy

Sample Dialog: "Noodles? Aisle seven."

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 5, Info/Where Stuff Is 12

Weapons: punch (6), kick (7)

Shopper

Sample Dialog: "Is this *actually* brown sugar, or did they just spray regular sugar with molasses?"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 3

Weapons: punch (6), kick (7)

available surface. The safe is located in there somewhere.

All of the employees are members of the same extended family, and look pretty much alike. They know all of the people who live and work in the neighborhood, and still let regulars buy groceries on account, just like the good old days.

Getting In

During the day, you walk right in the front. At night, the padlocks that hold the metal doors down can be picked (Intrusion task, Difficulty 7), but opening the doors is a screeching procedure that will alert the whole neighborhood. The small door on the loading dock is a better bet when gaining access after hours. Picking the lock is pointless, as the door is barred from the inside, but a Strength task, Difficulty 10, will rip the barring fixtures out of place.

Why It's In Your Game

- Everybody's gotta eat.



Look! I Found A...

- Can of food. Take your pick from black beans, water chestnuts, creamed corn, tomato soup, artichoke hearts, frozen juice concentrate, asparagus, or anything else you can think of.
- Coupon for something you'd never buy in a million years. Like yams.
- Bottle of that special beverage your mother used to buy for you when you had an upset tummy, but which you haven't been able to find in any store no matter how long you looked since she passed away. The memories — and tears — flood back.
- Local thug extorting the aging owner of the store for more protection money to cover his gambling debts.
- Two for one sale on pointy barbecue forks (Damage: Strength +1).
- Punk kid slipping a bottle of cooking wine under his jacket with obvious intent to shoplift.

Cool T.T.C.H.:

- The crazy uncle who does butcher duty never really recovered from the head wound he incurred during his soldiering stint. If (when) a fight breaks out, he disappears into the woodwork, leaping out behind lone combatants — either side, all he knows is that his place of business is under attack — and attacking with surprising stealth and skill. And before the ambushee can turn around, the crazy uncle is gone.
- A rain of automatic gunfire which misses its intended target does a number on a shelf of bottles and cans containing liquid under pressure.

Gangster

Sample Dialog: "I'd bash up a different store if I was you."

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 6, Guns 6

Weapons: punch (7), kick (8), Browning Hi-Power (10/2/13+1)

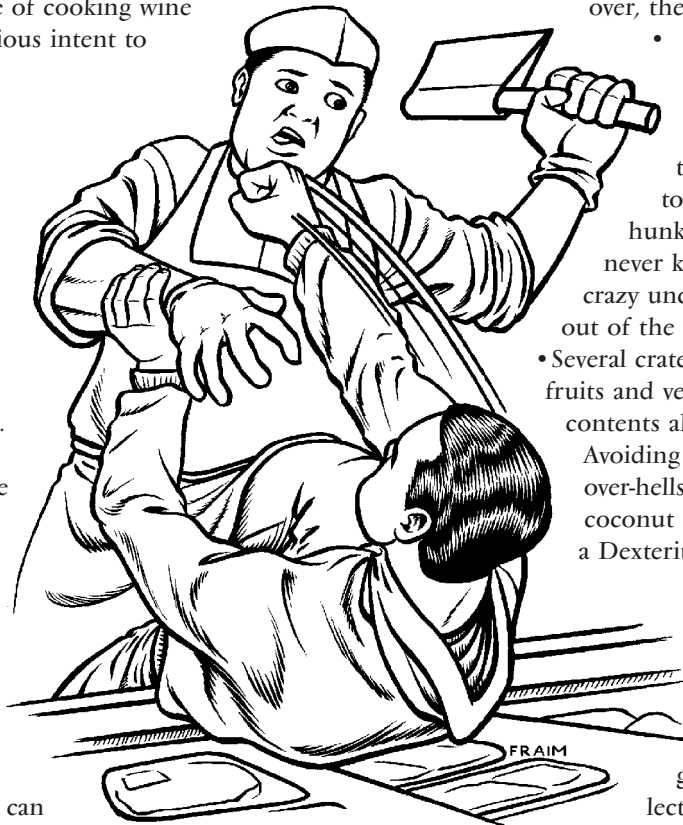
Crazy Uncle Butcher

Sample Dialog: "Not! In! My! Store!"

