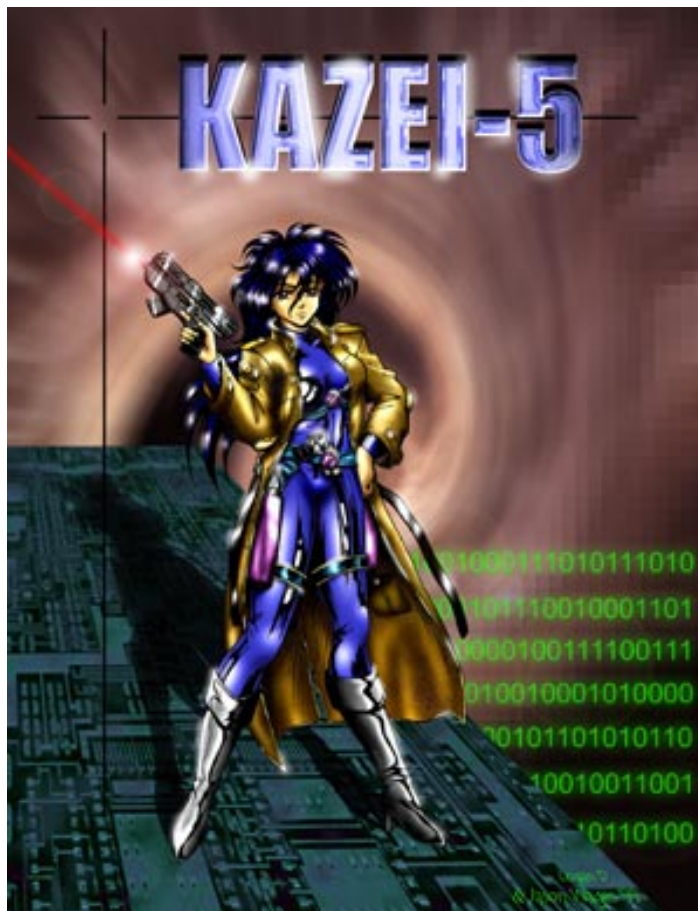# KAZEI-5

BY MICHAEL SURBROOK

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Dedicated to: Katsuhiro Otomo, Masamune Shirow, Adam Warren and the creators and designers of *Bubblegum Crisis.*

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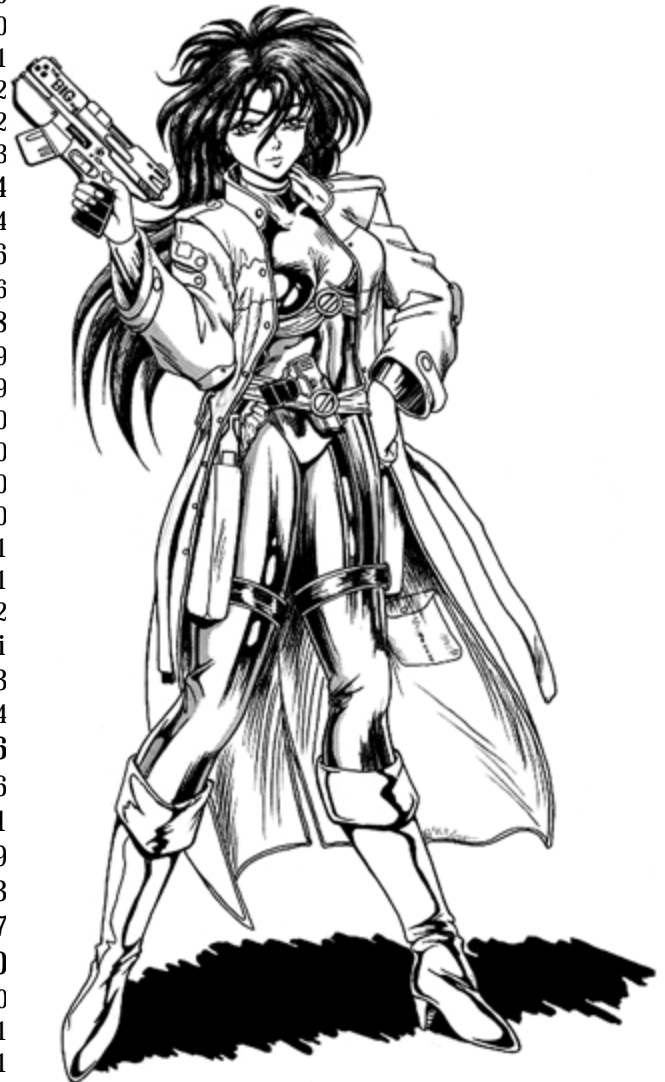
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INTRODUCTION

In recent years the availability of Japanese animation (i.e. anime) and comics (i.e. manga) has reached an all-time high. Videotapes of many popular shows are available for either sale or rent at most video stores, while several comics publishers offer translated editions of a variety of titles. Often the stories presented are quite different from what many people might expect, and contain genre conventions radically different from American cartoons or comic books. This book is an attempt to present one aspect of the anime and manga field, that of the near future anime-cyberpunk genre. As with the original source material, the world presented here is a dark one, and presents its subject matter in a serious tone. Although this specific field may not be for everyone, elements of this genre can be adapted for use in many other games.

What You Get

The *Kazei Five* (i.e. K5) Worldbook is designed to allow a Game Master to create and run a campaign using elements common to many near-future cyberpunk anime. The book is divided into several sections for ease of use. They are:

Introduction: The section you are reading now; this also includes a short discussion of the anime and cyberpunk genres and how they relate as well as differ.

Anime/Cyberpunk Sourcebook: Written to be as compatible as possible with the Kazei Five universe, this section describes how to express certain ideas common to the anime and cyberpunk genres using Hero System game mechanics, including such subjects as cyberware, cyborgs, cyberspace, mecha and psychokinetic powers. To help familiarize Game Masters and Players with the concepts presented, these sections contain numerous references to specific anime and manga. It should be noted that this section also presents a number of optional rules, and all such rules should be carefully examined and evaluated by any potential Game Master before being adopted into their campaign.

Kazei Five Worldbook: This section presents the Kazei Five universe itself. Beginning with a discussion of campaign styles, it then presents ideas on character creation before starting an in-depth examination of the background and makeup of the Kazei Five world. Next,

the Kazei Five organization is presented in detail, allowing the Game Master to start a new campaign quickly and easily. Finally, attention is then given to the hardware needed for such a campaign, with extensive listings of arms, armor, gadgets and vehicles, complete with design notes.

Characters: This section presents a number of different character types, including possible PCs, as well as NPCs, enemies, robots, and even mecha. Although meant for the Kazei Five universe, most, if not all the characters can easily be adapted to Star Hero, Dark Champions or Champions campaigns with ease.

Scenarios: Five scenario seeds designed to get the PCs involved quickly in the Kazei Five universe and to help the GM provide direction for the campaign.

How To Use This Book

Any Game Master wishing to use this book should, at the very least, read through the Sourcebook section before making any decisions about what sort of campaign he wants to set up. The Game Master should also make clear to his players which sections of the book he is using, and which he is not, as the book presents a wide range of genre ideas. Players should feel free to make a thorough examination of the book as well, although they should try to avoid the Scenarios section.

Designer's Notes

The book you hold in your hands *Kazei Five* has literally been years in the making. I first conceived the idea when I walked into a video store one afternoon and found a videotape case showing a woman in a suit of blue power armor, standing inside of a larger exoskeleton. In turn, the exoskeleton, which vaguely reminded me of the power lifter from *Aliens* was gripping the *biggest* cannon I had ever seen. The tape in question was Bubblegum Crisis Episode 1, and from that image of Priss and her MotoSlave alone, I began to formulate some of the basic ideas for the campaign. When I finally rented that particular tape, and actually saw what it contained, I was hooked and rapidly began laying out certain ground rules. As time passed I tinkered with the game off and on, but I wasn't actu-

Since we have a new format, we have a new look for two old stand-bys.

The Magnifying Glass Icon has been replaced by a Caution Sign.

The Stop Sign Icon is new and colorful.

These symbols will help you quickly spot things to watch out for.

ally running it as a campaign, so the desire to flesh out the rules wasn't a driving need. Then, as fate would have it, I was appointed Game Master by a group of local players, and used the opportunity to spring the campaign idea upon them. Unfortunately, the game folded shortly after conception. Undaunted, the remaining player and I recruited new people to the game, and the process started anew.

Kazei Five has been a most interesting project from the start. Many of the things I wanted to do weren't covered in the rules or, in the case of cybernetics, were presented poorly. In many cases I was creating new concepts from scratch — making it up as I went, so to speak. The creation process was further hampered by my growing exposure to anime and manga. I was lucky to enter into a unique relationship with the owner of a local comic store. I wrote reviews of newly released anime, and he let me rent anything I wanted for free. Thus, I was able to watch a wide variety of anime films, discovering new ideas with almost every viewing. As a result, the campaign changed constantly, as ideas were revised reworked and redefined.

Considering the nature of the subject matter in this book, and its emphasis on high technology, I am amused that, in many ways, the Internet is directly responsible for the fact this book even exists. My initial proposal to Hero Games was sent via the Internet, and almost all the rules revisions, suggestions, commentary and editing were accomplished by people I knew only via e-mail. At times, portions of the campaign were run over the Internet, in a manner similar to Aaron Allston's bluebooking from *Strikeforce*.

It's now something like three years since Kazei Five was first created. What you hold is the end result — I hope you like it.

Michael Surbrook

Anime and Cyberpunk

What is Anime?

Anime is the Japanese term for their animation industry. As such, it not so much a genre unto itself, but a storytelling medium, much like television or comic books. For a long time, the term "anime" immediately brought to mind images of giant robots and small girls with overly large eyes, a stereotype that, upon closer examination, doesn't quite hold true. Anime covers a wide range of genres, including (but not limited to): fantasy, giant robots, horror, martial arts, romantic comedies, science fiction, sports... in short, subjects as varied as those found in the Hollywood movie industry. Thus, any attempt to write an anime sourcebook would be fruitless, as there are too many fields to cover.

There are several broad generalizations that can be made about anime, especially concerning the type of anime that is usually commercially distributed outside of Japan. Regardless of the genre, most anime have the following things in common: an emphasis on action, competent female protagonists, elements of Japanese culture and reasonably mature or complex plots and stories. Naturally, there are exceptions to every rule, and there are dramatic anime films where the emphasis is on character development and not action, as well as anime where the main character is male, or where the setting is somewhere else than Japan, or that have plots that are rather basic and thin.

It is the intent of this sourcebook to cover the cyberpunk genre, as protrayed in anime films, which is only a small segment of anime in general. Also within this sourcebook will be ideas and suggestions that can be used to help simulate other types of popular anime, such as giant robots or science fiction, but the material presented here is not directly concerned with those genres.

What is Cyberpunk?

The word cyberpunk has currently become a catch-all expression used to describe anything computer-related that is new and on the cutting edge of technology. Popular media has adapted it as a buzzword, mangling it into something that has little to do with its original meaning.

The concept of the cyberpunk genre was started in the mid-80s with William Gibson's book *Neuromancer*. It postulated a dark, dystopian future where corporations had become more important than governments; information, no matter how insignificant, was more important than money; and people struggle to retain their own humanity in the face of body-altering technologies. Other writers, most notably Bruce Sterling and Walter John Williams, joined into this new aspect of science fiction, adding their view of the future.

A number of themes or trends emerged as standard features of the cyberpunk genre. The most notable was the of melding of man and machine into a

single, augmented individual, where technology is used to make man faster, stronger, and, in some cases, smarter. This technology is often referred to as cybernetics, or more simply, cyberware. The concept of cyberspace was also introduced, where all the world's computers were linked together into one massive information net. Those with the wit and skill, equipped with virtual reality interfaces, could access and plunder this network in an era where information is the highest commodity. Finally, these stories also tend to feature violence, sex, rock music and an extensive influence of Japanese culture.

What is Anime Cyberpunk?

Naturally, there are anime examples that have been labeled "anime cyberpunk." In most cases this is a valid assessment, since the stories in question feature many of the same concepts one finds in Western cyberpunk literature. The stories often deal with a dark future, plagued by over-population, pollution, and war. The concept of cybernetic enhancement is often used to explore questions concerning the nature of humanity, and what it means to be a human. Politics often play an integral role in these stories, as the main characters find themselves caught up in events outside of their control.

On the other hand, the anime cyberpunk genre differs from mainstream cyberpunk as well. It often features phenomena that gos far beyond the "hard" science fiction realm of standard cyberpunk. Examples would be the somewhat impractical (and impossible) giant robot, incredibly powerful psychics, and wild, bizarre mutations. It should be noted that such common subjects as cybernetics and cyberspace are usually downplayed in this genre, the emphasis being more on the characters and their actions. Cybernetics, cyborg bodies, and cyberspace are usually treated simply as means to an end, a way for the character to accomplish his objectives, as opposed to being a central component of the story.

Just as there are differences between cyberpunk and anime cyberpunk, there are also differences between conventional anime and anime cyberpunk. Anime cyberpunk seldom deals with the flagrant sentimentalism and romantic notions of most other anime. The field of anime cyberpunk is grittier in this respect, and deals with issues central to the human condition. Examples are a loss of humanity in the face of overwhelming technology, coping with experiences not meant for mankind, dealing with the implications of modern society where morals seem to be worthless, the status of artificial creations in relation to the rest of humanity, and so on.

What is Kazei Five?

The Kazei Five Sourcebook falls somewhere between the realms of cyberpunk and cyberpunk anime. It draws upon common elements of both genres to present a dark and different view of the future. It is not a purely anime universe per se, but neither is it the commonly perceived cyberpunk-styled world. Kazei Five is meant to be mixture of both genres, a world using common elements of the cyberpunk genre combined with a heavy anime influence, represented both in stylization and design.

The Kazei Five universe melds such traditional cyberpunk themes as large, faceless totalitarian corporations with common anime cyberpunk subjects as powered armor and psychokinetic powers. Thus, one will find chapters discussing cyberware, cyberspace, mecha, powered armor, psychokinetic powers, as well as other related subjects so Game Masters may better understand and simulate the desired setting.

PART ONE
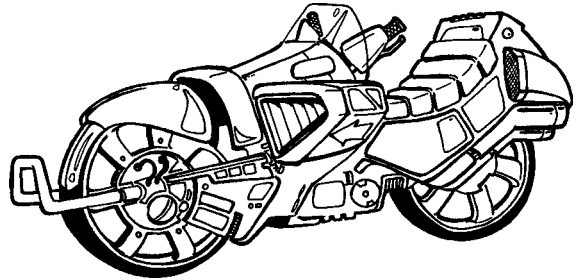
WORLDBOOK

GAMING IN THE KAZEI FIVE CAMPAIGN

Campaign Styles

Many anime/manga series are naturals for adaptation into a *Hero* role-playing environment, as they usually combine two or more main characters, along with a number of supporting characters, into a long and often complex storyline. This section presents a number of anime-inspired campaign possibilities that can be developed using the Kazei Five sourcebook. Most of these examples are based on the idea that the characters belong to some form of police or other law enforcement organization. This is a very common setting for many anime and manga series, and has the advantage of allowing the GM to easily bring the Player Characters together into a team. When deciding upon an appropriate campaign style or setting, the GM should first select a setting that is acceptable to both himself and his players.

The Special Police Task Force

This is one of the more common settings for an anime/manga series. The characters are members of a law enforcement agency of some form or another. Usually, this agency is responsible for handling cases that the regular police cannot. To aid them in this task, the officers are often equipped with weapons and other equipment more advanced than that carried by regular patrol officers.

This type of campaign setting has many advantages. Since the PCs all belong to the same organization, it is a simple matter to get them together for a scenario. Due to the nature of the campaign, adding in new characters requires a minimum of preparation. The characters will also have access to issued weapons, armor and vehicles, making it easy for the GM to govern exactly what equipment the PCs are carrying.

There are a number of disadvantages to this type of campaign, however. Since the PCs are supposed to be law enforcement officers, they are bound by certain rules and regulations, and are subject to sanction when these are broken. In effect, each PC receives the disadvantage of Watched: "Subject to Orders and Regulations".

The PCs are assumed to respect the organization's chain of command. This means the GM must decide what rank characters may hold, and what privileges and responsibilities come with that rank. The GM should determine who the PC's commanding officers are, as well as developing a supporting cast of fellow police officers.

The GM also must create such things as the equipment carried by the characters, as well as details of the department's operation. This sort of game environment may be too restrictive for some GMs and their players.

Some examples of the Special Police Task Force include the Advanced Police, which was developed to combat renegade "boomers" (i.e. robots), featured in the *AD Police* and *Bubblegum Crisis* series, and the Bladerunner division, which tracked down rogue replicants, from the film *Bladerunner*. A less serious example would be the Newport City Tank Police from *Dominion* which uses an assortment of tanks and other armored vehicles in their war on crime. Similarly, the Patrol Labor Division of the Tokyo Police Department in the anime series *PatLabor* uses large manned robots called "Labors" to combat crime.

The Covert Police Force

This type of campaign has many similarities to the Special Police Task Force. In both campaigns, the PCs are assumed to be working for a law enforcement agency, and they often use advanced equipment and handle cases outside the realm of regular police work. But the Covert Police Force has a number of unique advantages. Usually, there is less emphasis on rank and regulations in these teams. Because of this sort of atmosphere, characters are allowed to consider a wider range of options when deciding how to resolve a situation. Additionally, the Covert Force is usually smaller than the Special Task Force, allowing the GM to concentrate more on the PCs themselves. The Covert Force often has a broader directive than the Special Task Force; members may find themselves operating in a number of different environments and locations. This can make scenario preparation much easier for the GM, as all he has to do is announce this week's mission without worrying about such details as getting the PCs to the adventure site. Of course, this does mean

he will have to ensure that the adventure site is reasonably detailed.

As with the Overt Force, the Covert Police Force can have its own unique disadvantages. The GM needs to keep a careful watch on the PC's activities. The characters may not suffer the same restrictions or oversight as their Overt counterparts, but this still doesn't mean they can totally ignore the law.

Depending on how secretive the Covert Police Force is, the PCs may find that they interact with DNPCs less often then they like. In some campaigns DNPCs may not even be allowed. Players or GMs who enjoy this kind of interaction may not care for this style of campaign. The disadvantage of "Secret ID" may be appropriate for some types of Covert games, as the character's involvement with the Covert Force may not be generally known.

Possibly one of the best examples of a Covert Police Force is Section 9, an independent unit responsible for combating terrorists and rooting out government corruption in *Ghost in the Shell*. In a similar vein, *Angel Cop*'s Special Security Force exists to protect the economic security of Japan from criminal or terrorist attack and is effectively allowed to do whatever is necessary to accomplish its mission — the perfect kind of operating guidelines for some players. Finally, the author's own Kazei Five campaign was run with the PCs working as members of a Covert Police Force.

Military/Special Forces Operations

This type of campaign is practically a subset of the Covert Police Force. The only real difference is that the characters don't belong to any law enforcement agency, but instead work directly for the military, the government or a large corporation. The advantages and disadvantages of a campaign like this are pretty much the same as with the Covert Force, except that the GM has even more flexibility with such matters as scenario location and set-up.

The best and most detailed example of a Special Operations Force is that of ESWAT from *Appleseed*. Created to protect the city-state of Olympus, ESWAT is equipped with the latest in weapons, armor and mecha (called "Landmates" in the series), and deals with terrorism, espionage, counter-espionage and other criminal acts on a regular basis.

A somewhat different version of the Special Operations Force would be the WWWA, or Worlds Welfare Work Association from the *Dirty Pair* series. Here, the characters are agents of a large interstellar agency that hires out its services to a number of worlds to handle problems local authorities couldn't otherwise deal with. WWWA agents (called "Troubleshooters") are equipped with a wide variety of gear for the purpose of resolving whatever unique law enforcement situations they are presented with.

Independent Freedom Fighters

In this sort of campaign, the characters are not members of any sort of official organization, but instead work by themselves. Usually, they are attempting to reach a specific objective, whether it's personal freedom from oppression, seeking the downfall of an uncaring corporation, the overthrow of a tyrannical government or something similar. This form of campaign has several advantages: a broad range of character types, intense PC and DNPC interaction, and a lot of room for those melodramatic moments so common to many anime series of this type. The only real disadvantage is determining how or if the PCs can succeed in their mission, and if they do, where they go after that.

It should be noted that this sort of campaign can be *very* difficult to set up and run properly. The PCs must be careful not to get caught, while the Game Master must try to keep adventures balanced and fair. Access to equipment is another important issue; the GM needs to determine how and where the PCs will acquire their gear.

The best example of this type of campaign, would be the *Bubblegum Crisis* and *Bubblegum Crash!* anime series. This 11-episode series concerns itself with the adventures of a mercenary unit known as the Knight Sabers and their attempts to oppose the plans of the world-spanning Genom Corporation.

Supernatural Cyberpunk

For those with a taste for the unusual, one can mix genres. Combining a futuristic cyberpunk setting with such fantasy elements as supernatural monsters and magic can be highly entertaining. There are a number of examples of this campaign style to be found in anime. They include *Wicked City* (a.k.a. *Supernatural Beast City*), in which the main character is a member of the Black Guard, a super-secretive organization that is devoted to protecting Earth from incursions of horrific creatures from the Black World; and *Silent Mobius*, the story of the Attacked Mystification Police, a special police force which uses both high technology and magic to deal with an incursion of extra-dimensional monsters in the city of Tokyo. The only major drawback to a campaign such as this is that the blending of high technology and the supernatural may be too jarring for some to accept comfortably.

Self Discovery

This is not so much of a campaign style, but more a campaign theme. Usually concentrating on a single character, a Series such as this focuses on the character's interaction with the world around him. In the course of each episode, the character is given an object lesson, often a tragic one, that allows him to learn more about himself, and the world. Unlike most of the other campaigns styles listed, a Self Discovery or Enlightenment campaign is perfect for one-on-one interaction between the GM and a single player.

A prime example of this sort of series would be *Battle Angel*. The series centers around the adventures of a young, female cyborg, and her attempts to discover more about her past and who she really is. Another example would be the anime series *Armitage III*. During the course of this series the main character, Armitage, is revealed to be a highly advanced robot. The question of who she is and why she was built is central to the entire theme of the series.

Tone

The tone of any anime-cyberpunk campaign depends greatly upon the desired campaign setting. Traditional Western cyberpunk settings are often very dark in outlook. The characters in these stories have no real hope of changing their world and can only do their best to survive. Anime stories, on the other hand, are usually less bleak. The setting isn't usually as oppressive, and although the characters may not be able to change the world around them, they do have more control over their own lives.

Story Types

In general, lighthearted games don't work well in the anime-cyberpunk setting. Even the series *Dominion* noted for its less-than-serious tone, balances its more humorous moments with serious sequences. The reverse is also true of the more serious stories, where moments of levity are used to break tension.

In more serious campaigns, the Player Characters will often find themselves involved in situations that cause them to question their motivations. In many manga series, especially Masamune Shirow's *Appleseed* and *Ghost in the Shell*, the main characters are often caught up in political maneuverings outside of their control. The characters are only one small part of a larger picture, and aren't always certain who is right and who is wrong. Such settings are often filled with double agents, corrupt team members, political backstabbing and questionable missions.

This sort of setting can be great fun for the GM, but he shouldn't overdo it to the point that the PCs feel like powerless pawns in the face of overwhelming bureaucracy. For example, in *Ghost in the Shell*, the members of Section 9 were depicted as being on the right side of the law in their actions, but their missions still managed to raise interesting moral questions. A similar situation is found in *Bubblegum Crisis*, the Knight Sabers have no real hope of destroying Genom itself, but they still try to curb the company's flagrant disregard for the law whenever possible.

Campaign Tone Example: Kazei Five

The Kazei Five universe, presented in this book, draws greatly upon the works of Masamune Shirow for its inspiration; thus, it is a somewhat dark world, with a realistic gritty feel. The PCs have some control over their futures, but still are only a small part the universe. Although they may not be able to make sweeping changes to the world around them, they can fix smaller problems and thus try to make the world better one small step at a time.

Psychokinetic Ratings

Paranormal researchers have developed an alpha-numeric rating system to classify psychokinetic powers. The base classification for a psychokinetic is an open-ended numeric ranking, followed by a letter code indicating reliability and stability. For game purposes, this ranking is determined by calculating character's maximum possible power level in active points and dividing by 10. To simplify matters, one uses the base value of a Multipower or Variable Power Pool, or the largest slot in an Elemental Control. Then, add in any other Endurance-using powers that are outside of these frameworks (even if the power has been bought to 0 Endurance).

Example: *Takeda Johnson has a 60 point Variable Power Pool and a 12 PD/8 ED Force Field at 0 Endurance. This totals 90 possible active points of power, for a ranking of 9.*

Reliability (How often the power successfully activates):
- A) All of the time
- B) Most of the time
- C) 2/3 the time
- D) Half the time
- E) Less than half the time attempted

Stability (Do the powers adversely affect the user?):
- A) Does not suffer from adverse effects at any power level
- B) Rarely suffers from adverse effects
- C) Sometime suffers from adverse effects
- D) Often suffers from adverse effects
- E) More dangerous to himself than others

Certain researchers like to add a third classification, ranking the subjects general abilities.

General Abilities:
- A) Subject has yet to show any limit to their power.
- B) Subject displays a wide variety of powers, but has limits.
- C) Subject displays a small selection of powers.
- D) Subject possesses significant, but limited power.
- E) Subject possesses a single power or ones that are trivial in effect.

The ranking of the various psychokinetics presented in the Characters section would be as follows: Brais is 10 ABD (note-Brais' actual rank varies wildly, this is an approximation); Noriko Kobayashi is 7 BCB; Ran is 20 AAA; Ryder is 4 AAC; Shion Nys is 15 AAB; and Takeda Johnson is 9 BCA.

CHARACTER DESIGN

Character Background

There are a wide variety of character types available in the Kazei Five universe, ranging from the average man on the street to mechanically rebuilt cyborgs, to people with psychokinetic powers that allow them to perform amazing telekinetic feats. A rough breakdown of these characters is as follows:

Human

This is the most common type of person met in the Kazei Five universe. He could range from an average corporate employee, to a Zero Zone ganger, mecha pilot, rigger, street samurai mercenary, or corporate guard. A character such as this must take the disadvantage of "Normal Characteristic Maxima". Although he is restricted by the limitations posed by Normal Characteristic Maxima, he can use cyberware to augment his physical abilities.

Genetically Upgraded Human

This is an otherwise normal human who has been treated with a specific genetic upgrade or program. A genetic upgrade is designed to increase the physical capabilities of the recipient without resorting to cybernetic aids. Improvements including making the recipient stronger, faster, capable of prolonged periods of physical exertion, as well as more durable and healthier. As a side benefit of these numerous improvements, the genetic upgrade is often physically more attractive than most other people. Genetic programs come in a variety of styles; for game purposes they are all presumed to have the same effects. Genetic upgrades are commonly found working as corporate operatives.

A genetically upgraded human *must* purchase the following physical characteristics at the listed base levels as well as the required Life Support Power. The character does have increased levels of characteristic maxima; these levels are listed after the required characteristics.

Characteristic	Base	Max	Points
STR	15	25	5
DEX	13	23	9
CON	15	25	10
BODY	13	23	6
COM	12	22	1
PD	5	10	2
ED	5	10	2
LS: Immune to Disease			3
Total Cost:			38

The character also receives the disadvantage of "Enhanced Characteristic Maxima" (5pts). All other characteristics remain the same. A genetic upgrade can still use cyberware, with the maximum increase to any characteristic still stopping at 30.

Cyborg

A cyborg is a person who has undergone extensive cyberimplantation, resulting in a being that is now more machine than man. Cyborgs are common as soldiers, special operatives, corporate agents and are involved in space exploration.

Psychokinetic

Certain humans have shown amazing levels of paranormal ability. This ability is expressed in the form of various telekinetic powers, including flight, telekinesis, force fields and the like. A psychokinetic may or may not be bound by the restrictions of Normal Characteristic Maxima; many such individuals demonstrate physical abilities far beyond that of normal humans. Psychokinetics are rare, and are usually found working as corporate operatives. Those that choose to remain independent often do so by hiding themselves in Zero Zones and similar areas.

Artificial People

To supply the world's labor needs, large numbers of artificial humans, better known as synthetics or replicants have been developed. These creations are usually found serving as clerical workers, corporate secretaries, domestic servants, prostitutes, security guards, and so on. Most synthetics have the same physical characteristics as a normal human, although certain models (usually those used for law enforcement or military service) are significantly stronger and faster then most people.

Robots

Although partially self-aware robots known as cyberdroids exist, these mechanical creations are not recommended as PCs.

Character Motivations

Character motivation in an anime-cyberpunk universe will depend greatly upon the campaign style desired. In campaigns where the characters are law enforcement officers, the basic motivations for most characters will be to uphold the law. In a *Bubblegum Crisis*-styled vigilante campaign, then each of the team members should have some form of grudge against the campaign's target villain. Aside from such basic motivations, Players should look for deeper reasons for their characters' actions. The members of the Attacked Mystification Police, seen in the manga series *Silent Mobius*, are prime example.

Each member of the AMP is sworn to defend the city of Tokyo from incursions by supernatural monsters, forming the basic motivation for the team. Further than that, each officer has deeper reasons for working and staying with the AMP: Katsumi Liqueur desires revenge against the creatures that killed her parents, as well as recognition of the good her immense sorcerous powers can do in defending others. Kiddy feels that the AMP is the only place where she won't feel like an outcast and a freak as a result of her cyber-

More FUZION Conversion Notes:

Conversions for Skills go as follows:

HERO Everyman Skill is a FUZION Everyman Skill Level of 2.

HERO Skill Roll of 8 or Less is a FUZION Skill Level of 1

HERO Skill Roll of 11 or Less is a FUZION Skill Level of 2

HERO Skill Roll of 12 is a FUZION Skill Level of 3

HERO Skill Roll of 13 is a FUZION Skill Level of 4

and so forth.

Talents should map straight over; use the name of the HERO System Talent to figure the FUZION Talent.

Disadvantages are the same as FUZION Complications. Just convert them as appropriate.

netic body. Lebia, who is second in command, has the responsibilities of her position to consider and the chance to work with sophisticated computing equipment. Nami has been sent to the AMP to develop her own skills as a Shinto priestess and to carry on her family's duty to defend Japan from monsters: and Yuki, who is an orphan, finds the AMP to be a replacement family, among whom she can feel at home.

In many campaigns, PCs should be the sort of people interested in improving (rather than preserving) the society they live in. As such they have to be willing to face almost insurmountable odds, an often uncaring society, and foes who are more than willing to take extreme methods to oppose them. Finally, the nature of most anime-cyberpunk worlds is such that PCs will find themselves subject of ever-shifting alliances, where distinction between friend and enemy can be very tenuous.

Disadvantages

One of the best ways to define a character's motivations and personality is through an interesting application of disadvantages, especially Psychological Limitations. *Dark Champions* contains a number of examples useful for most anime-cyberpunk games. A few genre-specific are as follows:

Physical Limitations

Clone (Infrequently, Greatly) (15pts.): The character is a genetic copy of another individual. In most cultures a clone has no legal identity at all, and usual practice is to consider any clone the property of the being from which the genetic material came. According to the legal code of United North America and that of most other nations, killing a clone is not considered murder, but destruction of property. Clones are exceedingly rare and are usually used to supply needed body parts for a specific individual.

Cyber Rejection (Infrequently, Greatly) (15pts.): A character with this disadvantage can never receive cyber implants, as his body will not accept them. The character cannot use most common forms of cyberware and is limited to costly bioware systems. It is important to note that most psychokinetics cannot tolerate any form of cyber intrusion into their systems. Although their body may not reject the implant, it almost always has a detrimental effect on their powers.

Synthetic Human/Property (Infrequently, Greatly) (15pts.): The character is a synthetic human and thus is not considered a person in many cultures, but instead is thought of as property. The character has no rights guaranteed by law and can suffer from extreme mistreatment by his owner with no legal repercussions. The character may or may not be distinctly non-human in appearance, and his DNA is marked with identifying codes, so any detailed bioscan will reveal him as an engineered organism. Even cultures that recognize the possibility of a free synthetic human will assume that the individual is property unless proper documentation is on file with the appropriate government organization.

Psychological Limitations

Addicted to Simsense (Common, Total) (20pts.): The character is heavily addicted to simulated sensory experience (i.e. simsense) programs and has great difficulty separating simsense-induced fantasies from reality. A common result of simsense addiction is that the character assumes the persona and mannerisms of his favorite simsense character(s) whenever exposed to extreme stress. The character may also assign assorted roles to persons around him, usually based upon their relation to the simsense character. While under this psychosis the character may perform extremely dangerous actions.

Cyber-Induced Psychosis (Common, Varies) (Varies): This limitation represents extensive psychological damage resulting from the implantation of numerous cybernetic systems. The character suffers from varying degrees of psychopathic tendencies and is often prone to acts of extreme violence. The Berserk or Enraged Disadvantage may also be bought to better simulate the character's unbalanced mental state.

Street Loyal (Common, Strong) (15 pts.): A character with this Psychological Limitation will stay "bought". If hired to perform a job, he will complete it to the best of his ability. He will not betray his employer or his companions. If the betray *him*, however, they will lose this immunity and he may turn on them. Many street samurai have the Psych. Lim. and are usually considered trustworthy by those that hire them and gullible by those that know they can use this mindset to their advantage.

Everyman Skills

The following is a list of Everyman Skills for the Kazei Five universe. Everyone has these skills on an 8-roll.

AK: Local Area
Climbing
Concealment
Conversation
Deduction
KS: Computer Operations
Language: 4 points with Local Language
Paramedic
PS: Current or past occupation
Shadowing
Stealth
TF: either automobile or motorcycle

New Skills

All of the standard Hero System Skills are available in the Kazei Five universe, although some of them (such as Animal Handler) are of limited use. Below are listed several new skills, as well as comments concerning some old ones.

High Society (3pts.)

This PRE skill is a must for anyone operating in the upper echelons of the corporate world. This skill allows one to know the proper forms and procedures for dealing with corporate officials. High Society is necessary when dealing with traditionally minded Japanese corporate officials.

High Society, by definition, can be extended to other social classes. Organized crime members, such as the Mafia or Yakuza, might have this skill as well, representing the ability to properly interact with the higher-ranked members of these groups.

Language: CitySpeak (1pt.)

CitySpeak is a mixed bag of English, Japanese, Spanish and pure street slang. It is spoken extensively in the Neo York Zone and the Neo York Underworld. It is not a real language in and of itself, but is a necessary skill if a character needs to blend into that aspect of society.

Concentrated Sprayfire (5 pts.)

The character has been taught to accurately concentrate his autofire while firing at multiple targets. Concentrated Sprayfire costs 5 Character Points. The charater steadeies himself to fire and can sprayfire multiple attacks at each of several targets. This attack takes a full phase and the attacker is x° DCV. The character declares the targets and counts a line of continuous hexes including all the targets. There is a base -1 OCV, and a -1 OCV penalty for each hex. The character must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of five hexes). Use the normal Autofire rules to see how many shots a target is hit (up to a maximum of the number of shots fired at that target.)

Rapid Autofire (5 pts.)

With this maneuver, a character may Rapid-fire an Autofire attack; this allows the character to fire 5 shots every segment. E.g., if a SPD 3 character declares Rapid Autofire on his action phase in segment 4, he would autofire 5 shots in segment 4, 5 shots in segment 5, 5 shots in segment 6, and 5 shots in segment 7. Rapid Autofire costs 5 Character Points. Each Autofire attack may not be spread and must be aimed at only one target. The character takes a -2 OCV penalty for every shot after the first and is x° DCV. END or charges must be expended individually for each attack.

Note: If a character used Rapid Autofire to fire 5 shots each segment (two times a phase at Speed 6 or three times a phase at Speed 4, etc.) the weapon would be firing at about 300 rounds per minute. This is at or above the continuous rate of fire for most hand held autofire weapons.

Two Weapon Fighting (5 pts.)

The character has learned how to fight with two weapons. Two Weapon Fighting costs 5 Character Points. With this maneuver a character ignores the first -2 OCV modifier when Rapid Firing with two weapons or ranged attacks. The character using the Rapid Fire Maneuver can fire twice with no OCV penalty, three times at a -2 OCV, four times at a -4 OCV, etc. When using two weapons, each must be usable in one hand. Attacks from a character's off hand take the -3 OCV penalty (in addition to any Rapid Fire modifiers) unless the character is Ambidextrous. This skill also allows the character to use two weapons with any of the Sprayfire maneuvers or with Rapid Autofire.

Note: This maneuver is effectively 2 Combat Skill Levels with a Ranged Combat (5 points each) that only counteracts the OCV minus for the second shot (a -1 limitation.)

Transport Familiarity: Mecha (1pt.)

This skill gives one familiarity with operating any one of a number of anthropomorphic enhancement rigs used in construction and cargo handling.

Weapon Familiarity: Uncommon Weapons: Assault Cannons (1pt.)

A new category is added to this list, infantry assault cannon.

Fringe Benefits

Corporate I.D. (1+ pts.)

The character has an I.D. card representing himself as a valued employee of a specific company. This card entitles the character to use certain public facilities of the corporation with a minimum of hassle. Note that the exact value of this Perk will depend greatly upon the character's actual rank in the company. Higher-ranking employees are allowed more benefits, and thus their Corporate I.D. will cost more.

False I.D. (2pts.)

The character has set up a second identity complete with medical records, financial statements, school records, insurance policy and so on. Credit fraud and false I.D.s are highly illegal, and such activities could lead to arrest.

SINless (3pts.)

The character has no System Identification Number (a.k.a. SIN); thus, there is no data on the character in the world's databases. This means that the character is very difficult to trace, but the other hand, the

character cannot access many government and social services. A significant portion of Zero Zone inhabitants are SINless. This Perk can be lost, and if it is, it can never be regained.

Studio Access (1pt.)

The character has access to a recording or video studio, mixing equipment and other communications gear. Most likely the character does not own the gear and must use it during off-hours, on the other hand, he doesn't have to pay for the privilege either.

Weapon Permit (1pt.)

This means that the character has a license to own and carry a gun. A permit is really only needed in places such as Neo York; nobody cares if you have a permit or not in a Zero Zone.

Concealed Weapon Permit (2pts.)

As above, this allows the character to carry a concealed weapon on his person. This Perk is a must for bodyguards and detectives.

Money

The standard unit of exchange in the Kazei Five world is the new-yen, or more commonly "nuyen." Other types of currency still exist, the dollar is standard in United North America, for example, but it is no longer the universal form of money it once was. An expanded wealth chart is given below.

Points	Income
-10	$3,000 per year; the character is destitute and must scrounge his meals and shelter. This character almost certainly lives in a Zero Zone.
-5	$10,000 per year; the character is in debt, unemployed and most likely hounded by creditors. If not a Zero Zone resident, he probably soon will be.
0	$75,000 per year; standard income level. The character can make the occasional large purchase and is usually financially secure.
1	$100,000 per year
2	$200,000 per year
3	$300,000 per year
4	$400,000 per year
5	$500,000 per year
10	$5,000,000 per year; the character is considered wealthy and has the capacity to do or buy pretty much what he pleases.
15	Unlimited income; the character is a multi-billionaire and has more money than he can spend. This character is most likely a CEO of a megacorporation.

CHARACTER ARCHETYPES

The following list represents some of the more common character archetypes that exist in the world of Kazei Five. Players are not required to use any of these package deals when designing characters. They should feel free to modify any package deal to suit their needs, or only use a part of one. In particular, the Psychological Limitations are very open to change. For example, the Psychological Limitation of "Street Loyal" in the Street Samurai package could easily be switched to "Code of the Bushi", or "Code of Honor". The Detective's Psychological Limitation of "Curious" could be changed to "Seeks Justice", or "Never Betrays Client".

Bounty Hunter

The bounty hunter's job is to find and retrieve others. The people he pursues may be criminals, runaways or employees of a rival corporation. Depending on the client's desires, the bounty hunter may or may not need to bring his target back alive. The bounty hunter usually specializes in quiet extractions, where stealth and guile are used instead of brute force. But if things go bad, he is usually quite capable of taking care of himself in a fight.

Several excellent examples of anime/manga bounty hunters are Gally the hunter-warrior from *Battle Angel*, Iria from *Iria the Animation* and the live-action movie *Zeram*, Rally Vincent from *Gunsmith Cats* and Rick Deckart in the movie *Bladerunner*.

Typical Goals and Motivations

The most common motivation for a bounty hunter is money. He pursues his target in order to gain the reward for a successful capture. Some bounty hunters may be in this line of work for the excitement and adventure or because they found working as a law enforcement officer too restrictive.

Typical Abilities

It is recommended that any good bounty hunter have an above-average INT, Perception and PRE, as well as decent combat skills. Any implanted cyberware is usually concealed and often of a covert nature.

Suggested Disadvantages

After a while, a bounty hunter will almost always accumulate a few enemies, such as former captures or other people holding a grudge or seeking vengeance. Depending on the nature of the bounty hunter's activities, he might be watched by local law enforcement authorities. Finally, a well-known bounty hunter may develop a reputation, which may hamper the bounty hunter's career and dealings with others.

Role-playing Tips: Most genre bounty hunters tend to be loners. Usually they are very confident of their abilities, but will still utilize any and all resources available when attempting to bring down a target.

BOUNTY HUNTER	
Skills & Talents	**Cost**
Combat Driving	3
Fam.: Computer Programming	1
Fam.: Criminology	1
KS: Street Criminals	2
PS: Bounty Hunter	2
WF: Small Arms	2
Choose one from the following list:	
Bribery, Deduction, Disguise, Forgery or	
Interrogation	3
Disadvantages	
Package Bonus	-3
Hunted by Previous capture 11-	-10
Package Cost:	1

Corporate Official (a.k.a. Corper)

The corporate official lives at the top of the anime-cyberpunk world. He is an executive found with any number of world-spanning megacorporations, with access to massive amounts of resources. The world of the corporate official is often dominated with constant bids for power, as executives jockey for secure positions in the company power structure.

Two of the best examples of the corporate official are Brian J Mason and Chairman Quincy, who are both found in the anime *Bubblegum Crisis.* For excellent ideas of how a corporation acts, look at Omni Consumer Products from *Robocop.*

Typical Goals and Motivations

The driving ambition behind almost any corporate official is to get ahead. Power, measured in wealth, material goods, personal prestige, and the ability to control others, is what every corporate official seems to desire. For those on top in a corporation, the primary goal is to stay there. Finally, it is of the utmost importance that whatever project the corporate official is working on be successful and profitable.

Typical Abilities

Combat skills are usually at the bottom of the corporate official's desired capabilities. A good INT and PRE are needed to survive in the corporate world, as well as access to the right people and resources. Skills related to dealing with people and business are the most important things that a corporate official should have; that, and connections to the right people. In certain corporations, especially those based in Japan, it may be required that all corporate officials take regular martial arts self-defense courses.

Suggested Disadvantages

Disadvantages for the corporate official are highly dependent upon his ranking within the corporation. Upper-level executives usually have Age, as well as DNPCs defined as a wife and children. Rivalries, with other executives or other corporations, are highly common, as well as being Watched by your parent corporation or Hunted by a rival corp. A common Psychological limitation is one of loyalty to the corporation itself, although undesirable elements with the corporation are fair game for expulsion.

Role-playing Tips

For the typical official, the corporation is his life, his work and his home. This is where the real power in the world is found and the corporate official thrives upon that power.

CORPORATE OFIICIAL	
Skills & Talents	**Cost**
Bureaucratics (+1 to roll)	5
High Society (Corporate)	3
KS: The Corporation	2
PS: Corporate Executive	2
Perk: Contact @ 11-	2
Perk: Corporate ID card	1
(*Note: the value of this Perk may depend upon the actual rank of the corporate official.*)	
Perk: Well Off	5
Choose two from the following list:	
Bribery, Computer Programming,	
Conversation, Oratory, Persuasion,	
Trading, Traveler, Well Connected	6
Disadvantages	
Package Bonus	-3
Psych. Lim.: Corporate Affiliation	-15
Watched: Corporation 8-	-8
Package Cost	0

Detective

The detective is the person whose job it is to find things out. He may be a member of the police department, work for a corporation or work for himself, but regardless, his job is the same: to find, assemble and act upon the most obscure bits of data in order to achieve his objective.

A sampling of detectives includes Roy from *Gunsmith Cats*, Leon McNichol from *Bubblegum Crisis*, Armitage and her partner Ross from *Armitage III*, and Percy from *Riding Bean*.

Typical Goals and Motivations

The classic detective usually seems to be concerned with discovering the truth, getting to the bottom of the whole affair and finding out what is really going on. This obsession doesn't usually win him very many friends, but also makes him a highly useful tool to those who want information regardless of the cost.

Typical Abilities

Regardless of his background, a good INT is a necessary characteristic of the detective. If he is a tough street investigator, then physical capabilities, such as a good STR and CON, as well as assorted combat skills are needed; while the more cerebral investigator will utilize such things as Deduction, Criminology and Forensics. However, the most important thing for a detective to have is Contacts. Often, it's more important who you know than what you know.

Suggested Disadvantages

The most common disadvantage for a detective is that of DNPC: current client. They may also have Psychological limitations such as "Curious", "Driven to Discover the Truth", or "Never Betrays Client". The nature of their occupation often brings the detective in contact with the police, hence the Watched limitation.

Role-playing Tips

One thing the typical detective never does is give up. If at first he doesn't succeed, he will try a different tactic, worrying at a problem until he wins out.

DETECTIVE	
Skills & Talents	**Cost**
AK: Home City	3
Conversation	3
Fam: Criminology	1
Deduction (+1 to roll)	5
PS: Detective	2
Streetwise	3
WF: Small Arms	2
Perk: Private Investigator's License	2
Choose two from the following list:	
Bugging, Disguise, Interrogation, Lip Reading, Lockpicking, Persuasion, SC: Criminal Psychology, Security Systems, Seduction, Shadowing	6
Choose one:	
Traveler or Well Connected	3
Disadvantages	
Package Bonus	-3
Psych. Lim.: Curious/Investigative	-10
Watched: Local Police 8-	-8
Package Cost	**9**

Fixer

The fixer is a virtual staple of the cyberpunk genre. He deals in information, material goods and people, making sure his client gets what he needs to accomplish his job. The fixer is where one goes to get the knowledge and equipment that no one else has available.

Two examples of the classic fixer are Fargo from *Bubblegum Crisis*, and Mr. Vector from the manga version of *Battle Angel*.

Typical Goals and Motivations

Most fixers are motivated by the money that their wheeling and dealing can bring them. Others like the excitement of the business itself, making deals, buying, selling, being in on all the action of the streets and corporate world without exposing oneself to too much risk.

Typical Abilities

Connections, such as Contacts and Favors, are the most useful thing a fixer can possess. Characteristics such as INT, EGO, PRE, and COM help when dealing with clients. Finally, it doesn't hurt to have Money.

Suggested Disadvantages

A fixer's Reputation is everything, and a bad rep may soon put one out of business. Other appropriate disadvantages include Watched (previous clients), Rivalries with other fixers, and possible Psychological limitations relating to how one deals with his clients. Naturally, if the fixer plays less than fair with his clients, he may find himself Hunted by one.

Role-playing Tips

The most important thing a fixer should remember is neutrality. It's only business, and one should never be too concerned with why your client wants the equipment he requested, only whether it can be obtained.

FIXER	
Skills & Talents	**Cost**
AK: Home City	2
Bribery	3
Conversation	3
KS: Finance	2
Language (choice)	3
Streetwise	3
WF: Pistols	1
Well Connected	3
Perk: 3 Contacts @ 11-	3
Perk: 2 Favors @ 11-	1
Disadvantages	
Package Bonus	-3
Reputation: Good Business Person 11-	-10
Package Cost	**11**

Gang Member (a.k.a. Ganger)

The gang member is a common feature of the genre. Street gangs are found throughout many parts of the city, living off the streets, each controlling their own separate piece of turf. A common feature of the cyberpunk gang is highly distinctive clothing, mannerisms, and personalities which go far beyond the simple colors of 20th century street gangs.

One of the best examples of an anime-cyberpunk gang is found in the *Akira* anime and manga. There are two major gangs featured in the series. The first is Kaneda's youthful bike gang; the other is the highly distinctive Clowns, led by the appropriately named Joker.

Typical Goals and Motivations

Usually, gangs control or deal in an assortment of vice crimes, such as drugs, prostitution, gun smuggling and so on. Others are more of the "smash-and-grab" variety, reveling in mindless mayhem and nihilistic destruction.

Typical Abilities

Most gang members are tough, experienced street types. Physical characteristics, such as STR, DEX, CON and SPD are important for survival on the streets. Gang leaders usually have a high PRE stat, allowing them to sway followers into carrying out their plans. Depending on the setting, cybernetics may be almost unknown in gangs, or may run rampant.

Suggested Disadvantages

Distinctive Features: gang colors and Rivalries with other gangs are both appropriate disadvantages. Hunteds and Watched are both excellent choices as well, as gangs must deal with the police and other gangs in the area. Finally, some gang members may have Psychological limitations reflecting their loyalty to the gang.

Role-playing Tips

Usually, the gang is one's family. If someone has messed with any one member of the gang, they have messed with them all. Fellow gang members are all that matter, no one else is of importance.

GANG MEMBER	
Skills & Talents	**Cost**
AK: Home Turf	2
KS: Gang Life & Customs	2
Martial Arts: Dirty Infighting (choice of maneuvers)	10
Streetwise	3
WF: Common Melee Weapons	2
WF: Small Arms	2
Choose one from the following list: Breakfall, Climbing, Concealment, Lockpicking, Shadowing, Stealth, Tactics	3
Disadvantages	
Package Bonus	-3
DF: Gang Colors	-10
Watched: Gang Members 8-	-8
Package Cost	**3**

Medic

The character of the medic is highly varied. Some are found working in the extensive, sterile labs of the world's major corporations; others work out of simple street clinics where sanitation is questionable. Aside from the more normal skills of medicine, most medics are experts in the implantation of cybernetic systems and can outfit a client with whatever they desire.

Ido Diasuke, from the manga series *Battle Angel,* is the best representative of the medic character to be found in the anime-cyberpunk genre.

Typical Goals and Motivations

Medics come in all types, from helpful street-docs, money-hungry businessmen, cloistered scientific researchers, disreputable operators of a street chop-shop, to virtual mad-scientist types.

Typical Abilities

A high INT and a good DEX are usually required to be a top-flight medic. Aside from such skills as Paramedic, a good cyberdoctor will also need Electronics and possibly Mechanics. Presence skills such as Conversation and Persuasion are needed in order to have a pleasing bedside manner.

Suggested Disadvantages

Since medics come from all walks of life, there are no set disadvantages, although Age is common.

Role-playing Tips

The typical medic is concerned primarily with his work, but there are those who have a surprising range of skills and talents that have little to do with medicine. Some people may want to combine elements of the Medic package with that of other packages; the Medic/Mercenary for example. This method is highly recommended, as it allows more flexibility on the part of the medic character.

MEDIC	
Skills & Talents	**Cost**
KS: Anatomy	2
KS: Cybertechnology	2
KS: Medicine	2
Paramedic (+1 to roll)	5
Perk: Well Off	5
Choose one grouping from the following list:	
PS: Physician and Perk: Physician's	
License or Streetwise and one	
Contact (11-)	5
Disadvantages	
Package Bonus	-3
Psych. Lim.: Hippocratic Oath or	
Helps People only for Money	-10
Package Cost	**8**

Mercenary

The mercenary is a soldier for hire, selling his services and skills to employers the world over. His specialties are military operations, strategic planning and tactical strikes. Usually, the mercenary belongs to a military or paramilitary organization, although this archetype can also be used to simulate corporate soldiers and special operatives.

Genre examples of the mercenary include Kei and Yuri, the Lovely Angels from the anime *Dirty Pair*, the Knight Sabers from the *Bubblegum Crisis* anime , Grimjack from the comic *Grimjack*, and Snake Pliskin as seen in the movies *Escape from New York* and *Escape from LA*.

Typical Goals and Motivations

The mercenary is almost always in the business for the money. He has a skill that others are willing to pay for, and so he makes his living as a full-time professional soldier. Tightly controlled contracts and completion bonuses ensure his loyalty, reliability and cooperation. This works both ways, however, as most mercenaries reserve the right to break a contract that has been misrepresented as to the nature of its objectives.

Typical Abilities

A mercenary is a soldier, and as such needs a good STR, DEX, CON, BODY, and SPD to survive the modern battlefield. He is usually cyber-enhanced and carries top-of-the-line equipment. Depending on his specialty training, he may possess a wide range of skills, from close-combat to sharp-shooting, demolitions and assorted mechanical skills.

Suggested Disadvantages

Psychological limitations such as "Obey orders" or "Will Always Complete a Contract" are common. The mercenary is usually Watched by his employer or superior officers. Other possible disadvantages are Rivalries with other soldiers, superior officers, or other mercenary outfits; or a Reputation relating to how the mercenary is known to operate and behave on a mission.

Role-playing Tips

The mercenary is a professional soldier. His business is to get the job done as quickly and efficiently as possible. He will work with anyone who can help him accomplish his objective, as long as that person is a competent part of the mercenary team.

MERCENARY	
Skills & Talents	**Cost**
KS: Military Procedure	2
Martial Arts: Commando Training	
(choice of maneuvers)	10
Tactics	3
WF: Common Melee Weapons	2
WF: Small Arms	2
WF: (choice from Unc. Wpn, group)	1
Perk: Weapon Permit	1
Perk: Military Rank	1
Choose one from the following list:	
Combat Driving, Combat Piloting,	
Concealment, Demolitions, Interrogation,	
Mechanics, Paramedic, Survival	3
Disadvantages	
Package Bonus	-3
Psych. Lim.: Obeys Orders	-10
Reputation: Mercenary 8-	-5
Package Cost	**7**

Police Officer (Neo York Police Department Inc.)

The role of the police officer in the anime-cyberpunk game is usually one of the last defense between honest citizens and overwhelming destruction at the hands of gangs, criminals and ruthless corporations. Usually he is outnumbered and sometimes outgunned, but he never seems to give up. The Kazei Five universe takes a more pessimistic view of the future, in which the police have become just another corporation, protecting only those who have purchased their services. Hence the idea of the Neo York Police Department "Incorporated."

The examples of anime/manga police officers is almost legion. A short list follows: Jeena Maslo (*AD Police*), Leon McNichol (*Bubblegum Crisis*), Leona Ozaki (*Dominion*), Roy DeVice (*Silent Mobius*), Goku (*Midnight Eye Goku*), Angel (*Angel Cop*), and Raiden (*Angel Cop*). Technically, Major Motoko Kusanagi and the members of Section 9 from *Ghost in the Shell* are police officers.

Typical Goals and Motivations

Most officers are concerned with just doing their job and doing it well. In the anime-cyberpunk genre, police officers usually try to bring to justice the criminals they fight. If using NYPD Inc. however, one will find a high percentage of corrupt officers and corporate ladder-climbers, as well as simple gun-toting bullies.

Typical Abilities

The nature of a police officer's job requires him to be physically fit, so a good STR, CON, and SPD helps. For investigative officers, a good INT is recommended. Most officers have seen exposed to a variety of dangerous situations while on the force and have a reasonably high PRE. Combat skills, such as martial arts and gun combat skills, are very common, especially among street-level officers.

Suggested Disadvantages

Police officers often have DNPCs (family), are Watched by the department they work for, may be Hunted by certain criminals, or have a Reputation that relates to their actions as an officer. Psychological Limitations such as "Protective of the Innocent", "Seeks Justice", "Overconfidence" and even "Trigger-happy" are appropriate for genre police officers.

Role-playing Tips

Genre police officers are almost always tough, honest, confident defenders of law and order. Their actions may put them at odds with their superiors, but they continue on, confident that they are doing the right thing.

POLICE OFFICER	
Skills & Talents	**Cost**
AK: Neo York	2
Bureaucratics	3
KS: Criminal Law & Procedure	2
PS: Police Officer	2
Streetwise	1
WF: Nightstick/Tonfa	1
WF: Small Arms	2
Perk: Local Police Powers	2
Perk: Weapon Permit	2
Choose three from the following list:	
Acting, Combat Driving, Concealment,	
Conversation, Criminology, Deduction,	
Demolitions, Fast Draw, Forensics,	
Interrogation, Persuasion, Shadowing,	
Stealth, Streetwise, Tactics, CSL:+1 with	
Pistols & Shotguns, +1 Perception	9
Disadvantages	
Package Bonus	-3
DF: Neo York cop	-5
Watched: NYPD Inc.11-	-10
Package Cost	**8**

Reporter

The reporter of the future works the street, reporting the news as it happens with the aid of hand-held cameras or cybernetic implants. In a world such as this, style often takes precedence over substance, and most reporters concentrate upon titillation and entertainment, rather than news-gathering.

Examples of the reporter archetype would be Corey Everson from Adam Warren's version of the *Dirty Pair*, Sybel in the anime *Black Magic M-66*, and Lisa Vanette from *Bubblegum Crisis*.

Typical Goals and Motivations

The story is all that matters. Some reporters are investigative types, trying to expose corruption and graft wherever it is found; others are more concerned with surface flash and entertainment than substance.

Typical Abilities

Investigative street reporters usually need good physical skills, such as DEX, CON, INT, and SPD. For those who are more concerned with public image and tabloid style journalism, a high COM and PRE is a must.

Suggested Disadvantages

In the media-intensive world of the future, any well-known reporter is going to be recognized by just about everyone. This may also mean that his activities have drawn unwanted attention in the form of Hunteds and Watched. The reporter may have Rivalries with other reporters and stations and Reputations based upon their activities and reporting.

Role-playing Tips

Getting the story first is the most important thing in the reporter's life.

REPORTER	
Skills & Talents	**Cost**
Acting	3
Bribery	3
Conversation	3
KS: Television and Video Equipment	2
PS: Reporter	2
Persuasion	3
Perk: Press Pass	1
Choose one:	
Streetwise or High Society	3
Disadvantages	
Package Bonus	-3
Public ID	-10
Package Cost	7

Rigger(a.k.a. Driver)

The rigger does more than just operate his vehicle, usually he jacks into it, via cybertechnolgy, turning the vehicle into an extension of his body. The rigger's vehicle can come in many forms: cars, planes and even mecha are common. The price of the rigger's vehicle is not included in the Rigger Package Deal, as each rigger's vehicle will vary.

The ultimate example of the driver archetype is Bean Bandit, from the anime *Riding Bean*, and the manga *Gunsmith Cats*.

Typical Goals and Motivations

The lure of speed and the open road is probably the most common motivation for the rigger. Others operate as couriers, either for corporations, or for more shady organizations.

Typical Abilities

A rigger needs skills necessary to operate his vehicle under the toughest of driving conditions, thus a high DEX and SPD are a must. Most drivers are in excellent physical shape and have a very good STR and CON score. Mechanical skills are almost standard as the Rigger is usually capable of repairing his own vehicle as well as driving it.

Suggested Disadvantages

Reputations and Professional Rivalries are the two most common rigger disadvantages. Others could include being Hunted by the local law enforcement agencies and Psychological Limitations relating to the rigger's perception of his driving skills or the capabilities of his vehicle.

Role-playing Tips

To the rigger, his vehicle is the most important thing there is, for it represents his livelihood and his way of life. No upgrade, repair or modification is too expensive or too outlandish, for the rigger's vehicle must be the best there is.

RIGGER	
Skills & Talents	**Cost**
Combat Driving or Combat Piloting	3
Fam: Computer Programming	1
KS: Vehicle Types and Styles	2
Mechanics	3
Systems Operations	3
TF: Appropriate vehicle type	1
WF: Small Arms	2
Disadvantages	
Package Bonus	-3
Psych. Lim.: Preoccupied with Vehicle	-10
Package Cost	2

Rocker

The rocker character can be any one of a number of people: a simple musician trying to get by, a superstar owned by a profit-minded corporation, or a social revolutionary trying to change the world with his music.

The archetypical anime-cyberpunk rocker is Priss Asagiri, lead singer for Priss and the Replicants in the anime *Bubblegum Crisis*. Vision (a.k.a. Reika Chang), a character also found in *Bubblegum Crisis*, presents an equally valid, but far different view of the rocker character.

Typical Goals and Motivations

The rocker almost always lives for fame and the approval of the crowd. If the rocker is a sure hit on stage, then wealth and success will soon follow. Naturally, there will be those rockers who see their careers as a means to an end, using their superstar status to accomplish other, more secret goals.

Typical Abilities

A good PRE is a must; a successful rocker must be able to command and hold an audience. A high COM also helps, as does a little bit of EGO. It goes without saying that some form of musical skill is needed, although there are those who will debate that the rocker's exhibited talents can be called skill.

Suggested Disadvantages

A very popular rocker will have either a Public ID or Reputation (usually relating to his on stage habits), or both. Rivalries with other rockers are common, as is the almost universal significant other DNPC.

Role-playing Tips

The typical rocker lives for the stage and a chance to perform. Fame and glory is where life is at!

ROCKER	
Skills & Talents	**Cost**
KS: Local Music Scene	2
KS: Play Musical Instrument (choice)	2
PS: Musician or Singer	2
Traveler	3
Choose two from the following list:	
Acting, Conversation, High Society,	
Languages (3 pts.), Mimicry, Oratory,	
Seduction, Streetwise, Systems Operation	6
Cyberware: Synthesizer Link	2
Disadvantages	
Package Bonus	-3
Reputation (Rock star) 11- or 8- (extreme)	
or Public ID	-10
Package Cost	**4**

Security Specialist

The security specialist is responsible for protecting valuables (money, goods or information) from theft. He can be an expert at electronic surveillance and counter-intrusion measures, or a netrunner, defending his employers data from cyberspace hackers. The security specialist is also the one you call to break inside a carefully defended objective, for who better to open a lock than the man who makes them?

Possibly the best example of this archetype is Lebia Mavelick from the manga *Silent Mobius*.

Typical Goals and Motivations

The security specialist is a highly variable character; he can work for a corporation or be a free-lancer.

Typical Abilities

Aside from a good INT, the security specialist's primary abilities are going to be in what he knows, not his physical abilities. Skills such as Computer Programming, Electronics, Mechanics, Lockpicking, Security Systems, Systems Operations are almost a requirement. Associated skills, such as Bugging, Concealment, Cryptography, work well in complementing his other skills.

Suggested Disadvantages

The security specialist usually works for a specific corporation, and will be Watched by his employers. A free-lance specialist may be actively monitored by former clients, as he knows certain security secrets about his previous employers. He may have Psychological Limitations regarding his work, such as "Overconfidence in his Systems Impenetrability", or "Fear of Failure".

Role-playing Tips

Just about every security specialist should think his system is unbeatable, otherwise he wouldn't bother setting it up. Conversely, he should think that anyone else's system is easy prey, after all it wasn't designed by him!

SECURITY SPECIALIST	
Skills & Talents	**Cost**
AK: The Local Net	2
Computer Programming (+1 to roll)	5
Security Systems (+1 to roll)	5
WF: Small Arms	2
Choose one:	
Concealment or Systems Operation	3
Cyberware: Datajack	3
Disadvantages	
Package Bonus	-3
Watched: Former clients, 11-	-10
Package Cost	**7**

Street Samurai

The street samurai is the urban warrior of the cyberpunk world. As his name implies, his home is the streets, and his attempt to live up to the samurai idea's of service and personal honor define his actions and attitude. Street samurai can be found almost anywhere, working as bodyguards, enforcers, hired killers, and simple "muscle."

Examples of genre street samurai come in a wide range of shapes and sizes, from the towering, armor-plated form of Grewicia from the anime *Battle Angel*, to the duster-clad Grimjack from the comic series *Grimjack*. Even such characters as Eric Draven from the movie *The Crow* and the members of Section 9 seen in the manga *Ghost in the Shell* could be considered street samurai.

Typical Goals and Motivations

The street samurai is the best at what he does, and knows it. He is the ultimate warrior, cyber-enhanced to be better then human, part-man, part-machine. Usually, he is also highly professional, with a sense of personal honor and excellence that sharply defines who he will work for, and how.

Typical Abilities

A street samurai must be able to fight. Physical characteristics such as STR, DEX, CON and BODY are important, as are combat skill levels. Skills, such as Martial Arts, Combat Sense, Defense Maneuver, Danger Sense, and Find Weakness are all highly useful for this character archetype. Almost all street samurai have cybernetic implants, some go so far as to be converted into cyborgs.

Suggested Disadvantages

Disadvantages such as Distinctive Features (obvious cybernetic implants), Hunted (assorted enemies), Reputation, and Rivalry are all readily apparent options. Good Psychological disadvantages would be a "Code of Honor", "Code of Vengeance", or the "Code of the Bushi."

Role-playing Tips

Although they may seem like fearsome combat monsters, most street samurai are shrewd businessmen as well, since knowing who to cut a deal with is just as important as knowing how to cut. A street samurai is often a team player as well, working with a group as a way to supplement his own skills.

STREET SAMURAI	
Skills & Talents	**Cost**
Combat Skill Levels: +3 OCV with favorite weapon	6
KS: Combat Cybertechnology	2
Martial Arts (choice of maneuvers)	10
Streetwise	3
WF: Common Melee Weapons	2
WF: Small Arms	2
WF: (choice)	1
Choose any two from the following list: Acrobatics, Breakfall, Climbing, Demolitions, Paramedic, Security Systems, Shadowing, Stealth, Tactics	6
Disadvantages	
Package Bonus	-3
Psych. Lim: Street Loyal	-20
Package Cost	**9**
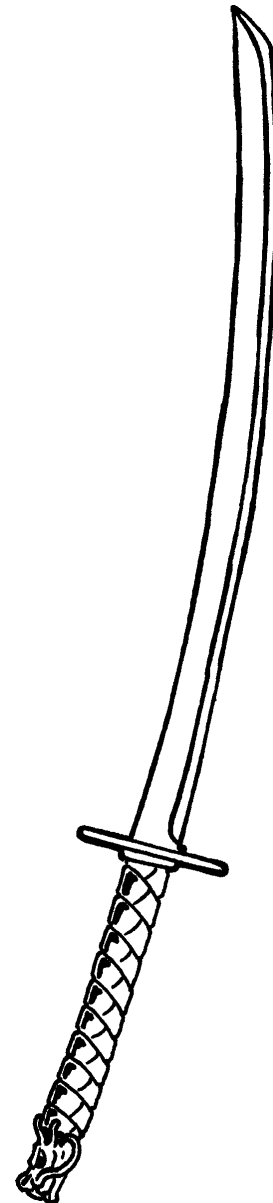
PART TWO
SOURCEBOOK

Psychokinetic Powers

A common character in many anime or manga is one who possesses "esper" or psychokinetic, powers. An esper usually demonstrates an assortment of telekinetically based abilities often accompanied by a variety of telepathic powers. An esper's telekinetic powers are usually centered around the manipulation of raw telekinetic force; such common Western comic variants as cyrokinetics (cold manipulation) and pyrokinetics (fire manipulation) seem to be virtually nonexistent in the anime and manga genre.

The power and control level of anime and manga espers varies wildly. Many, such as Yuki Saiko from *Silent Mobius* and Lan from *Blue Sonnet* have little conscious control over their abilities and often only exhibit them under great stress. When their powers do manifest, the results are often... destructive. Others, such as Kyosuke Kasuga from *Kimagure Orange Road*, Annie from *Silent Mobius* and Sonnet from *Blue Sonnet* can invoke their powers at will, but have an upper limit to their powers and what they can do with them. Finally, there are such characters as Cho from *Domu*, as well as Tetsuo Shima and Akira from *Akira*, who seem capable of doing almost anything they desire.

Psychokinetic Powers in the Kazei Five Campaign

Possibly the most powerful and feared persons in the world of Kazei Five are those that possess some form of psychokinetic power. Capable of performing incredible feats of telekinesis, the typical psychokinetic can lift great weights, crush an opponent, fly, deflect bullets and, in extreme cases, instantaneously transport himself from one location to another. Certain rare individuals even possess a variety of esper powers, allowing them to read minds, control another's actions, generate powerful illusions and even attack with pure mental force. Such is the power of these people that often the only thing capable of fighting a psychokinetic is *another* psychokinetic. Often shunned due to their notorious instability and occasionally uncontrollable powers, psychokinetics are both feared and desired by the major megacorporations of the world, since the company that has its own "esper weapon" on call has a great advantage over its competitors.

A Brief History of Psychokinetic Powers

People with various forms of psi or esper powers have existed all through recorded history. Originally, these people displayed very limited powers, such as simple levitation or the ability to bend spoons, move small objects, low-level empathy or even very limited forms of telepathy. In the late 20th century, researchers discovered that various chemical treatments could unlock the latent mental powers of certain individuals. Since then, it has been discovered that the presence of a powerful psychokinetic can trigger a similar response in specific individuals, thus the number of active espers grows as each megacorporation tries to create, in one way or another, it's own "pet" psychokinetic.

It should be noted that the various methods used to activate latent psi powers are not very reliable. Most psychokinetics thus created are often driven insane by the manifestation of their power. Of those who remain stable, few demonstrate any significantly useful level of ability. It seems that the more power the psychokinetics possess, the more prone to mental instability they are. At times, the more powerful psychokinetics appear to be controlled by their own powers instead of controlling them. To make matters worse, some of the high-powered psychokinetics occasionally suffer bouts where their powers surge out of control for brief periods. Still, the quest to create a second Shion, or even Ran (see the Character section for more information) continues.

The most obvious solution — replicants — has proven to be an utter failure. Whatever methods the human brain uses to produce and control psi energy have yet to be successfully duplicated in an artificial brain. So far, a synthetic psi has yet to be created that will live more than a few months. However, there are rumors that involve cloning.

Theoretical analysis by early researchers seemed to indicate that cloning techniques should work; in practice, however, the accelerated growth and intensive education necessary to produce a viable clone in a few years rather than a few decades has made the few

A clone is a force-grown duplicate of a living person, created from a small cell sample. A replicant is an artificially grown being, created from custom-made genetic material. Clones seem to be a more viable alternative to replicants, since with a clone one already has all the genetic information needed to create a fully viable psychokinetic, instead of trying to create such information from scratch.

research subjects attempted so far much less stable and more dangerous than natural psychokinetics. Research continues, largely in secret, as the first megacorporation that can mass-produce functional, stable psychokinetics will have a lock on a very lucrative market (not to mention possibly controlling the world around them — if they can first control their own creations). Until that time, however, the megacorporations have to make do with using natural psychokinetics.

Some of the corporations have taken a different tack, trying to test and develop these talents very early in childhood and then taking the children away and raising them to be loyal to the corporation, at the same time trying to maximize their talents and keep them stable. This long-term "farming" of talented children is both risky and expensive (for a good example of the hazards associated with this sort of endeavor see the anime/manga *Akira*.)

The Nature of Psychokinetic Powers

The young man was of average height, with long black hair that hung down into his eyes. Dressed in a plain black T-shirt and jeans, he looked rather unremarkable. Facing him, some distance away, was his opponent — a tall woman, strikingly beautiful, with long flowing white hair that fell to her knees. Wearing a billowing gray cloak, she presented a most imposing image.

The man took a step forward and dropped his hands to his sides, clenching his fists as he did so. Abruptly, the woman's body stiffened and then relaxed as she assumed a similar stance.

For long moments, nothing seemed to happen. Gradually, small bits of debris — rocks, cans, and paper — began to lift into the air and swirl about the duo. Behind the woman, a car windshield shattered. A lamppost next to the young man suddenly bent in two with a groan. Midway between the two, the pavement fractured, with chunks of asphalt ripping free, flying upwards into the sky...

First, and most importantly, all psychokinetic powers have the same special effect, they are telekinetic in nature. This means that these are physical powers that affect a character's physical defenses (such as Armor, Force Fields, Force Walls and Physical Defense). The exception to this rule is esper (Ego-based) powers, which have a telepathic special effect and affect the character's Mental Defense.

Second, although these powers produce physical effects, they are mental in nature, and have to some extent, the Advantage "Invisible Power Effects (sight)" at no extra cost to the power. Thus, a psychokinetic manifesting his powers does not create a visible force field, leave a trail of energy when he flies, or generate a visible energy beam when he unleashes an attack. On the other hand, psychokinetics do generate various undesired side effects when using their powers that make them recognizable to an outside observer. High-power force bolts tend to rip up the ground along their path of attack, while smoke or fog may reveal the presence of a Force Field or Force Wall. Other effects include weak, localized telekinetic manifestations (such as swirling debris) or even damage to objects in the character's immediate vicinity (such as cracking walls and floors). So, while the power itself is not physically visible, it will create enough of a disturbance that most viewers will know what is going on, or have a good idea of what type of power is being used.

It should be noted that the severity of these effects is often dependent on the psychokinetic's state of mind. When performing simple telekinetic feats, these side effects are usually minimal to nonexistent. It's when angry, emotionally disturbed or in the middle of combat that the psychokinetic begins to damage his surroundings as much as his enemies. Excellent anime/manga examples of this sort of effect occur in *Akira, Blue Sonnet* and *Domu*.

Most of the time, these destructive occurrences are merely special effects of the powers and have no real effect on play. Those who wish to further emphasize this sort of effect could consider buying such powers as Change Environment (low-power telekinetic effects), Telekinesis (usually with Radius of Effect, and usually centered on the character) or Killing Attacks (with power modifications similar to Telekinesis, but only affecting the inanimate), with the Limitations of "No Conscious Control" and "Linked to (x) Power."

Example: *Megumi always affects small objects in her vicinity whenever she utilizes any of her psychokinetic powers. This has been bought as follows:*

5 STR Telekinesis, Area of Affect Radius (+1), 0 Endurance (+½), (12 Active Points), No Range (-½), No Conscious Control (-2), Linked to Elemental Control (Psychokinetic Powers) (-½): 3 points. Although this sort of power can be detrimental, it can be potentially useful. For instance, it can make for an excellent Presence Attack in the right situation.

For further examples of this type of power, see the write up for Shion or Brais in the Characters section.

If desired, GMs may choose to make these sorts of effects a variation of the Side Effect Limitation, applying the effects to the character's environment, rather then the character himself. If doing so, the GM should consider using the Side Effect limitation as follows: "60 Active Points, or the Active Points in the Power, whichever is greater (-¼)." This form of side effect doesn't harm the character directly, but is destructive to his environment, annoying to have occur and makes the character rather conspicuous. The GM should also ensure that the side effect s are bought with Radius of Effect and will affect the psychokinetic's environment and allies as well as his enemies. Alternatively, the GM may award this side effect to all psychokinetics without allowing a limitation, to compensate for the relatively inconspicuous nature of their visual effects.

