

# GHOST IN THE SHELL

CONVERTED TO CYBERPUNK 2.0.2.0. BY PAUL MINOR

Welcome to the Ghost in the Shell (or "G.i.t.S.") sourcebook! What you will find here is a complete sourcebook for the world of Ghost in the Shell. If you are not familiar with Ghost in the Shell, you should be, as it is one of the great cyberpunk works of the 1990s. The sourcebook is based on data collected from the manga series written by Masamune Shirow, (available from Dark Horse Comics in graphic novel format) the 1995 animated film directed by Mamoru Oshii, and the art book for the Play Station video game. Both the manga and the film are essential to running a successful campaign in the G.i.t.S. setting, as they will lay down the mood and feel that you should try to achieve. Although you need not replay the events in the manga or film (and I don't recommend it), the major characters, who will be introduced as NPCs have been included here. The article will focus on the political factions, world events, setting and new technology of 2029. What else will you need? I would say at the least: the CP 2020 rulebook, Maximum Metal, the Chrome Books and the Pacific Rim sourcebook. You will also need Deric Bernier's [Masamune Shirow Conversions](#).



## THE WORLD OF GHOST IN THE SHELL

*It is the near future. The world has become highly information-intensive, with a vast corporate network covering the planet, electrons and light pulsing through it. But the nation-state and ethnic groups still survive. And on the edge of Asia, in a strange corporate conglomerate-state called "Japan" ...*

- Masamune Shirow, *Ghost in the Shell*

**2029**, a dark, gritty future where the crime levels have skyrocketed in the inner cities, and political unrest is at a boiling point in every major nation. A future where the mega-corporations duke it out on the covert battlefield and governments are constantly fending off terrorism. The net has permeated every level of our everyday lives and technology has run rampant through society, bringing about a new era on the verge of information overload. Sound familiar? It should... if you've been playing Cyberpunk 2020 at all, or have ever read a William Gibson novel. The point is that Ghost in the Shell is going to be familiar territory for most Cyberpunk players. It's mood and themes are similar to those presented in the Cyberpunk 2020 game. What makes it interesting, is the complex political setting and intrigue that G.i.t.S. presents. Having said that, we must introduce several of the concepts and elements that stray from the CP 2020 that you are used to.



## THE CONCEPT OF THE "GHOST"

In *Ghost in the Shell* the concept of the "ghost" is an important one. As the title itself implies, the "ghost" is one's soul or consciousness and the "shell" is simply where it is housed, be it in the human body or in a machine or computer. In *Ghost in the Shell*, technology has come to the point where this "ghost" can be manipulated, programmed or even downloaded in to a computer (ghostdubbing). Obviously, this sort of thing has raised interesting questions about the morality of such acts. This concept of the "ghost" and the questions surrounding it is one of the major themes of *Ghost in the Shell* and they should be played up as much as possible in your game.

# The World

The world of G.i.t.S. is still in a state of postwar flux following the recent WW III and WW IV. Economies have shifted, and it is apparent that the new world superpower is none other than Japan. The following are current profiles of countries & international organizations. Immediately following the profiles is an in depth look at Japan.

## Countries & International Unions

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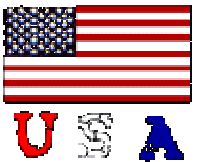
By 2029, Asia has become the most important and most powerful economic region in the entire world, and at the helm of all the prosperity in the Pacific-Rim is none other than Japan. Home to the biggest and most technologically advanced cities in the world. [See in depth report on Japan 2029.](#)

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The European Union (EU) - previously called the European Community (EC) and sometimes known as the Common Market - is an intergovernmental organization of 12 Western European nations with its own institutional structures and decision-making framework. The aim of the EC's founders was to construct a united Europe through peaceful means and create conditions for economic growth, social cohesion among the European peoples, and for greater political integration and cooperation among governments. The member nations of the EC are Belgium, Denmark, France, Germany, Greece, Ireland, Italy, Luxembourg, the Netherlands, Portugal, Spain, and the United Kingdom. Despite criticism early on, the EU has become a formidable economic competitor to Japan and the United States. Although relations are good between the EU and Japan, this economic rivalry has become the basis for several corporate sponsored covert actions between the two entities.

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Although still a very important nation, the United States' superpower status has been giving way to the economic behemoth of Japan in recent years. Currently, the United States is suffering from a faltering economy and a divided population. Class and racial lines have divided people into separate groups, each struggling against the others. Crime has risen to an all time high and the underfunded government can't keep enough police on the streets to do anything about it. The major corporations have stepped in somewhat offering privatization of law enforcement in some areas. As for foreign policy, the U.S. government is looking to do anything that will improve their status economically.

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**Russian  
Federation**

Russia, or the Russian Federation, is the largest country in the world, extending from the Baltic Sea in the west to the Pacific Ocean in the east, and occupying more than half of the Eurasian landmass. From 1922 to 1991, Russia was the main constituent republic in the Union of Soviet Socialist Republics. In the early 2000s a hard-line communist faction seized control of the Russian Federation once again, but by the end of WW III it became apparent that economically, Russia would have to change. After a plot to gain access to EU markets through a German connection failed, Russia turned to Japan for help. In order to grease the gears between the two nations, Russia withdrew its presence from the Northern Islands (which it has occupied since 1945), returning them to Japan.

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**ARAB  
LEAGUE**

The League of Arab States was formed in Cairo on Mar. 22, 1945, by Egypt, Saudi Arabia, Syria, Lebanon, Iraq, Transjordan (now Jordan), and Yemen. The main aim of the league is to coordinate the political action and safeguard the sovereignty of the Arab states. In the council of the league, on which each member has one vote, only unanimous decisions are binding. The Iraqi invasion of Kuwait in 1990 split the league. Twelve of its members condemned Iraq, and nine sent ground forces to join the anti-Iraq coalition in the 1991. The league was split again during World War III when 11 members left the League for good. Today the League, has negotiated lucrative trade agreements between several of its members and Japan. This has, of course, led to problems with Israel, and the fighting has spilled over into the streets of Japan. Recently, Japan's Foreign Minister, Hidaka, tried to remedy the problem by getting Japanese corporations to form joint ventures with Israeli corps. The whole thing was scrapped when it was discovered that the Mossad was manipulating events in order to sway public opinion over to the Israeli cause.

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**U.N.**

The United Nations (UN) is a general international organization established at the end of World War II to promote international peace and security. The main purposes of the organization were to "save succeeding generations from the scourge of war." It has since participated in almost every major war including the "peacekeeping actions" that escalated into World War III and WW IV. It should be noted that by 2029 Japan has become a principal supplier of military aid to the UN.