Attributes: Bod 7, Chi 5, Mnd 4, Ref 7

Skills: Martial Arts 12, Guns 9, Intrusion 13

Weapons: punch (8), kick (9), butcher knife (10)



- If (when) one of the shelving units goes over, they all go over.

- Combatants in back should beware of standing too close to the band saw used to chop down frozen hunks of meat. You never know when that crazy uncle is going to jump out of the woodwork again.

- Several crates of resilient round fruits and vegetables spill their contents all over the floor.

Avoiding a predictable head-over-hells pratfall on a coconut or avocado requires a Dexterity task, Difficulty 3, every time a moving action is attempted.

- If (when) a fight breaks out, a handful of the gangsters who collect protection money

from the owners actually

show up to do some protection. GMs who are feeling particularly nasty should feel free to toss in some named leadership.

Trendy Restaurant

What It Is: A hip place to have a drink, catch a bite, and be seen near the beautiful people.

Where It's At: In a trendy part of downtown.

Outside

Located on the ground floor of a much larger building — an office tower, retail center, or the like — the restaurant has a glass front that spills into an outdoor seating area. The tables and chairs in this seating area are blocked off from the sidewalk by a waist-high wrought iron railing. On cold nights, outdoor heating units are set up to keep diners warm.

Inside

Inside, the waiting area and bar area overlap. The wall behind the long bar houses a giant aquarium where colorful tropical fish swim through a Technicolor seascape. Small standing-height tables dot the area, though on crowded nights, table and bar spots are hard to come by.

The dining area, decorated with dark wood, dim lights, and a plethora of tropical plants, is subdivided into small dining areas of 3-5 tables each; there are nearly a dozen of these nooks. A single private dining room is also available, typically hired out for special events. The arrangement of the nooks within the dining area and the way the contours of the restaurant are broken up by large potted trees has caused more than one diner to get lost on the way to the restroom.

The various nooks have names, though none are labeled with anything so gauche as a sign. It's an indicator of hipness to know the various rooms' names and ask for one specifically when making a reservation. There is a definite hierarchy, and getting a reservation in the classier areas on anything other than Tuesday afternoon requires connections and/or a hundred dollar bill slipped to the *maitre d'*.

The kitchen is a tangle of irritable chefs and their flunkies, all of whom spend a great deal of time yelling at each other over the continuous clanging of pots and pans. Puffs of flame shoot into the air at regular intervals. The floor is covered with a network of rubber mats designed to prevent slipping. Stepping off the mats — which don't cover the entire floor — is not advised as the floor is dangerously slick.

Finally, the restrooms are tastefully decorated. It is absolutely impossible to avoid assistance from the attendants, who have perfected a belittling, haughty look they're not afraid to use when a patron fails to tip.

Getting In

The restaurant can be entered either through a door off the street, a door from the inside of the host building, a door that connects the main restaurant to the outside seating area, or through the delivery door on the side alley.

After closing, all doors are locked. There is no security guard other than the guard who sits at the information desk in the host building. Those with no fear could gain entry by breaking through the thick front glass wall (Strength task, Difficulty 7), and those who want to be a little more stealthy might try to pick the lock on the delivery door (Intrusion task, Difficulty 7).

Why It's In Your Game

- The characters are trendy, and want to go to a restaurant.
- The characters are shadowing a suave criminal mastermind who frequents places like this. Comedy ensues when low-life characters in highbrow disguise try to observe etiquette.
- The *maitre d'* is a veritable fountain of gossip and insider information on the wealthy and powerful people who dine here. A few Benjamins grease the wheels quite nicely.
- The characters are involved in a car chase. One of the drivers fails a roll spectacularly and his car flies over the curb, into the outdoor dining area, and through the glass wall out front. The car comes to a rest against the bar.

Look! I Found A...

- Tasteful book of matches with the restaurant's equally tasteful logo embossed on the outside. The inside cover of a book of matches is a great



place for an address to have been hastily scribbled. What's going down at that address? The GM only knows...

- Little wooden box with four premium quality steak knives inside, sharpened to within an inch of their lives (Damage: Strength +2).
- Miniature (but functional) table hibachi used to serve kabob appetizers.
- Aloe plant. Very soothing on light burns and scrapes.
- Eighteen-inch pepper grinder (Damage: Strength +1).