Finally, it is perfectly legal for a character to buy his powers with the advantage "Invisible Power Effects," representing powers that the character has under a great deal of control. These powers would be truly invisible, and would not manifest most of the effects

mentioned above (or if they do, the effects will be very minor and only in the character's immediate vicinity).

Frequency of Psychokinetic Powers

The following list gives an approximate frequency level for various psychokinetic and esper powers found in the Kazei Five campaign. GMs should feel free to modify this chart to suit their own tastes. In the Kazei Five campaign, psychokinetic characters are common, while esper characters of any type are exceedingly rare.

Psychokinetic Powers -

Very Common: Energy Blast (physical), Flight, Force Field, Force Wall, Psychokinetic Awareness, Telekinesis

Common: Hand-to-Hand Killing Attack, Ranged Killing Attack, Superleap, Telekinesis with Fine Work

Uncommon: Damage Reduction, Missile Deflection

Rare: Entangle, Life Support, Running, Teleportation

Very Rare: Armor, Regeneration

Esper Powers-

Very Common: Ego Attack

Common: Mind Scanning, Telepathy

Uncommon: Mental Illusions

Rare: Precognition

Very Rare: Mind Control

Psychokinetic Powers and Modifiers

Aside from the genre conventions mentioned above, there are number of powers that need closer examination to create the proper anime genre "feel." They are:

New Power: Psychokinetic Awareness

With this power, the character can sense the use of another character's physical (i.e. telekinetic) psychokinetic powers with a standard PER roll. Psychokinetic Awareness is a subset of Mental Awareness; all psychokinetic powers are visible to characters with Mental Awareness, but Ego-based powers are *not* visible to characters with Psychokinetic Awareness. To be able to sense the use of mental (Ego-based) psychokinetic powers, the character needs to buy Full Psychokinetic Awareness, which costs an additional +2 points. This allows the character to sense both physical and mental powers in use. All characters with psychokinetic powers have Psychokinetic Awareness at no cost. Full Psychokinetic Awareness should usually (but not always) be bought by characters who have mental powers to begin with.

Psychokinetic Awareness is considered to work as a form of psychic "hearing." It is a non-targeting Sense that works over a full 360 degrees, allowing a character to "hear" or "feel" another character's power. Any attempt by the character to detect another psychokinetic takes only the standard modifiers for range. There are no modifiers for barriers, as nothing

seems to block a character's perception of other's psychokinetic fields. The character also receives a bonus to his roll equal to (Active Points/10) in the target's largest active power. It should be noted that reasonably powerful psychokinetics can often be sensed by their mere presence alone! (See Distinctive Features below.)

Cost: 3 points for Psychokinetic Awareness, 5 points for Full Psychokinetic Awareness.

Energy Blast

Commonly, a psychokinetic simply releases bolts of telekinetic force. Another method is for the psychokinetic to use his telekinesis to crush the target with chunks of asphalt, concrete or other materials ripped up from the ground around the character. Buying a physical Energy Blast with the Limitation of "Requires Available Material" (-¼), or "Requires Specific Material" (-½), is recommended.

Entangle

Anime psychokinetics don't normally generate their own entangles. Instead they often use material such as wires, pipes, cables and tubing to wrap up their opponents. To simulate this, the character should buy his Entangle with the limitation of "Requires Available Material" (-¼ to -½, depending on required material). Since these attacks usually originate from beneath the intended target, "Indirect" (+½) is also recommended. Characters who can immobilize opponents with nothing but psychokinetic force should buy their Entangles with the Advantage "Transparent to Physical Attacks" (+¼). Such an Entangle is unaffected by all physical attacks (guns, knives, punches etc.), but it can still be affected by psychokinetic powers such as Telekinesis and Energy Blasts. Suggested limitations for such an Entangle include "Concentrate" and possibly "Backlash"; these Limitations represent the extreme effort a psychokinetic must endure to mentally immobilize a target.

Force Wall

A psychokinetic's Force Wall power is often centered directly on the character, and usually only defends the hexes immediately in front of or around him. This can be defined by utilizing the Limitations of "No Range" (-½) and "Limited Coverage" on the power.

Damage Reduction

Due to the nature of Force Walls, most psychokinetic combats will be all-or-nothing affairs, where the character either deflects the entire attack or has his defenses overwhelmed, and the Force Wall collapses, leaving him fully vulnerable to any follow-up attacks. Also, Force Fields and Force Walls make it fairly difficult to physically harm an opponent, unless truly *powerful* attacks are used. An option is to consider linking low power Force Fields and various levels of Damage Reduction together. Such a combination will defend the psychokinetic from most of the Stun damage, while still allowing some Body damage to leak through; this is a very genre-specific effect.

The effect of psychokinetics detecting one another's presence merely by the use of their powers is a common feature in anime. This sort of psychic awareness is shown repeatedly in both *Akira* and *Domu* and to a lesser extent in *Harmageddon*. The rules concerning Psychokinetic Awareness as well as the wavefront effect associated with teleportation were designed with this in mind. There was also the question of play balance, as certain checks were required to keep a teleport capable character from going anywhere he wanted without fear of detection.

Life Support

Many psychokinetics have a high level of control over their bodies. Allowing such powers as Self-Contained Breathing is fully within the bounds of the genre. The more powerful psychokinetics can often ignore extreme levels of heat and cold, as well as vacuum of space, such feats being defined as an extension of their telekinetic powers.

Missile Deflection

Aside from the more common defense of Force Wall, players may want to use Missile Deflection to protect their characters from ranged attacks. This is a perfectly valid option, as anime characters regularly deflect bullets, each other's force bolts and even lasers. Since this power is presumed to be an extension of the character's telekinetic abilities, it should be bought with the limitation "Costs End" (-½).

Precognition

Precognition isn't usually a very dependable power in the anime genre. Its reliability is uncertain at best, and the power usually only manifests as unpredictable flashes, in dreams, or when the precognitive touches someone. To reflect this, it is suggested that characters buy the power with any or all of the following limitations:

Uses Time Chart for Perception Modifiers (-¼): This means that the further into the future the psychokinetic tries to look, the more difficult things are to see. Each step on the time chart should be treated as a similar step on the range modifier chart. Thus, attempting to view the next Segment is at -0, while the next Phase is at -2, the next Turn is at -4, the next Minute is at -6, and so on. Taking extra time, or buying Perception Bonuses to Precognition can help alleviate this problem.

Concentrate: 0 DCV Meditation Throughout (-½)

Only While Sleeping (Dreaming) (-1): This form of precognition was demonstrated by Kiyoko in the manga/anime *Akira*. Note that this type of precognition usually requires several hours of sleep, and cannot be consciously activated.

No Conscious Control (-2): This form of precognition is possessed by Yuki Saiko in the manga *Silent Mobius*, in which Yuki's precognitive dreams occurred almost at random.

Extra Time (var): it is recommended that this power take at least a full Turn to activate. Note that this limitation should not be used in conjunction with "Only While Sleeping (Dreaming)."

Side Effects (var): side effects can include Drains to Endurance or Stun, or just straight Stun damage, reflecting the shock that such visions can produce.

Suppress

Aside from physically attacking one another, psychokinetics may try to counter an opponent's abilities through neutralization. By generating inverse telekinetic effects, a psychokinetic can suppress an enemy's powers. Buying Suppress with the +¼ Advantage of "Any Given Power of a Given Special Effect" will allow the character to affect *any* psychokinetic power.

Telekinesis

This is one of the most common powers among psychokinetic individuals. To allow for the extreme feats of telekinesis seen in the anime genre, Telekinesis is priced at one Character Point per each point of STR in the Kazei Five campaign. The minimum cost of Telekinesis is still 10 points.

A common advantage for Telekinesis is "No Range Modifier" (+½), simulating that an average anime psychokinetic can affect anything he can normally see. Since Telekinesis is supposed to be a mental power in this genre, characters should be allowed to affect objects seen through windows and behind other semi-transparent barriers.

Note: Characters who want to give their psychokinetic superhuman strength defined as "No Range Telekinesis" should simply buy Strength "Doesn't Affect Figured Characteristics" (-½). Although a psychokinetic can use his normal telekinesis at "no range," this power allows the psychokinetic to retain a portion of his telekinetic strength even while using other powers.

Telekinesis with Fine Work

Using the standard Hero rules, the more powerful you are (ie. the more STR you have in TK) the better control you have with your Fine Manipulation. In anime, however, more power usually equals less control. Fine Manipulation still costs +10 points. The only change to the rulebook definition is in the character's Skill Roll. Instead of 9 + (Active points in TK/5), the character uses a standard DEX Roll. This roll can be bought up at a cost of +1 per 2 points.

Telepathy

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Tetsuo Shima from *Akira*, could read *anyone's* mind, while the character of Yuri from *Blue Sonnet* could only communicate with someone who possessed psychokinetic/esper powers. Others, such as Kyosuke Kasuga from *Kimagure Orange Road,* seem to have a limited form of telepathy that allows them to pick up immediate surface thoughts, allowing them to gain a

quick mental first impression. As it stands, telepathy is not very common among Kazei Five psychokinetics, and true, full fledged telepaths are rarer still. Suggested modifiers to better customize the power are listed below:

Only with Another Psychokinetic (-1): The telepath can only contact someone who possesses some form of psychokinetic power. As an option, GMs may want to set a minimum power level that the target must possess before contact can be attempted.

Only with Another Telepath (-2): The character can *only* contact someone else who possesses the Telepathy power.

Communication Only (-¼): The telepath cannot read a target's mind and can only use his Telepathy for communication.

Receive Only (-½): Thecharacter can only overhear other's thoughts and cannot send his own.

Transmit Only (-½): The character can only send thoughts and cannot read a target's mind.

Finally, it is recommended that the GM refer to the Psychic Trauma section under Telepathy in *The Ultimate Mentalist* for further telepathy modifiers.

Teleportation

Teleportation is power possessed by a number of anime and manga characters, although at wildly differing power levels. For example, Lan from *Blue Sonnet* was only able to teleport when subjected to extreme stress and threat of bodily harm. Both Annie from *Silent Mobius* and Cho from *Domu* were capable of teleporting themselves and others. Finally, Tetsuo Shima from *Akira* was easily capable of teleporting *anywhere* he desired, up to and including the moon.

Genre teleporters seem to be quite capable of transporting themselves to anywhere they want, regardless of whether or not they have been there before. They also seem able to teleport extraordinary distances, often having ranges measured in miles. Attempting to simulate this sort of power requires some allowances be made in the use of the Teleport power. GMs who find these rules too lenient should decide what effects, if any, they feel are appropriate for their campaign and use only those.

A character with Teleportation can safely teleport to any place he has recently been to if it is within his range, regardless of whether he can see it or not (i.e., ignore the Teleporting Blind rules). The character does not need to buy any form of fixed or floating locations. He must still obey all other rules restrictions (such as extra time) when teleporting. If attempting to teleport to somewhere the character has never been or hasn't visited in a long time, then the "Teleporting Blind" rules should be used.

Teleporting creates a great deal of psychic noise. Thus, a character attempting to detect someone teleporting into the area nearby gets a +10 bonus to their Psychokinetic Awareness roll (and due to the psychic wavefront this roll is made before the teleporter arrives!) This bonus suffers the standard modifiers for range. This wavefront is a circular effect originating from the point of arrival. It's very intense at its origin and slowly fades as it spreads outward. The wavefront is also directional, giving anyone who can detect it a general idea of where the point of arrival is located.

Teleportation is very audible. Characters exiting via teleportation simply fade out or vanish with a minimum of noise (sometimes sucking small objects into the space they just vacated), but arrive with a loud "bang" of displaced air. Finally, Teleportation can cause physical damage to a character's surroundings, either when coming or going. Depending on the distance traveled, the damage may range from the negligible to highly destructive. Often, this damage takes the form of cracking windows and walls, shattering pavement and similar effects. Once again, characters who wish to emphasize this could buy an explosive Energy Blast or Area of Effect Telekinesis with the advantages of "Hole in the Middle" (+¼) or "Personal Immunity" (+¼), and the limitations of "No Range" (-½), "No Conscious Control" (-2) and "Linked to Teleport" (-½) as a side effect.

Psychokinetic Limitations and Disadvantages

Besides having distinctive powers, anime psychokinetics have distinctive Limitations and Disadvantages, reflecting the often unstable nature of their abilities.

Many psychokinetic powers are exhausting or even dangerous to use at their full effect. To reflect this, psychokinetic characters may wish to limit or partially limit their powers. Purchasing powers with Limitations such as "Increased Endurance" or "Side Effect" applied to the last 20 to 40 active points of the power is an excellent way to simulate this problem, since many psychokinetics appear to pay dearly for their powers. Other Limitations such as "Concentrate" or "Extra Time" can be used to reflect the extra effort psychokinetics must use to reach their upper levels of ability. For the "Side Effect" Limitation, Drains affecting BODY, END or STUN are recommended, as well as Energy Blast, or, if the power is potentially lethal to use, Ranged Killing Attack.

Example: Kenichi has 40 STR Telekinesis. With effort, he can increase this to 60 STR or even to an awesome 80 STR, but it is physically exhausting to do so, and at the higher levels, potentially fatal. The power is bought as 80 STR Telekinesis with the Limitation of "Increased Endurance" (-½), on the upper 40 points of STR. In addition, the final 20 points of STR have the Limitation "Side Effect" (-½). Since this limitation is applied to final 20 points of STR, we only consider that part of the power when assessing the level of the side effect. The minimum for any Side Effect is 30 active points of effect and Kenichi's player decides that Killing Attack perfectly reflects the inherent danger in using his power at this level.

Thus, using 80 STR telekinesis costs Kenichi 12 END and subjects him to a 2d6 Ranged Killing Attack. Since Kazei Five TK is priced the same as STR, this power would cost 40 + 13 + 10 or 63 points.

Distinctive Features

This limitation is used to represent the fact that psychokinetics can commonly detect one another. The more powerful (or unstable) the psychokinetic, the easier they are to detect. In the Kazei Five campaign, it is recommended that all characters have one of the following levels of Distinctive Features.

Powerful Psychokinetic User (10pts): The character generates such extensive psychokinetic energy that almost anyone with Psychokinetic Awareness can detect him. All Psychokinetic Awareness rolls to detect the character are at +3; +5 if they are using their powers. This is defined as Distinctive Features — Not Concealable, Is Noticed and Recognizable. Normally this would be a 15-point limitation, but 5 points are subtracted since specialized equipment or Psychokinetic Awareness is required to detect the character.

Obvious Psychokinetic User (5pts): The character generates significant psychokinetic energy, but can dampen his field by concentrating on it. The psychokinetic can complete simple tasks while damping his power, but not complex ones, and may lose concentration if surprised. Concentration is presumed to be lost automatically if involved in combat, asleep or unconscious. All Psychokinetic Awareness rolls to detect the character are at +0: +2 if they are using their powers. This is defined as Distinctive Features — Concealable, Is Noticed and Recognizable. Normally this would be a 10-point limitation, but 5 points are subtracted since specialized equipment or Psychokinetic Awareness is required to detect the character.

Psychokinetic User (0pts): The character generates psychokinetic noise when his powers are in use. The character can be spotted with a normal Psychokineticá Awareness roll if using their powers. To prevent detection, the character need only stop using his powers. This is defined as Distinctive Features — Easily Concealable, Is Noticed and Recognizable. Normally this would be a 5-point limitation, but 5 points are subtracted since specialized equipment or Psychokinetic Awareness is required to detect the character.

Physical Limitations

Psychokinetic Powers are Occasionally out of Control (Infrequently, Greatly) (10 pts.): This Disadvantage is applied those characters whose psychokinetic powers are not always under their full control. Depending on the GM's desires, the character may generate undesired side effects to their powers at inopportune moments. Unlike a Side Effect, this limitation doesn't affect the character directly, and may in fact increase the character's pow-

ers temporarily. It is also somewhat more random than a Side Effect, which always occurs when set conditions are met. When applying this limitation during play, it is recommended that the GM choose a result based upon the power currently in use and the situation. Example situations could be if the character goes Berserk or becomes Enraged, if Activation rolls are failed, if a Susceptibility has been triggered, or any similar event has occurred. Side effects can include the power gaining an Area of Effect Advantage (although this should be balanced by the power losing appropriate dice of effect), being much more powerful than desired (i.e., adding dice to the attack), using an increased amount of END than normal, using STUN instead (or along with) the normal END usage, damaging the psychokinetic as well as his target (treat as a Side Effect), and so on.

Using the disadvantage "Psychokinetic Powers are Occasionally out of Control" properly requires some thought. Even if the character manifests a power level greater than that which then normally are capable of, this increase in power should be balanced by some sort of undesirable or debilitating after effect. A good example of how to apply this in game play could read as follows:

[Scene: The characters, Shion Nys and Takeda Johnson, have been trapped in the upper levels of the Jinsei corporate archology. Shion, furious at being outmaneuvered, decides to take her frustrations out on the room she's standing in.]

With an inarticulate scream, Shion lashed out at the wall, reducing the vidscreen to shambles. Takeda felt a sharp bolt of pain lance though his mind as Shion's power peaked and then leaped to an almost unimaginable degree. Then, just as suddenly, the sensation was gone, Shion's power having virtually vanished to the point of being undetectable.

Shion staggered and then fell to her knees, retching violently. Rising, she wiped blood and sputum from her mouth, only to double over again as another wave of nausea hit her.

"T-Takeda..." she gasped, "get me out of here."

Shion's initial force bolt was anywhere from one and a half to two times as powerful as her normal attack. This enormous surge of power is immediately followed by a complete draining of her entire Multipower, leaving her virtually powerless. On top of this, she started vomiting and became dizzy. This was expressed by a die or two of Drain affecting her DEX, CON, END and STUN.

Psychic Strain (Brainburn)

Brainburn is what happens when a psychokinetic overextends himself when using his powers. A psychokinetic who strains too hard while attempting to summon and control his power may run the risk of causing himself injury. Common symptoms include migraine headaches, dizziness, nausea, bleeding from the eyes, nose and ears, and vomiting. This is not a specific or required disadvantage, and players, if they desire such a disadvantage for their characters, can choose to simulate this in a variety of ways. If a power has an Activation Roll, then it may have a Side Effect triggered by the failure of the Activation Roll.

Example: Blade has a 75 point Multipower with a 15- Activation Roll. If she misses this roll, she suffers a 4d6 Ego Attack.

Sample Side Effects include Drains of DEX, END and STUN, Flash Attacks vs. the Sight Group and the Hearing Group, and Stun Only physical attacks. A more simple method would be a Susceptibility triggered by the failure to make an Activation Roll.

Example: Takeda Johnson has a 60-point Variable Power Pool with a Control roll of 18-. If at any time he fails this roll, he suffers an overload effect that is defined as 2d6 EB (Stun only), a 4d6 Flash (vs Sight Group) and a 2d6 DEX drain.

A Physical Limitation of some sort could also be bought, simulating the effects of headaches, dizziness or nausea. This sort of Physical Limitation could cause a reduction of the character's CV, Perception and movement. A Slight Intensity Physical Limitation would only reduce the character's values by one to three, while a Great Intensity would halve them. A Total Intensity Physical Limitation would most likely render the character physically helpless, giving him a CV and movement of zero.

Example: Tenchi suffers from massive migraine headaches. These are defined as a 10 point Physical Limitation (Infrequent, Greatly) causing -3 to his OCV, DCV, Perception Rolls and Skill Rolls. His movement is also halved.

POWERED ARMOR

A common element of many science-fiction based anime and manga is the presence of powered suits of armor. Designed to enhance the user's physical capabilities, these suits are usually used for combat, and can mount an impressive array of weaponry.

A typical suit of powered armor is approximately human-sized and relatively form-fitting. It consists of an outer shell, composed of various forms of armored ceramics and metal alloys, over a system of powerful synthetic muscles or electronically controlled servos and motors. Power for the suit is supplied from either high-yield electrical batteries or from a chemical (i.e., "cold") fusion system. As can be expected, these suits are usually very heavy, weighing from 200 to 400 pounds.

A suit of powered armor is usually stored upright, opened slightly for easy access. The user puts on a suit like this by climbing inside of it and then sealing the shell around himself. The suit locks together along the sides of the upper legs and torso. Joints constrict around the wearer, making for a perfect fit. The arms are usually solid pieces that are connected to the backplate. Helmets attach separately; a helmet is often the last piece of equipment to be put on, since it can obstruct the wearer's vision and range of head motion. One does not pilot a suit like this, one merely wears it.

Building a Suit of Powered Armor

The Powered Armor Limitation

When designing a suit of powered armor, it rapidly becomes apparent that the Limitation "OIF", normally used in *Champions* campaigns, does not accurately reflect the nature of a powered armor suit. Instead, the Limitation of "Powered Armor" (-½) is used for all powers and abilities. Although the two limitations have the same value, Powered Armor does differ in several ways from OIF. These differences are as follows:

(1) A suit of powered armor takes eight action Phases to put on.

(2) A suit of powered armor *cannot* be removed from the wearer by someone spending one Turn out of combat to do so. It can take upwards of an hour to cut someone out of a suit like this.

(3) A suit of powered armor *can* be targeted by ranged attacks with the specific intent of damaging and disabling portions of the suit.

(4) A suit of powered armor *does not* lose powers based on point values, but based on location hit.

Capabilities of Powered Armor

The following list presents a number of power suggestions and ideas designed to reflect the nature of genre powered armor suits.

Examples of anime and manga powered armor include the hardsuits worn by the Knight Sabers in *Bubblegum Crisis* and *Bubblegum Crash*, the armor worn by the Red Commandos in *Dominion*, as well as suits seen in *Genocyber*, *Iria the Animation*, *Silent Mobius* and *Zeram*. Of these various series, *Bubblegum Crisis* provides excellent ideas for suit designs, as well as some of the best sequences of such suits in action.

Mass

Due to its design and construction, a typical suit of powered armor is usually quite heavy. This is reflected by designing the suit with at least one level of Density Increase. This level of Density Increase should be bought as follows:

Example: One level of Density Increase, 0 Endurance (+½), Persistent (+½) (10 Active Points); Always On (-½), Power Armor (-½): 5 points.

Power

One of the primary differences between a suit of powered armor, and all other types of armor, is that it is self-powered, and doesn't depend on the user's physical strength to operate. An accurate way to reflect this capability would be to buy an Endurance Reserve to supply the suit's STR, movement and attack powers, and so on.

When buying an END Reserve, one needs to be careful to balance the END usage of the suit against the size of the Reserve, and the Reserve's REC score. With a SPD of 5, a character that moves about 10" per Phase and uses attacks costing 4 to 6 END, will spend 6 to 8 END per Phase, or 30 to 40 END per Turn. Thus, the recommended minimum Reserve would be 50 END, with a Recovery of 10. A mid-range suit might have a Reserve of 75 END, and a Recovery of 12, while a top-of-the-line suit would have 100 to 120 END, and Recovery of 15 or more. Of course, it is also possible to buy everything at 0 END, but this can get expensive.

If the END Reserve runs out, the character has two options. One is to wait until the Reserves recharges enough END to render the suit operable, or the character can use a manual release to extract themselves from the suit.

Physical Abilities

A suit of powered armor usually provides significant augmentation to the wearer's physical abilities. The chart below gives the recommended range of characteristic modifications presuming a base characteristic of 10. None of these characteristic modifications will affect figured characteristics.

(1) STR: +0 to +25 (maximum value: 35)
(2) DEX: +0 to +16 (maximum value: 26)
(3) CON: +0 to +15 (maximum value: 25)
(4) SPD: +0 to +4 (maximum value: 6)

Characteristics such as PRE and COM could be affected by a suit of powered armor, depending on the armor's design. The characteristics of INT and EGO should not be altered by a suit of powered armor. PD, ED REC, END, and STUN should remain at the character's figured values. Any extra defenses should be bought as Armor.

These characteristic values are not cumulative with any cybernetic augmentation possessed by the user. Such items as Muscle Augmentation, Cyberlimbs, and War glands (q.v.) will *not* add to the physical modifications provided by the powered armor itself.

Defenses

The standard defensive power for a suit is Armor. A value between 9 DEF and 15 DEF is recommended, with an average of 12 DEF. In certain types of far future campaigns, a suit of powered armor could incorporate such defenses as Force Field, Force Wall, and Missile Deflection.

Weapons

Depending on the user's desires, a suit of powered armor can mount an assortment of internal weapons systems, or can use hand-held weapons. Internal or suit-mounted weapons include such items as lasers (Energy Ranged Killing Attack), particle beams (Energy Blast), machine guns and railguns (Physical Ranged Killing Attack), rocket launchers (Energy Blast with Explosion), pop-out knife blades (Hand Killing Attack) and so on. An internal weapon system is almost always mounted in or along the forearm, with the muzzle either replacing the suit's hand or firing through the palm. Other systems are often mounted on the back and fire over the shoulder. Hand carried weapons are usually light machine guns and the like. For more information, see the Weapons Chapter of this sourcebook. Examples of internal suit weapons are found in the Knight Sabers suits in *Bubblegum Crisis*, while the Red Commandos from *Dominion* use various hand-held weapons.
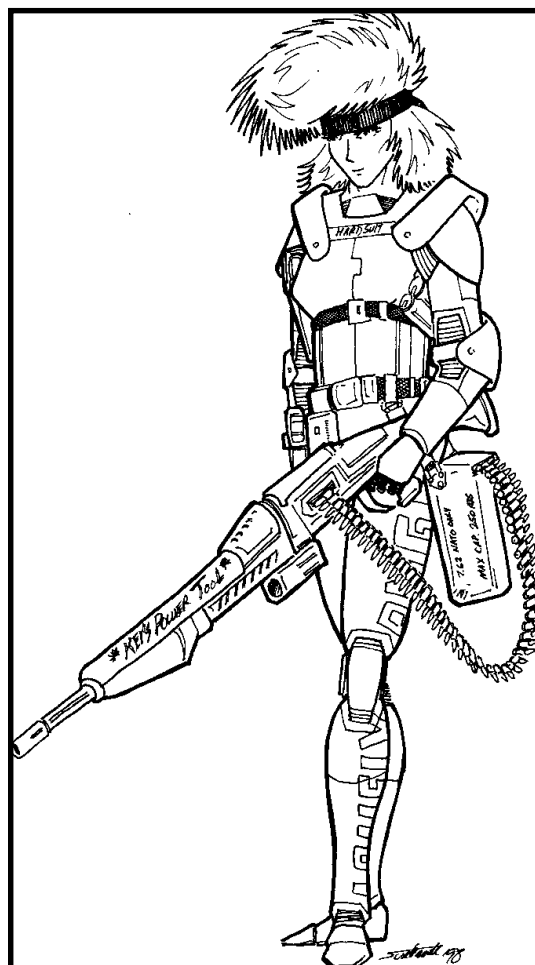
Movement

A suit of powered armor offers a variety of movement options. The physical augmentation inherent in a suit allows for the user to buy such powers as Clinging (magnetic grippers or pads), extra inches of Running or Superleap (jump jets).

Very few suits of genre powered armor are capable of fully independent flight. Usually, these suits are capable of limited jumps, or can only operate close to the ground. The Superleap power easily represents the former case, while the limitation of "Limited Altitude" (-¼) can be applied to the latter. With this limitation, the character can use their flight to skim the ground, reduce the effects of Knockback, recover from falls and so on, but can't cross extended open spaces, chase after a high altitude airplane, or fly straight up the side of a building.

Senses

The nature of a powered armor suit allows for an array of advanced vision enhancement and communications systems to aid the user. A reasonably standard arrangement could include: Hi-Range Radio Hearing (listen and transmit), Radar, IR Vision, UV Vision, and Telescopic vision. GMs should feel free to alter this list as needed.

Life Support

Suits of powered armor are fully sealed against a wide variety of adverse environmental conditions. Thus, most suits of powered armor should offer Life Support against all situations except "Need not eat, excrete or sleep," and "Immune to aging." For those who wish for a little more realism, the Life Support power "Self-contained Breathing" could be bought with a single Continuous Charge lasting for a desired duration. This would represent the amount of air available in the Powered Armor suit's air tank. This power could be bought as follows:

Example: Life Support: does not need to breathe (sealed systems) (10 Active Points); 1 recoverable charge of 1 hour (-0), Powersuit (-½): 7 points.

Damaging a Suit of Powered Armor

All suits of powered armor are presumed to be Breakable, but damage done to a suit is not rolled for randomly. Instead, suit damage is assessed according to the location hit. Damage to the back might destroy a jump pack, or power supply, damage to a hand will affect arm-mounted weapons, damage to the limbs will affect the suit's bonuses to the wearer's STR or DEX, and so on. When designing a suit of armor, the lo-

cation of all powers built into the suit should be specified.

A good rule of thumb for determining damage to a suit of powered armor would be to use the following chart:

For each BODY taken, lose (roll 1d6, or choose based upon location):

1) Either lose 10 Active Points from a Specific Power or the entire power.
2) 5 Points of STR
3) 3 Points of DEX
4) 1 Point of SPD
5) 5" of Movement, or a 2x Non-combat Movement multiple.
6) 20 Points of END from a END Reserve, or 5 Points of REC.

If a result no longer applies, then either re-roll, or choose the next most likely result. The recommended result is to reduce the suit's DEX, representing system damage interfering with the suit's ability to operate efficiently.

Powered Armor damage, an optional rule:

The following rule will require a bit more bookkeeping on the part of Game Masters and Players, but better simulates certain anime and manga and the way that powered armor is damaged.

All powered armor has the limitation of "Sectionally Ablative" (-½) on their DEF. This means that if any Body damage penetrates the DEF of the suit, then the DEF will suffer an activation roll for any further

damage that occurs to that hit location *only*.

MECHA

Possibly the most widely recognized element of anime is that of giant robots, or mecha. These vehicles range in size from that of a small car to towering creations one hundred feet tall or more. Such devices are beyond the scope of this sourcebook, however. In discussing mecha this book will be limiting itself to the smaller-sized robots, concentrating upon those designs that are about the size of a small car.

The Size and Styles of Mecha

Depending upon the degree of realism desired in the campaign, mecha can come in a variety of sizes and styles. The most common form is humanoid, with spider-like or crab-like designs a close second. Other animal-like forms are possible, but usually only found in the more fantastic anime, such as *Voltron*.

A humanoid mecha stands anywhere from 7 to 24 feet in height, and weighs at least 1.5 tons. The operator (or pilot) sits in the torso, surrounded by viewscreens, operating controls and status indicators. There is usually only enough room for the pilot. A spider-like mecha has a similar size range, but it is a matter of length, not height. The largest of this kind of mecha often have a copilot or gunner. These mecha behave more like a conventional tank, with the added benefit of being able to jump if needed, crawl up and down the sides of buildings, and can easily maneuver in places awkward for tanks and humanoid mecha.

Piloting a Mecha

There are a number of ways to operate a mecha, depending on the type of mecha, and the style of campaign. The examples are:

Control Seat: The standard method is from a control seat, similar in design to a fighter pilot's seat. The operator controls the mecha's hands and arms remotely (usually with some form of joystick) and moves the mecha by use of foot pedals. This design is featured in *Patlabor* and *Bubblegum Crisis*.

Plug Ins: A second method is via some form of neural interface, where the operator plugs in to the mecha, and controls it mentally. Naturally, this will usually require that the operator have the appropriate access ports. This method is used in *Ghost in the Shell*.

Slave Arms: A third way is through the use of slave arms, where the mecha's movements are governed by the operator's own physical actions. Thus, if the operator steps, the mecha steps, and if the operator moves a limb, the mecha duplicates the action. This form of control is used in *Appleseed*.

Special Mecha Rules

Size

Because of their size and mass, mecha are bought as vehicles. Read vehicle length as height when using the vehicle growth table to determine a humanoid mecha's size. Spider-like mecha use the chart normally. Since a mecha is supposed to be very heavy (weighing at a minimum 1.5 tons), Density Increase should be used to increase the vehicle's weight to the desired amount.

The extreme mass of mecha is also reflected in the way that they deal physical damage. A mecha's limbs are massive and heavily plated with armor. Mecha are capable of physically destroying each other with relative ease, effectively ripping their targets limb from limb. There are several ways to simulate this effect, either through large amounts of Normal Damage, or with a Hand Killing Attack.

(1) Normal Damage-The mecha is bought with +1d6 of Hand Attack for every 5 points of STR the mecha has. These dice of Hand Attack are bought with the advantage of 0 END.

(2) Hand Killing Attack-The mecha buys 2d6 or more of Hand Killing Attack with the Penetrating advantage. As with the dice of Hand Attack, this is bought at 0 END. Recommended base levels for this type of attack is 1 to 2d6 for a light mecha, 2 to 3d6 for a medium, and 3 to 4d6 for a heavy mecha.

Each method has its own advantages and disadvantages. The Hand Attack method results in higher amounts of over all Body and Stun damage, but will do less *actual* damage to another mecha. The Hand Killing Attack method does, on average, less Body and Stun, but *will* consistently do more Body damage to another mecha. The choice of methods is up to the GMs desired mecha combat results; the Hand Attack method will usually take longer, while the Killing Attack method will quickly result in heavily damaged mecha.

A third method is to use both types of damage. The mecha buys both dice of HA and HKA and places them in a Multipower. The HA slot is only used against people, while the HKA slot is only used against other mecha.

Mecha Powers

Physical Abilities

Due to their size and mass, mecha aren't able to equal the maneuverability of a suit of powered armor. On the other hand, the physical strength and armor of mecha is unequaled.

The following values are recommended:

	Light	Medium	Heavy
STR	30-35	40-45	45-60
DEX	18-20	15-18	13-15
SPD	4	3	2-3
DEF	12-15	15-18	18-23

Weapons

Depending on the style of mecha it may or may not mount internal weapons. Usually humanoid mecha use large, hand-held weapons, while the spider-like mecha have internally mounted systems.

For humanoid models fixed weapon systems are often mounted on the back and fired over the shoulder, or are mounted on the shoulder directly. Such systems include flame-throwers (Energy Ranged Killing Attack), machine guns (Physical Ranged Killing Attack), rocket launchers (Explosive Ranged Killing Attack), and recoilless rifles (Armor Piercing Ranged Killing Attack). For added flexibility, humanoid mecha often carry hand-held weapons, such as heavy machine guns, automatic cannon, and in some cases oversized melee weapons (see the Weapons Chapter of this sourcebook for more information).

If a character wants to use his Martial Arts skill with his humanoid mecha, then he must buy the element of "Use Art with Humanoid Mecha" for 1 point. Naturally, there will be some maneuvers that cannot be used this way (choke holds and nerve strikes for example).

Spider-like mecha usually mount their weapons in small pods on the front of the vehicle, or in a forward facing set of arms. The choice of weapons is the same as that for humanoid mecha, with machine guns and rocket launchers being common choices.

Computers

Almost all mecha have on-board computers that are used for such purposes as supplemental navigation, tracking ammunition usage, monitoring the mecha's physical status, and so on. Such a computer should have very basic characteristics (DEX and INT of 10 to 15, SPD of 2 to 3), as well as a wide assortment of relevant skills (Area Knowledge Skills, Knowledge Skills, Navigation, System Operations, etc.)

Damaging a Mecha

Instead of using the normal vehicle damage rules, mecha should be treated the same as all other humanoid targets. This means the standard hit location chart would be used, with the OCV modifiers for the specific hit locations being off-set by the mecha's low DEX and large size. When determining the effects of Body damage, the GM should use either the damage table given in the Powered Armor chapter or the standard Disabling and Impairing rules in the optional combat section. Note that if using the hit location tables, any Body Damage that exceeds the DEF of the torso will affect the pilot.

Mecha quite often tear each other to pieces in genre, ripping sections of armor away to expose the pilot. This exact effect is a little difficult to simulate with the Hero vehicle combat system, which is why the optional combat results are recommended. In a similar vein, the durability of genre mecha varies wildly. The mecha used by major characters (both heroes and villains) can absorb a great deal of punishment, while that used by minor characters and faceless agents can be destroyed with minimal effort. The simplest way to simulate this is to ignore the optional combat results of minor characters, instead treating *any* Body damage as Disabling.

Mecha Disadvantages

Focus

Care should be taken when assigning the Focus limitation on mecha equipment. If the device is an integral part of the suit, then no real limitation seems feasible. Focus limitations should only be applied to external devices attached to the suit. For example, radios, life support systems and power supplies are internal systems fully protected by the mecha's armor, and should not be bought with any sort of Focus limitation. On the other hand, external weapon pods, flight packs, and sensor antennae arrays that are *not* protected by the mecha's armor should be bought with the standard Focus rules.

Physical Limitations

Can't Punch (Frequent, slightly impairing) (10 Points): This limitation is used almost exclusively by spider-like mecha. It represents the fact that most small mecha of this type don't have limbs that are useful for striking with. The mecha may have manipulatory limbs, buy they are either too short, or too weak to be used to fight with. Larger spider-like mecha may not have arms of any sort, but can still strike with a leg.

Clumsy Fingers, No Fine Work Possible (Frequent, greatly impairing) (15 Points): The mecha's fingers are too thick for any sort of complex or delicate operations. Thus, it can't pick up small objects, disarm a bomb, pick a lock, or use a computer keypad.

Limited Access (Infrequent, greatly impairing) (10 Points): The mecha is either very large, or has a very complex entrance hatch, meaning that entry to the vehicle can be time consuming. Depending on the size of the mecha, entry can take a minute, 5 minutes, or even longer. Note that even on the most complex of mecha, there are usually emergency exit procedures that will allow the pilot to exit in as little as one phase.

Requires specialized piloting suit (Infrequent, greatly impairing) (10 Points): Operating the mecha is done either through some form of full body data-suit or through neural interfaces. If the operator lacks either of these options, then the mecha is either unusable or will operate with drastically reduced capabilities.

CYBERWARE

In the world of Kazei Five the intense competition for material gain, both on the street and in the corporate boardroom, has led to widespread use of implanted cybernetic devices. With the desired systems installed one can become faster, stronger, more powerful, pushing one's physical abilities beyond the range of mere flesh.

Cybernetic systems have become widely accepted among a large portion of the world's citizens. Among corporate executives it is considered almost a matter of course to have a computer interface access system implanted. Those who are involved in more combat intensive occupations (police officers, mercenaries, soldiers) will often opt for such items as vision enhancements, radios, body plating and reaction upgrades. Persons who operate on the fringes of the law, such as bounty hunters or the infamous street samurai, often will try to have implanted whatever they need in order to give them that necessary edge.

Depending on where the character goes to have his implants installed, he may have to undergo some form of screening process. This process is designed to weed out persons with an unstable personality that would react badly to the upcoming cybersurgery. A test such as this is usually administered at the larger hospitals. Depending on the administering doctor, characters may be able to bypass this test through either bribery or blackmail. Of course, in such places as a street chop shop, the patient's state of mind is of no concern, only his ability to pay.

There are some people who consider cyber implants to be an aberration They are usually those that still retain strong traditional religious beliefs. Such people would include fundamentalist Christians, traditional Japanese Shintoists, and Hasidic Jews. These people would most certainly have little or nothing to do with anyone that possess obvious cybernetic implants.

Designing Cybernetic Systems

Cybernetics in Kazei Five are assumed to be relatively reliable and of a more advanced technology then the cyberware discussed in *Cyber Hero.* Implanted directly into the character's nervous system, cybernetics replace a normal organ or body part with a new, enhanced system.

There are three basic types of cybernetic implants: Bioware, Electrical and General Cyberware.

Bioware

Bioware, or Biological Hardware, consists of implanted artificial organs that manufacture assorted chemical additives to boost the body's performance. These systems are usually more reliable than other forms of cyberware, but can cause harmful effects if used for extended periods of time. Most of the harmful side effects from bioware usage is a result of the inordinate stress such systems put on a normal body. Complications can also arise following extensive use of the artificial stimulants and other performance enhancements produced by this form of cybernetic system.

Electrical Systems

Electrical Cyberware is much more common, representing a wide range of systems from modified eyes and ears to accelerated reaction wires, snap-out blades, or entire limb replacements. These units run off either internal batteries (i.e., an END Reserve) or use the body's own bio-electrical field for power. It should be noted that unshielded and poor-quality electrical systems have shown a marked tendency to short out and fail when exposed to strong electrical-magnetic (EMP) pulses.

General Systems

A General System is any implant that doesn't really fall in the two former categories. This includes implanted armor plates, skeletal replacement, internal armor sheeting and so on.

Cybernetic Abilities

A wide range of powers, abilities and skills are available as cybernetic implants. A number of individual systems are described below. Cyberware that affects a character's normal attributes is not affected by the limitations of Normal Characteristic Maxima. Devices such as these are normally bought with the limitation of "Doesn't Affect Figured Characteristics." Any device that incorporates a skill presumes that the appropriate Characteristic to be 0. Thus the base skill roll would be $9 + CHAR/5 = 9$.

Cybernetic Limitations

Having a cybernetic implant is not without its price. The character has replaced a portion of his body with an artificial implant, which may cause unpredictable side effects sometime in the future. Although cybernetic upgrading is common, most implants are internal. Characters who make use of extensive external systems, such as armor plates, eye replacements or cybernetic limbs may want to select the Distinctive Features Disadvantage. Depending on the quality and type of cybernetic systems the character has had installed, excessive and obvious cyberware may result in a variety of reactions from others. Such reactions could include revulsion or distaste at the character's body alteration, envy that the character possesses such a system, desire to obtain the system from the character

(usually by force), or disdain that the character has to depend on artificial enhancements to compete. Such reactions are also modified by who the character is dealing with. The more extreme reactions of disgust (whether they are obvious or not) are usually found among the upper classes of corporate executives, while such reactions as desire and envy are usually found among the poorer, street-level citizens. Fortunately, most people are too concerned with such mundane things as their job, home, family and next meal to care about such matters.

Other problems can arise when the character in question is using second-hand cybergear. Many systems have encoded serial and registration numbers. Such numbers can be easily traced and may result in the character being hunted by corporate or government law enforcement agencies for reasons such as crimes committed by the previous owner, possession of stolen goods, possession of unregistered cybergear and so on.

Cybersystem

This is a standard -˘ limitation for all implanted cybernetic devices. It represents a number of assorted drawbacks to having artificial body parts, including the fact that cybernetic devices are often an obvious modification, can be broken or disabled, are detectable with certain scanners, can interfere with medical procedures, increase the user's weight and can often cause assorted psychological problems. Psychological problems associated with cybernetic implantation include hallucinations and phantom pains involving missing limbs or other body parts, delusions (such as feelings of godhood or inhumanity) as well as a possible loss of identity where the character feels less than a complete human. In extreme cases the character can become exceedingly violent, with psychopathic or sociopathic tendencies, taking his anger out on those around him.

A second aspect of the limitation is that cybernetic devices cannot increase the user's Primary Characteristics above 30, even in combination with other cybersystems. For example, if a character with a 20 DEX buys Reflex Augmentation, the maximum level he can purchase is +10 DEX, even though the system allows a bonus of up to +12 DEX. This reflects the fact that even with cybernetic enhancement, there is only so much that can be done to a person's normal, organic, body. Figured characteristics are not usually affected by cyberware, the only notable exception being Speed. The maximum possible cyber-enhanced Speed stat is 7. There are numerous examples in the character write-up section that illustrate how these values are applied.

Finally, some GMs may want to limit the number and amount of cybernetic systems a character can have implanted. There are a number of ways of doing this, including setting an active point limit on cyberware or restricting the number of systems per hit location.

Poor Quality System

This -˘ limitation is used to define cybersystems that are of low or questionable quality. Applied in addition to the standard Cybersystem limitation, it is recommended for characters equipped with cheap street-level or gray-market cybergear. These systems usually short out in strong magnetic fields, often require regular maintenance and tuning and sometimes fail under stress. System failure often occurs when the unit is used at full power for an extended period.

GMs can simulate this in a number of ways, including:

(1) Giving the system an activation roll if the unit is not properly maintained.

(2) Reducing the operating capacity of the system (i.e., reducing its characteristic bonus temporarily).

(3) Having the unit fail outright.

The best time to implement this sort of occurrence is when the character needs the system's benefits the most.

Other side effects of poor-quality cyberware can be expressed with Distinctive Features, Physical Limitations or even Susceptibilities or Vulnerabilities. Hiroko O'Hara, from the character write-up section, offers an excellent example of the problems that can be caused by low-quality cyber implants.
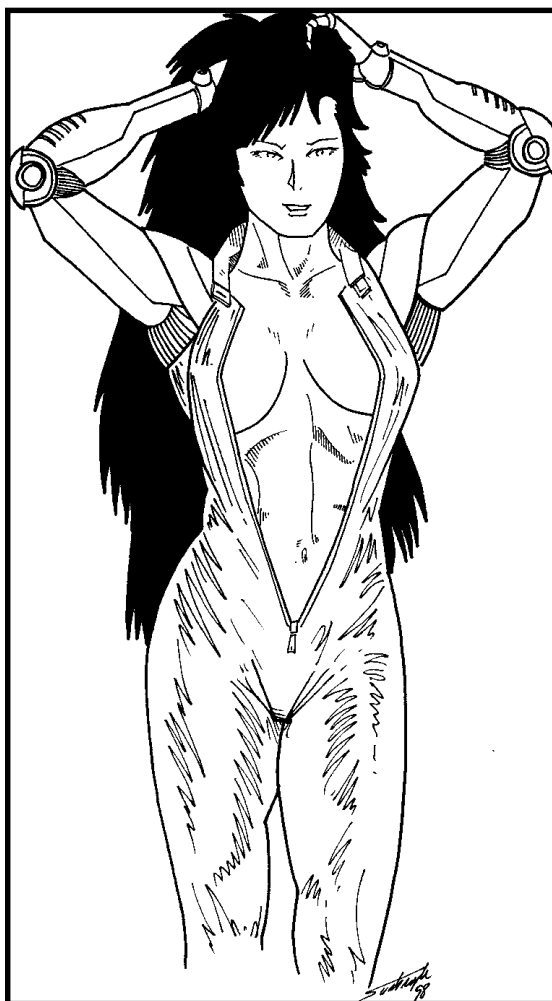
The characteristic maxima for cyberware were based on several factors, the most important of which was play balance. With the exception of STR, a value of 30 for primary characteristics was deemed an acceptable upper limit for all characters, including human, synthetics, psychokinetics and those in powered armor. A SPD of 7 allows the character in question to act significantly faster than most other characters without being overpowering.

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CYBERNETIC SYSTEMS

Body Systems

Name	Power	Active	Real
Abdominal Sheathing I	+3 DEF Armor	12	4
Abdominal Sheathing II	+4 DEF Armor	18	6
Abdominal Sheathing III	+5 DEF Armor	22	7
Alcohol Filter	Immunity to Alcohol	3	2
Articulation Augmentation	1 Overall Level, Double Jointed	13	9
Gas Filter	Life Support (defined environment)	5	4
Gill Implant	Life Support (breathe water)	5	4
Impact Compensator Lvl 1	2d6 Aid to Stun	17	6
Impact Compensator Lvl 2	4d6 Aid to Stun	35	11
Internal Respirator	Life Support (sealed systems)	10	4
Muscle Augmentation I	+3 STR	3	2
Muscle Augmentation II	+6 STR	6	3
Muscle Augmentation III	+9 STR	9	5
Muscle Augmentation IV	+12 STR	12	7
Pathogen Filter	Life Support (immune to disease)	3	2
Recovery Augementor Lvl 1	2d6 Aid to Recovery	15	5
Recovery Augementor Lvl 2	4d6 Aid to Recovery	30	11
Reflex Augmentation I	+3 DEX	9	5
Reflex Augmentation II	+6 DEX	18	10
Reflex Augmentation III	+9 DEX	27	15
Reflex Augmentation IV	+12 DEX	36	21
Respiration Augmentation	+5 CON, +2 REC	14	9
Ribcage Sheathing I	+4 DEF Armor	18	5
Ribcage Sheathing II	+5 DEF Armor	22	6
Ribcage Sheathing III	+6 DEF Armor	27	8
Skeletal Reinforcement Lvl 1	+2 Body, +3 PD, +1d6 HA	13	9
Skeletal Reinforcement Lvl 2	+3 Body, +4 PD, +2d6 HA ˘ Physical Damage Reduction, Resistant	37	21
Skeletal Reinforcement Lvl 3	+4 Body, +5 PD, +3d6 HA ˚ Physical Damage Reduction, Resistant	56	33
Skull Reinforcement I	+5 DEF Armor	22	7
Skull Reinforcement II	+6 DEF Armor	27	9
Skull Reinforcement III	+7 DEF Armor	31	10
Smartgun Link	+3 OCV, +1 RMod	18	10
Speed Booster I	+1 Speed	10	8
Speed Booster II	+2 Speed	20	16
Speed Booster III	+3 Speed	30	24
Stim/Dorphin Pharmacope 1	3d6 Healing Aid	26	9
Stim/Dorphin Pharmacope 2	6d6 Healing Aid	52	17
Subdermal Plating I	3 DEF Armor	9	4
Subdermal Plating II	5 DEF Armor	15	6
Subdermal Plating III	7 DEF Armor	21	8
Trauma Editor Lvl 1	1/4 Damage Reduction, Resistant	30	10
Trauma Editor Lvl 2	1/2 Damage Reduction, Resistant	60	16
Trauma Editor Lvl 3	3/4 Damage Reduction, Resistant	120	30
Vehicle Control Link I	+3 DEX, +5 to Driving/Pilot Roll	21	15
Vehicle Control Link II	+6 DEX, +5 to Driving/Pilot Roll	30	20
Vehicle Control Link III	+9 DEX, +5 to Driving/Pilot Roll	39	25
Vehicle Control Link IV	+12 DEX, +5 to Driving/Pilot Roll	48	30
Vitals Sheathing I	+3 DEF Armor	12	3
Vitals Sheathing II	+4 DEF Armor	18	5
Vitals Sheathing III	+5 DEF Armor	22	6
War Gland Level 1	Aid: 1d6 STR, DEX, Stun; 2d6 END	25	9
War Gland Level 2	Aid: 1d6 STR; 2d6 DEX, Stun, 3d6 END	25	9

Ear Systems

Audio Amplifier I	+2 Telescopic Hearing	3	2
Audio Amplifier II	+4 Telescopic Hearing	6	5
Audio Amplifier III	+6 Telescopic Hearing	9	7
Audio Augmentation I	+2 Hearing Perception	4	3
Audio Augmentation II	+4 Hearing Perception	8	6
Audio Augmentation III	+6 Hearing Perception	12	10
Audio Recorder	Eidetic Memory (hearing)	10	6
Noise Filter I	5 Pts. Flash Defense (hearing)	5	4
Noise Filter II	7 Pts. Flash Defense (hearing)	7	6
Noise Filter III	9 Pts. Flash Defense (hearing)	9	7
Ultrasound Receiver	Ultrasonic Hearing	3	2

Optical Systems

Cornea Range Finder	+2 Levels vs. RMod	6	5
Flare Filter I	5 DEF Flash Defense (sight)	5	4
Flare Filter II	7 DEF Flash Defense (sight)	7	6
Flare Filter III	9 DEF Flash Defense (sight)	9	7
Grit Filter	3 DEF Flash Defense (sight)	3	1
Low-light	UV Vision	5	4
Thermographic	IR Vision	5	4
Video Recorder	Eidetic Memory (sight)	10	6
Vision Augmentation I	+2 Telescopic Sight	3	2
Vision Augmentation II	+4 Telescopic Sight	6	5
Vision Augmentation III	+6 Telescopic Sight	9	7

Cranial Systems

Coded Transmitter	Mind Link	15	7
Cranial Computer	Computer	65	43
Cranial Radio	High Range Radio Hearing	10	8
Cranial Telephone	Radio Listen & Transmit	5	4
Datajack I	+1 with Computer Skills	5	3
Datajack II	+2 with Computer Skills	10	6
Datajack III	+3 with Computer Skills	15	9
Internal Locator	Absolute Time Sense		
	Bump of Direction	10	8
Skilljack	VPP: Skills	15	13
Synthesizer Link I	+1 with Musical Instrument Skills	5	2
Synthesizer Link II	+1 with Musical Instrument Skills	10	4
Trachea Modulator	Mimicry, Perfect Pitch	12	10

Limb Systems

Cyberarm	+1 Body, +2 DEF Armor	8	3
Cyberblade	2d6 HKA	45	20
Cybergun, Pistol	1d6+1 RKA	25	14
Cybergun, Machine Pistol	1d6+1 RKA	30	17
Cybergun, SMG	1d6+1 RKA	40	23
Cybergun, Magnum Pistol	2d6 RKA	45	20
Cybergun, Shotgun	2½d6 RKA	70	26
Cyberleg	+1 Body, +2 DEF Armor	8	4
Cyber-razors	1d6 HKA	22	10
Forearm Blade	1d6+1 HKA	30	15
Knuckle Spurs	1½d6 HKA	37	16
Hydraulic Jack I	+2" Superleap	3	2
Hydraulic Jack II	+4" Superleap	6	4
Hydraulic Jack III	+6" Superleap	9	6
Hydraulic Jack IV	+8" Superleap	12	8

Hydraulic Jack V	+10" Superleap	15	10
Hydraulic Jack VI	+12" Superleap	18	12
Punch Spike	1½d6 HKA	50	22
Speed Legs I	+2" Running	4	3
Speed Legs II	+4" Running	8	8
Speed Legs III	+6" Running	12	10
Strength Arm, Single I	+3 STR, +1 Body, +2 DEF	11	4
Strength Arm, Single II	+8 STR, +1 Body, +2 DEF	16	6
Strength Arm, Single III	+13 STR, +1 Body, +2 DEF	21	9
Strength Arm, Single IV	+18 STR, +1 Body, +2 DEF	26	11
Strength Arm, Both I	+3 STR, +2 Body, +2 DEF	13	5
Strength Arm, Both II	+8 STR, +2 Body, +2 DEF	18	9
Strength Arm, Both III	+13 STR, +2 Body, +2 DEF	23	11
Strength Arm, Both IV	+18 STR, +2 Body, +2 DEF	28	14
Strength Hand I	+3 STR, +1 Body, +2 DEF	11	4
Strength Hand II	+8 STR, +1 Body, +2 DEF	16	6
Strength Hand III	+13 STR, +1 Body, +2 DEF	21	8
Strength Hand IV	+18 STR, +1 Body, +2 DEF	26	9
Strength Legs I	+3 STR, +2 Body, +2 DEF	13	6
Strength Legs II	+8 STR, +2 Body, +2 DEF	18	8
Strength Legs III	+13 STR, +2 Body, +2 DEF	23	11
Strength Legs IV	+18 STR, +2 Body, +2 DEF	28	13
Subdermal Bludgeon I	+2d6 Hand Attack	12	10
Subdermal Bludgeon II	+3d6 Hand Attack	18	14
Subdermal Needler I	4d6 NND	50	14
Subdermal Needler II	5d6 NND	62	18
Subdermal Needler III	6d6 NND	75	21
Subdermal Stungun I	4d6 EB	30	13
Subdermal Stungun II	5d6 EB	35	16
Subdermal Stungun III	6d6 EB	40	20
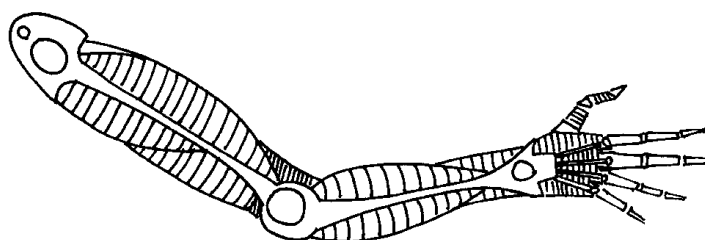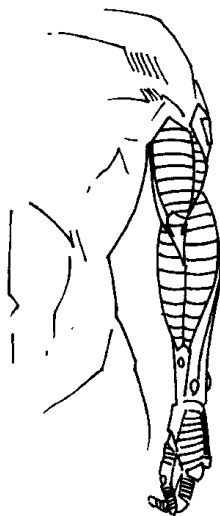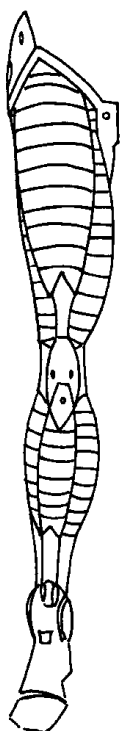
CYBERWARE SYSTEMS

Body Systems

Articulation Augmentation

The user's tendons and ligaments are extensively reworked and in some cases replaced, allowing for a greater degree of flexibility and agility.

> **Power:** 1 Overall Skill Level, Double Jointed
> **Modifiers:** Skill Level can only be used with DEX related skills and HTH combat (-¼), Cybersystem (-¼)
> **Active Cost:** 13 pts.
> **Real Cost:** 9 pts.

> **Articulation Augmentation Option:**
> **Power:** +1/2/3 Levels with Contortionist Rolls
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 2/4/6 pts.
> **Real Cost:** 1/3/5 pts.

Filtration Systems

A filtration system is a device designed to protect the user from certain harmful substances. An alcohol filter, implanted in the kidney, removes the effects of ingested alcohol on the body. A gas filter allows the user to breathe in the presence of smoke or other noxious gases. A gill implant allows one to breathe underwater. An internal respirator allows one to forego breathing entirely for a short period of time. Respiration augmentation increases the user's absorption of oxygen, allowing greater feats of endurance and faster recovery. A pathogen filter provides almost total protection from a variety of communicable diseases.

> **Alcohol Filter**
> **Power:** Immunity to alcohol
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 3 pts.
> **Real Cost:** 2 pts.

> **Gas filter**
> **Power:** Life Support (Defined environment)
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 5 pts.
> **Real Cost:** 4 pts.

> **Gill Implant**
> **Power:** Life Support (Can breathe water)
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 5 pts.
> **Real Cost:** 4 pts.

> **Internal Respirator**
> **Power:** Life Support (Sealed systems)
> **Modifiers:** One charge of 5 minutes (-¾), Cybersystem (-¼)
> **Active Cost:** 10 pts.
> **Real Cost:** 5 pts.

> **Pathogen Filter**
> **Power:** Life Support (Immunity to disease)
> **Modifiers:** Activates on 15- (-¼), Cybersystem (-¼)
> **Active Cost:** 3 pts.
> **Real Cost:** 2 pts.

> **Respiration Augmentation**
> **Power:** CON +5, REC +2
> **Modifiers:** Does not effect figured (-¼), Cybersystem (-¼)
> **Active Cost:** 14 pts.
> **Real Cost:** 9 pts.

Impact Compensators

These are implanted bio/cyberware pumps designed to release a fibrinogen activation factor (to stop bleeding) and a leukocyte migratory factor (to mobilize cells to repair tissue damage and prevent infection). Depending on the implanted device, this release can occur when the user wishes, or when certain changes are detected by the device's bio-monitor. Impact Compensators come in several styles, all of which are designed to allow the user to continue to operate effectively after receiving possibly disabling physical trauma.

Note: When designing systems such as this, the GM should be aware of the potential for abuse in having powers with preset Triggers. The devices below will not prevent a character from being Stunned, although they will allow him to recover faster. These devices also reset themselves automatically, thus do not require the character to do so.

> **Level 1 Compensator**
> **Power:** Aid 2d6 to Stun
> **Modifiers:** Trigger — User takes Stun (+¼), Invisible to Sight (+½), Self Only (-½), Only to starting values (-½), 6 charges (-¾), Cybersystem (-¼)
> **Active Cost:** 17 pts.
> **Real Cost:** 6 pts.

> **Level 2 Compensator**
> **Power:** Aid 4d6 to Stun
> **Modifiers:** Trigger — User takes Stun or if Stun 0 or less (+¼), Invisible to Sight (+½), Self Only (-½), Only to starting values (-½), 4 charges (-1), Cybersystem (-¼)
> **Active Cost:** 35 pts.
> **Real Cost:** 11 pts.

> **Stim/Dorphin Pharmacope Level 1**
> **Power:** Aid 3d6 Healing
> **Modifiers:** Trigger — User takes Body (+¼), Invisible to Sight (+½), Self Only (-½), Only to starting values (-½), Side Effect — User takes all damage after charge wears off (-½), 6 charges of 1 minute (-0), Cybersystem (-¼)
> **Active Cost:** 26 pts.
> **Real Cost:** 9 pts.

> **Stim/Dorphin Pharmacope Level 2**
> **Power:** Aid 6d6 Healing
> **Modifiers:** Trigger — User takes Body (+¼), Invisible to Sight (+½), Self Only (-½), Only to starting values (-½), Side Effect — User takes all damage after charge wears off (-°), 4 charges of one minute (-¼), Cybersystem (-¼)
> **Active Cost:** 52 pts.
> **Real Cost:** 17 pts.

Muscle Augmentation I-IV

Synthetic muscles made from long plastic polymer threads are implanted to augment the user's own natural muscle system. Tendons are polarized in order to make the and ligaments are realigned and re-anchored; in addition, the skeleton is reinforced to allow the user to exercise his full strength without harm.

    Power: STR +3/+6/+9/+12
    Modifiers: Does not affect figured (-½), Cybersystem (-¼)
    Active Cost: 3/6/9/12 pts.
    Real Cost: 2/3/5/7 pts.
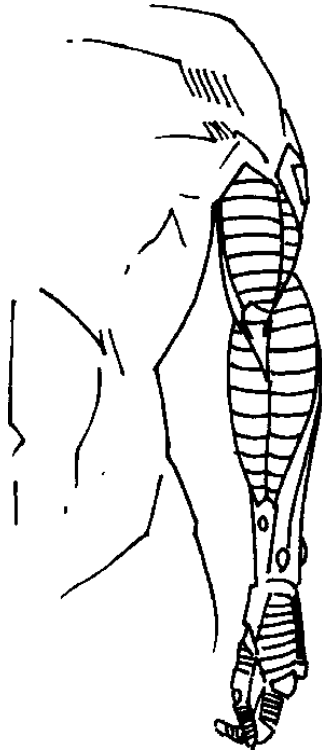
Muscle Augmentation options: For GMs who desire greater diversity, the following powers could be bought along with standard Muscle Augmentation. Note that there is no direct correlation between the amount of Muscle Augmentation bought and the number of options that can be purchased.

    Option 1
    Power: PD +1/2/3/4
    Modifiers: Cybersystem (-¼)
    Active Cost: 1/2/3/4 pts.
    Real Cost: 1/2/2/3 pts.
    Option 2
    As above, but the power of Damage Resistance is added. This Damage Resistance can be either vs. PD, ED or both.
    Option 3
    Power: CON +2/4/6/8
    Modifiers: Does not affect figured (-½), Only to Resist Stunning (-½), Cybersystem (-¼)
    Active Cost: 4/8/12/16 pts.
    Real Cost: 2/3/5/7 pts.

Recovery Augmenter

Mounted adjacent to major blood vessels, this device, when activated, increases the amount of oxygen in the bloodstream, thus allowing the user to recover at a faster rate.

    Level 1
    Power: Aid: 2d6 to Recovery
    Modifiers: Invisible to Sight (+½), Self Only (-½), 4 charges (-1), Cybersystem (-¼)
    Active Cost: 15 pts.
    Real Cost: 5 pts.
    Level 2
    Power: Aid: 4d6 to Recovery
    Modifiers: Invisible to Sight (+˚), Self Only (-½), 4 charges (-1), Cybersystem (-¼)
    Active Cost: 30 pts.
    Real Cost: 11 pts.

Reflex Augmentation I-IV

The user's nervous system is upgraded through the use of adrenal injectors and neural accelerators. As with all physical augmentation of this type, the user's skeletal and muscle structure must be modified to accommodate the user's new abilities.

    Power: DEX +3/+6/+9/+12
    Modifiers: Does not affect figured (-½), Cybersystem (-¼)
    Active Cost: 9/18/27/36 pts.
    Real Cost: 5/10/15/21 pts.

Reflex Augmentation options: For GMs who desire greater diversity, the following powers could be bought along with standard Reflex Augmentation. Note that there is no direct correlation between the amount of Reflex Augmentation bought and the number of options that can be purchased.

    Option 1
    Power: Lightning Reflexes +2/4/6/8 with all actions
    Modifiers: Cybersystem (-¼)
    Active Cost: 3/6/9/12
    Real Cost: 2/5/7/10
    Option 2
    Power: +1/2/3 Levels with DEX rolls and DEX based Skills
    Modifiers: Cybersystem (-¼)
    Active Cost: 5/10/15 pts.
    Real Cost: 4/8/12 pts.
    Option 3
    Power: Enhanced Perception: +1/2/3/4 with Touch
    Modifiers: Cybersystem (-¼)
    Active Cost: 2/4/6/8 pts.
    Real Cost: 2/3/5/6 pts.
    Option 4
    Power: Ambidexterity
    Modifiers: Cybersystem (-¼)
    Active Cost: 3
    Real Cost: 2

Skeletal Reinforcement: The user's skeletal structure is reinforced and partially replaced with a variety of high-tensile strength materials. This gives the user greater resistance to impact damage and, at the higher levels, the ability to withstand direct strikes from most hand-to-hand and bladed weapons. Damage from ranged weapons, such as firearms, is not affected by this upgrade. The damage bonus granted by this device only affects the character's own physical strikes and are not cumulative with any hand-to-hand weapons.

Note: Use of this implant drastically increases the user's weight and can cause a number of medical problems. Skeletal Reinforcement makes joint dislocations more likely, while the undue stress it places on portions of the skeletal system can lead to bone spurs. The procedures used to reinforce the skeleton make any operations involving the upper body very difficult and increase the amount of time it takes for a broken bone to heal.

The Damage Reduction offered by Skeletal Reinforcement only affects the Body damage done by an attack and has no effect on ranged weapons, thus it has less potential for abuse than the Trauma Editor listed below. GMs should still be aware of this potential and take appropriate steps (such as disallowing the use of the Level 3 Reinforcement) if needed.

Level 1
   Power: +2 Body, +3 PD, +1d6 HA
   Modifiers: Invisible to Sight (+½), 0 End (+½), Does not affect figured (-½), Cybersystem (-¼)
   Active Cost: 13 pts.
   Real Cost: 9 pts.
Level 2
   Power: +3 Body, +4 PD, +2d6 HA, Damage Reduction: ˘ physical, resistant
   Modifiers: Invisible to Sight (+½), 0 End (+½), Does not affect figured (-½), Damage Reduction only affects Body (-1), Damage Reduction only affects HTH attacks (-½), Cybersystem (-¼)
   Active Cost: 37 pts.
   Real Cost: 21 pts.
Level 3
   Power: +4 Body, +5 PD, +3d6 HA, Damage Reduction: ˚ physical, resistant
   Modifiers: Invisible to Sight (+½), 0 End (+½), Does not affect figured (-½), Damage Reduction only affects Body (-1), Damage Reduction only affects HTH attacks (-½), Cybersystem (-¼)
   Active Cost: 61 pts.
   Real Cost: 37 pts.

Smartgun Link

This is the action-reaction feedback circuit needed to properly use a smartgun. A crosshair appears on the user's retina or implanted cybereye allowing the user greater accuracy and understanding of where his shots will land. The standard system uses an implanted subdermal receiver in the hand to link with a smartlinked weapon. Lesser quality systems usually use an external cable, running from the user's temple to the weapon itself. Variations of this device are possible, although it is recommended that they not exceeded the values given. This device is not compatible with a Lasersight or the Cornea Range Finder.
   Power: +3 OCV & +1 Range Modifier
   Modifiers: Requires Smartlinked weapon (-½), Cybersystem (-¼)
   Real Cost: 10 pts.
   Active Cost: 18 pts.

Speed Booster

This is a microprocessor implanted into the user's nervous system, accelerating all neuromotor signals. This requires extensive modifications to the nervous system and the muscles of the body to cope with the new response times.
   Powers: Speed +1/+2/+3
   Modifiers: Cybersystem (-¼)
   Active Cost: 10/20/30 pts.
   Real Cost: 8/16/24 pts.

Subdermal Plating

Implanted plates formed from bonded armored plastics reinforced with graphite metal fibers. The plates are effectively undetectable if the user is clothed normally, although their existence is immediately obvious if the user removes upper body clothing.
   Power: Armor 3/5/7 DEF
   Modifiers: Locations 9-12 (-1¼), Cybersystem (-¼)
   Active Cost: 9/15/21 pts.
   Real Cost: 4/6/8 pts.

Trauma Editor

This is an implanted sensory regulator that allows the user to reduce or even shut off all sensations of pain. When the Trauma Editor is active, the user has almost no awareness of physical injury and at a high enough level, feels almost nothing from any impact damage taken. Use of this device is extremely dangerous to the user, as he has no sensation of physical harm. Extended use of this device can cause psychological trauma, as the user begins to doubt any and all sensations as real and may begin to lose touch with the world around him. Due to the potentially unbalancing effects of a Trauma Editor, the GM should consider limiting access to this device, especially the Level 3 version.

Note on usage of a Trauma Editor: If a new charge is activated before the first one wears off, then the prevented Stun damage is held over, until the next charge runs out.

Level 1
>   **Power:** Damage Reduction: 25% Physical/Energy, Resistant
>   **Modifiers:** Damage Reduction only affects Stun (-½), Side Effect — user takes all Stun damage after Trauma Editor shuts off (-1), 4 charges of 1 minute (-¼), Cybersystem (-¼)
>   **Active Cost:** 30 pts.
>   **Real Cost:** 10 pts.

Level 2
>   **Power:** Damage Reduction: 50% Physical/Energy, Resistant
>   **Modifiers:** Damage Reduction only affects Stun (-½), Side Effect — user takes all Stun damage after Trauma Editor shuts off (-1), 2 charges of 1 Turn (-1), Cybersystem (-¼)
>   **Active Cost:** 60 pts.
>   **Real Cost:** 16 pts.

Level 3
>   **Power:** Damage Reduction: 75% Physical/Energy, Resistant
>   **Modifiers:** Damage Reduction only affects Stun (-½), Side Effect — user takes all Stun damage after Trauma Editor shuts off (-1), 1 charges of 1 Turn (-1¼), Cybersystem (-¼)
>   **Active Cost:** 120 pts.
>   **Real Cost:** 30 pts.

Vehicle Control Linkage I-IV

This is a neural skillwire system and reflex augmentation system that allows the user greater control of a vehicle through the use of a datalink. The system comes with the skill of Transport Familiarity: Ground Vehicles standard, characters can switch this for a different Familiarity or add others if wanted.

>   **Power:** DEX +3/+6/+9/+12, +5 to all Piloting/Driving Rolls, TF: Ground Vehicles (base option)
>   **Modifiers:** Does not affect figured (-½), Cybersystem (-¼)
>   **Active Cost:** 21/30/39/48 pts.
>   **Real Cost:** 15/20/25/30 pts.

Note: The Vehicle Control Linkage can also be bought with bonus to the character's Speed that is only usable to operate a vehicle (a -1 Limitation). This option adds 10 points to the Active Cost and 4 points to the Real Cost. Depending on the GM's wishes, a Vehicle Control Linkage may or may not affect the character's abilities when not in a car. The version presented above works both in and out of vehicles. A vehicle only version would have the additional limitation of "Requires DNI Capable Vehicle" (-½).

Vitals Sheathing and Skull Reinforcement

Vitals Sheathing is a variation of Subdermal Plating that utilizes advanced armored fabrics and *orthoskin* sheeting to weave an energy-diffusing material under the user's skin. Areas protected are the rib cage, abdomen or lower stomach. Skull reinforcement is a similar system that bonds armor plating directly to the user's skull. This form of protection is effectively invisible to even an experienced observer, unless they have access to x-ray scanners.

Abdominal Sheathing I-III
>   **Power:** 3/4/5 DEF Armor
>   **Modifiers:** Invisible Power Effects (+½), Location 11-13 (-1½), Does NOT defend against the first 1 body damage of each attack, Reduced Penetration attacks are considered separate attacks, as are Autofire shots (-¼), Cybersystem (-¼)
>   **Active Cost:** 12/18/22 pts.
>   **Real Cost:** 4/6/7 pts.

Ribcage Sheathing I-III
>   **Power:** 4/5/6 DEF Armor
>   **Modifiers:** Invisible Power Effects (+½), Location 10-11 (-2), Does NOT defend against the first 1 body damage of each attack, Reduced Penetration attacks are considered separate attacks, as are Autofire shots (-¼), Cybersystem (-¼)
>   **Active Cost:** 18/22/27 pts.
>   **Real Cost:** 5/6/8 pts.

Skull Reinforcement I-III
>   **Power:** 5/6/7 DEF Armor
>   **Modifiers:** Invisible Power Effects (+½), Location 3-5 (-1½), Does NOT defend against the first 1 body damage of each attack, Reduced Penetration attacks are considered separate attacks, as are Autofire shots (-¼), Cybersystem (-¼)
>   **Active Cost:** 22/27/31 pts.
>   **Real Cost:** 7/9/10 pts.

The following power is optional for Skull Reinforcement:

>   **Power:** +1d6 Hand Attack
>   **Modifiers:** 0 END (+½), Invisible effects — sight (+½), Cybersystem (-¼), Headbutts only (-0)
>   **Active Cost:** 6 pts.
>   **Real Cost:** 5 pts.

Vitals Sheathing I-III
>   **Power:** 3/4/5 DEF Armor
>   **Modifiers:** Invisible Power Effects (+½), Location 13 (-2) Does NOT defend against the first 1 body damage of each attack, Reduced Penetration attacks are considered separate attacks, as are Autofire shots (-¼), Cybersystem (-¼)
>   **Active Cost:** 12/18/22 pts.
>   **Real Cost:** 3/5/6 pts.

War Gland

This is a bioware implant designed to pump concentrated adrenaline and noradrenalin into the user's bloodstream, increasing his physical capabilities for a short period of time. When the effects of the war gland wear off, the inrush of suspended fatigue poisons can cause temporary unconsciousness. Extended use of a war gland may have other, even more harmful, effects on the user's system.

Level 1
Power: Aid: 1d6 to STR, 1d6 to DEX, 2d6 to END, 1d6 to STUN
Modifiers: Self Only (-½), Side Effect — 6d6 Stun damage after Aid wears off (-½), 4 charges (-1), Cybersystem (-¼)
Active Cost: 25 pts.
Real Cost: 9 pts.

Level 2
Power: Aid: 1d6 to STR, 2d6 to DEX, 3d6 to END, 2d6 to STUN
Modifiers: Self Only (-½), Side Effect — 6d6 Stun after Aid wears off (-½), 4 charges (-1), Cybersystem (-¼)
Active Cost: 40 pts.
Real Cost: 14 pts.