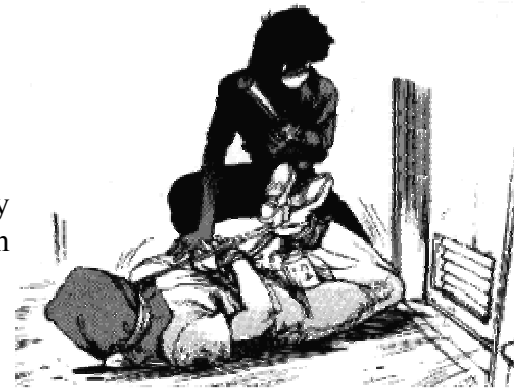
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## Other International Entities

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### Terrorist Organizations

In the post-war scenario of 2029, terrorism has escalated to record levels. There are many different groups operating inside of Japan. Prominent groups include Islamic factions as well as South East Asians. Since S-9 is a counter-terrorist agency all crimes committed by these groups fall under their jurisdiction. For In depth info on terrorism and terrorist groups you can use in your campaign, check out my article: [Techno Jihad](#).



### Corporations

Corporations in 2029 have a tremendous degree of power and resources. These mega-corporations survive to meet only one goal. To make money. This means that they will pursue profit over anything else, and will engage in morally questionable acts to meet these ends. Violence is often used as a means to this end. Assassinations, sabotage and corporate espionage have all become common tactics among businesses. Here are just a few of the corporate giants that inhabit Japan.



### MEGATECH

Megatech is one of the major manufacturers of prosthetic bodies, robots and AIs. They are known in the industry for producing top of the line equipment, and for their highly popular Class-A prosthetic body. All the cyborgs in Section 9 have bodies and parts from Megatech, and the SDF maintains contracts with them as well. Their headquarters is in Newport City.

### HANKA PRECISION INSTRUMENTS

Hanka Precision Instruments is a major manufacturer of AI robots. They manufacture a variety of different models from defense to waitpersons. Recently, they were caught in a scandal where they were dubbing the ghosts of children into a robot known as the Tomliand Prototype to achieve a greater sense of human personality. When these robots started going berserk, their plot was found out and their president was arrested. Hanka is still in business but their profits have severely dropped. It is uncertain if they will make it through the next five years.

### SAGAWA ELECTRONICS INC

Sagawa Electronics Inc. is the main company of the Sagawa Group. The Sagawa Group is a massive corporate Zaibatsu which has its hands in every piece of the corporate pie. Sagawa Electronics was once a midsize corporation who manufactured a variety of electronic goods: optics, cyberware, toasters etc. (think IEC) until the Public Security Bureau stepped in during the war. A man named Kagasaki (who is now Minister of the Interior) used the corporation to get close to the Russian bases. Along the way he embezzled enough money to launch the Sagawa Group into a prosperous future.

# JAPAN 2029

## JAPAN

**Capital:** Tokyo

**Population:** 142,449,703

**Literacy:** 99%

**Currency:** yen (¥)

**Climate:** Varies from tropical in south to cool temperate in north.

**Maritime claims:** 12 nm; 3 nm in the international straits - La Perouse or Soya, Tsugaru, Osumi, and Eastern and Western Channels of the Korea or Tsushima Strait

**Defense Branches:** Japan Ground Self-Defense Force (Army), Japan Maritime Self-Defense Force (Navy), Japan Air Self-Defense Force (Air Force)



## OVERVIEW

By 2029, Asia has become the most important and most powerful economic region in the entire world, and at the helm of all the prosperity in the Pacific-Rim is none other than Japan. Home to the biggest and most technologically advanced cities in the world, Japan is at the forefront of scientific research and industry. Although Japan is mostly mono-racial, ratios of Koreans, South Americans, and Europeans have gone up in recent years.

## ECONOMY

Government-industry cooperation, a strong work ethic, mastery of high technology, and a comparatively small defense allocation (roughly 1% of GDP) have helped Japan advance with extraordinary rapidity to the rank of the most powerful economy in the world. One notable characteristic of the economy is the working together of manufacturers, suppliers, and distributors in closely knit groups called keiretsu. Industry, the most important sector of the economy, is heavily dependent on imported raw materials and fuels. The much smaller agricultural sector is highly subsidized and protected, with crop yields among the highest in the world. Usually self-sufficient in rice, Japan must import about 70% of its requirements of other grain and fodder crops. Japan maintains one of the world's largest fishing fleets and accounts for nearly 25% of the global catch. The crowding of the habitable land area has been Japan's major long-run problem.



## **GOVERNMENT**

Japan's governmental system in 2029 is heavily influenced by the English Parliamentary system. It is divided into three branches, the bicameral Diet (legislative), The Judicial and the Administrative. The public elects the members of the Diet, who then elect a Prime Minister. The Prime Minister then appoints the heads of the Ministries.

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## **IMPORTANT MINISTRIES**

### **Ministry of Justice:**

Judicial affairs, including the courts (which are not a jury system).

### **Ministry of Internal Affairs:**

National affairs including public works and police.

### **Ministry of Foreign Affairs:**

Also known as MOFA, this ministry is responsible for all matters of international diplomacy.

### **Ministry of National Defense:**

Responsible for defense matters involving the SDF.

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## **PUBLIC SECURITY BUREAU**

The Public Security Bureau is a national police force used by the Ministries. It is almost military in nature and often engages in espionage and special operations. There are 9 distinct sections, each of which answers to one Ministry or another.

*Note: Due to lack of information, I only know the function of three sections, sorry!*

### **Section 1:**

Section 1 is in charge of drug enforcement, and is similar in scope to the US' DEA. Section one utilizes combat trained personnel and investigations personnel in its operations. Since all agents are cross-trained, they can engage in either activity. Section 1 answers to the Ministry of Internal Affairs.

### **Section 6:**

Section 6 contains all investigations, combat and special operations personnel used by The Ministry of Foreign Affairs. This section is highly secretive and is deeply rooted in espionage and covert operations. Comparative to the US' CIA or the British MI-6. There are no (official) full-cyborgs in S-6. Section 6 answers directly to the Prime Minister.

### **Section 9:**

Section 9 is the Ministry of Internal Affairs counter-terrorist, cyborg crimes, and assassination squad. It is a paramilitary organization, and most of its members are full cyborgs. It is no coincidence that Section 9 resembles the German GSG9 (Without a doubt, the most extensively trained and equipped counter-terrorist squad on the planet), and like each GSG9 agent, each S-9 member is extensively trained in combat, anti-terrorism and investigations. When a terrorist incident occurs it is S-9's job to either stop it, or investigate the aftermath and find those responsible. This unit is cleverly headed by Daisuke Aramaki while tactical command was once the responsibility of the very talented Motoko Kusanagi. Unfortunately she was forced to flee the country. Her whereabouts are unknown.

## Recruitment

Recruitment for S-9 is mostly done from the special forces of the GSDF. Typically the most talented full borgs with tactical and investigations training are offered positions in Section 9. Occasionally S-9 will recruit from the police, which is where Togusa came from.