Cool T.T.C.H.:

- If (when) a fight breaks out, the *maitre d'* turns things to his advantage, offering tactical advice based on his intimate knowledge of the restaurant's layout to anyone with a hundred dollar bill.
- The outdoor heating units are hooded poles about seven feet tall. Flames leap out of the heating elements at the top; propane tanks are concealed in the heavy bases. These make great flaming battering rams, save that propane tanks have a tendency to explode when mistreated.
- Someone is thrown into the fish tank, which shatters. Water rushes all over everything. Scrappy kids and other bleeding hearts see happy little fish suffocating all around them, flopping around on the floors. Style points for saving fish in water-filled cocktail glasses while beating up the bad guys.
- The desert cart has wheels, and is pretty sturdy. The predictable stuntwork ensues.

Building Security

Sample Dialog: "I just started here last week, but I'm pretty sure you're not supposed to be in there."

Attributes: Bod 6, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 6

Weapons: punch (7), kick (8), baton (7)

Waitron

Sample Dialog: "Would monsieur and madam care to see a wine list?"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 5, Info/Food Etiquette 12, Info/High Society 5

Weapons: punch (6), kick (7)

Patron

Sample Dialog: "Hey baby, what's your sign?"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 5

Skills: Martial Arts 5

Weapons: punch (6), kick (7)

- A stupid abomination or supernatural creature, or character with a particularly low Fortune score, gets lost in the maze-like dining area and can't find his way out. No matter which way he turns, he can't seem to arrive at his destination (whatever that may be).

Warehouse

What It Is: A large, boxy building where things are stored.

Where It's At: A seedy part of town where blue collar types labor for chicken scratch and unions are promptly busted up.

Outside

A cavernous, hanger-like building as big as a football field, twenty meters high. Exterior walls are cinder block with a thin layer of plaster and even thinner layer of chipped and peeling paint. On top, the roof — made of corrugated metal sheets — slopes gently to a peak that runs the length of the building. Ventilation equipment dots the roof at regular intervals.

Inside

On the inside, the building's walls are uncovered, unpainted cinder blocks. There are no interior walls subdividing the building into rooms. Rafters and vents hang out in the open, filling the five meters or so directly beneath the roof with a maze of opportunities for aerial stunt work. Fluorescent lights hang from the beams throughout the warehouse and provide unhealthy light.

The floor is a slab of concrete many meters thick. Heavy grates cover drains which empty directly into the sewers.

Getting In

A bank of truck-sized doors that retract upwards by rope are locked by kick-bolts near the floor on the inside. A number of person-sized doors, scattered around the place, have run-of-the-mill knob and deadbolt locks which take standard keys. A contortionist or scrappy kid might be able to wiggle through one of the ventilation shafts from the roof, or up through the sewers, to gain access. Windows? Get real.

What's Inside

Enormous shelving units large enough to hold shipping pallets stacked four or five high are laid

out on the warehouse floor in long rows. These shelves hold pallets (which can only be moved from the second and higher shelves using forklifts) which are in turn loaded down with crates and boxes. Some crates and boxes no doubt contain smaller crates and boxes, *ad infinitum*, until it stops being funny.

In one corner of the warehouse is a small office area containing old, beat-up office equipment: metal desks, chairs with rollers, filing cabinets, a phone, a fax machine, and so on. The office is not separated from the rest of the warehouse by interior walls.

There are a handful of forklifts and pallet jacks scattered through the warehouse. There may be one or more trucks backed up to the loading doors. They might be empty, or might be partially or completely loaded with cargo of some sort. GM's option.

There are three intended-for-outdoor-use port-potties in a row in one corner of the warehouse. That's probably not legal or sanitary. It certainly doesn't smell very good.

Why It's In Your Game

- The characters are looking for a McGuffin relevant to the current scenario and have reason to believe it can be found here.
- The characters are looking to steal something made by the company that owns the warehouse.
- The characters are being pursued and they duck into the first building they see.
- The characters need to find a place that's big enough to conceal a vehicle they don't want anyone to find.
- The characters are looking for a blue-collar someone — a witness to a crime, a friend of a friend, a guy who knows the neighborhood, etc.

Look! I Found A...

- Safety-blade, used to open cartons without damaging the user or contents (Damage: Strength -1).
- Roll of tape, in one of about a million varieties — clear, opaque, semi-opaque; easy-tear, indestructible; for packing, for duct repair, for tying up mooks; etc.