Ear Systems

Audio Amplifier I-III

The Audio Amplifier is a hearing enhancement that works in a manner similar to a shotgun microphone, where distant sounds are perceived as if they were closer then they actually are.

Power: Telescopic Hearing +2/+4/+6
Modifiers: Cybersystem (-¼)
Active Cost: 3/6/9 pts.
Real Cost: 2/5/7 pts.

Audio Augmentation I-III

This is an audio enhancement that boosts the user's overall hearing ability, allowing him to perceive a wider range of sounds.

Power: Enhanced Hearing +2/+4/+6
Modifiers: Cybersystem (-¼)
Active Cost: 4/8/12 pts.
Real Cost: 3/6/10 pts.

Audio Recorder

With this implant, the user can record anything he hears. Recorded sounds can then be downloaded via a Datajack or played through external speakers. Note: this device usually comes with at least a base level Noise Filter to allow for more intelligible recordings.

Power: Eidetic Memory
Modifiers: Sound Only (-½), Cybersystem (-¼)
Active Cost: 10 pts.
Real Cost: 6 pts.

Noise Filter I-III

Popular with rockers, the Noise Filter provides some protection from high volumes of sound as well as extreme changes in sound intensity.

Power: Flash Defense vs. Hearing (5/7/9 DEF)
Modifiers: Cybersystem (-¼)
Active Cost: 5/7/9 pts.
Real Cost: 4/6/7 pts.

Ultrasonic Receiver

This modification allows the user to hear both high-frequency and low-frequency sounds.

Power: Ultrasonic Hearing
Modifiers: Cybersystem (-¼)
Active Cost: 3 pts.
Real Cost: 2 pts.

Optical Systems

Cornea Range Finder

This is a sighting system that allows the user to correct his aim by taking into account the range to the intended target. This device is not compatible with a Smartgun Link.

Power: +2 Levels with Range Modifiers
Modifiers: Cybersystem (-¼)
Active Cost: 6 pts.
Real Cost: 5 pts.
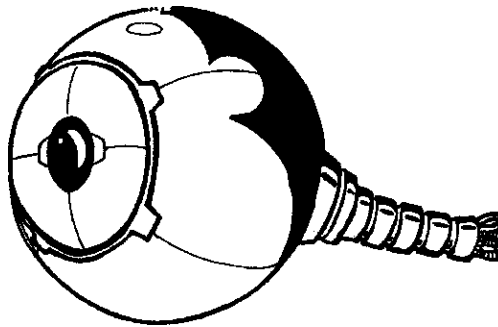
Flare Filter I-III

Optical filters that protect the user from intense glare and blinding light flashes.

Power: Flash Defense vs. Vision (5/7/9 DEF)
Modifiers: Cybersystem (-¼)
Active Cost: 5/7/9 pts.
Real Cost: 4/6/7 pts.

Grit Filter

Grit filters are simple protective shields that cover the surface of the eye, preventing such things as blown dust, sand and smoke from affecting the user's vision.

Power: Flash Defense vs. Vision (3 DEF)
Modifiers: Not vs. Light-based flashes (-1), Cybersystem (-¼)
Active Cost: 3 pts.
Real Cost: 1 pt.

Low-light Filter

Operating on the same principle as a starlight scope, Low-Light filters allow the user to see in very dimly lit conditions.

Power: UV Vision
Modifiers: Cybersystem (-¼)
Active Cost: 5 pts.
Real Cost: 4 pts.

Thermographic Filter

Thermographic filters allow the user to see heat patterns, usually allowing the user to ignore the actual light level of his surroundings. When combined with Low-Light filters, the user can operate in almost total darkness.

> **Power:** IR Vision
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 5 pts.
> **Real Cost:** 4 pts.

Video Recorder

The user has a camera mounted in the eye, allowing him to record anything he sees. The data can then be downloaded via a datajack, or output to an external monitor. This option, when combined with the Audio Recorder, has proven very popular with reporters.

> **Power:** Eidetic Memory
> **Modifiers:** Vision Only (-½), Cybersystem (-¼)
> **Active Cost:** 10 pts.
> **Real Cost:** 6 pts.

Vision Augmentation I-III

This system allows the user enhanced viewing capabilities over long distances.

> **Power:** Telescopic vision +2/+4/+6
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 3/6/9 pts.
> **Real Cost:** 2/5/7 pts.

Cranial Systems

Coded Transmitter

This is a specialized radio transmitter that broadcasts specifically scrambled signals. Intelligible reception is only possible using a Coded Transmitter with the proper decoding sequence. Anyone else listening in on a Coded Transmitter frequency will only hear sonic garbage. As there is an almost unlimited number of signal combinations, the Coded Transmitter is a secure and effective method of communication.

> **Power:** Mind Link
> **Modifiers:** Related group of minds (others with Coded Transmitter) (+5pts.), 0 END (+½), Only to another Mind Link (Coded Transmitter) (-1), Cybersystem (-¼)
> **Active Cost:** 15 pts.
> **Real Cost:** 7 pts.

Cranial Computer

A Cranial Computer is just that: a fully functional computer implanted into the user's brain. In many ways, a Cranial Computer is similar to a Skilljack (see below). The difference is that the Cranial Computer runs programs on its own, allowing the character to use more skills and at a faster rate. Skill limitations for a Cranial Computer are the same as a Skilljack.

> **Power:** Computer (INT: 15, DEX: 15, Speed: 3, 30 points devoted to skills and programs)
> **Modifiers:** Fragile (-¼), Cybersystem (-¼)
> **Active Cost:** 55 pts.
> **Real Cost :** 37 pts.

Cranial Radio

A full-spectrum, limited-range transmitter, the Cranial Radio allows the user access to a wide range of communication channels. The user has the option of speaking under his breath when operating this device, so as not to disturb those nearby.

> **Power:** High Range Radio Hearing
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 10 pts.
> **Real Cost:** 8 pts.

Cranial Telephone

The user has a cellular telephone implanted in his head. As with all such devices, signal quality depends greatly on the distance to the nearest relay station. As with the Cranial Radio, the user may choose to speak under his breath when using this device.

> **Power:** Radio Listen and Transmit
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 5 pts.
> **Real Cost:** 4 pts.

Datajack I-III

Also known as a Direct Neural Interface (or DNI for short) this is an input/output jack implanted into the user's skull. Common implant locations are the temple or behind the ear.

> **Power:** +1/+2/+3 with all computer related skills (such as Computer Programming).
> **Modifiers:** Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼)
> **Active Cost:** 5/10/15 pts.
> **Real Cost:** 3/6/9 pts.

The following power is optional for a Data Jack:
> **Power:** Speed Reading
> **Modifiers:** Requires accessible datacable (-½), Requires DNI capable computer (-0), Only applies to direct neural feed data (-½), Cybersystem (-¼)
> **Active Cost:** 3 pts.
> **Real Cost:** 1 pts.

Internal Locator

This device consists of a specialized Skilljack connected to a visual display that registers on the user's retina.

> **Power:** Absolute Time Sense & Bump of Direction, AK: (Map Skillsoft) 13-
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 10 pts.
> **Real Cost:** 8 pts.

Skilljack

A skilljack is a type of datajack port that allows the Character to access preprogrammed implant skills. The Character has access to a 10-point variable power pool that can be assigned to a limited number of available skillchips. Players should keep a record of exactly which skillchips the Character has available. These skillchips can be switched at anytime but require a full Turn to do so.

Only the following skills are allowed: Bugging, Computer Programming, Criminology, Cryptography, Demolitions, Disguise, Electronics, Forensics, Forgery, Gambling, Knowledge skills (including Area Knowledge), Languages, Lockpicking, Mechanics, Navigation, Paramedic, Professional skills, Science skills, Survival, Systems Operations, Transport Familiarity, Weapons Familiarity and Weaponsmith.

Certain skills such as Martial Arts could be included, but are not recommended. In any event, all skills and skill selections are subject to GM approval.

> **Power:** Variable Power Pool, 10 point pool, 5 Point control Cost
> **Modifiers:** Limited Selection of Skills (-½), Cybersystem (-¼)
> **Active Cost:** 15 pts.
> **Real Cost:** 13pts.

Synthesizer link I-II

A specialized form of Datajack, this input/output port allows for direct interfacing with musical instruments.

> **Power:** +1/+2 with all musical instrument related skills.
> **Modifiers:** Requires accessible datacable (-½), Requires DNI capable musical instrument (-½), Cybersystem (-¼)
> **Active Cost:** 5/10 pts.
> **Real Cost:** 2/4 pts.

Trachea Modulator

Popular with rockers and other entertainers, this device allows for volume control as well as extreme variations of pitch and tone.

> **Power:** Mimicry 14-, Perfect Pitch
> **Modifiers:** Cybersystem (-¼)
> **Active Cost:** 12 pts.
> **Real Cost:** 10 pts.

Limb Systems

Substitute limbs come in two styles: obvious cyberlimbs and organic replacements. Organic replacements offer no special abilities and simply function in a manner identical to your original limb (just don't ask where the replacement came from). Cyberlimbs are fully functional prostheses capable of performing all standard limb movements.

The Body increases noted below are all over increases brought on by having a cyberlimb implanted, while the armor bonuses only affect that particular limb. The maximum armor allowed for a cyberlimb is 7 DEF, values greater than 7 DEF can only be bought for cyborg characters. Typical armor values for cyberlimbs are between 2 to 4 DEF.

Players should feel free to design similar limb enhancements for their characters using the following as a guide.

Cyber Arm

This is a standard limb replacement

> **Power:** +1 Body, +2 DEF Armor
> **Modifiers:** Does not affect figured (-½), Location 6-8 (-1½), Cybersystem (-¼)
> **Active Cost:** 8 pts.
> **Real Cost:** 3 pts.
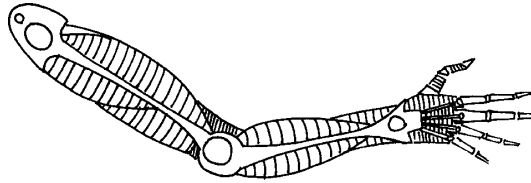
Cyber Blades

This is a blade attached to the long bones of the user's forearm. A wide variety of Cyber Blades are possible, including single blades that run along the forearm, sets of two or three blades that are produced from the back of the hand, single armor piercing punch-spikes, short knuckle spurs and so on.

> **Standard Cyber Blade**
> **Power:** 2d6 HKA
> **Modifiers:** 0 END (+½), Reduced Penetration (-¼), Restrainable (-¼), No Knockback (-¼), Blade weapon (-¼), Cybersystem (-¼)
> **Active Cost:** 45 pts.
> **Real Cost:** 20 pts.

> **Forearm Blade**
> **Power:** 1d6+1 HKA
> **Modifiers:** 0 END (+½), Restrainable (-¼), No Knockback (-¼), Blade weapon (-¼), Cybersystem (-¼)
> **Active Cost:** 30 pts.
> **Real Cost:** 15 pts.

> **Punch Spike**
> **Power:** HKA 1½d6
> **Modifiers:** 0 END (+½), Armor Piercing (+½), -1 Stun (-¼), Restrainable (-¼), No Knockback (-¼), Blade weapon (-¼), Cybersystem (-¼)
> **Active Cost:** 50 pts.
> **Real Cost:** 22 pts.

> **Knuckle Spurs**
> **Power:** 1½d6 HKA
> **Modifiers:** 0 END (+½), Reduced Penetration (-¼), Restrainable (-¼), No Knockback (-¼), Blade weapon (-¼), Cybersystem (-¼)
> **Active Cost:** 37 pts.
> **Real Cost:** 16 pts.

Cyberleg

This is a standard limb replacement

> **Power:** +1 Body, +2 DEF Armor
> **Modifiers:** Does not affect figured (-½), Location 14-18 (-1), Cybersystem (-¼)
> **Active Cost:** 8 pts.
> **Real Cost:** 4 pts.

Cyber Razors

These short blades, about one inch long, are attached to the tip of user's fingers. Anchored to the user's finger bones, the blades retract under the fingernails. Characters could conceivably have Cyber Razors set into their toes.

Power: 1d6 HKA
Modifiers: 0 End (+½), Reduced Penetration (-¼), Restrainable (-¼), No Knockback (-¼), Blade weapon (-¼), Cybersystem (-¼)
Active Cost: 22 pts.
Real Cost: 10 pts.

Cybergun

This is a specially designed firearm that is meant to be installed in a cyberarm. A variety of weapons, from pistols to shotguns are available. The firing port is in the base of the palm, although in some models the barrel pops out from the forearm. The weapon's magazine resides in the arm, unless the user opts. for using a full (or extended) clip, in which case the magazine will be quite obvious. Only one cybergun can be mounted in character's arm.

A variation of this device has the user altering the tip of a cyberfinger to accept a single pistol, magnum pistol or shotgun round. This is a single shot weapon, reloaded through the muzzle and fired by preset finger motion. Due to the *very* short barrel length of such a weapon, a device such as this should not be allowed any sort of OCV bonus and would have a Range Modifier of -2 (at best).

Note: If a character has such a device implanted into his cyberlimbs, care should be taken when engaging in hand-to-hand combat. Although a sharp blow to the forearm usually won't set the weapon off, such impacts can cause problems with the firing mechanism, leading to misfires and jamming.

Pistol
Power: 1d6+1 RKA, +1 OCV
Modifiers: 12 shots (-¼), Restrainable (-¼), Cybersystem (-¼)
Active Cost: 25 pts.
Real Cost: 14 pts.

Machine Pistol
Power: 1d6+1 RKA
Modifiers: Autofire (+½), 12 shots (-¼), Restrainable (-¼), Cybersystem (-¼)
Active Cost: 30 pts.
Real Cost: 17 pts.

SMG
Power: 1d6+1 RKA, +2 OCV
Modifiers: Autofire (+½), 10 shots (-½), Restrainable (-¼), Cybersystem (-¼)
Active Cost: 40 pts.
Real Cost: 23 pts.

Magnum Pistol
Power: 2d6 RKA
Modifiers: Increased Stun (+½), 6 shots (-¾), Restrainable (-¼), Cybersystem (-¼)
Active Cost: 45 pts.
Real Cost: 20 pts.

Shotgun
Power: 2½d6 RKA, +2 OCV
Modifiers: Increased Stun (+½), -2 RMod (-6pts.), 4 shots (-1), Restrainable (-¼), Cybersystem (-¼)
Active Cost: 70 pts.
Real Cost: 26 pts.

Hydraulic Jack I-VI

When installed in a standard cyberleg replacement, a hydraulic jack dramatically increases leaping ability.

Power: Superleap: +2"/+4"/+6"/+8"/+10"/+12"
Modifiers: 0 End (+½), No Non-combat Leap (-¼), Cybersystem (-¼)
Active Cost: 3/6/9/12/15/18 pts.
Real Cost: 2/4/6/8/10/12 pts.

Speed Legs I-III

Utilizing extensive tendon replacement, booster implants and muscle adaptation, speed legs dramatically increase a user's running speed.

Power: Running: +2"/+4"/+6"
Modifiers: Cybersystem (-¼)
Active Cost: 4/8/12 pts.
Real Cost: 3/6/10 pts.

Strength Arm I-IV

Cyberarms grant the user increased strength; body frame reinforcements are standard to allow the user to utilize the limb's full potential. This increased strength affects such actions as lifting, punching, grabbing etc. If the user has a single cyberarm, all STR actions are at -5 STR.

Example: a STR 13 character has a +13 STR arm added, this gives him 26 STR total. For punching damage purposes he does 5d6, if attempting a grab or other STR vs. STR maneuvers with that arm he has a 21 STR.

Note: Muscle Augmentation and Cyberlimbs are not compatible and are not added together to determine the user's total STR. This restriction is due to how the systems are installed and set up. Muscle Augmentation is usually more desirable, since it's not an

Cyberguns

Name	Cal	OCV	RMod	Dmg	Stun	STR	Shots	Notes
Pistol	9mm	+1	+0	1d6+1	0	8	12	
Machine pistol	9mm	+0	+0	1d6+1	0	10	12	AF3, 20 rd. full clip
SMG	9mm	+2	+0	1d6+1	0	13	10	AF5, 30 rd. full clip
Magnum pistol	.44M	+0	+0	2d6	+1	15	6	
Shotgun	12Ga	+2	-2	2˚d6	+1	13	4	RR, RP

obvious upgrade and affects the body's entire muscle system. Cyberlimbs, are a cheaper alternative (in monetary terms), affect only the performance of a single limb, and are usually easy to detect.

Single Arm

Power: +3/+8/+13/+18 STR, +1 Body, +2 DEF Armor

Modifiers: Does not affect figured (-½), STR only affects use with Left/Right arm (-½), Locations 6-8 (-1½), Cybersystem (-¼)

Active Cost: 11/16/21/26 pts.

Real Cost: 4/6/9/11 pts.

Both Arms

Power: +3/+8/+13/+18 STR, +2 Body, +2 DEF Armor

Modifiers: Does not affect figured (-½), STR only affects use with arms (-¼), Locations 6-8 (-1½), Cybersystem (-¼)

Active Cost: 13/18/23/28 pts.

Real Cost: 5/9/11/14 pts.

Strength Hand I-IV

This is a fully functional cybernetic hand. It offers increased strength for grabbing, crushing and holding on.

Power: Power: +3/+8/+13/+18 STR, +1 Body, +2 DEF Armor

Modifiers: Does not affect figured (-½), STR only affects use with Left/Right hand (-1), Location 6 (-2), -Cybersystem (-¼)

Active Cost: 11/16/21/26 pts.

Real Cost: 4/6/8/9 pts.

Strength Legs I-IV

Cyberlegs grant the user increased strength with regards to leg usage. This includes leaping, kicks and in some cases increased lifting capacity.

Power: +3/+8/+13/+18 STR, +2 Body, +2 DEF Armor

Modifiers: Does not affect figured (-½), STR only affects use with Legs (-½), Locations 14-18 (-1), Cybersystem (-¼)

Active Cost: 13/18/23/28pts.

Real Cost: 6/8/11/13pts.

Subdermal Bludgeon I-II

Created from organic cements grafted into the user's bones, this device makes the user's limbs heavier, allowing extra damage in hand-to-hand combat.

Power: +2d6/+3d6 Hand Attack

Modifiers: 0 END (+½), Invisible effects — sight (+½), Cybersystem (-¼)

Active Cost: 12/18 pts.

Real Cost: 10/14 pts.

Subdermal Needler I-III

One or more of the user's fingers in a cyberhand have been altered to accept hypodermic darts. These darts are very small and fit in the last joint of the cyberhand's fingers. The needler is silent when fired, preventing detection. This feature makes it useful when attempting to subdue a target quietly and with a minimum of attention. The needler's only major drawback is its short range. The number of charges the device has represents the number of fingers adapted to carry darts. Normally, the index finger is used, but a character could have all four fingers of his hand adapted (or eight, if he has two cyberhands). If the character has a number of fingers so adapted, then purchasing the Autofire advantage could be considered (thus simulating the effect of firing several fingers at once).

Power: 4d6/5d6/6d6 Energy Blast

Modifiers: No Normal Defense (+1) (Defense is wearing Resistant DEF greater than the "Body" rolled on the attack or wearing any form of rigid "plate" armor), Invisible effects, hearing (+½), Range = Active points/5 (-¼), 1 charge (-2), Cybersystem (-¼)

Active Cost: 50/62/75pts.

Real Cost: 14/18/21pts.

Subdermal Stungun I-III

Two electrodes are placed on two fingers of the user's choice. Normally, it uses batteries that are recharged by the body's natural bioelectric field. These batteries store enough power for 12 discharges, but larger batteries are available.

Power: 4d6/5d6/6d6 Energy Blast

Modifiers: Invisible effects- sight (+½), Stun only (-0), No Knockback (-¼), No Range (-½), 12 charges (-¼), Cybersystem (-¼)

Active Cost: 30/37/45pts.

Real Cost: 13/16/20pts.

BIOCHEMICAL AND BIOLOGICAL AGENTS

In a world where people routinely upgrade themselves with cyberware, there are still a few who will keep their biological bodies intact. It may be because they suffer from cyber-rejection, because of religious beliefs, or simply because they want to show they can compete without resorting to mechanical aids (there's a certain prestige in being a full-flesh person). Whatever the reason, sometimes even full-fleshed people need an extra boost, and that's where biochemical and biological agents come in.

In any work of fiction that deals with the darker side of society, drugs will become apparent in one form or another. Drug use is important enough to the cyberpunk genre that it will be examined here. It cannot be stressed enough, however, that this is *fictional information for gaming purposes only* and in no way reflects a condoning of real world drug use.

Biochemistry in the Kazei Five Universe

Pharmaceuticals

The quickest and easiest way for someone to enhance their physical capabilities is through the use of drugs. Here, the concern is not with recreational drugs but with performance-enhancing agents. These types of drugs fall into two broad categories: Stimulants and Blockers. On the street these are known as "Uppers" and "Downers," and together are simply called "Pharm."

Pharmaceuticals can be taken in many ways. The easiest is in pill or capsule form. These are simple to take, but require some time before they reach full effect. Inhalants are quicker to take effect, but clumsy to use in desperate situations. The fastest route is to inject the drug directly into the bloodstream. In the cyberpunk genre, needles are passé, since they are messy, painful and easy to fumble in combat situations. For intravenous delivery either a needle-less hypodermic or a cyber-implant is used. The cyber-implant has the advantage that it can monitor the user's condition and administer drugs when needed, even if the user is incapacitated.

For game purposes, each delivery system will be described with its own set of limitations. These are noted as "Vector Modifiers" in the power descriptions. Almost all drugs will have a limited number of doses, which will also affect the cost of the drug.

Pills/Capsules

This represents any sort of orally ingested drug, as well as dermal patches. Standard limitations are: "IIF" (-¼), as they are not obvious except during the moment of use, and cannot be removed once taken; "Gestures To Start" (take out and swallow) (-¼) and "Gradual Effect" (normally 1 minute (-1) but sometimes as long as 5 minutes (-1˚)).

Inhalants

This represents any drug that is inhaled through the mouth or nose. Standard limitations are: "IIF" (-¼), as they are not obvious except during the moment of use, and cannot be removed once taken; "Gestures To Start" (take out and inhale) (-¼) and "Gradual Effect" (normally 1 minute (-1) but sometimes as long as 5 minutes (-1˚)).

Needle-less Hypodermics

Safer to use than an old-fashioned hypodermic, these devices deliver their load on a jet of compressed air. Needle-less hypodermics have the disadvantage that to get the drug into the bloodstream, the hypodermic needs to be placed on a vein. Injection directly into muscle tissue normally dilutes the drug or releases it so slowly that it has no effect. Standard limitations are: "IIF" (-¼), as they are not obvious except during the moment of use, and cannot be removed once taken; "Gestures To Start" (take out and place to vein) (-¼). Although the effect is rapid, needle-less hypodermics require some care to use, thus "Concentrate ˚ DCV" (-¼), and they must be placed on a major vein or artery "Activation" 15- (-¼).

Cyber-implant/Cyberdoc

The first of these is a cybernetic device which can be set to inject its load when a given event occurs, such as a change in the user's blood pressure. These are often referred to as War Glands or Drugjacks. The second is essentially the same device, but worn externally (normally as a collar or belt pack). Both devices take the limitation "Cybersystem" (-¼) and allow any of the drugs listed to be used with the additional advantage of "Trigger" (+¼). In addition any drugs which use the Aid power in a Drugjack require the additional limitation of "Self Only" (-½).

These limitations require a word of explanation. Pills, hypodermics or inhalants are classed as IIF rather than OAF since it is not always obvious that the character is using the power, and the focus is not readily taken away by opponents. However, during the instant of use these foci are visible and use can be prevented by a grab or entangle. To simulate this, we have given these powers the Gestures limitation. GMs may wish to use IAF in place of these two limitations, but this means that it will not be immediately obvious when the character is taking the drug.

Performance-enhancing drugs cannot increase characteristics above the maximums listed in the character creation rules, and only a few drugs will function on cybernetically enhanced individuals. Generally, if a person has cybernetic implants that affect a given characteristic, they will not benefit from a drug that affects that characteristic. There will be circumstances where this rule does not apply.

Example: *A character who gains +5 STR from a cyberhand could still take a STR enhancing drug and gain some benefit from it. However his cyberhand would be at its normal STR rating, since it would not be affected by the drug.*

In addition, hypodermics or dermal patches cannot easily be used by a character who wears armor over most of his body or who has dermal plating. Characters in sealed armor will have difficulty using inhalants or pills. However, armor can have a cyberdoc built in to allow the use of wardrugs.

Stimulants

Stimulants are those drugs that increase physical capacities directly. The most common stimulants act directly on the nervous system to stimulate hormone release, leading to decreased reaction times and/or increased strength. There are an almost infinite variety of these drugs, and many of them are either physically or psychologically addictive. A few examples are given below. GMs should feel free to modify them as needed to add variety. The drug effects are given at maximum normal strength, although in most cases what is available on the street will be less effective (reduce the Aid effects to only one or two dice, although the side effects will still be the same). Characters may also mix drugs to combine several effects (a procedure that is most foolhardy and dangerous!).

Amylheptramine (slang: Hep, Amy)

A quasi-legal drug, Amylheptramine provides the user with a quick boost in energy. This drug is as popular with corporate executives pulling a late night computer session as it is with go-gangers heading out for a night on the town. It's also still used for its original purpose — resuscitating injury victims.

> **Power:** Aid: 2d6 to REC
> **Modifiers:** Fade rate delayed to 1 hour (+¾), Side Effect — Addictive, 1d6 cumulative minor transform (target into addict), plus 4d6 Stun damage after Aid wears off (-½), Vector Modifiers (-¼ to -2), Side Effect — Overdose, triggered if Aid total exceeds Maximum, 6d6 Energy Blast (-½)
> **Active cost:** 17 pts. (20 points in a Drugjack)
> **Real Cost:** Pills 5 pts., Inhalants or Hypodermic 6 pts., Drugjack 9 pts.

Amylmethamine (slang: Dragon, Nervefire)

This type of drug increases the receptivity of the user's neurotransmitters to signals, enhancing his dexterity and decreasing reaction times. The symptoms of use, and especially abuse, include pronounced trembling due to spontaneous acetylcholine release by the user's nerves.

> **Power:** Aid: 2d6 to DEX
> **Modifiers:** Fade rate delayed to 1 hour (+¾), Side Effect — Addictive, 2d6 cumulative minor transform (target into addict) (-½), Vector Modifiers (-¼ to -2), Side Effect — Overdose, triggered if Aid total exceeds Maximum, 6d6 Energy Blast (-½)
> **Active cost:** 17 pts. (20 points in a Drugjack)
> **Real Cost:** Pills 5 pts., Inhalants or Hypodermic 6 pts., Drugjack 9 pts.

Benzedrane (slang: Up, Flip, Benny, Happy Face)

One of the few stimulants to be legal and even accepted in the corporate world, these mild stimulants suppress the need for sleep and decrease the appetite, allowing the user to work harder and longer. Benzedrane also makes the user feel smarter and more perceptive. The downside of benzedrane is that the suppressed appetites must be satisfied sooner or later.

> **Power:** Life Support: does not need to eat or sleep, +2 to all PER rolls
> **Modifiers:** 1 continuous charge lasting 1 day (+0), Side Effect — Addictive, 1d6 cumulative minor transform (target into addict), plus 4d6 Stun damage when effects wear off (-½), Vector Modifiers (-¼ to -2)
> **Active cost:** 11 pts. (14 points in a Drugjack)
> **Real Cost:** Pills 4 pts., Inhalants or Hypodermic 6 pts., Drugjack 7 pts.

Ephedra (slang: Boost, Jumpstart)

This is another drug popular with corporate executives and street warriors. It increases dehydrogenase activity in the muscles, leading to rapid breakdown of fatigue products and allowing continued exertion. As an interesting side effect, it makes the user virtually immune to alcohol. Unfortunately, when the drug wears off, it tends to leave the user's muscles sore and trembling.

> **Power:** Aid: 2d6 to END, Immunity to Alcohol
> **Modifiers:** Fade rate delayed to 1 hour (+¾), Side Effect — 2d6 Drain vs. DEX, plus 1d6 Drain vs. STR after Aid wears off (-½), Vector Modifiers (-¼ to -2), Immunity to Alcohol is one charge lasting one hour (-½)
> **Active cost:** 20 pts. (25 points in a Drugjack)
> **Real Cost:** Pills 7 pts., Inhalants or Hypodermic 8 pts., Drugjack 9 pts.

Euphorbin (slang: Swag, Heart, Hate)

This type of drug increases serotonin release in the user's brain, causing them to feel more confident and capable. Unfortunately, these drugs cause the user to lapse into depression when the effect wears off, so they are quite psychologically addictive.

> **Power:** Aid: 2d6 to PRE
> **Modifiers:** Fade rate delayed to 1 hour (+½), Side Effect — Addictive, 1d6 cumulative minor transform (target into addict), plus 2d6 Drain to PRE after Aid wears off (-½), Vector Modifiers (-¼ to -2), Side Effect — Overdose, triggered if Aid total exceeds Maximum, User becomes Berserk if frustrated (occurs 14-, recover 8-) (-½)
> **Active cost:** 17 pts. (20 points in a Drugjack)
> **Real Cost:** Pills 5 pts., Inhalants or Hypodermic 6 pts., Drugjack 9 pts.

Ketatate (slang: Muscle, Wild)

These drugs increase the user's strength by stimulating adrenaline and noradrenaline release. People under the influence of ketatate tend to be red-faced and may sweat heavily. Although not as addictive as neurostimulatory drugs, strength-enhancing drugs normally cause the user to feel weak and shaky when they wear off.

Power: Aid: 3d6 to STR

Modifiers: Fade rate delayed to 1 hour (+¾), Side Effect — Addictive, 1d6 cumulative minor transform (target into addict), plus 3d6 Stun damage after Aid wears off (-½), Vector Modifiers (-¼ to -2), Side Effect — Overdose, triggered if Aid total exceeds Maximum, 6d6 Energy Blast (-½)

Active cost: 17 pts. (20 points in a Drugjack)

Real Cost: Pills 5 pts., Inhalants or Hypodermic 6 pts., Drugjack 9 pts.

Neurostim (slang: Speed, Streak, Blur)

These drugs enhance neurotransmitter release, augmenting the user's reactions. Use often leads to addiction, and users may have pronounced trembling in a manner similar to users of amylmethamine.

Power: Aid: 2d6 to SPD

Modifiers: Fade rate delayed to 1 hour (+¾), Side Effect — Addictive, 2d6 cumulative minor transform (target into addict) (-½), Vector Modifiers (-¼ to -2), Side Effect — Overdose, triggered if Aid total exceeds Maximum, 6d6 Energy Blast (-½)

Active cost: 17 pts. (20 points in a Drugjack)

Real Cost: Pills 5 pts., Inhalants or Hypodermic 6 pts., Drugjack 9 pts.

Blockers

Blockers are drugs that have the opposite effect of stimulants, in that they decrease some facets of the user's senses. Blockers can be used in combat to allow the user to shrug off injuries (at least temporarily) or in a medical setting as a painkiller.

Dramadorph (slang: Minidorph, Aspro)

A safer version of Eudorphin (see below), this drug causes the user to resist pain and ignore fatigue. Its slower breakdown rate in the body gives it a longer effect.

Power: Aid: 1d6 to CON, 1d6 to STUN

Modifiers: Fade rate delayed to 1 hour (+¾), Side Effect — Addictive, 1d6 cumulative minor transform (target into addict), plus 4d6 Energy Blast after Aid wears off (-½), Vector Modifiers (-¼ to -2)

Active cost: 17 pts. (20 points in a Drugjack)

Real Cost: Pills 6 pts., Inhalants or Hypodermic 7 pts., Drugjack 9 pts.

Eudorphin (slang: Dorph, Monster)

The drug made famous by its use on several live combat shows, Eudorphin effectively blocks pain sensations by triggering a massive endorphin release in the brain. It also causes a feeling of euphoria. This drug is apparently used by *all* the go-gangers and street warriors in tri-vid action shows. What they don't show on TV is the fact that the user almost always blacks out when the drug wears off.

Power: Damage Reduction: 50% Physical/Energy, Resistant

Modifiers: 1 charge lasting 5 minutes (-¾), Damage Reduction only affects Stun (-½), Side Effect — user takes all Stun damage after effect wears off (-1), Vector Modifiers (-¼ to -2)

Active cost: 60 pts. (75 points in a Drugjack)

Real Cost: Pills 15 pts., Inhalants or Hypodermic 17 pts., Drugjack 27 pts.

Medicinal Drugs

Many of the drugs listed above began as part of the medic's pharmacopoeia, and some are still used for that purpose. There are a few that remained the purview of the medical profession, either because they have limited street use or because in untrained hands they are too dangerous.

Most of the drugs below are bought with the Advantage "Usable by Others" since they are generally administered to another character by a medic. Of course, any of the drugs listed in the preceding section could be bought with the same advantage if a character wanted to be able to share his supply with others.

Hepatomax

This drug increases the circulation rate and inhibits the recruitment of inflammatory cells, increasing the survival chances of a poisoning victim. It will also neutralize many drugs, so is used in hypodermic guns by the police to counter combat drugs. Incorrectly administered however, it can send the recipient into respiratory distress.

Power: Dispel: 10d6

Modifiers: Any power with a chemical special effect (+¼), Requires a Skill roll (Paramedic) (-½), Vector Modifiers (-¾ to -1), Side Effect (if skill roll failed) — 6d6 Energy Blast (-½)

Active cost: 37 pts. (45 points in a Drugjack)

Real Cost: Pills 10 pts., Hypodermic 12 pts., Drugjack 16 pts.

Multibooster (a.k.a. Immunimax)

The doctor's cure-all, this combination of drugs stimulates the immune system so that it is capable of overcoming most infections. The treatment lasts for months: most people in the arcology get a booster every year.

Power: Life support: Immunity to disease

Modifiers: 1 charge lasting 1 year (+1), Usable by one other (+¼), Requires a Skill roll (Paramedic) (-½), Vector Modifiers (-¾ to -1)

Active cost: 7 pts.

Real Cost: Pills 2 pts., Hypodermic 3 pts.

Toxclar (a.k.a. Lymphostim)

This drug stimulates antibody formation, increases nephritic blood flow and enhances follicle formation in the spleen, improving the body's resistance to many toxins and some diseases.

Power: Power Defense: 5 DEF
Modifiers: 1 charge lasting 1 month (+½), Usable by one other (+¼), Requires Skill roll (Paramedic) (-½), Vector Modifiers (-1 to -1½), Only versus toxins and diseases (-½)
Active cost: 9 pts.
Real Cost: Pills 3 pts., Hypodermic 4 pts.

Transcriptional Boosters (also smart drugs)

This complex mix of drugs stimulates RNA transcript processing, allowing the brain to transcribe information more efficiently into short-term memory. Incorrect use can cause minor brain damage.

Power: Cramming (two skills), Eidetic memory
Modifiers: 1 charge lasting 1 day (-¼), Requires Skill roll (Paramedic) (-½), Vector Modifiers (-¾ to -1), Side Effect, (if skill roll failed) — 2d6 drain to INT, fade rate delayed to 1 day (-½)
Active cost: 20 pts. (25 points in a Drugjack)
Real Cost: Hypodermic 6 pts., Drugjack 11 pts.

UltraStim (a.k.a. Quikheal, Leukofix)

Designed to increase the healing rate of injury victims, this drug mobilizes leukocytes, osteoclasts and osteoblasts to quickly remodel damaged tissue and bone. However, it must be delivered into the blood and overdosing or injection into tissue can cause potentially lethal inflammatory reactions.

Power: Aid: 2d6 to REC
Modifiers: Fade rate delayed to 1 week (+ 1¾), Requires Skill roll (Paramedic) (-½), Vector Modifiers (-¾ to -1), Side Effect — Overdose, triggered if Aid total exceeds Maximum, 6d6 Energy Blast (-½)
Active cost: 27 pts. (30 points in a Drugjack)
Real Cost: Hypodermic 9 pts., Drugjack 11 pts.

OVERDOSE AND ADDICTION TO BIOCHEMICAL AGENTS

Overdose

It's a sad fact of life, but toying with the body's chemistry almost always reaps a dismal harvest. Although many 21st century drugs are safe and non-addictive, most drugs covered here have major effects on the user's physical and mental state. As such, they have the potential to deliver lethal side effects when they strain the body beyond its limits. The effect of overdoses and the harm they cause is listed with each drug. The suggested effects of an overdose, however, are for pure materials. Black market drugs could carry significantly worse side effects or could be lethal at much lower doses.

Some drugs that stimulate the body to increased performance have a side effect defined as "Overdose — triggered if Aid exceeds maximum." This can only occur if the user takes another dose of the drug while the first dose is still in effect.

Example: *Kid Zero is hunting some gangers through a darkened warehouse. He hears them up ahead, and decides to prepare for combat by taking a ketatate capsule. He rolls the 3d6 of Aid and gets only 4 points of STR. Silently cursing his dealer, he decides this is not potent enough, and takes another capsule. This time he rolls 16 and gets a huge increase in his STR. However, the maximum total Aid possible on 3d6 is 18, so the 20 he has rolled (4 for the first dose, +16 for the second) means that he has overdosed. Kid Zero staggers as his blood pressure soars, and he starts to bleed from the nose and ears as he takes the 6d6 side effect.*

Note that since some of these drugs have long-effects, it is possible that it will be dangerous to take another dose for hours afterward.

Addiction

The dark side of any drug use is addiction, either physical or psychological. Physical addiction occurs when the body becomes habituated to a certain drug — withdrawal causes severe side effects, possibly even death. Psychological addiction is not as hazardous, but is often harder to treat, because although the user is in less danger from withdrawal, they have become so dependent on the drug that they cannot face life without it.

In game terms, both types of addiction are treated as Side Effects. This is normally a cumulative Minor Transformation (limited class of objects): "Normal person into addict", or "Addict into Heavier Addict". When the user takes a dose of the drug, the Transformation attack is rolled and the total noted. As long as drug use is occasional, no ill effects are likely and the Transformation will wear off. In game terms, the Transformation heals just as any normal Transformation damage does. If, however, drug use is more frequent, or larger doses are taken, then addiction becomes inevitable. The totals rolled on Transformation attacks

should be kept by the GM, so that characters who use these drugs will never be sure how much more is safe to take. Moreover, totals for different drugs should be tracked separately, since it is possible to have multiple addictions simultaneously. However, at the GM's option, mixing drugs with similar effects may lead to synergy; in this case, the effect of the Transformation attacks may be added, leading to more rapid addiction than with either original drug alone.

Addiction is simulated by adding extra Disadvantages to the character. Naturally, the character gets no points for these Disadvantages — they are a consequence of his drug use and are (hopefully) temporary.

The first level of addiction is always either:

Psychological Addiction
Psychological Limitation: Must take drug frequently (Very Common, strong)

-or-

Physical Addiction
Dependence: Must take drug every 5 hours or take 3d6 (Uncommon substance)

These limitations can be endured and are unlikely to kill the character. If they refrain from using the drug they will heal from this Transformation, as is usual for any Transformation that has no instant cure. If however, the character succumbs and continues to use the drug, then further Transformation damage can accumulate. When sufficient damage has accumulated to transform the character again, the levels of these disadvantages will increase to Total Commitment in the case of the psychological limitation, or to an hourly dose requirement in the case of a physical addiction. At this point, the user needs medical attention to overcome his addiction.

Further drug use at this stage will cause significant changes in the character's behavior and physical state. Each successful cumulative Transformation attack will lead to the addition of one the following disadvantages; given below in order of increasing seriousness. The GM should assign whatever seems appropriate, moving down the list as the character becomes more addicted, or allowing multiple attacks of the current limitation. However, if the character can avoid using the drugs in question, they will eventually heal the Transformation damage and lose the limitation. It is thus possible (and indeed likely) for a character to oscillate between various mental and physical states as his drug use continues. Generally the Game Master should try to match the side effects to the drug used. Pharmaceuticals that increase DEX are more likely to lead to tremors, while weakness or exhaustion are likely results of STR boosting drugs or stimulants. Stimulants will often lead to mental effects (psychological limitations) while physical limitations are more suitable for blockers. However, the description of side effects has been kept as generic as possible to allow the GM maximum flexibility, since it is a truism of drug addiction that different individuals can respond to the same drug in quite different ways.

Psychological Limitations

Paranoia (Common, strong): The character becomes convinced that someone is out to get him to the extent that he begins behaving irrationally and possibly even murderously. The target may be a harmless stranger or a close companion.

Short temper (Common, strong): The character becomes irascible and difficult to get along with when not under the influence of the drug, and in extreme cases, at all times. He must make EGO rolls to avoid making biting remarks or attacking people who irritate him. In extreme cases, this disadvantage can be supplemented with the Enraged disadvantage, or even a Berserk, triggered when the EGO roll is failed.

Susceptabilities

Depression: The character becomes nervous and easily startled. Often this is associated with a loss of self-esteem. In game terms, the player is subject to a 2d6 Drain to PRE, with the fade rate delayed to 5 days (in other words they will get back 1 point of PRE per day).

Weight Loss and Wasting: This is normally the terminal stage of serious addiction. The character's body is unable to process food and they will gradually waste away. This is simulated by a 2d6 Drain to BODY, with the fade rate delayed to 5 days (the player will regain 1 points of BODY every 2 days, if they survive).

Tremors and Trembling: The character becomes subjects to fits of trembling due to nervous system damage (DEX drain). In game terms, the player is subject to a 2d6 Drain to DEX, with the fade rate delayed to 5 days (in other words, they will get back 1 point of DEX every 3 days).

Exhaustion: The character becomes weak and easily fatigued. This is simulated by a 2d6 Drain to END or REC, with the fade rate delayed to 5 days (the character will regain 2 points of END every day, or 1 point of REC every 2 days). In extreme cases, the character could be afflicted with both of these, in which case he is likely to end up bedridden.

Weakness: The character's muscles become sore and feeble. Any movement is painful. This is simulated by a 2d6 Drain to STUN or STR, with the fade rate delayed to 5 days (the character will regain 1 point of STR or STUN every day). Alternatively the character could be afflicted with a 1d6 drain against both of these characteristics.

Reputation

Drug-user (Extreme): The reputation may start as "Sometimes Recognized" (8-) and increase with time. If the character lives a fairly public life, it may start at "Almost Always" (11-). This can lead to trouble with the law, employment difficulties, loss of friends or simply be a constant annoyance as the character is pestered by people of questionable social value. However, in some cases, reputation is not appropriate since it does not hinder the character (rock stars, for instance have been traditionally granted a fair degree of latitude in this regard).

Physical Limitations

Memory Loss: This is a Physical Limitation that can be simulated in game terms by the GM withholding information from the player that would normally be obvious to them (this should be handled with restraint, of course). The character can also role-play the effect by simply forgetting important things.

Immunodeficiency: This is simulated by assigning a Physical Limitation: Susceptibility to Disease. When exposed, the character may (at the GM's option) develop one of the physical illnesses listed above (such as Weakness or Exhaustion) until cured, or may get a more trivial infection such as a cold.

CYBORGS

For those who desire the ultimate in cybernetic enhancement and augmentation, a person can allow himself to be fully rebuilt as a cyborg (also known as a cybergraft upgrade). There is very little of the original organic body left in a typical cyborg. Most of the body has been replaced with extensive cybernetic implants, including artificial limbs, internal weapons systems, enhanced optical and audio sensors, and so on. Although mostly machine, cyborgs still require such basic human requirements as food and sleep. These needs are too deeply ingrained in the human psyche to be replaced by mechanical devices.

Cyborg Bodies

Cyborgs come in a wide variety of sizes and styles, but they do have some things in common. First is mass: the average cyborg will weigh at least 300 to 400 pounds, and some may weigh even twice that. Second, almost all cyborgs are immensely strong and are more than capable of such feats as lifting a car, smashing through building walls or wrestling with a small mecha.

Cyborg Structure and Mass

All cyborg characters should have at least one level of Density Increase, possibly more. These 5-point levels should be bought as 0 Endurance, Persistent and Always On. Depending on the type of cyborg, one or more 5-point levels of Growth could be purchased. As with Density Increase, this should bought as 0 Endurance, Persistent and Always On. Players should be careful about the character's total mass when combining Density Increase and Growth. A total weight of more than 2,000 pounds is unwieldy.

Cyborgs can have a number of minor problems associated with their great weight. A cyborg's mass-to-body-size ratio is too high to allow the cyborg to float in any significant depth of water. It may be possible to counteract this with an external suit, but otherwise the character will sink like a stone. Of course, cyborgs with internal respirators or artificial gills will find this a minor nuisance at best. Large or massive cyborgs may not be able to ride in (or on) certain vehicles, such as motorcycles or small cars. Cyborgs may bend or break stair risers when stepping on them, or may find that they can't sit in anything but reinforced chairs. When landing after any sort of leap, cyborgs may shatter the pavement, bend roofing sheets, or even break through roofs and other landing surfaces.

Cyborg Strength and Structural Integrity

Due to the design and construction of their artificial bodies, cyborgs can possess strength far beyond that of normal, unaugmented humans. As such, a minimum STR score of 20 is recommended, with a maximum of 45. Other recommended Primary Characteristic values include a CON of 20 to 28 (or even higher) and a BODY of 15 to 25. Note, that these values presume a full conversion cyborg, designed for military

Cyborgs are very common in anime and manga. Some of the more well-known are Billy from *AD Police*, Briareos from *Appleseed*, Gally from *Battle Angel*, Kiddy Phenil from *Silent Mobius*, and Major Motoko Kusanagi from *Ghost in the Shell*. All these characters have several things in common, such as great strength and extreme resistance to physical harm. Such powers are not without their price, however. Many anime and manga cyborgs suffer from an identity crisis, wondering if they are still really human underneath the armor plate and synthetic skin.

Fuzion Notes:

Remember, when we are talking about Powers, 5 HERO points = 1 FUZION Power Point.

Cyborg-treating medical centers are uncommon, found only in the larger hospitals or specialized cyborg-only service centers. Depending on the cyborg's mass, getting an injured cyborg to such a center can be a rather difficult task. Full body cyborgs are usually designed so that the brain and spine are a single, field-removable module. This makes on-location salvage of heavily damaged cyborgs extremely simple, a necessary feature when dealing with military and special forces cyborgs.

Made mostly of mechanical parts, cyborgs also require periodic maintenance. Such maintenance includes full-body MRI scans (to look for joint wear and stress fractures) possible re-lubrication of limbs and actuators, as well as system checks to ensure that all components are working properly. Depending on the character's perception of their cyborg state, this may or may not be a rather dehumanizing experience.

or law enforcement duties. For a more human look-ing, light-weight model, a STR and CON between 15 and 20 would be appropriate.

Cyborg Armor

When purchasing a cyborg's defenses, the Armor Power should be used. Depending on how much of the body is artificial, the limitation regarding locational coverage could be applied. Usually, the character's head remains unarmored, while the rest of the body is plated over. Kitten, a cyborg from the characters section, has an example of this type of armor arrangement. To rep-resent the physical toughness of a cyborg, the power Damage Reduction is recommended, usually with the limitation of "Only Affects STUN" (-½). Due to the extensive mechanization of a cyborg, GMs may want to consider allowing cyborg characters to buy the au-tomation power of "Does not Bleed", as many cyborgs seem to be able to continue functioning even after tak-ing extensive physical damage. The automaton pow-ers "Cannot be Stunned" and "Takes no Stun" may seem to be appropriate for cyborgs but should not be bought by cyborg characters, as they are too unbal-ancing for player characters. These powers should only be bought for robots and similar characters.

Cyborg Disadvantages

Distinctive Features

Most full-body cyborgs no longer look fully hu-man. Certain cyborgs may belong to a particular model line, which is known to have common features and im-planted devices. Cyborgs that have bodies designed to look as natural as possible still have to worry about the fact that their weight is far greater than their size indi-cates, that their skin may not feel right, that damage to their skin could expose internal plates, and so on.

Physical Limitations

Requires Specialized Medical Attention (Infrequently, greatly impairing) (10 points): This limitation is required for those characters who have had under-gone cyborg modifications. "Requires Specialized Medical Attention" gives a base modifier of -3 to any Paramedic roll performed on the character. It may also mean that certain injuries (such as gun-shot wounds) will be next to impossible to treat without access to specific tools. Any extensive inju-ries to a cyborg's torso, for example, will usually be untreatable unless a carapace cracker is available (which is highly unlikely).

Does Not Heal Body, Must be Repaired (Frequently, greatly impairing) (15 points): The character does not heal Body damage normally, but instead must be repaired. For example, broken limbs and dam-aged armor plating must be replaced. Internal in-juries may heal normally, or they might require the swapping out of damaged artificial organs for new ones.

Totally Helpless if Cybersystems Shutdown (Infre-quently, totally impairing) (15 points): The char-acter is rendered immobile by damage to his cyber-netic systems. Damage sufficient to disable the character's torso will shutdown the character's pri-mary cybernetic control system, turning off the cyborg's augmented strength and dexterity. Until these systems can be repaired, the cyborg is effec-tively helpless. If the cyborg has undergone exten-sive replacement of his internal organs, these may shutdown as well, causing further problems.

Susceptibilities and Vulnerabilities

Useful for defining the exact nature of a cyborg's artificial body; there are a number of ways these dis-advantages can be applied to cybernetic characters.

Bad shielding on limbs: Susceptibility-STR Suppress/ Drain in magnetic fields

Bad shielding on limbs: Susceptibility-DEX Suppress/ Drain in electrical fields

Extensive Artificial Organs: 2x STUN/BODY from Torso (Hit Location 10-13) hits

Heavily cybered: Vulnerability to electromagnetic pulses

Non-optical wiring: Vulnerability to masers/magnetic attacks

Building a Kazei Five Cyborg

In the Kazei Five campaign, cyborgs come in two broad types: Soft Shell and Hard Shell. Each of these "Shells" can be broken down into two further catego-ries: Partial Conversion and Full Conversion. Each type of cyborg has its own unique combinations of powers and disadvantages.

Soft Shell Cyborgs

With a Soft Shell cyborg, the limbs and internal organs have been replaced with an understanding that visual aesthetics, and the cyborg's comfort are para-mount. A cyborg such as this looks very human, only their above-average mass, internal plastic and metal components, and superhuman abilities give away their true nature. A Soft Shell cyborg can easily interact in society since they lack many of the physical disadvan-tages of the more mechanical Hard Shell cyborgs. On the other hand, a Soft Shell cyborg is not as physically powerful as a Hard Shell cyborg and is less resistant to damage. A good example of the Soft Shell cyborg would be character of Major Motoko Kusanagi from *Ghost in the Shell,* as well as Sonnet and Tori from *Blue Sonnet.*

Soft Shell-Partial Conversion

Technically, anyone with a cybernetics implant or a prosthetic limb could be considered a partial Soft Shell conversion, but this designation generally refers to those who have replaced 40% to 90% of their body with artificial tissue and cybernetic systems. Generally, a partial Soft Shell conversion involves skeletal reinforcement, muscular replacement, removing certain organs and replacing them with artificial substitutes (typically the heart and lungs), and adding a subdermal damage-diffusing weave. Despite all the augmentation, real blood still pumps through the cyborg's body, and they retain all their normal human sensations. Finally, depending on where the cyborg takes damage, the body may or may not heal on its own; this determination is up to the Game Master.

Examples of the partial Soft Shell conversion would be Sonnet, and Tori from *Blue Sonnet.*

Typical Powers for a Partial Soft Shell Conversion

Increased Characteristics: STR, DEX, CON, BODY, PD, ED, SPD, REC, END, STUN
Armor: 3-6 DEF
Enhanced Senses
Running
Superleap
Any normal "cybernetic" power

Typical Disadvantages for a Partial Soft Shell Conversion

Distinctive Features: Cyborg (Easily Concealable, Noticed) (5 pts.)
Physical Limitation: BODY Damage May Not Heal (Infrequent, Greatly) (10 pts.)
Physical Limitation: Requires Specialized Medical Attention (Infrequent, Greatly) (10 pts.)

Soft Shell-Full Conversion

A full Soft Shell conversion involves removing the character's brain and spinal cord from his original "meat" body and installing them into an android body made entirely of synthetic materials. This body still looks human, but has some anomalies, such as an increased mass, an unusual heat signature, or odd-colored lubricant fluids instead of blood. A full Soft Shell conversion is physically much tougher than a partial Soft Shell conversion, but still can't approach the durability of a Hard Shell conversion. However, a Soft Shell conversion allows the user to lead a (relatively) normal life.

An excellent example of a full Soft Shell conversion is Major Motoko Kusanagi from *Ghost in the Shell.* The opening credit sequence to the anime version of *Ghost in the Shell* shows how her body is constructed, illustrating the internal make-up of the full Soft Shell conversion perfectly.

Typical Powers for a Full Soft Shell Conversion

Increased Characteristics: STR, DEX, CON, BODY, PD, ED, SPD, REC, END, STUN
Armor: 5-8 DEF
Enhanced Senses
Damage Reduction: 25% Physical and/or Energy, Resistant, STUN only (-°)
Density Increase: One Level
Lack of Weakness (unless your opponent knows you're a cyborg)
Life Support: Breathe in Unusual Environment, Self-contained Breathing
Running
Superleap
Swimming: 0"
Any normal "cybernetic" power

Typical Disadvantages for a Full Soft Shell Conversion

Distinctive Features: Cyborg (Easily Concealable, Noticed) (5 pts.)
Physical Limitation: BODY Doesn't Heal (Frequent, Greatly) (15 pts.)
Physical Limitation: Requires Specialized Medical Attention (Infrequent, Greatly) (10 pts.)

Hard Shell Cyborgs

Rather than artificial muscle tissue and synthetic bone, Hard Shell cyborgs are built out of metal actuators, plastic tubing and armor plate. Hard Shell augmentation is almost always noticeable, unless extreme measures are taken to conceal this fact (such as Kiddy Phenil's fully covering synthetic skin in *Silent Mobius*). Hard Shell cyborgs use a radically different internal architecture then that found in a Soft Shell cyborg, allowing them greater capabilities of strength and speed than their softer counterparts. Of course, extensive modifications such as this result in tremendous amount of weight and sometimes require the cyborg to be bigger than is humanly possible, but that's just the price a Hard Shell cyborg has to pay. Hard Shell cyborgs are generally easier and cheaper to repair than a Soft Shell cyborg, but require more frequent maintenance. Finally, Hard Shell cyborgs often suffer from decreased tactile sensation, their armored bodies having a poor sense of touch.

There are numerous examples of the Hard Shell cyborg in anime, and manga, they include: Angel from *Angel Cop*, Billy from *AD Police*, Briareos from *Appleseed*, Gally from *Battle Angel*, and Kiddy Phenil from *Silent Mobius.*

Hard Shell-Partial Conversion

Anyone with an obviously cybernetic limb could be considered to be a partial Hard Shell cyborg, but normally, only someone who has replaced more than 50% of their body (such as three limbs or more) with cybernetic implants is considered a cyborg. Partial Hard Shell cyborgs generally replace all of their arms and legs with robotic limbs, and reinforce the torso and skull with steel rods and armor plating. A Partial Conversion is highly unlikely to be larger than a normal human, but will mass at least twice a normal human's weight.

The best genre example of the partial Hard Shell conversion is Kiddy Phenil from the series *Silent Mobius.* Another good example is the manga series *Battle Angel*, which features numerous cyborg characters, including Alita (the main character) as well as the Emperor Jashugan, Ajakutty and Zapan among others.

Typical Powers for a Partial Hard Shell Conversion

Increased Characteristics: STR, DEX, CON, BODY, PRE, PD, ED, SPD, REC, END, STUN
STR: ½ to 0 END
Armor: 8 to 12 DEF
Damage Reduction: 25% to 50% Physical and/or Energy, Resistant, STUN only (-½)
Density Increase: One to two Levels
Enhanced Senses
Growth: One Level (uncommon)
Life Support: Self-contained Breathing, Safe in Vacuum/High Pressure, Intense Heat or Cold, Immune to Disease
Running: ½ to 0 END
Stretching (extendible limbs)
Superleap: ˚ to 0 END
Swimming: 0"
Any normal "cybernetic" power
Built-in Weaponry (in addition to those found in the Cybernetics chapter)

Typical Disadvantages for a Partial Hard Shell Conversion

Distinctive Features: Cyborg (Concealable, Major) (15 pts.)
Physical Limitation: BODY Doesn't Heal (Frequent, Greatly) (15 pts.)
Physical Limitation: Requires Specialized Medical Attention (Infrequent, Greatly) (10 pts.)
Physical Limitation: Poor Sense of Touch (Infrequent, Slight) (5 pts.)
Physical Limitation: Cyber-Systems Can Be Shut Down (Infrequent, Totally) (15 pts.)
Watched by Police/Government (varies)

Hard Shell-Full Conversion

A full Hard Shell conversion cyborg is nothing but a human brain (and possibly spinal cord) in a robotic body. While some effort is made to keep a humanoid shape and size, sacrifices are made in the interests of performance and utility. Generally, full Hard Shell conversions come in two sizes: large and extra-large. These cyborgs are almost always built for combat, and leave little room for anything else.

Appleseed contains numerous examples of full Hard Shell conversion cyborgs, the best known of which is Briareos. Other examples that demonstrate the power and capabilities of a full Hard Shell conversion cyborg are; Billy, from *AD Police*, Raiden from *Angel Cop* and Grewiccha from *Battle Angel.*

Typical Powers for a Full Hard Shell Conversion

Increased Characteristics: STR, DEX, CON, BODY, PRE, PD, ED, SPD, REC, END, STUN
STR: 0 END
Armor: 9 to 15 DEF
Damage Reduction: 50% Physical and/or Energy, Resistant, STUN only (-½)
Density Increase: Two Levels
Enhanced Senses
Growth: One to two Levels
Life Support: Self-contained Breathing, Safe in Vacuum/High Pressure, Intense Heat or Cold, Immune to Disease and Aging
Running: 0 END
Stretching (extendible limbs)
Superleap: 0 END
Swimming: 0"
Any normal cybernetic power
Built-in Weaponry (in addition to those found in the Cybernetics chapter)

Typical Disadvantages for a Partial Hard Shell Conversion

Distinctive Features: Cyborg (Concealable, Major) (15 pts.)
Physical Limitation: BODY Doesn't Heal (Frequent, Greatly) (15 pts.)
Physical Limitation: Requires Specialized Medical Attention (Infrequent, Greatly) (10 pts.)
Physical Limitation: Poor Sense of Touch (Infrequent, Slight) (5 pts.)
Physical Limitation: Cyber-Systems Can Be Shut Down (Infrequent, Totally) (15 pts.)
Watched by Police/Government (varies)

CYBERSPACE

One of the common themes of cyberpunk fiction and anime is the evolution of current computer networks and associated systems into a complex pseudo-world called "cyberspace." Objects inside cyberspace are symbols ("icons") which can represent almost anything that has meaning inside this separate and artificial dimension. Examples of what might be represented are computer systems, data, access paths, intrusion countermeasures (ICE), subroutines or complex programs, other entities navigating cyberspace, and so on.

Almost every computer in the world is accessible through its connection to cyberspace. This means that all the data contained in these computers can be accessed through cyberspace. Most computers have ICE to prevent unauthorized access and many methods of coding and hiding information to keep it from being stolen or modified without permission. Virtual reality allows characters to access cyberspace as if they existed inside it. Cyberspace can be as complex as the real world and more confusing.

Although experiencing the cyberspace world is a fundamental part of this genre, cyberspace causes some serious problems for the GM. Some characters may be adept in cyberspace manipulation ("deckers"); others may have no skills or equipment to allow them access. Adventures in cyberspace are usually solitary, as a single decker goes in to defeat the ICE protecting some necessary data without being "flatlined" (decker jargon for being hurt badly enough in cyberspace combat to suffer brain death). The only relevant powers in these adventures are the skills of manipulating the cyberspace environment.

For a GM, this means two things. First, any adventure in cyberspace will potentially involve a lot of time-consuming play for one or two characters, and the rest of the players will have nothing to do at all. This is generally a bad idea, for the same reasons that splitting up the group into small pieces for separate adventures can be bad. It involves a lot more work for the GM, and is much less interesting for the players, as they spend a lot of time waiting rather than playing.

Second, all the work the GM puts into making the cyberspace world complex, believable and interesting is basically irrelevant to any of the players who are not running deckers. Instead of creating one imaginary world for the players to run characters in, the GM must create two. This is not an easy task.

As a result, the best way to deal with cyberspace in a campaign depends upon how important you want it to be during play. Many games will center around real-world activities and the grungy aspects of life, firefights with rogue cyberdroids, physical intrusion by corporate ninja, and the like. For such campaigns cyberspace is a part of the futuristic background of the campaign and is best represented in a way that prevents it from interfering with what is really important — romance, big guns, cool haircuts, hard rock music, and radical mecha. Only a few characters will spend

Actual examples of cyberspace in anime and manga are uncommon. Usually, the presence of cyberspace is only alluded to, is used simply as a plot device to allow the characters to access needed information, and is used to further the plot. There are a few series, however, where cyberspace plays a much more visible role.

In *Silent Mobius,* the character of Lebia Mavelick is able to enter cyberspace, where she can access all forms of data, as well as battle certain enemies whose presence is only detectable within the computer net. Action in *Ghost in the Shell* is often closely linked to cyberspace, as the characters enter the "net" to find data, resolve conflicts, track enemies, and defeat security devices. Other genre series where computers and cyberspace plays a somewhat limited role include *AD Police, Armitage III,* and *Bubblegum Crisis.*

any time in cyberspace, and they will tend to be informational searches rather than adventures.

In other campaigns where cyberspace is strongly emphasized (for example, campaigns based on the *Ghost In The Shell* manga and anime), almost every character will have access to cyberspace and will be a powerful entity there. Actions in cyberspace may have direct affect on the real world. In these campaigns, a major part of play will be interactions inside this strange dimension. Combat in cyberspace will be normal, some whole adventures may take place in cyberspace, and characters may possess powers that exist only in cyberspace.

The full spectrum of possibilities goes from representing cyberspace as a small part of the campaign (useful mostly for gathering background information to supplement adventures) all the way to having cyberspace be a crucial part of the campaign (where everyone has access and some whole adventures are held in cyberspace), and everything in between. To allow a campaign with a focus from any point in the spectrum, we describe below a number of different options for representing cyberspace.

There are three basic systems, depending upon what flavor and level of depth you want to have in cyberspace. Simple Cyberspace, Mentalist Cyberspace, and Alternate-Dimension Cyberspace.

Simple Cyberspace is a skill-based treatment of the complexity of possibilities. It is fast and easy to use, designed to waste little play time but still give a bit of the high-tech flavor that is an element of many anime and manga. This is what is recommended for most campaigns.

Mentalist Cyberspace is designed for campaigns based upon *Ghost In The Shell* and similar manga and anime. Cyberspace is used as a special effect for many mentalist powers, but all the action still occurs in the real world.

Alternate-Dimension Cyberspace is a way to develop cyberspace as a complex world, as is common in some of the cyberpunk fiction of William Gibson and others. This is not a recommend method unless you wish to base a very large part of the campaign upon actions in cyberspace.

Simple Cyberspace

This is the simplest option for the GM. Cyberspace is a separate world, but not the main thrust of the campaign. Adventures are never run inside cyberspace. Although cyberspace may be dangerous, little game time is taken up describing exactly what the dangers are and how to overcome them.

To run this type of cyberspace, deckers and other cyberspace jockeys use Computer Programming skill, renamed Decking skill. All actions are undertaken as Decking skill rolls, with appropriate modifiers for difficulty. Decking skill may be used as a complementary skill for many situations. For example, attempting to defeat local security measures including a retinal scan would be a Security System roll; for a character hooked

to the security system's computer at the same time Decking could be used as a complementary skill. Decking could also be used as a complementary skill when attempting Bureaucratics, Cryptography, or many Knowledge, Area Knowledge and City Knowledge rolls.

Computer systems will have data protection and encryption to prevent unauthorized access. This is best represented at this level by requiring a Cryptography roll with appropriate modifiers for the difficulty of the protection. Most deckers will thus have Decking and Cryptography skills.

Finally, the complexity and expanse of cyberspace can be represented simply by the skill AK: Cyberspace. This skill is important in any remote searches on the net. Some systems are very hard to find, and if you cannot find a computer system, you cannot access any of its systems or data.

All the characters presented in the Kazei Five sourcebook are designed around the Simple Cyberspace method of representing cyberspace. GMs wishing to use the more complex representation for cyberspace are encouraged to flesh out the characters to fit their needs.

Mentalist Cyberspace

This version of cyberspace is based upon the *Ghost In The Shell* anime and manga. Cyberspace exists as an adjunct to the physical world. Many of the characters have access to cyberspace, and cyberspace-specific powers. Characters use cyberspace for direct communication with each other and sometimes fight battles in cyberspace, but these fights are effectively mind-to-mind combats. The loser in a battle of this sort may be knocked unconscious, given false memories, false sensory impressions, have their personalities overlain by another, or even have their own bodies act against them. All of this action happens in real time, sometimes in the middle of firefights or pursuits in the real world.

Cyberspace in this type of anime can be effectively represented using mental powers. Telepathy or Mind Link for communication or invasion of other minds to gain information; Mental Illusions to give false sensory impressions; Mind Control to take over a victim's personality or body; and Ego Attack for direct combat. Mind Scan can be used to search cyberspace for a particular entity's mind. To defend against these assaults, most characters will have Mental Defense. To distance these powers from their mentalist origins, it is recommended that appropriate name changes be made. Thus, Telepathy might become Data Retrieval, Mind Scanning becomes Data Scan, Mind Control is called Command Override, and Mental Defense is named Attack Barrier.

There is insufficient space in this supplement to go into this version of cyberspace in any depth. Players who wish to use this type of cyberspace in their campaigns are directed to *The Ultimate Mentalist* supplement for detailed information on mental powers. Nearly all mental powers can be used in a Mentalist Cyberspace.

All mental powers in Mentalist Cyberspace must take the Limitation "Only vs. other Cyber-linked Intelligences" to reflect the fact that these powers can only be used on other entities who also have direct brain connections to cyberspace. The value of this limitation depends upon the frequency of characters with cyberspace links. In *Ghost In The Shell*, where the majority of characters have such links, it would be a -½ limitation at most. In a campaign where many of the major opponents do not have any connection to cyberspace, it could be a -1 limitation.

Alternate-Dimension Cyberspace

This option should only be selected if the GM wants a primary part of the campaign to focus on cyberspace adventures. Cyberspace becomes a separate dimension with its own maps, rules, dangers, and powers. All characters should have the ability to enter cyberspace and interact with it; many will have significant powers that exist only within this dimension.

This version of cyberspace is based upon the writings of William Gibson and other cyberpunk authors. Although fairly common in cyberpunk, it is not as common in anime cyberpunk.

Cyberspace is an information-based dimension where all objects are physical representations of something in the real world. Real-world Skills and powers do not transfer into cyberspace. Every character who can act in cyberspace must use the Multiform power to represent his cyberspace persona. The cyberspace persona may be built on fewer or more points than the real-world character is. The base character for calculating the point cost of the Multiform power is the one with more points, whether it is the real-world or the cyberspace form. The point cost for the Multiform power is subject to the Limitation "Form Determined By Dimension" (-1).

The cyberspace form must take the following Physical Limitation "Vulnerable Physical Body Remains in the Real World" (infrequently, fully impairing). This reflects the fact that the body and brain of the character still reside in the real world, even as the consciousness wanders through a complex virtual reality. The character is unconscious and helpless in the real world, and may be attacked or even killed.

Power Limitations such as Focus, Concentrate and Extra Time are not usually applicable to buying a cyberspace Multiform. If the base character is the real-world person, the Multiform cost may take an appropriate Focus Limitation. Such characters requiring a virtual reality booth for access may take the Limitation OAF: Immobile Virtual Reality Booth of Opportunity (-1½) on the Multiform cost. Characters requiring a cyberdeck for access may take the Limitation OAF: Cyberdeck of Opportunity (-½) on the Multiform cost. Characters who can jack in at any computer access port get no limitation on the Multiform cost. Characters who have the cyberspace persona as their base form may not take any Focus limitation on the cost of the Multiform power.

Since cyberspace is a dimension where everything is data or intellect, the only powers that exist in cyberspace are relevant skills, talents, and mental powers. Although complex virtual environments exist, and attacks may be given the appearance of fireballs, lightning, guns, or other artifacts of the physical world, they are not real. The only things that are real in cyberspace are intellect and data.

Almost everything that exists in cyberspace corresponds to some object (sub-program, data file, temperature readout, electronic switch) in the real world. However, cyberspace is organized very differently. Its objects are organized by function, or in a logical hierarchy. For example, the Jinsei Corporation Security Database is a location in cyberspace that has some of the nastiest ICE around. It may be a very long trip to travel from a secured data location deep inside the Jinsei Security Database (for example, one holding the data on current wiring diagrams for a given locked door of a private suite on floor 113 of Jinsei Arcology in Neo York) to the data location holding the last week's inventory information for a privately owned kosher deli in Manhattan. In the real world, the locked door of the suite is very close to the deli, which is in the shadow of the Jinsei Arcology. In cyberspace, the two data locations can be very far apart.

Mental powers are the standard methods for interaction in cyberspace. Cyberspace is populated by a large variety of semi-autonomous programs. Some of them will be able to interact with characters; these should be given INT and possibly EGO characteristics. Although they are very simple-minded and limited by their programming, they may have very high INT, EGO, and SPD characteristics (reflecting their very fast reaction time) and may be armed with dangerous attacks. Some ICE (often called Black ICE) may have counterattack programs which can be very dangerous to an intruder, possibly causing a coma or even death. These attacks should be bought the Advantage "Does Body" (+1) on their Ego Attacks.

Full description of cyberspace as a dimension deserves its own supplement; there is not sufficient space here to give it full attention. Readers are directed to *The Ultimate Mentalist* sourcebook for a detailed look at mental powers, many of which would be appropriate for cyberspace. For a much more detailed and complex view of cyberspace, see the *Cyber Hero* campaign book.

Entering Cyberspace

The transition from the real world to cyberspace usually involves a lot of computer hardware. Characters who have had their brain modified by the addition of a hardwired direct neural interface can just plug in whenever they find an appropriate access port (which almost any computer will have). To enter cyberspace without such a connection requires a complex virtual reality (VR) setup usually available only at significant expense in large computing centers. A VR booth sends information to the user through his

senses, rather than directly to the sensory input areas of his brain. This is slower and more awkward than a direct plug-in, causing some degradation of performance. A compromise between these two systems is a cyberdeck, a portable system containing most of the hardware necessary to sustain the cyberspace illusion within the brain of a user. Cyberdeck users have a direct neural interface, but require a cyberdeck to supplement their internal hardware, much like a complex amplifier. Cyberdecks aren't as effective as having all the wiring installed in your own brain, but are far cheaper.

The transition from cyberspace back to the real world is a voluntary act. The real body still exists back in the real world, although it is essentially unconscious or asleep — totally unaware of its surroundings. It is possible to sever the connection with the net from the outside. When done carefully, this is not usually dangerous to the cyberspace traveler. It is a little risky, however, as the shock and feedback can damage or even kill. It is possible for a character to be imprisoned in cyberspace. This will prevent voluntary return only; it can still be circumvented by physically severing the prisoner's ties to the net.

Cyberspace Skills, Talents and Powers

All of the skills below are only for use by the cyberspace form. As mentioned earlier, almost no real-world skills translate into cyberspace. The exception is personal interaction skills (persuasion, bribery, and so on), and those are relevant only when two people are interacting in cyberspace.

The number of powers possible in cyberspace is very large, so we have not attempted to list them all here. Clairsentience is given as an example of how Champions powers can be used inside the dimension of cyberspace.

Skills

Area Knowledge: Certain subsets of cyberspace: For example, AK: Jinsei Corporation Locations in Cyberspace, or AK: International Banking regions. Note that cyberspace is organized along functional and hierarchical lines, not physical ones.

Bugging: This skill is used to listen in on the activities of other entities in cyberspace. To leave a bug at a particular location in cyberspace requires a computer programming roll as well.

Concealment: This skill functions the same in cyberspace as in the real world.

Cryptography: This skill is used almost everywhere "Lockpicking" would be used in the real world.

KS: Analyze Style: This skill allows the character to determine certain things about an entity merely by observing how that entity does things in cyberspace. This takes a significant observing time. A successful roll will give the character an advantage in combat (+1 CV) against that single observed enemy for this encounter, and may tell other things that are not obvious (such as whether the entity has been observed before).

Security Systems: This is the skill of setting up and evading defensive warning systems, or ICE.

Shadowing: It is possible for adept users of cyberspace to follow others within the environment without being detected. This is the relevant skill for attempting that action.

Stealth (INT-based): This is the basic skill for moving in cyberspace without being obvious.

Tracking: All actions on the net leave traces which are systematically cleaned as time passes. It is possible to follow another user through cyberspace. As with the real world, well-trodden paths interfere with tracks as more recent users pass.

Talents

Absolute Time Sense: Very common with virtually all users.

Bump of Direction: Common with virtually all users.

Eidetic Memory: It is easy to store a record of the virtual sensory experiences if you connect the right programs or hardware.

Lightning Calculator: Very common with virtually all users.

Speed Reading: This is normally available only to users who are directly connected (via direct neural interface) to the net.

Cyberdecks will always have the Talents Absolute Time Sense, Bump of Direction, Eidetic Memory, and Lightning Calculator included in their hardware. Characters using a cyberdeck should always take these Talents.

Example Power

Clairsentience: this can be used to warn of intruders, follow other entities in cyberspace, hitchhike on other cyberspace entities, and so on. With a Trigger, it can be used as a warning device. Retrocognition can be used to trace past events in cyberspace, possibly even including lifting deleted files. Precognition is much more rare, and involves using computer modeling and chaos theory to predict significant trends. Precognition will never be accurate on small populations or individuals, and is very dependent upon its initial data set — inaccuracies in the measurement of current status of the environment being modeled will always magnify inaccuracy in the prediction (Garbage In, Garbage Out). Finally, many entities in cyberspace can use active electronic sensors to view the real world (See Into Other Dimension, +20 pts).