## Equipment

S-9 has access to a wide range of equipment. They are allowed to carry their choice of sidearm and a variety of SMGs and assault rifles are provided for them. S-9 also employs the use of therm-optic camouflage (as does S-6 of the PSB and S-4 of the Rangers) and also has access to Fuchikoma. See [Technology of G.i.t.S.](#)

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## MAJOR CITIES

Japan contains some of the biggest and most technologically advanced cities in the world. This section will contain general information about Newport City and Bertarve. Yes, Tokyo and Osaka are still important cities, but I think that the *CP 2020 Pacific Rim Sourcebook* goes into them with enough detail that I don't really need to mess with them.

## NEWPORT CITY

*Note: Due to an imperfection in the book, I am only about 89% sure of the location of Newport City. The Manga says it is off the Shinhama prefecture, only there is no Shinhama prefecture. I did some research and found out Shinhama is a ward of the Tokushima prefecture. If you look at the picture the geography matches the map.*

Built in the port off of the Shinhama ward of the Tokushima Prefecture (Japan is subdivided into 47 administrative districts, known as prefectures), Newport City has become a major city for trade, international relations and foreign affairs. The city was built in the early part of the millennium when issues of space started arising. There was generally not much of an urban metropolis in the Tokushima area before the port was opened in the 1990s. The area prospered, and its residents grew exponentially. In the early 2000s work began on the floating metropolis that is now known as Newport City. The city has become one of the thriving new metropolises of the new millennium. Although Tokyo and Osaka are still very important cities in Japan, Newport City has become the significant international city. Major international corporations have their headquarters here, and many political conferences are now held here instead of in Tokyo.



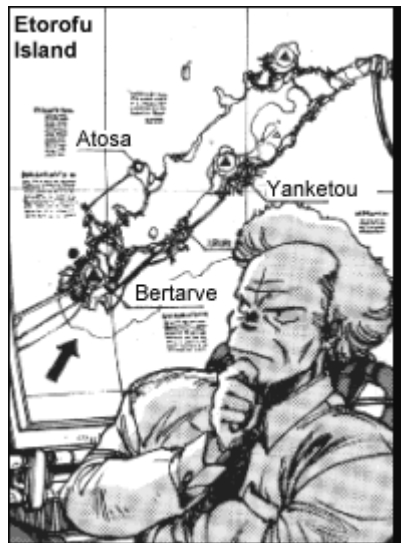
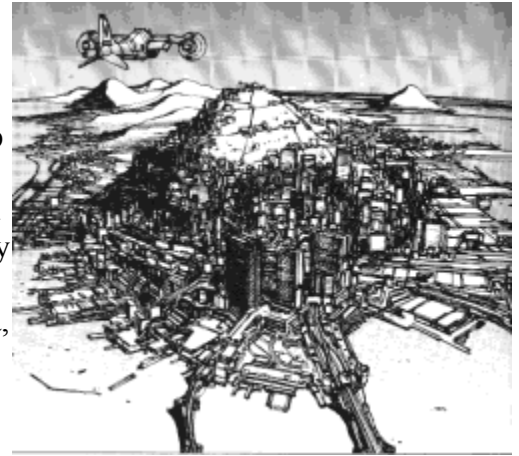
As for the city's geography itself, it is built in an almost fortress-like fashion. The biggest corporate towers loom ominously in the center of the floating section, while thousands of smaller buildings surround them. There is an inner waterway which surrounds the middle section. This waterway branches off into smaller canals that wind around parts of the city. The second ring is made of up large shipping piers (which are equipped to handle the largest sectional cargo ships) and warehouses. The rest of Shinhama, which is on land, is known as "Old Town." There is still a Manhattan / HK feel to this part of the city, the buildings just aren't as new or automated as those on the floating section. The northern areas of Tokushima are more spread out, and it is here where you find large estates and traditional pagoda

style architecture.

There are many mega-highways that lead to the floating section, unfortunately once you are on the island it is nothing more than a hindrance to drive a car. Newport City is very dense and heavily populated, so the best ways to get around are by the elevated train system, the electric busses or by boat (provided you are going somewhere on the canal).

## BERTARVE

Bertarve is located at the southernmost tip of the island of Etorofu. Etorofu along with Kunashiri, Shikotan, and the Habomai island group were occupied by Russia from 1945 until the end of WW III. In those days Bertarve was a Russian city and the location of a Soviet sub base. When Russia withdrew and returned the Northern Islands to Japan they set demo charges and buried the sub base. In recent years Bertarve has grown up quite a bit. There are still many Russians that live in the area, but many Japanese have moved back in. Corporate Support for this area has been high due to its strategic northern location, and most major corporations have branch offices in the area. The city's major problem is crime. With little time to change over police forces and to get an adequate system in place, Bertarve has fallen victim to a skyrocketing crime rate. The city has become a haven for wanted criminals, gangs and spies working on Russian targets. A thriving black market operates here, and due to the corruptibility of local police, it goes on in plain view in a large street market style setting. If it is illegal, and you want it, you can find it here.



The geography of Bertarve is quite interesting. The city is built at and around the base of Mt. Bertarve, which is about 4,500 meters high. As you can see, the skyscrapers block out a lot of the view of the mountain because they are quite tall. Some of the larger buildings are over 2 kilometers tall! From the center the city sprawls out in 11-12 kilometers each direction. There are major shipping ports situated on all sides of the city making it a major Japanese port. Etorofu is connected to the other islands and the mainland by the Tohoku Maglev train. As far as social geography goes, the rich live high in the towers above the poor who wander about the streets. With arial walkways connecting a lot of the towers, the rich never have to come down to ground level.

Like Newport City, Bertarve is extremely dense and driving a car here is a hindrance. Most of the streets are filled with people, and for most of them the preferred method of travel is walking. As mentioned before a Maglev runs through the city as well as a major mega-highway, both of which connect Etorofu to the other islands.



## THE TECHNOLOGY OF GHOST IN THE SHELL

### Cyberbrains

Cyberbrains are artificial brains used in AI machines, but the most interesting aspect of the cyberbrain is that of a supplemental brain for human use. When implanted in a cyborg, the cyberbrain acts as a supplemental brain, which processes data, in turn taking the workload off the brain. With a cyberbrain, a human being's mental capabilities are greatly augmented. One can think faster, react faster and even learn faster. Reading skills are greatly increased as the brain takes in pages of data at a time rather than word by word. The cyberbrain also allows a direct interface with computer networks where information can be acquired as fast as the computer can process data. In game terms the cyberbrain increases the player's intelligence by +2 and allows 2x the IP in intelligence related skills. Reading time is cut by 75%. It also allows an interface with computers, computer networks, vehicles, firearms etc. - 10,000 - 30,000 eb



### Cyberware

In Ghost in the Shell cybernetics are commonplace but most modifications are subtle. Almost everybody has plugs (usually on the back of the neck) and most of the neuralwear, implants and optics detailed in CP2020 are readily available. On the other hand, limbs and cyber-weapons are rarely seen. In the case of limbs, they are only used in special cases (such as an amputee) and do nothing to enhance the owner's abilities. In short, cyberlimbs are useless to the military community. Instead they prefer to invest in full-conversion cyborgs, which are explained below. ([click for an amusing explanation by Shirow himself](#))

### Cyborgs

In the world of G.i.t.S. cyborgs are used frequently in the military and police fields because they can greatly enhance a human's abilities. The word cyborg refers to an individual whose body has been partially or almost completely replaced by artificial organs and parts. Most of the G.i.t.S. cyborgs are full-conversion, and almost indistinguishable from humans (35 to detect). The brain and spinal column of a full-conversion are housed inside a special shell inside of the artificial body. Special tissues, such as the tongue, and reproductive systems are vat grown, and then transplanted into the body. The skin is then applied and the 'borg is subjected to a "sensory element." This "sensory element" forms a fiber optic film, which is highly sensitive, and allows tactile sensations that far exceed that of a normal human. Many 'borgs are also equipped with a supplemental cyberbrain to handle some of the info processing work load.