- Screwdriver, flat-bladed, of huge size, used to maintain the forklifts (Damage: Strength +2).
- Canister of compressed gas, used to power the forklifts. This one isn't attached to a forklift at the moment. It may be full or empty, but there's no way to tell by looking at it.
- Box, containing just about anything — plastic toys, circuit boards, packing peanuts, cheap watches, novelty t-shirts, snow globes, office paper, displays of *On the Edge* cards, "Barrel o' Monkeys" games, etc.
- Stash of pornographic magazines, hidden underneath one of the giant shelving units by an enterprising security guard who didn't want his wife to find it at his house.

Cool T.T.C.H.

- Someone boards a forklift and crashes it into desks and filing cabinets in the office area while trying to run over foes. Or, worse yet, crashes it into one or more of the port-o-potties while trying to do the same. A forklift payload could be used to shield the driver from gunfire while pursuing foes. Of course, that would also make it difficult for the driver to see where he's going. Hey, life's about trade-offs.
- Someone hides in the rafters with a sniper rifle and picks off his opponents. "Where's the sniper? *Where's the sniper!?*"
- The trucks are supposed to be backed up to the loading docks and parked outside, but it might be possible to get a truck inside the warehouse. The aisles between the shelving are too narrow for a truck, though, so anyone driving a truck around inside would make a big mess.
- One shelving unit topples into another shelving unit, which topples into another shelving unit, which topples into another shelving unit, which topples...

Warehouse Workers

Sample Dialog: "Union? We ain't got no stinking union."

Attributes: Bod 5, Chi 0, Mnd 3, Ref 4

Skills: Martial Arts 5, Info/Where Stuff Is in the Warehouse 5

Weapons: punch (6), kick (7)

Night Security Guard

Sample Dialog: "Hey! Who's there?"

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 7, Guns 7

Weapons: punch (6), kick (7), baton (8), Makarov (10/2/8+1)

- Someone lights a cigarette near a stack of pallets labeled "Extremely Flammable."
- Everybody thought the warehouse was empty, but there's a drunk, passed-out manager sleeping it off inside one of the port-o-potties. He emerges (voluntarily or otherwise) and hilarity ensues.
- Some of the pallet shelves are empty and can easily support human combatants. A multi-level melee ensues. Those with firearms can shoot through the plywood that makes up the shelves themselves, at combatants either above or below them. Of course, they can't see exactly where their targets are, but that just makes it more fun.
- Someone jumps from the top of a shelving unit to the rafters, but can't quite pull himself up. He's left hanging in the open when the shelving unit below him topples over.

Everywhere Else

Because this book has a finite number of pages, and the number of places where a fight could happen is essentially infinite, the following lists are provided to take up a little bit of the slack in between. Each section is broken down into sub-categories for your convenience.

Look! I Found A...

Improvised Weaponry

Damage equals Strength plus the number of asterisks.

- Pair of knitting needles.*
- Fist-sized stone with the word "INSPIRATION" etched into it.*
- Tire iron.**
- Baseball bat.***
- Length of chain.*
- Fifty-pound bag of rock salt.**
- Maglite.*
- Hammer.*
- Pipe wrench.*
- Lead crystal serving platter.*
- Bass guitar.**
- Political yard sign for a candidate endorsed by the Policemens' Benevolence Society.*
- Frying pan.*
- Length of rope tied to a barbell weight.**
- Broken bottle.**
- Menorah.*
- Empty beer keg.**
- Fire extinguisher.**
- Mop.**
- Lamp (table or floor, your choice).*/**
- Plank.**
- Electrical carving knife.**

Clues

- Pocket computer. It's password protected (Fix-It task, Difficulty 7 to crack), but contains important information relevant to the matter at hand.
- Newspaper with an address scribbled next to the masthead.
- Post-it note stuck to the underside of something, out of sight. "Password: Mantis" is written on it.
- Racing form. One page is dog-eared. When the names of the horses on that page are read in

the order of increasing odds to win, a bizarre but strangely compelling prophecy results.

- Wallet containing picture identification.
- Packet of surveillance photographs of a man in a business suit who consorts with a wide variety of shady-looking characters.
- Tattoo.
- Compact disc. The computer files on it are garbage, and the music is worse, but an important clue has been written in very smaller letters on the underside of the disc, toward the center.
- Dense legal brief.
- Obituary section of the newspaper with the words "You're Next" scrawled across the page in black marker.
- Ransom demand comprised of cut-out letters from magazines and newspapers.
- Telephone book with a strange series of page numbers highlighted.
- Piece of paper currency with a web site address written along the edge.
- Photo of two lovers.