CAMPAIGN OVERVIEW

Worldview

Kazei Five focuses on role-playing in a dark and disturbing future that is set just a few generations from the present. It is a future where megacorporations rule every segment of their employees' lives: where they live, what they eat, where they spend their money and what they spend it on. Where the police are just another profit-minded company, supplying their services only to those who can afford to pay for the privilege of police protection. Where synthetic humans are produced and sold as simple products, no different from cars, computers or home appliances. Where crime and urban violence has become so prevalent that parts of a city are sealed off and ignored. Where man, in the never-ending effort to improve himself, has turned to genetic engineering to produce a superior human. Where technology has traded mere flesh for cybernetic enhancements.

History

The last half of the 1990s saw civil unrest and economic uncertainty increase to catastrophic proportions. Diminishing natural resources, combined with rampant pollution and overpopulation, drove many countries into economic hardship. These problems were intensified by extensive fighting among the balkanized nations of Eastern Europe and the former Soviet Union, was well as border squabbles and armed conflicts over oil resources in the Middle East.

Inuit Territory

Yellowknife

Republic Of Quebec

Quebec City

Toronto

Nation Of California

Sacramento

Disputed

United North America

Atlanta

Confederated American States

North America c. 2030

It was during this time that the megacorporations first appeared. In order to protect financial interests and investments that the various national governments either would not or could not, many multinational corporations began to create their own security forces. These private armies were responsible for protecting corporation territories, whether they were oil fields, timberland, factories or offices. Since the continued operation of these corporate holdings was directly tied into the economic well-being of the local area, many governments were willing to turn a blind eye to these activities, rationalizing that the end result — financial stability — more than made up for the corporation's actions.

Events finally came to a head in the United States in 2007. A rising national debt combined with a bloated defense budget, a politically gridlocked Congress, and a generally apathetic populace resulted in the shutting down of the U.S. government. Stretched to a financial breaking point, the administration was unable to resolve the matter in a quick and timely manner. Civil unrest soon followed as people took to the streets to protest against what they felt to be an unresponsive and uncaring governing body. Widespread rioting soon followed; long pent frustrations were released on both local and federal government buildings.

Realizing that such desperate times called for desperate measures, the administration declared a national state of emergency. Martial law was enacted in almost every major U.S. city. Attempts to call out the National Guard met with mixed results, as a coalition of Southern governors declined to provide support for the embattled federal administration. Thus, overseas-based troops were recalled and returned home to defend vital federal installations against both the populace and possible secessionist elements.

Deciding that the U.S. government was unwilling or unable to provide support for local and state governments while requiring extensive support in return, California declared itself an independent nation in 2008. The U.S. government's attempt to forcibly retake California was hampered by an even larger problem: the secession of a number of Southern states into the Confederated States of America. The Second Civil War had begun.

Lasting from 2009 to 2017, the Second Civil War was a long, brutal affair. It prompted many anti-governmental militias to make their own bid for independence, declaring whatever plot of land they possessed to be a new, separate country. These smaller uprisings were put down quickly and forcibly, unlike the Confederated States of America, which managed to battle U.S. military forces to a standstill (not a hard task, if one considers that the armies of the Confederated States comprised former elements of that same military).

The repercussions of this war were felt worldwide. No longer able to depend upon financial aid from the United States, many countries fell into financial ruin. Governments collapsed, resulting in extensive balkanization throughout Europe, Africa and the Middle East. Age-old animosities, formerly restrained by national governments, were acted upon, resulting in the virtual extermination of certain ethnic groups. In Asia, the monolithic presence of China was wiped out by political infighting and economic hardship. Unable to retain tight control of China's political and economic future, the Chinese Communist Party dissolved into multiple factions, each group trying to wrest control of the country from the others. Hong Kong, having chafed under 10 years of Communist rule, reasserted its independence by declaring itself an autonomous city-state.

When the Second Civil War ended, the political boundaries of North America had changed dramatically. The United States was now divided into three sections: the Confederated States of America, the Nation of California, and United North America. Canada changed as well. Quebec finally gained its long-desired independence, splitting off into the Republic of Quebec in 2013. With the fall of the United States, Canada faced never-before-witnessed economic troubles. This situation was resolved in 2022 by the formation of United North America, in which Canada merged with the remnants of the United States.

Technology

Technological advances in 2030 are staggering. New developments in computers, robotics, cybernetics, medicine and many other fields occur with dizzying frequency. The world is constantly changing; cutting edge tools and equipment becoming obsolete at a moment's notice. Although these new technologies have done much to improve the world, there are some who wonder if it's a case of too much too fast. That the human race will be buried under a sea of high-tech toys, that machines will become more important than people, that man may soon find himself to be considered obsolete.

This glittering future has its dark side as well. Natural resources are being consumed at a prodigious rate, and even the widespread development of fusion and solar power hasn't yet stemmed the tide. Food resources have diminished to the point that most of what the average person consumes is processed food substitutes. Made from soybeans, algae and yeast, these substitutes provide a reasonably nutritious diet at the expense of taste and variety.

Computers

For a long time, the home computer market was one of the fastest-changing fields known. Every six months machines would be double the speed and half the price of the previous series of computers. The capabilities of each new generation of computers increased so quickly that some people became almost afraid of buying one, for fear of being left behind by the next wave of releases. Eventually, this headlong developmental pace slowed, and the rapid changes so prevalent in earlier systems became less noticeable. For the moment, development of computer processors has

slowed, and the machines aren't getting appreciably faster, so much as smaller.

A 21st century computer uses multiple processors arranged in parallel to achieve speeds in the gigahertz range. RAM is measured in gigabytes, and magnetic-media hard drives have been replaced by optical disks capable of storing terabytes of data. Even the simple floppy disk has been replaced by high-capacity cartridges that hold up to 100 megabytes of information. Other changes include coded keyboards, remote mice, and high-definition flat monitor screens. Most computers have direct neural interface jacks that allow properly equipped users to link directly to the computer, giving faster access and response times.

Cyberspace

The modern computer environment known as cyberspace is a direct outgrowth of the late 20th century Internet. It is a virtual world composed of uncountable computer systems linked in a worldwide communications grid. In effect, cyberspace is a virtual environment of seemingly unlimited dimensions sculpted into a visual representation of its component systems to aid anyone who enters cyberspace.

To an outside observer, cyberspace consists of numerous three-dimensional objects, called icons, that are used to represent data, programs, systems and users. These icons can range from simple shapes to fully animated pictorial representations of animals, monsters or robots. In some areas, the environment is specifically designed to resemble certain architecture. For example, a Japanese-based corporation might create a computing environment that is modeled after a Japanese feudal castle, or a company that specialized in robotics might want a sleek, high-tech atmosphere to impress potential customers. By interacting and manipulating these icons, the user (or "decker") can interact with his environment, run programs, access data, speak with other users, or any number of other actions.

The Media

Printed books are uncommon in 2030, the exceptions being technical or instruction manuals and special edition releases. Most books, magazines and newspapers come in an electronic format to be read on the user's computer or a specialized datapad. In many cases this allows the publication to be enhanced with color graphics and interactive video sequences, creating a true multimedia display. A step above this is simsense, which is short for simulated sensory environment. Here, the user is immersed into a virtual reality that stimulates all of the user's senses. Usually, simsense programs are of limited duration, allowing the user to experience a certain prerecorded situation; other forms of simsense are more insidious, creating a virtual world that is so desirable it can be come addictive. Known as better-than-life, this form of simsense can be lethal, as the user enters a world that he may not desire to es-

cape from. Finally, it is believed that expert use of simsense can be a very effective brainwashing tool, giving the victim impressions of past experiences so real that they can't be told apart from actual life memories.

Medical Technology

The hospital of the future usually represents the cutting edge of technology. Extensive computer monitors can track every aspect of a patient's condition, allowing the doctor to diagnose many diseases or infections before they can cause any significant problems. Advances in genretherapy allow for the correction of certain hereditary defects and disorders, while bio-implants enable the user to overcome certain physical disabilities. In many cases, once-crippling injuries can be corrected through the use of cybernetic implants.

Cybernetics

In the early 21st century, a Japanese computer company announced a new development in the field of microchips; the neurochip, a microprocessor made of synthetic neural fibers. These chips were not made, but grown, and enabled direct integration of the human nervous system to mechanical devices. Within a few years it became possible to replace damaged or missing limbs with fully functional artificial substitutes. Other improvements followed, and soon it became possible to either replace or augment many of the body's organs or functions. Cybernetic replacement of damaged limbs and organs has become almost routine, and cybernetic upgrading in an attempt to improve the body's capabilities is commonplace.

Cyborgs

With the rapid expansion of cybernetics, it was only a matter of time before mankind began to experiment with full-body reconstruction of the human form. The first attempts at complete cyberization of a human being ended in failure as the lack of normal physical sensations drove the subjects insane. Later attempts managed to overcome this problem, and cyborg (or cybergraft) upgrading has become quite common. The usual recipients of this process are corporate operatives, governmental special forces, military personnel, or those regularly working in hazardous environments. It is also used in cases where the body has been subjected to extreme physical trauma.

Genetic Upgrading

Advancements in cracking the human genetic code have allowed for the creation of genetic upgrades or programs. These programs, when implanted into a host body, rewrite and rebuild portions of the genetic code, resulting in a human that is stronger, faster and more efficient than a normal human. Genetic upgrading is an expensive and lengthy process, taking approximately a year from time of injection. Because of this, upgraded humans are quite rare.

Cloning

Research into growing replacement organs has led directly to the process of creating genetic copies, or clones, of individuals. The usual purpose of a clone is to provide donor parts for the original body should the need arise. Other clone bodies are used in medical research; so far, it is believed that no one has created a clone for the express purpose of making fully viable copies of the host body. On the other hand, popular rumor holds that several corporate presidents have done just that, in order to confuse their enemies.

Synthetics

An offshoot of cloning technology and genetic upgrading, the creation and marketing of synthetic humans has become a big business. Synthetics, also known as artificial people, bioroids, or replicants, are used for a broad range of duties, including security purposes, combat, domestic servant, and pleasure. Most synthetics are special-purpose models and often have slight physical differences from a normal human to increase their marketing appeal. These differences include unusual hair and skin colors, tails and/our ears (the 'cat-girl' look is very popular). Other, more practical modifications include nasal filters, nictating membranes over the eyes, gills, a lack of hair or recessed ears.

Military Technology

Weapons

Even in the face of numerous advances in laser and energy weapon technology, the most common sidearm used in the 21st century is the projectile weapon. More accurate and powerful then ever before, modern firearms also sport larger ammunition capacities, integral laser sights, sound suppressers, and cybernetic smart gun linkages. Caseless ammunition is becoming common, allowing a larger amount of ammunition to be carried and minimizing such problems as jams and misfires. Certain firearms have been designed and built to take advantage of the greater strength of cyborgs and the cybernetically enhanced. These weapons are often quite large and capable of affecting even armored vehicles.

Powered Armor

Advances in personal protection and efficient artificial muscle systems have lead to the direct development of the powered armor suit. A form-fitting suit of fully encasing body armor, these personal combat suits have begun to appear sporadically on the modern battlefield. In most cases, the expense of individual suits has limited their use to special forces troops. Several mercenary organizations have begun to use these suits exclusively in outfitting their combat troops.

Mecha

The modern battlefield has seen the tank rendered obsolete by the development of efficient anti-armor rockets and missiles. This gap has rapidly been filled by the use of combat-capable mecha. Smaller than a tank and much more maneuverable, most combat mecha carry firepower equivalent to late 20th century tanks, although the mecha's armor is much thinner. Mecha have proven useful in urban warfare, a common situation in the 21st century.

The Typical 21st Century Soldier

The typical infantry soldier of the 21st century is armed with a fully automatic assault rifle firing a 5.56mm round. The weapon has an ammunition capacity of 30 rounds or more, and usually includes an underbarrel grenade launcher. Almost all such weapons are made in the new bullpup format: the magazine is behind the trigger, resulting in a compact weapon that still retains needed barrel length. As personal protection, the soldier wears a helmet made from layers of armored plastics and Kevlar. On his body he places an armor cloth jacket, reinforced with ballistic plates. Additional gear includes a fighting knife, personal radio, night vision goggles, an automated medical kit, and a computerized map book. Special forces troops are usually equipped with heavier armor made from ceramic plates, and often carry heavier battle rifles, which fire 7.62mm rounds. Cybernetic enhancements are common among soldiers of all types, although the exact type of implant will vary from individual to individual.

Vehicles

Ground

Ground transport has changed very little in the past few years. Cars still use internal combustion engines, although diminishing oil reserves have led to extensive use of alcohol-derived fuels. Electric cars have begun to appear, although these models are limited to small inner-city runabouts. The greatest changes are internal, as many cars now come with onboard computers as a standard feature. These computers allow the driver to access road maps, weather reports, and traffic conditions in order to ease the stress of travel. Other common options include direct-neural interfaces to allow the driver greater control of the vehicle's operation, autopilot options, direction finders and satellite tracking systems, as well as such common accessories as cellular phones and audio-visual entertainment centers.

Air

The evolution of the airplane has continued unabated through the 21st century. The most significant advances have been, naturally enough, in fighter aircraft. Vectored-thrust propulsion systems and variable-lift wings make the recent generation of combat aircraft the fastest and most responsive atmospheric vehicles yet designed. In the field of commercial flight, tilt-rotor technology has resulted in a wide range of small transports, often used as corporate shuttles to allow executives to avoid the city streets as much as possible. For longer intercontinental flights, transorbital scramjets are used. These immense space planes actually exit the earth's atmosphere at the tip of their flight trajectory, carrying a payload of 300 passengers from Neo York to MegaTokyo in as little as two hours.

Space

Man's expansion into outer space has increased rapidly since the turn of the century. Originally, the leader in this movement was the United States, until domestic troubles and the Second Civil War brought its space program to a crashing halt. Meanwhile, the European Space Agency, Brazil, Indonesia, Japan and, to a small extent, Russia either expanded their space programs or unveiled new ones. Spurred on by dwindling natural resources, several international corporations started looking to the sky as their next source of raw materials. Working either in conjunction with an established space agency or on their own, these companies have made significant advances into the exploration and exploitation of outer space.

This flurry of activity has resulted in a permanently manned moonbase, numerous orbiting manufacturing stations, and several massive L-5 colonies. Work is progressing on establishing asteroid mining stations, an agricultural colony on Mars, and a mining station on Jupiter's moon Io; it would seem only a matter of time before an expedition is launched that will carry man to another star system.

Access to space is via any number of shuttle launching stations. Almost all such space stations are located on the Earth's equator, or very near to it. These locations make for short and easy launch flights, as the weather is very predictable.

CULTURES

United North America(UNA)

History

The formation of United North America was a direct result of the economic hardships suffered both by the United States and Canada following the Second Civil War. This war was generated by dissatisfaction among many state governments that stemmed from federal government handling of the current economic crisis as well perceived mismanagement of state assets. Deciding that it was pointless to support a largely ineffectual and seemingly uncaring government, a number of Southern states announced their intention to "look after their own" by seceding into a separate nation, one that would concern itself more with the welfare of its citizens.

The conflict that followed was a severe one. The military forces of both sides possessed nuclear capability, but were loath to use such weapons on U.S. soil. The war became a protracted conventional affair, marked by hit-and-run raids designed to cripple the opponent's military centers while (supposedly) sparing the civilian population. The federal government soon discovered, however, that their numerical superiority was more than offset by such factors as poor morale and widespread apathy.

When the United States finally admitted defeat in 2017, the situation was terrible. The interstate highway system had been devastated by the war, with disastrous economic consequences. Ohio, Pennsylvania, Maryland and New Jersey had been especially hard-hit in the fighting, and the entire Washington, D.C. metro area was now a burned out ruin. In response, Ontario loosened its border restrictions and welcomed a flood of refugees fleeing the desolation of the mid-Atlantic United States.

The reasoning behind the decision for Canada and the United States to form United North America is complex. With the secession of California, the United States lost several major shipping ports on the West Coast, while Canada had no direct connection to the Maritime Provinces with the loss of Quebec. With most of its highway and rail systems destroyed, America's only mass transit connections between the East and West Coast ran through Canada. Finally, Canada found itself in an interesting situation: although depressed economically, the country still possessed extensive natural resources in the form of coal, oil, timber and minerals, but it didn't have the military capability to properly defend these assets. Thus, extensive negotiation gave rise to the amalgamation of Canada and the remaining United States in 2022, with the new capital being located in Toronto.

Area

United North America is the largest country on the North American continent. It consists of the combined remnants of the United States (minus the South and California) and Canada (minus the Northwest Territories and Quebec). The capital is Toronto, and the country's official language is English. Many East coast cities, especially Neo York, tend to have ethnically diverse populations. Neo York itself has a very large Spanish-speaking population, while the West Coast cities, such as Vancouver, have large Asian communities.

Current Status

As the largest country on the continent, United North America has the largest military-industrial base. It is still attempting to reclaim and rebuild large portions of the Eastern seaboard that were destroyed or abandoned during the war. Many cities in this area have declared these abandoned areas "Zero Zones," areas of no law enforcement, where the inhabitants are cut off and ignored, left to survive any way they can. Usually, the UNA government is more than happy to supply large tax breaks to interested corporations in return for guaranteed urban development of these areas. The cities of Chicago and Neo York are prime examples of this treatment, where the megacorporations have been allowed to build sprawling corporate arcologies in the hopes of financially revitalizing the local area.

United North America has recently experienced an upswing in its economy. The county's sheer size and vast natural resources have been a major factor in its ability to regain a position among the economic leaders of the world, such as Japan and Germany. United North America maintains a military shuttleport near Phoenix, but uses the larger Baja shuttleport in the Nation of California for most of its civilian and mercantile efforts.

Confederated States of America (CSA)

History

The birth of the Confederated States of America was one marked by extensive violence. Having decided that the federal government was unable to effectively manage the financial, social and military affairs of the country, a number of Southern states banded together and declared in 2009 their intent to secede from the United States of America. Naturally, their decision met with violent opposition, as the remnants of the United States (hampered by the similar secession of California the year before) attempted to forcibly return these states to the Union.

Lasting for eight years, the Second Civil War devastated the Washington, D.C. metro area. Located on the border it was badly hit in the initial stages of the conflict. The Federals were forced to move the seat of government to a less-exposed position, first trying Philadelphia before ending up in the more centrally located city of Chicago. With the removal of the federal government, the District of Columbia became a symbol of the ruin caused by the War, with house-to-house fighting similar to that of Stalingrad seventy years earlier. By the end of the Second Civil War, the Washington metro area was in bad shape. There was no reason to return the capital, and the loss of industry resulting from government relocation was a crippling blow to the region's economy. The area of Northern Virginia slowly recovered and is now once again a center of industry, while the Maryland side of the area is basically considered a Zero Zone. Most of the connecting bridges across the Potomac River were destroyed, and the Confederated States maintains constant armed patrols on the river.

Area

The Confederated States of America covers much of the ancestral South: Alabama, Arkansas, Carolina (combining the former states of North and South Carolina), Florida, Georgia, Kentucky, Louisiana, Mississippi, Oklahoma, Texas, Tennessee and Virginia (which includes the former state of West Virginia).

The capital of the Confederated States is Atlanta. The official language is English, although major Spanish-speaking segments of the population exist in Texas and south Florida, and small parts of the Louisiana population speak Creole (a French-based dialect).

Current Status

Conflict between the Confederated States of America and United North America erupts infrequently; the two big powers of the continent are very wary of each other. The Confederacy has a smaller military, but they keep a larger proportion of their population under arms through impressment.

Unlike United North America, the Confederated States have no Zero Zones; instead, criminals are drafted into the military. The definition of a criminal is fairly loose — anyone who is not of Taxpayer status may be impressed for vagrancy (unemployment), for bankruptcy (poverty), or for any one of a number of civil crimes. Violent crimes are grounds for immediate impressment, regardless of status. Training is deliberately brutal, and the weak are often injured and sometimes die. To condition its military and bring in funds, the Confederated States supply large mercenary units for foreign wars. The poorer regions of the Confederated States cities are not patrolled by civilian police forces, but by the military. These units are cruder, more brutal, and more likely to kill or impress suspects. So instead of splitting its cities into policed zones and Zero Zones, the Confederated States divides them into policed zones and zones under martial law. Any part of a city that cannot hire its own police force (in addition to any region that riots or has an unacceptable crime rate) comes under martial law. Governmental leaders proudly point to the Confederated States' low crime rate and high percentage of solved crimes as evidence of the efficacy of this system.

The Confederated States depend greatly upon agriculture for much of their financial wealth, although Texas is noted for it's technological centers in Houston and Dallas. The country does not have any form of true spaceport, and usually uses the Nation of California's Space Center at La Paz. The Confederacy has a Florida launching facility, but it is used solely for military missions (such as launching satellites) and does not have the facilities of the larger spaceports.

Nation of California

History

The Nation of California's first movements towards secession started in late 2007; independence from the United States of America was declared in 2009. This declaration led to an attempted occupation by federal troops, an attempt that was aborted by the outbreak of the Second Civil War. A quickly negotiated settlement in 2010 led to a federal pullout in return for partial independence, with full independence occurring in 2013. The federal government recognized the Nation of California as a separate country in exchange for California's financial assistance during the Second Civil War, California's assumption of a portion of the massive federal debt, and favorable trade relations. Later administrations have attempted to backtrack on this recognition, but the Nation of California has economic backing from Japan as well as the military support of several megacorporations, preventing the development of an all-out war.

Area

The Nation of California is composed of the former states of California and Nevada as well as the area known as Baja California. California's largest city is Greater San Francisco (incorporating the cities of San Francisco, San Jose, Oakland, and Berkeley). Other major centers are Sacramento (the nation's capital), San Diego, Las Vegas and Fresno.

California is a bilingual nation. The official languages are English (prevalent in the north) and Spanish (prevalent in the south). Japanese is prevalent among the inhabitants of Greater San Francisco. There is an extensive Hispanic population in the south, in and around the city of San Diego; while Greater San Francisco has a large Asian community.

An area of note is the Los Angeles Wasteland (a.k.a. the Waste). Large portions of the city of Los Angeles were destroyed in the urban riots of 2007-8. This unrest led to the creation of the nation's first Zero Zone. Unfortunately, inadequate preparation for the repercussions of this act (no food or water in the Zero Zone) led to further riots that flooded the hasty barricades of the newly created Zone. This situation might have been stabilized except that an anti-government terrorist group managed to detonate a nuclear device in central Los Angeles, destroying the bulk of the civic government and city leadership, and demoralizing the survivors. Hesitation by the federal government to intervene, a massive exodus of industry and the middle class, and California's bid for independence sealed the fate of Los Angeles. National Guard troops that were brought in to restore order failed to stem the flood of rioters and simply turned Los Angeles into an enormous war zone. The final straw came when a massive earthquake devastated what was left. Less than two years after the start of the riots, Los Angeles was an urban wasteland. This graphic example of the fragility of urban centers in North America was a major reason for the formation of Zero Zones throughout the world.

Current Status

The Nation of California has had a number of border skirmishes with United North America forces over the last few decades; most of these conflicts concerning the ownership of the state of Nevada. The urban regions of Nevada are solidly under California's control, but the central deserts and northern regions are claimed by both California and United North America. Since this region is a mountainous, arid wasteland, neither country is willing push the matter to an extreme level. At the present time, California is considered to have nominal control over the area.

The Nation of California is a center for research and development of high technology; a number of Japanese corporations have made major investments in the country. California's Space Center at La Paz in Baja California is ranked as the busiest in North America.

Republique du Quebec (Republic of Quebec)

History

The formation of the Republic of Quebec resulted from Canadian governmental reforms that were viewed as repressive by French separatists. These reforms included changes to Quebec's language laws and the declaration that anyone speaking out in favor of Quebec's separation was considered a traitor. These laws, designed in an attempt to preserve Canadian unity, only served to spark violent civil unrest by French separatists against the Canadian government. In a desperate attempt to resolve this fiasco, a government referendum was convened in 2013, at which Quebec declared itself an independent nation. Canada accepted the announcement with ill-disguised relief.

Area

The Republic of Quebec consists of the former Canadian province of Quebec plus the mainland portion of Newfoundland (Labrador). The Republic's capital is Quebec City. The official language of Quebec is French.

Montreal is far and away the largest city in the Republic. Unlike most cities on the East Coast, it still has a fully protective police force, with no Zero Zones or areas under martial law.

Current Status

Relations with Canada, and later United North America, have not been totally peaceful since Quebec's separation, with rare armed skirmishes. Quebec has a mutual protection pact with the Confederated States, which may be one reason for its peaceful existence. Quebec's military is not very large, but it is an all-volunteer force, and has much better morale and esprit de corps than the military forces of United North America.

Economically, Quebec has been slow to recover. Following the Referendum many companies left the new nation, resulting in extensive unemployment and economic depression. In response, the Republic of Quebec offered large tax incentives to persuade a number of megacorporations to establish themselves in the new nation. This financial gamble seems to have paid off, and Quebec's economy has been slowly improving over the last decade.

Inuit Territory

History

The Inuit Territory is a region of northern Canada now under tribal control of the Inuit (the native peoples of the area). The Territory was allowed to secede from Canada in 2015 without conflict, although provisions were made to protect non-Inuit people within its borders. In 2023, after a constitutional congress, anyone without a criminal record who had spent at least 5 years in the Territory was adopted into the Inuit tribe.

Area

The Inuit Territory contains all of what used to be the Northwest Territories of Canada. Although large in area, it has a very small population when compared to the other countries of North America.

The capital and largest city of the Inuit Territory is Yellowknife. The official language is English, although the Inuit tongue and several other native languages are protected by law.

Current Status

The Inuit Territory has no crime problems compared to the rest of the continent. Petty crime is resolved through local tribal councils. Violent crime is punished harshly — exile for violence less than murder, death for murder. Thus, the Inuit Territory is reasonably free of crime and other conflicts, and is relatively wealthy in resources.

The Territory has a small standing army, but is quite able to defend itself from most attacks. It has a well-armed, independent, very widely dispersed population, backed by well-equipped and well-trained security units belonging to several corporations with investments in the Territory's vast natural resources. Territory relations with the Republic of Quebec and United North America are good.

THE WORLD

Japan

By 2030 the nation of Japan has changed a great deal since the late 20th century. Rising above the chaos that occurred at the turn of the century, Japan is now the undisputed economic leader of the world. This has resulted in a massive wave of immigration as millions try to gain entry to the East's "Land of Plenty." Surprisingly, many are accepted and, provided they meet certain criteria within a year of entry, are allowed to stay. The reason for this is simple: Japan's isolationist practices and views of racial superiority were deemed bad for business by several far-thinking megacorporations, and after certain financial "incentives" were offered, more liberal views were adopted. It should be noted that only the largest of Japan's cities, such as MegaTokyo, Kyoto, and Osaka see such racial diversity; much of the country still retains traditional views and habits.

Currently Japan exists in a rather precarious political situation. Directly to the north is the Kamchatka peninsula of Siberia, inhabited by regional warlords constantly fighting each other over the limited resources available. Some of the military forces are remnants of the Commonwealth of Independent States, which broke up 25 years ago. To the west is the Republic of Korea, comprising affluent southern Korea and the poverty stricken northern half. Further west are the war-torn expanses of China, overrun with petty dictators, power-hungry warlords and assorted military strongmen (and their numerous armies). To the south is Taiwan and the city-state of Hong Kong, both of which are competing with Japan for a larger share of the world market. As can be expected, Japan's military (the Japanese Defense Force or Self Defense Force) is well-armed and well-trained, and equipped with the latest in strike aircraft, armored vehicles and mecha.

MegaTokyo

MegaTokyo (a.k.a. MT) is possibly the largest city in the world in the year 2030. Its population is estimated at well over 12 million, most of it located in assorted corporate arcologies. Expansion and population pressures have forced development of several floating residential and commercial structures built over Tokyo Bay. The city's massive power requirements are filled by several fusion reactors, supplemented by solar panel arrays found on the roof of almost every small building. To feed its teeming millions, MegaTokyo depends heavily upon immense aquaculture farms that produce tons of algae based food products, along with imitation food products made from soy or yeast bases.

The population of MegaTokyo is composed primarily of ethnic Japanese with the remainder consisting of American and European immigrants. This racial mix is further supplemented by large numbers of Chinese refugees fleeing the constant fighting in the Chinese interior. This has resulted in MegaTokyo being Japan's melting pot where incoming ideas, fash-

ions and trends are absorbed, assimilated and then spread to the rest of the country.

Law and order is maintained by MegaTokyo's extremely efficient police force. The police are divided into four groups: air police, highway patrol, foot patrol and elite ESWAT (Enhanced Special Weapons and Tactics) teams. The MegaTokyo police are known for being well-equipped with the latest in weapons and personal armor and have proven themselves capable of handling a wide range of threats. It should be noted that Japan is very strict concerning the ownership, import and export of firearms. Nonetheless, MegaTokyo has shown a disturbing trend regarding firearms availability; paramilitary weapons are becoming increasingly common in the hands of street gangs and other criminals.

Several major corporations have located their home offices in MegaTokyo, including Gunkoku Heavy Industries, the Jinsei Corporation and Mitsumi Technologies. The Jinsei Corporation Tower is considered to be the largest corporate arcology in the world, having 350 floors and standing well over 1000 meters tall. Considered to be one of the modern wonders of the world, this massive edifice is easily visible from almost anywhere in downtown MegaTokyo.

The Pacific Rim

Dominated by the economic might of Japan, Asia has become a major player in the world's economic market. Aside from Japan, the industrial leaders of the Orient include the Republic of Korea, Taiwan, and the city-states of Hong Kong and Singapore. Of these, Korea seems to be the most stable now that it is no longer divided into north and south regions. North Korea was unable to remain stable after the internal collapse of China, and after a disastrous attempt to invade South Korea was rejoined with that nation to form the new Korean Republic. Taiwan and Singapore have successfully adapted to the changing political climate, and have developed strong economies. Hong Kong, pressured by remnants of the Chinese military to the north, has responded by becoming an open city, encouraging corporate investments by relaxing trade restrictions and industrial regulations. Between numerous corporate security teams and Hong Kong's own well armed military forces, the threat of invasion from China has dropped considerably.

China collapsed in ethnic and economic turmoil in the early 21st century. The monolithic Communist government, controlled by aging party members, was unable or unwilling to respond quickly to the shifting political and economic situation at the turn of the century. The collapse of the Commonwealth of Independent States to the north, the failure of centralized economic control and economic and social pressures brought on by increased wealth and trade in the south while starvation and poverty existed nearby led to a de facto state of martial law. As internal conflicts grew and the old centralized leadership became less and less effective, power gravitated to the hands of local warlords, each intent on gaining as much power and con-

trol as he could. Eventually the political infighting resulted in open warfare, rapidly dividing China into numerous small countries. By 2030, China has fragmented even further and is controlled by a large number of warlords whose influence only extends as far as their armies (if that).

In some ways, Southeast Asia has suffered the same fate as China. There are many areas where military strongmen and criminal warlords have seized power, creating independent regions within their mother countries. The major exceptions are the city-state of Singapore, nearby Malaysia, and Indonesia, all of which are largely peaceful and have become great economic powers. One of the world's few spaceports is located near Djakarta.

India has also broken into several pieces due to internal conflicts. Religious conflicts between Muslim and Hindu factions simmer constantly, and there are constant border wars with Pakistan and Bangladesh. Much of the Indian subcontinent is as chaotic and rife with warlords as China or Siberia. Tibet has taken advantage of the conflict inside China to throw off the yoke of Chinese oppression and reinstate the government of the Dalai Lama. Its inaccessible location and lack of major resources have allowed it to largely isolate itself from the outside world again after nearly a century of limited contact.

The Pacific Rim is home to one of the modern wonders of the world. Poseidon Station is an immense, man-made, floating island located on the equator north of New Guinea. Built by Japan with help from several megacorporations (notably the Jinsei Corporation and Gunkoku Heavy Industries) Poseidon Station serves as a spaceport for Japan and the rest of the world.

Europe

Most of Europe is governed by the European Economic Community. The European Economic Community is a collection of loosely affiliated Western European countries that have banded together to form a common economic base. There is peace within the Council's borders, although cities there can be as bad as anywhere else, and local pockets of serious economic hardship do exist. Scandinavia is not part of the Council, and Denmark, Estonia, Finland, Latvia, Lithuania, Norway and Sweden have formed an economic union similar to the European Economic Community. This region is called the Hanse, a reference to the 14th century Hanseatic League. Although tariffs and taxes are higher than most megacorporations like, the Hanse is doing very well for itself, and some megacorporations have found it to their advantage to situate part of their industry in the Hanse to take advantage of the hardworking, well-educated population and political stability. Both the European Economic Community and the Hanse utilize a spaceport in French Guiana for their launch needs.

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Most of Eastern Europe has collapsed into a large number of small countries fighting over ownership of the region's natural resources. The Commonwealth of Independent States vanished around the turn of the century, and only Russia retains any degree of stability, both economically and politically. For most of the region, the only industry is that of arms sales, and much of the small industrial production of the few functional states goes to their military, to protect them from their neighbors. The situation is unstable, and not improving. Already, the poorer states have descended into conditions of perpetual guerrilla war between rival factions. This is called the Somalia condition, after a country that collapsed in a similar fashion in the late 20th century.

Africa

Africa is marked by vast extremes. To the north and south there is stability, with Egypt and South Africa maintaining a strong political presence. At the moment, South Africa is engaged in several border disputes with its northern neighbors, who have begun to press southwards in an attempt to absorb South Africa's industrial base. The rest of Africa consists of warring countries suffering major internal problems. In many areas the neighboring tribes have waged genocidal wars upon their neighbors, eliminating certain tribes completely. Several areas of Africa have come under almost complete corporate control, as an enterprising megacorporation lays claim to an area in order to exploit its natural resources.

The Middle East has undergone drastic changes. Between the gradual collapse of the oil standard and the development of alternative energy sources such as efficient fusion reactors and solar panels, oil-dependent countries such as Kuwait and Saudi Arabia found themselves on the verge of economic collapse. In an attempt to grab up the remaining oil reserves, Iran, Iraq and Syria fought a series of wars, the losses from which far outweighed any territorial gains any of the three nations may have made. About a decade ago (during a brief period where Iran was at peace with Iraq) Syria and Iraq formed a military alliance to crush Israel. Although Egypt supplied Israel with significant military and economic aid, Israel was eventually defeated and all Israeli civilians were driven out of the country in what is now called the Second Diaspora. Due to the devastating effects of this war, most of Israel, Jordan and Lebanon is now a wasteland, some of it radioactive. Egyptian forces, under U.N. supervision, control and defend the holy cities of Mecca, Jerusalem and Medina. Since the collapse of Saudi Arabia, no country claims the subcontinent, although several corporations have established independent drilling stations in an attempt to exploit the region's remaining oil resources.

Central America

The countries of Central America have become dominated by the presence of various megacorporations that utilize them for inexpensive manpower. In some of the smaller countries a single megacorporation's economic investments may be so extensive that it has effectively purchased the country, granting the megacorporation almost total control over governmental decisions. Mexico has become a virtual puppet of several megacorporations. It would collapse without a constant influx of funding from these companies. This situation has resulted in extreme tension along the Texas-Mexico border. Texas has resorted to such extreme measures as combat cyberdroids to patrol the border and prevent unauthorized entry by Mexican citizens seeking to escape their homeland.

South America

Brazil has managed to retain some degree of economic stability and growth, and has begun to make advances into the world market. Argentina has military might comparable to Brazil's, and has expanded its territory by the conquest of Chile; but it has been fighting a broad-based guerrilla insurrection in that country for the last decade. In Peru and Columbia the cocaine cartels have gained effective control of the government; they have legalized cocaine for export. Venezuela is in the same straits as Mexico, largely propped up by megacorporations who have invested heavily in it. The European Economic Community has established a spaceport in French Guiana.

Neo York Map Key
1. Central Park
2. Wintergreen Bio-Sphere
3. World Trade Center
4. Jinsei Arcology
5. Gunkoku Arcology
6. Ellis Island
7. Statue of Liberty
8. Governor's Island (Kazei Five Base)
9. Mitsumi Arcology
10. R. Scott Arcology
11. The Living End
12. Ran's Presumed Location
13. Ryker's Island
14. Williamsburg Bridge
15. Bayonne, NJ
16. Manhattan
17. Hudson River

NEO YORK

Overview

The Big Apple has certainly seen better days. Rebuilt and renovated several times after the violence of the early 21st century, New York is a changed city. Its skyline is dominated by immense corporate arcologies; the rivers are clogged with sewage, trash and debris; Central Park is now mostly domed over; and the boroughs of Brooklyn and Queens have been declared a Zero Zone and are mostly a deserted wasteland.

There are other, less obvious, changes to the city of New York. For one thing, the name is now Neo York. The name was changed in 2022, following the unification of Canada and the United States, to symbolize the new directions the recently established United North America was to take. Along with the new name, Neo York also has new borders. With Brooklyn and Queens cut off, several other townships and boroughs have joined with the city in an attempt to gain the benefits of belonging to such a large metropolis. The city government was more than willing to agree with these requests, since such mergers resulted in a larger taxable population and, thus, more revenue.

Government

The city of Neo York is operated by the Neo York City Council headed by an elected mayor. In theory, this body of individuals is supposed to oversee all the city's functions, and is responsible for such civic duties as trash collection, street maintenance, public transportation, and so forth. In reality, decisions of the City Council are often heavily influenced by corporate pressures and are usually slanted to benefit the companies that do business within the city.

Utilities

Power

Neo York's massive power requirements are supplied from a number of sources. Most of Neo York's electrical requirements are served by several ConEdison fusion power plants located to the north of the city. Additional electrical power is supplied by hydroelectric plants located at Niagara Falls. Natural gas is supplied via pipelines from the Confederated States of Texas and Louisiana. Although these lines had been cut during the war, they have recently been re-opened.
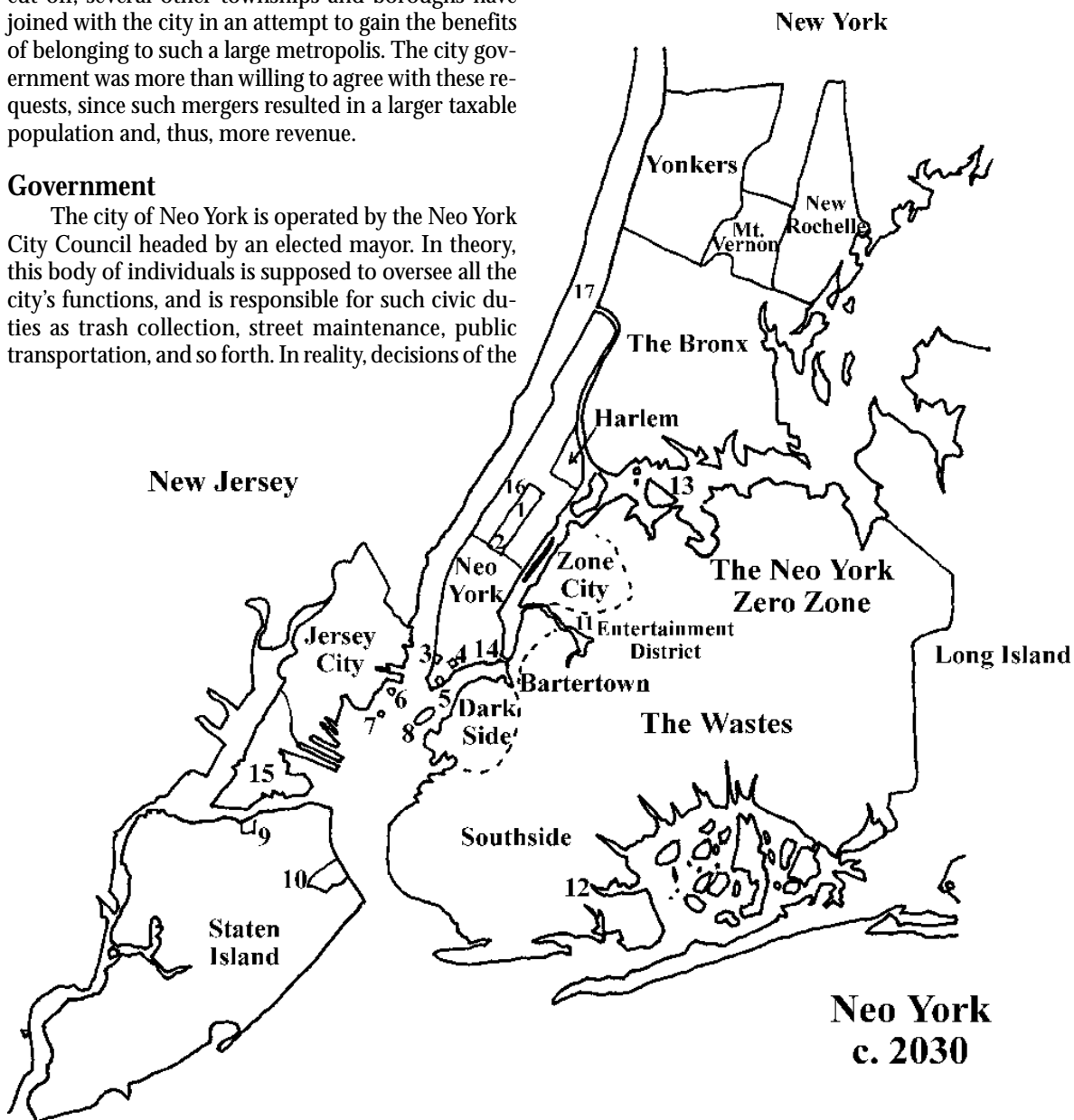
Neo York
c. 2030

Water

Most of Neo York's water is piped in via aqueducts that draw from water sources located in the far northern regions of New York state. In older, pre-21st century buildings, this water is typically pumped into enormous cedar storage tanks mounted on the roofs of many buildings. These tanks hold upwards of 10,000 gallons, and are constructed of 3" thick cedar staves bound with iron hoops; if undamaged, these tanks will last virtually forever. Newer structures and arcologies use tanks constructed of modern materials.

Sewage

Depending upon its origin, Neo York's wastewater is handled in a number of ways. Rainwater, often slightly contaminated by air borne pollutants, runs directly into the rivers. Raw sewage from Neo York's numerous housing projects is usually dumped, untreated, into the rivers as well. Some of the larger hotels and apartment buildings surrounding Central Park pump their wastewater into massive treatment tanks located in the WinterGreen BioSphere; the organic waste is then processed and used to fertilize the BioSphere's hydroponic gardens. The corporate arcologies are another matter; they recycle most of their wastewater and sewage, putting it to a number of uses, including supplying their own hydroponic (a.k.a. "green") areas. The rest of the wastewater is used to regulate the arcology's internal temperature by being pumped over massive internal heat sinks. The resulting heated water is then dumped into the surrounding rivers, producing immense algae blooms near the outflow pipes.

Public Transportation

Air

Following the Brooklyn and Queens Zero Zone declarations, Neo York was no longer able use either La Guardia or John F. Kennedy airport. The solution was to utilize and expand Newark International Airport. Recently, however, the facilities there have become taxed by the quantity of daily air traffic, and construction of a new 21st century airport has begun on the southern tip of Staten Island. This airport will be capable of handling anything from simple short-range commuter jets to the immense transorbital spaceplanes used for intercontinental flights.

Rail

Neo York still has an extensive subway and monorail system. High-speed monorails connect not only points all through Manhattan but also locations in the Bronx, Staten Island, Bayonne, Jersey City and Newark. These lines run both above and below ground, and are, on the most part, clean and efficient.

Secondary rail lines, usually consisting of older, electrical trains, connect many outlying townships to the inner city. These lines vary greatly in quality, ranging from nearly new, to old and decrepit. In general, the closer one gets to Manhattan, the better the train

service is. Law enforcement on all rail lines depends upon location. Manhattan monorails are usually guarded by elements of the NYPD Inc., while other lines must make do with assorted for-hire security services.

Subway and monorail stations vary as much as the lines themselves. Many Manhattan stations are located directly inside corporate arcologies, office towers or apartment buildings. In general, these stations are kept scrupulously clean, well-lit and heavily patrolled. Outlying stations tend to be less well-maintained, and can become downright dangerous after midnight, as they become havens for drug dealers, prostitutes and gangs.

Underneath Manhattan itself, the subway becomes a chaotic maze of routes and tunnels, some only partially completed and others abandoned (for a variety of reasons) for upwards of 80 years or more. In some areas, these abandoned tunnels have been taken over and renovated by gangs, squatters and criminals. These separate, hidden "cities" are worlds unto themselves, Zero Zones in miniature, populated with a wide range of gangsters, escaped replicants, vagrants, gray market cyberdoctors and out-and-out street trash. Only rarely does the NYPD Inc. even try to flush out and eradicate these communities.

Subway connections to the Neo York Zero Zone have all been cut, with the East River tunnels either collapsed or sealed off. These attempts to block the subway lines have not been wholly successful, as several of the tunnels have since been dug out and reopened. These reopened lines are now used to smuggle all manner of goods into the Zero Zone, including guns, drugs, simsense chips, and liquor. These routes are also used to bring in more mundane items, such as clothing, food concentrates, automotive supplies, electrical parts, building equipment and so on. Due to the lucrative nature of such smuggling routes, finding and destroying these routes is an ongoing process for the NYPD Inc. These attempts are often hampered by the fact that well-connected criminals are likely to pay senior officers in the police department to ignore their routes. So long as there is no major fuss from taxpayers or corporate officials, this arrangement is fine with the NYPD Inc.

Water

Even in the 21st century, ferry lines still leave the south tip of Manhattan, carrying large numbers of vehicles and passengers to Jersey City, Bayonne, and Staten Island. These ferries are very modern, having multiple decks and a spacious and comfortable interior. Due to the polluted conditions of Neo York's Upper Bay, remaining outside during the voyage is not recommended.

DISTRICTS

Neo York / Manhattan

Although the name is usually used to indicate the city in general, the actual Neo York district is presumed to mean the area south of 60th Street. Neo York proper contains Wall Street, United North America's financial center, as well as Broadway, where the latest in theatrical entertainment can be found. Neo York's Chinatown is located in the southern tip of Manhattan, although recently it has become a haven for members of the Yakuza, who have slowly (and violently) begun to displace the Chinese Tongs that once operated here.

The Neo York district is marked by endless masses of high-rise office buildings, hotels and apartment complexes. The major megacorporations have built their various arcologies and other financial developments. Among the companies who have offices here are DF Productions, Gunkoku Heavy Industries and the Jinsei Corporation. These towering complexes rise above the surrounding structures and can easily be seen from most points in Neo York.

Bayonne

Located between Jersey City and Staten Island, Bayonne is a heavily industrialized region, marked by numerous factories and large tracts of warehouses. Bayonne's eastern coast bristles with shipping piers, including a large UNA naval terminal. In general, the area is noted for being run-down, with many abandoned buildings, and is heavily populated by street gangs.

The Bronx

A teeming sea of lower-income housing, the Bronx is only marginally patrolled by the NYPD Inc. and is subject to frequent bouts of gang violence. The eastern edge of the Bronx is marked by extensive dockyards and run-down, turn-of-the-century warehousing districts. Directly to the south is Ryker's Island, located in the middle of the East River. This island contains Ryker's Island Penitentiary, a high-security prison noted for rampant overcrowding and brutal conditions.

Central Park

The entire park is surrounded by towering hotels and apartment buildings, most of which exceed 40 stories in height. These buildings try to be as self-sufficient as possible, and the lower stories contain many shops, restaurants, athletic and entertainment facilities, and the like for the use by residents. Covered walkways connect the various buildings well above street level. The southern half of Central Park is covered by a sequence of domes housing the WinterGreen BioSphere. This structure contains extensive hydroponic agricultural facilities and supplies fresh, luxury food items to much of the surrounding area.

Harlem

Formerly a low-income slum, Harlem has undergone extensive renovation in the last decade and is now almost totally overtaken by corporate housing developments. These buildings are uniformly drab and featureless, standing ten to fifteen stories in height; each building houses upwards of 3,500 people. The assorted complexes are connected directly to the southern tip of Neo York by several centrally located monorail lines.

Jersey City

This district is Neo York's other major industrial region. There are a large number of corporate manufacturing centers here, as well as shipyard facilities, shipping warehouses, and extensive lower-income housing. The northern edges of Jersey City are more inviting, however, with several condominium complexes populated almost exclusively by middle-class corporate executives.

Long Island

Located beyond the Brooklyn and Queens Zero Zone, this is where many corporate executives have their estates. Many large mansions are set among the extensive woodlands, surrounded by high walls and heavily guarded by both corporate security forces and elements of the NYPD Inc. Access to this area is strictly from the air, and most homes have a VTOL landing pad. The rest of Long Island consists of numerous residential districts, recreational areas and small commercial centers. To protect this area from roving gangs and marauders from the Neo York Zero Zone, a series of fences have been erected, backed by minefields and watchtowers.

Mt. Vernon

An upper-middle-class enclave, Mt. Vernon prides itself on its low crime rate, clean streets and outstanding schools. So far, this district has resisted any attempts by several developers to build lower income developments, and has contracted with the NYPD Inc. for extensive patrols along the Bronx border.

New Rochelle

Located north of Manhattan along Long Island Sound, New Rochelle is a haven for the upper-middle class and many young corporate executives. Waterfront properties are especially prized, and many developments have private security forces to ensure the safety of their residents.

Staten Island

This island is a heavy industrial zone, containing numerous manufacturing facilities as well as research and development centers. The rest of the land is taken up by innumerable residential high rises and low-income housing. Staten Island's skyline is dominated by the immense corporate arcology of the R. Scott Foundation, as well as the somewhat smaller Mitsumi Technology arcology. Both companies maintain extensive facilities for the manufacture, development and distribution of commercial synthetics.

Yonkers

This district is populated by a broad mix of middle-class residents, along with some minor industrial sites and small corporate centers. The district's economy is sound, and the area is relatively crime free.

The Zero Zone

Composed of the boroughs of Brooklyn and Queens, these districts have been cut off from the rest of Neo York for the past 20 years. At the moment, there is no firm plans to reintegrate the area back into the city proper. One possible solution is to offer the land at cut-rate prices to interested corporate developers. For further information on the Neo York Zero Zone, see below.

Inside an Arcology

Arcologies are designed to be totally self-sufficient; each is a little city of its own. The ground floor of each arcology is usually given over to numerous corporate stores, recreational facilities and mass transit stations, while the upper levels house apartments, offices and manufacturing facilities. Status in the corporate structure can often be determined by the location of one's residence in the corporate arcology. The higher one's status, the closer to the top floors one is stationed.

In order to supply the needs of its residents, all arcologies have huge basement structures, extending for many levels below the building itself. These assorted sub-levels house such things as the primary and several back-up power plants, sewage treatment plants designed to reclaim organic waste for use in the arcology's internal gardens, water processing to clean the incoming water, storage tanks for various fuels and water, as well as environmental processing, maintenance facilities and several levels of parking.

The most important concern in an arcology is that of environmental control. There are water tanks located all through an arcology; it is much simpler to pump the water up to the desired level and then use a gravity feed to produce the desired pressure in the system. Air treatment and processing is handled by multiple systems as well. A primary air quality processor is located in a central area, cleaning and sterilizing the air before distributing to numerous feeder stations. Many arcologies utilize large green rooms to further clean and freshen the building's oxygen supply.

The final environmental concern for an arcology is that of maintaining a constant temperature. Cities are notorious heat sources, and in the sealed internal environment of an arcology the problem is even worse. For many arcologies, the solution is to pump outside water over a heat sink located near the primary air quality processor. This water is then piped out of the building, carrying the waste heat with it.

Corporations

DF Productions

One of UNA's largest entertainment providers, DF Productions is consistently found in the top ranks of television programming popularity ratings. They are noted for producing a number of ultra-violent sports shows, including "Lace and Steel," "Maim TV" and "Crash TV."

Graves Electronics Corporation

Maker of fine electronic devices, GEC is a noted producer of CD players, chip players, radios, televisions and assorted simsense devices. Although not a large company, their quality is exceptional.

Gunkoku Heavy Industries

This Japanese manufacturing firm produces a wide range of industrial products. A sampling of their output includes aerospace vehicles, commercial vehicles, mecha, military vehicles and powered armor suits. They have offices in numerous cities, as well as several manufacturing and production arcologies around the world.

Jinsei Corporation

One of the largest megacorporations in existence, Jinsei has built corporate arcologies around the world, including in London, MegaTokyo, Moscow, Neo York, Neu Berlin and Sydney. Jinsei produces a highly diversified line of products including aircraft, commercial and military cyberdroids, commercial vehicles, satellite systems and space-capable vehicles.

Noted for its ruthless and highly competitive manner, the Jinsei Corporation has shown itself willing to go to extreme lengths to retain its dominance in the corporate world. Jinsei employs a large number of corporate spies and mercenaries whose sole purpose seems to be keeping their own employees in line and under control. Similar forces are used to keep tabs on their competitors and, if needed, act against them. These actions include datasteals, extractions, assassinations and open assaults. It is a known fact that most high level officials who choose to leave the Jinsei Corporation often have tragic "accidents" soon afterwards.

Mitsumi Technologies

Based in Osaka, Mitsumi is one of the leaders in the field of synthetic design and production. Producers of the famous Lynx and Puma Class Security Synthetics, Mitsumi also makes similar, less exotic models for more covert security needs. The company is also a leader in bioware research and design, and is responsible for a number of advances in the field of organ cloning and transplanting.

Poseidon Interactive

Poseidon is one of the major players in the realm of simulated sensory environment games and devices. They design and build a wide variety of simsense entertainment chips, players and recorders. Recently, however, Poseidon has been plagued by a string of defective systems and programs, hurting their market share considerably. This spate of defective systems is the result of industrial sabotage instigated by Temple, a Lynx designed to be inserted in Poseidon's corporate structure in order to allow her to wreck havoc on Poseidon's computer systems. See Temple in the character section for more information.

Shiraishi Corporation

Founded in 1995 by Isamu Shiraishi of Kashiwa Japan, this company is one of the leaders in the field of powdered metals, composite materials, and carbon-graphite based products. Their success in the field of powdered metals, a popular raw material due to ease of transport and workability, has allowed them to expand their horizons to include certain forms of low-earth orbit manufacturing, including certain forms of crystals used to make optical computer chips.

R. Scott Foundation

Headquartered in Neo York, the R. Scott Foundation is noted for their line of Escort and Pleasure Synthetics, which have been designed to the most exacting of specifications. R. Scott's driving philosophy is "As human as human can be," and this idea contributes directly to its success in the highly competitive synthetic market. Aside from humanoid synthetics, R. Scott also makes genetically engineered specialized animals for industrial and scientific use, as well as creating various forms of cyberware for the military and security markets.

Woo Yun-Fat Armaments

Based in the tumultuous city-state of Hong Kong, Woo Yun-Fat Armaments manufactures a wide variety of military and paramilitary weapons ranging from submachine guns to assault rifles to man-portable rocket launchers. Although their products aren't commonly found in North America, they are very popular all around the eastern Pacific Rim.

Zuchert A.G.

This company is based in Germany and is one of Europe's top megacorporations. Primarily producers of industrial products, Zuchert A.G. is heavily involved in the steel industry as well as the manufacture of composite materials used in space applications. They are also Europe's major producer of construction equipment including a variety of heavy-lift mecha.

NEO YORK POLICE DEPARTMENT INCORPORATED

History

During the turbulent aftermath of the Second Civil War, New York found itself flooded with refugees fleeing the fighting further south. Faced with a seemingly insurmountable city debt and insufficient civic resources to deal with the problem, the city government took several drastic measures. The first was to declare the boroughs of Brooklyn and Queens Zero Zones, to be no longer serviced by the city's police or fire and rescue departments. The second measure was the privatization of the New York Police Department. In an effort to produce much-needed revenue, it was decided that the public would be charged for the right to police protection, just like any other civic service.

Creating the Neo York Police Department Incorporated was a measure that caused a great deal of dissension, both among the police and members of the city government. The rational behind the incorporation of the police department was simple; with the rising levels of violence in certain city districts the police were out-numbered and outgunned. It was decided that if people wanted proper police protection, they were to be charged for that privilege. It was economically impossible to handle the matter any other way.

Initially, the decision resulted in a *reduced* police force, as some officers quit the force in disgust over what seemed to be a breach of law enforcement ethics. The officers were quickly replaced however, with new personnel, most of who were recruited from other security firms or military police veterans. This recruitment procedure led to a large numbers of somewhat poorly trained officers on the streets, a situation that quickly led to the current NYPD Inc. reputation as an organization rife with corruption and noted for extreme and brutal law enforcement measures.

Organization

The Neo York Police Department Incorporated is directly responsible for patrolling the various districts that comprise the city of Neo York. Within this area they have rather broad law enforcement powers, in which the policy of crime *prevention* is considered paramount. Thus, the NYPD Inc. no longer has to worry about such 20th century police procedures as reading a suspect their rights, obtaining search warrants, or proving probable cause before making an arrest. Although the NYPD Inc. patrols all of Neo York, protection in particular districts is still on a per-contract basis. Usually, a housing complex or apartment building will set up an agreement with the NYPD Inc., and supply its residents with an authorization number to be used in case of emergencies. This arrangement is best summed up by the NYPD's own motto: "We protect those we serve." Certain corporate devel-

opments, such as the larger arcologies, have their own law enforcement units and do not utilize the NYPD Inc. for protection. In many cases, the larger hotels, apartment complexes and office developments will utilize private security firms in addition to having NYPD Inc. contracts to ensure resident and employee protection.

The NYPD Inc. divides its forces into four basic divisions: patrol, investigative, SWAT and the mecha-equipped Armored Troopers.

Patrol

This division consists of the NYPD's foot (or "beat") officers, highway patrol, air control officers and harbor police. This division is directly responsible for crime prevention throughout the city, and actively patrol their assigned precincts in an effort to deter any potential criminal activity. Foot patrolmen are usually found in the densely populated districts of Manhattan and the Bronx. The highway patrol is responsible for covering the network of superhighways that snake their way in and around Neo York, while air control officers utilize small helicopters to make patrols from the air. The harbor police watch over the numerous waterways that border Neo York.

Investigative

The Investigative division is made up of many smaller departments, covering such duties as computer security, controlled substance enforcement, homicide, organized crime and vice crimes. Among the items that fall under the jurisdiction of the controlled substance department are many synthetic "designer" drugs, simsense chips, and better-than-life chips. Drugs such as cocaine and marijuana are no longer illegal in the UNA.

SWAT

SWAT (Special Weapons and Tactics) teams are responsible for handling any occurrence that requires the use of extreme firepower. They are most often used in hostage situations, and the police regularly draw snipers from SWAT for a variety of missions.

Armored Troopers

Officers in this division pilot several types of police mecha, acting as assault troops, providing heavy firepower, or acting as emergency backup, depending upon the situation.

Equipment

In general, the average NYPD, Inc. patrol officer is armed with a Colt Mark VI, and wears either an armorcloth Jacket or Vest. Highway patrol officers usually use the armorcloth Lined Vest. Investigative officers can wear whatever type of personal body armor they prefer, and are free to choose their own firearms. SWAT teams usually wear Medium Security Armor and a helmet, and carry a broad range of weapons, including the Colt Mark VI pistol, H&K MP2000 submachine guns, the Styer ACR, and several types of combat shot-

guns. Aside from weapons and armor, officers carry a number of standard items of equipment, including a nightstick or tonfa, communications unit, restraints (both metal handcuffs and plastic "zip strips"), and a flashlight. This will be supplemented by other, specialized gear as the need arises.

Typical NYPD Inc. Officer

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 8 PD
3	ED	0		Total: 7 ED
3	SPD	16		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristics Cost: 46

Movement: Running: 6"/12"

Powers & Skills

Combat Training
Combat Skill Levels: 1Level with Pistols and Shotguns (3)

Combat and Police Skills
Bureaucratics 12- (3)
Combat Driving 12- (3)
KS: Criminal Law and Procedure 11- (2)
PS: Police Officer 11- (2)
Streetwise 12- (3)
WF: Nightstick/Tonfa, Small Arms (3)

Background Skills
AK: Neo York 11- (2)

Police Perks
Perk: Local Police Powers (2)
Perk: Weapon Permit (1)

Total Powers & Skills Cost: 24

Total Character Cost: 70

Disadvantages: 25+

Watched by:
NYPD, Inc., more powerful, NCI 11- (10)

Psychological Limitation
Sense of duty, common, moderate (10)

Distinctive Features
Neo York cop, easily concealable (5)

Bonuses
Police Officer package (3)
NPC Bonus (17)

Total Disadvantage Points: 70

Listed below is the standard equipment carried by the average NYPD, Inc. officer. other equipment is possible depending on need.

NYPD, Inc. Equipment:
Colt Mark VI: 1½d6 RKA, +1 Stun Multiple, +1 OCV, OAF, 16 Shots (19)
Armorcloth Jacket: Armor +4 PD, +4 ED, ½ Value vs. cutting/energy attacks (-¼), Covers hit locations 7-12, IIF, Real Armor (4)

THE NEO YORK ZERO ZONE

Note that although the following material is primarily concerned with the Neo York Zero Zone, it can be applied to all Zero Zones.

What is a Zero Zone?

A Zero Zone is an area that has been designated as an area of "Zero Law Enforcement." These areas are usually any troublesome section of a city that can be easily sealed off, and ignored. The most infamous Zero Zone is in Neo York. It was formed in 2010 and is located in what used to be the boroughs of Brooklyn and Queens. Other East Coast Zero Zones can be found in Atlantic City (usually regarded as the worst one in existence), and Washington (in what was once Anticostia). According to tri-vid shows, a Zero Zone is either a dark burnt-out hell filled with cannibals, mutants and sub-human gangers or a techno-dreamscape of bars, and nightclubs where everyone is either a full-chrome street samurai or a psychokinetic. The truth lies somewhere in between.

Most Zero Zones were formed over a period of ten years, starting in 2007, soon after the nuclear destruction of downtown Los Angeles. Many municipal police departments were converted to contract law enforcement, and many city governments were willing to ignore certain low-rent districts in favor of extra enforcement in those areas with a higher tax base. Usually, a designated Zero Zone was supposed to be reclaimed "after things settle down." Very few Zero Zones have received this treatment.

Life in the Neo York Zero Zone

Who Lives in a Zero Zone and Why?

Zone residents come from all walks of life. Many are transients, refugees from CAS/UNA border squabbles, or other outbreaks of civil disorder, fleeing from any one of a number of intolerable situations. The average Zero Zone inhabitant has little or no money and lives in whatever empty set of rooms he or she has been able to find and hold on to. They own some clothing, a little bit of scavenged furniture, and whatever odds and ends they can find to make life a little easier.

According to the federal government, Zero Zone inhabitants are those who have a "detrimental effect on society" or are "undesirable elements." These "elements" are usually the homeless, jobless, refugees, immigrants, mentally challenged or other similar unfortunates. Zero Zones are also a popular destination for runaways, especially corporate teenagers who want to experience "how the other half lives", or those that wish to avoid detection (such as police pursuit) or certain obligations (such as debts or marriage). Finally, a significant portion of Zero Zone residents are gang members or have connections to either the Mafia or Yakuza.

How does one live?

In the twenty years since its creation, the Neo York Zero Zone has formed into its own, separate society. There are no laws and no law enforcement, but there are certain unwritten rules. The most important Zone rule is that everyone minds their own affairs. The second rule is that certain bars and nightclubs are considered neutral ground, safe for anyone to enter and conduct business.

Most Zero Zone residents just try to survive. A fortunate few have jobs in Neo York or the surrounding area. As for the rest, many make a living by stripping abandoned buildings in the Zone of anything useful such as pipes, wiring, doors, furniture, and so on. Others use vacant lots to grow crops (corn, beans, and tomatoes are common) while others raise livestock (chickens, rabbits and pigs). Finally, others barter their services; carpenters, electricians and mechanics are always in demand.

For those who choose more questionable ways to make a living, the Zone has many options. Both the Mafia and the Yakuza are more than willing to recruit prospective new members from the Zone. They have found that Zone recruits tend to be desperate for attention of any sort and respond favorably to the prestige that comes from being even a low-level Mafia or Yakuza soldier. This reaction also takes the form of a higher degree of loyalty to the organization which recruited them. Others peddle to humanity's more basic nature, selling drugs, simsense chips, guns and even themselves to any who can meet there price. Finally, there are those who have found employment in the Zone's entertainment district. These people work as strippers, dancers, waiters (and waitresses), musicians and entertainers.

Utilities in the Zone

The Neo York Zero Zone is still connected to the local ConEdison powergrid, and it is possible to have lighting, heat and air conditioning. To connect to the grid, a user must have a system identification number (a.k.a. "SIN") as well as a computer account that can be billed for services rendered. The grid is broken down into building-by-building designations to make it easier to set up accounts. Payment is automatically deducted from the user's account. If insufficient funds are available, then the power is turned off to that account. As can be expected, power piracy is a common problem. Also, grid maintenance is very spotty. If a portion of the grid goes down, it could be weeks or even months before a repair will be set made. Because of these problems, Zone residents have turned to a number of alternative fuel sources. These include solar panels, wind turbines (found on most Zone rooftops), oil or wood stoves, coal furnaces, and methane, methanol or ethanol generators.

Clean drinking water is less accessible than power. There is some running water to the Zone, but it is very limited and rather unreliable. Water from the East River is undrinkable, contaminated by raw sewage, industrial pollutants and corporate arcology wastewater,

which produces immense algae blooms. Most residents use large roof-mounted collection tanks to store water. Naturally, water filters are highly sought after in the Zone.

Business in the Zone

The primary business district in the Zone is Bartertown, located along the East River, south of Newton Creek. Most of the open air markets are found here, as well as a few stores, complete with checkout counters. Just to the north and west of Bartertown is the Pleasure Center, where the Zone's (in)famous nightclubs, bars, and strip joints are found. The most notable of all is The Living End, located at the intersection of Humboldt and Greenpoint. The Living End is where everyone who *is* anyone goes to see, and be seen. This is the place where all of the big Zone bands play. Even Neo York corporate sararimen will attend when these shows are announced.

Crime in the Zone

Both the Mafia and Yakuza are heavily involved in Zone life. The Zone provides a convenient place to hide members wanted by the authorities, a place to store goods until needed, and a talent pool from which to recruit new members.

The usual methods of income for these groups is not a feasible proposition in the Zone as there is no ready supply of cash to make such things as protection rackets, numbers running or loan sharking profitable. Instead, they concentrate on such activities as prostitution, gun smuggling, drug smuggling, chip dealing, gambling, and similar vice-related crimes. The Yakuza even operates a number of stores selling food, household goods and other necessities needed for everyday life.

The Mafia and Yakuza are not the only syndicates to be found in the Zone. There are Chinese Tongs, Jamaican Posses, and numerous smaller street gangs. Most make their money smuggling drugs or guns, or engaging in a variety of vice activities.

Zero Zones being what they are, they have become a haven for certain horror industries. These include organlegging operations, better-than-life simsense studios (including some that manufacture "snuff" films, where the person being recorded dies in the course of the filming), slaving operations (especially in young women, who are shipped to other countries or to corporate arcologies), and live hunts (where heavily armed "sportsmen" track down and kill assorted Zone inhabitants). This last form of "sport" seems to occur rather often in the Atlantic City Zero Zone.

Layout of the Neo York Zero Zone

The Neo York Zero Zone is composed of the boroughs of Brooklyn, and Queens, ending on its eastward side at Island Parkway. All bridges and subway tunnels linking Manhattan and other parts of Neo York to the Zero Zone have been sealed off or cut. The Williamsburg Bridge is the only usable bridge left standing between Manhattan and the Zone. This bridge is heavily guarded on the Zone side. Entrance to the Zone is simple: one can just walk in. Attempting to re-enter Neo York can only be accomplished after a thorough inspection conducted by elements of the NYPD, Inc.

The Neo York Zero Zone has been divided into several sections based on such factors as general population and purpose. These sections are as follows:

Zone City (or Zone Central)

Formally known as Long Island City, this is where the majority of the population of the Zone lives. Its borders are formed by the intersections of Highways 496 and 278 and Grand Central Parkway.

Bartertown

This is where most Zone residents meet to buy, sell and trade goods and services. It lies to the south of Zone City near Newton Creek.

Darkside

Located near Brooklyn Heights, Darkside lies just southeast of the Manhattan and Brooklyn Bridges. It is so named because a line of ten-plus story apartment complexes that block off the city lights of Neo York at night. Darkside is also well known as the haunt of organleggers and chop shops. Where one can get illegal cyberware of *highly* questionable origin. Where you can buy (or capture) slaves. Where one goes to dispose of bodies. It is the home of the *truly* desperate and destitute and is the perfect place to hire those who have no scruples what so ever.

Pleasure Center (Entertainment District)

Located between Bartertown and Zone Central, this is where one finds most of the Zone's bars, nightclubs and strip joints. This is the only place in the Zone that has reliable power. The Zone's most famous landmark, The Living End, is found here.

Southside

Referring to southern Brooklyn, Southside is avoided by most Zone residents, as this is where the psychokinetic Ran is rumored to live. Only those who are very brave or very foolish (or both) venture far into this area.

The Wastes

This is everything east of Zone Central. The Wastes are mostly uninhabited, except by scattered gangs and loners. The miles of abandoned stores and homes provide a steady supply of raw materials for those who live in the western end of the Zone.

KAZEI FIVE

Purpose

Kazei Five is a covert police force secretly created by the government of United North America to combat a wide variety of criminal activities, especially those that are sponsored by megacorporations. The government desired to create a team with no direct federal connections that would be able to operate on its own, without being hampered by government regulations. To further this end, a number of agents have been recruited, and asked to help "protect those who cannot protect themselves" without being told exactly who their employer is. So far, the team has been successful in their mission.

In general, Kazei Five acts as a "shadow" or "black ops" team. Many other organizations, be they the local police, corporate security teams, or even other federal law enforcement groups are unaware that Kazei Five even exists. If a group does know of their existence, it is unlikely that the team's exact motives (or their link to the UNA government) will be known. Kazei Five prefers to be an enigma to other organizations and agencies. In general, most people think that Kazei Five is just another mercenary unit (abet one with a strange agenda), this misconception suits the people of Kazei Five just fine.

Goals

Kazei Five's purpose is to "protect those who cannot protect themselves". This is a rather open-ended mission objective that can be interpreted in a variety of ways. In general, the team is sent on anti-terrorist missions, counter espionage missions (against foreign agencies or organizations) and investigates corporate espionage (or terrorist) cases. They also patrol the Zone, investigating such activities as organlegging, drug and gun smuggling, and slavery operations. They also try and quell excessive gang activities as well as keep tabs on the actions of the Zone's numerous organized crime factions. In general, Kazei Five looks into just about any aspect of corporate (and other) crimes that the NYPD, Inc. (or other law agencies) can't or won't touch.

In general, Kazei Five's desire is to capture criminals for trial. They are under orders to arrest people, not terminate them out of hand. Captured suspects are to be handed over to the Federal Government, to vanish into the UNA prison system. This aspect of the organization may prove disturbing to some.

In the long run, Kazei Five's goal is to reduce the excesses of the corporate world. This is highly unlikely, a fact many field operatives soon come to recognize. Still, it's hoped that field operatives recruited into Kazei Five will want to do something positive, rather than sit idly by and allow the world to continue on its present course. Kazei Five's secondary goal is to make the Neo York Zero Zone livable again. This goal has a much greater chance of being realized and is a popular one with many field operatives.

Organization

The Kazei Five team is based on Governor's Island, located to the south of Manhattan Island. A number of buildings dot the island, including a primary residence hall, shooting range, urban combat simulator, a small airfield and a vehicle hangar. Within the residence hall are private apartments for all agents, a briefing auditorium, a medical center, research laboratories, exercise rooms, a dining hall, an armory and so on. The actual number of personnel associated with the organization is very small. Aside from a handful of field agents (in other words, the Player Characters), Kazei Five numbers perhaps no more than 50 people.

Kazei Five's organizational structure is very loose. Believing that any sort of rigid chain of command would only interfere with the team's operations, the UNA hasn't established any. The director of the Kazei Five team is a man the recruited operatives know only as "Avatar." As director, Avatar recruits new agents, acquires needed equipment and briefs the team on upcoming missions. Actual team hierarchy is left to the operatives themselves.

People

Kazei Five field operatives are recruited from a wide range of candidates. Those with law enforcement experience are preferred, as well as former corporate operatives and military personnel. About the only requirements for recruitment are that the potential operative be reasonably stable psychologically and be compatible with the team's stated goals.

Once recruited into Kazei Five, all new operatives undergo a short training period. Since most recruited operatives already have extensive combat experience, this training period only lasts about four weeks. Additional training is often of the 'on the job' variety. Once this training period is over, the operative gains the following skills and disadvantages:

KAZEI FIVE OPERATIVE PACKAGE DEAL	
Skills & Talents	**Cost**
Perk Kazei Five member	1
Contact: Avatar 11-	2
Language: Kazei Five Battle Codes	1
WF: Small Arms	2
Disadvantages	
Distinctive Feature: White belt	-5
Package Cost	**1**

The Kazei Five Perk represents the fact that Avatar supplies the characters with a base of operations, medical services, financial support and assorted codes and passes that allow them to operate more efficiently in the city. The White Belt Distinctive Feature is because all members of the Kazei Five team are required to incorporate a white belt into their costume and/or uniform. It's the only required recognizable badge of office that all operatives are required to wear.

Kazei Five Support Personnel

Avatar

Avatar is the highly mysterious director of Kazei Five. He only speaks to the team via video screens, appearing as a computer-generated image of a tall, broad-shouldered man with bronze skin, golden hair and a dark red metallic mesh suit. There is some speculation among Kazei Five operatives as to Avatar's real identity Some believe that Avatar may not be a "he," but is an "it," an advanced artificial intelligence using the team to further its own ends. Others have stated that the Avatar image is just a front for a committee, and that no *one* person is Avatar.

When meeting with his operatives, Avatar is always polite, speaking in carefully measured tones. He keeps his meetings brief and to the point, preferring to let his operatives handle their assigned missions in their own way. On the other hand, Avatar *does* expect results. He wishes to see the law enforced and criminals of all types brought to justice. This desire does not give his operatives free reign to do as they please. Avatar does not condone his operatives breaking the law themselves, committing mass slaughter or torturing suspects. To him, the ends do *not* justify the means.