As far as game mechanics go, G.i.t.S. cyborgs closely match their CP2020 counterparts (especially the Gemini conversion). Below is a set of stats for the average combat full-conversion. There are, of course, many modifications on this theme available.

<b>MEGATECH CLASS-A BODY (UNMODIFIED)</b>		
<p>The Class-A body by Megatech is a high end cyborg body that is being widely used in the industry today. Motoko uses this body (albeit it is modified) as does the Foreign Minister's interpreter (who was later ghosthacked by the Puppetmaster). The Class-A is known for its highly sensitive tactile elements. The body is a 16<sup>2</sup>, indicating that the micromachines used for skin sensation are extremely tiny. As well as being highly sensitive, the Class-A is also highly durable and quick even without modification. Different body styles are available on the open market and the apparent body type can be changed without affecting the actual strength of the unit.</p>		
<b>Class-A Physical Stats</b>		
<b>Reflex:</b>	<b>12</b>	
<b>Attractiveness:</b>	<b>2-10 (can be chosen)</b>	
<b>Movement Allowance:</b>	<b>10</b>	
M/turn 30m	MPH: 20	
Jump (up): 6m	Jump (broad): 8m	
<b>Body:</b>	<b>12</b>	
Lift: 480 kg	Throw: 120 kg	
Damage Mod: +4		
<b>Physical Structure</b>		
<b>Head</b>		
SP: 10		
SDP: 25 (disabled) 35 (destroyed)		
<b>Right Arm w/ Hand</b>	<b>Torso</b>	<b>Left Arm w/ Hand</b>
SP: 10	SP: 10	SP: 10
SDP: 25/35	SDP: 35/45	SDP: 25/35
<b>Right Leg w/ Foot</b>		<b>Left Leg w/ Foot</b>
SP: 10		SP: 10
SDP: 25/35		SDP: 25/35
<b>Options</b>		
<p>2 sets of interface plugs, cyberbrain, sexual implant, tactile boost, olfactory boost, cellular cyber-net link. Visual Systems: teleoptics, thermograph, IR, image enhancement. Audio: amplified hearing, phone splice, level damper.</p>		

## Micro-Machines

Micro-Machine is simply another word for nanite or nanoid. In G.i.t.S. they are used for a great many things, and are integral in creating an artificial intelligence.

## Robots

With the advent of the Micro-Machine, the AI became truly possible. Specialized neurochips allowed robots to learn and interact. Robots in 2029 serve many functions such as cleaning, security etc. More advanced robots serve as waitpersons, receptionists and even love dolls.

## Fuchikomas

Fuchikomas have their own AI and can act as backup or support on their own recognizance. They can also act as an assault vehicle, and even stealth missions benefit from the Fuchikoma. The AI of the Fuchikoma is actually a learning computer. During a the course of the day, an individual Fuchikoma will have its own individual experiences, but at the end of the day all Fuchikoma's under the same ownership will assimilate their data into a mainframe, and then extract the information downloaded by their fellow Fuchikoma. They are listed here because when in vehicle mode the driver is strapped in like in a land mate (hence owners referring to them as their suits). This marvelous machine is even able to run along walls and climb trees! It really is one hell of a creation. (fuchikoma reprinted from Deric Bernier's [Masamune Shirow Landmates](#); see for stats).



## Therm-optic Camouflage

This suit is very similar to the Militech M95 Ghost suit from CP2020 but is far superior, as the wearer becomes virtually invisible when the suit is activated. The suit is very hard to detect, but a slight blur can be seen when the wearer is in motion. As long as the wearer stays still they are virtually impossible to detect. While normally detectable by certain heat imaging optics some suits can be made which reduce IR signature. No EV penalties apply and this suit is usually worn under some type of armor, which must be taken off before use. This suit offers a -6 against visual awareness when standing still and -5 when moving. Cost is 6000eb standard and 8000 with IR baffling. Available only to military. (Therm-optic camouflage reprinted from Deric Bernier's [Masamune Shirow Gear](#) )



## Computers and Hacking

I chose to put this last because the ideas here are pretty obvious. Computers permeate every level of human existence in Ghost in the Shell. They are in your car, in your home and in your head, but then you have probably already figured that out. Basically computers in G.i.t.S. are treated the same way they are in Chrome Books 2 and 3, with the exception of hacking. Sooo, I'll basically just use this space to talk about hacking in Ghost in the Shell.



## Hacking

In Ghost in the Shell there is more than one type of hacking. First there is computer network hacking and then there is the more complex ghosthacking.

### Network Hacking

This is your normal, everyday, run of the mill hacking. Breaking into secured computer systems, swiping info, doing a little damage. This type of hacking is usually done by keyboard aided by interface plugs, and if you are lucky, a cyberbrain. Most serious cyborg hackers have also invested in multi-sectioned fingers (see below) to keep up with their cyberbrains. Hacking computer networks is done in the following way. The player makes a roll of INT + Interface + Computer INT + Program STR + 1D10 Vs. a difficulty rating set by the GM for each action.

**Ishikawa decides that he wants to search for information on "Project 2501" and he also wants to override any security blocks set by Section 6. The GM decides that this is a pretty difficult task given that S-6 is so tight, so he assigns a 25. With his cyberbrain Ishikawa has an INT of 11, he is running off a mainframe with an intelligence of 5 and he is using a decryption program with a STR of +3. So its  $11+5+3=18$ , Ishikawa will need to roll a 6 in order to break S-6's encryption. He rolls an 8, no problem. He is now past the encryption and he can use his Library Search skill to find the data he needs. On a more complex run, he might have to do more than just get through encryption, he may have to disable alarms, cover his tracks etc. Each action would require a roll and a little role playing.**

Its not as visual as the silly CP 2020 dungeon bash netrunning rules, but it is simple. I think it more accurately represents the nature of hacking rather than fending off virtual dragons. It is also possible that you would go up against another hacker on the other side. If this happens it is a resisted role. Remember, there is no way to get physically hurt going up against another hacker in this manner (unless you accidentally slip on your spilled coffee), the worst thing that can happen is they will trace your physical whereabouts and then come hurt you.