Miscellaneous

- A gun. That turns out to be a squirt gun. That turns out to be filled with gasoline.
- Paperback book with the last three pages torn out. It's very unlikely that a character who begins reading it will notice that the final pages are gone until he gets to them. A complete copy of the book is infuriatingly difficult to find in bookstores.
- Permanent marker.
- Religious tract.
- Waffle iron, with waffles inside.
- Pack of playing cards that are virtually indestructible.
- Tube of superglue.
- Stuffed toy that squeaks when you squeeze it.
- Rolled up Persian rug.
- Computer joystick.
- Costume jewelry.
- Paper bag containing a bottle of homemade moonshine.



Cool T.T.C.H.:

The Mook Goes Down...

- ... in traffic and is immediately run over by a bus.
- ... and, with his last stumble, falls out of a window.
- ... on top of the scrappy kid.
- ... and spills something flammable.
- ... and lands in a comfortable chair, appearing for all the world like he's just sleeping.
- ... head first into a garbage can.
- ... and rips down a string of Christmas lights while he goes.
- ... and his wig falls off! He was not who he appeared to be!
- ... and his named leader says it's no big loss.
- ... on top of a rake, which launches itself at the character who did the damage.
- ... and falls into a neon sign.
- ... and his comrades redouble their efforts, as he was their unofficial mascot.
- ... and his pet ferret pokes its nose out of the interior pocket of his jacket.
- ... into a puddle of water, which splashes onto a low-Fortune character's impeccably clean suit.
- ... after saying something that makes no sense at all, like "All Your Base Are Belong To Us."

A Character Fumbles a Martial Arts Attack...

- ... because his foot is stuck under a root.
- ... and rips his custom-tailored suit.

- ... and momentarily blinds himself.
- ... because he's distracted by a member of the opposite sex.
- ... and his weapon shatters into a million pieces.
- ... because he has a sudden flashback to his master telling him to never, ever use the move he was about to use.

A Character Fumbles a Guns Attack...

- ... and the magazine falls out the bottom of his gun.
- ... and the slide leaps off the top of his automatic pistol.
- ... and his shirt gets caught on the trigger guard.
- ... and the safety gets stuck on.
- ... and his finger gets stuck in the barrel.
- ... and drops the gun into an open sewer grate.
- ... and shoots himself in the foot.
- ... and accidentally shoots an innocent bystander.

A Character Fumbles a Driving Roll...

- ... and drives into a fruit cart.
- ... and the scrappy kid goes flying out the window.
- ... and the steering wheel comes off in his hands.
- ... and plows into an innocent bystander.
- ... and winds up in the lobby of a nearby building.
- ... and gets his cuff caught on the seat adjustment lever.

Sample Action Difficulties

Difficulty	Action Description	Action Examples
0	too easy to bother rolling for	walking, breathing, watching TV
3	simple	personal grooming, cleaning a gun, making cookies
5	a little tricky	ducking a falling object, sneaking up on the average person, punching an alert average person
7	tricky	picking a basic lock, repairing a computer, trailing a wary individual
10	tough	picking a sophisticated lock, sneaking up on a trained guard, outrunning an attack dog
15	real tough	hiding in a brightly-lit area, safely leaping from a speeding car, intimidating an undead monster
20	forget it	deflecting bullets with a sword, leaping fifteen feet straight up, defusing a missile while riding it
25	two words: im possible!	walking along a trail of bullets, punching right through one foe to hit another, leaping the Grand Canyon

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Lifting Stuff

Example	Mass	Difficulty
average person	50kg	5
piano	250kg	14
compact car	1000kg	16
van	2000kg	20
semi truck	3000kg	27

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Throwing Stuff

Type of Stuff	Penalty
bar bells	-3
book shelves	-3
large dog	-2
parking meter	-3
TV set	-2
wooden chair	-1
wooden table	-2

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Knowledge Checks

Obscurity of Information	Difficulty
basic	Automatic
intermediate	5
advanced	10
exceedingly obscure	15