Charley

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	75kg; 1½ d6 [1]
11	DEX	3	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
13	PRE	3	11-	PRE Attack: 2½d6
10	COM	0	11-	
2	PD	0		Total: 2 PD
2	ED	0		Total: 2 ED
2	SPD	-1		Phases: 6, 12
4	REC	0		
20	END	0		
19	STUN	0		

Total Characteristics Cost: 32

Movement: Running: 6"/12"

Powers & Skills

Implanted Cyberware
  Datajack: +1 with all computer related skills (such as Computer Programming), Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)

Doctor Skills:
  Perk: Licensed Doctor (1)
  Conversation 12- (3)
  KS: Medicine 14- (3)
  KS: Psychokinetics 14- (3)
  Paramedic 14- (3)
  PS: Doctor 14- (3)
  Scientist (3)
  SC: Biology 14- (2)
  SC: Genetics 14- (2)
  SC: Psychology 14- (2)

Background Skills:
  Contact: Avatar 11- (2)
  English, native (0)
  WF: Pistol (1)

Total Powers & Skills Cost: 31

Total Character Cost: 63

Disadvantages: 25+
Age
  40+ (5)
Physical Limitation
  No sense of humor (5)
Psychological Limitations
  Emotionless, dedicated to her work (15)
  Doesn't consider psychokinetics "real" people (10)
Experience: (3)

Total Disadvantage Points: 63

Notes: Charley (obviously a code name) is Kazei Five's psychokinetic expert. She holds a doctor's degree from Johns Hopkins in psychokinetic research and is an expert on esper powers (how they work, what sort of powers exist, how to detect them, etc.) Charley has spent most of her medical career researching the "how and why" of psychokinetic powers. Her attempts to unlock the secrets of such powers brought her to the attention of Avatar, who recruited her into his fledgling organization to act as an advisor. Charley wasted no time in accepted Avatar's offer, recognizing a once-in-a-lifetime chance to work with cutting edge technology and to examine unique espers and psychokinetics.

Charley is a woman totally devoted to her work. Her only real interests are her research; all other pursuits are frivolous wastes of valuable time. She is utterly lacking anything resembling a sense of humor, and generally keeps to herself. An interesting aspect of her personality is her seeming refusal to recognize a psychokinetic as a person. Instead, Charley will often refer to a psychokinetic as "the subject," even if that person is present.

Charley is in her mid-forties, of average appearance with short brown hair and dark eyes. She usually dresses in conservative suits or utilitarian jumpsuits and is always carrying a datapad or her pocket computer.

Campaign Use: Charley's primary purposes is to act as a foil and information source for the Player Characters. She is meant to go against the anime stereotype of the highly attractive (and very capable) female character. While quite knowledgeable and efficient, Charley is also rather plain looking.

When using Charley, Game Masters should remember that she is cold, calculating and efficient. She considers personal interaction and involvement to be a waste of time, has no interest informing personal relationships and has difficulty understanding such ideas a "romance" and "friendship". The Game Master may want to make this aspect of her personality the result of some form of psychosis (such as sociopathy). In general, she should be tolerated by most Kazei Five operatives, although a few may down right dislike her on general principles.

Oscar

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6 [1]
13	DEX	9	12-	OCV: 4 /DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
3	PD	1		Total: 3 PD
2	ED	0		Total: 2 ED
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	0		

Total Characteristics Cost: 36

Movement: Running: 6"/12"

Powers & Skills

Combat Training:
Martial Arts — *Judo* (11)

Maneuver	OCV	DCV	Damage
Block	+1	+3	Block, Abort
Escape	+0	+0	25 STR vs. Grabs
Takedown	+1	+1	2d6 Strike; Target Falls

Implanted Cyberware
Datajack: +2 with all computer related skills (such as Computer Programming),Requires accessible datacable (-½), Requires DNI capable computer (-0),Cybersystem (-¼) (6)

Corporate Investigator Skills:
Bureaucratics 12- (3)
Computer Programming 13- (3)
Conversation 12- (3)
Cryptography 13- (3)
High Society 12- (3)
KS: Corporate World 13- (3)
KS: Finance 13- (3)
KS: Politics 13- (3)
Skill Level: +1 with all PRE Skills (3)
Streetwise 12- (3)
Systems Operation 13- (3)

Background Skills:
Contact: Avatar 11- (2)
English, native (0)
Japanese, fluent (2)
WF: Pistols (1)

Total Powers & Skills Cost: 55

Total Character Cost: 91

Disadvantages: 50+
Psychological Limitations
Open and honest, doesn't like lies or deceitful actions (15)
Wants to "give back" to society (10)
Hunted by:
R. Scott Foundation, more powerful, NCI, Mild, 8- (15)
Experience: (1)

Total Disadvantage Points: 91

Notes: Oscar is Avatar's other code-named operative. He's an expert on corporate activities and tries to keep abreast on "who's-doing-what-to-whom" in Neo York. He spends most of his time accessing numerous databases and tracking various corporate activities.

His expertise comes from his experiences as the child of a couple of upper level corporate managers. He spent his formative years working his way up the corporate structure, and the last several working his way out again after realizing that underneath it all the corporate world ran on greed and graft. He found that backstabbing your fellow workers was a way of life, and that *who* you knew was far more important than *what* you knew. Disgusted with the image of what he could become, Oscar turned his back on the corporate way of life and never looked back.

Oscar is a relatively young man, appearing to be in his early thirties. He has an athletic build, light brown hair and green eyes; he usually dresses in casual attire. Unlike Charley, Oscar has a fine sense of humor and an open and engaging personality.

Tatsuya Sonoda

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 14-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	5		Total: PD 10
8	ED	4		Total: ED 8
4/5	SPD	7		Phases: 3, 5, 8, 10, 12
9	REC	0		
40	END	0		
35	STUN	0		

Total Characteristics Cost: 130

Movement: Running: 6"/12"
          Swimming: 2"/4"

Powers & Skills

Combat Training
Combat Skill Levels: +4 with HTH (20)
Combat Skill Levels: +2 with Combat (16)
Martial Arts — *Aikijutsu, Jujutsu, Karate, Taijutsu* (49)

Maneuver	OCV	DCV	Damage
Block/Redirect#*	+1	+3	Block, Abort
Disarm#$	-1	+1	Disarm 35 STR
Dodge*$%	+0	+5	Dodge, Abort
Escape*#	+0	+0	40 STR vs. Grabs
Hold*	-1	-1	Grab Two Limbs, 35 STR for holding on
Knifehand$%	-2	+0	½d6 HKA (1d6+1 w/STR)
Legsweep#$	+2	-1	6d6 Strike; Target Falls
Punch/Snap Kick/ Strike$#%	+0	+2	7d6 Strike
Side or Spin Kick/ Kick$%	-2	+1	9d6 Strike
Strike*	+1	+3	5d6 Strike
Takedown*#%	+1	+1	5d6 Strike; Target Falls

Use Art with Blades, Chain and Rope Weapons, Karate Weapons, Polearms, Staff
(* = Aikijutsu maneuver, # = Jujutsu maneuver,
$ = Karate maneuver   % = Taijutsu maneuver)

Implanted Cyberware
 Speed Booster: Speed +1, Cybersystem (-˘) (8)
Genetic Upgrade Powers
 Life Support: Immunity to Disease (3)
Corporate Ninja Skills
 Perception Bonus: +2 with all perception (6)
 Acrobatics 14- (3)
 Breakfall 14- (3)
 Climbing 14- (3)
 Combat Sense 13- (5)
 Concealment 12- (3)
 Full Defense Maneuver (10)
 Demolitions 11- (3)
 Electronics 11- (3)
 Lockpicking 14- (3)
 Paramedic 12- (3)
 Security Systems 12- (3)
 Shadowing 13- (7)
 Streetwise 13- (3)
 Stealth 14- (3)
 Tactics 14- (7)
 TF: Ground Vehicles, Mecha (1)
 WF: Assault Cannons, Common Martial Arts Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms (9)
Kazei Five Training
 Perk: Kazei Five Member (1)
 Contact: Avatar 13- (5)
 Kazei Five Battlecodes (1)
Background Skills
 Perk: Concealed Weapon Permit (2)
 English, completely fluent (4)
 Japanese (native) (0)
 PS: Sensei 12- (3)
 Scholar (3)
 KS: Aikijutsu 12- (2)
 KS: Analyze Style 14- (4)
 KS: Jujutsu 12- (2)
 KS: Karate 12- (2)
 KS: Martial Arts and Martial World 14- (4)
 KS: Taijutsu 12- (2)
 KS: Weapons 14- (4)

Total Powers & Skills Cost: 213

Total Character Cost: 343

Disadvantages: 100+
Distinctive Features
 Scar across face (5)
Hunted by
 Former Employers, more powerful, NCI, 8- (15)
Enhanced Characteristic Maxima (5)
Psychological Limitations
 Believes in results, the end justifies the means (20)
 Oath of Loyalty to Avatar (20)
 Perfectionist, always trying to do things "better" (10)
Rivalry with:
 Other corporate operatives (professional) (5)
Watched by
 Avatar, more powerful, NCI, 14- (15)
Experience (148)
Total Disadvantage Points: 343

Background/History: Tatsuya Sonoda is almost as big a mystery as Avatar. His genetic upgrading, martial skill and infiltration training point at his being a former corporate operative, but specific details are unknown. Currently, he is Avatar's personal agent, dealing with possible recruits and acting as a go-between between Avatar and his operatives. Tatsuya is also Kazei Five's combat trainer, instructing team members in hand-to-hand combat techniques as well as group tactics.

Personality/Motivation: Quiet and restrained, Tatsuya seems to be almost emotionless. He is driven to achieve perfection, and is constantly pushing both himself and the other operatives to their limits. In many ways this attitude makes him come across as some form of machine. Attempts by other operatives to provoke some sort of emotional response during one of Tatsuya's training sessions usually result in the hated statement of "Again, from the top!" A further aspect of this ideology is that Tatsuya believes that only results matter, and that one can and should do anything possible to achieve the desired result. It is highly likely that this attitude is why Avatar keeps Tatsuya from being an active participant in team missions.

Quote: "Too slow! You can easily shave 30 seconds off your time. Again! From the top!"

Powers/Tactics: Tatsuya is a master of unarmed combat, trained in a number of Japanese fighting arts. He is also proficient with a wide variety of weapons. Tatsuya is also a genetic upgrade, and is significantly stronger, faster and tougher than an unmodified human. This, coupled with his unparalleled hand-to-hand fighting skill, allows him to go toe-to-toe with full-body cyborgs and hold his own.

When engaged in combat, Tatsuya prefers to let his opponents defeat themselves. He will only engage the target under his own terms, and tries to avoid being forced into an unwanted confrontation. If possible, Tatsuya will strike from range, cutting down as many of the opposition as possible before enter into close combat. Tatsuya will not hesitate to use extreme measures to achieve his objective.

Appearance: Tatsuya is of obvious Asian ancestry, standing about six feet tall with a well-muscled frame, tanned skin and thick black hair. He has a long thin scar that cuts across his forehead, the bridge of his nose and under his right eye. Tatsuya usually dresses in simple paramilitary fatigues or a gi.

Campaign Use: Tatsuya is meant to be Avatar's agent in the field. A former corporate "ninja" he is an expert at infiltration and assassination. As his Psychological Limitations show, Tatsuya was more than willing to do *whatever* was needed to get a job done, and was more than happy to destroy (or kill) whatever was in his way in order to complete a job. At some point he was contacted by Avatar, who offered him a way out of his dead end lifestyle. Tatsuya, realizing that his current lifestyle virtually ensured a violent and early death, agreed. Player Characters should soon learn that "Tatsuya Sonoda" is not his real name and that Tatsuya is very close-mouthed about his past.

Yoshiyuki Matthews

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
11	CON	2	11-	
9	BODY	-2	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
3	PD	1		Total: 3 PD
3	ED	1		Total: 3 ED
2	SPD	-3		Phases: 6, 12
4	REC	0		
22	END	0		
20	STUN	0		

Total Characteristics Cost: 14

Movement: Running: 6"/12"

Powers & Skills

Implanted Cyberware
   Datajack: +1 with all computer related skills (such as
      Computer Programming), Requires accessible
      datacable (-½), Requires DNI capable
      computer (-0), Cybersystem (-¼) (3)

Mechanic Skills
   Combat Driving (3)
   Electronics (3)
   KS: Mecha 15- (6)
   KS: Vehicles 12- (3)
   Mechanics 12- (5)
   PS: Mechanic 11- (2)
   SC: Mechanical Engineering 11- (2)
   TF: Ground Vehicles, Mecha (3)

Background Skills
   Contact: Avatar 11- (2)
   English, native (0)
   Japanese, fluent w/accent (3)
   Streetwise 11- (3)
   WF: Pistol (1)

Total Powers & Skills Cost: 39

Total Character Cost: 53

Disadvantages: 25+

Psychological Limitations
   Mecha freak; Loves to examine and tinker with
      vehicles and mecha of all sorts (15)
   Totally devoted to Temple (10)
   Experience: (3)

Total Disadvantage Points: 53

Notes: Yoshiyuki (a.k.a. "Yoshi") is Kazei Five's mechanic and driver. He is an open and friendly sort, but at times acts a bit immature. He is the one Kazei Five operative that Player Characters will find in the Zone, as he likes to go there and visit the various night clubs. Its Yoshi's job to service the team's various vehicles — this includes several hovercraft, a dropship, mecha and a large armored cargo hauler (used for covert missions in the Zero Zone). Yoshi is a true and total gearhead, as well as a storehouse of knowledge on just about anything that moves. He tends to be possessive of "his" vehicles however (in other words, anything under his care) and certainly won't appreciate and Player Characters (or anyone else for that matter) tinkering with any of the team's vehicles.

Yoshiyuki is a young man of mixed ancestry, with short black hair, approximately 23 years old. As can be expected from his job description, his usual mode of dress is grease-stained overalls. He has a datajack for communication with diagnostic computers. Since Temple's arrival he has gone to great lengths to be as clean and neat as possible whenever she is around.

Author's Note: In the author's campaign, Yoshi became Temple's lover. This situation brought mixed reactions from the Player Characters. Several thought that Yoshi was "using" Temple (since as a synthetic she couldn't say "no"), while others decided it was the other way around. Temple knew *exactly* what she was doing. It quickly became obvious that if Temple showed even the slightest interest in an article of clothing, Yoshi would but it for her. "Do you like my outfit? Yoshi bought it for me." became a running gag throughout the campaign.

Campaign and Gamemaster's Notes: Kazei Five is meant to be an unconventional sort of organization, a staple of many anime and manga. New recruits are contacted by Avatar, often through e-mail or a video interface set up by Tatsuya Sonoda. Once Avatar is satisfied that the new applicant is acceptable, he will then inform the other field operatives and allow them to discuss the matter. Afterwards, two or three field operatives are sent to meet with the possible new recruit. If they are satisfied with the results of the meeting, he's in.

New recruits are brought directly to the Governor's Island base. There, they are shown their living quarters, given a tour of the base facilities and allowed to settle in. Afterwards, field operative training begins. This includes hand-to-hand combat training, firearms instruction and small unit tactics drills. Operatives with psychokinetic powers will be asked to demonstrate the nature of extent of their powers of evaluation by team leaders. Other training, in Security Systems, Lockpicking, Electronics and other relevant intrusion skills is possible.

Getting on and off the island can be done in a variety of ways. The base has a few small boats, a helicopter (or two), vector-thrust aircars, hovercraft and a large armored dropship (for missions over the Zone). Psychokinetic characters can usually fly or teleport to either downtown Manhattan or into the Zone.

EQUIPMENT

Armor

The most common form of defense in Kazei Five is physical body armor. Made from a number of different materials, including Kevlar weaves, armored plastics and ceramics, armor comes in a variety of styles. Due to the nature of the anime genre, rules concerning mass and encumbrance are not used. Regardless of what sort of armor anime characters wear, it never seems to slow them down! On the other hand, all of the armor listed has been created with the limitation of "Real Armor", representing that the armor takes more than one phase to put on or take off, can get uncomfortable to wear in hot weather or for extended periods, can interfere with swimming and so on.

Armor Table

Armor	DEF
Light Plastic	1
Acrylic Plastic	2
Leather	2
Synthleather	2
Armor Cloth, Light	3
Reflect	+3 ED
Armor Cloth, Medium	4
Fiberglass	4
Armor Cloth, Heavy	5
Resin Bonded Armor Cloth	6
Graphite Ceramic	6
Reflect, Heavy	+6 ED
Ceramic Bonded Armor Cloth	7
Ceramic Plate Armor, Light	8
Ceramic Plate Armor, Medium	9
Ceramic Plate Armor, Heavy	10

Armor Descriptions

Light Plastic: A transparent lightweight polymer, usually used to make helmet visors and face plates. Often tinted to provide defense versus Flash Attacks.

Acrylic Plastic: A stronger, more durable polymer, Acrylic is transparent as well. It is often used to make face plates and can be tinted.

Leather: This is simple cowhide, treated and dyed before being sewn together into some form of clothing. Although it provides some protection against knives and other melee weapons, it offers no protection from firearms of any sort. (This is a -˚ Limitation.)

Synthleather: A leather look-alike made from synthetic materials. Virtually identical to normal leather, synthleather's only real advantage is in price, which is significantly less than real leather.

Armor Cloth: Made from Kevlar, a synthetic fiber, the resulting material is very flexible and externally indistinguishable from normal clothing. Also known as ballistic cloth, armor cloth is used to make a wide variety of clothing, including jackets, vests, pants and boots. Providing excellent all-around protection from firearms, it only offers ˚ value versus cutting attacks (such as knives and other bladed weapons) and energy weapons (such as lasers and blasters). Since such weapons are uncommon, this is only a -˘ Limitation.

Reflect: A highly reflective coating designed to disperse coherent light, it also renders laser sights useless, since the targeting dot is dispersed (or misplaced) by the reflective surface. Reflect can only be applied to rigid armors.

Fiberglass: A spun glass resin that can be vacuum-molded into shape. Usually used to make ballistic plates and helmets.

Resin Bonded Armor Cloth: This is normal armor cloth that has been bonded with a strengthening resin. The result is a material that is less flexible then normal armor cloth, but provides full defense against cutting and energy weapons.

Graphite Ceramic: Comprised of bonded ceramic plates, this material is used to make helmets and heavy body armor.

Ceramic Bonded Armor Cloth: This is armor cloth that has been set with ceramic plates made from bonded graphite (also known as ballistic plates).

Ceramic Plate Armor: This is heavy armor composed of articulated, interlocking graphite ceramic plates. This is the heaviest, non-powered armor available, providing excellent protection against a wide variety of weapon types.

Armor Locations

When creating any form of body armor that doesn't fully cover the wearer, a "Limited Coverage" Limitation should be applied. This Limitation is determined by figuring the total number of locations covered by the armor. Refer to the chart below to final value of the Limitation.

When wearing different types of armor that overlap the same location, only the highest DEF value for any one location is to be used as a defensive value against attacks. If wearing body armor that overlaps a location that is protected by any form of cyberarmor (such as Subdermal Plating), then the DEF values are totaled together to determine the total defense versus attacks.

Number of Locations covered	Limitation
1 or 2	-2
3	-1½
4	-1¼
5 to 7	-1
8 to 12	-¾
13 or 14	-½
15	-¼

Sample Armor Types

Name	Loc	DEF	Pts.	Notes
Leather				0 value vs. guns (-½)
Boots	16-18	2	2	IIF
Jacket	7-12	2	2	IIF
Pants	13-16	2	2	IIF
Armor Cloth Clothing				
Boots	16-18	3	3	IIF
Jacket	7-12	4	4	IIF
Jacket, Lined	7-12	4/7	11	OIF, 1
Long Coat	7-16	4	5	IIF, Western "duster" style
Long Coat, Lined	7-16	4/7	11	OIF, 1
Pants, Light	13-16	3	3	IIF
Pants, Med.	13-16	4	4	IIF
Pants, Hvy.	13-16	5	5	IIF
Vest	9-12	5	5	IIF
Vest, Lined	9-12	7	8	IIF, 1
Body Armor				Worn under clothing
Light	var	4	var	IIF, Loc 9-12, 9-14 or 7-17
Medium	var	5	var	IIF, Loc 9-12, 9-14 or 7-17
Heavy	var	6	var	IIF, Loc 9-12, 9-14 or 7-17
Clamshell Vest				Paramilitary & Security gear
Light	9-13	8	9	OIF
Medium	9-13	9	10	OIF
Heavy	9-13	10	11	OIF
Heavy Armor				Paramilitary & Security gear
Helmet, Light	4-5	4	3	OIF
Helmet	4-5	6	5	OIF
Helmet, Security	4-5	8	8	OIF, 2
Helmet, Full	3-5	10	9	OIF, 3
Security Armor, Lt.	6-18	6	8	OIF
Security Armor, Med.	6-18	7	9	OIF
Security Armor, Hvy.	6-18	8	11	OIF
Light Ballistic Armor	6-18	9	12	OIF, see below
Complete Ballistic Armor	6-18	10	13	OIF, see below

1) The Lined Jacket, Lined Coat and Lined Vest have been lined with ballistic plates that cover the torso. Thus, locations 9-12 have a DEF 7 versus attacks.

2) The Security Helmet comes with a armored faceplate, it is DEF 2, and protects location 3.

3) The Full Helmet can only be worn with Light Ballistic Armor and Complete Ballistic Armor. It cannot be worn with other armors.

Name: Name of the type of armor.
Loc: Hit locations covered by the armor.
DEF: The resistant defense of the armor.
Cost: Point cost of the armor.

Armor Layering, An Optional Rule:

For a character to derive any benefit from layered armor, the outer layer of armor must have a DEF equal to or greater than the inner layer of armor. If this is so, then the character may apply ° of the DEF of the inner layer of armor to the DEF of the outer layer of armor to find his total DEF vs. attacks.

Example: *Temple is wearing Heavy Body Armor (DEF 6, locations 7-17), and over that a Light Clamshell Vest (DEF 8, locations 9-13). Since the Clamshell Vest has a DEF greater than her Heavy Body Armor, she can add ° of the Body Armor's 6 DEF to the Clamshell Vest's DEF of 8, giving her a total DEF of 11 in locations 9-13.*

If using this rule, common sense must be applied to the question of what armor can be worn with what other armor. Coats and Jackets go over Vests; Clamshell Vests fit easily over Body Armor, but are to bulky to be worn with anything else, and nothing can be worn in combination with any from of Heavy Armor.

Notes: The focus limitation for the armor is given first, followed by any additional information. Further information is giving in the footnotes and full descriptions found at the end of the armor section.

Leather

Commonly worn by gangers and ganger wannabes, leather is the choice of those that want to appear tough yet fashionable. Coming in an assortment of colors, the clothing is usually decorated with a variety of chains and zippers.

Boots
Power: 2 DEF Armor
Modifiers: 0 Value vs. Guns (-½), Coverage 16-18 (-1½), IIF (-¼), Real Armor (-¼)
Active Cost: 6 pts.
Real Cost: 2 pts.

Jacket
Power: 2 DEF Armor
Modifiers: 0 Value vs. Guns (-½), Coverage 7-12 (-1), IIF (-¼), Real Armor (-¼)
Active Cost: 6 pts.
Real Cost: 2 pts.

Pants
Power: 2 DEF Armor
Modifiers: 0 Value vs. Guns (-½), Coverage 13-16 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 6 pts.
Real Cost: 2 pts.

Armor Cloth Clothing

The most common choice for personal body armor , the armor cloth is tailored to resemble normal everyday clothing. A wide variety of makes and styles are available, from long Western-style dusters to more traditional vests, jackets, pants and boots. Certain styles are set with rigid plates for additional protection, usually at the expense of subtlety. Armor cloth clothing is found in all levels of society, and is considered standard dress among some of the corporate elite.

Boots
Power: 3 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 16-18 (-1½), IIF (-¼), Real Armor (-¼)
Active Cost: 9 pts.
Real Cost: 3 pts.

Jacket
Power: 4 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-12 (-1), IIF (-¼), Real Armor (-¼)
Active Cost: 12 pts.
Real Cost: 4 pts.

Jacket, Lined
Power: 7 DEF Armor in locations 9-12 /4 DEF Armor in locations 7-8
Modifiers: Coverage 9-12 (-1¼), OIF (-½), Real Armor (-¼), ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-8 (-2), OIF (-½), Real Armor (-¼)
Active Cost: 21 pts.
Real Cost: 11 pts.

Long Coat
Power: 4 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-16 (-¾), IIF (-¼), Real Armor (-¼)
Active Cost: 12 pts.
Real Cost: 5 pts.

Long Coat, Lined
Power: 7 DEF Armor in locations 9-12 /4 DEF Armor in locations 7-8 & 13-16
Modifiers: Coverage 9-12 (-1¼), OIF (-½), Real Armor (-¼) / ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-8 & 13-16 (-¾), OIF (-½), Real Armor (-¼)
Active Cost: 21 pts.
Real Cost: 11 pts.

Pants, Light
Power: 3 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 13-16 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 9 pts.
Real Cost: 3 pts.

Pants, Medium
Power: 4 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 13-16 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 12 pts.
Real Cost: 4 pts.

Pants, Heavy
Power: 5 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 13-16 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 15 pts.
Real Cost: 5 pts.

Vest
Power: 5 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 9-12 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 15 pts.
Real Cost: 5 pts.

Vest, Lined
Power: 7 DEF Armor
Modifiers: Coverage 9-12 (-1¼), IIF (-¼), Real Armor (-¼)
Active Cost: 21 pts.
Real Cost: 8 pts.

Body Armor

Made from traditional armor cloth, body armor is designed to be worn under regular clothing. More flexible and closer-fitting than armor cloth clothing, it comes in a variety of styles and weights. Body armor is often worn by bodyguards, undercover officers and private investigators as well as those engaged in industrial espionage and similar activities.

Light
Power: 4 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-½), Coverage 9-12 (-1¼) /9-14 (-1) /7-17 (-¾), IIF (-¼), Real Armor (-¼)
Active Cost: 12 pts.
Real Cost: 4/4/5 pts.

Medium
Power: 5 DEF Armor
Modifiers: ½ Value vs. Cutting/Energy Attacks (-½), Coverage 9-12 (-1¼) /9-14 (-1) /7-17 (-¾), IIF (-¼), Real Armor (-¼)
Active Cost: 15 pts.
Real Cost: 5/5/6 pts.

Heavy
Power: 6 DEF Armor
Modifiers: Coverage 9-12 (-1¼) /9-14 (-1) / 7-17 (-¾), IIF (-¼), Real Armor (-¼)
Active Cost: 18 pts.
Real Cost: 6/7/8 pts.

Clamshell Vest

This is a heavy vest formed from close-fitting ceramic plates. It hinges over the shoulders and locks along each side. Designed to be worn over clothing, clamshell vests are used extensively by mercenary and security forces.

Light
Power: 8 DEF Armor
Modifiers: Coverage 9-13 (-1), OIF (-½), Real Armor (-¼)
Active Cost: 24 pts.
Real Cost: 9 pts.

Medium
Power: 9 DEF Armor
Modifiers: Coverage 9-13 (-1), OIF (-½), Real Armor (-¼)
Active Cost: 27 pts.
Real Cost: 10 pts.

Heavy
Power: 10 DEF Armor
Modifiers: Coverage 9-13 (-1), OIF (-½), Real Armor (-¼)
Active Cost: 30 pts.
Real Cost: 11 pts.

Heavy Armor

This type of armor is primarily used by security forces, paramilitary units and mercenaries. Security suits come in three styles and are commonly used by police forces. Light Ballistic Armor and Complete Ballistic Armor are used by special forces units and those engaged in full open combat.

Helmet, Light
Power: 4 DEF Armor
Modifiers: Coverage 4-5 (-2), OIF (-½), Real Armor (-¼)
Active Cost: 12 pts.
Real Cost: 3 pts.
Options: Transceiver (Radio Listen & Transmit) +3pts.

Helmet
Power: 6 DEF Armor
Modifiers: Coverage 4-5 (-2), OIF (-½), Real Armor (-¼)
Active Cost: 18 pts.
Real Cost: 5 pts.
Options: Transceiver (Radio Listen & Transmit) +3pts.

Helmet, Security
Power: 8 DEF Armor/ 2 DEF Armor (faceplate)
Modifiers: Coverage 4-5 (-2), OIF (-½), Real Armor (-¼)/Coverage 3 (-2), OIF (-½), Real Armor (-¼)
Active Cost: 30 pts.
Real Cost: 8 pts.

Options: Magnification Lens (+2 Telescopic Vision) +2pts.; Low-Light (UV) vision +3pts.; Thermographic (IR) vision +3pts.; Transceiver (Radio Listen & Transmit) +3pts.; Respirator (Life Support) 3pts.; Chemical Seal (Self-contained Breathing) +7pts.

Helmet, Full
Power: 10 DEF Armor
Modifiers: Coverage 3-5 (-1½), OIF (-½), Real Armor (-¼)
Active Cost: 30
Real Cost: 9
Options: Magnification Lens (+2 Telescopic Vision) +2pts.; Low-Light (UV) vision +3pts.; Thermographic (IR) vision +3pts.; Transceiver (Radio Listen & Transmit) +3pts.

Security Armor, Light
Power: 6 DEF Armor
Modifiers: Coverage 6-18 (-½), OIF (-½), Real Armor (-¼)
Active Cost: 18 pts.
Real Cost: 8 pts.

Security Armor, Medium
Power: 7 DEF Armor
Modifiers: Coverage 6-18 (-½), OIF (-½), Real Armor (-¼)
Active Cost: 21 pts.
Real Cost: 9 pts.

Security Armor, Heavy
Power: 8 DEF Armor
Modifiers: Coverage 6-18 (-½), OIF (-½), Real Armor (-¼)
Active Cost: 24 pts.
Real Cost: 11 pts.

LBA (Light Ballistic Armor)
Power: 9 DEF Armor
Modifiers: Coverage 6-18 (-½), OIF (-½), Real Armor (-¼)
Active Cost: 27 pts.
Real Cost: 12 pts.
Options: Life Support (Self-contained breathing, Immune to vacuum/high pressure) OIF: Vacuum Seal & Air Tank (-½), One 4 hour charge (-¼): Active 15/Real 8pts. Invisibility vs. IR vision, Only creates -5 PER to see user with IR vision (-½), OIF: Chillcan (-½), One 24 hour charge (-0): Active 20/Real 10pts.

CBA (Complete Ballistic Armor)
Power: 10 DEF Armor
Modifiers: Coverage 6-18 (-½), OIF (-½), Real Armor (-¼)
Active Cost: 30 pts.
Real Cost: 13 pts.
Options: Life Support (Self-contained breathing, Immune to vacuum/high pressure) OIF: Vacuum Seal & Air Tank (-½), One 4 hour charge (-¼): Active 15/Real 8pts. Invisibility vs. IR vision, Only creates -5 PER to see user with IR vision (-½), OIF: Chillcan (-½), One 24 hour charge (-0): Active 20/Real 10pts.

WEAPONS KEY

Name: Name of the weapon including manufacturer and model number.

Cal: Caliber of the weapon, measured in fractions of an inch or millimeters.

OCV: The weapon's OCV modifier.

RMod: The weapon's Range Modifier.

Damage: Damage done by the weapon. All figures are killing damage unless otherwise specified. Damage expressed as (xd6) indicates normal damage. If a melee weapon, this damage is considered to be dice of Hand Attack.

Stun: This is the Stun modifier for the weapon applied against a base of 1d6-1, or the Stun value on the hit location chart.

Shots: Number of shots the weapon has. The machine guns can usually use a variety of magazine sizes or belt-fed ammunition; the number of shots given is typical value. Most modern assault rifles and machine guns have an LED display showing the current number of rounds in the weapon.

STR: This is the minimum STR needed to use the weapon properly. It is a -¼ limitation for ranged weapons, and a -½ limitation for HTH weapons. The STR min of pistols assumes one-handed use, -5 STR if two hands are used. Rifles presume two-handed use, +5 STR to use one-handed. Autofire weapons subtract 5 STR if fired single shot. Base STR is active points/3, but certain low-recoil or recoilless weapons have further modifiers to reflect their handling characteristics. A character is at -1 OCV for every 5 STR below the STR Min. The character also takes 1d6 normal damage for every 5 STR below the STR Min.

Points: The cost of the weapon in Real points. This cost is for the weapon as described in its listing, with options added.

Per: This is the Perception Roll Modifier to be used when someone tries to hide a gun on his person. The larger the gun, the harder it is to hide. A '—' indicates that the weapon is not concealable on one's person. This number can also be used as a negative modifier to a Concealment Roll if the character is trying to hide the gun.

Notes: Any notes about the weapon. All notes and abbreviations are explained below.

A = Automatic

ACR = Advanced Combat Rifle

AF (x) = Autofire up to x, usually means the weapon can fire 1, 3 or 5 shots.

AF3 = Autofire of 3 shots (+½)

AF5 = Autofire up to 5 shots (+½)

AF10 = Autofire up to 10 shots (+¾)

AF20 = Autofire up to 20 shots (+1)

AIWS = Advanced Infantry Weapon System

AP = 1) Armor Piercing (+½), 2) Assault Pistol

APFSDS = Armor Piercing Fin-stabilized Discarding Sabot

AUG = Automatisches Universal Gewehr

Beam = Indicates a "beam" styled Energy Blast. Unlike normal energy blasts, this attack cannot be spread and must always be fired a full power (-¼).

Bipod = weapon has a bipod that subtracts 3 from the STR min if the weapon is fired while the user is prone (Braced).

Ca = Caseless

CAWS = Close Assault Weapon System

Cz = Czechoslovakian

DC = Damage Class

E = Energy

Ent = Entangle

FA = Fusil Automatique

FE = Flechette

Flech = Flechette

FMG = Folding Machine Gun

FN = Fabrique Nationale

FS = Flash Suppressor, any weapon with a silencer is presumed to have a flash suppressor.

G = Gyrojet

Ga = Gauge

GL = Grenade launcher

H&K = Heckler and Koch

HAR = Heavy Assault Rifle

HE = High Explosive

HEAP = High Explosive Armor Piercing

K = Killing Attack

L = Long

LR = Long Rifle

LS = Laser sight. The sight projects a low-intensity laser that produces a red dot on the intended target. Bought as +1 OCV (5 pts.), +1 RMod (3 pts.), with the limitations of: Limited range (64") & use in smoke, rain, snow (-¼), OAF (-1). Final cost is 3 pts.

M = 1) Magnum 2) Medium

mm = Millimeter

N = NATO

NND = No Normal Defense (+1)

R = Russian

RAW = Rifleman's Assault Weapon

RBS = Range Based on STR (-¼)

RP = Reduced Penetration (-¼)

RR = Reduced by Range (-¼)

S = Short

S&W = Smith and Wesson

Scope = Weapon mounts a integral magnification

scope (see sights). Bought as OCV and RMod levels with the limitations: Only if Braced or Set (-½) and OAF (-1). Final cost: Scope 1: 4 pts., Scope 2: 5 pts., Scope 3: 6 pts.

Sil = Silencer. Weapon is equipped with a sound suppressor to muffle the sound of gunshots. This is bought as Invisible Power Effects: Hearing (+½), with the limitation of OAF (-1). A good rule of thumb is to apply a -5 hearing perception modifier (-3 if used Autofire) if the weapon is fired.

X = Explosion (+½)

Weapons Chart

Name	Cal	OCV	Rmod	Dmg	Stun	Shots	STR	Pts.	Per	Notes
REVOLVERS										
Freedom Arms Casull	.454	-1	+0	2d6+1	+1	5	17	16	+3	
Hudson TC-2	.45A	-1	+0	1d6+1	+1	2	10	7	+2	Dbl. barreled
Monteber M2007	9mm	+1	+0	1d6+1	+0	6	8	8	+2	
Remington Stormbreaker	15mm	-1	+1	3d6+1	+1	3	25	21	+4	
Ruger GP-125	.44M	+0	+0	2d6	+1	6	15	15	+3	
S&W Model 2019	.357M	+1	+0	1½d6	+0	6	9	10	+2	
PISTOLS										
AMT .380 Backup	.380	+1	-1	1d6	+0	5	6	6	+1	
Beretta 95R	9mm	-1	+0	1d6+1	+0	24	13	12	+2	AF3
Beretta 971	9mm	+0	+0	1d6+1	+0	10	8	8	+2	
Calico M-110	.22LR	+1	-1	1d6	+0	100	8	12	+3	
Calico M-950	9mm	+1	+0	1d6+1	+0	100	11	18	+3	
Colt MKVI	10mm	+1	+0	1½d6	+1	16	14	18	+2	
Czech Cz95	9mmCz	+1	+0	1d6+1	+0	18	9	13	+1	
H&K P29	9mmCa	+1	+1	2d6-1	+0	10	11	16	+2	LS
H&K VP100M	9mm	+1	+0	1d6+1	+0	10	8	10	+2	
H&K VP100M	9mm	+1	+1	1d6+1	+0	20	7	15	+4	w/Shoulder stock
IMI Desert Eagle .357	.357M	+1	+0	1½d6	+0	9	12	12	+3	
IMI Desert Eagle .44	.44M	+1	+0	2d6	+1	9	15	20	+2	
IMI Desert Eagle .50	.50	+1	+0	2½d6	+1	9	20	26	+3	
Jinsei Hoshoku	.44M	+0	+0	2d6	+1	10	15	18	+3	
Jinsei Hoshoku Zeta	.45M	+0	+1	2d6	+1	15	16	21	+3	
Jinsei Slivergun	Flech	+2	+2	1d6+1AP	-1	30	10	24	+2	AF5
MBA Gyrojet III	13mmG	+2	+0	2d6	+1	8	8	20	+2	
S&W Assault Pistol	12.5mmG	+1	+1	2d6	+1	8	12	21	+5	Solid round
Flechette	—	+1	+2	3d6	+0	—	—	17	—	RR&RP
HE	—	+1	+0	2d6+1	+0	—	—	21	—	1 Hex AOE
HEAP	—	+0	+1	2d6-1AP	+1	—	—	19	—	
SIG-Sauer P240	9mm	+1	+0	1d6+1	+0	10	9	8	+2	
SIG-Sauer P240	9mm	+1	+0	1d6+1	+0	15	9	9	+2	
Styer GB-100	9mm	+1	+0	1d6+1	+0	18	9	11	+3	
Ruger MkII	.40	+1	+0	1d6+1	+0	9	8	8	+1	
SUB-MACHINE GUNS										
Ares FMG	9mm	+0	+0	1d6+1	+0	32	10	15	+1/+3	AF5
Bushmaster II	5.56mm	+1	+1	2d6-1	+0	30	15	23	+4	AF5
Calico M-950A	9mm	+1	+0	1d6+1	+0	100	12	22	+3	AF5
FN PN90	4mmCa	+2	+1	1d6+1	+0	50	11	26	+3	AF10
H&K MP2030	9mm	+2	+0	1d6+1	+0	30	13	21	+4	AF5
IMI UZI II	9mm	+2	+0	1d6+1	+0	40	13	22	+4	AF5
Ingram MAC-20	.45A	+1	+0	1d6+1	+1	32	15	22	+3	AF5
Ingram MAC-21	.45A	+1	+0	1d6	+1	32	12	20	+3	AF5, Sil
Seburo C-25A	5mm	+1	+1	2d6	+0	50	13	30	+4	AF5
Sidewinder SS-2	9mm	+1	+0	1d6+1	+0	45	12	20	+4	AF5
Skorpion vz75	.32A	+1	+0	1d6	+0	35	10	15	+2	AF5
RIFLES										
Barret Model 100	.50	+1	+4	3d6	+1	14	20	40	+8	Bipod, Scope 3
Calico M-105	.22LR	+1	+0	1d6	+0	100	7	14	+6	
Calico M-951	9mm	+1	+1	1d6+1	+0	100	8	19	+6	
MBA Gyrojet Carbine II	13mmG	+2	+1	2d6+1	+1	20	12	33	+4	
TRW-LMR	5.56mm	+0	+1	2d6	+0	30	11	18	+5	
SIG 2000	.300M	+2	+3	2d6+1	+1	4	16	28	+7	Bipod, FS, Scope 3
Walther WA2030N	.300M	+2	+2	2d6+1	+1	8	15	31	+6	Bipod, FS, Scope 3

Name	Cal	OCV	Rmod	Dmg	Stun	Shots	STR	Pts.	Per	Notes
ASSAULT RIFLES										
AAI ACR	Flech	+1	+2	1½d6 AP	+0	30	15	30	+5	AF5
AIWS	5mm	+1	+0	2d6	+0	60	12	33	+6	AF5, Scope 1
AKS-101	5.54R	+2	+1	2d6-1	+1	40	16	35	+6	AF5
Colt ACR	5.56mm	+1	+2	3d6	+0	30	17	36	+5	AF5, RP
FA-MAS	5.56mm	+2	+1	2d6-1	+0	25	12	25	+6	AF5
FN-HAR	7.62N	+1	+2	2d6+1	+1	20	18	32	+7	AF5
FN-HAR	7.62N	+1	+2	2d6+1	+1	40	18	36	+7	AF5
H&K G-12	4.7mmCa	+2	+1	2d6-1	+0	50	14	34	+5	AF10, LS
Jinsei M-100	10mmCa	+2	+1	2d6AP	+1	100	19	57	+6	AF5, GL
Jinsei M-60A	10mmCa	+2	+1	2d6+1	+1	60	17	49	+5	AF5
L85A1	5.56mm	+1	+0	2d6-1	+0	30	10	26	+7	AF5, Scope 1
SA-90	4.85mm	+2	+1	1½d6	+0	20	12	29	+5	AF5, FS, Scope 1
SPIW M-93	Flech	+2	+1	1d6+1AP	-1	50	13	26	+5	AF5
Styer ACR	Flech	+1	+2	1½d6AP	+0	24	15	30	+5	AF5
Styer AUG								50		AF5, FS, LS
SMG	5.56mm	+1	+1	2d6-1	+0	30	10	26	+4	
Carbine	5.56mm	+2	+1	2d6	+0	40	13	32	+5	
Rifle	5.56mm	+2	+2	2d6	+0	40	14	34	+5	
LMG	5.56mm	+2	+2	2d6+1	+0	40	15	38	+6	Bipod
Valmet M90	5.56mm	+2	+1	2d6-1	+0	30	12	25	+6	AF5
SHOTGUNS										
AAI CAWS	Flech	+1	+1	2d6	+1	15	13	30	+5	AF5
Atchisson AG	10Ga	+2	+2	2d6	+1	20	15	37	+6	AF5
Berreta M5P	12Ga	+1	+2	2½d6	+1	8	14	22	+5	RR/RP
Bernadelli B6	12Ga	+1	+0	2½d6	+1	8	12	20	+5	RR/RP
Franchi SPAS-12	12Ga	+1	+1	2d6+1	+1	12	10	24	+5	RR/RP
Franchi SPAS-15	12Ga	+1	+1	2d6+1	+1	15	16	35	+5	AF3
Franchi SPAS-20	10Ga	+1	+2	2½d6	+1	10	20	40	+5	AF3
H&K CAWS	12Ga	+1	+2	2d6	+1	10	14	28	+5	AF5
Ithaca Stakeout	12Ga	+1	+0	2d6+1	+1	4	10	15	+4	RR/RP
Jackhammer MK4	12Ga	+1	+1	2d6	+1	10	13	27	+5	AF5
Mossberg 550	12Ga	+1	+1	2½d6	+1	7	13	21	+5	RR/RP
Neostead	12Ga	+1	+2	2½d6	+1	6/6	14	24	+4	See notes
Remington 880P	12Ga	+2	+1	2½d6	+1	8	14	22	+4	RR/RP
Machine Guns										
4.85 LSW	4.85mm	+2	+2	1½d6	+0	30	15	29	+6	AF10
Ares LMG	5.56mm	+1	+1	2d6	+0	200	13	37	+6	AF5
FN HMG	7.62mm	+1	+2	2d6+1	+1	50	25	47	+6	AF10
H&K 23E	5.56mm	+1	+2	2d6	+0	100	16	38	+6	AF10
M-134 Minigun	7.62mm	+3	+4	2d6+1	+1	500	33	57	+8	AF20
Minimi	5.56mm	+1	+1	2d6-1	+0	200	13	34	+7	AF10
Ultimax 100	5.56mm	+2	+1	2d6	+0	100	14	35	+6	AF5
HEAVY WEAPONS										
Assault Cannon, Lt	17mm	+1	+2	3d6	+1	30	21	40	+6	
Assault Cannon, Med	20mm	+1	+2	3d6+1	+1	20	24	43	+7	
Assault Cannon, Hvy	23mm	+1	+3	3½d6	+1	15	27	43	+8	
Auto-Cannon, Lt	17mm	+1	+2	3d6	+1	30	26	50	+6	AF5
Auto-Cannon, Med	20mm	+1	+2	3d6+1	+1	20	28	55	+7	AF5
Auto-Cannon, Hvy	23mm	+1	+3	3½d6	+1	15	33	55	+8	AF3
M202A1	66mm	+0	+0	3d6X	+1	4	15	48	+6	see notes
Otomo MPEW	na	+2	+6	3d6+1E	-1	20	11	33	+7	no KB
Otomo MPEW II	na	+2	+8	4d6E	-1	10	13	31	+7	no KB
RAW	140mm	+0	+0	(15d6X)	—	1	12		+4	
Whitney Morgan ASP	30mm	+1	+1	3d6+1AP	+1	100	—	68	+8	AF5
OTHER WEAPONS										
Taser	na	-1	-1	6d6NND	—	4	5	18	+2	Def is Armor
PGM Blaster	na	+1	+1	(10d6E)	—	30	12	33	+5	Beam
PGM Blaster, Hvy	na	+1	+2	(13d6E)	—	15	15	30	+6	Beam

Name	Cal	OCV	Rmod	Dmg	Stun	Shots		STR	Pts.	Per	Notes
AMMUNITION VARIANTS (SMALL ARMS)											
Armor piercing	any	+1	+0	-1DC	+0	—	—	—	—	—	AP
Discarding Sabot	any	+0	+1	-1DC	-1	—	—	—	—	—	AP
Dum-dum	any	+0	+0	+1DC	+1	—	—	—	—	—	RP
Flechette	any	+1	+2	-1DC	-1	—	—	—	—	—	
Gel	any	-1	-1	(DC)	—	—	—	—	—	—	
High Velocity	any	+0	+0	+2DC	-1	—	—	—	—	—	
Rubber	any	+0	-1	(+1DC)	—	—	—	—	—	—	
Tracer	any	+2	+0	-1DC	+0	—	—	—	—	—	2nd phase only
AMMUNITION VARIANTS (SHOTGUN & ASSAULT CANNON)											
APFSDS	any	+1	+1	-1DC	-1	—	—	—	—	—	AP
Armor piercing	any	+0	+0	-1DC	+0	—	—	—	—	—	AP
HE Pancake	any	-1	-1	(+2DC)	—	—	—	—	—	—	
High Velocity Slug	any	+0	-1	+1DC	+0	—	—	—	—	—	
Rubber	any	+0	-1	(+1DC)	—	—	—	—	—	—	
Slug (shotguns only)	any	+0	-1	DC	+1	—	—	—	—	—	
SIGHTS											
No Sights	—	—	—	na	—	—	—	—	—	—	No bonus from Brace or Set
Iron (Normal) Sights	—	—	—	na	—	—	—	—	—	—	Normal modifiers
Lvl 1 Scope	—	—	+2	na	—	—	—	—	4	+1	If Braced or Set
Lvl 2 Scope	—	+1	+2	na	—	—	—	—	5	+1	If Braced or Set
Lvl 3 Scope	—	+2	+2	na	—	—	—	—	6	+1	If Braced or Set
Laser Sight	—	+1	+1	na	—	—	—	—	3	+1	64" range
Starlight Scope	—	—	—	na	—	—	—	—	2	+1	Eliminates night mods
Infrared Scope	—	—	—	na	—	—	—	—	2	+1	Eliminates night mods
Grenade Launchers											
Armscor MGL	40mm	+1	+1	var	—	6		12	25	+7	see notes
H&K 69A1	40mm	+1	+1	var	—	1		10	18	+4	see notes
M206	20mm	+0	+1	var	—	6		—	21	+6	see notes
Grenade Rounds											
Bolo	40mm	—	—	4d6 Ent	—	1		—	15	—	Transparent
Concussive	20mm	—	—	(8d6X)	—	1		—	15	—	M206 only
Concussive	40mm	—	—	(9d6X)	—	1		—	17	—	
Fragmentation	20mm	—	—	2˚d6X	+0	1		—	15	—	M206 only
Fragmentation	40mm	—	—	3d6X	+0	1		—	17	—	
HEAT/HEAP	40mm	—	—	3d6AP	+0	1		—	17	—	AP vs. target only
M397A1	40mm	—	—	2˚d6X	+0	1		—	15	—	
M433 HEDP	40mm	—	—	2d6+1XAP	+0	1		—	17	—	
Rubber Impact	40mm	—	—	(10d6)	—	1		—	14	—	
GRENADES											
AFR-7 Flash	—	+0	+0	(6d6X)	—	1		RBS	23	—	+3d6X Flash
Concussive	—	+0	+0	(9d6X)	—	1		RBS	16	—	
Flashpak	—	+0	+0	4d6XAP	—	1		RBS	23	—	Flash
Fragmentation	—	+0	+0	3d6X	+0	1		RBS	16	—	
NICO Sound & Flash	—	+0	+0	(6d6XAP)	—	1		RBS	31	—	Stun only, +2d6XAP Flash
SEC Fragmentation	—	+0	+0	2½d6X	+1	1		RBS	19	—	

WEAPONS DESCRIPTIONS

Revolvers

Freedom Arms Casull — One of the largest caliber revolvers made, the Casull is a must for those who need maximum stopping power. This pistol is popular with those who have cybernetically enhanced strength, as they can easily handle the weapon's significant recoil.

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), -1 OCV (-5pts.), 5 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 52 pts.
> **Real Cost:** 16 pts.

Hudson TC-2 — Designed as to be used as an emergency backup, or hold-out pistol, the TC-2 is an unusual weapon. It has two barrels, arranged in an over-and-under pattern, and uses a break-action reloading mechanism. This arrangement means that jams and misfires are almost impossible.

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 Stun (+½), -1 OCV (-5 pts.), 2 Shots (-1½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 30 pts.
> **Real Cost:** 7 pts.

Monteber M2007 — This pistol comes from Japan, and is easily recognizable by its distinctive, heavy barrel shroud. Although it doesn't pack the punch of most other revolvers, it's reasonably accurate and the 9mm round makes it very controllable.

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV (+5 pts.), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 25 pts.
> **Real Cost:** 8 pts.

Remington Stormbreaker — The *largest* caliber handgun available today, the Stormbreaker is aptly named. Capable of stopping even combat cyberdroids, the Stormbreaker is not for the faint of heart. The sheer size of this weapon renders a conventional swing-out cylinder impractical, so it utilizes a break-action for reloading.

> **Power:** 3d6+1 RKA
> **Modifiers:** +1 Stun (+½), -1 OCV (-5 pts.), +1 RMod (+3pts.), 3 Shots (-1¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 78 pts.
> **Real Cost:** 21 pts.
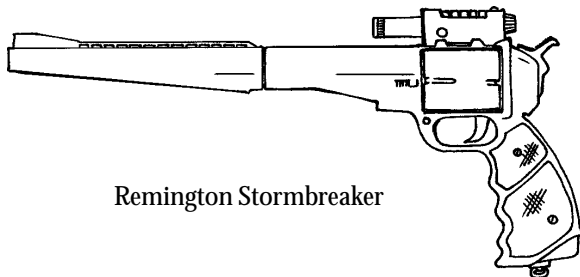
Remington Stormbreaker

Ruger GP-125 — The GP-125 is a heavy, stainless-steel revolver chambered for the .44 magnum round. It is durable, reliable and packs a powerful punch.

> **Power:** 2d6 RKA
> **Modifiers:** +1 Stun (+½), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 45 pts.
> **Real Cost:** 15 pts.

Smith and Wesson Model 2019 — Commonly found among certain police units, the 2019 is the latest refinement in Smith and Wesson's long line of combat magnum handguns.

> **Power:** 1½d6 RKA
> **Modifiers:** +1 OCV (+5 pts.), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 30 pts.
> **Real Cost:** 10 pts.

Pistols

AMT .380 Backup — This is a small, easily concealable pistol. As its name indicates, the AMT .380 is primarily used as a hold-out weapon.

> **Power:** 1d6 RKA
> **Modifiers:** +1 OCV (+5 pts.), -1 RMod (-3 pts.), 5 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 20 pts.
> **Real Cost:** 6 pts.

Beretta 95R — This weapon is a true machine pistol, capable of firing bursts of three rounds with each pull of the trigger. A collapsible handgrip in front of the trigger guard helps to stabilize the weapon during firing.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 3 (+½), -1 OCV (-5 pts.), Autofire Cannot Be Spread or Suppressed (-¼), 24 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 35 pts.
> **Real Cost:** 12 pts.

Beretta 971 — This 9mm pistol is a fairly standard representative of the average automatic pistol. It is commonly found as a civilian weapon, used for self-defense needs.

> **Power:** 1d6+1 RKA
> **Modifiers:** 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 20 pts.
> **Real Cost:** 8 pts.

Calico M-110 — The Calico series of firearms utilize a number of unconventional design concepts. These weapons all have a top-mounted clip, with the rounds loaded in a spring-wound helical fashion. A smaller, 50-round magazine is available. Due to its unusual design, these weapons are capable of being used with either hand without any difficulties.

> **Power:** 1d6 RKA
> **Modifiers:** +1 OCV (+5 pts.), -1 RMod (-3 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 31 pts.
> **Real Cost:** 12 pts.

Calico M-950

Power: 1d6+1 RKA
Modifiers: +1 OCV (+5 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
Active Cost: 40 pts.
Real Cost: 18 pts.

Colt Mark VI — A powerful automatic pistol, the Colt Mark VI is very popular with American law enforcement officers. This weapon is the standard issue sidearm for the Neo York Police Department.

Power: 1½d6 RKA
Modifiers: +1 Stun (+½), +1 OCV (+5 pts.), 16 Shots (+0), STR Minimum (-¼), OAF (-1)
Active Cost: 42 pts.
Real Cost: 19 pts.

Czech Cz95 — Descended from the famous Cz 75, the Cz 95 is a well-made, durable and accurate pistol. It is the standard military sidearm for many Eastern European armies.

Power: 1d6+1 RKA
Modifiers: +1 OCV (+5 pts.), 18 Shots (+¼), STR Minimum (-¼), OAF (-1)
Active Cost: 30
Real Cost: 13

Heckler and Koch P29 — Using the same technology that went into the design of the G-11 and G-12, Heckler and Koch created the P29, the world's first caseless pistol. Using specially designed high-pressure rounds, the P29 holds its own even when compared to certain magnum caliber pistols. Features a built-in, under-barrel lasersight.

Power: 2d6-1 RKA
Modifiers: +1 OCV (+5 pts.), +1 RMod (+3 pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 33 pts.
Real Cost: 13 pts.
Laser sight: 3 pts.
Total Cost: 16 pts.

Heckler and Koch VP100M — This German pistol utilizes a large amount of plastic in its construction, resulting in an easy to use, lightweight weapon. An optional shoulder stock is available, which increases accuracy and allows for the use of an extended clip.

Power: 1d6+1 RKA
Modifiers: +1 OCV (+5 pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 25 pts.
Real Cost: 10 pts.

Heckler and Koch VP100M with shoulder stock

Power: 1d6+1 RKA
Modifiers: +1 OCV (+5 pts.), +1 RMod (+3), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
Active Cost: 33 pts.
Real Cost: 15

IMI Desert Eagle Series — Easily recognized due to its distinctively shaped barrel, the Israeli Desert Eagle comes in several calibers, including .357 magnum, .44 magnum and .50. Although large and a bit cumbersome for those with small hands, the Desert Eagle offers unparalleled stopping power.

Desert Eagle .357M

Power: 1½D6 RKA
Modifiers: +1 OCV (+5 pts.), 9 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 30 pts.
Real Cost: 12 pts.

Desert Eagle .44M

Power: 2D6 RKA
Modifiers: +1 Stun (+½), +1 OCV (+5 pts.), 9 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 50 pts.
Real Cost: 20 pts.

Desert Eagle .50

Power: 2½D6 RKA
Modifiers: +1 Stun (+½), +1 OCV (+5 pts.), 9 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 65 pts.
Real Cost: 26 pts.

Jinsei Hoshoku — Made by the Japan-based Jinsei Corporation, these two pistols are some of the most powerful handguns available today. They are well-made, durable and available in a variety of finishes, from chrome to stainless steel and matte black.

Power: 2d6 RKA
Modifiers: +1 Stun (+½), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
Active Cost: 45 pts.
Real Cost: 18 pts.

Jinsei Hoshoku Zeta —

Power: 2d6 RKA
Modifiers: +1 Stun (+½), +1 RMod (+3 pts.), 15 Shots (-0), STR Minimum (-¼), OAF (-1)
Active Cost: 48 pts.
Real Cost: 21 pts.

Jinsei Slivergun — Firing high-velocity fin-stabilized flechettes, the Slivergun is a very accurate weapon. Capable of delivering lethal five-round bursts, the Slivergun's only major disadvantage is its lack of stopping power. A popular weapon for those who want a simple, reliable self-defense weapon.

Power: 1d6+1 RKA
Modifiers: Armor Piercing (+½), Autofire 5 (+½), -1 Stun (-¼), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
Active Cost: 61 pts.
Real Cost: 24 pts.

MBA Gyrojet III — Utilizing self-propelled rocket rounds, the MBA Gyrojet III offers excellent stopping power, low recoil and easy handling. Note that the pistol's unique design means that it can be safely fired underwater with no undue effects to the weapon. Due to its unique ammunition, the Gyrojet II cannot use any of the ammunition variants.

> **Power:** 2d6 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), STR Minimum (-¼), 8 Shots (-½), OAF (-1)
> **Active Cost:** 55 pts.
> **Real Cost:** 20 pts.
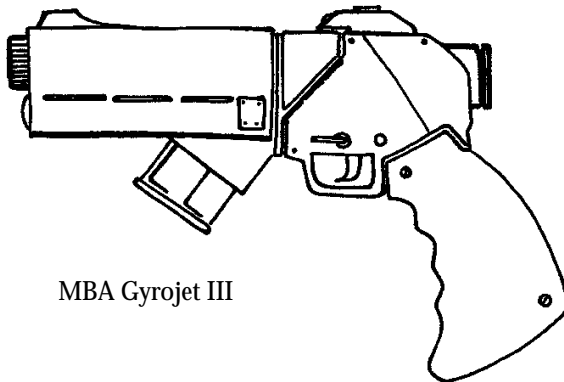
MBA Gyrojet III

Smith and Wesson Assault Pistol — This massive gyrojet pistol is prized for its ability to accept variable effect rounds, including explosive, flechette and armor piercing. These pistols are also known as anti-personnel or artificial person pistols, and are commonly carried by replicant hunters and cyborgs. Note that this pistol can only use the following rounds.

Solid Round
> **Power:** 2d6 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 58 pts.
> **Real Cost:** 21 pts.

Flechette
> **Power:** 3d6 RKA
> **Modifiers:** +1 OCV (+5 pts.), +2 RMod (+6 pts.), Reduced by Range (-¼), Reduced Penetration (-¼), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 56 pts.
> **Real Cost:** 17 pts.

High Explosive (HE)
> **Power:** 2d6+1 RKA
> **Modifiers:** Area of Effect: 1 Hex (+½), +1 OCV (+5 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 57 pts.
> **Real Cost:** 21 pts.

High Explosive Armor Piercing (HEAP)
> **Power:** 2d6-1 RKA
> **Modifiers:** Armor piercing (+½), +1 Stun (+½) +1 RMod (+3 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 53 pts.
> **Real Cost:** 19 pts.

SIG-Sauer P240 — These are high-quality Swiss automatic pistols. They are noted for being of high quality, with a close-fitting action to minimize jamming from dirt and abuse. Possibly the most accurate handgun made, the SIG-Sauer series is also very expensive.

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV, 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 20
> **Real Cost:** 8

SIG-Sauer P240
> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV, 15 Shots (-0), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 20
> **Real Cost:** 9

Styer GB-100 — Possibly the best pistol available today, the Styer GB utilizes a number of advanced features in its design, resulting in a reliable, accurate weapon that is very comfortable to use. About the only drawback to the weapon is its relatively large size. This pistol is standard issue for MegaTokyo ESWAT officers.

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV, 18 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 24
> **Real Cost:** 11

Ruger Mark II — The Ruger is a durable and accurate pistol, but not particularly exceptional in any way.

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV (+5 pts.), 9 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 20
> **Real Cost:** 8

Sub-Machine Guns

Ares Folding Machine Gun — Perfect for those who need maximum concealability, the Ares FMG can be folded into a 26x8.5x3.5cm box, and with a flip of the wrist, can be unfolded and fired in less than two seconds.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), 32 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 35 pts.
> **Real Cost:** 15 pts.

Bushmaster II — This submachine gun is specifically designed to be fired with only one hand, with the weapon braced against the user's forearm. Using the military standard 5.56mm round, this weapon is one of the most powerful submachineguns made.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 52
> **Real Cost:** 23

Calico M-950A — This is a fully automatic version of the Calico M950 pistol. A front grip has been added for increased stability.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 50 pts.
> **Real Cost:** 22 pts.

Fabrique Nationale PN 90 — This is an advanced, rapid-fire submachine gun that utilizes an in-line magazine feed to create a compact and lightweight weapon. It is very organic appearing, designed to be use with either hand. The clip is mounted on the top, as in the Calico series, but the caseless rounds lie *sideways*, allowing for the very large clip.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 10 (+¾), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 50 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 58 pts.
> **Real Cost:** 26 pts.

Heckler and Koch MP2030 — The next incarnation of H&K's MP5 series of submachine guns, the MP2030 is a compact, reliable and highly accurate weapon. Comes with integral under-barrel lasersight.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 40 pts.
> **Real Cost:** 18 pts.
> **Laser sight:** 3 pts.
> **Total Cost:** 21 pts.

IMI Uzi II — Recognized the world over, the original Uzi can be considered the first of the modern submachine guns. The Uzi II picks up where the parent model left off. It offers a larger ammunition capacity, along with such standard features as collapsible stock, and an LED readout for rounds remaining. Used the world over by military, police and terrorist forces.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 50
> **Real Cost:** 22

Ingram MAC-20 — Due to its small, box-like shape, the Ingram series ranks up with the Uzi for ease of recognition. Firing the powerful .45 ACP round, the Ingram can be used one-handed, but comes with a telescoping stock to aid in use. The Ingram comes in two varieties, the standard MAC-20, and the silenced MAC-21.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), 32 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 50 pts.
> **Real Cost:** 22 pts.

Ingram MAC-21 —

> **Power:** 1d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), Invisible Power Effects: Hearing (+½), +1 OCV (+5 pts.), 32 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 46 pts.
> **Real Cost:** 20 pts.

Seburo C-25A — This Japanese design was obviously influenced by the PN 90, with its smoothly curving, almost organic, design and bottom-mounted helical feed magazine. Extensively used by Japanese special forces, the Seburo is rapidly becoming the SMG of choice around the world.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 50 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 68 pts.
> **Real Cost:** 30 pts.

Sidewinder SS-2 — Of similar design to the Bushmaster II, the Sidewinder is designed to be a truly ambidextrous weapon. The magazine rotates to either side to accommodate right or left-handed users. It also features a sliding stock, allowing it to be fired braced against the forearm, or fired from the shoulder.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), 45 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 45 pts.
> **Real Cost:** 20 pts.

Skorpion vz75 — This small, light-weight machine pistol is easily fired one-handed. Meant to be used by vehicle crews, it can be carried in a shoulder holster without difficulty. A popular street weapon.

> **Power:** 1d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), 35 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 35 pts.
> **Real Cost:** 15 pts.

Rifles

Barret Model 100 — This is a large, heavy rifle, firing a 12.7mm round normally found in heavy machine guns. It is an excellent sniper weapon, and can punch through all types of non-powered body armor. It is also capable of damaging powered armor, mecha and lightly armored vehicles. Comes with a bipod and a built in scope.

> **Power:** 3d6 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +4 RMod (+12 pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-½)
> **Active Cost:** 84 pts.
> **Real Cost:** 34 pts.
> **Scope:** 6 pts.
> **Total Cost:** 40 pts.

Calico M-105 — Full-sized, shoulder-fired versions of the Calico weapons series. These weapons feature either a full-length or folding stock. They are light in weight, easy to fire, and have an enormous ammo capacity.

> **Power:** 1d6 RKA
> **Modifiers:** +1 OCV (+5 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 31 pts.
> **Real Cost:** 14 pts.

Calico M-951

> **Power:** 1d6+1 RKA
> **Modifiers:** +1 OCV (+5 pts.), +1 RMod (+3 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 43 pts.
> **Real Cost:** 19 pts.

MBA Gyrojet Carbine — The full-sized, shoulder-fired version of the MBA gyrojet pistol, the MBA carbine offers a larger ammunition capacity as well as better stopping power. It also has the advantages of almost nonexistent recoil, as well as the ability to be fired underwater. Due to its unique ammunition, the Gyrojet Carbine cannot use any of the ammunition variants.

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 74 pts.
> **Real Cost:** 33 pts.

TRW Low Maintenance Rifle — This weapon makes use of a number of advanced, corrosion-resistant materials and finishes to create a durable, almost maintenance-free rifle that can be used in all climates. Commonly used as a survival rifle for pilots.

> **Power:** 2d6 RKA
> **Modifiers:** +1 RMod (+3 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 40 pts.
> **Real Cost:** 18 pts.

SIG 2000 — This is a highly accurate sniper rifle, with well-made precision workings. It incorporates a number of features normally found in competition target weapons, including a thumbhole pistol grip, adjustable butt and cheek plates, and a precision bipod. The weapon is also equipped with a high-powered scope and flash suppressor.

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), +3 RMod (+9 pts.), 4 Shots (-1), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 71 pts.
> **Real Cost:** 22 pts.
> **Scope:** 6 pts.
> **Total Cost:** 28 pts.

Walther WA2030N — Designed from the ground up as a sniper rifle, the WA2030N is compact, bullpup design with numerous innovative features intended to make the weapon compatible with both right and left handed firers. Included flash suppressor, bipod and targeting scope.

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 68 pts.
> **Real Cost:** 25 pts.
> **Scope:** 6 pts.
> **Total Cost:** 31 pts.

Assault Rifles

AAI Advanced Combat Rifle — This weapon is a fairly standard rifle design that uses a flechette round. Although the flechette round is not noted for having a powerful impact, it does penetrate most body armors easily. Note that the AAI ACR does use any of the ammunition variants.

> **Power:** 1½d6 RKA
> **Modifiers:** Autofire 5 (+½), Armor Piercing (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 30 pts.

Advanced Infantry Weapons System — This bullpup assault rifle is standard issue for the English military. Featuring the largest magazine of any non-caseless weapon, the AIWS also mounts a targeting scope as a standard feature.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), 60 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 65 pts.
> **Real Cost:** 29 pts.
> **Level 1 Scope:** 4 pts.
> **Total Cost:** 33 pts.

AKS-101 — This weapon is a further refinement of the AK-74 weapons system. It is a simple, durable design, noted for its ability to remain in working condition regardless of the environment. The AKS-101 is the standard assault rifle of many Eastern European countries.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 80 pts.
> **Real Cost:** 35 pts.

Colt Advanced Combat Rifle — This weapon appears to be a stripped down version of the original Colt M-16. Meant as a replacement for the M-16, the Colt ACR's primary feature is its use of specially designed duplex rounds. Each shot actually fires two rounds that impact the target virtually simultaneously. This design has proven to be highly effective versus unarmored targets. Note that the Colt ACR does not use any of the ammunition variants.

> **Power:** 3d6 RKA
> **Modifiers:** Autofire 3 (+½), +1 OCV (+5 pts.), +6 RMod (+6 pts.), 30 Shots (+¼), Reduced Penetration (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 90 pts.
> **Real Cost:** 36 pts.

Fusil Automatique MAS — This weapon is used by the French armed forces. It is a relatively standard bullpup weapon, making extensive use of light-weight alloys and plastics in its construction.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 25 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 57 pts.
> **Real Cost:** 25 pts.

Fabrique Nationale HAR — The most recent development of the famous FN-FAL, the FN-HAR is a large, heavy battle rifle that uses the high-powered 7.62mm round. The durability and robustness of this rifle is best represented by the fact that original design is over 80 years old!

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 72 pts.
> **Real Cost:** 32 pts.

Fabrique Nationale HAR

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 81 pts.
> **Real Cost:** 36 pts.

Heckler and Koch G-12 — The G-12 is the current production model of the famous G-11 rifle. The first weapon to utilize caseless ammunition, the G-12 is considered to be a revolutionary design. It is of bullpup configuration, with a box-shaped appearance unlike that of all other assault rifles. The G-12 is noted for it's high rate of fire, large ammunition capacity, and general immunity to jams and misfires.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 10 (+¾), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 50 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 69 pts.
> **Real Cost:** 31 pts.
> **Laser Sight:** 3 pts.
> **Total Cost:** 34 pts.

Jinsei M-100 Pulse Rifle — This massive battle rifle is unarguably the most advanced of its kind. Utilizing specially designed explosive-tipped caseless rounds, the M-100 carries twice as much ammunition as it's chief rival, the G12. It also features a pump-action over-and-under grenade launcher, using specially designed, high-yield 20mm grenades. Rumor has it that this was the rifle that Mitsumi had in mind when they designed their Puma Class Security Synthetic. Note that the M-100 does not use any of the ammunition variants.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), Armor piercing (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 113 pts.
> **Real Cost:** 50 pts.

Grenade Launcher

> **Power:** 8d6 EB (physical)
> **Modifiers:** Explosion (+½), +2 RMod (+6 pts.), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 66 pts.
> **Real Cost:** 22 pts.

The weapon is bought as a Multipower, costing 50 pts., with two ultra slots. Slot one (rifle) costs 5 and slot two (launcher) costs 2 points.

> **Total Cost:** 57 pts.

Jinsei M-60 Pulse Rifle — A slightly smaller and lighter version of the M-100, this rifle omits the grenade launcher for an integral laser sight, and uses a reduced magazine size. The M-60 is standard armament for MegaTokyo's SWAT teams. Note that the M-60 does not use any of the ammunition variants.

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 60 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 103 pts.
> **Real Cost:** 46 pts.
> **Laser sight:** 3 pts.
> **Total Cost:** 49 pts.

L85A1 — The L85A1 is a British assault rifle, and one of the first to utilize the bullpup design. Although mostly replaced by the AIWS, this weapon is still in use by the security divisions of several British corporations. The SA-90 is an identical weapon, but it utilizes the 4.85mm round. Both weapons mount a targeting scope as standard equipment.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 49 pts.
> **Real Cost:** 22 pts.
> **Level 1 Scope:** 4 pts.
> **Total Cost:** 26 pts.

SA-90

> **Power:** 1½d6 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 57 pts.
> **Real Cost:** 25 pts.
> **Level 1 Scope:** 4 pts.
> **Total Cost:** 29 pts.

Special Purpose Infantry Weapon M-93 — The M-93 fires fin stabilized darts or flechettes. This allows for a large ammunition capacity as well as excellent armor penetration capabilities. The M-93 does not use any of the ammunition variants.

> **Power:** 1d6+1 RKA
> **Modifiers:** Autofire 5 (+½), Armor Piercing (+½), -1 Stun (-¼), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 50 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 66 pts.
> **Real Cost:** 26 pts.

Styer Advanced Combat Rifle — Similar in design to the M-93, the Styer ACR also fires flechette rounds, achieving excellent armor penetration. Note that the Styer ACR does not use any of the ammunition variants.

> **Power:** 1½d6 RKA
> **Modifiers:** Autofire 5 (+½), Armor Piercing (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 30 pts.

Styer Automatisches Universal Gewehr CSL — This is an advanced weapons design utilizing interchangeable barrels to combine several weapons in one. It is built as a bullpup configuration, making extensive use of plastics and aluminum to hold down weight. The carrying handle incorporates a simple gunsight, a laser sight is mounted under the barrel, the magazine is made from a high-impact transparent plastic, and the stock can be colored to fit the user's tastes. By changing the barrels, the weapon can be converted from a submachine gun, carbine, assault rifle, or light machine gun. Due to its flexibility, ease of portability, and inherent ruggedness, the Styer AUG is very popular with corporate security forces.

SMG

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 58 pts.
> **Real Cost:** 26 pts.

Carbine

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 73 pts.
> **Real Cost:** 32 pts.

Assault Rifle

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 76 pts.
> **Real Cost:** 34 pts.

LMG

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 40 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 86 pts.
> **Real Cost:** 38 pts.

The weapon should be bought as a four (ultra) slot Multipower, with each weapon configuration being one of the four slots. The Multipower has the limitation of "Full phase to switch slots" (-½). Base cost for the Multipower is 38 points. Slots costing (in order from SMG to LMG), 2pts., 2pts., 2pts. and 3pts.

> **Laser sight:** 3 pts.
> **Total Cost:** 50 pts.

Valmet M90 — The M90 is the standard rifle of the Finnish military. As with all other modern assault rifles, it is a bullpup design, incorporating high-impact plastics in its design. It's noted as a rugged and dependable weapon.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 57 pts.
> **Real Cost:** 25 pts.

Shotguns

AAI Close Assault Weapons System — Firing bursts of high-velocity flechettes, the AAI CAWS is popular among security forces for its devastating effects on unarmored targets. Resembling a standard assault rifle, the AAI CAWS can be adapted to fire normal 12 gauge shotgun ammunition.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½),+1 OCV (+5 pts.), +1 RMod (+3 pts.), 15 Shots (+0), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 68 pts.
> **Real Cost:** 30 pts.

Atchisson Assault Gun — Using 10 Gauge Magnum rounds, the Atchisson is known on the street as the "Room Broom." It's usually said to have two settings, "single shot" and "full auto slaughter."

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 83 pts.
> **Real Cost:** 37 pts.

Beretta MP5 — This box-fed shotgun resembles an assault rifle in layout, and can either be fired in semi-automatic or pump action mode. The MP5 comes with a folding stock that serves as a carrying handle when collapsed.

> **Power:** 2½d6 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 71 pts.
> **Real Cost:** 22 pts.

Bernadelli B6 — This weapon resembles the Beretta MP5 closely, being a box-fed shotgun laid out in classic assault rifle fashion. It features a folding stock as well, and is switchable from manual action to semi-automatic firing. Both the MP5 and the B6 are popular weapons with law enforcement agencies.