### Ghosthacking

Ghosthacking is an entirely different animal. Only the most skilled hackers can attempt this. Basically what this entails is reprogramming someone's brain. This can be done by diving into the persons ghost from an outside computer network (provided they have a full time connection to cyber-net). To do this you must first crack the persons "ghost key", which is extremely difficult. The second method is to interface with the person directly and "ghostdive" into their mind. Special software is required and it is highly illegal on the open market (very rare and expensive, can cost 50,000+ for usable software). So, in short is an extremely difficult process to pull off, but if one can do it the possibilities are endless. You can reprogram people to do your bidding, turn them into different people or replace their memories with new ones. It should be noted that once this is done, there is no going back, the changes are permanent (although they are somewhat shallow). Even if one has the equipment they are up against difficult odds. To crack a persons ghost key it is a resisted roll of INT+ Interface + 1D10 Vs. the victims COOL + EMP + 1D10. The hacker must beat the victims role by the amount of the victims cool. Note that although the victim is making a roll, he is most likely unaware that he is being ghosthacked.

**: Krolden has a total 20 + 1D10 and his victim has an COOL of 7 and an EMP of 6. The victim rolls an 8 giving him a total 21 Krolden must now roll an 8 (Cool of 7 + the leftover point) in order to crack the victim's ghost key.**

Once the ghost key has been hacked the hacker can try to mess around in the victims brain. He must make another INT+ Interface + 1D10 Vs. a difficulty rating set by the GM. It is very hard to tamper with the brain so the ratings should be high. Sample difficulties might be 25 to implant a memory simex (simulated experience), 30 to manipulate the victim into doing things out of character, 35 to change personas altogether. You may want to raise or lower these depending on the power level of your game. Oh yeah, if you fumble, the victim will be permanently brain damaged to the point of retardation.

# THE CHARACTERS OF GHOST IN THE SHELL

Note: In order to satisfy everyone, these characters were not made with Ocelot's system. Those of you who do use the Alternate Character Generation System should have no problem modifying the following characters to fit your needs.



## "MAJOR" MOTOKO KUSANAGI:

**Public Security Section 9**

**AGE: Unknown (presumably in her late 30s)**

**ROLE: SOLO/COP**

**INT: 9 REF: 15 TECH: 6 COOL: 7 ATTR: 9**

**LUCK: 6 MA: 10 BOD: 15 EMP: 5**

**SKILLS:** combat sense 9, authority 7, leadership 4, endurance 8, strength feat 7, stealth 6, swimming 3, intimidate 6, interrogation 6, social 3, streetwise 5, awareness notice 6, education and general knowledge 8, hide evade 5, shadow track 6, library search 4, wilderness survival 3, athletics 4, dodge/escape 4, driving 6, handgun 7, heavy weapons 4, martial arts 7, melee 6, rifle 7, submachine gun 8, demolitions 6, forgery 4, pick lock 7, weaponsmith 6, SCUBA 6, interface 3, expert (covert operations) 7,

expert (counter terror) 6.

Kusanagi's background is almost completely a mystery. What is known is that she served with some sort of military before, where she undoubtedly acquired the nickname "Major" (no it's not her section 9 rank). The "Major's" section 9 career began when she was scouted from the special maneuver team of the Ministry of Home Affairs. She is extensively trained in covert tactics, intelligence, and demolitions. Motoko is a full borg and only a part of her brain is from her original body. Although her body is made to look like a standard body, it is in fact highly advanced, top of the line combat model. Like all borgs of her type she is equipped with an advanced cyber-brain. Motoko appears to be in her early 20's but her actual age is estimated at being in her late 30's.

## BATOU:

**Public Security Section 9**

**AGE: Unknown**

**ROLE: SOLO/COP**

**INT: 8 REF: 12 TECH: 6 COOL: 10 ATTR: 5**

**LUCK: 6 MA: 10 BOD: 12 EMP: 6**



**SKILLS:** combat sense 9, authority 5, endurance 9, strength feat 7, swimming 3, intimidate 8, interrogation 6, streetwise 5, stealth 5, awareness notice 8, education and general knowledge 6, hide evade 5, shadow track 6, library search 3, wilderness survival 5, athletics 4, dodge/escape 4, driving 8, motorcycle 7, handgun 9, heavy weapons 6, martial arts 5, melee 7, rifle 7, submachine gun 5, demolitions 6, pick lock 5, weaponsmith 6, SCUBA 4, expert (covert operations) 6, expert (counter terrorism) 6.

Batou is a brawny man who, like Motoko, is an expert in covert operations. He has been working as Motoko's partner for many years, and it is likely that they may have served together in the armed forces. He is almost always cool and level headed, and acts as a foil to the Major's sometimes-rash judgement. Like Motoko, Batou is a full borg. Unlike Motoko he seems to have an overtly military body. (speculation due to the protruding eye coverings)



**TOGUSA:**

*Public Security Section 9*

**AGE: 27**

**ROLE: COP**

**INT: 8 REF: 7 TECH: 6 COOL: 7 ATTR: 7 LUCK: 4 MA: 6 BOD: 7 EMP: 8**

**SKILLS:** authority 5, swimming 3, intimidate 3, interrogation 6, streetwise 5, stealth 5, awareness notice 8, education and general knowledge 7, human perception 6, hide evade 5, shadow track 5, library search 3, wilderness survival 5, athletics 4, dodge/escape 4, driving 7, motorcycle 5, handgun 9, brawling 4, rifle 4, submachine gun 4, pick lock 5, expert (law) 6.

Togusa is considered an outsider by the other members of Section 9, because his body is completely human (except for his plugs and neural connection to the communications networks) and because he is married with kids. These are precisely the reasons that Kusanagi had him transferred to Section 9 from the police department. Motoko claims that his humanity acts as a foil to the rest of the members of Section 9, who are mostly cyborgs transferred from the military. Although Togusa is not as experienced as the rest of the Section 9 members, he is an integral part of the team. He

prefers the use of his Mateba revolver to any of Section 9's high tech weaponry.

**DAISUKE ARAMAKI:**

*Chief, Public Security Section 9*

**AGE: Unknown (But obviously old)**

**ROLE: COP/POLITICIAN**

**INT: 9 REF: 5 TECH: 6 COOL: 10 ATTR: 4**

**LUCK: 5 MA: 4 BOD: 4 EMP: 7**

**SKILLS:** leadership 9, authority 10, intimidate 6, interrogation 8, social 7, persuasion 7, streetwise 4, awareness notice 6, education and general knowledge 8, library search 4, driving 6, handgun 6, expert (covert operations) 7, expert (counter-terrorism) 7, expert (international law) 7, expert (bureaucracies) 8, English 8.



Aramaki is the sly chief of Section 9. He is a shrewd player and has been in the intelligence business for as long as anyone can remember. He is the kind of guy who always has something up his sleeve, and isn't afraid to go head to head with politicians. Despite his trickiness he does seem to care about what happens to those under his command, and will put his own ass on the line to help them out.