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Skill List

Agility	Intelligence	Manual Dexterity
Intrusion (p. 56)	Info (p. 56)	Driving (p. 54)
Martial Arts (p. 57)	Journalism (p. 57)	Guns (p. 55)
	Medicine (p. 58)	Sabotage (p. 58)
Charisma	Magic	Perception
Deceit (p. 53)	Arcanowave Device (p. 53)	Detective (p. 53)
Intimidation (p. 56)	Creature Powers (p. 53)	Fix-It (p. 54)
Leadership (p. 57)	Medicine (p. 58)	Police (p. 58)
Seduction (p. 59)	Sorcery (p. 59)	
Fortune		
Gambling (p. 59)		

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Contacts Checks

Current Location	Difficulty Modifier*
crawling with appropriate types	-5
average distribution of appropriate types	+5
appropriate types are rare	+10
Degree of Specialization Required	Difficulty Modifier*
Any	0
Certain subskill or credentials	+5
Rare subskill or credentials, or particular person	+10
Extremely rare subskill or credentials, or particular and reclusive person	+15

* These two Difficulty Modifiers are summed for the contacts check Difficulty. p. 48

Sample Difficulties for Non-Combat Stunts

Sample Stunt	Difficulty
barefoot water-skiing	5
dodge explosion by doing head-first long jump	10
hang onto bottom of speeding sports car	10
hang onto edge of cliff with fingertips	12
Hang onto wing of airborne plane	10
jump vertically more than 1 meter	+9/meter
jump horizontally more than 2 meters	+6/meter
lay flat on road to avoid being run over by truck	10
lay flat on train tracks to avoid being run over by train	12
remain balanced on high wire	10
run along vertical surface	18
swing on chandelier	5
walk on wing of airborne plane	15

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Sample Action Values

AV	Description
0	totally incompetent
3	worse than most people
5	as good as the average person
7	slightly above average
9	competent, of professional caliber
11	highly qualified
13	top notch
15	totally kick-ass
17	world class
19	frigging astounding!
20	beyond frigging astounding!

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Wounds, Impairment & Death

Wound Points Sustained	Impairment
25-29 Wound Points	1 point
30-34+	2 points

A death check (Difficulty = current Wound Point total – 35) must be made when a character has suffered 35 or more Wound Points. Check using Con, ignoring Impairment. An Outcome of 0 or more means the character remains upright and conscious (but is still impaired by wounds).

Missed Death Check Difficulty by...	Time Before Snuffing It
1	6 hours
2	4 hours
3	3 hours
4	2 hours
5-9	1 hour
10-12	30 minutes
13	15 minutes
14 or more	Immediate death*

* After melodramatic death speech.

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Moving Target Conversion Chart

Move	Speed	Description	Difficulty
2	7kph	walk	3
4	15kph	jog	5
8	25kph	fast sprint	7
12	50kph	fast animal	9
25	90kph	cruising car	11
50	180kph	speeding car	13
100	350kph	race car	15
200	700kph	jet plane	17

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Range Difficulty

Description	Range	Difficulty Modifier
Short	20 meters	0
Medium	40 meters	+2
Long	80 meters	+6
Extreme	160 meters	+14

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Juncture Modifiers

Juncture	Arcanowave	Spellcasting	Creature	Abomination
69 AD	-1	+2	+2	+1
1850	-2	-2	-2	-2
Contemporary	-1	-2	-2	-2
2056	+2	+1	-1	+2
Netherworld	0	+1	0	0

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Cover Modifiers

% of Target Covered	Difficulty Modifier*
25%	+1
50%	+2
75%	+4
90%	+6

* Halve Difficulty modifiers for barriers that reduce visibility but are not solid enough to deflect incoming shots (heavy fog, smoke, and shrubbery, for example).

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Damage Values — General

Injurious Situation	Damage
hit by cruising Chevette	15
hit by cab	17
hit by speeding bus	22
falling one story	15
falling two stories	19
falling four stories	27
falling five stories	40
falling ten stories	41
falling twenty stories	42
falling forty stories	43
soaked in gasoline and set on fire	15*
drowning	5**
having a TV dropped on you	13
having a support beam fall on you	18
having a stone temple ceiling fall on you	22
being thrown through a plate glass window	15
jumping from a speeding vehicle	15
jumping on a grenade	23
being in the middle of a big explosion	27
being 3+ meters from a big explosion	12
being affected by mild poison	12
being affected by strong poison	17
being affected by extremely toxic poison	22
driving a car into a telephone pole	17
wiping out in your car at 80 mph	20
driving your car off a cliff	22

* Each sequence as long as the condition lasts.