> **Power:** 2½d6 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +1 OCV (+5 pts.), 8 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 65 pts.
> **Real Cost:** 20 pts.

Franchi Special Purpose Automatic Shotgun — This is a line of distinctively styled combat shotguns. Capable of either fully automatic, or pump action firing, the SPAS series shotguns are massive, heavy weapons offering unequaled fire power. These weapons are very popular with corporate operatives and street samurai.

SPAS-12

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 12 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 24 pts.

SPAS-15

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 3 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 15 Shots (-0), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 78 pts.
> **Real Cost:** 35 pts.

SPAS-20

> **Power:** 2½d6 RKA
> **Modifiers:** Autofire 3 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 91 pts.
> **Real Cost:** 40 pts.

Heckler and Koch Close Assault Weapons System — Designed along similar lines as the AAI CAWS, this weapon is a bullpup design and fires a specialized high-pressure 12 gauge round. Unlike the AAI-CAWS, The Heckler and Koch cannot fire normal shotgun ammunition.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 71 pts.
> **Real Cost:** 28 pts.

Ithaca Stakeout M-20 — This is a short-barreled, pump action shotgun with a pistol grip. It can easily be hidden under a coat or jacket and is a popular weapon with undercover operatives.

> **Power:** 2d6+1 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +1 OCV (+5 pts.), 4 Shots (-1), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 57 pts.
> **Real Cost:** 15 pts.

Jackhammer Mark 4 — This unusual-looking weapon utilizes a bullpup layout in its design. Designed to fire standard magnum buckshot loads, the Jackhammer uses an ammunition cassette mounted in the stock of the weapon. This keeps problems associated with barrel heat melting the plastic shell casings in the chamber to a minimum. The Jackhammer is a very rugged weapon, made mostly from high-impact plastics.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 10 Shots (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 68 pts.
> **Real Cost:** 27 pts.

Mossberg 550 — The 550 is a standard, pump-action shotgun with a detachable stock and pistol grip. It is commonly used by law enforcement agencies.

> **Power:** 2½d6 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 7 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 68 pts.
> **Real Cost:** 21 pts.

Neostead — The Neostead utilizes a revolutionary magazine system that sets two six-round magazines side-by-side. A simple flick of a lever and the user can switch from one magazine to another!

> **Power:** 2½d6 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 71 pts.
> **Real Cost:** 20 pts.

The weapon is bought as a two (ultra) slot Multipower, with each magazine being one of the two slots. Base cost for the Multipower is 20 points, slots costing 2 pts. each. Note that the example given above presumes normal shotgun shells, other options are possible.

> **Total Cost:** 24 pts.

Remington 880P — The 880P is descended from the 870P, a design that dates back to the 1950s. As can be expected, the 880P is a rugged and reliable weapon, well-made and durable. The 880P is a pump action weapon with a folding shoulder stock. This weapon is standard issue to Neo York police officers.

> **Power:** 2½d6 RKA
> **Modifiers:** +1 Stun (+½), Reduced by Range (-¼), Reduced Penetration (-¼), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 7 Shots (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 73 pts.
> **Real Cost:** 22 pts.

Machine Guns

4.85 Light Support Weapon — This weapon is an adaptation of the L84A1 assault rifle. Such additions as a heavier, heat-resistant barrel and folding bipod allow it to operate in the role of a light machine gun. Its only real drawback is the weapon's small ammunition capacity.

> **Power:** 1½d6 RKA
> **Modifiers:** Autofire 10 (+¾), +2 OCV (+10 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 66 pts.
> **Real Cost:** 29 pts.

Ares Light Machine Gun — A rugged and durable design, the Ares LMG is a common weapon among the world's mercenary forces. Lightweight enough to be fired as a rifle, the Ares LMG uses a large ammunition bin mounted under the weapon to hold as many as 200 rounds.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 200 Shots (+1), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 83 pts.
> **Real Cost:** 37 pts.

Fabrique Nationale Heavy Machine Gun — Possibly the most common heavy machine gun in the world, the FN-HMG is a well-made and reliable design. It is representative of a number of different designs, the differences being mainly in ammunition capacity and rate of fire.

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 10 (+¾), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 50 Shots (+½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 107 pts.
> **Real Cost:** 47 pts.

Heckler and Koch 23E — Utilizing the design efficiency one would expect from Heckler and Koch, the 23E is a sturdy, well-designed light machine gun common among European forces.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 10 (+¾), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 86 pts.
> **Real Cost:** 38 pts.

M-134 Minigun — Truly the ultimate in heavy support weapons, the M-134 boasts an astonishing rate-of-fire of over 1000 rounds a minute. Usually found mounted on attack helicopters and mecha, the M-134 can be made man portable, although only the strongest of cybernetically enhanced individuals can hope to deal with the weapon's large ammunition requirements and extreme torque. Note that the weapon usually comes with belted ammunition in multiples of 500 rounds.

> **Power:** 2d6+1 RKA
> **Modifiers:** Autofire 20 (+1), +1 Stun (+½), +3 OCV (+15 pts.), +4 RMod (+12 pts.), 500 Shots (+1¼), STR Minimum (-¼), OAF, Bulky (-1½)
> **Active Cost:** 158 pts.
> **Real Cost:** 57 pts.

Minimi — The Minimi is a small light machine gun used extensively by UNA forces. Utilizing either a 200 round belt or magazine feeds, the Minimi is a very versatile weapon. This weapon, as well as the Ultimax 100, is popular with corporate mercenary forces.

> **Power:** 2d6-1 RKA
> **Modifiers:** Autofire 10 (+¾), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 200 Shots (+1), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 77 pts.
> **Real Cost:** 34 pts.

Ultimax 100 — Made by Chartered Industries of Singapore, the Ultimax 100 is a very lightweight weapon. Of rugged and durable design, the Ultimax 100 uses 100 round drums to bypass the inherent problems with long belts of ammunition. As with the Minimi, this weapon is popular with mercenary combat units.

> **Power:** 2d6 RKA
> **Modifiers:** Autofire 5 (+½), +2 OCV (+10 pts.), +1 RMod (+3 pts.), 100 Shots (+¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 80 pts.
> **Real Cost:** 35 pts.

Heavy Weapons

Assault Cannons — These are very large and very heavy man-portable cannons. They are more generically known as Anti-Mecha or Anti-Cyborg rifles, and can only be used by the strongest of individuals. Assault cannons are made in a variety of styles and can be loaded with flechettes, armor-piercing discarding sabots and explosive rounds.

Assault Cannon, Light
> **Power:** 3d6 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 90 pts.
> **Real Cost:** 40 pts.

Assault Cannon, Medium
> **Power:** 3d6+1 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 98 pts.
> **Real Cost:** 43 pts.

Assault Cannon, Heavy
> **Power:** 3½d6 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +3 RMod (+9 pts.), 15 Shots (+0), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 96 pts.
> **Real Cost:** 43 pts.

Auto-Cannon, Light
> **Power:** 3d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 30 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 112 pts.
> **Real Cost:** 50 pts.

Auto-Cannon, Medium
> **Power:** 3d6+1 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +2 RMod (+6 pts.), 20 Shots (+¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 123 pts.
> **Real Cost:** 55 pts.

Auto-Cannon, Heavy
> **Power:** 3½d6 RKA
> **Modifiers:** Autofire 3 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +3 RMod (+9 pts.), 15 Shots (+0), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 124 pts.
> **Real Cost:** 55 pts.

M202A1 — The M202A1 is a shoulder-fired rocket launcher. A long, narrow, box-shaped device, the M202A1 loads four rockets into firing tubes in the back of the weapon. A fold-out sight and trigger are used to fire the weapon. Each rocket contains an incendiary warhead that spreads a burning agent over a 20-meter radius. This weapon is common among mercenary forces, especially those fighting in 3rd World corporate conflicts. Note: This weapon does release a dangerous exhaust when fired. This exhaust is defined as a 1d6 RKA (energy) that extends in a cone 4" on a side behind the weapon.

> **Power:** 3d6 RKA (energy)
> **Modifiers:** Explosion (+½), +1 Stun (+½), Continuous (+1), Uncontrolled (+½), Backblast: 1d6 RKA, Cone AOE (-½), 4 Shots of One Turn (-½), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 157 pts.
> **Real Cost:** 48 pts.

Otomo Man-Portable Energy Weapon — The Otomo MPEW is the world's first man-portable, battlefield-capable laser weapon. It consists of a large, shoulder fired rifle, a targeting scope that folds out from the weapon's main body, and a belt-mounted battery pack. The weapon is very accurate and is capable of defeating all known personal body armors. As yet, the weapon's extremely high cost has prevented it from becoming a common component of many corporate arsenals.

MPEW
> **Power:** 3d6+1 RKA (energy)
> **Modifiers:** +2 OCV (+10 pts.), +6 RMod (+18 pts.), 20 Shots (+¼), -1 Stun (-¼), No KB (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 90 pts.
> **Real Cost:** 33 pts.

MPEW II
> **Power:** 4d6 RKA (energy)
> **Modifiers:** +2 OCV (+10 pts.), +8 RMod (+24 pts.), 10 Shots (-¼), -1 Stun (-¼), No KB (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 94 pts.
> **Real Cost:** 31 pts.
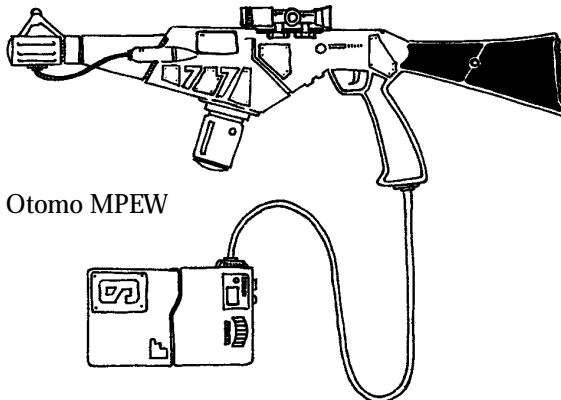
Otomo MPEW

Rifleman's Assault Weapon — Meant to be mounted under an assault rifle, or other long-barreled weapon, the RAW is a rocket propelled explosive designed to destroy structures, vehicles or dispersed soft targets.
> **Power:** 15d6 EB (physical)
> **Modifiers:** Explosion (+½), 1 Shot (-2), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 112 pts.
> **Real Cost:** 26 pts.

Whitney Morgan ASP — This is a heavy 30mm belt-fed machine cannon. Requiring a tripod or vehicle mounting, this weapon can only be carried by the larger mecha. Note: besides the armor piercing round, the ASP can also fire an explosive incendiary round (8d6EB, One Hex area).
> **Power:** 3d6+1 RKA
> **Modifiers:** Autofire 5 (+½), Armor Piercing (+½), +1 Stun (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 100 Shots (+¾) OAF, Bulky (-1½)
> **Active Cost:** 170 pts.
> **Real Cost:** 68 pts.

Other Weapons

Taser — This weapon is a simple box-shaped device with a pistol grip. It fires a set of charged darts that release a powerful electrical shock upon impact. Used primarily by internal security forces.
> **Power:** 6d6 EB
> **Modifiers:** NND (defense is physical armor, force field or lack of a nervous system) (+1), -1 OCV (-5 pts.), -1 RMod (-3 pts.), 4 Shots (-1), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 18 pts.

PGM Blaster — These large, heavy rifles fire bolts of charged particles along a low-energy induction beam. These bolts impact with a great deal of kinetic energy, although actual armor penetration is minimal. This kinetic energy transference means that blasters are often quite successful in taking down targets wearing powered armor, or in combating individuals with psychokinetic powers.

PGM Blaster
> **Power:** 10d6 EB
> **Modifiers:** +1 OCV(+5 pts.), +1 RMod (+3 pts.), 30 Shots (+¼), Beam (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 83 pts.
> **Real Cost:** 33 pts.

PGM Heavy Blaster
> **Power:** 13d6 EB
> **Modifiers:** +1 OCV (+5pts.), +2 RMod (+6 pts.), 15 Shots (+0), Beam (-¼), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 76 pts.
> **Real Cost:** 30 pts.

Grenade Launchers

Armscor Multishot Grenade Launcher — This is a large, shoulder-fired, drum-fed grenade launcher. Capable of firing any form of 40mm grenade, the Armscor is popular among law enforcement organizations. Although it can use any form of 40mm grenade, the specifications below are for a weapon loaded with standard concussive rounds.
> **Power:** 9d6 EB (physical)
> **Modifiers:** Explosion (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 6 Shot (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 75 pts.
> **Real Cost:** 25 pts.

Heckler and Koch 69A1 — A small, break-action weapon capable of firing any form of 40mm grenade, the H&K 69A1 is representative of a variety of similar weapons, including the M79 and the Talon grenade launchers. As with the Armscor, the specifications below are for a weapon using concussive rounds. Note that the typical combat load for this weapon is usually 20 rounds.
> **Power:** 9d6 EB (physical)
> **Modifiers:** Explosion (+½), +1 OCV (+5 pts.), +1 RMod (+3 pts.), 1 Shot (-2), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 75 pts.
> **Real Cost:** 18 pts.

M206 — Representative of most modern mini-grenade launchers, the M206 is a pump action weapon that mounts under the barrel of an assault rifle.
> **Power:** 8d6 EB (physical)
> **Modifiers:** Explosion (+½), +1 RMod (+3 pts.), 6 Shots (-¾), STR Minimum (-¼), OAF (-1)
> **Active Cost:** 63 pts.
> **Real Cost:** 21 pts.

Grenade Rounds

This list represents the common forms of grenade rounds used in the Armscor MGL, the H&K 69A1, and the M206.

Bolo (40mm) — When fired, this grenade releases a cloud of weighted wires that will wrap around and immobilize a target.
> **Power:** 4d6 Entangle
> **Modifiers:** Transparent (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 15 pts.

Concussive (20mm)
> **Power:** 8d6 EB (physical)
> **Modifiers:** Explosion (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 15 pts.

Concussive (40mm)
> **Power:** 9d6 EB (physical)
> **Modifiers:** Explosion (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 17 pts.

Fragmentation (20mm)
> **Power:** 2½d6 RKA
> **Modifiers:** Explosion (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 15 pts.

Fragmentation (40mm)
> **Power:** 3d6 RKA
> **Modifiers:** Explosion (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 17 pts.

HEAT/HEAP — The HEAT/HEAP round is a shaped charge that only affects the impact target.
> **Power:** 3d6 RKA
> **Modifiers:** Armor Piercing (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 17 pts.

M397A1 (40mm) — This is an air-burst grenade that bounces into the air before exploding. If using Hit Location rules, damage from this grenade is rolled upon the High Shot location table.
> **Power:** 2½d6 RKA
> **Modifiers:** Explosion (+½),1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 15 pts.

M433 HEDP (40mm)
> **Power:** 2d6+1 RKA
> **Modifiers:** Explosion (+½), Armor Piercing (+½), 1 Shot (-2), OAF (-1)
> **Active Cost:** 70 pts.
> **Real Cost:** 17 pts.

Rubber Impact (40mm)
> **Power:** 10d6 EB (physical)
> **Modifiers:** 1 Shot (-2), OAF (-1)
> **Active Cost:** 50 pts.
> **Real Cost:** 14 pts.

Tear Gas (40mm)
> **Power:** 2d6 Flash vs. Sight Group (+10 pts.)
> **Modifiers:** Area of Affect 3" radius (+1), One Continuing Charge of 5 Minutes (-1), No Affect vs. Self Contained Breathing (-½), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 17 pts.
> **Power:** 1d6 EB
> **Modifiers:** NND (DEF: Life Support, Self Contained Breathing) (+1), Area of Affect 3" radius (+1½), One Continuing Charge of 5 Minutes (-1), Linked to Flash Attack (-½), OAF (-1)
> **Active Cost:** 17 pts.
> **Real Cost:** 5 pts.
> **Total Cost:** 22 pts.

Grenades

This list represents the common forms of thrown hand grenades. All thrown grenades have the limitation of "Ranged Based on STR", since the range one could throw a grenade is far less than it's range based off of Active Points. The Real Cost is based off of the cost of one grenade, although the actual combat load may be many more. Point calculations should be made accordingly.

AFR-7 Flash — This is a combination sound and flash grenade. It detonates with a loud concussive blast, along with a blinding flash.
> **Power:** 6d6 EB (physical)
> **Modifiers:** Explosion (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 45 pts.
> **Real Cost:** 10 pts.
> **Power:** 3d6 Flash vs. Sight Group (+10 pts.)
> **Modifiers:** Explosion (+½), Linked (-½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 13 pts.
> **Total Cost:** 23 pts.

Concussive
> **Power:** 9d6 EB (physical)
> **Modifiers:** Explosion (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 16 pts.

Flash Pack — This is a small, rectangular grenade that detonates in a series of blinding flashes. Often used in hostage situations.
> **Power:** 4d6 Flash vs. Sight Group (+10 pts.)
> **Modifiers:** Explosion (+½), Armor Piercing (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 100 pts.
> **Real Cost:** 23 pts.

Fragmentation
> **Power:** 3d6 RKA
> **Modifiers:** Explosion (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 67 pts.
> **Real Cost:** 16 pts.

NICO Sound & Flash — A popular anti-terrorist weapon, the NICO Sound and Flash grenade combines a very loud report with a series of brilliant flashes to confuse and disorient an opponent.
> **Power:** 6d6 EB (physical)
> **Modifiers:** Stun Only (-0), Explosion (+½), Armor Piercing (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 60 pts.
> **Real Cost:** 14 pts.
> **Power:** 2d6 Flash vs. Sight and Hearing Groups (+20 pts.)
> **Modifiers:** Explosion (+½), Armor Piercing (+½), Linked (-½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 80 pts.
> **Real Cost:** 17 pts.
> **Total Cost:** 31 pts.

SEC Fragmentation
> **Power:** 2½d6 RKA
> **Modifiers:** Explosion (+½), +1 Stun (+½), Range based on Strength (-¼), 1 Shot (-2), OAF (-1)
> **Active Cost:** 80 pts.
> **Real Cost:** 19 pts.
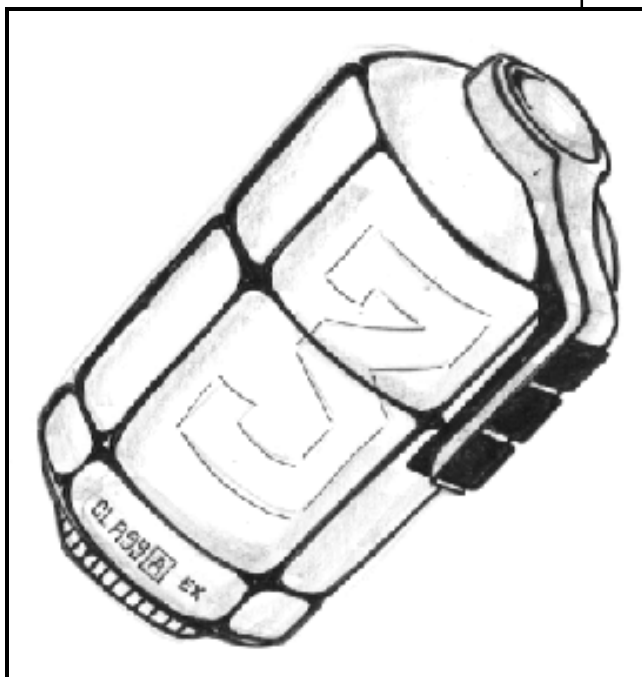
MELEE WEAPONS

Name	OCV	Dmg	Stun	STR Min	Pts	Notes
Combat Knife	+1	1d6-1	0	7	9	S, Throw
Katana	+1	1½d6	0	15	15	M, 1½H
Knife	+0	½d6	0	5	7	S, Throw
Knuck Knife				7	15	
(blade)	+1	½d6	0			S
(hilt)	+0	(2d6)	na			S, +6 DEF Armor on Loc 6, Act 11-
Sap Glove	+0	(2d6)	na	na	7	S
Stun Glove	+0	(3d6 NND)	na	na	16	S, +1d6 DEX Drain
Stun Stick	+1	(5d6 NND)	na	na	26	S, +3d6 DEX Drain
Sword	+1	1d6+1	0	10	3	M
Tonfa	+1	(3d6)	na	7	7	S

Melee Weapons Descriptions

Combat Knife — This weapon is representative of any number of military fighting knives. Equipped with a broad, heavy blade, it is balanced for throwing. Other variations exist with thinner, sharply pointed blades meant to punch through armor. For these weapons replaced the "Ranged" advantage with the advantage "Armor Piercing".

> **Power:** 1d6-1 HKA
> **Modifiers:** Usable at Range (+½), 0 END (+½), +1 OCV (+5 pts.), Blade (-¼), STR Min (-½), OAF (-1)
> **Active Cost:** 25 pts.
> **Real Cost:** 9 pts.

Katana — This long-bladed Japanese sword is popular among street samurai the world over. Occasionally, it is carried by some Japanese corporate officials, who display it as proof of their status. Most of these weapons are mass produced blades, with nowhere near the quality of the older, more traditionally made swords.

> **Power:** 1½d6 HKA
> **Modifiers:** 0 END (+½), +1 OCV (+5 pts.), Blade (-¼), STR Min (-½), OAF (-1)
> **Active Cost:** 42 pts.
> **Real Cost:** 15 pts.

Knife — A short bladed cutting tool, this type of knife is found the world over. It can be thrown, although neither very far nor very well.

> **Power:** ½d6 HKA
> **Modifiers:** Usable at Range (+½), 0 END (+½), Blade (-¼), STR Min (-½), OAF (-1)
> **Active Cost:** 20 pts.
> **Real Cost:** 7 pts.

Knuck Knife — This hybrid weapon consists of a set of brass knuckles with an attached knife blade. Larger-bladed versions exist, and are popular street weapons.

Knife

> **Power:** ½d6 HKA
> **Modifiers:** 0 END (+½), +1 OCV (+5 pts.), Blade (-¼), STR Min (-½), OAF (-1)
> **Active Cost:** 20 pts.
> **Real Cost:** 7 pts.

Knucks

> **Power:** +2d6 HA
> **Modifiers:** 0 END (+½), OAF (-1)
> **Active Cost:** 9 pts.
> **Real Cost:** 4 pts.
> **Power:** +6 DEF Armor
> **Modifiers:** Location 6 (hand) (-2), Activates 11- (-1), OAF (-1)
> **Active Cost:** 18 pts.
> **Real Cost:** 4 pts.
> **Total Cost:** 15 pts.
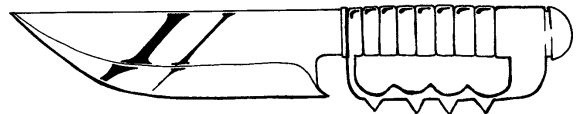
Sap Glove — A sap glove is a standard leather or vinyl glove that has had heavy weights sewn into the lining. Another popular street weapon, sap gloves are also common among many police forces.

> **Power:** +2d6 HA
> **Modifiers:** 0 END (+½), IIF (-¼)
> **Active Cost:** 9
> **Real Cost:** 7

Stun Glove — Similar to a sap glove, the stun glove projects an electrical shock when used to strike an opponent. Stun gloves and stun sticks (follows) are commonly found among many security forces, especially those that prefer to take an intruder alive.

> **Power:** 3d6 EB
> **Modifiers:** NND (+1) Defense is being grounded or insulated or having a non-human nervous system, No Range (-½), 6 charges (-¾), IIF (-¼)
> **Active Cost:** 30 pts.
> **Real Cost:** 12 pts.
> **Power:** 1d6 Drain (DEX)
> **Modifiers:** Linked to NND (-½), 6 charges (-¾), IIF (-¼)
> **Active Cost:** 10 pts.
> **Real Cost:** 4 pts.
> **Total Cost:** 16 pts.
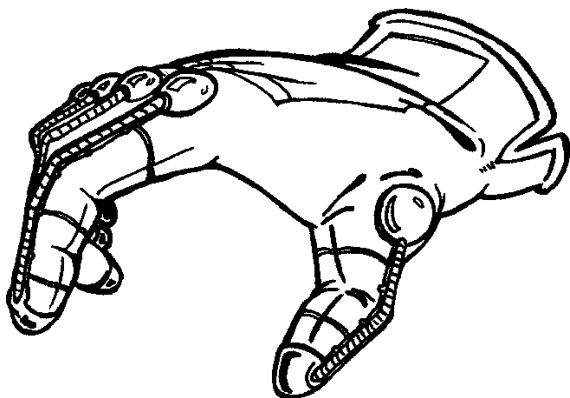
Stun Stick — This weapon is a long (3') stick or club. It generates a powerful electrical charge that is quite capable of rendering an unmodified human unconscious. The electrical discharge has the side benefit of causing muscle spasms in its target, interfering with movement and coordination. These weapons have been known to short out certain forms of cyberware.

> **Power:** 5d6 EB
> **Modifiers:** NND (+1) Defense is being grounded or insulated or having a non-human nervous system, +1 OCV (+5 pts.), No Range (-½), 6 charges (-¾), OAF (-1)
> **Active Cost:** 55 pts.
> **Real Cost:** 17 pts.
> **Power:** 3d6 of Drain (DEX)
> **Modifiers:** Linked to NND (-½), 6 charges (-¾), OAF (-1)
> **Active Cost:** 30 pts.
> **Real Cost:** 9 pts.
> **Total Cost:** 26 pts.
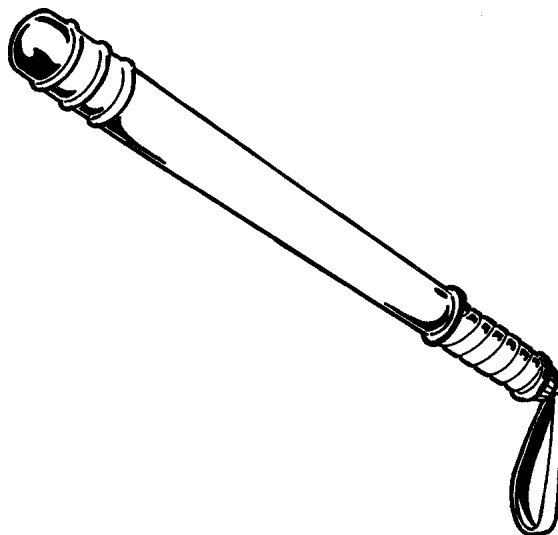
Sword — This category is representative of certain long-bladed fighting knives as well as the heavy bladed weapons favored by some commandos.

> **Power:** 1d6+1 HKA
> **Modifiers:** 0 END (+½), +1 OCV (+5pts.), Blade (-¼), STR Min (-½), OAF (-1)
> **Active Cost:** 35 pts.
> **Real Cost:** 13 pts.

Tonfa — This weapon is descended from a Japanese rice threshing tool. Since the late 20th century, it has replaced the nightstick in most American police forces.

> **Power:** +3d6 HA
> **Modifiers:** 0 END (+½), +1 OCV (+5pts.), STR Min (-½), OAF (-1)
> **Active Cost:** 18 pts.
> **Real Cost:** 7 pts.

MECHA WEAPONS

Name	Cal	OCV	RMod	Dmg	Stun	Shots	Pts	Notes
LM-50HB	.50	+2	+4	3d6	+1	100	58	AF5
M-67 Recoilless Rifle	90mm	-1	+2	4d6AP	+1	5	44	Shoulder mount
MG-35 Machinecannon	35mm	+1	+3	3˚d6	+1	20	50	AF3
MG-50 Machinecannon	50mm	+2	+3	4d6+1	+1	10	39	
MG-75 Machinecannon	75mm	+1	+3	5d6+1	+1	8	41	
MG-105 Machinecannon	105mm	+2	+5	5½d6	+1	5	43	
RPM-250	2.5"	-2	+4	(10d6X)	na	10	41	AF5
VMFT-105	na	+0	+2	5d6E	+1	3	48	One Hex Area
XM-297 Carbine	30mm	+1	+3	3˚d6	+1	30	44	

Mecha Weapons Descriptions

VMFT-105 — This is a large vehicular flame-thrower, usually used in urban situations to destroy buildings. The VMFT is a very potent weapon, and can wreck a mecha in a single shot. Its small ammunition capacity is its only major drawback, restricting its use to urban assaults. Due to its large size, the weapon cannot be carried by a mecha, but must be mounted on the body instead.

> **Power:** 5d6 RKA Energy
> **Modifiers:** One Hex Area (+½), +1 Stun (+½), +2 RMod (+6 pts.), 3 Shots (-1¼), OIF (-1)
> **Active Cost:** 156 pts.
> **Real Cost:** 48 pts.

LM-50HB — The LM-50HB is a .50 caliber machine-gun adapted for use by humanoid mecha. It comes with a shoulder stock and an oversized pistol grip. A 100-round belt of ammunition is kept in a covered bin mounted on the side of the weapon.

> **Power:** 3d6 RKA
> **Modifiers:** Autofire 5 (+½), +1 Stun (+½), +2 OCV (+10 pts.), +4 RMod (+12 pts.), 100 Shots (+¾), OAF (-1½)
> **Active Cost:** 146 pts.
> **Real Cost:** 58 pts.

M-67 Recoilless Rifle — Typically found mounted on the shoulder of humanoid mecha, the M-67 fires a large-caliber armor-piercing shell. This weapon is common among military mecha.

> **Power:** 4d6 RKA
> **Modifiers:** Armor Piercing (+½), +1 Stun (+½), -1 OCV (-5 pts.), +2 RMod (+6 pts.), 5 Shots (-¾), OIF (-1)
> **Active Cost:** 126 pts.
> **Real Cost:** 44 pts.

Machinecannons — A machinecannon is a mecha-portable shoulder weapon adapted from the cannons normally found in late 20th century armored vehicles. A machinecannon is, in effect, a *very* large rifle, and can only be fired by a braced mecha. Their large size makes machinecannons impractical for most urban combat: usually these weapons are only used to destroy other mecha, cyberdroids or large armored vehicles.

MG-35 Machinecannon

> **Power:** 3½d6 RKA
> **Modifiers:** Autofire 3 (+½), +1 Stun (+½), +1 OCV (+5 pts.), +3 RMod (+9 pts.), Cannot Move in Phase Weapon is Fired (-¼), 20 Shots (+¼), OAF (-1½)
> **Active Cost:** 138 pts.
> **Real Cost:** 50 pts.

MG-50 Machinecannon

> **Power:** 4d6+1 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), +3 RMod (+9 pts.), Cannot Move in Phase Weapon is Fired (-¼), 10 Shots (-¼), OAF (-1½)
> **Active Cost:** 116 pts.
> **Real Cost:** 39 pts.

MG-75 Machinecannon

> **Power:** 5d6+1 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +3 RMod (+9 pts.), Cannot Move in Phase Weapon is Fired (-¼), 8 Shots (-½), OAF (-1½)
> **Active Cost:** 134 pts.
> **Real Cost:** 41 pts.

MG-105 Machinecannon

> **Power:** 5½d6 RKA
> **Modifiers:** +1 Stun (+½), +2 OCV (+10 pts.), +5 RMod (+15 pts.), Cannot Move in Phase Weapon is Fired (-¼), 5 Shots (-¾), OAF (-1½)
> **Active Cost:** 152 pts.
> **Real Cost:** 43 pts.

RPM-250 — The RPM-250 is a missile-launcher typically mounted on the shoulders of humanoid mecha. It fires clusters of missiles at the designated target, and is often used to destroy lightly armored vehicles or buildings.

> **Power:** 10d6 EB
> **Modifiers:** Autofire 5 (+½), Explosive (+½), -2 OCV (-10 pts.), +4 RMod (+12 pts.), Autofire Cannot be Spread, and Cannot Suppress (-¼), 10 Shots (-¼), OIF (-1)
> **Active Cost:** 112 pts.
> **Real Cost:** 41 pts.

XM-297 Carbine — This is a heavy, short-barreled weapon commonly found among mecha troops of all types. Its small size makes it very suitable for use in an urban environment, and the weapon is often used by mecha-equipped police and security forces. There are many variations of this rifle available, including fully automatic versions.

> **Power:** 3½d6 RKA
> **Modifiers:** +1 Stun (+½), +1 OCV (+5 pts.), +3 RMod (+9 pts.), 30 Shots (+¼), OAF (-1½)
> **Active Cost:** 110 pts.
> **Real Cost:** 44 pts.
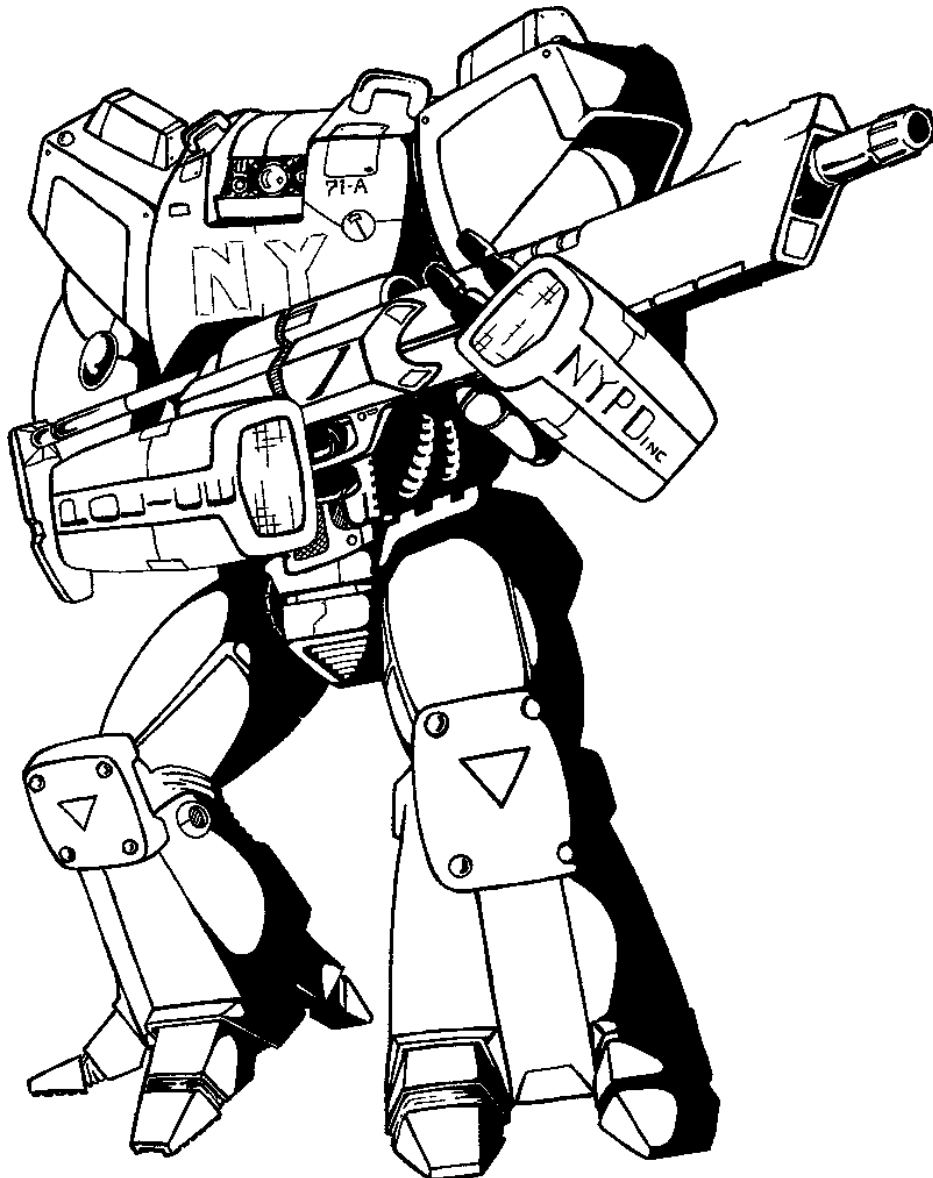
Normally, vehicles don't play a major role in cyberpunk fiction. There are exceptions, often in the form of cars operated by a form of direct neural interfaces and piloted by the familiar cyberpunk rigger. In most anime and manga cyberpunk, vehicles are usually window dressing and don't have any special functions or abilities. There are a number of sources for visually interesting vehicles however, such as the AD Police cruisers in *Bubblegum Crisis*, Kaneda's bike in *Akira*, the police spinners in *Bladerunner* and the dropships in *M-66 Black Magic.*

VEHICLES

NAME	SIZE	DCV	MASS (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX
CARS										
Acura Majestic	3.2x1.6	-3	3.2 ton (-5)	35	8	15	15	3	25x4	300
BMW 851i	2.5x1.25	-2	1.6 ton (-4)	30	4	14	18	3	27x4	324
BMW 868s	2x1	-2	800 kg (-3)	25	3	13	23	5	24x4	480
Ford Eagle	2x1	-2	800 kg (-3)	25	3	13	15	4	20x4	320
Ford GTi	2x1	-2	800 kg (-3)	25	3	13	20	4	25x4	400
Gunkoku Tenshi	2.5x1.25	-2	1.6 ton (-4)	30	7	14	15	3	25x4	300
Honda Arrow	2x1	-2	800 kg (-3)	25	3	13	23	4	29x4	464
Honda Plex	1.25x.64	0	200 kg (-1)	15	2	11	13	3	13x4	156
Jinsei Kage	2x1	-2	1000 kg (-3)	25	5	13	25	5	28x4	560
Lexus LS2200	2.5x1.25	-2	1.6 ton (-4)	30	6	14	18	4	22x4	352
Lincoln Millenium	2.5x1.25	-2	1.6 ton (-4)	30	4	14	15	3	27x4	324
Mercedes Benz 2028S	2.5x1.25	-2	1.6 ton (-4)	30	12	15	24	4	35x4	560
Nissan 600ZX Turbo	2x1	-2	800 kg (-3)	25	3	13	22	4	26x4	416
Nissan IC Sport	1.6x.8	-1	400 kg (-2)	20	3	12	15	4	15x4	240
Toyota August	2.5x1.25	-2	1.6 ton (-4)	30	3	14	14	3	17x4	240
MOTORCYCLES										
BMW 1450E	1.25x.64	0	200 kg (-1)	15	2	11	18	3	17x4	204
BMW 1600RS	1.25x.64	0	200 kg (-1)	15	2	11	20	4	14x4	224
BMW 1800Xi	1.25x.64	0	200 kg (-1)	15	2	11	23	4	26x4	416
Harley Davidson Cruiser	1.25x.64	0	200 kg (-1)	15	2	11	20	4	25x4	400
Honda XF600C	1.25x.64	0	200 kg (-1)	15	2	11	22	4	25x4	400
Jinsei Katana	1.25x.64	0	200 kg (-1)	15	2	11	23	4	25x4	400
Jinsei No-dachi	1.25x.64	0	200 kg (-1)	15	3	11	26	5	22x4	440
Kawasaki XS-12 Shinobi	1.25x.64	0	200 kg (-1)	15	2	11	20	4	23x4	368
Suzuki GTX820	1.25x.64	0	200 kg (-1)	15	3	11	21	4	26x4	410
Volkswagen Hopper	1x.5	0	100 kg (-0)	10	1	10	15	3	11x4	132
Yamaha XT2000	1.25x.64	0	200 kg (-1)	15	3	11	23	4	22x4	352
TRUCKS AND OFF-ROAD VEHICLES										
Isuzu Warrior	2.5x1.25	-2	1.6 ton (-4)	35	4	15	17	3	24x4	288
HOVERCRAFT										
Ford Arashi	2x1	-2	800 kg (-3)	25	4	13	23	4	25x4	400
Jinsei Tengu	2x1	-2	800 kg (-3)	25	6	13	25	5	34x4	680
FIXED-WING PLANES										
Cessna	2x1	-2	800 kg (-3)	25	3	13	18	3	44x4	528
Lear Mercury II	4x2	-4	6.4 ton (-6)	40	6	16	20	4	81x8	2592
TILT-WING PLANES										
Gunkoku Hachidori	4x2	-4	6.4 ton (-6)	40	3	16	18	4	26x8	832
V-22 Osprey	5x2.5	-4	12.5 ton (-7)	48	5	17	15	4	23x8	736
HELICOPTERS										
Gunkoku Tori	1.6x8	-1	400 kg (-2)	20	3	12	15	3	25x4	300
Hughes Skywalker	2.5x1.25	-2	1.6 ton (-4)	30	9	14	20	4	32x4	512
VECTOR-THRUST VEHICLES										
Moller Skycar 200	1.6x.8	-1	400 kg (-2)	20	3	12	21	4	31x8	960
Moller Skycar 600	2.5x1.25	-2	1090 kg (-4)	30	3	14	20	4	33x8	1056
Gunkoku A-28	1x.5	-0	100 kg (-0)	15	5	10	23	4	21x4	336
Gunkoku VT-220	2.5x1.25	-2	1.6 ton (-4)	30	4	14	18	3	21x8	504
POLICE VEHICLES										
Ford Patrol Cruiser	2x1	-2	800 kg (-3)	25	8	13	18	4	22x4	360
Ford Pursuit	2x1	-2	800 kg (-3)	25	6	13	20	4	25x4	400
Ford Interceptor	2x1	-2	800 kg (-3)	25	4	13	23	4	28x4	448
Jinsei Kami (air)	2.15x1.25	-2	4.4 ton (-5)	35	4	14	20	4	44x8	1408
Jinsei Kami (ground)	2.15x1.25	-2	4.4 ton (-5)	35	4	14	20	4	30x4	480

VEHICLE DESCRIPTIONS

CARS

Acura Majestic — The six-wheeled Majestic is opulence personified. The limousine of choice for the corporate elite, the Majestic offers a powerful internal computer, high-quality anti-theft systems, a complete telecommunications and entertainment suite with satellite hookup, armored body, emergency medical kit and wet bar. At the buyer's option, a fold-out bed can be installed instead of the standard rear bench seat. Due to its chassis design, the Majestic has +1 Skill Level with its Ground Movement (2 points).

BMW 851i — A large full-sized sedan, the 851i is a popular car among corporate executives.

BMW 868s — BMW's entry into the sports car market, the turbo-charged 868s is one of the fastest cars on the road today. The 868s has +2 Levels with Ground Movement (4 points) to reflect its excellent handling.

Ford Eagle — The Eagle is a somewhat mundane mid-sized sedan, available in hatchback and wagon versions. Inexpensive and reliable, these cars are a common sight on UNA city streets.

Ford GTi — Descended from some of Ford's more famous sports car designs, the GTi's primary claim to fame is that it's the model picked by several UNA police departments for their highway patrol departments. The GTi has +2 Levels with Ground Movement (4 points) to reflect its excellent handling.

Gunkoku Tenshi — Utilizing a six-wheeled chassis, the Tenshi is designed along the same lines as the Acura Majestic, although at a much lower price. In attempt to live up to its name of "Angel" (the English translation of "Tenshi"), the Tenshi offers a smooth, quiet ride and a well-armored outer shell. Due to its chassis design, the Tenshi has +1 Skill Level with its Ground Movement (2 points).

Honda Arrow — Sporting a powerful, turbo charged engine, the Arrow lives up to its name as one of the fastest sports cars on the road. The Arrow has +3 Levels with Ground Movement (6 points) to reflect its excellent handling.

Honda Plex — The Plex is a tiny, three-wheeled electric car designed for the inner-city metroplex driver (hence the name 'plex'). The Plex is a popular choice with low-ranking corporate sararimen.

Jinsei Kage — Low-slung, sleek and stylish, the Kage (Japanese for "shadow") is widely considered to be the ultimate in sports cars. DNI-equipped Kages are favored among riggers for courier duty and corporate extractions. The Kage has +3 Levels with Ground Movement (6 points) to reflect its excellent handling.

Lexus LS2200 — Another in Lexus' long line of full-sized luxury automobiles, the LS2200 is a richly furnished and well-armored corporate status symbol. The LS2200 has +1 Skill Level with its Ground Movement (2 points).

Lincoln Millennium — A full-sized luxury town car, the Millennium is popular with those corporate executives who can't quite afford more expensive status symbols like the LS2200 or the Tenshi.

Mercedes Benz 2028S — The 2028S is *the* luxury sports sedan of the decade. Boasting a massive V-12 turbo-charged engine, armored body, internal computer and enough luxury furnishings to put a MegaTokyo penthouse apartment to shame, a 2028S is worth every cent of its 500,000 nuyen price tag. As Mercedes is proud to point out, if the 2028S is good enough for the Empress (i.e., Shion Nys), then it certainly must be good enough for you. The 2028s has +3 Levels with Ground Movement (6 points) to reflect its excellent handling.

Nissan 600ZX Turbo — Built low to the ground, with smooth, aerodynamic lines, the gull-winged 600ZX wins over many buyers because of its looks rather than its performance characteristics. The 600ZX has +2 Levels with Ground Movement (4 points) to reflect its excellent handling.

Nissan IC Sport — The IC (i.e., "inner city") Sport is a small, box-shaped vehicle that runs on high-yield electrical batteries. Although the IC Sport can hold up to four people, its engine usually has a great deal of trouble with such a payload.

Toyota August — The August is an unremarkable four-door sedan found nearly everywhere.

Many of the more elite luxury and sports cars come with an internal vehicle computer. This computer is programmed with a number of functions, including autopilot, anti-theft functions and a map database. The standard car computer has the following stats:

Typical Car Computer

Val	Cha	Cost	Roll	Notes
15	INT	15	12-	PER: 12-
15	DEX	5	12-	OCV: 5 /DCV: 5
3	SPD	5		Phases: 4, 8, 12

Total Characteristics Cost: 25

Powers and Skills

Data:
    Combat Driving 12- (3)
    KS: Local City Map 14- (5)
    KS: State Map 11- (2)
    KS: Country Map 8- (1)
    Security Systems 12- (3)
    Systems Operations 12- (3)
    TF: Car (1)

Programs:
    Access Map Database Program (activate KS: Maps) (1)
    Anti-theft Program (activate Security Systems) (1)
    Autopilot Program (activate Combat Driving and TF: Car) (1)
    Uplink to System Net Program (activate Systems Operations) (1)

Total Powers & Skills: 22

Total Computer Cost: 47 /9 Installed in a vehicle

Motorcycles

BMW 1450E, 1600RS and 1800Xi — This trio of motorcycles from the Bavarian Motor Works still offers the same features that made BMW bikes popular for more than a hundred years: fuel injection, liquid cooled, shaft drive. About the only major difference is that one can buy an alcohol-fuel model instead of the usual gasoline-powered version.

Harley Davidson Cruiser — As is typical for Harley Davidson, the Cruiser is a simple, no-nonsense bike, well-equipped for both inner-city and open road driving.
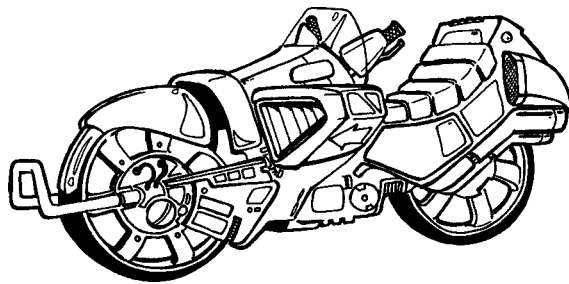
Honda XF600C — The XF600C is fast, powerful and highly maneuverable, but otherwise unremarkable.

Jinsei Katana — Part of Jinsei's "sword" series of motorcycles, the Katana offers an excellent combination of speed and handling. For those who desire a slightly less intimidating bike, Jinsei offers the Wakizashi and Tanto models.
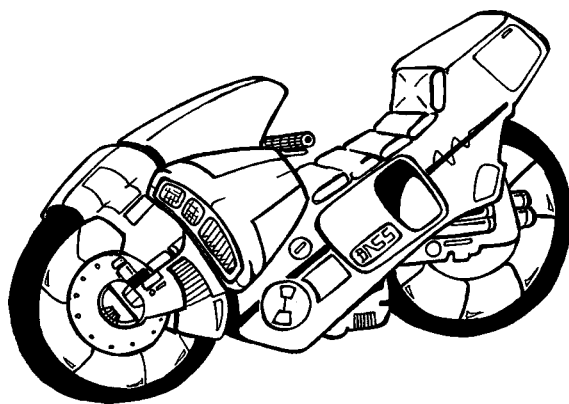
Jinsei No-dachi — The fastest bike on the road today, the No-dachi is capable of speeds well over 160 mph. The No-dachi offers a unique design: the front faring extends around the driver, encasing him in a highly aerodynamic shell.

Kawasaki XS-12 Shinobi — The Shinobi doesn't offer much in the way of power or handling, but its sleek design and name (shinobi is another word for "ninja") win over many buyers.

Suzuki GTX820 — A very fast bike, with a powerful shaft-drive engine, the GTX820 stands out due to its speed and unique seating arrangement. The driver and passenger don't straddle the bike, but instead are given the luxury of recessed bucket seats thanks to a new development in in-line engine placement. A very popular bike with those who want to stand out from the crowd.

Volkswagen Hopper — The Hopper is a tiny, one-man motorscooter. Cheap, lightweight and fuel-efficient, the Hopper (or variants thereof) is found worldwide.

Yamaha XT2000 — Although not as fast as most of the other sports bikes, the XT2000 offers excellent handling characteristics.

Trucks and Off-Road Vehicles

Isuzu Warrior — Durable and well designed, the Warrior lives up to Isuzu's reputation as a manufacturer of quality off-road and sport utility vehicles. This model is popular with metroplex residents who want to project an image of adventure, even if they never leave a paved street in their life. The Warrior has a +2 to Combat Driving, Only to Counteract Terrain Modifiers (-1) for 5 points.

HOVERCRAFT

Ford Arashi — Borrowing a hint from the Jinsei company, Ford decided to name their new hovercar "storm", hoping to entice buyers who feel that anything with a Japanese name is a status symbol.

Jinsei Tengu — The Tengu is a sleek, fully-enclosed ground-effect vehicle. It is very fast, capable of speeds over 260 mph, and favored among those corporate executives who need to commute long distances.

Fixed Wing Planes

Cessna C990 — The C990 is a small four-passenger plane used for short commuter hops by corporate businessmen.

Lear Mercury II — The Mercury II is popularly considered to be the aerial equivalent of the Acura Majestic. Luxuriously appointed, the Mercury can carry ten passengers in complete comfort at speeds close to 1000 mph. Actual furnishings for the Mercury vary from plane to plane, but usually include a powerful computer system, a complete telecommunications and entertainment suite with satellite hookup, and a wet bar.

Tilt-Wing Planes

Jinsei Hachidori — A streamlined version of the V-22 Osprey, the Hachidori (Japanese for "hummingbird") is a highly popular corporate shuttle, capable of carrying a dozen passengers.

The DEF of all Motorcycles (with the exception of the No-dachi) are bought with the "Defense Does Not Protect Rider" Limitation (-°). Also, all Motorcycles (except the Hopper) have +3 Levels with Ground Movement (6 points) to reflect their superior handling.

V-22 Osprey — The Osprey is a tilt-wing VTOL (vertical takeoff and landing) aircraft first introduced at the turn of the century. The Osprey saw extensive use during the Second Civil War, and its large payload capacity (up to 48,000 pounds) makes it a popular vehicle for corporate military strike teams. Variant Ospreys exist, most armed with an array of nose-mounted weaponry.

Helicopters

Gunkoku Tori — The Tori is a tiny, three-man helicopter used extensively in the inner city for traffic and news reporting as well as police surveillance. It is also common as a corporate courier. The Tori has no Ground Movement, so the base 6" of Ground Movement is bought back.

Hughes Skyrunner — This large jet helicopter uses a dual-rotor design and wing-mounted engines to achieve speeds in excess of 190 mph. Heavily armored, the Skyrunner is primarily used to transport high-ranking corporate executives, although some find service on corporate strike teams. The Skyrunner has no Ground Movement, so the base 6" of Ground Movement is bought back.

Vector-Thrust Vehicles

Moller Skycar 200

Val	CHA	Cost	Notes
20	STR	0	400kg
12	BODY	0	
2	SIZE	10	
3	DEF	3	
21	DEX	33	OCV: 7 /DCV: 6
4	SPD	9	Phases: 3, 6, 9, 12

Total Characteristics Cost: 55

Movement: Flying: 31" /248"
Abilities and Equipment

  Movement
    Vector-Thrust Engine: 31" Flight, x8 Non-Combat, (72)
    No Ground Movement: -6" Running (0" Total) (-12)
  Miscellaneous Systems
    Emergency Parachute: Gliding 8", Cannot gain altitude (-1), Trigger: when engines fail, OAF (3)
    Radio Listen & Transmit (3)

Total Abilities and Equipment Cost: 66

Total Vehicle Cost: 121

Disadvantages:
  Distinctive Features: Unusual hover vehicle (15)
  Public ID (10)

Total Disadvantage Points: 25

Description: The Moller Skycar 200 is a single-passenger, vector-thrust flying car. It has a small, teardrop shaped body with four rotary engines located in two wing-mounted pods. The M200 is small, highly maneuverable and very fast, able to land nearly anywhere. It is very popular as a single-person transport or a corporate courier vehicle.

Moller Skycar 600

Val	CHA	Cost	Notes
30	STR	0	1600kg
14	BODY	0	
4	SIZE	20	
3	DEF	3	
20	DEX	30	OCV: 7 /DCV: 5
4	SPD	10	Phases: 3, 6, 9, 12

Total Characteristics Cost: 63

Movement: Flying: 33" /264"
Abilities and Equipment

  Movement:
    Vector-Thrust Engine: 33" Flight, x8 Non-Combat, (76)
    No Ground Movement: -6" Running (0" Total) (-12)
  Miscellaneous Systems:
    Emergency Parachute: Gliding 8", Cannot gain altitude (-1), Trigger: when engines fail, OAF (3)
    Radio Listen & Transmit (3)

Total Abilities and Equipment Cost: 70

Total Vehicle Cost: 133

Disadvantages:
  Distinctive Features: Unusual hover vehicle (15)
  Public ID (10)

Total Disadvantage Points: 25

    Description: The Moller Skycar 600 uses the same engine design as the M200, this time mounting eight engines in four pods. The M600 can carry four people comfortably and is very much in demand among the corporate elite.
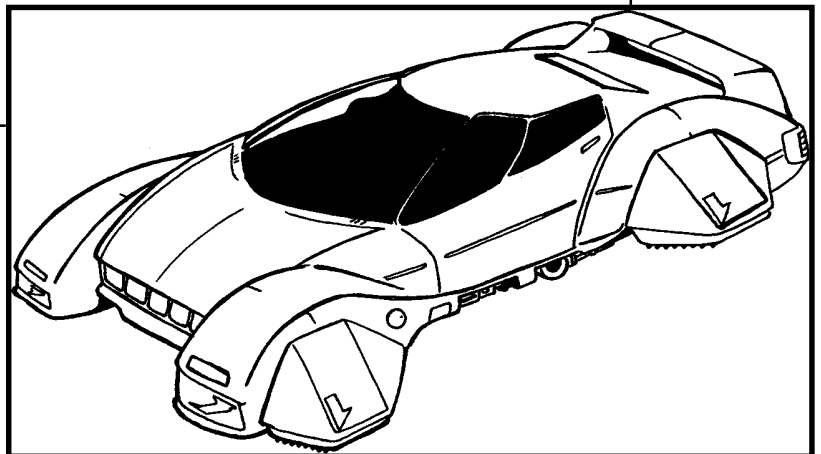
Gunkoku A-28 Flying Platform

Val	CHA	Cost	Notes
15	STR	0	200kg
11	BODY	0	
1	SIZE	5	
5*	DEF	5	
23	DEX	39	OCV: 8 /DCV: 8
4	SPD	7	Phases: 3, 6, 9, 12

Total Characteristics Cost: 56

*DEF only defends from the front and sides; covers lower half of body (-¾)

Movement: Flying: 21" /84"

Abilities and Equipment

Weapons:
  M-134 Minigun: RKA 2d6+1, Autofire 20, +1 Stun, +3 OCV, +4 RMod, 500 Shots, Forward 180º (-¼), OAF (57) [500]

Movement:
  Vector-Thrust Engine: 21" Flight, x4 Non-Combat, Flight cannot climb above 4" (-¼) (38)
  No Ground Movement: -6" Running (0" Total) (-12)

Miscellaneous Systems:
  Radio Listen & Transmit (3)

Total Abilities and Equipment Cost: 86

Total Vehicle Cost: 142

Disadvantages:
  Distinctive Features:
    Highly unusual-looking hover vehicle (15)

Total Disadvantage Points: 15

Description: The A-28 Flying Platform is a small vector-thrust vehicle that can best be described as a box on skids. It is designed to be a fast, one-man patrol and reconnaissance vehicle, lightly armored and equipped with a rapid-fire rotary machine gun for dealing with threats. These vehicles are popular with corporations that have extended manufacturing facilities, as the A-28's great speed and limited flight capabilities allow them to cover an extended area quickly. The drawback to the Flying Platform is that the armored sides only extend to the pilot's waist, leaving his head and upper body exposed.

Gunkoku VT-220 — The VT-220 is designed to be a simple, utilitarian, no-frills vehicle. It is designed to be a small cargo-hauler, and is popular in the more isolated parts of the world where the status of the local roads is always in question.
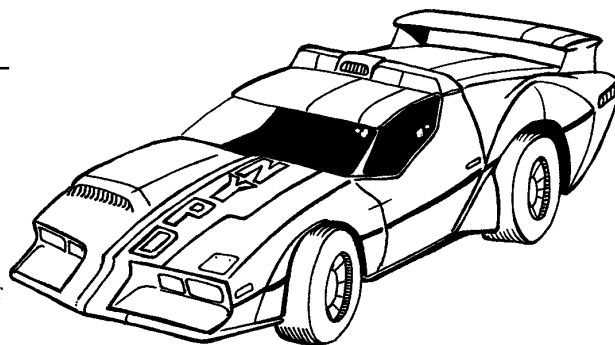
Police Vehicles

Ford Patrol Cruiser, Pursuit and Interceptor — This trio of cars are used extensively across the UNA in numerous police departments. The Patrol Cruiser is heavily armored and designed for inner-city patrolling, while the Pursuit and Interceptor models are meant for highway and open road patrols. Naturally, the Pursuit and Interceptor versions sacrifice the armored shell for speed.

These cars (and all similar Police Cars) come equipped with a radio (Radio Listen and Transmit, 3 points), lights and siren (Change Environment: Bright Lights & Sound, 4"radius, 0 END, No Range, OIF 9 points), and an internal computer (13 points). The Patrol Cruiser has +1 Skill Level with its Ground Movement (2 points) to reflect its ability to turn quickly, while Pursuit has +2 Skill Levels and the Interceptor has +3 Skill Levels. All Police Cars also have Distinctive Features as a Police Car (concealable with effort, causes major reaction) for 15 points.

Jinsei Kami

Val	CHA	Cost	Notes
35	STR	0	3200kg
14	BODY	0	
4	SIZE	20	
4	DEF	6	
20	DEX	30	OCV: 7 /DCV: 5
4	SPD	10	Phases: 3, 6, 9, 12

Total Characteristics Cost: 66

Movement:	Flight: 44" /352"
	Ground: 30" /120"

Abilities and Equipment

  Vehicle Body: Density Increase: 1 Level, 0 END, Persistent, Always On, +5 STR, -5" KB, 4.4 tons (7)

Movement:
  Vector Thrust Engines: Flight 44", x8 Non-Combat (98)
  Ground Movement: Running +24", x4 Non-Combat (53)

Miscellaneous Systems:
  Car Computer: (see Sidebar) (13)
  Lights and Siren: Change Environment: Bright Lights & Sound, 4"radius, 0 END, No Range, OIF (9)
  Internal Radio: High Range Radio Hearing (10)
  Reinforced Tires (3): 5 DEF /5 Body (3)
  Excellent Handling: +2 Levels with ground movement (4)
  Excellent Handling: +3 Levels with flight movement (6)

Total Abilities and Equipment Cost: 203

Total Vehicle Cost: 269

Disadvantages:
 Distinctive Features:
  MegaTokyo ESWAT police vehicle (20)
 Watched by:
  MegaTokyo ESWAT, as powerful, NCI, 11- (10)
Total Disadvantage Points: 30

Description: The Jinsei Kami is a marvel of engineering. Combining a powerful vector-thrust engine with equally massive V-12 for ground movement, the Kami is capable of both extended air and land operations. The Kami has a rather distinctive three-wheeled design, as well as a long, tapering body. Due to the expense of these vehicles, at the moment they are only used by MegaTokyo's ESWAT for patrol and fast-response purposes. All ESWAT Kami's are painted either dark blue or black and are clearly marked with the ESWAT logo.

All police vehicles come with an internal computer system. These computers are programmed with anti-theft functions, an emergency autopilot and map databases, as well as criminal and driving records. The standard police car computer has the following stats:

Typical Police Car Computer

Val	Cha	Cost	Roll	Notes
18	INT	8	13-	PER: 13-
15	DEX	15	12-	OCV: 5 /DCV: 5
3	SPD	5		Phases: 4, 8, 12

Total Characteristics Cost: 28

Powers and Skills
 Data:
  Combat Driving: Car 13- (5)
  Basic English (for voice commands) (1)
  KS: Country Map 11- (2)
  KS: Criminal Records 14- (4)
  KS: Local City Map 16- (6)
  KS: Local Driving Records 14- (4)
  KS: State Map 14- (4)
  Security Systems 14- (5)
  TF: Car (1)
 Programs:
  Access Criminal Records Program (activate KS: Criminal Records) (1)
  Access Driving Records (activate KS: Driving Records) (1)
  Access Map Database Program (activate KS: Maps) (1)
  Anti-theft Program (activate Security Systems) (1)
  Autopilot Program (activate Combat Driving and TF: Car) (1)

Total Powers & Skills Cost: 37

Glossary of Slang (and Other Terminology) in Neo York

Air out-To shoot someone.

Arc-An arcology.

AP-Artificial Person.

Artificial Person-Used to describe anyone that was created (born) through artificial means. Depending on the degree of sophistication, an AP may be totally indistinguishable from a normal human.

Bartertown-A region in the Zone.

Battleframe-Generic term for any combat mecha.

Battlemover-Any heavily armed and armored combat mecha.

Beetle-A BTL (Better-Than-Life) chip.

Biochip-Biological processor chip containing either memory or data.

Bioroid-An artificial person, also used to describe some cyborgs.

Black Beetle-A BTL (Better-Than-Life) chip containing a "snuff" film or other sequence in which the user can experience someone dying. A "Blue Beetle" contains highly erotic content.

Body mechanic-A cyberdoc; sometimes used to refer to any medic.

Boosted-To be enhanced by cyberware, usually augmented strength.

Boostergangs-Streetgangs composed almost entirely of cybered individuals.

Boosters-Wardrugs, and the people who use them.

Boomer-A combat cyborg.

Boy (Girl) Toy-A pleasure model replicant, also known as a "**Joytoy**".

Brainburn-Term used to describe what happens when a psychokinetic suffers psychic overload. Also known as a "Terminal Migraine," or a "Nosebleed."

BTL chip-Better-Than-Life, this is a simsense chip that provides such an addictive fantasy that the user refuses to (or can't) escape. Extended use can result in death due to dehydration.

Business-Crime, also "Biz".

CBA-Complete Ballistic Armor.

Chipped-To be enhanced by cyberware.

Chop Shop-Unlicensed medical facility which specializes in stolen or illegal cyberware and body parts.

Crash TV-The original tri-vid bloodsport show. "Total carnage! I like it!" Replaced by Maim TV, when viewers felt Crash TV wasn't exciting enough.

Cyberdroid-A robot.

Darkside-A region in the Neo York Zero Zone.

Dermabond-Temporary artificial skin, used to seal wounds. Also known as "Synthskin."

Empress, the-Shion Nys

Flash-To kill.

FMJ-"Full Metal Jacket," slang term used describe fully armored cyborgs.

Force, the-Psychokinetic powers, also known as "Juice" or "Mojo."

Frankenstein-Someone built up with bootleg organic parts.

Geek-To kill.

Genner-Someone who has been genetically engineered.

Go-gang-Motorcycle gangs noted for their extreme violence and nihilistic attitudes.

Hardsuit-Form-fitting powered armor.

Hoi-Hello, common Zero Zone greeting.

Jedi-Zero Zone slang for a psychokinetic; usually reserved for truly powerful individuals.

Junkvendor-One who deals in second-rate or gray market cyberware.

Lace & Steel-Currently the most popular tri-vid show, it features female combatants wearing ablative hardsuits. Contrary to appearances the show is quite violent and can be very dangerous for its participants.

LBA-Light Ballistic Armor.

Maim TV (MTV)-Popular tri-vid show featuring violent, no-holds barred wrestling, boxing, and assorted other forms of hand-to-hand combat.

Man, the-The Police.

Mook-Derogatory term for corporate or organized crime soldiers.

NCFL-National Combat Football League.

Neo York-Downtown Manhattan.

Neodent-Artificial tooth enamel; also artificial teeth.

Nipdink-Neo York Police Dept. Inc.

NRL-National Rollerball League.

Nutrisoy-Cheap food product made from soybeans.

Plex-Metropolitan complex or "Metroplex."

Power, the-Psychokinetic powers.

Psycho-Someone who possesses psychokinetic powers.

Puta-A prostitute.

Razorboy (girl)-Heavily cybered street samurai or other muscle.

Replicant-An artificial person.

Retriever-A bounty hunter.

Rigger-Someone who has been outfitted to control a vehicle cybernetically.

Sexroid-A replicant designed as a pleasure model.

Simsense-Short for simulated sensory environment.

Shareware — A prostitute.

Skinjob-An artificial person.

Slag-Used to refer to Zero Zone residents, also used by police when referring to street punks.

Slop Doc — A combat or field doctor.

Solo-A mercenary, usually one that operates alone; also used to describe corporate special operatives.

Spook-A psychokinetic.

Sprawl-The metroplex.

Standup-An obvious bodyguard.

Street Samurai-Mercenary or muscle for hire. Most attempt to emulate the original samurai honor code, or at least the look.

Synthetic-An artificial person, also "Synthizoid."

Tank Police, the-Street term for the Police Armored Trooper (Mecha) Division.

Teek-A telekinetic.

Temple-A corporate-owned arcology.

Thrillers-Street gangs.

Trid-Tri-dimensional video, also known as "Tri-vid."

Vatjob-Someone who has had extensive tissue and or cyber replacement.

Wallflower-A subtle or disguised bodyguard.

-Biological processor chip containing either memory or data.

Wetwork-Assassination or murder.

Wired-To be equipped with cyberware, especially increased reflexes.

Wizard-A psychokinetic.

Yak, the-Yakuza, either a clan member or the clan itself.

Zero Zone-An area that is given zero law enforcement.

Zone Chic-Fashion in the Zero Zone.

Zone, the-A Zero Zone.

Japanese

Due to the influence of Japan on the world's economy, speakers (esp. in a Zero Zone) often sprinkle their English with Japanese "loan" words. Common ones are listed below.

It should be noted that Japanese speech is very socially sensitive. Informal speech is used among family members and co-workers, while more polite or formal speech is used outside of such as social group. Thus, using informal speech to a stranger can be more insulting than the use of vulgar words. As with many other languages, there are differences in the words used by males and females (as well between younger children and adults). So, the meaning of many words depends on context. In general, English users of Japanese loan words tend to use them incorrectly.

(name)-chan-Used as a term of affection for children and small pets. The subject's name is usually shortened.

(name)-kun-Used as a term of affection.

Note: "chan" is usually used when speaking to a young individual (especially a young girl), "kun" is used for

boys who are in their teens and have outgrown "chan". "Kun" is also used in the corporate environment, when a superior is speaking to his subordinates (both male and female).

(name)-me-A contemptuous way to refer to someone.

(name)-no baka-(Name) is an idiot!

(name)-Sama-Used when speaking to a superior.

(name)-San-Used when speaking to an equal.

(sentence)-ne-Used to ask agreement of a sentence, used like English speakers would use "isn't it."

Arigato-Thank you.

Baka-Idiot or fool.

Bakayaro-Stupid fool or stupid bastard.

Chotto matte-Wait a bit.

Demo-But.

Des-Is.

Dewa mata-Bye, see ya. (Informal, said to an equal.)

Do Itashimashite-You're welcome or congratulations.

Domo-Thank you.

Domo Arigato-Thank you, very much.

Domo Arigato Gozaimasu-Thank you very much (formal).

Dozo-Please (when giving).

Gaijin-A foreigner, usually non-Japanese.

Hai-Yes.

Hajimemashite-I am pleased to meet you.

Ho To Ni Domo Arigato Gozaimashita-Thank you from the bottom of my heart.

Honto-Really?

Iie-No.

Ike-Go!

Ja mata-Bye, see ya. (Informal, said to an equal.)

Ja na-Bye, see ya. (Masculine)

Ja ne-Bye, see ya. (Feminine)

Kakuii-Cool.

Kawaii-Cute.

Kisama-You, insulting.

Kobun-Member of a Yakuza clan.

Kono yaro-What a jerk.

Kore-wa-What is that?

Kudasai-Please (when asking).

Konban-wa-Good evening or goodbye.

Konya-wa-Tonight

Konnichi-wa-Good day or good afternoon.

Kuso-Shit.

Manuke-Blockhead.

Mata-See you again.

Matte-Wait.

Nani-What?

Nando-Who?

Nanko-Where?

Ohiyo (Ohio)-Hello, good morning.

Omae-You, a common Zero Zone greeting. Used as an insult when speaking to a stranger.

Oyabun-Head of a Yakuza clan.

Oyasuminasi-Good night.

Sarariman-From "salaryman," a corporate employee; also a "Wageslave."

Sayonara-Goodbye, farewell (long-term).

Shalkujin-An "Honest citizen", or corporate employee, also a "Suit."

Shine (She-nay)-Die!

Shitsurei Shimasu-I have been rude.

Suminasen-I'm sorry or excuse me.

So ka-I see or I understand.

Udo-Oaf.

Yaro (Yaroo)-Bastard, also "*Konoyaroo.*"

Yatsu-Jerk (male).

Yoshi-All right!
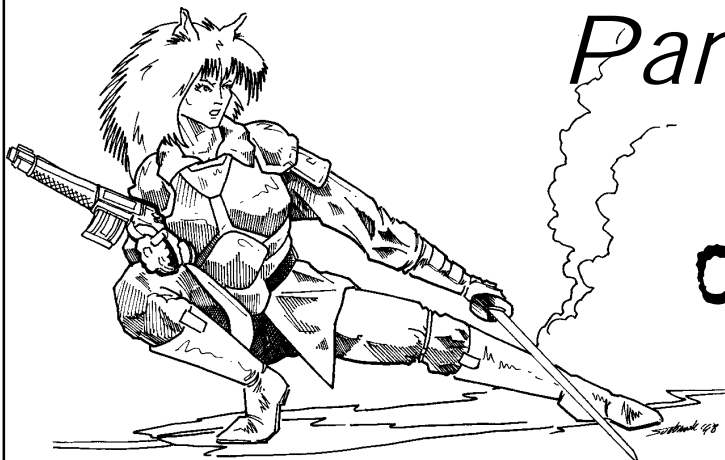
KAZEI FIVE CHARACTERS

Blade

created by Lise Mendel

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6 [1]
23	DEX	39	14-	OCV: 8 /DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
23	EGO	26	14-	ECV: 8
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
10	PD	8		Total: 32 PD /20 PDr
9	ED	5		Total: 23 ED /12 EDr
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	8		
36	END	0		
24	STUN	0		

Total Characteristics Cost: 124

Movement:	Running: 6" / 12"
	Swimming: 2" / 4"

Powers & Skills

Combat Training
Combat Skill Levels: +4 OCV with Zaz, Teek and Slash (12)
Combat Skill Levels: +6 OCV with Pushback (12)
Ranged Skill Levels: +4 OCV with all ranged attack, Only to offset hit location modifiers (-1) (10)
Martial Arts — *Street Fighting* (11)

Maneuver	OCV	DCV	Damage
Disarm	-1	+1	20 STR Disarm
Elbow Strike	+0	+2	4d6 Strike
Throw	+0	+1	2d6 +v/5; Target Falls

Psychokinetic Powers
Psychokinetic Power Multipower: 75 point pool, Activates 15-, Side Effect: 4d6 Ego Attack ('Brainburn') (43)
u - **Psych Squeeze:** 2d6 Drain vs. all Esper/ Psychokinetic Powers, 5 Points per Minute, 0 END, If activation roll is >11 then attack acts as "Slash" to head (-0) (75/4) [0]
u - **Zaz:** 12d6 EB, Physical, ½ END (75/4) [3]
u - **Migraine:** 3d6 Ego Attack, 0 END, 2d6 Flash vs. sight , Armor Piercing, 0 END, Linked, If activation roll is >11 then attack acts as "Slash" to head (-0) (75/4) [0]
u - **Blackout:** 2D6 Flash, NND [Defense is target sense being cybernetically enhanced], Variable SFX, 0 END, If activation roll is >11 then attack acts as "Slash" to head (-0) (60/3) [0]
u - **Slash:** 2d6 RKA, Penetrating, 0 END, Only vs. living or complex systems (-1) (60/2) [0]
u - **Teek:** Telekinesis: 50 STR w/Fine Manipulation, ½ END (75/4) [3]
u - **Pushback:** Missile Reflection: Bullets, Force Field +20 PD, +12 ED, ½ END (70/4) [2]
Psychokinetic Side Effect:
Telekinesis: 4 STR, 1 Hex Area, 0 END, No Range, Linked to Telekinesis, No Conscious Control (2) [0]
1d6 RKA, Area Effect Radius 2", 0 END, No Range, No Conscious Control, Linked to EB, Only vs. Rigid/Inanimate materials (-1) (7) [0]
Mental Shield: Mental Defense: 10 points (5)
Mind Buzz: Mental Awareness: 14- (9)
Luck: 1D6 (5)
Equipment:
Leather Jacket: Armor: 2 DEF, 0 Value vs. Guns (-½), Locations 7-12 (-1), Real Armor, IIF (2)
Leather Pants: Armor: 2 DEF, 0 Value vs. Guns (-½), 13-16 (-1 1/4), Real Armor, IIF (2)
Former Zone Ganger Skills
AK: The Zone 12- (3)
KS: Zone Gangs 11- (2)
Stealth 14- (3)
Streetwise 13- (5)
Survival: Urban Wilderness 11- (3)
WF: Common Melee Weapons (2)
Kazei Five Training
Perk: Kazei Five Member (1)
Contact: Avatar 11- (2)
Kazei Five Battlecodes (1)
WF: Small Arms (2)

Background Skills
Contact: Nadine Luce of Free West Corporation 8- (1)
English (0)
Japanese (1)
KS: Neuroanatomy 11- (2)
KS: Psi-Neuroanatomy 11- (2)
KS: R. Scott Corp. 11- (2)
SC: Anatomy 8- (1)
SC: Biology 8- (1)

Total Powers & Skills Cost: 180

Total Character Cost: 304

Disadvantages: 100+
Berserk: When cornered or faced with overwhelming odds 14-/11- (20)
DNPCs
Carlisle McIntyre III, normal, 11- (15)
Emily McIntyre, less powerful, 11- (10)
Distinctive Features
Psychokinetic User (0)
White Belt of Kazei Five (5)
Hunted by:
Thriller Gang, less powerful, limited geographical location, 11- (5)
R. Scott Megacorporation, more powerful, NCI, 8- (20)
Package Bonus: Ex-Zone ganger (3)
Physical Limitation: Cyber Rejection (15)
Psychological Limitations
Protective of Innocents (20)
Falls in love easily (but has trouble falling out of it) (10)
Terrified of powerful, hostile psychokinetics (above and beyond the healthy terror called for by self preservation) (10)
Vulnerability: 1½ X effect from fear based PRE attacks (10)
Experience: (61)

Total Disadvantage Points: 304

Background/History: Patricia McIntyre was born into the R. Scott Foundation Arcology, and probably would have lived her life out very happily there, had not two things happened in rapid succession when she was about twelve years old:

1) Her powers manifested themselves publicly (items began to fly around *inside* a *locked desk* at school)

2) Her father was considering a 'jump' to another corporation.