## GHOST IN THE SHELL SMALL ARMS CATALOG

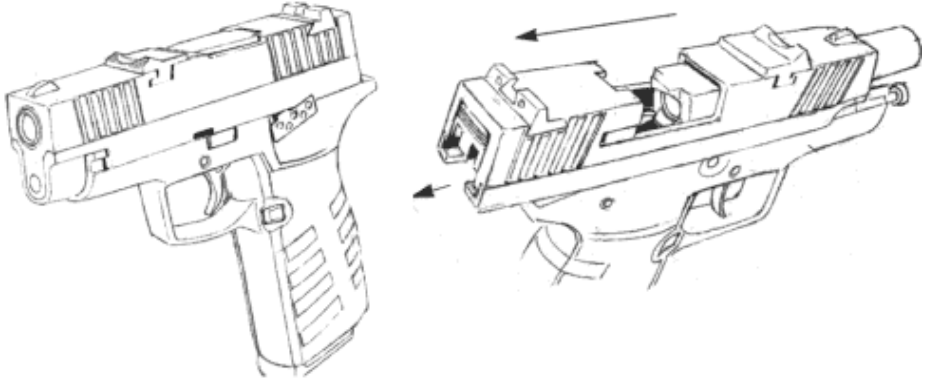
**WARNING:** There are lots of large images on this page. May load slowly on some systems.  
All weapons used cased ammunition.

### HANDGUNS

#### ZASTABA CZ-M100 HANDGUN

**P +2 J P 2D6+1 (9mm) 15 2 VR**

The CZ-100 is rigid polymer-frame 9mm handgun manufactured in the Czech Republic. Originally designed for law enforcement personnel, the CZ-100 sports a hexagonal barrel for better reliability and accuracy. This pistol can also be fitted with a quick release laser aiming system. 650eb



#### JERICHO 942FS HANDGUN

**P +1 J P 4D6+2 (12.7mm) 8 2 VR**

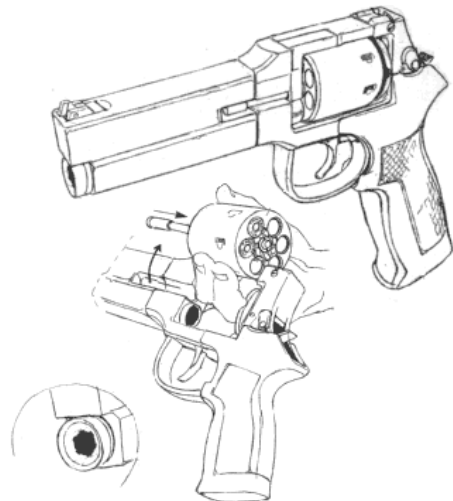
The Jericho 942FS is an Israeli manufactured handgun. It may, in fact, be a direct descendant of the IMI "Desert Eagle." This weapon is chambered to .50AE (12.7mm), so it packs one hell of a punch. The Jericho 942FS seems to be a popular large frame handgun, and it is used in several organizations throughout Japan. This autoloader also sports hexagonal shaped rifling for greater control. 450eb



#### MATEBA MODEL 207 HANDGUN

**P +3 J P 2D6+1 (9mm) 6 1 VR**

This strange revolver, built sometime in the 1990s, is Togusa's weapon of choice. It is chambered for the 9mm Parabellum cartridge and its six round cylinder is hinged at the top of the frame rather than the bottom. The M207's hexagonal barrel is lined up with the bottom-most chamber for greater accuracy and the weapon's strange design is counter-balanced by a top mounted weight. It should be noted that the Mateba's greatest feature is its accuracy. Unfortunately, it is not as quick or as high powered as most automatics. Additionally, its design causes problems with loading, making it less than an ideal choice in situations where a lot of ammo is being expended. Features ergonomic



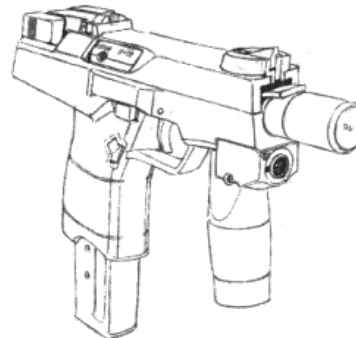
grips and interchangeable barrels. 400eb

## **SUBMACHINEGUNS**

### **STEAR TMP SUBMACHINE GUN**

**SMG +2 J C 2D6+1 (9mm) 30 35 VR**

A standard light SMG used by Section 6. It is rugged 9mm SMG with many features, such as ambidextrous cocking. It is a common SMG and it is used the world over. The Section 6 version includes a laser aiming system. 520eb

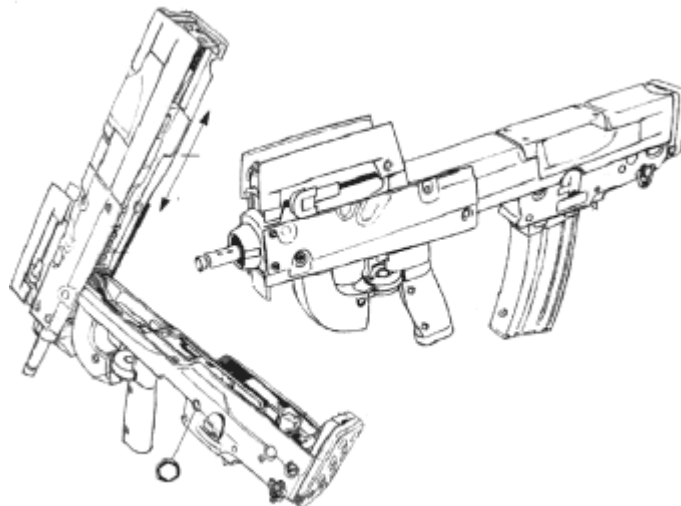


### **ZASTABA NOSLE C Z N - M 22 "9WEAPON"**

**SMG +2 L P 3D6 (5.7mm) 30 1/3/30 VR**

The CZN-M22 is Section 9's standard issue weapon. It appears to be a direct descendent of the FN P90 and like its predecessor it is chambered to the 5.7mm round. It features a selector switch that allows you to choose between single shot, three round bursts and full-auto. The "9Weapon" also comes with a field kit which includes interchangeable barrels for firing HV loads without adverse effects, and a single shot 25mm grenade launcher (see Militech 25mm grenade launcher for stats).

