

Improvised Weapons

A real weapon is preferable to an improvised one – but an improvised one is much better than nothing. Below are some everyday items that can stand in for real weapons at skill and/or damage penalties. The skills or techniques needed appear in brackets. The Improvised Weapons perk (p. 50) for a skill allows you to ignore penalties to that skill but not to damage.

Treat an improvised weapon as *cheap* for all purposes. If it uses an unarmed skill or technique, the user can still parry with his hand. If it uses a weapon skill, it *can't* parry unless specifically noted. Glass objects break on 1-3 on 1d on any strike or parry; on a 1, you also suffer thrust cutting damage to the hand.

Barbell: Swing as maul at full damage [Two-Handed Axe/Mace-2]. Can parry.

Belt: Choke as rope garrote at -1 damage [Garrote-1]. Strike with buckle as life-preserver at -1 damage [Flail-1]. Strike or entangle as one-yard whip at -1 damage [Whip-2].

Bootlaces: Choke as rope garrote at -1 damage [Garrote-2].

Bottle, Broken: Strike as small knife at full damage but armor divisor (0.5) [Knife-2].

Bottle, Intact: Strike as knobbed club at -2 damage [Axe/Mace-2]. If it breaks, treat as “Bottle, Broken.” Can parry.

Bra: Choke as rope garrote at -1 damage [Garrote-2]. Underwire can rake at +1 “damage” [Eye-Rake-1].

Car Antenna: Swing as baton or short staff at -2 damage [Shortsword-1 or Smallsword-1] – or at *full* damage with a bunch [Shortsword-2 or Smallsword-2]. Can parry.

Chain, Unweighted: Strike as kusari at -1 damage [Kusari-1] or entangle as kusari [Kusari-4]. Cheap chain is \$6 and 2 lbs. per yard.

Chopstick: Punch as yawara [Hammer Fist-1].*

Comb or Brush: Punch as yawara [Hammer Fist-1].*

Credit Card: Cut with edge for swing-4 cut, maximum 1d-4 [Brawling-4, Karate-4, or Knife-4].*

Curtain Rod: Strike as jo at full damage if solid, -2 damage if hollow [Broadsword-1, Staff-1, or Two-Handed Sword-1]. Can parry.

Dental Floss, Entire Braided Spool: Choke as *wire* garrote at -2 damage [Garrote-3].

Dumbbell: Swing as small mace at full damage [Axe/Mace-1]. Can parry.

Earring Posts, Pins, etc.: Rake at +1 “damage” [Eye-Rake-1].*

Eyeglasses: Rake at +1 “damage” [Eye-Rake-1], automatically ruining them as eyeglasses.*

Ice Scraper: Swing as small knife at -2 damage [Knife-1].

Keys: Rake at +1 “damage” [Eye-Rake-1].*

Magazine, Tightly Rolled: Thrust (*not* swing) as baton at full damage [Shortsword-1]. Can parry.

Nail Clippers: Stab as dagger at -3 damage [Knife-2]. Rake at +1 “damage” [Eye-Rake-1].*

Pen or Pencil: Stab as dagger at -2 damage (-1 for a *huge* pen) [Knife-1].

Purse, Clutched: Use for two-handed punch [Two-Handed Punch-2]. Doesn't affect damage but eliminates extra risk of hand injury.

Purse, Swung on Strap: Strike as life-preserver at -1 damage [Flail-1].

Rim of Bottle, Can, or Glass: Punch as yawara [Hammer Fist-1].*

Ruler, Steel: Strike as one-yard urumi at -2 damage [Whip-2]. Too whippy to use with Knife skill!

Scarf: Choke as rope garrote at full damage [Garrote-1]. Knotting something heavy into an end creates a weighted scarf that strikes at full damage [Flail-1].

Scissors: Stab as dagger at -1 damage [Knife-1].

Shank or Shiv: A sharpened spoon, toothbrush handle, etc., made by prison inmates. Stab as dagger at -1 damage [Knife-1].

Stiletto Heel: In hand, swing for swing-4 imp, maximum 1d-4 [Axe/Mace-4]. Worn, stamp at +1 damage [Stamp Kick-2].

* Warriors who know Pressure Secrets (p. B215) may use this item to punch at no penalty beyond the standard -2 for that skill. This gives +1 on the ensuing Pressure Secrets roll. An item that counts as brass knuckles or a yawara gives its usual +1 to damage. An item with an edge, like a credit card, can deal *cutting* damage instead of impaling damage, if the attacker prefers.

SLING (p. B276) – *Universal*. A thong or cord with a pouch or cup for a missile. The wielder loads the pouch, grasps both ends of the cord in one hand, whirls the loaded sling overhead (horizontally) or next to him (vertically), and releases one end to launch the projectile. Attaching a sling to a stick wielded in two hands improves leverage, thereby increasing power and range; this is the **STAFF SLING**. Either type of sling can lob stones or lead bullets – or even primitive Molotov cocktails (see *Molotov Cocktails and Oil Flasks*, p. B411), at Acc 0 and 40% normal range.

SMALLSWORD (p. B273) – *France*. This one-handed thrusting sword is speedy on attack *and* defense, but its light weight and short reach are serious liabilities. The **DRESS**

SMALLSWORD (p. 229) is even lighter and shorter, but can pass as a fashion accessory.

SODEGARAMI (p. 230; illustration, p. 64) – *Japan*. A metal-reinforced staff with barbs along its length and a barbed head that's either forked or T-shaped. The design is intended to snag clothing, and the standard attack with this weapon is the Hook technique (p. 74). The similar *sasumata* ends in a wide, blunt fork intended to enclose the opponent's torso. Use the same statistics but remove the thrust+2 crushing attack. However, the wielder can shove (p. B372) a standing foe using the Staff skill, or pin (p. B370) him if he's prone or against a wall – both at reach 1, 2. *Modern* sasumata lack barbs; hooking inflicts no damage.