A corporate "sniffer" put the finger on her, and she and her three siblings were 'extracted' to a secret base well within the Zone. She never found out which corporation ran the facility, but the project was code-named Nightsky.

For several years she and her two sisters and twin brother were trained, tested and brainwashed. Patty was code-named "Antares", her telekinetic abilities were rated as B-grade, but the instructors were unable to get her to reproduce the ability to telekinesis objects enclosed within other objects, which she had demonstrated. Her older sister, Emily, (code named "Betelgeuse") demonstrated the ability to augment her own strength, and her metabolism made her particularly resistant to psychotropic drugs. Neither her twin brother, Carlisle, or her younger sister Allison, ever manifested any sort of psychokinetic powers.

Eventually, Emily was able to interrupt the drugs and brain-washing on the other family members, and orchestrated an escape attempt. The escape was successful, though Allison was shot. The Nightsky building was destroyed.

This left the McIntyre children alone, in a desolate part of the Zone, in a state of shock, which soon turned to mourning, as Allison died within hours. Eventually they were adopted by the "Wizards of Odds", a small but powerful 'Wiz Gang'. That's when Patty took the street-name "Blade", and Emily became known as "The Rose". The Wizards barely tolerated Carlisle, because he was not a psychokinetic, so he never took a street name.

The Wizards were a close knit group. They were brutal at times, but looked out for each other. Rose became the 'main squeeze' of Jet Stream — the gang's leader. Blade hooked up with a telekinetic named Whiplash, in a sometimes stormy relationship.

But Jet Stream had a way of making enemies. Among them were the Ancients-a small-time gang which had a penchant for using crossbows. The Ancients caught Blade and her siblings in an ambush, and Emily was badly hurt. They would have taken her to Doc's clinic, but he had cleared out of the Zone some time before, so they took her to the Armageddon Clock (Aileen Muldowney's restaurant), and got her to call him in.

Once she knew her sister would recover, Blade got the rest of the Wizards to go hunting the Ancients through the Zone. The whole gang was so keyed up, and bloodthirsty, that they didn't even notice when they'd headed into South Bronx.

They were noticed, however. Ran sensed the massed psychokinetic force and moved in to defend his territory.

Jet Stream mouthed off to Ran, and the next thing Blade knew, Jet Stream's guts were showering her. She watched Whiplash attack with all his strength, (and was blown back by the whirlwind effect of Ran's telekinesis) and get turned inside out. One by one the others in the team were torn apart before her eyes.

Blade survived because she was too terrified to move, speak, or use her powers. Eventually, Doc, Carl and Tatsuya Sonoda found her — covered in blood and gore and staring blindly around. Apparently she blasted some Ancients that found her — as she said "I musta been the one who cakked them, 'cus they found all the pieces," but she doesn't recall that. She does have a vague memory of Ran standing over her and laughing, but she's not sure if it's real or a nightmare...

She went through "heavy-duty psychotherapy", and, once she was more-or-less stabilized, was invited

to join the nascent Kazei Five. Part of the deal was that Avatar provided new identities, and secured civilian jobs, for her brother and sister. Although not the most emotionally stable member of the team, Blade did face an enraged Ran and survive, and there are very few people who can say that.

Personality/Motivation: Blade tries very hard. She tries to be tough. She tries to be loved. She tries to be 'normal'. She knows that she can never succeed, but she's not about to admit that to anyone else.

She's made a practice of shedding painful memories. She's dropped her real name (her SIN Card reads "Tammy Tyler"). She never mentions the Arcology where she grew up, Project Nightsky where she was trained in her power use, or anything that would imply that she's ever had any life but that of ganger, or known any life outside the Zone. She works very hard to shelter her family (her brother and sister, who have been given SINcards and jobs in Neo York) from her professional life-to the extent that her team members may not even realize she has a family.

Although she never speaks of her own past, she's very clearly seeking normalcy most of the time. She's painfully aware of the limits of her sixth grade education and, now that she has the chance, works with dedication to bring it up. At the moment she's studying biology — looking for the neurological roots of psychokinetic power — but that is likely to branch out as she discovers other disciplines she judges useful. She enjoys trips to the city, especially those which are plebeian amusements (shopping, the zoo, picnics in the park) and makes a special effort to fit in.

Although she's quite capable of prejudice towards those who subjugate others (she calls corporate executives "corpsies", Steel Commandos "Arsies", etc.), and people who intimidate her (she calls Pumas "balloonbods"), and a wide variety of other insulting generalizations, she won't tolerate dehumanizing epithets towards the powerless. When differentiating psychokinetics from the average citizen, (for example) she will use the slang term "norm" rather than "nat". She will object to people being referred to as "subjects" or "targets", and she will quite willingly put herself at risk to defend strangers (unless she knows them to deserve attack).

She's desperately seeking acceptance, and community, and sees the way to security through romance. She's always in love (or in lust, or infatuated) with someone. Any reasonably young man who shows her kindness is likely to find himself the object of her attentions, especially if she is currently unattached.

Blade comes across as determinedly cheerful when with friends, and tough and in-your-face when she's challenged. She genuinely cares about her teammates, and tries to get them to socialize and relax together. She constantly questions her own motives and those of the team as a whole, but doesn't share her doubts with her team members.

She's not a physical coward, except when she's threatened by a psychokinetic whom she senses to be much more powerful than herself. Of course, when that happens, she's likely to lose touch with reality completely — either retreat into the nearest corner and cringe, or lose control of herself (and her powers) completely and strike out at anything and anyone who comes near her.

Quote (from her diaries): "I work for Avatar, who says he wants a team to fight for Justice. That's what Kazei Five's supposed to be. So far he hasn't had us do anything disgusting or terrible."

"What about Kazei Five? Have we lived up to our mission of protecting those who can't protect themselves? Mostly, we've just been protecting ourselves. Does that count?"

Quote (to others): "We wear the white belts, here. We're the good guys!"

"Get outta my face, old man! I know what I'm doin'!"

Powers/Tactics: Blade is a moderately powerful telekinetic, with the specialized ability to manipulate things inside other things — an ability she's able to use to tear people apart from the inside, or put subtle pressure on sensory areas in the brain.

Blade prefers to rely on her more direct powers in most situations — she'll generally come in with a strong 'Zaz' to get the enemy's attention, then abort to "Pushback" once she's drawing their fire. She'll save her "Slash" for times when she wants to make sure to kill an armored opponent. She considers herself 'practicing' the exotic powers, and rarely uses them at all.

She's not likely to come up with any creative combat maneuvers on the fly, but is quite capable of carrying out a plan once it's been presented to her — and, if given a chance, will practice any tactic that's suggested until she can use it reflexively.

She prefers to use her own powers to side arms, and often grumbles at being asked to carry them, considering her own powers much superior.

Appearance:

Carlos "Enforcer" Jagger

created by Nestor Rodriguez

Val	CHA	Cost	Roll	Notes
40	STR	25	17-	6400 kg; 8d6 [4]
23	DEX	39	14-	OCV: 8 /DCV: 8
25	CON	30	14-	
15	BODY	10	13-	
15	INT	5	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	0		Total: 15PD /7r PD
8	ED	6		Total: 15ED /7r ED
5	SPD	17		Phases: 3, 5, 8, 10, 12
12	REC	0		
50	END	0		
45	STUN	-1		

Total Characteristics Cost: 145

Movement: Running: 10" /20"
Swimming: 0"

Powers & Skills

Combat Training:
Martial Arts — *Police Training*, use art with Clubs (12)

Maneuver	OCV	DCV	Damage
Choke Hold	-2	+0	Grab One Limb; 2d6 NND (2)
Strike	+0	+2	10d6 Strike
Throw	+0	+1	8d6 +v/5; Target Falls

Cyborg Body Powers:
Cyberlimbs: Hand Attack: +2d6, 0 END (9) [0]
Cyborg Body
Density Increase, 1 Level, 0 End, Persistent, Always On: +5 STR, +1 PD/ED, -1" KB, 195kg (7) [0]
Armor: +7 PD/+7 ED (21)
+10 PD/+10 ED, Only Affects Stun (-½), Locations 6-9 and 14-18 (-¾) (9)
Swimming: -2" (0" Total) (-2)
Cyberlegs: Running: +4" (10" Total), Cybersystem (-¼) (6) [2]
Cybereyes: IR Vision, Cybersystem (-¼) (4)
Smartgun Link: +2 OCV and +2 Range Modifier, Requires Smartlinked Weapon (-½), Cybersystem (-¼) (9)
Coordinated Limbs: Talent: Ambidexterity (3)
Equipment:
Hammer of God with Smartlink Adaptor: RKA 4d6, Armor Piercing, Reduced Penetration, 2 clips of 6 shots, Jam 15-, STR Minimum, OAF [2x6c] (24)
Kazei Five Training
Perk: Kazei Five Member (1)
Contact: Avatar 11- (2)
Kazei Five Battlecodes (1)
Police Training
Combat Driving 14- (3)
Conversation 13- (3)
Criminology 13- (5)
Deduction 13- (5)
Fast Draw 14- (3)
Interrogation 13- (3)
KS: Law Enforcement World 11- (2)
Shadowing 12- (5)
Stealth 14- (3)
Streetwise 13- (3)
WF: Small Arms, HMG, Tonfa (4)

Background Skills
AK: Neo York Area (2)
Breakfall 14- (3)
KS: Zone Underworld 11- (2)
TF: Tracked Ground Vehicles (1)
Two Weapon Fighting (5)
Well Connected (3)
Contact: Kerri Seaward, Reporter 11- (1)
Contact: Capt. Blaisdell, NYPD Inc. 11- (1)
Contact: Duke, Bouncer at The Living End 11- (1)
Contact: Louie the Fixer 11- (1)
Contact: Winter Rose, Decker 11- (1)

Total Powers & Skills Cost: 166

Total Character Cost: 311

Disadvantages: 100+
Distinctive Features
Cyborg (10)
White Belt of Kazei Five (5)
Hunted by:
Thriller Gang, as powerful, limited geographical location, 11- (10)
Vengeful Corper, more powerful, NCI, 8- (20)
Physical Limitations
Helpless if Cybersystems Shut Down (15)
Needs Specialized Medial Attention (10)
Limited Sense of Touch (5)
Psychological Limitations
Loyal to Avatar (15)
Dislike of Replicants & Psis (10)
Overconfident (10)
Thinks Results are More Important Than Rules (10)
Vulnerability
2x STUN from electromagnetic Attacks (20)
Watched by:
NYPD, Inc., more powerful, NCI, 8- (10)
Experience: (61)

Total Disadvantage Points: 311

Background/

History: Carlos Jagger grew up in a household tyrannized by his father, a mid-level corporate manager who dealt with his work frustrations by taking them out on his family. When Carlos graduated from high school, he eagerly joined the Army as an escape. He served a full tour of duty, including almost two years of action in the South American Bush Wars. Upon his discharge, he took the advice of a fellow veteran and enrolled in the New York Police Academy. He graduated and joined the force a year after it incorporated into a private, for-profit organization.

Although Jagger chafed under NYPD, Inc.'s mercenary outlook (their new motto read, "We Protect Those We Serve"), his dogged persistence when on the

job earned him a string of successful cases and a steady rise through the ranks, all the way to Detective First Class. There he would have remained until retirement, unwilling to engage in the office politicking necessary to further his career, if not for the incident which proved to cause a drastic change in his life.

As a reward for solving a potentially messy case with a minimum of fuss, Detective Jagger had been given the cushy assignment of escorting a corporate executive of medium importance, a task for which NYPD officers were usually hired when the executive in question did not want to advertise his actions to his superiors. Jagger caught his charge in his hotel room torturing an underage prostitute. The outraged officer busted the executive, in a physical sense as well as a legal one. For his efforts, Jagger was subjected to a full court of inquiry, followed by a two-week suspension and a demotion back to Patrolman rank. He also gained the enmity of the executive, whose corporate standing had suffered from the scandal.

Less than a month after his demotion, Jagger was ambushed in his patrol cruiser by an extremely well-armed street gang while responding to a report of a public disturbance. The gangers poured a frighteningly large amount of gunfire into the battered vehicle, including an anti-tank rocket. The suspiciously-tardy backup found Jagger still strapped to his seat inside the wrecked cruiser, his body looking like it had been chewed upon by some gigantic animal, unconscious but alive. Paramedics were called, and his broken body was flown to the nearest hospital, where a medical crew labored for six hours to bring him back. What came out was barely a man.

Jagger had lost both legs and an arm. His eyes had been slashed by the splinters from his shattered faceplate. A number of his organs were in need of replacement. Unfortunately, the pension granted a police officer of his lowered rank was not enough to cover the expenses his reconstruction would incur. He had two options: finish the job the gangers had started, or live the rest of his life in freakish misery.

That's when Avatar came in. He offered to cover all the expenses of his rehabilitation, in exchange for an hour of Jagger's time to listen to a proposal. Jagger was no fool; he accepted. What he heard in that hour was enough to convince him to join Avatar's crusade. His injured organs were replaced, in some cases with artificial implants. He requested the remaining limb be removed and all his extremities be replaced with cybernetic replacements. His eyes were likewise replaced. His skeleton was reinforced to serve as a frame to make full use of the cybernetics' full strength, and to protect the fragile flesh within. All the devices installed were state-of-the-art, military grade cyberwear. Jagger became a walking combat machine, sworn to serve Avatar 's interests as his Enforcer.

Personality/Motivation: Jagger has brought his stubborn determination in achieving his mission goal into his new service. His loyalty to Avatar is without question, and he expects the same level of dedication from the rest of the team.

Jagger has no doubts or regrets about his new body. He revels in his increased abilities; if he received a grievous enough injury that would cause him to become a full-conversion cyborg, he would willingly go under the knife. In the meantime, he seeks to enjoy each day to its fullest, since he considers himself living on borrowed time. When not on duty, he can be found bar-hopping through Neo York's hot spots, or sharing an evening (and/or a bed) with female companionship willing and/or able of handling a quarter-ton partner who can bend steel with his bare hands.

Because his encounters with replicants and psychokinetics had been as either criminals or corporate property, Jagger has an ingrained prejudice of both. He especially dislikes "skinjobs," as he considers them a threat to mankind. He refuses to believe them to be truly sentient, since their personalities are force-fed into their brains when they are "born." He views the argument that he himself has forsaken humanity by embracing his cybernetic form with amusement; the fact that he would need to replace his flesh with machinery to compete with the stronger, faster replicants is simply more evidence of the true danger they present.

Quote: "We'll need to get through fifty well-armed thugs to reach our target. Those unlucky bastards."

Powers/Tactics: Jagger is as close to a full-conversion cyborg as you can get without just ripping the brain and spine out and putting them into a cyberdroid. Over 70% of his body is either fully cybernetic or enhanced by cybernetic implants. His reinforced skeleton allows him to lift more than 3 tons and withstand physical shocks; subdermal plating provides further protection. His cybernetic eyes come with thermal imaging filters, giving him vision even in no-light conditions. They also are connected to the smartgun links on his hands, giving him exceedingly improved accuracy with properly configured weaponry. He has trained himself to use either hand in combat without decrease in coordination, and can actually target and fire a weapon in each hand with confidence. His legs provide him with increased ground speed and leaping distance.

Like any cyborg of his type, Jagger cannot remain afloat in water and therefore is unable to swim. In addition, the milspec hardware has basic tactile sensors, making him feel constantly numb.

Although he will usually carry a sidearm comparable to what he carried as a cop, his pride and joy is the Hammer of God, a special-order handgun which reached limited production. It fires a three-round burst of high-grain 9mm rounds at such a high rate of fire, the rounds travel inches from each other and hit the target essentially on the same spot, producing a jackhammer effect designed to penetrate armor. It was originally designed as an anti-cyberdroid weapon. Jagger uses it when he needs the extra punch to take care of well-armored opponents. Note: if desired, the HOG can be replaced by another weapon capable of damaging cyberdroid opponents (an Assault Pistol, or a shotgun firing hotloaded slugs).

In combat, Jagger will provide heavy fire support, normally carrying a high-powered weapon (his favorite is a Medium Autocannon). He is not a combat specialist and will defer to who ever is more qualified, but if necessary, will lead the team to achieve its objectives with the minimum of time and collateral damage. He takes to investigative work like a duck to water, and excels at it.

Appearance: Jagger stands about 5'11" and weighs close to 450 lbs. The cosmetic surgery he received has removed most signs of age from his face, but he somehow still exudes the image of a veteran. His eyes are gun-metal gray and utterly without life. His dark brown hair is thinning in front, and his skin still shows some signs of the extensive scarring he suffered. His cybernetic limbs mimic the shape of natural arms and legs, but are colored in the same metallic gray of an average handgun.

He is usually dressed in the classic plainclothes cop suit, with a black string tie and shades to spruce up the image. While he does not try to disguise his cyberwear, he makes a point of not advertising it, making it more effective as a deterrent if a confrontation is likely.

Kenji Izuhara
created by Mark Doherty

Val	CHA	Cost	Roll	Notes
10 (30)	STR	0	15-	1600kg (6d6) [3*]
20/26	DEX	30	14-	OCV: 9 /DCV: 9
13	CON	6	12-	
12/13	BODY	4	12-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
14	PRE	4	12-	PRE Attack: 2½d6
6	COM	-2	10-	
6	PD	4		Total: 19 PD /13 PDr
5	ED	2		Total: 18 ED /13 EDr
3/5	SPD	0		Phases: 3, 5, 8, 10, 12
6	REC	2		Values after the slash are
28	END	1		from implanted cyberware.
30	STUN	0		Values in parenthesis are
				from the Powered Armor
				suit, No Figured Characteristics.

Total Characteristics Cost: 61

Movement: Running: 6" /12"
Superleap: 15" /60"
Swimming: 2" /4"

Powers & Skills

Combat Training
Combat Skill Levels: +1 with Corporate Self Defense Training (3)
Firearms Training: +2 OCV with Autofire (4)
Martial Arts — *Corporate Self Defense Training*, use art with Swords (16)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Strike	+0	+2	STR + 2d6
Throw	+0	+1	STR + v/5; Target Falls

Implanted Cyberware
Cybereye
Thermographic: IR Vision, Cybersystem (-¼) (4)
Vision Augmentation: Telescopic vision +2, Cybersystem (-¼) (5)
Data Jack-Level 2: +2 with all computer related skills, Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (6)
Reflex Augmentation II: DEX +6, Does not affect figured (-½), Cybersystem (-¼) (10)
Skilljack: Variable Power Pool, 10 point pool, 5 Point control Cost, Limited Selection of Skills (-½), Cybersystem (-¼) (13)
Speed Booster: Speed +2, Cybersystem (-¼) (16)
Strength Arm, Single I+
STR +5, Does not affect figured (-½), STR only affects use with right arm (-½), Cybersystem (-¼) (2)
Body +1, Does not affect figured (-½), Cybersystem (-¼) (1)
Armor: +2 DEF, Location 6-8 (right arm) (-1½), Cybersystem (-¼) (2)
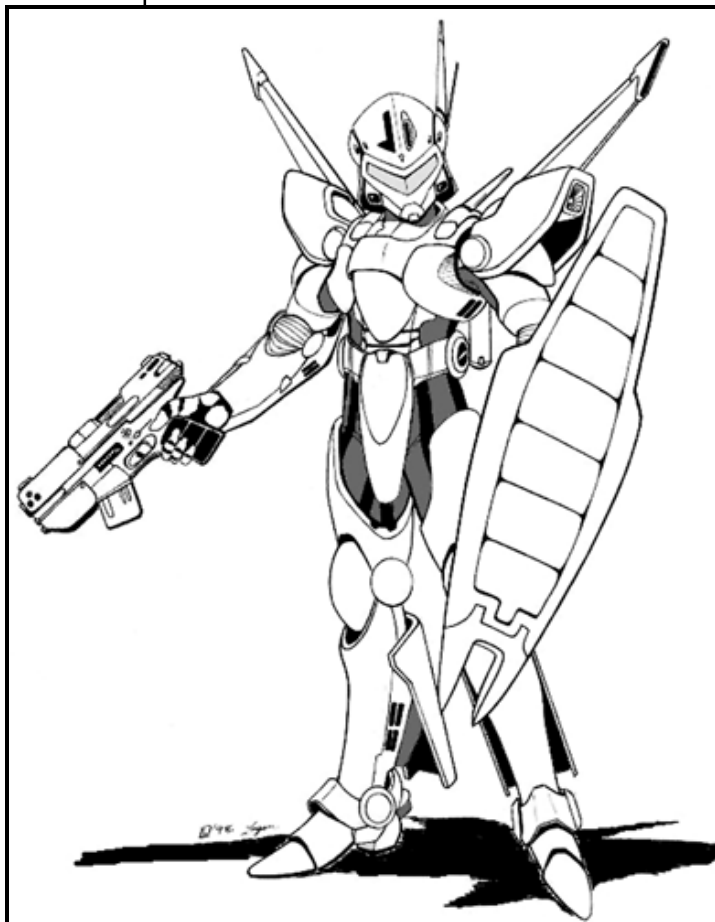**Makura Powersuit:** Powered Armor (-½)
Powersuit
Density Increase, 1 Level, 0 End, Persistent, Always On: +5 STR, +1 PD/ED, -1" KB, 200kg (5) [0]
+10 STR, Doesn't affect figured characteristics (5) [1]

Holographic / Video Display System
Multipower 45 Point Pool, Requires a Skill Roll
(Systems Operations), Side Effect: 6d6 Flash if
roll failed, Draws END from END Reserve
(45/15)
u - **Light Flare:** Flash 2d6 vs. Sight Group, Explosive
(45/1) [4*]
u - **Holographic Images:** Images: -5 to PER Rolls vs.
Sight Group, ½ END (44/1) [2*]
u - **Electronic Countermeasures:** Images: -5 to PER
Rolls vs. Radio Sense Group, ½ END (44/1) [2*]
u - **Video Interface: Clairsentience:** Sight Group, x8
Increased Range, Requires Access to Security
Cameras (-1) (45/1) [4*]
Powersuit Defenses
Armor: +12 PD/ED (24)
Damage Resistance: 1 PD/ED (applied to PD/ED
from Density Increase) (1)
Flash Defense: 5 DEF, Sight Group (3)
Life Support: Self-contained Breathing, 1 Four
Hour Charge (6)
Jet Pack
Superleap +10", x4 NCM, Requires DEX Roll Upon
Landing (-½) (7) [1/5"*]
Sensor Suite: Requires a Skill Roll (Systems Opera
tions)
Computer Videocam System
Eidetic Memory (5)
Enhanced Perception: +4 with PER Rolls (6)
High Range Radio Hearing, Discriminatory (7)
Internal Locator: Bump of Direction (1)
Radar (7)
360 Degree Sensing, Radio Sense Group (5)

Powersuit Power Supply
END Reserve 80, 4 REC/Turn, Feeds all powers
marked with a * (8)
Kazei Five Training
Perk: Kazei Five Member (1)
Contact: Avatar 11- (2)
Kazei Five Battlecodes (1)
Corporate Operative Skills
Breakfall 14- (3)
Computer Programming 13- (3)
Electronics 11- (3)
KS: Gunkoku Industries 8- (1)
KS: Corporate World 11- (2)
Systems Operation 13- (3)
WF: Common Melee Weapons, Energy Weapons,
Grenade Launchers, Small Arms (6)
Background Skills
English, Fluent with accent (3)
Japanese, native (0)
PS: Video Editing 11- (2)

Total Powers & Skills Cost: 221

Total Character Cost: 282

Disadvantages: 100+
Distinctive Features
Scarred Face and Decorative, Visible Cyberware (15)
White Belt of Kazei Five (5)
Hunted by:
Gunkoku Industries, more powerful, NCI, 8- (20)
Normal Characteristic Maxima: (20)
Psychological Limitations
Hates Gunkoku Industries and Will Always Work to
Their Disadvantage (20)
Very loyal-team player (15)
Secretly Craves Excitement (10)
Extremely Repressed Personality (5)
Reputation: Kenji Izuhara left Gunkoku Industries
under unusual, possibly criminal circumstances, ext,
8- (10)
Secret ID: Member of Kazei Five (15)
Watched by: Military, more powerful, NCI, 8- (10)
Experience: (37)

Total Disadvantage Points: 282

Background/History: Kenji Izuhara was the top field
tester for Gunkoku Industries Defense Contracting Di-
vision, having risen through the ranks from a com-
pany school. A devoted employee, he spent years test-
ing equipment devised by Gunkoku's top technicians.
He had even literally given his arm for the company.
When testing a version of their compact laser pistol,
the battery exploded, destroying his right arm and leav-
ing him badly scarred, even after extensive surgery. But
after having a cybernetic replacement installed, Kenji
returned to work.

After testing Gunkoku's newest, most secret prod-
uct, a compact powersuit code-named "Makura," sev-
eral things changed Kenji's picture of corporate life. A
chance overheard conversation led him to believe that
some of the technology for the powersuit had been
stolen from certain military projects. Furthermore, a
few discreet inquiries suggested that almost everyone
involved in the Makura project had suffered unusual,
and fatal, accidents. When his investigations came to
the attention of his superior, Kenji found himself sud-
denly retired on a small pension, — officially due to

his injuries — despite recently passing the company's fitness test. Finally, coming home one night Kenji was attacked by a mugger, who turned out to be a professional killer. Though wounded in the encounter, Kenji survived, but realized that he was slated to have an "accident" as well. That was all the motivation Kenji needed.

Knowing the lab's layout and security quite well, it was easy enough for Kenji to break in. A quick check of the files showed that only a select group of workers knew about the Makura powersuit, and most of them had been "terminated," including himself. Erasing the datafiles on the Makura project, Kenji fled, taking the prototype powersuit with him. Intending to sell his services as a mercenary, Kenji was instead contacted by Avatar, and eventually joined Kazei Five. His former corporate superiors would dearly love the suit back (as well as the elimination of its current owner), but without any undue publicity, as they cannot afford an investigation of the powersuit's origins. Meanwhile, rumors of the powersuit's capabilities have reached the military, and they are very interested in where the suit came from, and what it can do.

Personality/Motivation: On first acquaintance, Kenji appears to be the quintessential Sarariman — quiet, formal, and polite. To his few friends, he is more forthcoming, but still always fairly reserved. However, this quiet exterior masks a very different internal personality. In his youth, Kenji was a rebel running with motorcycle gangs in the poorer parts of MegaTokyo. His uncle's discreet use of influence secured him a place in Gunkoku's technical school, and there he learned to conform, but he never shook a craving for excitement that was not easily satisfied within the confines of the Gunkoku arcology. His flair with technical operations and combat earned him rapid promotion in Gunkoku's military technology wing, but his career stalled at the rank of field tester because of his unwillingness to abandon field work, and the excitement it brought.

When alone in his room, Kenji trades in his classical music for a retrothrash soundtrack, and he pumps up the same music inside his powersuit, as long as the comlink is off. He is more than happy to engage in combat or the "un-sarariman" activities of drinking in Zero Zone bars, when he thinks he can get away with it! He *loves* jumping out of a dropship into a firezone. Kenji will regularly tape combat scenes with the video gear in his powersuit, and after editing them to obscure important details, as well as heighten the artistic impact, he will add a driving soundtrack, and sell them to the popular tri-vid show "Firefight Live." All in all, Kenji is a classic case of repressed personality.

Quote: "Perhaps for this we use the big guns, I think."

Powers/Tactics: Kenji has worked testing Gunkoku's military hardware under exacting conditions, both on the proving grounds, and as part of Gunkoku's security forces, inside, and outside Japan. Thus, he is an efficient, rather than spectacular, combatant. He tends to fight conservatively, and works well with a team.

However, his powersuit-augmented reflexes, strength, and senses make him a formidable opponent in hand-to-hand combat as well, something he particularly enjoys. In combat, Kenji's choice of weapon is either an assault rifle with an attached grenade launcher, or an assault cannon, along with a katana for hand to hand combat.

While Kenji enjoys the rush he gets from combat, and never shrinks from a fight, his main strength actually lies in the combination of his computer and electronics skills with the unusual abilities of his powersuit. Its most exotic feature is an experimental holographic generator and video system, which allows him to blend in with the surroundings, or even simulate the appearance of another person or object (if a computer model has been pre-stored in the powersuit's database). At maximum output, the hologram system can be used to generate a blinding flash, although that drains the suit's batteries very quickly.

The powersuit contains a battery of sophisticated sensors, and electronic countermeasures (ECM), which allow the user to generate fake radar or radio images and to hack into security systems in order to see through their security cameras (the Clairsentience power). These countermeasures also allow Kenji to open computer controlled and electronic locks. Moreover, all these abilities can be used at range, as long as he can establish a radio link to his target or can tap directly into necessary wiring. Finally, Kenji has a skillsoft that allows him to access skillchips. His usual approach is to take skills complementary to his computing skills or to add specific routines to aid him in those skills (such as levels with a particular computing task). Kenji serves as the team's combat engineer, disarming sensors, breaking into buildings, interfering with enemy electronics, and the like.

Appearance: Kenji is in his late 30's, and of about average height (for a Japanese). His hair is cropped short, except at the back where it's grown out into a foot-long ponytail, which Kenji normally wears braided. He appears tanned, trim, and fit, and has the smooth, flowing movement that inform knowledgeable observers that Kenji has had extensive cyber augmentation. Kenji's only visible cyberware is his right eye and arm, although a datajack has been implanted discreetly behind the right ear. Most of the time Kenji wears a skin-like glove to conceal his arm, and mirror sunglasses to conceal the eye. When uncovered, the arm is revealed to be lacquered a hyper-glossy black, trimmed with gold, and decorated with swirling gold lotus vine patterns. This rather ostentatious decoration, together with the fact that he has only a single cybereye, should tell anyone that his cyberware is top of the line, since it involved the implantation of compensating software so as not to conflict with information from his natural body.

When not dressed for combat (in which case Kenji would be wearing his red and blue powersuit), Kenji favors expensive silk suits for business, or heavy (but stylish) armored jackets for partying in the Zero Zone. In other words, he dresses like a flip, up-and-coming executive.

Kenwood "Doc" Muldowney

created by Steve Kramer

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6 /DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	13-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
8	PD	4		Total: 18 PD /10r PD
5	ED	1		Total: 15 ED /10r ED
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
30	STUN	0		

Total Characteristics Cost: 93

Movement:	Running: 6" / 12"
	Swimming: 2" / 4"

Powers & Skills

Combat Training
Combat Skill Levels: +2 Levels with all Combat (16)
Firearms Training: +2 Levels with Ranged Combat (10)

Martial Arts — *Dirty Infighting* (19)

Maneuver	OCV	DCV	Damage
Kidney Blow	-2	+0	½d6 HKA (2DC)
Low Blow	-1	+1	2½d6 NND (3)
Punch / Backhand	+0	+2	6½d6 Strike
Throw	+0	+1	4½d6 +v/5; Target Falls

1 Damage Class with Dirty Infighting

Implanted Cyberware
Datajack-Level 1: +1 with all computer related skills, Requires Accessible Datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)

Equipment
Complete Ballistic Armor: Armor: 10 DEF, Locations 6-18 (-1/2), Real Armor, OIF (13)
Full Helmet: Armor: 10 DEF, Locations 3-5 (-1 1/2), Real Armor, OIF (9)

Kazei Five Training
Perk: Kazei Five Member (1)
Contact: Avatar 11- (2)
Kazei Five Battlecodes (1)

Medic Skills
Electronics 11- (3)
Paramedic 15- (7)
PS: Cyberneticist 14- (3)
PS: Doctor 14- (3)
Scientist (3)
SC: Chemistry 11- (1)
SC: Cybernetics 13- (2)
SC: Medicine 13- (2)
SC: Physiology 11- (1)
SC: Psychology 11- (1)

Mercenary Skills
Self Confidence: +5 Presence, Defense Only (-1) (2)
Interrogation 12- (3)
PS: Soldier 11- (1)
Tactics 13- (3)
WF: Small Arms (2)

Background Skills
Cityspeak (1)
Computer Programming 13- (3)
English: Native (0)
Japanese: Fluent (4)
KS: Megacorporations & Corporate World 13- (3)
Skill Level: +1 Overall Level (10)
Streetwise 12- (5)
Jack of All Trades (3)
Traveler (3)
AK: California Free State 11- (1)
AK: Japan 11- (1)
AK: Neo York 11- (1)
AK: Neo York Zero Zone 11- (1)

Total Powers & Skills Cost: 147

Total Character Cost: 238

Disadvantages: 100+
Distinctive Features: White Belt of Kazei Five (5)
DNPC: Aileen Muldowney, sister, less powerful (10)
Hunted by: Mitsumi, more powerful, NCI, 8- (20)
Normal Characteristic Maxima: 20
Psychological Limitations
Sees the World Divided into" Good Guys" and "Scum" (25)
Never Goes Back Upon His Word (15)
Sense of Duty to the Community (15)
Reputation: Doctor Who Creates Too Many Patients, extreme, 8- (10)
Experience: (18)

Total Disadvantage Points: 238

Background/History: When Kenwood Muldowney was ready to attend medical school, there was no doubt about where he'd go. Mitsumi had treated his family as their own, and their influence and power was known throughout Neo York. When his parents died, Mitsumi paid for an elaborate Japanese-style funeral in the suburbs. It was clear that he could write his own ticket within the arcology, and support himself and his sister Aileen in grand style.

Alas, in the times since the elder Muldowney was an employee, Mitsumi had lost some of its invincible aura. It is said that being at the top in Neo York only presents you as a more inviting target, and Mitsumi wasn't an exception. When Ken Muldowney came to Mr. Kuzuhara, the man who hired his father, the functionary saw not a gifted medical student, but an invaluable aid in the corporate war that Mitsumi was now faced with in the West. Ken, who felt he owed *giri* to Mitsumi, accepted.

Muldowney was intensively trained as a medical officer within Mitsumi's corporate army, impressing his officers and himself with his aptitude for firearms and small unit tactics. Mitsumi pronounced him ready to help deal with a Mexican incursion into the CAS, but while he excelled on the field of battle, his mind and soul were unprepared for the horrors of combat in the 21st century. When the commanding general ordered his own son to hold a soon-to-be-overrun position to buy the reserve troops time to prepare a counter strike, Muldowney began to question the purpose of fighting for his corporate masters.

His outlook wasn't helped by his later and longer tour of duty in Japan. There, Joe Pak, an out-of-control operative under his command, plowed his way through a crowd of civilians on a crowded street in MegaTokyo. Later Pak was rewarded when a rival corporate executive was found among the dead — while Muldowney was reprimanded for treating corporate Pumas out of triage order at the nearby aid station (thus spending too much time "saving lost property"). How moral did his employers look now? They took care of their own — but at what cost?

His tour over, Dr. Muldowney was assigned to the arcology hospital in Neo York, back where it all began. His unit hadn't been back a full year when a critical patient was brought in — Aileen Muldowney, near death after a brutal rape, beating and torture. It took almost twenty hours, but the emergency cybersystem grafts took. Doc sat next to, and almost collapsed over his sister as she lay recovering. It was then that he overheard that his sister's attacker had been brought in too — shot as he was attempting to escape — with orders that he be "preserved for a future assignment." In triage, Doc saw the body of Tony Metzer, with a single gunshot wound, awaiting surgery.

In that instant, Doc decided that the world as he knew it contained no justice, and he alone would exact its long overdue payment right there. Mitsumi, his career, the Hippocratic Oath... none of it mattered anymore.

When the surgeon who was supposed to have operated on Metzer found him, Metzer had been given, quite expertly, a full-drip IV of curare, the antivenin of which was safely stored several floors below in the trunk of Kenwood Muldowney's car. Five minutes later, Mr. Kuzuhara was found in his office at his desk, shot with the same AAI CAWS that he had ordered young Ken Muldowney to be trained with. The distant rumble behind Doc as he drove away with his sister signaled the demise of two more Mitsumi agents who had gone to his quarters and opened the front door. Five minutes later, Doc calmly drove across the Williamsburg Bridge into the Neo York Zero Zone.

There were few doctors in the Zone, particularly with Doc's ability and his new, brutal sense of fair play. His clinic quickly became an institution within the Zone. enough that when Mitsumi discovered its location, they dared not attack for fear of being cut down by the locals. Still, it might have gotten too hot for Doc eventually, had a Network presence named Avatar not come to him one day.

Personality/Motivation: Once self-concerned and pragmatic, Doc is now a man on a mission. His only concern is with seeing justice done at any price — and in Neo York, that almost amounts to a death wish. His single-mindedness manifests itself in a black-and-white view of the world: everyone is either a friend, for whom no sacrifice is too great, or an enemy, for whom no mercy exists. To determine this, he trusts only himself and his closest associates, determined as

he is not to be duped by any faceless masters ever again. This can sometimes put him at odds with his team (as when he helped Shion Nys when she had been injured).

Outwardly, he is usually grim, introspective, and impassive, and he speaks as though words were somehow costly, sometimes giving the impression that he isn't paying attention to what's going on. He considers himself team leader, and in times of indecision, he prefers to let the other members talk it out, hearing all the options, and then announce his decision, ending all debate. For Doc, there is a "way things are done," no matter what the situation might be, and there is little variance from that solution.

Quote: "We can't have things like this happening in my city."

Powers/Tactics: Doc is a normal human, untouched by any form of cybernetic augmentation. Thus, he prefers to hang back in most combat situations, using his status as leader to direct his team's actions. Doc also acts as fire support. He usually carries an AAI CAWS and will use it to keep enemy targets pinned down and unable to return fire.

Appearance: Doc is tall and broad shouldered, with a well muscled form. His blond hair is cropped short, in the military style, topping a stern, square-jawed face. Doc usually dresses in simple fatigues, whether on duty or off. In his medical lab he will add a white lab coat, and a broad-brimmed Stetson is worn at all times. On a combat mission, Doc will dress in full armor, complete with helmet.

Ryan Summer Mckee

created by Darren B. Hansen.

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150kg; 2½d6 [1]
21	DEX	33	13-	OCV: 7 /DCV: 7
21	CON	22	13-	
13/14	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
14	PRE	4	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 23 PD /17 PDr
6	ED	2		Total: 23 ED /17 EDr
5	SPD	19		Phases: 3, 5, 8, 10, 12
9	REC	4		
42	END	0		Values after the slash are
35	STUN	4		from implanted cyberware

Total Characteristics Cost: 111

Movement: Running: 6" / 12"
          Swimming: 2" / 4"

Powers & Skills

Combat Training
  Firearms Training: +2 OCV with Police Weapons
    (Pistols and Shotguns) (6)
Esper/Psychokinetic Powers
  Psychokinetic Power Multipower: 20 point pool (20)
    m - **Shock Wave:** HA +4d6, One Hex Area, x3 End,
      No Knockback (18/2) [6]
    m - **Telekinetic Strength:** +20 STR, Does not affect
      figured characteristics(20/3) [2]
    u - **Telekinetic Shield:** Force Field +10 PD, +10 ED
      (20/2) [2]

Flexible Esper/Psychokinetic Powers
  Variable Power Pool (25 pt pool), Can Change Powers
    As A Zero-Phase action, Psychokinetic Powers Only
    (-½), Side Effect When Control Skill Roll Failed
    (a.k.a. Brainburn): 2d6 EB, 2d6 Drain of VPP (-½)
    (37)
Psychokinetic Power Pool Control Skill: 15- (-1 per 10
  pts altered) (9)
Psychokinetic Awareness: Mental Awareness 12- (0)
Implanted Cyberware
  Skilljack: Variable Power Pool, 10 point pool, 5 Point
    control Cost, Limited Selection of Skills (-½),
    Cybersystem (-¼) (13)
  Strength Arm, Single IV
    STR +18, Does not affect figured (-½), STR only
      affects use with right arm (-½), Cybersystem
      (-¼) (8)
    Body +1, Does not affect figured (-½), Cybersystem
      (-¼) (1)
    Armor: +2 DEF, Location 6-8 (right arm) (-1½),
      Cybersystem (-¼) (2)
Equipment
  Lined Long Coat
    Armor 4 DEF, ½ Value vs. Cutting/Energy Attacks
      (-¼), Coverage 7-16 (-¾), OIF, Real Armor (-¼) /
      Armor +3 DEF, ½ Value vs. Cutting/Energy
      Attacks (-¼), Coverage 9-12 (-1¼), OIF, Real
      Armor (-¼) (7)
Kazei Five Training
  Perk: Kazei Five Member (1)
  Contact: Avatar 11- (2)
  Kazei Five Battlecodes (1)
Former ESWAT Officer Training
  Perk: Weapon Permit (2)
  AK: MegaTokyo 11- (2)
  Bureaucratics 8- (1)
  Combat Driving 13- (3)
  Criminology 8- (1)
  Fast Draw 13- (3)
  KS: Criminal Law & Procedure 11- (2)
  PS: Police Officer 11- (2)
  Tactics 12- (3)
  Two Weapon Fighting (5)
  Streetwise 12- (3)
  WF: Nightstick/Tonfa, Small Arms (3)
Background Skills
  English (Native) (0)
  Japanese (Native) (4)
Total Powers & Skills Cost: 147

Total Character Cost: 258

Disadvantages: 100+
  DNPC: Parents (Scott & Miyuki McKee), Normal, Useful
    Skills 8- (5)
  Distinctive Features
    Powerful Psychokinetic (5)
    White Belt of Kazei Five (5)
  Physical Limitation: Phantom Pains From New Arm (5)
  Psychological Limitations
    Believes in Justice for all (15)
    Sense of duty to unit (15)
    Works hard to maintain his sanity (15)
    Curious / Afraid of what his next upgrade might do to
      him (5)
  Reputation: Good Cop 8- (5)
  Vulnerability: 2 x Effect from chemicals/injected drugs
    (20)
  Experience: (63)
Total Disadvantage Points: 258

Background/History: Ryan Summer McKee was born
in Hawaii, his name derived from the bar — Ryan's
Endless Summer — where his parents first met. At the
age of 10, the McKee family moved to MegaTokyo,
where Scott, Ryan's father, joined the R&D department
for Sony Electronics, while Miyuki, his mother, re-
turned to teaching.

Ryan was still in his preteens when his
psychokinetic abilities manifested. In an attempt to
avoid having their son become a corporate pawn, the
McKees sought government counseling and assistance.
Sony made several abortive attempts to dissuade them,
but soon abandoned the idea, since, at the time the
true power of corporate psychokinetics had yet to be
realized.

When Ryan was 18 he applied to the Enhanced
Special Weapons and Tactics Division of the
MegaTokyo police department. He was accepted and
completed his training later that year.

Three years later, at age 21, Ryan elected to have a
Skilljack installed, to assist him with ESWAT opera-
tions. Within weeks of the operation, Ryan noticed that
he was occasionally able to overhear other people's
thoughts. An investigation into the matter revealed that
having the Skilljack implanted had unlocked Ryan's
latent esper abilities.

Several years later, Ryan was badly injured while
on duty, losing his left arm in a violent struggle with a
powerful psychokinetic. As per standard ESWAT pro-
cedure, Ryan was rushed to a local hospital, where a
cybernetic replacement was installed. After he was re-
leased, Ryan discovered that this latest bout of cyber-
surgery had adversely affected his psychokinetic abili-
ties. His power level had dropped considerably, and
his telekinesis no longer functioned in anything resem-
bling a normal fashion. Ryan tried to retrain himself
to better understand and utilize his new abilities, but
found that his attempts didn't seem to be effective.

Ryan returned to duty with ESWAT, and began to
rely more and more on his unstable esper powers, back-
ing them up with his radically altered psychokinetic
abilities. Eventually, conventional weapons became
increasingly necessary to him in his duties, to the point
that Ryan decided that it was in his best interests to
leave ESWAT. Now, at the age of 28, Ryan has been
selected to be the newest recruit of the Kazei Five team,
where he hopes to fully retrain and develop his
psychokinetic abilities while also devoting time to un-
derstanding and exploring the nature of his esper pow-
ers.

Personality/Motivation: Ryan joined ESWAT so he
could use his abilities to help people as a whole. In his
mind there were too many people with "awesome
power" using that power for their own selfish reasons.
ESWAT was Ryan's outlet, his way of evening the odds
in an attempt to help set things right. Service as a po-
liceman has given him a solid belief in justice for ev-
eryone, having seen prejudice in more forms then he'd
like to admit. Although the right to personal freedom
is what he believes in most, he knows a line has to be
drawn when someone decides that his idea of personal
freedom results in harm to others.

Quote: "I'm a virtual cornucopia of trouble; we haven't even gotten to the fun stuff yet."

Powers/Tactics: The change in Ryan's psychokinetic abilities has been hard for him to adjust to. Since leaving ESWAT, he's spent the last few months trying to retrain himself in his new abilities, but it's been harder than he originally thought.

Currently, Ryan relies on his esper powers to confuse and disorient his opponents, switching to conventional weapons and his newly altered psychokinetic powers to actually confront his targets. Adjusting to this "new" approach to handling situations has given Ryan some trouble, since in the past he could rely on his psychokinetic powers to cut through most opposition in short order.

Ryan is very much a team player; 10 years with ESWAT and the MegaTokyo Police have shown him that good team work is essential to survival. As Ryan often says, he's seen more than one hot dog get wiped out in the field after going in alone. And that is a statistic he'd rather not be.

Appearance: Ryan is a good-looking young man of medium build with a fair complexion, pale green eyes and straight black hair. Ryan is equally comfortable in a tuxedo or ragged jeans and T-shirt, although he prefers the casual look of the latter. If the situation requires it he will adopt the formal look of gray suit, white shirt and corporate tie. In any case, Ryan prefers to tuck his sidearm out of the way in a shoulder holster. Out of habit, Ryan keeps his hair cut short and is always clean-shaven. Ryan's left arm is cybernetic. He has covered it with a simple synthetic-skin overlay, since it will attract less attention that way.

Takeda Johnson
created by David Kujit

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8 /DCV: 8
23	CON	26	14-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
7	PD	4		Total: 19 PD /12r PD
5	ED	0		Total: 13 ED /8r ED
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	4		
40	END	-3		
31	STUN	0		

Total Characteristics Cost: 108

Movement:
Flight: variable
Running: 7" /14"
Superleap: variable
Teleport: variable
Swimming: 2" /4"

Powers & Skills
Combat Training
Combat Skill Levels: +2 vs. Range Modifiers with Psychokinetic Power Pool (4)

Martial Arts — *Aikido* (12)

Maneuver	OCV	DCV	Damage
Dodge	—	+5	Abort
Strike	+1	+1	3d6 Strike
Takedown	+1	+1	3d6 Strike; Target Falls

Psychokinetic Powers
Flexible Psychokinetic Powers:
Variable Power Pool (60 pt. pool), Can Change Powers As A Zero-Phase action, Psychokinetic Powers Only (-½), Side Effect When Control Skill Roll Failed (a.k.a. Brainburn): 2d6 stun, 4d6 Flash (sight group), and 2d6 DEX drain (-1) (84)
Psychokinetic Power Pool Control Skill: 18- (-1 per 10 pts. altered) (15)
Defensive Field: Force Field, +12 PD, +8 ED, 0 END (30) [0]
Body Control: Life Support (does not need to eat or sleep), Only When Not Tired By The Exertion Of His Psychokinetic Powers (-1) (2)
Psychokinetic Awareness: Mental Awareness 12- (0)
Running: +1" (7" Total) (2) [1/5"]
Skills of Unknown Origin
AK: (Unknown Home) 8- (0)
KS: (Unknown at this time) 11- (2)
KS: (Unknown at this time) 8- (1)
Security Systems 12- (3)
Stealth 14- (3)
Unknown Skill 11- (2)
Kazei Five Training
Perk: Kazei Five Member (1)
Contact: Avatar 11- (2)
Kazei Five Battlecodes (1)
KS: Psychokinetic World 11- (2)
Paramedic 11- (2)
WF: Small Arms, Grenade Launchers (3)
Background Skills
AK: Neo-York Zero Zone 8- (1)
Computer Programming 8- (1)
English, Native (4)
Japanese, Native (0)

Total Powers & Skills Cost: 178

Total Character Cost: 286

Disadvantages: 100+
Distinctive Features
Powerful Psychokinetic (5)
White Belt of Kazei Five (5)
Hunted by:
Unknown Megacorporation, more powerful, extensive NCI, 11- (25)
Unknown Hired Agents, as powerful, 11- (15)
Physical Limitations
Cyber Rejection (15)
Migraine headaches (infrequent, greatly impairing: -3 OCV and DCV, -3 to PER and skill rolls, and -3" running) (10)
Psychokinetic Powers Occasionally Out of Control (10)
Total Amnesia (10)
Psychological Limitations
Driven to Seek his Past (25)
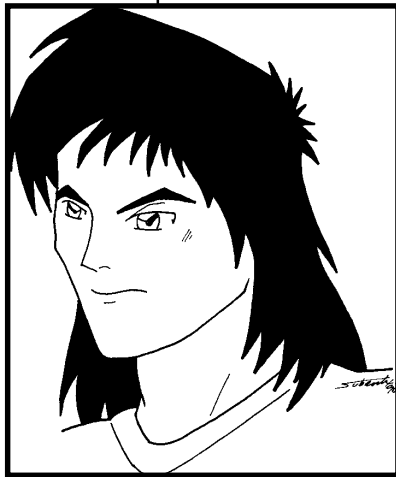Nice Guy (15)
Duty to Avatar (10)
Susceptibility
1d6 per turn from mood-altering chemicals (15)
Experience: (26)

Total Disadvantage Points: 286

Background/History: Takeda is a very powerful psychokinetic with no memory of his past. Kazei Five doctors have several theories about how this could have occurred; psychological or physical trauma are the most probable cause. Since psychokinetics tend to be very unstable psychologically, and because backlash from the use of psychokinetic powers (so-called "Brainburn") can be quite severe, both possibilities are quite likely.

Takeda's first memories are waking up in a Neo York Zero Zone alley, wearing jeans and a black T-shirt. The only connection to his past is a feeling that he is being hunted by someone. While he was wandered the Zone he took the name Takeda from some newsfeed, and was called "Mr. Johnson" by some of the other denizens of the Zone as a joke ("Mr. Johnson" being a common alias for an anonymous employer). He became a member of Kazei 5 after the team found him fleeing from a unit of Steel Commandos and a squad of Pumas. Avatar was very interested in the nature of this virtually unknown psychokinetic, and realized that Kazei 5's interests would be best served by recruiting Takeda to the team.

Personality/Motivation: Takeda is a very powerful and flexible telekinetic. He is fundamentally a nice guy, and he likes people, although he will kill if he must to protect himself or others. His sense of identity is tied in with his unknown past, and he is driven to find out who he was, as a way to find out who he *is*. He will undertake very dangerous actions if he thinks it will help him find out anything about his past.

Quote: "Don't make me do something you'll regret."

Powers/Tactics: Takeda's flexible psychokinetic powers allow him to do things that are frankly unbelievable. He can augment his strength enough to lift nearly 400 *tons*. He can rip apart tanks and teleport dozens of kilometers in an instant. His control over his own body is such that he has become something more than human.

However, he is still subject to the terrible instability of his psychokinetic powers. He suffers terrible migraines, often causing bleeding from the ears, mouth, nose, and eyes. Like most psychokinetics, his body reacts poorly to cybernetic system intrusions. His extensive powers sometimes go out of control, with often destructive results to his surroundings. And finally, he can sometimes lose control of his powers when he uses them, causing brainburn. For Takeda, brainburn triggers an acute migraine that seriously impairs his abilities.

Takeda is fairly conservative in combat, supplementing his normal force field from his Variable Power Pool. Because his powers are dangerous and unreliable, he will rarely attempt to switch power levels dramatically from one phase to another. Although he has the power to kill easily, he will rarely use that except when he thinks he has no choice, or in desperate cases.

Takeda is a control freak. He rarely loses his temper, and has never lost it so badly as to lose control of his powers entirely. He is very afraid of what will happen if he does. Takeda is very aware that psychokinetics are very prone to losing control of their powers and their sanity. By controlling his temper tries to keep a lock on his greatest fear — if he loses his sanity, thousands upon thousands could die.

Appearance: Takeda appears as a young man with dark hair and eyes. He is wiry rather than muscular, and about 5'10" tall. Not unhandsome, but nothing spectacular. In all ways he looks like a relatively normal human being, although the intensity of his gaze betrays the force of his personality. He usually wears jeans and a T-shirt, regardless of the weather.

Campaign Notes: The following material represents Takeda's background as used in the original Kazei Five campaign. The referee should feel free to modify, redesign, or ignore this history according to what will work best for his campaign. This version of Takeda provides the campaign with some very interesting quirks and hooks for future adventures. If using this history, replace all of Takeda's Skills of Unknown Origin with the following:

Corporate Agent Skills
   AK: Jinsei Arcology in MegaTokyo 8- (0)
   KS: Corporate World and Corporations 11- (2)
   KS: Cloning and Replicant Technology 8- (1)
   Security Systems 12- (3)
   Stealth 14- (3)
   High Society (Corporate) 11- (2)

Takeda can only use the Security Systems and Stealth until he gets his memory back, although he may show glimmers of ability in the skills he does not know.

Substitute the following for Takeda's two Unknown Hunteds:

Hunted by:
   Jinsei Megacorporation, more powerful, extensive NCI, 11- (25)
   Steel Commandos Mercenary Team, as powerful, 11- (15)

History and Background before his Amnesia: Takeda is one of the rarest beings on earth — a cloned psychokinetic. The technology for producing telekinetics is very experimental and unstable — the rapid growth and accelerated maturation of a clone or replicant combines very poorly with the relatively unstable mind of a budding psychokinetic, enough so that almost all of them die or become insane. Jinsei Megacorporation has secretly developed a method that has produced a few relatively sane psychokinetics by cloning tissue from known powerful psychokinetics, and Takeda is one of the very few survivors of their program.

The indoctrination normally reserved for

replicants could not be used on the unstable minds of psychokinetics, so Jinsei Megacorporation was limited to more primitive means of insuring loyalty and obedience. Takeda rebelled, and fled Jinsei Megacorporation when he discovered that he had been sold to another corporation.

No normal agent could recapture a telekinetic capable of teleportation and flight, so Jinsei sent the most loyal of Takeda's clone brothers after him. His brother confronted him during the landing leg of a scramjet flight from MegaTokyo to Neo York, and the ensuing fight destroyed Takeda's brother and the scramjet, including several hundred innocent people. The trauma and guilt from this event gave Takeda amnesia, and he woke up in the Zone with no memory of his past.

Takeda is totally unaware of his former identity as Takechi Shin, one of a crèche of four surviving clone brothers. All four brothers were cloned from cells of the most powerful and unstable telekinetic in the world, a young man known only as Ran.

Temple

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800kg; 5d6 [2]
23	DEX	39	14-	OCV: 8 /DCV: 8
20	CON	20	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 11-
6/21	EGO	-8	10-/13-	ECV: 2 /7
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
9	PD	4		Total: 9 PD
7	ED	3		Total: 7 ED
4	SPD	7		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		Values after the slash are
36	STUN	0		from implanted cyberware

Total Characteristics Cost: 97

Movement: Running: 6" /12"
                    Superleap: 10" /20"
                    Swimming: 2" /4"

Powers & Skills

Combat Training
   Combat Skill Levels: +2 w/Combat (16)
   Martial Arts — *Hard Wired Lynx Training* (20)

Maneuver	OCV	DCV	Damage
Backhand	+1	+3	6d6 Strike
Block	+2	+2	Block, Abort
Escape	+0	+0	45 STR vs. Grab
Punch /Snap Kick	+2	+0	8d6 Strike
Takedown	+1	+1	6d6 Strike; Target Falls

Implanted Cyberware
   Cranial Computer: Computer (INT: 15, DEX: 15, Speed: 3, 30 points devoted to skills and programs), Fragile (-¼), Cybersystem (-¼) (37)
   Data Jack III: +3 with all computer related skills, Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (9)
   Impact Compensator-Level 1: 2d6 Aid to Stun, Trigger-User takes Stun, Self Only , Only to starting values, 6 Uses, Cybersystem (-¼) (4) [6c]
   Recovery Augmentor-Level 1: 2d6 Aid to Recovery, Self Only, 4 charges, Cybersystem (-¼) (4) [4c]

Self-Will Biochip: Ego: +15, Costs END, Cybersystem (-¼), Limited Conscious Control (-1), Triggered automatically by extreme stress, interrogation or by entering into cyberspace. (13) [3]
Running: +4" (10" Total) (8) [1/5"]
Superleap: +5" (10" forward, 5" upward), (5), [1]
Implanted Skills
   Acrobatics 14- (3)
   Breakfall 14- (3)
   Computer Programming 14- (7)
   English, Native (0)
   Japanese, Native (4)
   KS: Computer Virus Construction and Programming 13- (4)
   KS: Cyberspace 12- (3)
   KS: Cyberware Systems 11- (2)
   KS: Medicine 13- (4)
   Paramedic 12- (3)
   PS: Computer Programmer 12- (3)
   PS: Nurse 12- (3)
   SC: Cyberware Systems 12- (3)
   Seduction 12- (3)
   Stealth 14- (3)
   WF: Small Arms (2)

Total Powers & Skills Cost: 166

Total Character Cost: 263

Disadvantages: 100+
   Distinctive Features: Lynx Class Security Synthetic, Cat-like ears, Electric Blue Hair (5)
   Hunted by:
      Poseidon Interactive, more powerful, NCI, 8- (20)
   Physical Limitation: Split Personality (Flamboyant / Subservient) (15)
   Psychological Limitations
      Subservient and Docile, Easily Commanded (20)
      Thrillseeker and Risktaker (15)
      Wants to be Accepted as 'Normal' (10)
   Reputation: Lynx Class Security Synthetic (i.e. Tough and Stupid) 11- (10)
   Rivalry with: Other Net 'Hackers' (5)
   Experience: (63)

Total Disadvantage Points: 263

Background/History: Of the hundreds of synthetics produced each year, none are more popular than the Mitsumi Puma and Lynx models. Used for more than just combat related duties, these models can be found just about anywhere, serving as assistants, bodyguards, couriers, personal aides and secretaries. This fact led Graves Electronics Corporation to plan and execute a most ingenious plan of industrial espionage against Poseidon Interactive, their closest rival in the lucrative market of electronic entertainment devices.

The idea was for Graves Electronics Corporation to replace a Poseidon Interactive synthetic with an identical model that had been reprogrammed with certain instructions. After a designated period of time passed, this double-agent would infiltrate Poseidon's manufacturing process, planting time-released computer viruses into Poseidon's computer system. These viruses would then subtly alter the program instructions found in Poseidon's extensive line of simulated sensory modules, causing a wide assortment of interface problems.
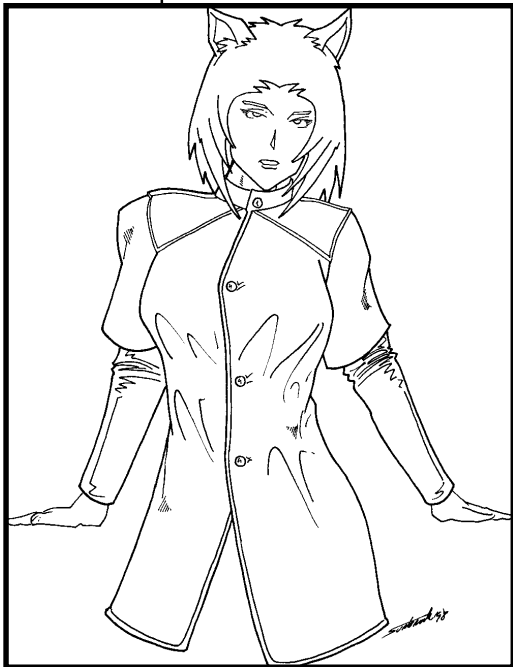
The plan was a startling success. Temple, Graves Electronics' altered replacement, was designated to work in the cybernetics division of Poseidon's research and development department. She performed her duties flawlessly, and executed the desired computer intrusions without a hitch. But it seemed that Graves Electronics had designed Temple's programming too well. She had grown addicted to the rush of running the world's cyberspace network and continued to infiltrate both Poseidon Interactive's computer systems as well as the systems of rival companies. Eventually, Temple's activities were discovered and she was forced to flee the Poseidon Interactive manufacturing complex.

A short time later, Temple was picked up by agents of Avatar working in the Free State of California, and she eventually became a member of the Kazei Five team. Now, she serves the team as a field medic and as an assistant nurse to Doctor Kenwood Muldowney.

Personality/Motivation: Temple's Self-Will Biochip has caused a number of unexpected personality developments. Chief among this is Temple's recognition of her existence for what it is. Unlike most synthetics, which accept their status without question, Temple realizes that she is an artificially grown being and can never be accepted as a normal human. This has caused a great deal of internal stress, as she questions the reasons for her existence as well as the motivations for her acceptance by those around her.

A further complication is that Temple is still not fully free of her original Lynx programming and is often very docile and submissive, unable to say "no" to most requests made of her. In excessively stressful situations, the Self-Will Biochip will activate, causing her to act in a more aggressive and confident manner, taking risks that she would normally avoid.

Temple's greatest desire is to be accepted as (in her words) "Temple the Person," as opposed to "Temple the Lynx" or "Temple the Nurse." The fact that most people look upon her as a tool (an intelligent tool, but a tool none-the-less) hurts her deeply. Her happiest moments are when she is with the few people whom she calls her friends. Blade (Blade-chan), Doc (Doc-sama), Takeda and Yoshi (Yoshi-kun) are her closest friends. These are people who accept her as an individual, and not as a product.

Quote: "I am a Mitsumi Lynx, serial number 3715-A1-201, incept date 22-09-28. I am programmed to be a medical assistant, and am familiar with a wide range of cybersurgery procedures. How can I help you?"

"Look at my hair, my ears... how can I ever be accepted as a person?"

<blam!... blam!... blam!> "Take that!... oh... I'm sorry."

Powers/Tactics: As a Lynx class replicant, Temple possesses all the standard engineering features of her model line. She is significantly stronger, faster and tougher than a normal, unmodified human. Implanted, hardwired martial arts training makes her an effective hand-to-hand combatant, and she is capable of using a wide variety of firearms.

To aid her in her espionage mission, Temple was equipped with a number of specialized cyberware systems. Most of these systems were slightly modified versions of her originally specified equipment in order to prevent detection. These systems include a Cranial Computer specifically programmed to aid her in cyberspace intrusion and viral programming, a high speed Data Jack for efficient Net access, as well as an Impact Compensator, and a Recovery Augmenter in case of unforeseen difficulties. Finally, a specialized biochip was implanted that would override her natural Lynx programming in cases of great stress, allowing her to act with more self-confidence and independence than most other synthetics.

Normally, Temple does not wear any armor or carry a sidearm. If needed, she will usually don an Armored Jacket, and carry a .454 Casull. If required to be a combat operative, Temple will wear medium-weight Body Armor, and carry an assault rifle, showing a marked preference for high-caliber weapons that have a large ammunition capacity (such as the Jinsei M-60 or M-100).

Appearance: Temple is a Mitsumi Lynx Class Security Synthetic, a rather common and popular line of replicants designed for a wide range of tasks. As with all Lynxes, Temple stands about 5'10" and weighs about 140 lbs. with a trim, well-proportioned build. Her waist-length hair is a bright electric blue, a sharp contrast to her soft blue eyes, and she possesses the distinctive cat-like ears common to both Lynx and Puma synthetics. A good way to judge Temple's reactions to people and situations is by her ears: the flatter they are, the more unhappy she is.

Outwardly, Temple is quiet and reserved and usually dresses in a simple, black, one-piece bodysuit, with matching boots. Over this she wears a tan, short-sleeved jacket that covers her to about mid-thigh. Her hair is bound at the back of her neck and worn in a simple ponytail.

When under the influence of the Self-Will Biochip, Temple will become flushed, her breathing will become rapid, she will sweat heavily, and she will often act in a reckless manner. As soon as the situation is resolved and the Biochip shuts down, Temple will revert to her normal personality, often apologizing for any destructive actions she's just committed.

Campaign Notes: Temple presents a rather interesting and complex character. Taken as written, she makes for a useful addition to the Kazei Five team, as well as presenting a synthetic point of view to society. Her true background should be left a mystery for the Players to slowly uncover over the course of play. Another option would be to make her an adversary, possibly trying to get revenge on either Graves Electronics or Poseidon Interactive. She might even go so far as to try to destroy the replicant trade by using her knowledge of net hacking and virus construction to alter the programming of commercially produced synthetics.

Temple's Cranial Computer

Val	CHA	Cost	Roll	Notes
15	DEX	15	12-	
15	INT	5	12-	
3	SPD	5		Phases: 3, 8, 12

Total Characteristics Cost: 25

Programs

AK: Neo York 8- (1)
AK: San Francisco 8- (1)
Cryptography 12- (3)
Electronics 11- (3)
Forgery 11- (3)
KS: Computer Viruses 11- (2)
KS: Cyberspace Access Numbers 11- (2)
KS: Cyberspace Icons 11- (2)
KS: Intrusion Counter Measures 11- (2)
Mechanics 11- (3)
Security Systems 12- (3)
Progam: Access information database (assorted KS skills (1)
Program: Run code breaker/creator (Cryptography and assorted KS skills) (1)
Program: Run intrusion programs (Security Systems, assisted by Electronics and Mechanics) (1)
(Note: 2 points unspent.)

Total Programs Cost: 30

Total Character Cost: 60

OTHER CHARACTERS

Angelkiller
created by Mark Doherty

Val	CHA	Cost	Roll	Notes
12	STR	2	11-	137kg; 2d6 [1]
15/21	DEX	15	13-	OCV: 7 /DCV: 7
13	CON	6	12-	
12/14	BODY	4	12-	
13	INT	3	12-	PER Roll 12-
9	EGO	-2	11-	ECV: 3
14	PRE	4	12-	PRE Attack: 2½d6
14	COM	2	12-	
6	PD	4		Total: 19 PD /13r PD
3	ED	0		Total: 16 ED /3r ED
3/4	SPD	5		Phases: 3, 6, 9, 12
7	REC	4		
26	END	0		Values after the slash are
25	STUN	0		from implanted cyberware

Total Characteristics Cost: 47

Movement: Running: 6" / 12"
                      Swimming: 2" / 4"

Powers & Skills

Combat Training
Combat Skill Levels: +2 with all Combat (16)

Implanted Cyberware
Cranial Computer: Computer (INT: 20, DEX: 20, Speed: 4, 15 points devoted to skills and programs), Fragile (-¼), Cybersystem (-¼) (43)

Cyberarms
STR +13, Does not affect figured characteristics (-½), STR only affects use with arms (-¼), Cybersystem (-¼) (6) [1]
Body +2, Does not affect figured characteristics (-½), Cybersystem (-¼) (2)
Armor: 2 DEF, Location 6-8 (-1½), Cybersystem (-¼) (2)

Cybereyes
Flare Filter: Flash Defense for Sight Group, 5 DEF, Cybersystem (-¼) (4)
Grit Filter: Flash Defense for Sight Group, 3 DEF, Not vs. Light-based flashes (-1), Cyber system (-¼) (1)
Low-light: UV Vision, Cybersystem (-¼) (4)
Thermographic Vision: IR Vision, Cybersystem (-¼) (4)
Cyber Razors: 1d6 HKA, 0 END, Blade Limitations (-¼), No KB, Reduced Penetration, Restrainable (-¼) (10) [0]
Datajack-Level 1: +1 with all computer related skills, Requires Accessible Datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)
Reflex Augmentation: DEX +6, Does not affect figured characteristics (-½), Cybersystem (-¼) (10)
Smartgun Link: +3 OCV and +1 Range Modifier, Requires Smartlinked Weapon (-½), Cybersystem (-¼) (10)
Speed Booster: Speed +1, Cybersystem (-¼) (8)
Sub-dermal Plating: Armor: 5 DEF, Locations 9-12 (-1¼), Cyber system (-¼) (6)

Equipment
Jinsei Slivergun with Smartgun Adaptor: 1d6+1RKA, AP, Autofire, -1 Stun, +2 OCV, +2 RMod, 30 Shots, STR Minimum, OAF (24) [30c]
Second Jinsei Slivergun with Smartgun Adaptor: (24)
Light Body Armor: Armor: 4 DEF, ½ Value vs. Cutting/Energy Attacks (-½), Locations 7-17 (-¾), IIF, Real Armor (4)
Light Clamshell Vest: Armor: 8 DEF, Locations 9-13 (-1), OIF, Real Armor (9)
Helmet: Armor: 6 DEF, Locations 4-5 (-2), OIF, Real Armor (5)

Street Samurai Skills
Climbing 13- (3)
Combat Driving 13- (3)
Fastdraw 13- (3)
Rapid Autofire (5)
Shadowing 11- (3)
Stealth 13- (3)
Streetwise 12- (3)
TF: Ground Vehicles (2)
Two Gun Fighting (5)
WF: Common Melee Weapons, Small Arms (4)

Background Skills
  AK: The Zone 11- (2)
  English, Native (0)
  KS: Finance 11- (2)
  KS: Zone Mercenaries 11- (2)
  KS: Zone Underworld 11- (2)
  PS: Prostitute 8- (1)
  Well Connected (3)
  5 Assorted Contacts @11- (5)

Total Powers & Skills Cost: 246

Total Character Cost: 293

Disadvantages: 100+
  Enraged when:
    Thwarted, Insulted, or if Angelkiller generally feels she
      has been "dissed" 11-/11- (10)
    Distinctive Features
    Obviously Cybered (cyberarms, sub-dermal plating,
      distorted skull due to cranial computer) (15)
  Hunted by:
    NYPD Inc., more powerful, NCI, limited geography, 8-
      (15)
    Zone Gang, more powerful, limited geography, 8- (10)
  Normal Characteristic Maxima: (20)
  Physical Limitations
    Neuromuscular damage, subject to seizures (-3 CV,
      PER and Skill rolls) (10)
    Requires Specialized Medical Attention (10)
  Psychological Limitations
    Paranoid, afraid of losing status and wealth (15)
    Impulsive, tends to act on whims (15)
    Vengeful, dislikes being "used" (10)
    Desperately afraid of poverty (10)
  Experience: (53)

Total Disadvantage Points: 293

Background/History: Angelkiller ("Ange" to her very small number of friends) started life as a street brat, running with the gangs, struggling to simply to stay alive. By the time she was 12, Angelkiller was well accustomed to dealing in murder, drugs and prostitution. But Angelkiller had a burning desire to do better than that, to improve herself, to gain control of her own destiny. Whatever money she could get went into buying Angelkiller the edge needed to get off the streets — first guns, and then cyberware. Now, at nearly 30, Angelkiller has had her entire body more or less rebuilt three times, replacing older, outmoded cyber systems with newer technology.

Angelkiller is now known as one of the Zone's more successful street samurai. She tends to work almost exclusively in the Zone, with occasional trips out of town. These jaunts have become rare occurrences over the last few years — Angelkiller dislikes leaving the sanctuary of the Zone, and since a little disagreement with NYPD Inc. a few years ago, is unwilling to go into Neo York unless she really has to.

Personality/Motivation: The years are starting to catch up with Angelkiller. Frequent cyber upgrades and implants have started to conflict. Although Angelkiller moves with the fluid grace that marks the high-grade cyber-enhanced, a perceptive observer might notice the occasional twitch or too-rapid movement that denotes a system wound too tight for too long. Angelkiller is smart enough to recognize these signs, although she will not discuss it, and bringing the subject up will only make her angry. This degradation of her physical abilities is part of what has pushed her into information brokering. If you need to hire some muscle, or contact a specific street samurai, Angelkiller is the person to go to. She keeps track of who's working for whom, who's hunting whom (and for how much), who's for sale (and for what) and any other information Angelkiller feels she can sell.

Angelkiller will do almost anything, no matter how dangerous or personally distasteful, to get money. Angelkiller has gotten off the streets and she will use, and use up, anything and anybody to stay there.

Quote: "Of course I can do it-if you can pay for it."

Powers/Tactics: Angelkiller has undergone extensive cybernetic modification of her body. Her arms have been replaced, eyes modified, reflexes boosted and armor plates have been implanted into her torso. All of this upgrading has not been without a price however, for Angelkiller suffers from occasional seizures that render her virtually helpless. These seizures usually occur during or soon after periods of extreme stress and physical activity.

Angelkiller's primary cyber-implant is her cranial computer. A well-kept secret (even from her friends) is that Angelkiller relies almost entirely on the computer to provide her with information — the brain surgery she underwent to have it installed has damaged much of her memory. When dealing with acquaintances, she is always careful to load all the background information she has on them into the computer, as well as to update these records frequently, giving her the reputation of having an enormous capacity for information.

Angelkiller's standard armament is a pair of smartlinked sliverguns. Most street samurai dislike these weapons due to their general lack of stopping power. Angelkiller's opinion is more down-to-earth: "Doesn't matter if they don't stop, so long as they're dead."

Appearance: Angelkiller is slightly above average height, with pale skin and long, luxuriant black hair. She keeps herself in top physical shape, although her cyberware implants bulk out her figure somewhat. With large, bright blue cybereyes, and her characteristic ice-blue lipstick, Angelkiller cuts a distinctive figure, and she knows it.