800eb

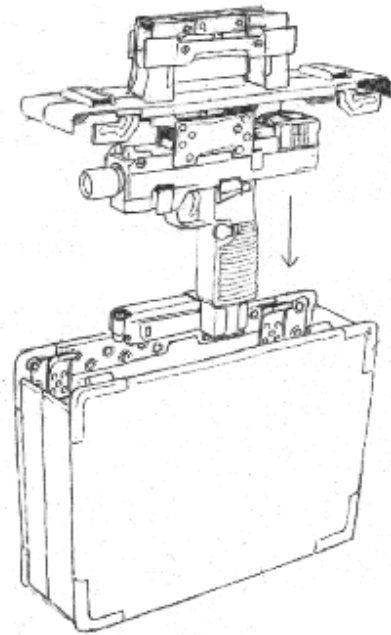


### **CAMOUFLAGED SMG**



## SMG +1 N P 2D6+1 (9mm) 15 35 VR

The briefcase gun from the manga was covered by Deric Brenier in his Masamune Shirow Weapons, but as he stated the briefcase weapon in the manga was a camouflaged 5.56mm weapon that was built into the briefcase, while the one in the film is a smaller SMG that comes completely out of the briefcase. A switch on the handle drops the bulk of the briefcase off revealing a Stear TMP with two attached 15 round clips of ammunition. The case itself is armored to SP 10 for use as a sort of last ditch effort shield. Although the Stear TMP was used, many other SMGs can be used for this type of concealment. 800eb



## RIFLES AND HEAVY WEAPONS

### SIG 541 ASSAULT RIFLE

#### RIF +1 N C 5D6 (5.56mm) 30 1/3/25 VR

The SIG 541 is the standard assault weapon of NATO special forces (and section 6). It uses standard 5.56mm rounds, and features a shorter length than most full size assault rifles. The SIG 541 also features a selector switch that allows you to choose between single shot, three round bursts and full-auto. This is a common weapon the world over, and can be found in most major countries. 750eb



### ULTIMA RATIO

#### RIF +3/+6 N R 8D6+2 (7.62 APFSDS) 6 1 VR

The "Ultima Ratio" is Public Security's premier sniper system. This weapon fires 7.62mm Armor-Piercing Fin-Stabilized Discarding Sabot ammo, which consists of a depleted uranium sub-caliber round that easily punches through armor. It also features a recoil absorbing stock and a gyro-stabilized mount. However, the real beauty of this weapon is its targeting system. The "Full Sensing" version (The standard version with a 12x Zeiss is pictured, but the "full sensing" scope is pictured to the above left of the rifle.) is equipped with a full spectrum, computer controlled targeting

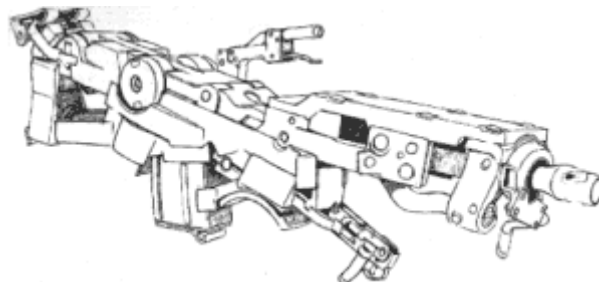


system which offers unparalleled accuracy. This system can see through walls as well as detect therm-optic camouflage. The "Full Sensing" scope must be interfaced with the sniper. 3000eb

## SPIW MINI 14 "PENETRATOR"

**HVY 0 N R 6D10 (14.5mm HEAT) 8 1 ST**

Known affectionately by Batou as "your standard issue big gun", the "Penetrator" is truly a monstrous weapon. Basically, this weapon is an armor buster, for taking out even the toughest of opponents. This semiautomatic fires 14.5mm HEAT shells from an over-the-shoulder position. It uses an advanced long-travel recoil absorption system, but even still, the recoil for this weapon is tremendous, and only the toughest troops can manage it. A BOD roll of 15+ is required to avoid taking 3pts of bruise damage to the firing arm. Armor is at 1/2, but any damage goes through at full value. 3050eb



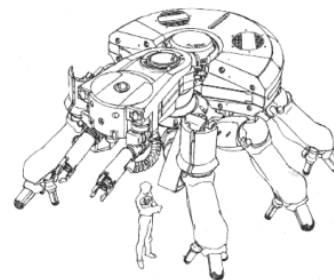
## GHOST IN THE SHELL VEHICLE AND MECHA CATALOG

### STANDARD LIGHT WEIGHT TANK

with crab-type running gear

This is a state of the art light weight tank designed for urban deployment. It utilizes "crab-type" running gear for high speed and maneuverability over almost any terrain. It is filled to the brim with options, and it comes equipped with therm-optic camouflage and a cybernetic linkage.

<b>Top Speed:</b>	60 mph	<b>Acc/Dec:</b>	15/50
<b>Crew:</b>	1	<b>Range:</b>	200mi
<b>Passengers:</b>	0	<b>Cargo:</b>	0
<b>Maneuver:</b>	+3	<b>SDP:</b>	250
<b>SP:</b>	160	<b>Type:</b>	MBT
<b>Mass:</b>	41 tons	<b>Cost:</b>	8 million eb



#### Special Equipment:

Composite Armor, amphibious modifications, environment control, fire extinguisher, cybernetic linkage, 12 hours life support, IR smoke dispensers, military radio, laser and visual rangefinders, military radar, thermograph, image enhancement, +3 computer targeting on the 12.7mm gatlings, satellite uplink, micro-manipulator arms (2), therm-optic camouflage.

#### Weapons:

Twin 12.7mm Gatling Guns. Can fire HV ammo with no problems.

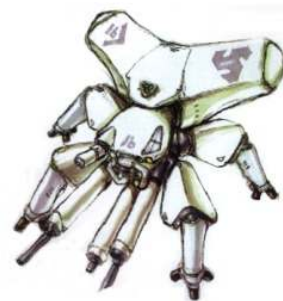
*(These are actually specified as 7.62mm gatlings, but I uped the power to stay consistant with MaxMetal standards. Use 7.62 if you wish.)*

Two 5.56mm machineguns for anti-personnel use fold out of the tops of the two front legs.

### MILITARY STYLE FUCHIKOMA

Much like the original Fuchikoma, only beefed up for military combat duty. The military fuchikoma is available in two different models: the anti-personnel model and the tank hunter model. The anti-personnel model is equipped with dual 40mm auto grenade launchers while the tank hunter has twin 20mm cannons. Both have the standard 7.62mm minigun.

<b>Top Speed:</b>	80 mph	<b>Acc/Dcc</b>	15/40
<b>Crew:</b>	1	<b>Range:</b>	100mi
<b>Passengers:</b>	0	<b>Cargo:</b>	0
<b>Maneuver:</b>	+3	<b>SDP:</b>	80
<b>SP:</b>	40	<b>Type:</b>	walker
<b>Mass:</b>	1.5 Tons	<b>Cost:</b>	150,000 eb



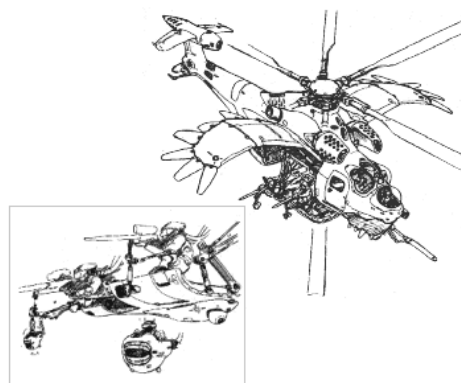
**Special Equipment:** Amphibious off road capability, AI (INT 9), cybernetic interface, military com gear, tight beam commo, full audio and visual spectrum abilities, satellite uplink, spot light, painting laser loud speaker, command control computer, therm-optic camouflage, and VR interface, micromanipulator arms.