** Doubling each sequence as long as the condition lasts.

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Damage Values — Weapons

Attack/Weapon Type	Damage
punch/chop, tonfa, nunchaku	Strength +1
kick, knife	Strength +2
staff, club, dagger	Strength +3
spear, sword	Strength +4
throwing star	5
thrown dagger	6
arrow, crossbow bolt	7
small handgun (.22)	8
medium handgun (.38)	9
big handgun (9 mm, .45)	10
really big handgun (.357, .44)	11
BFG (.50)	12
hunting shotgun	10
combat shotgun	13†
medium rifle (5.56 mm)	13*
heavy rifle (7.62 mm)	13**

† Damage is 14 if one shot is spent in a dramatic "KA-CHINK!"

* Unnamed characters go down on an Outcome of 4+

** Unnamed characters go down on an Outcome of 3+

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Combat Reference

Difficulty to Attack Non-defending Target: 0

Difficulty to Attack Passive Dodger: Dodge AV

Difficulty to Attack Active Dodger: Dodge AV + 3

Unnamed Character Goes Down On: Attack Outcome of 5+

Named Character Wound Points Sustained: Attack Outcome +
Damage — Victim's Toughness

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Fu Schtick Reference

Schtick Name	Chi/Segs	Path	Page	Schtick Name	Chi/Segs	Path	Page	Schtick Name	Chi/Segs	Path	Page
Aberrant Spasm	X/3	EB	83	Dim Mak	2/3	HL	79	Gathering the Darkness	X/3	SC	78
Abundant Leap	2/3	LS	87	Drun kard's Dance	5/1	EB	GC 68	Gathering the Fire	3/X	BF	81
Armored in Life	3/3	ST	85	Drun ken Fist	X/3	EB	83	Gift of the Storm	1/0	ST	85
Awesome Downpour	1/3	LS	86	Drun ken Stance	1/1	EB	83	Hands Without Shadow	1/3	HL	79
Backlash of the Turtle	3/3	ST	86	Eye of the Storm	2/3	ST	85	Healing Chi	S/10	HT	84
Beak of the Crane	1/3	PW	79	Eye of the Typhoon	A/S	LS	GC 68	Inner Strength	1/1	ST	85
Bite of the Dragon	2/3	SS	78	Eyes of Fire	3+X/3	BF	81	Integration of the Clouds	1/0	LS	86
Blade of Darkness	1/3	SC	78	Eyes of the Fox	1/1	CE	79	King on the Water	3/3	ST	86
Breath of the Dragon	3/3	SS	79	Eyes of the Snake	2/1	TC	80	Laughter of the Fox	1/3	CE	79
Chained Lightning	X/A	LS, HL	GC 68	Fire Fist	3/3	BF	80	Laughter of the Turtle	7/3	ST	86
Claw of the Dragon	5/0	SS	79	Fire Stance	6/1	BF	80	Lightning Fist	6/3	HL	79
Claw of the Tiger	1/3	HT	84	Fire Strike	1/3	BF	80	Loyal Steel	1/3	LS	87
Clearing the Ground	8/15	IC	83	Flight of the Crane	3/0	PW	GC 67	Luck of the Dragon	5/3	SS	GC 67
Clothed in Life	1/1	ST	85	Flow Restoration	0/1	HT	84	Luck of the Fox	1/3	CE	80
Coil of the Snake	X/0	TC	80	Flying Sword	3/3	LS	87	Lunge of the Snake	3/0	TC	80
Contract of the Fox	8/0	CE	80	Flying Windmill Kick	7/5	LS	86	Mirror of the Turtle	3/3	ST	86
Corners of the Mouth	X/1	HT	84	Fortress of Righteousness	X/3	ST	86	Natural Order	3/1	ST	86
Crane Stance	1/1	PW	79	Friend of Darkness	1/1	SC	78	No Medicine	3/8	IC	81
Creative Thunder	1/3	IC	81	Fury of the Bear	1/3	RB	SW 83	Point Blockage	5/3	HT	84
Dark's Soft Whisper	4/3	SC	78	Gathering of the Clouds	1/0	LS	86	Prodigious Leap	1/1	LS	86