**Weapons:** 7.62mm minigun, twin 20mm cannons or twin 40mm grenade launchers.

## SECTION 6 SNIPING HELICOPTER

The unique sniping helicopter is Section 6's premier piece of equipment. This chopper is designed specifically for sniping targets at extreme ranges from an airborne position. When the helicopter is in position, the sides fold out and the floor lowers creating a platform for four snipers, two on each side. The snipers jack into "device drivers" which control their cardiovascular functions and ensure weapon stabilization. Once jacked in, the snipers and their "Ultima Ratio" rifles become a part of the helicopter. They use its small targeting pods for extremely accurate target acquisition. There is no more precise sniping system in the world, and with the aid of the AWACS helicopter, the two are an almost unstoppable team.

<b>Top Speed:</b>	180 mph	<b>Acc/Dcc</b>	15/25
<b>Crew:</b>	3	<b>Range:</b>	600 mi
<b>Passengers:</b>	4	<b>Cargo:</b>	0
<b>Maneuver:</b>	+3	<b>SDP:</b>	200
<b>SP:</b>	60	<b>Type:</b>	Heavy Helicopter
<b>Mass:</b>	8 tons	<b>Cost:</b>	5 million



**Special Equipment:** IR baffling, fire extinguisher, chaff and flare dipensers, military radio with scrambler and laser communicator, auto pilot and navigation, cybernetic linkage, military radar, terrain-following radar, laser detector, telescopic optics, thermal imaging, microwave rangefinder, +4 computer sights on all sniping termanals.

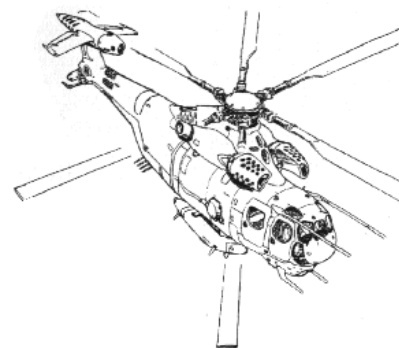
**Weapons:** None except for four snipers armed with "Ultima Ratio" Full-Sensing sniping rifles.

## SECTION 6 AWACS HELICOPTER

This vehicle is the helicopter equivalent to the AWACS airplanes. It is loaded with every sensor, radar type and ECM device imaginable. It can be used for a variety of applications such as locating ground based drug

labs, hidden chemical weapons etc. It can also be used as ECM and ECCM support for a ground or air based team. One of its most prominent roles is that of an airborne command and support center. This can be seen at the end of the film as it acts as the command and support center for the two sniping helicopters.

<b>Top Speed:</b>	180 mph	<b>Acc/Dcc</b>	15/25
<b>Crew:</b>	2	<b>Range:</b>	600 mi
<b>Passengers:</b>	4	<b>Cargo:</b>	2 spaces
<b>Maneuver:</b>	+1	<b>SDP:</b>	200
<b>SP:</b>	60	<b>Type:</b>	Heavy Helicopter
<b>Mass:</b>	8 tons	<b>Cost:</b>	2.5 million



**Special Equipment:** IR baffling, fire extinguisher, chaff and flare dispensers, military radio with scrambler and laser communicator, auto pilot and navigation, satellite uplink, cybernetic linkage, ECM, ECCM, military radar, look-down radar, radar ID, terrain-following radar, laser detector, telescopic optics, thermal imaging.

**Weapons:** None

## SWIMMER DELIVERY VEHICLE

This submersible carries combat swimmers and their cargo inside a fully flooded compartment. The vehicles launch and return to dry-deck shelters installed on host submarines. The SDV is operated from a non-flooded chamber by a pilot, who is aided by an AI. In the event of a failure the SDV can be remote controlled or a swimmer can jack in to the standard cyber-linkage system from the outside. The most startling feature of the SDV is the completely malleable tail end, which has been built to copy the tail of a dolphin. This provides extremely efficient propulsion and maneuverability

<b>Top Speed:</b>	35 mph	<b>Acc/Dcc</b>	5/15
<b>Crew:</b>	1	<b>Range:</b>	300mi
<b>Passengers:</b>	8-10	<b>Cargo:</b>	1 ton
<b>Maneuver:</b>	+3	<b>SDP:</b>	50
<b>SP:</b>	15	<b>Type:</b>	SUB
<b>Mass:</b>	3 tons	<b>Cost:</b>	2 million



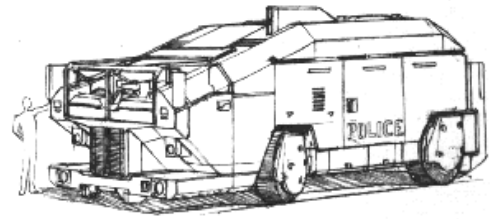
**Special Equipment:** environment control, life support for 8 hours, military radio, navigational AI, full spectrum viewing cybernetic linkage.

**Weapons:** None

## POLICE APC

Standard APC used by various police agencies.

<b>Top Speed:</b>	80 mph	<b>Acc/Dcc:</b>	15/30
<b>Crew:</b>	2	<b>Range:</b>	300mi
<b>Passengers:</b>	10	<b>Cargo:</b>	3300 kg
<b>Maneuver:</b>	0	<b>SDP:</b>	100
<b>SP:</b>	80	<b>Type:</b>	APC
<b>Mass:</b>	10 tons	<b>Cost:</b>	300,000 eb



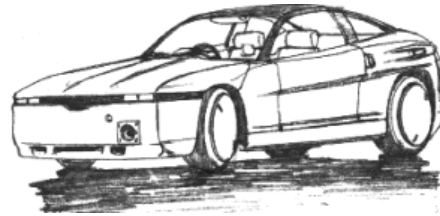
**Special Equipment:** environment control, military radio, satellite uplink, auto-pilot, navigation systems.

**Weapons:** None

## 2029 TOYOTA SEDAN

The average car of 2029. Alcohol powered, all-wheel-drive and steering, cybernetic linkage, GPS, heads-up-display and cup holders.

<b>Top Speed:</b>	120	<b>Acc/Dcc:</b>	15/40
<b>Crew:</b>	1	<b>Range:</b>	230mi
<b>Passengers:</b>	1	<b>Cargo:</b>	500 kg
<b>Maneuver:</b>	+3	<b>SDP:</b>	40
<b>SP:</b>	0	<b>Type:</b>	CAR
<b>Mass:</b>	20 tons	<b>Cost:</b>	20,000 eb



**Special Equipment:** environment control, cellular phone, GPS, mini-comp, HUD, cybernetic linkage, entertainment system, crash control.

**Weapons:** None