When at ease or dealing with clients, Angelkiller normally dresses in sweeping gowns (made from an assortment of synthetic fabrics), which hide her cybernetics. On the street, she wears black armorcloth fatigues, which are ridged and padded in order to hide her sub-dermal plating, topped off with a polished clamshell vest and a helmet.

Angelkiller's Cranial Computer

Val	CHA	Cost	Roll	Notes
20	DEX	30	13-	
20	INT	10	13-	
4	SPD	10		Phases: 3, 6, 9, 12

Total Characteristics Cost: 50

Programs

(The following are for example only, Angel Killer changes these programs regularly)

AK: Neo York 13- (3)
Japanese, Completely Fluent (3)
KS: Corporate World 13- (3)
KS: Cybertechnology 13- (3)
KS: Mercenary World 13- (3)

Total Programs Cost: 15

Total Character Cost: 65

Brais

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400kg; 4d6 [2]
21	DEX	33	13-	OCV: 7 /DCV: 7
23	CON	26	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
10	PD	6		Total: 12 PD /2r PD
8	ED	3		Total: 10 ED /2r ED
5	SPD	16		Phases: 3, 5, 8, 10, 12
9	REC	0		
46	END	0		
35	STUN	0		

Total Characteristics Cost: 128

Movement: Running: 9" / 18"
Superleap: 14" / 28"

Powers & Skills

Combat Training
Combat Skill Levels: +2 with Tae Kwon Do (6)

Martial Arts — *Tae Kwon Do*, use Art with Swords (21)

Maneuver	OCV	DCV	Damage
Arm Sweep Block	+2	+2	Block, Abort
Front Kick	+0	+2	6d6 Strike
Punch/Elbow Strike	+2	+0	6d6 Strike
Side Kick	-2	+1	8d6 Strike
Takedown	+1	+1	4d6 Strike; Target Falls

Psychokinetic Powers
Psychokinetic Energy Summoning: Aid 4d6 to END Reserve, Maximum of 48 END, 0 END, Full Phase, Self Only (15) [0]
Telekinetic Field
TK 30 STR, Explosive, Personal Immunity, 0 END, No Range, Linked to activation of Aid power, Limited Conscious Control (-1), TK does no damage (-1), Only to push away (-½) (15) [0]
Force Field 15 PD, 0 END, Linked to activation of Aid power, Instant power (-1) (9) [0]
Psychokinetic Energy: END Reserve 48 END, Starts at 0 END (-1) (2) (Feeds Telekinetic Strength and Force Blast)
Telekinetic Strength: +24 STR, Does not affect figured characteristics (-½), Linked to END Reserve (1 STR of every 2 END in Reserve) (12) [2]
Force Blast: EB 14d6, Physical, 3x END, Full Phase, Gestures (-¼) (25) [21]

Running: +3" (9" total) (6) [1/5"]
Superleap: +10" (14" forward, 7" upward) (10) [1/5"]
Equipment
Leather Jacket: Armor: 2 DEF, 0 Value vs. Guns (-½), Locations 7-12 (-1), IIF, Real Armor (-¼) (2)
Background Skills
Acrobatics 13- (3)
Breakfall 13- (3)
Cityspeak (1)
Climbing 13- (3)
Defense Maneuver: No multiple attacker bonus for opponents Brais can perceive (2)
KS: Combat Cybernetics 11- (2)
KS: Martial Arts 11- (2)
KS: Street Fighting Styles 13- (4)
Stealth 13- (3)
Streetwise 13- (5)
WF: Common Melee Weapons, Small Arms (4)

Total Powers & Skills Cost: 155

Total Character Cost: 283

Disadvantages: 100+
Distinctive Features: Psychokinetic User (0)
Hunted by: Assorted Enemies, mostly gangers 11- (15)
Physical Limitation: Cyber rejection (10)
Poor: (5)
Psychological Limitations
Loner, avoids close relationships (20)
Contempt for cyberware and cybered individuals (15)
Prefers one-on-one fights (10)
Rivalry: Any cyber-enhanced Street Samurai (10)
Experience: (98)

Total Disadvantage Points: 283

Background/History: Little is known of Brais' past. He is a drifter, living in the Neo York Zero Zone to avoid the notice of the both the law and the corporations. Why he does so is unknown, as Brais has proved remarkably uncommunicative regarding the subject of his past. It is known that he will gladly sell his services to the highest bidder, and is often found in the employ of local crime lords.

Personality/Motivation: Brais is a loner, who keeps to himself at all times. He almost never speaks, and when he does his comments are short and direct. This same withdrawn attitude is one of the things that make him rather valuable among the Zone's criminal elements. Brais is known to be a competent worker who will accomplish a given task with a minimum of fuss. As a bodyguard, he is unobtrusive, staying quietly in the background until needed.

Brais has great disdain for cybernetic implants, he considers such devices a "crutch" that the weak use to make them strong. Brais takes great delight in personally defeating such individuals in hand-to-hand combat.

Quote: "Cybered or not, it doesn't matter. I can still take you."

Powers/Tactics: Brais' primary power is his ability to summon a powerful field of psychokinetic energy that he can than utilize in several ways. This summoning of energy is not an immediate occurrence, but requires a short delay as it builds in intensity. His control of the

energy surge that results is erratic at best. The most obvious result is a telekinetic pressure wave that will flare out from Brais' body when he taps into his psychokinetic powers. This wave will pick up and toss away just about any small object in its path. At the same time, Brais' body is surrounded by a intense force field that is capable of deflecting bullets. These effects are only temporary however, and will dissipate as soon as Brais stops actively summoning this field and actually begins to manipulate the resulting telekinetic power.

Once Brais has tapped into his telekinetic powers, his strength increases by a significant degree, allowing him to lift great weights as well as punch and kick with extreme force. This ability, combined with his martial prowess, makes him a very effective hand-to-hand combatant. If needed, Brais can also release his stored telekinetic energy as a devastating force blast, easily capable of wrecking vehicles and buildings. The projection of this blast requires a short time to build up the needed energy before it can be released; this, combined with the draining effect it has on Brais' powers, makes it a attack of last resort.

Telekinetic powers aside, Brais is a potent martial artist, very strong and very quick. He is highly resistant to damage and possesses running and leaping abilities normally only found among the cyber-enhanced. Normally, Brais prefers to fight straight up, activating his psychokinetic powers only if his opponent proves too tough to defeat through conventional means.

Appearance: Brais is a tall man, standing just over 6 feet in height, with a broad-shouldered, well-defined build. His eyes are bright blue, and his hair is bright golden-blond, worn long and pulled back into a ponytail at the base of the neck. Brais' typical mode of dress is black biker's boots, black trousers, a white shirt and a black leather jacket.

Dawn (of The Razor's Edge)

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150kg; 2½d6 [1]
13/18	DEX	9	13-	OCV: 6 /DCV: 6
11	CON	2	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
13	EGO	3	12-	ECV: 4
18	PRE	8	11-	PRE Attack: 3½d6
18	COM	4	11-	
4	PD	1		Total: 4 PD
3	ED	1		Total: 3 ED
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
22	END	0		Values after the slash are
23	STUN	0		from implanted cyberware.

Total Characteristics Cost: 42

Movement:	Running: 6" / 12"
	Swimming: 2" /4"

Powers & Skills

Combat Training

Martial Art — *Dirty Infighting* (13)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Elbow Strike	+0	+2	4½d6 Strike
Knee Strike	-2	+1	6½d6 Strike

Implanted Cyberware

Cyber Razors: 1d6 HKA, 0 End, Blade Limitations (-¼), No KB, Reduced Penetration, Restrainable (-¼), Cybersystem (-¼) (10) [0]

Noise Filter: Flash Defense vs. Hearing (5 DEF), Cybersystem (-¼) (6)

Reflex Augmentation: DEX +5, Does not affect figured characteristics (-½), Cybersystem (-¼) (8)

Synthesizer link: +2 with all musical instrument-related skills, Requires accessible datacable (-½), Requires DNI capable musical instrument (-½), Cybersystem (-¼) (4)

Rocker and Background Skills

Acting 13- (3)
AK: The Zone 11- (2)
Cityspeak (1)
Combat Driving: Motorcycle 13- (3)
Electronics 11- (3)
English (native) (0)
Japanese (basic) (1)
KS: Guitar 14- (5)
KS: Neo York Music Scene 13- (4)
KS: Rock Music 12- (3)
Mimicry 11- (3)
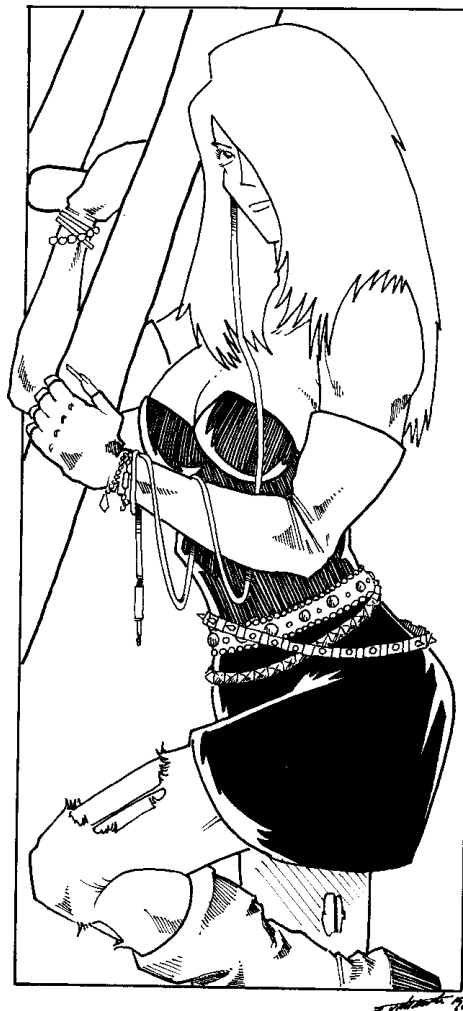PS: Play Guitar 16- (DEX) (6)
PS: Song writing 12- (3)
PS: Vocalist (PRE) 14- (4)
Streetwise 13- (3)
WF: Pistols (1)

Total Powers & Skills Cost: 86

Total Character Cost: 128

Distinctive Features: Always wears green (jacket, jumpsuit, skirt, etc.) (5)

Package Bonus: Rocker (3)

Psychological Limitations

Disdain for Megacorporations and & Corporate sararimen (15)

Lives for the stage-"Music is my life" (10)

Public ID: well-known throughout the Zone (10)

Reputation: Dawn of The Razor's Edge 11- (10)

Total Disadvantage Points: 128

Background/History: Not everyone who grows up in the Zone ends up a ganger or cyber-modified street samurai. Most live relatively normal lives, simply trying to get by. Dawn is one of these people. Forced to relocate to the Zone at an early age when a megacorporate renovation project resulted in the eviction of hundreds of low-income housing tenants, Dawn has little memory of life in Neo York. The Zone is her home, and she has no desire to return to Neo York and its corporate masters.

Personality/Motivation: Dawn lives for the stage. Her father realized that if he didn't want to see his daughter dead at an early age from gang violence, he would need to find something that would keep her off the streets. So, he began to teach her guitar. Dawn took to the instrument instantly and has done nothing but try to perfect her skill ever since. She is a constant feature performer at The Living End, and can often be found there before show time, practicing on her guitar or tinkering with the sound equipment.

Dawn is happiest when performing before a crowd, playing her guitar and singing lead vocals for all of her band's songs. She is the undisputed best guitarist in the Zone, and this fact has begun to attract the attention of various recording studios and producers in Neo York. Their attempts to sign Dawn to any sort of contract have all met with failure, however, as she has no like for any of the corporations, their money, or their ideas. Dawn has said more than once that her greatest dream is to see all of the "useless, egotistical, worthless corporate officials from Neo York take a long dive off of the top of one of their corporate towers."

Quote: "Retro-thrash? I don't play retro-thrash, I play music."

"My musical inspirations? Well, a lot of what I play can be traced to the music my father listened to, so I'd have to say Alex Lifeson, Joe Satriani, David Gilmore and Kenny Wayne Sheppard; not to mention such classic artists as Jimi Hendrix, Eric Clapton and Steve Howe."

Powers/Tactics: Since she is a musician and not a street fighter, Dawn tries to avoid any sort of trouble. If pressed into fighting, she will activate her Reflex Augmentation and alternate between blocks and elbow strikes until her opponent is down or Stunned. A Stunned opponent will quickly receive a knee strike. Her finger razors are mainly for intimidation purposes (and to allow her some interesting effects while playing her guitar), but she will use them on anyone armed with a knife or other weapon. When not on stage, Dawn usually wears a dark-green, armored jacket and carries a Jinsei Slivergun in a shoulder holster.

Appearance: Dawn is fairly tall, standing about 5'10", with dark brown eyes and a thick blonde mane of hair that falls well past her shoulders. She has a supple, well-proportioned, athletic build, which she displays to great effect in a variety of tight-fitting and highly revealing green leather stage outfits. Green has become her trademark color, and even off-stage she always has at least one piece of green clothing on. Dawn lives in an abandoned cargo trailer near the Zone's entertainment district. Her most prized possessions are her Fender Millennium Stratocaster guitar and her bike (in that order).

Hedeki Ozato

Val	CHA	Cost	Roll	Notes
9	STR	-1	11-	87.5kg; 2d6 [1]
14	DEX	12	12-	OCV: 5 /DCV: 5
11	CON	2	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
2	PD	0		Total: 2 PD
2	ED	0		Total: 2 ED
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
22	END	0		
21	STUN	0		

Total Characteristics Cost: 41

Movement: Running: 6" / 12"
Swimming: 2" / 4"

Powers & Skills

Implanted Cyberware

Cranial Telephone: Radio Listen and Transmit, Cyber system (-1/4) (4)

Datajack: +2 with all computer related skills, Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (6)

Skilljack: 10pt VPP, Limited Selection of Skills (-½), Cybersystem (- ¼) (13)

Corporate Official Skills

Contact: Corporate Superior 11- (2)

Contact: Nishi Tenno 11- (2)

Money: Well Off (5)

Perk: Corporate ID Card (1)

Acting 12- (3)

Bribery 12- (3)

Bugging 13- (3)

Bureaucratics 13- (5)

Computer Programming 13- (3)

Conversation 12- (3)

Forgery 11- (3)

High Society (Corporate) 12- (3)

KS: Corporate World 13- (3)

KS: Gunkoku Heavy Industries 13- (3)

Persuasion 12- (3)

PS: Corporate Executive 11- (2)

Seduction 12- (3)

Skill Level: +1 with Bureaucratics, Conversation and High Society (3)

Skill Level: +1 with all PRE Skills (5)

Background Skills
Perk: Passport (1)
Perk: Weapon Permit (1)
Streetwise 12- (3)
WF: Pistols (1)
Linguist (3)
Cantonese (fluent conversation) (1)
English (native) (3)
Japanese (native) (0)
Korean (fluent conversation) (1)

Total Powers & Skills Cost: 95

Total Character Cost: 136

Disadvantages: 75+
Package Bonus: Corporate Official (3)
Psychological Limitations
Corporate Affiliation (15)
Must be in control of the situation (10)
Doesn't want to be perceived as "feminine" (0)
Driven by a need to accumulate wealth (0)
Reputation: Information sink (knows all, sees all) 8- (5)
Rivalry: Other Gunkoku executives (5)
Watched by: Gunkoku Heavy Industries, more powerful, NCI, limited geography 8- (8)
Experience: (15)

Total Disadvantage Points: 136

Background/History: Hedeki Ozato is a mid-level (but rising) executive with the Corporate Security (a.k.a. CorpSec) department of Gunkoku Industries. She is petite, pretty and totally determined to claw her way to the top of the corporate ladder. While never unpleasant or abrasive when dealing with others, Hedeki is nevertheless determined to be in charge of every situation. She's no corporate samurai wired for combat, but from behind a computer terminal she can be just as ruthless.

Personality/Motivation: Hedeki's primary motivation is one of power. The more power she has, the more control she has over the various aspects of her life and the less likely she is to be subjected to the whims of upper management. Hedeki is totally dedicated to the Gunkoku corporation, however, and won't allow her desire for power to overrule sensible business practices. On the other hand, she has no mercy when dealing with anyone, whether an underling or superior, who makes an exploitable mistake.

In corporate situations, Hedeki is almost completely unflappable, and goes to great lengths to conceal her emotions and thoughts. She has the reputation of knowing everything about everybody, which makes it easy to understand why Hedeki is regarded as a rising star in Gunkoku Industries. She works out regularly and tries keeps her body as well-honed as her mind.

Quote: "Security concerns are CorpSec business, which means it has become *my* business. And I take a dim view of people trying to interfere with my business."

Powers/Tactics: Hedeki is a corporate, not a street, warrior. She has no formal combat training, and indeed, avoids physically dangerous situations as much as possible. Her battlefield is the corporate boardroom, where she uses information the way other people use bullets. Hedeki's prime weapons in these battles are her Data and Skilljacks. The Skilljack is typically loaded with Knowledge skills relating to her competitors, or with complementary skills to supplement her natural ones.

Appearance: Hedeki is an attractive Japanese woman in her early thirties, with a trim figure thanks to regular exercise in the corporate fitness room. She wears her hair in a mid-length pageboy cut that is very much in vogue among female corporate officials. Her dress usually consists of a sensible, but expensive woman's business suit. All of Hedeki's cybernetics are kept concealed, as many upper-echelon executives regard such devices as a mark of the "lower classes."

Hiroko O'Hara

Val	CHA	Cost	Roll	Notes
12/15	STR	2	12-	200kg; 3d6 [1]
15/21	DEX	15	13-	OCV: 7 /DCV: 7
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	4		Total: 11PD /5r PD
6	ED	3		Total: 11ED /5r ED
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		Values after the slash are
25	STUN	0		from implanted cyberware

Total Characteristics Cost: 66

Movement: Running: 6" / 12"
Swimming: 2" / 4"

Powers & Skills
Combat Training
Combat Skill Levels: +1 with Combat (8)
Pistol Training: +2 with Colt Mark VI (4)
Martial Arts — *Wing Chun Kung Fu* (15)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Disarm	-1	+1	25 STR Disarm
Legsweep	+2	-1	4d6 Strike; Target Falls
Punch	+0	+2	5d6 Strike

Implanted Cyberware
Cybereyes:
Flare Filter: Flash Defense for Sight Group, 5 DEF, Cybersystem (-¼) (4)
Low-light: UV Vision, Cybersystem (-¼) (4)
Vision Augmentation: Telescopic vision +4, Cybersystem (-¼) (5)
Datajack-Level 1: 1 with all computer related skills, Requires Accessible Datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)
Muscle Augmentation: STR +3, Does not affect figured characteristics (-½), Cybersystem (-¼) (2) [1]
Reflex Augmentation: DEX +6, Does not affect figured characteristics (-½), Poor Quality Cybersystem (-¼) (9)
Smartgun Link: +2 OCV and +1 Range Modifier, Uses an External Cable (-½), Requires Smartlinked Weapon (-½), Poor Quality Cybersystem (-½) (5)

Damaged Nerve Endings
Damage Reduction: ½ Energy and Physical, Resistant, Stun Only (-½), Only if Stun Damage Exceeds Hiroko's CON (-½) (30)

Equipment
Colt Mark VI with Smartgun Adaptor: RKA: 1½D6, +1 Stun, +1 OCV, 2 clips of 16 shots, STR Minimum, OAF (21) [2x16c]

Heavy Armored Jacket: Armor: DEF 5, ½ Value vs. Cutting/Energy Attacks (-¼), Locations 7-12 (-1), Real Armor, IIF (5)

Leather Pants: Armor: DEF 2, 0 Value vs. Guns (-½), Locations 13-16 (-1¼), Real Armor, IIF (2)

Leather Boots: Armor: DEF 2, 0 Value vs. Guns (-½), Locations 16-18 (-1½), Real Armor, IIF (2)

Background Skills
AK: The Neo York Zero Zone 11- (2)
Acrobatics 13- (3)
Breakfall 13- (3)
Cityspeak (1)
Climbing 13- (3)
English, native (0)
Fast Draw 14- (5)
Gambling 11- (3)
KS: Cybertechnology 11- (2)
KS: Zone Nightclub Scene 11- (2)
KS: Zone Underworld 11- (2)
Lockpicking 13- (3)
Seduction 12- (3)
Shadowing 12- (5)
Stealth 13- (3)
Streetwise 12- (3)
WF: Small Arms (2)

Total Powers & Skills Cost: 164

Total Character Cost: 230

Disadvantages: 100+
Distinctive Features:
Chrome cybereyes, has no visible pupils (5)
"Twitchy" due to inferior Reflex Augmentation, suffers from bouts of the "shakes" (15)

Normal Characteristic Maxima (20)

Physical Limitation: Increased Pleasure/Pain Threshold; Limited Sense of Touch and Feeling (15)

Psychological Limitations
Cyberjunkie, Craves the Best and Latest in Cyberware (10)
Sense of Loyalty to Current Employer (20)
Vain About Appearances, Sensitive About References to Her "Condition" (15)

Experience: (30)

Total Disadvantage Points: 230

Background/History: For some people, the limitations of the human body are considered to be nothing more than a simple obstacle that can be overcome with the proper application of technology. Hiroko O'Hara is one these people. Growing up in a low-income neighborhood, Hiroko quickly adapted to life in one of the numerous area street gangs. Willing to do whatever was necessary to gain an edge over her fellow gang members, Hiroko turned to cyberware augmentation. Unable to afford a proper upgrade, Hiroko visited an illegal chop shop, having a cheap, but effective smartgun link installed. Impressed with her newly implanted equipment, Hiroko began to have other cybernetic systems installed as soon as she could afford them. Now, she supports her high-tech habit as a gun-for-hire, acting as a courier, bodyguard, or simple street muscle.

Personality/Motivation: Hiroko is almost obsessed with the idea that cybertechnology can fix any problem. She is constantly looking into ways to improve herself through the installation of new and better cybersystems. She does her best to downplay the fact that her current systems have most certainly ruined her nervous system. If pressed concerning this fact, Hiroko will tend to get irritable and angry.

As a street samurai, Hiroko will remain utterly loyal to whomever is her current employer. She will do whatever is asked of her, with no questions in return. This attitude is the main reason she can still find work, despite her cyber-induced nerve damage.

Quote: "My hand? It's just a little shaky. Don't worry, it won't affect my aim."

"I am *not* wired too tight."

Powers/Tactics: Poor quality reflex augmentation has permanently affected Hiroko's nervous system. She is unable to sit still for extended periods and will often develop a nervous twitch if asked to remain motionless. Her walk is similarly affected, having a shaky, jerky look to it, a result of poor feedback from her accelerated reflexes. At times, this feedback will overload her entire nervous system, subjecting Hiroko to bouts of uncontrollable shaking and trembling. These episodes are prone to occur when Hiroko is experiencing extreme stress. Hiroko's smartgun linkage is also of poor quality and has similar feedback problems. It tends to jump about when used, has difficulty tracking a rapidly moving target and will often fail outright if presented with a large number of targets.

Hiroko's damaged nervous system is also responsible for her distinct lack of any sense of touch. She no longer feels such sensations as heat or cold, and has a greatly increased threshold for pain and pleasure. A side effect of this problem is that Hiroko doesn't always feel the full effects of impact damage. If presented

with a sudden rush of tactile stimulus, Hiroko's nervous system will shut down, cutting off the flow of information to Hiroko's brain. Thus, Hiroko may be unaware of exactly how and where she has been struck, and to what extent she is injured.

Appearance: Hiroko is of Asian descent, short and slim, standing 5'4" and weighing only about 110 pounds. She has a well-defined, athletic build, a result of her own strenuous workouts and implanted muscle tissue. Hiroko's hair is thick, black and worn shoulder length. Her eyes are featureless chrome orbs with no visible pupils, an effect that some people find a bit unnerving. If needed, she will don sunglasses to hide them. Hiroko has two dataports on the right side of her head, a datajack set behind her ear, and a smartgun jack in her right temple.

Hiroko's usual costume consists of black leather boots, black leather pants and a black armorcloth jacket worn over a white turtleneck. Her pistol is holstered on her belt, and the cable is allowed to hang free. If needed, she will adopt more formal dress, with tinted glasses to hide her eyes.

Jetsemany
created by David Kujit

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	300kg; 3½d6 [2]
17/23	DEX	21	14-	OCV: 8 /DCV: 8
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
7	PD	3		Total: 7 PD (see below)
5	ED	1		Total: 5 ED (see below)
3/5	SPD	3		Phases: 3, 5, 8, 10, 12
8	REC	0		
36	END	0		Values after the slash are
30	STUN	0		from implanted cyberware

Total Characteristics Cost: 84

Movement:	Running: 6" / 12"
	Swimming: 2" / 4"

Powers & Skills
Combat Training
Martial Arts — *Hung Gar Kung Fu*, use art with knucklespurs (16)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Disarm	-1	+1	28 STR Disarm
Legsweep	+2	-1	4½d6 Strike; Target Falls
Punch	+0	+2	5½d6 Strike

Implanted Cyberware
Cybereyes:
Low-light: UV Vision, Cybersystem (-¼) (4)
Vision Augmentation 2: Telescopic vision +2, Cybersystem (-¼) (2)

Knucklespurs: Multipower 37 Point Pool, Restrainable (-¼), Cybersystem (-¼) (25)
u — **Knucklespurs:** 1½d6 HKA, 0 END, Blade Limitations (-¼), No KB, Reduced Penetration (37/2) [0]
u — **Knuckle Loads:** +2d6 HA, 0 END (9/1) [0]
u — **Climbing Spikes:** +2 Levels with Climbing (4/1)
u — **Disarm Spikes:** +2 OCV with Disarm (10/1)
Reflex Augmentation II: DEX +6, Does not affect figured characteristics (-½), Cybersystem (-¼) (10)
Speed Booster II: Speed +2, Cybersystem (-¼) (16)

Equipment
Desert Eagle .44: 2d6 RKA, +1 Stun, +1 OCV, 4 clips of 9 shots, STR Minimum, OAF (24) [4x9c]
Heavy Armored Jacket: Armor: DEF 5, ½ Value vs. Cutting/Energy Attacks (-¼), Locations 7-12 (-1), Real Armor, IIF (5)
Armorcloth Pants: Armor: DEF 3, ½ Value vs. Cutting/Energy Attacks (-¼), Locations 13-16 (-1¼), Real Armor, IIF (3)
Boots: Armor: DEF 3, ½ Value vs. Cutting/Energy Attacks (-¼), Locations 16-18 (-1½), Real Armor, IIF (2)

Street Samurai Skills
Acrobatics 14- (3)
Breakfall 14- (3)
Cityspeak (1)
Climbing 14- (3)
Concealment 13- (3)
Japanese (fluent) (3)
KS: Combat Cybertechnology 13- (3)
KS: Zone Underworld 8- (1)
PS: Street Samurai 11- (2)
Shadowing 11- (3)
Stealth 14- (3)
Streetwise 13- (3)
TF: Small Ground Vehicles (1)
WF: Blades, Small Arms (3)
Background Skills
AK: Neo York 11- (2)
AK: The Neo York Zero Zone 13- (3)
English (native) (0)
KS: Zero Zone World 13- (3)

Total Powers & Skills Cost: 155

Total Character Cost: 239

Disadvantages: 100+
Enraged: If Jetsemany feels helpless, or outnumbered, 11-/11- (10)
Hunted by:
NYPD Inc., more powerful, NCI, limited geography, 8- (15)
Various Old Enemies, as powerful, limited geography, 8- (10)
Normal Characteristic Maxima: (20)
Psychological Limitations
Despises male chauvinists and those who assault women (20)
Street Loyal (15)
Vengeful (15)
Reputation: Loyal and trustworthy street samurai 11- (10)
Experience: (24)

Total Disadvantage Points: 239

Background: Jets grew up in a project in the Bronx. The Bronx isn't a Zero Zone, but neither is it a nice place. Jets grew up a poor black girl in a tough place. Her mother was a gentle person who tended to fall in love with losers. She always tried to believe the best of people, but was unable to cope with life in the projects. Jets loved her mother and tried to protect her.

Jets grew up quickly. She was tall and strong for her age, and quite pretty. She liked people, and people liked her. When she was twelve her mother's boyfriend raped her. Violated and hysterical, Jets turned to her mother, but her mother's dream-world wouldn't admit something like that could happen. Jets' mother didn't and couldn't believe her.

Jets was tough, even then. Tough enough to sneak back into her rapist's apartment that same night and find one of his guns. Tough enough to empty the pistol into the man's crotch. He didn't stop screaming until the third or fourth shot. Jets was tough enough to take the gun with her, and take all the money in his hidden stash, and to even take some more ammo for the pistol. Nobody investigated the shots, but then nobody would, there in the projects. They'd come after, when it was quiet, and strip the place.

When Jets came home she found her mother had killed herself.

Neighbors cared for her in the next weeks, as Jets was nearly catatonic with grief and guilt. When she came out of it she found herself alone in the world. Alone, except for the nearly 17,000 dollars she'd stolen from her rapist. He had been a drug pusher and a go-ganger, and loaded with cash. His gang buddies and everyone else had assumed it was a murder-suicide, with her mother killing him and then herself. So they didn't look for the money with the young daughter.

Jets was tall, strong, and tough. Several months before her 13th birthday she left the Bronx forever. She had a gun and money, and she was never coming back.

Personality/Motivation: Her name, "Jetsemany" is pronounced like the Biblical garden of Gethsemane, where Christ was betrayed. She also answers to Jet or Jets. She is a top-notch street samurai in the Zone. She's good and she knows it. She also knows that her looks are as hot as her abilities. She likes to party, and she likes the attention that her revealing clothes give her.

Although she doesn't talk much, Jetsemany likes to live fast. She is hedonistic and promiscuous, although quite picky about who she spends time with. With Jetsemany it is quality all the way, but no permanent commitment. She likes her life just how it is now.

Jets is professional. When she takes a job she'll give it her all, within reason. She has worked as a bodyguard, as muscle, and on other typical street-samurai jobs. She hasn't been able to work in "the City" (Neo York, in street slang) since a job there went sour, landing her in the bad books of NYP-dink.

Although she is not vicious or bloodthirsty, Jets has no problem with killing people that need it, or in self defense. She has a strong vengeful streak in her. Her experiences in her youth gave her a couple of emotional responses that poke out of her professional demeanor. She will sometimes overreact when she feels really helpless or trapped, becoming enraged and irrational. And she has a deep-seated hatred of rapists. Her revealing clothing thus serves two purposes — it can bring desirable attention, but she also uses it as a trap for rapists. A large number of Zone slags who thought they had found easy prey have been left disemboweled in an alley, with the 'snick' of Jetsemany's knucklespurs coming out of their sheaths making the last sound they heard.

Quote: "You get what you pay for. And you're paying *me* top dollar."

"Rep is all you have to get you your next job."

Powers/Tactics: Jetsemany has some top-notch cybersystems, and she keeps them in top trim. She is very smart and careful, and knows a lot about the types of cybersystem enhancements that are available. If she has an advantage, she will not hesitate to use it. And if she doesn't, she will try to create one.

Jetsemany can fight it out in melee or firefight with equal proficiency. She prefers melee against most opponents because her titanium knucklespurs can cause terrible devastation against lightly armored opponents. Most importantly, though, Jets fights smart. She won't fight on her opponent's chosen ground if she can avoid it, and she doesn't have any ego invested in winning a frontal engagement when some other method will work better. She will avoid a fight if possible, but if she can't avoid it she will try to end it as quickly as she can.

Appearance: Jets is a tall black woman, nearly six feet in height. Her hair is cut short and shaggy on top, very short on the sides, dyed black. She would be stunning if she wasn't so hard-looking; as it is she is still a striking woman. Lean and athletic, with only a hint of softness in the hip, large-breasted enough to be mistaken for a Lynx in dim light. Jetsemany looks as dangerous and beautiful as a cobra.

Jets usually wears a black studded synth-leather shoulder-jacket melded to a skin-tight breast-band, armorcloth hose that would seem sprayed on were it not for the two thigh pockets, and ankle-support knee-high boots. The boots are much more functional than they look and add another two inches to her height. The same outfit in the City would be the height of ZoneChic, where puffed and pampered geishas and debs wear such things to look dangerous. It might even get you arrested in some arcologies. In the Zone, however, it doesn't look out of place.

The well-worn holster low on her right thigh holds a Desert Eagle .44, and the silicon gaskets between her knuckles are the extrusion ports for 30 cm extendible titanium spurs.

In the author's own campaign, Katherine (a.k.a. 'Kitten') was the love interest of Carlos Jagger. She served to counter Jagger's acceptance and delight in his cyborg body with her more depressed state and concern that she had lost her humanity. In a previous incarnation of Kazei Five, Kitten was used as an actual member of the team and had a close - almost romantic - relationship with the character of Ryder (who was also used as another Kazei Five operative).

Katherine "Kitten" Ramis

Val	CHA	Cost	Roll	Notes
43	STR	28	18-	9450 kg; 8½d6 [4]
21	DEX	33	13-	OCV: 7 /DCV: 7
23	CON	26	14-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
9	PD	0		Total: 18 PD /9r PD
8	ED	2		Total: 17 ED /9r ED
4	SPD	9		Phases: 3, 6, 9, 12
10	REC	-6		
46	END	0		
44	STUN	0		

Total Characteristics Cost: 124

Movement: Running: 8" /16"
Superleap: 18"
Swimming: 0"

Powers & Skills

Combat Training
Combat Skill Levels: +2 w/Combat (16)

Martial Arts — *Police Training*, use art with Nightstick/Tonfa (19)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Disarm	-1	+1	STR 53 Disarm
Grab	-1	-1	Grab One Limb; 53 STR Grab
Punch	+0	+2	10½d6 Strike
Takedown	+1	+1	8½d6 Strike; Target Falls

Cyborg Body Powers
Cyberlimbs: Hand Attack: +2d6, 0 END (9) [0]

Cyborg Body:

1 Level Density Increase, 0 End, Persistent, Always On +5 STR, +1 PD/ED, -1" KB, 195kg (7) [0]

Armor: +9 PD/+9 ED, Locations 6-18 (-¼) (22)

50% Damage Reduction, physical, resistant, Linked to Armor Activation (-½), Only vs. Stun (-½) (15)

Swimming: -2" (0" Total) (-2)

Cyberlegs:

Speedlegs 1: +2"Running (8" Total), Cybersystem (-¼) (3) [2]

Hydraulic Jack 5:+10"Superleap (19" forward, 10" upward), 0 END, No Noncombat Leap (-¼), Cybersystem (-¼) (10) [0]

Internal Air Supply: Sealed Systems, 1 charge of 5 minutes, Cybersystem (-¼) (5)

Coordinated Limbs: Talent: Ambidexterity (3)

Equipment
Beretta 95R: 1d6+1 RKA, Autofire (3 shots), -1 OCV, 24 Shots, Autofire, Cannot Be Spread or Suppressed (-¼), STR Minimum, OAF (12) [24c]

Remington Stormbreaker: 3d6+1 RKA, +1 Stun, -1 OCV, +1 Range Mod, 4 Clips of 3 Shots, STR Minimum, OAF (24) [4x3c]

Smith & Wesson Assault Pistol: Multipower 58 Point Pool, Full Phase to Switch Slots (-½), STR Minimum, OAF (21)

u - Solid Slug Round: 2d6 RKA, +1 Stun, +1 OCV, +1 Range Mod, 8 Shots (2) [8c]

u - HEAP Round: 2d6-1 RKA, Armor Piercing, +1 Stun, +1 Range Mod, 8 Shots (2) [8c]

u - Explosive Round: 2d6+1 RKA, Area of Effect: One Hex, +1 OCV, 8 Shots (2) [8c]

Bounty Hunter Skills
Bribery 12- (3)

Combat Driving 13- (3)

Criminology 8- (1)

KS: Street Criminals 11- (2)

PS: Bounty Hunter 11- (2)

Police Skills
Bureaucratics 12- (3)

KS: Criminal Law and Procedure 11- (2)

Stealth 13- (3)

Streetwise 12- (3)

WF: Blades, Off-hand, Small Arms, Tonfa (5)

Background Skills
Perk: Concealed Weapon Permit (2)

Contact: Nishi Tenno 11- (2)

CK: MegaTokyo 12- (3)

Cityspeak (1)

English, Native (0)

High Society (Corporate) 12- (3)

Japanese, Completely Fluent (3)

KS: Bonsai Gardening 11- (2)

KS: Corporate World 11- (2)

KS: MegaTokyo Underworld 11- (2)

Security Systems 13- (3)

Shadowing 11- (3)

Skill Level: +1 with Presence based skills (3)

Two Weapon Fighting (5)

Total Powers & Skills Cost: 231

Total Character Cost: 355

Disadvantages: 100+
Enraged: In Combat, 11-, recover 11- (10)

Distinctive Features

Synthskin/Cyborg Body (skin doesn't quite 'feel' right to the touch, she doesn't sweat, her mass is much greater than her size indicates, her skin degrades if she is hit by an attack) (10)

Hunted by:

Old Enemies and Previous Captures, as powerful, 11- (15)

Package Bonus (3)

Physical Limitation: Requires Specialized Medical Attention (10)

Psychological Limitations

Detests Cyberdroids and Robots (15)

Professional Attitude, Ethics and Mannerisms (15)

Tries to Hide Cybernetics and Cyborg Body (15)

Vulnerability: 1½ x STUN from Electrical Attacks (10)

Watched by:

Local Law Enforcement Officials, more powerful, NCI, limited geography, 8- (8)

Experience: (144)

Total Disadvantage Points: 355

Background/History: Katherine "Kitten" Ramis, Sergeant, San Francisco Police Department Special Investigations, carefully examined the hallway ahead.

"Section B-5 clear," she said into her comlink.

<< Copy, that Ramis. Move to B-6. >>

There was a rogue cyberdroid loose in San Francisco, wreaking havoc and killing civilians. The SFPD had tracked it to an abandoned manufacturing center on the Bayside and were now engaged in a room-by-room search in order to find it.

Katherine moved down the hall, pistol held firmly out in front of her. Cautiously she opened the door at the far end.

"Section B-6 clear."

<< Copy Ramis, move on. >>

Katherine stepped into the room at the end of the hall and paused. *Damn it,* she thought, *This damned vest is rubbing me raw.* Checking the room one more time to ensure that it really was empty, she set her pistol down on a nearby table and proceeded to undo and refasten her body armor. *Can't complain about this stuff too much,* she thought, *After all, there's a bunch of us who are still walking and breathing thanks to wearing it.*

- Snap -

What?

"Dispatch, who else is in section B-6."

<< Just you Ramis, what's up? >>

Katherine placed her hand on her pistol and slowly turned around. "I just heard something. Send me some backup, quick."

<< Roger that. Be careful. >>

Katherine finished turning around and looked back the way she'd came. Empty. *Where had that noise come from?* She looked up just in time to catch a glimpse of a white form dropping from the ceiling. Katherine spun away as the cyberdroid lashed out at her. She felt a sudden flare of warmth from her abdomen as the armored vest was torn open. Pulling the trigger of her pistol, she pumped two rounds into the cyberdroid and sent it spinning to the ground.

Katherine slowly staggered to her feet. The cyberdroid lay on it's back, a hole in it's chest and a second one in it's right shoulder. *Damn, that's an HK-series. Glad I loaded AP rounds.*

Katherine stepped forward and as she raised her pistol, the Hunter-Killer unit turned its head and lashed out with its laser, piercing her left thigh. Katherine gave a quick cry of pain and then collapsed as her leg gave way.

<< Ramis! Report! What's going on? Ramis! Come in! >>

The HK regained its feet and walked over to Katherine's sprawled form. It paused for a moment and drew back one hand, apparently preparing to finish her off with its claws. Katherine managed to roll to one side, avoiding its swing, firing three quick shots with her pistol. The cyberdroid was thrown backwards and fell over with a loud crash.

<< Ramis! What's happening? Report! Are you all right? >>

<< Kitten!! >>

<<<Structural integrity damage: 100% Self destruct sequence activated.>>>

Katherine picked herself up off the floor and painfully made her way over to the fallen robot. There was a wet feeling across her stomach and an intense spike of pain when ever she put weight on her left leg.

<<< 10 ... 9 ... 8 ... 7 ... 6 ... 5 ... >>>

Katherine raised her pistol and took careful aim at the 'droid's shattered form. It lay silent, except for one clawed hand, which was twitching spasmodically.

<<< ... 4 ... 3 ... 2 >>>

"Got you."

<<< ... 1 ... >>>

Personality/Motivation: Rebuilt as a cyborg after her near-death at the hands of a self-destructing cyberdroid, Katherine has now become something more than human; but what exactly, Katherine has yet to figure out. On one hand, her body, strong enough to lift several tons and tough enough to shrug off the effects of most small arms, excites her. On the other, she no longer feels fully human, and her body is certainly no longer feminine, for it is a mechanical construct, making her almost exactly like the creation that nearly ended her life. Because of this, Katherine goes to great lengths to hide the fact that she is a cyborg. Her body is coated with a highly advanced synthetic skin laced with a fine network of neural terminals, thus she has full body sensations of touch, heat, cold, etc. It is because of this enhanced sensitivity that Katherine is especially vulnerable to electrical shocks and discharges, as they tend to overload her neural interface. Finally, Katherine never wears any form of revealing clothing, preferring to cover herself as much as possible.

Having quit the San Francisco Police Force and moved to MegaTokyo in an effort to come to grips with her new condition, Katherine has turned to bounty hunting as a way to make ends meet. Her new occupation provides enough risks and danger that she feels alive once again. At times, she seems to take slightly excessive risks, it may be that she secretly desires death and an end to her existence as an unnatural semi-machine.

Aside from bounty hunting, Katherine also works as a courier and special operative for Nishi Tenno. Regardless of which job she is performing, Katherine is exacting in all her actions. She always does her best to present herself in a professional manner, dressing properly, accepting only those contracts that don't conflict with her previous life as a police officer, completing
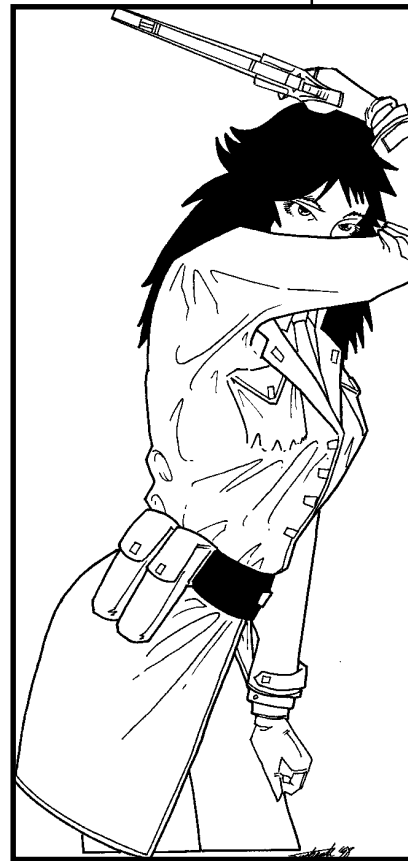
all contracts taken, avoiding excessive damage and casualties and so on. Katherine takes a dim view of those who share her occupation and are loud, obnoxious and trigger-happy.

Quote: "Why don't you make it easier for both of us and just give up now?"

<blam!> <crunch!>

"Baka! Do you know how much this jacket cost me?"

<sigh...> "So you have a gun; (draws Stormbreaker) I have a bigger one."

"I'm 70% combat cybergraft upgrade, which means I'm more machine than human. If you don't mind, I'd like to not go any further."

Powers/Tactics: Most of Katherine's inherent powers come from her cybernetically rebuilt body. Her strength is sufficient to lift well over 8 tons, while her armor plating can stop most small arms fire. Augmentation of her legs allows for her extensive leaping and running abilities.

When engaging in combat, her tactics will depend on exactly how she is armed. Normally, she carries the Beretta at all times. If expecting numerous or armored foes, she will add the Assault Pistol and, if needed, the Stormbreaker. Her usual tactic is to start out with the Stormbreaker and work her way down to her smaller handguns. If facing opponents that are somewhat slower than her, she will draw both the Beretta and the Assault Pistol and utilize her Two-Gun fighting skill to cut down their numbers as quickly as possible. If pursuing a bounty, Katherine will try to avoid resorting to a gunfight and attempt to intimidate the target into surrendering (the Stormbreaker's sheer size is highly useful for this tactic). If engaged in hand-to-hand combat, Katherine's police training and augmented strength is usually sufficient to deal with any attacker.

Appearance: Katherine is of medium height, standing about 5'8" or so. Of mixed parentage, she has light brown skin, green eyes and thick black hair that falls well past her shoulders. Her build is attractively slim, but highly deceptive, for fully 70 percent of her body is cybernetic. Thus, her weight is in excess of 425 pounds. Katherine goes to great lengths to hide this fact.

When working, Katherine dresses in a variation of her old police uniform; heavy, dark blue, knee-length jacket, white dress shirt, red tie, wide black gun belt, dark blue pants, black boots and black finger-less gloves. The Beretta goes in a shoulder holster, the other two guns are on her belt, with the Stormbreaker on the right, the Assault Pistol on the left. When off-duty, Katherine will always dress in outfits that cover her from neck to wrist to ankle, either shirt and pants combinations or long flowing dresses.

Campaign Notes: Katherine presents a host of character interaction opportunities for the Game Master. Although based in MegaTokyo, Katherine's line of work can bring her to Neo York (and any other major city) easily. Thus, she can be used as a potential romantic interest for a Player Character, a source of needed information, or even a fellow agent. If the Game Master desires to reduce the overall scope of his campaign, then it shouldn't be difficult to relocate Katherine to a different city. She could live in Neo York just as easily as MegaTokyo, since her placement in MegaTokyo is simply an excuse for Player Character globe trotting. She could even be made into a Player Character's new (or old) partner, especially if the Player Character in question is (or was) a police officer or other law enforcement official.

Marta Nys

Val	CHA	Cost	Roll	Notes
15/25	STR	5	14-	800kg; 5d6 [2]
18/30	DEX	24	16-	OCV: 10 /DCV: 10
18	CON	16	13-	
13/16	BODY	6	13-	
18	INT	8	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
22	COM	7	13-	
8/12	PD	5		Total: 18 PD /6r PD
6	ED	2		Total: 12 ED /6r ED
4/7	SPD	12		Phases: 2, 4, 6, 7, 9, 11, 12
8	REC	2		
40	END	2		Values after the slash are
30	STUN	0		from implanted cyberware

Total Characteristics Cost: 113

Movement:	Running: 9" /18"
	Swimming: 2"/4"

Powers & Skills

Combat Training
  Combat Skill Levels: +1 with Combat (8)
  Hand to Hand Training: +2 with HTH (10)
  Pistol Training: +3 with Jinsei Hoshoku Zeta (6)
  Martial Arts — *Hapkido*, use art with blades (28)

Maneuver	OCV	DCV	*Damage*
Block	+2	+2	Block, Abort
Disarm	-1	+1	35 STR Disarm
Escape	+0	+0	40 STR vs. Grabs
Joint Lock	+0	-1	Grab one limb; 35 STR to hold on
Kick	-2	+1	11d6 Strike
Punch	+0	+2	9d6 Strike
Sweep	+2	-1	8d6 Strike; Target Falls

Implanted Cyberware
  Articulation Augmentation:
    +1 Overall Skill Level, Can only be used with DEX related skills and HTH combat (-¼), Cybersystem (-¼) (7)
    Double Jointed, Cybersystem (-¼) (2)
  Cyber Razors: 1d6 HKA, 0 End, Blade Limitations (-¼), No KB, Reduced Penetration, Restrainable (-¼) (10) [0]
  Datajack I: +1 with all computer related skills, Requires Accessible Datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)
  Muscle Augmentation III+: STR +10, Doesn't affect figured characteristics (-½), Cybersystem (-¼) (6) [2]

Reflex Augmentation IV: DEX +12, Does not affect figured characteristics (-½), Cybersystem (-¼) (21)

Skeletal Reinforcement-Level 2:

+3 Body, Does not affect figured characteristics (-½), Cybersystem (-¼) (3)

+4 PD, Cybersystem (-¼) (3)

+2d6 HA, 0 END, Invisible to Sight, Cybersystem (-¼) (10)

Damage Reduction: ¼ Physical Resistant, vs. HTH Attacks only (-½), affect Body damage only (-1), Cybersystem (-¼) (5)

Smartgun Link: +3 OCV and +1 Range Modifier, Requires Smartlinked Weapon (-½), Cybersystem (-¼) (10)

Speed Booster III: Speed +3, Cybersystem (-¼) (24)

Equipment

Katana: 1½d6 HKA, +1 OCV, 0 END, Blade Limitations, No KB, STR Minimum, OAF (17) [0]

Jinsei Hoshoku Zeta with Smartgun Adaptor: 2d6 RKA, +1 Stun, +1 Range Mod, 2 clips of 15 shots, STR Minimum, OAF (24) [2x15c]

SIG-Sauer P240 with Smartgun Adaptor: 1d6+1 RKA, +1 OCV, 2 clips of 15 shots, STR Minimum, OAF (13) [2x15c]

Heavy Body Armor: Armor: 6 DEF, Locations 7-17 (-¼), Real Armor, IIF (8)

Street Samurai Skills

Running: +3" (9" Total) (6) [1/5"]

Ambidexterity (3)

Acrobatics 15- (3)

Breakfall 15- (3)

Bureaucratics 13- (3)

Climbing 15- (3)

Combat Driving 15- (3)

High Society (Corporate) 13- (3)

Stealth 15- (3)

Streetwise 13- (3)

Two Weapon Fighting (5)

WF: Common Melee Weapons, Off-Hand, Small Arms (5)

Background Skills

Perk: Money (5)

Perk: Weapons Permit (1)

Lightsleep (3)

CK: San Francisco 11- (2)

Contortionist 15- (3)

English, Native (0)

Japanese, Fluent (2)

KS: Combat Cybertechnology 11- (2)

KS: Corporate World 11- (2)

KS: Finance 13- (3)

Sleight of Hand 15- (3)

Total Powers & Skills Cost: 287

Total Character Cost: 400

Disadvantages: 100+

Enraged: Insulted, Thwarted, or Similarly Irritated 14-/11- (10)

Distinctive Features: Obviously Cybered (Her walk shows that she's been "boosted" or "wired", she weighs more than she should) (10)

Normal Characteristic Maxima (20)

Package Bonus (3)

Psychological Limitations

Likes to Live Well; Easily Tempted by Luxuries, and Motivated by Money (20)

Thrillseeker; Lives for Excitement, and Danger (15)

Short Tempered (10)

Bi-Sexual, Hedonistic tastes (5)

Watched by: Her Current Employer, more powerful, NCI, limited geography, 11- (10)

Experience: (197)

Total Disadvantage Points: 400

Background/History: The younger sister to Shion Nys, Marta shared her sister's early years on the streets of the Chicago Metroplex. This hard life at such an early age (Marta was only 13 when her father died), greatly influenced Marta's world view, reinforcing her beliefs that money and power were the only two things that mattered in the world. Not possessing even a trace of her sister's awesome psychokinetic abilities, Marta opted for a more direct approach, augmenting her physical abilities with an impressive array of cybernetic implants. Having achieved her goal of power in the form of cutting edge cyberware, Marta then set about to amass as much money as she could. Operating as a corporate mercenary and free-lance street samurai, Marta soon found her talents and skills to be in high demand, and that prospective clients were more than willing to pay handsomely to hire her.

Personality/Motivation: Marta is a very emotional individual, in sharp contrast to the more refined and aristocratic airs put on by her elder sister. Having escaped the unpredictable hand-to-mouth existence of street living, Marta is motivated by the chance to gain material wealth, since the more money she can earn, the less her chances of returning to her former life. This motivation also expresses itself in a fierce possessiveness of those things Marta considers hers. This includes both physical goods, as well as more intangible items, such as a contract, or her current lover. Marta is also much more open in her relationships with others. She relishes physical pleasures, and will take both men and women as sexual partners.

Marta's fiery personality also expresses itself in other, more volatile ways. Marta is rather short-tempered and prone to sudden flashes of anger that can result in violence if sufficiently provoked. Her temper, combined with her extensively upgraded body, has resulted in rash, thoughtless actions more than once. The death of a former lover, in a moment of blind rage, is something Marta would rather not be reminded of.

A second aspect of her temperament is an almost irrational need to expose herself to danger. Marta seems to thrive on hazardous situations and potentially lethal encounters. The adrenaline rush of com-

bat, the thrill of the chase and risk of death is what she lives for. Although Marta is smart enough to take the appropriate precautions and preparations before tackling a target, she is more than willing to accept even the riskiest of assignments.

Marta's relationship with her sister, Shion, tends to brief but cordial encounters. The two live on opposite sides of the country and work in very different circles. There resides in Marta a deep seated jealousy for Shion's wealth and psychokinetic powers, a jealousy that is doubtful Marta even realizes exists and certainly wouldn't admit to if she did. But, Marta also cares deeply for her sister, and will do her best to be there if needed.

Quote: "Wetwork? I can do wetwork... but it'll cost you."

"I don't care if you're the big bad Empress Shion, to me you're just my big shot older sister who thinks the *whole* world revolves around her!"

**Powers/Tactics:** Marta's body is extensively augmented with a number of cybernetic implants, including synthetic muscle tissue, enhanced neural processors, reinforced bones, fingertip-mounted blades and a smartgun link. Her systems are top quality, the best money can buy, and this shows in the way she moves. Aside from her internal systems, Marta also arms herself with a pair of pistols, a katana and heavy body armor.

In combat, Marta prefers to take the fight to her opponent, getting in close where her martial skill can be used to best advantage. If faced with superior numbers, she will try to cut most of them down using her Two Gun Fighting skill, before closing to hand-to-hand range. Marta will try to use the enemies' own numbers to her advantage, sowing as much confusion as possible, counting on her phenomenal speed and dexterity to escape unscathed from any firefight.

Appearance: Marta is, in some ways, her sister's physical opposite. Extremely attractive, she is on the short side, standing a little over 5'5", dark eyed, with straight black hair that is worn to her waist. Marta's slight, well-defined, athletic build is deceiving, as her reinforced steel-laced skeleton and cybernetic implants give her a weight in excess of 160 pounds.

Marta normally dresses casually, in loose, revealing outfits designed to emphasize her figure. If meeting with a prospective employer, she will often don a well tailored business suit. When working, Marta dresses in a practical manner, wearing a form-fitting black bodysuit over her heavy body armor, with matching boots and gloves. The katana is slung across the back and the pistols are holstered low on the hips. The SIG-Sauer is normally on the right hip, the Hoshoku Zeta on the left. Spare magazines for these weapons are placed along the back of the gunbelt.
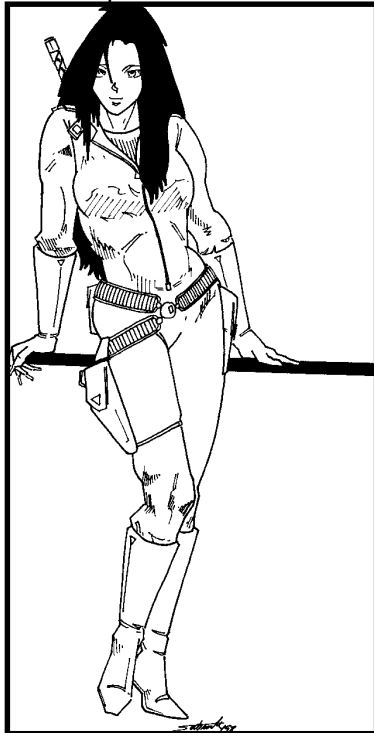
Nishi Tenno

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100kg; 2d6 [1]
13	DEX	9	12-	OCV: 4 /DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
23	INT	16	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
3	PD	1		Total: 7 PD /4 PDr
3	ED	1		Total: 7 ED /4 EDr
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	0		

Total Characteristics Cost: 58

Movement: Running: 6" / 12"
Swimming: 2" / 4"

Powers & Skills

Implanted Cyberware
  Datajack I: +1 with all computer-related skills, Requires accessible datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)
  Skilljack: 10pt VPP, Limited Selection of Skills (-½), Cybersystem (-¼) Typical Skillsofts: Electronics, Mechanics, Paramedic, System Ops., TF: Aircraft (13)

Equipment
  Ruger Mark II: 1d6+1 RKA, +1 OCV, 9 Shots, STR Minimum, OAF (8) [9c]
  Armored Jacket: Armor 4 DEF, ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-12 (-1), IIF, Real Armor (-¼) (4)

Fixer Skills
  Bribery 12- (3)
  Bureaucratics 12- (3)
  Conversation 12- (3)
  Forgery 13- (7)
  High Society 12- (3)
  Persuasion 12- (3)
  SC: Accounting 14- (3)
  Streetwise 12- (3)
  Trading 12- (3)
  WF: Pistol (1)
  Scholar (3)
  KS: Appraising 14- (2)
  KS: Corporate World 14- (2)
  KS: Finance 14- (2)
  KS: Luxury Goods 14- (2)
  KS: MegaTokyo Underworld 14- (2)
  KS: Mercenary World 14- (2)
  KS: Military Technology 14- (2)
  KS: Rumor Mill 14- (2)
  Well Connected (3)

Contacts
    Avatar 8- (3)
    The Diet (Japanese Parliament) 11- (1)
    ESWAT 13- (3)
    Gunkoku Heavy Industries 11- (1)
    MegaTokyo City Government 14- (4)
    Mitsumi Technologies 11- (1)
    Shiraishi Corporation 12- (2)
    Favors:
    Dallas (a Fixer) 14- (1)
    Kitten (a Bounty Hunter) 14- (0)
    Vector (a Rocker) 14- (1)
    Yabu (a Street Samurai) 14- (0)
Background Skills
    Money: Wealthy (10)
    Perk: Passport (1)
    Perk: Weapon Permit (1)
    Computer Programming 14- (3)
    English (native) (4)
    French (native) (4)
    Gambling 12- (5)
    German (native) (4)
    Japanese (native) (0)
    Skill Level: +2 with all PRE Skills (10)
    Speed Reading (3)
    Traveler (3)
    AK: Japan 14- (2)
    AK: MegaTokyo 14- (2)
    AK: Neo York 14- (2)
    AK: Neu Berlin 11- (1)
    AK: Sydney 11- (1)

Total Powers & Skills Cost: 157

Total Character Cost: 215

Disadvantages: 100+
  Normal Characteristic Maxima (20)
  Package Bonus: Fixer (3)
  Physical Limitation: Nearsighted-wears contacts (10)
  Psychological Limitations
    Greedy, driven primarily by a desire for wealth (15)
    "Never let them see you sweat," tries to distance
      herself from others (15)
    Manipulative, uses people to achieve her own ends
      (10)
    Likes Luxuries and "The Good Life" (10)
  Reputation: Best Fixer in Town 14- (15)
  Rivalry: All other fixers (5)
  Watched: Assorted rivals and clients, as powerful, NCI,
    11- (10)
  Experience: (2)

Total Disadvantage Points: 215

Background/History: Nishi Tenno understood at an early age that it was money, not love, that made the world go round. Power was nice, but it seemed to make one a target for those who didn't have any. The trick was to be the one working behind the scenes, the one to whom people in power go to get things done, the one who knows where to find the goods that were always in demand. People like that were always in demand, and were paid handsomely for their services. If she could become one of these people-a "fixer" as slang put it-she would have it made. Needless to say, Nishi has spent the last 15 years of her life doing just that, and in the process gaining the reputation as the best fixer in all of MegaTokyo, and possibly the entire Pacific Rim.

Personality/Motivation: Nishi's primary motivation in any situation is one of financial gain. She is always on the lookout for ways she can benefit from any deal. Nishi is very much a user, quietly trying to manipulate her clients (and other people) to better achieve her desires for material gain. On the other hand, she does have a personal code of honor, in that all of her deals are private. Nishi does not sell information about who her clients are or what they want. She also avoids working with known psychotics, terrorists and other people who are "bad for business."

Nishi does her best to project an air of mystery and sophistication into her meetings. She always dresses as impeccably as possibly, tries never to loose her cool or temper, and never visibly pays for anything. She has a carefully built mystique concerning the exact extent of her influence and doesn't want anything to happen to ruin it.

Quote: "The question is not 'can I get it,' it is 'can you afford it?'"

"Gentlemen, it is obvious to me that you both desire what only one of you can have. So, bidding will begin in five minutes, starting at 5,000 yen. Are you ready?"

Powers/Tactics: Nishi is, as the saying goes, "people that knows people." She is a firm believer that it isn't always what you know, but who. She will remain coolly neutral in her dealings and will go to great lengths to ensure her client will always get what he paid for when he paid for it. She is very smart, not easily fooled, and takes a dim view to anyone attempting to interfere with her business.

As a fixer, Nishi goes to great lengths to avoid physical confrontation. She wears an armored jacket (or the longer lined coats) because she isn't foolish enough to believe her status makes her invulnerable. She will usually carry her pistol in a concealed shoulder rig, not because she plans to use it (although she can if needed), but because it is expected that she would do so. If trouble arises, she will usually have a bodyguard (or two) nearby. Rest assured that any bodyguard Nishi hires will be *very* good at what they do. When making deliveries and pick ups, Nishi will often hire Katherine "Kitten" Ramis for such jobs, trusting in Kitten's cyborg body and combat skills to overcome any unforeseen difficulties. In the event of larger problems, Nishi will not hesitate to call upon any number of contacts she has made in both the city government and numerous local megacorporations. It is highly likely that anyone who targets Nishi will soon find themselves facing far more opposition than they would have believed possible.

Appearance: Nishi stands close to 5'7", with a nicely proportioned figure. Her hair is a dark blackish-brown and cut in loose pageboy style. Long hours in darkened rooms spent staring at monitor screens has had a detrimental affect on her eyesight. Nishi wears contacts to correct this, and will *never* allow herself to be seen in glasses. Nishi is highly aware of the value of appearances and is always dressed in the finest clothing possible.

Noriko Kobayashi

(Eswat-Enhanced Special Weapons And Tactics)
created by Jeff Mueller

Val	CHA	Cost	Roll	Notes
20	STR	7*	13-	400kg; 4d6 [3]
18	DEX	24	13-	OCV: 6 /DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
21	INT	12	13-	PER Roll 13-
21	EGO	24	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	4		Total: 41 PD /33 PDr
4	ED	0		Total: 37 ED /33 EDr
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
50	END	7		
30	STUN	1		*+10 STR at 2x END

Total Characteristics Cost: 118

Movement:	Running: 6" / 12"
	Swimming: 2" / 4"

Powers & Skills

Combat Training
Combat Skill Level: +1 with Mental Combat (5)
Combat Skill Level: +1 with Telekinesis, Telekinetic Rupture, and Mental Block (3)
Martial Arts — *Aikido* (16)

Maneuver	OCV	DCV	Damage
Hold	-1	-1	Grab Two Limbs; 30 STR Hold
Joint Break	-1	-2	Grab One Limb; ½d6 HKA (2 DC), Disable
Redirect	+1	+3	Block; Abort
Takedown	+1	+1	4d6 Strike, Target Falls

Esper/Psychokinetic Powers
Esper/Psychokinetic Power Multipower: 70 point pool (70)
  m - **Telekinesis:** 55 STR, Fine Manipulation, +1 OCV, Full Phase, (70/9) [5]
  u - **Telekinetic Rupture:** 3d6 RKA, Indirect, +2 OCV, Only vs. Organic / Living matter (-½), No KB, Full Phase, (69/3) [6]
  u - **Mental Block:** 8d6 Suppress, Any Mental Power, No Range Mod, Requires Ego Roll of 13-, Full Phase, Limited Conscious Control (affects random power of target) (-1), Side Effect: Suppress Affects Noriko if Ego Roll is failed (70/2) [7]
  u - **Mind Scanning:** 8d6, +5 to roll, Concentrate (0 DCV to sustain), Full Phase, x2 END (50/2) [10]
  u - **Mental Warp:** Images vs. Mental Senses, 4" Radius, -3 to PER rolls, Concentrate (0 DCV to activate), Full Phase, Requires Ego Roll of 13-, x2 END (38/1) [8]
  m - **Telekinetic Shield:** Force Field +28 PD, +28 ED, Must be aware of attack (-¼) (56/9) [5]
  u - **Telekinetic Wall:** Force Wall 16 PD, 10 ED over 13 Hex sides, Concentrate (0 DCV to sustain), Full Phase, Side Effect: 4d6 Ego Attack (65/2) [6]
  u - **Telekinetic Shell:** Missile Deflection versus all Attacks, 12 OCV, Requires Ego Roll of 13-, Costs END, (32 /2) [3]
  u - **Mind Link:** to Any Willing Mind, x2 END (15/1) [3]
  u - **Heightened Intuition:** Danger Sense 11-, Can't be Surprised by any Attack, Target Must Have Emotional Intention (-½), Costs END (20/1) [2]

  u - **Aura Sense:** 18-, Full Phase, Concentrate ½ DCV, Costs END (20/1) [2]
Mental Defense: 9 DEF (5)
Telekinetic Resistance: Knockback Resistance: +4", Must Be Aware of Attack (-¼), Limited Conscious Control (power activates whenever Noriko is hit, and END is spent, regardless of any actual knockback done) (-1), Costs END (3) [1]

Issued ESWAT Equipment
Styer GB-100: 1d6+1 RKA, +1 OCV, 18 shots, STR Minimum, OAF, [18c] (14)
Armored ESWAT Uniform Jacket: Armor 5 DEF, ½ Value vs. Cutting/Energy Attacks (-¼), Locations 7-14 (-¾), Real Armor, IIF (6)

ESWAT Training
Perk: ESWAT Police Powers (2)
Perk: Weapon Permit (2)
AK: MegaTokyo 11- (2)
Bureaucratics 13- (3)
Criminology 13- (3)
KS: Criminal Law & Procedure 13- (3)
PS: Police Officer 11- (2)
Persuasion 13- (3)
Streetwise 8- (1)
WF: Nightstick/Tonfa, Small Arms (3)

Background Skills
Breakfall 13- (3)
English (fluent) (3)
High Society (Corporate) 13- (3)
Japanese (native) (0)
Scholar (3)
KS: Classical Literature 11- (1)
KS: Corporate World 13- (2)
KS: Espers and Psychokinetics 13- (2)
KS: Shintoism 11- (1)

Total Powers & Skills Cost: 193

Total Character Cost: 311

Disadvantages: 100+
Distinctive Features
ESWAT Officer/Uniform (5)
Obvious Psychokinetic Field (5)
Hunted by: Personal Enemy (Unknown at this time), More Powerful 11- (20)
Normal Characteristic Maxima (20)
Package Bonus (3)
Physical Limitation: Cyber Rejection (15)
Psychological Limitations
Always Follows Orders and Procedure (15)
Emotionally Distant and "Cold", Very Business-like (5)
Rivalry: Other "Elite" Officers (5)
Susceptibility: 3d6 From Being Teleported (15)
Watched: ESWAT, more powerful, NCI, 11- (10)
Experience: (93)

Total Disadvantage Points: 311

Background/History: Noriko Kobayashi never intended to be a police officer. At her father's request she attended business school, intending to follow in his footsteps. Graduating near the top of her class, she quickly found employment with the Shiraishi Corporation. Shortly there after, Noriko found herself dissatisfied with her choice of employment, feeling that her future as a woman in the executive arena was limited at best. Confronting her father with these ideas, Noriko was rebuffed severely for her lack of commitment to her chosen career. The verbal war raged on

for hours, with neither Noriko or her father willing to give ground in the argument. Eventually, Noriko was pushed to the breaking point by her father's merciless verbal attacks. Trembling with suppressed rage and anguish, Noriko's latent psychokinetic powers manifested at their full intensity, shattering all the glass in the house in a violent storm of fragments and debris. A long silence followed this display of power, ending with Noriko storming from her parent's home in tears.

For a time, Noriko struggled with the powers she now possessed, trying to come to grips with both her psychokinetic abilities and the disintegrating relationship with her parents. Eventually, Noriko decided upon a radical course of action; she would enlist in the MegaTokyo Police Department. This career choice was deemed unacceptable by her parents, who disowned her at this point, limiting family contact to rare conversations with her brother.

Upon graduating from the MTPD Academy, Noriko was assigned as a corporate liaison officer in the public relations department. Her former corporate experiences allowed her to excel in this field, and Noriko rose quickly the ranks. Eventually, after gaining greater understanding and control of her psychokinetic powers, Noriko transferred to the MTPD Enhanced Special Weapons and Tactics (a.k.a. ESWAT) division, handling cases of an unusual nature that were deemed outside the capabilities of regular police officers. Now at the age of 26, Noriko feels that she has found her calling, and continues to improve upon her impeccable service record.

Personality/Motivation: Noriko is a very emotionally detached individual. For her, business comes first, and that is that, end of story. Thus, she comes across as very cold and impersonal to the extent that her departmental nickname is "The Ice Princess." Noriko's sole motivation is to show her father that she can be a success in her chosen field, and that she can make it on her own without his guidance. This desire is doomed to fail however, as her father has effectively denied her existence, and any successes as a police officer will not change this fact. The tenets of Japanese honor and face will not allow for a reconciliation in this matter. Yet, this harsh reality has not deterred Noriko in the slightest; she has immersed herself in her work totally, and her current major goal is to become an ESWAT division chief.

Noriko's "business first" attitude has affected her life in many ways. She tends to not show much emotion when on duty, presenting an image of perfect efficiency while working. In keeping with this philosophy, Noriko takes great pains to ensure that her uniform is always properly arrayed, with all accouterments polished, pressed and shined. Noriko's devotion to duty means that her private life is devoid of any outside influences. For example, Noriko has avoided developing a close relationship with anyone. The reason for this is simple: Noriko feels that any form of romantic affair would only interfere with her work, and that will be time enough for such things "later".

Quotes: "You really are beginning to annoy me..."

"Assaulting a ESWAT officer and carrying a concealed weapon... there's no end to your bad habits, is there?"

Powers/Tactics: Noriko is a police officer first and foremost, and her tactics will follow standard police procedure 99% of the time. In most situations Noriko will try to resolve the situation through a combination of persuasion and force of personality. If this method fails, she will then resort to her Aikido training (backed by her telekinetically enhanced strength) or her pistol. And if this isn't enough, Noriko will then use her psychokinetic powers.

When using her powers, Noriko primarily uses her telekinetic abilities, alternating between her telekinesis and her telekinetic shield. If hard-pressed, or faced with high-powered weapons, Noriko will resort to her telekinetic shell or telekinetic wall, although she doesn't like to use this last power due to its detrimental effects to her system. In extreme situations, Noriko will use her RKA power to stop a fight immediately. The Indirect advantage on this power represents the fact that the rupture effect is formed within a target. Thus it bypasses such things as external body armors, and is only really stopped by other psychokinetic powers (such as a force field) or internal defenses, such as subdermal plating or vitals sheathing.

Noriko also possesses a most unique talent, the ability to suppress another telekinetic's psychokinetic powers. This power is not absolutely reliable, and tends to suppress a target's powers randomly. It requires a certain degree of concentration to work properly, and if Noriko is distracted while attempting to utilize this power, it can backfire, suppressing her own power instead. This possibility limits its use to situations where Noriko has other ESWAT officers to back her up.

Noriko's esper powers are physically draining, which is why she tries to avoid using them. Her esper powers grant her a number of interesting talents, including the ability to detect others minds, to communicate directly with those minds, and the ability to generate psychic distortions that serve to mask the mental signatures generated by a specific person's mind. Noriko's most interesting esper power, however, is her ability to see a person's psychic aura, which appears to her eyes as a shimmering mass of colors defining that person's personality and mental nature. Noriko often uses this power to establish a psychic "first impression" of someone, using that image as a basis for how to deal with and react to that person. Note that both Noriko's Danger Sense and Aura Sense are special powers not normally allowed in a Multipower. An exception was made in this case for two reasons: the first is that both powers cost Endurance, the second is that neither powers is a constant power; both must be consciously activated.

Appearance: For all her impressive psychokinetic powers and impassive demeanor, Noriko is surprisingly non-threatening in appearance. She is short, standing only 5'3", and slim, scarcely weighing 105 pounds with a trim figure. Noriko is very pale-skinned, with green eyes and short, blue-black, shoulder length hair. All in all, Noriko is physically attractive, but her distant personality offsets this greatly.

When on duty, Noriko wears the standard ESWAT dress uniform, which consists of low black boots, a dark blue, knee-length armored jacket, dark blue trousers, a white shirt, red tie and white gloves. Over this goes a white gunbelt holding her pistol, badge, restraints and other equipment. Off duty, Noriko dresses in conservative Western fashions, as well as more traditional dress. At all times, she wears only the barest minimum of makeup, jewelry and other accessories.

Payne

created by David Kujit

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6 [1]
17/23	DEX	21	14-	OCV: 8 /DCV: 8
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (see below)
6	ED	3		Total: 6 ED (see below)
3	SPD	3		Phases: 4, 8, 12
6	REC	0		
30	END	0		Values after the slash are
30	STUN	1		from implanted cyberware

Total Characteristics Cost: 54

Movement:	Running: 6" /12"
	Swimming: 2" /4"

Powers & Skills

Combat Training
Combat Skill Levels: +1 with Jojitsu (3)
Martial Art — *Jojitsu* (a.k.a. "bat-fu") (13)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Abort
Smash	-2	+1	Weapon +4d6 Strike
Strike	+2	+0	Weapon +2d6 Strike

Implanted Cyberware
Cybereyes
Flare Filters: Flash Defense 5 DEF, Poor Quality Cybersystem (-½) (3)
Thermographic Vision: IR Vision, Poor Quality Cybersystem (-½) (3)
Reflex Augmentation II: +6 DEX, Does not affect figured characteristics (-½), Poor Quality Cybersystem (-½) (9)
Equipment
Colt Mark VI: 1½d6 RKA, +1 Stun, +1 OCV, 16 shots, STR Minimum, OAF (18) [16c]
Jo Stick: +3d6 HA, 0 END, STR Minimum, OAF (5) [0]
Leather Jacket with Plate Armored Shoulders: (6)
(Jacket) Armor: DEF 2, 0 Value vs. Guns (-½), Locations 7-8 & 10-12 (-1), Real Armor, OIF

(Shoulders) Armor: DEF 5, ½ Value vs. Guns (-½), Locations 9 (-2), Real Armor, OIF
Aircraft Aluminum Greaves and Knees:
Armor: DEF 5, ½ Value vs. Guns (-½), Locations 14-15 (-2), Real Armor, OIF (4)
Background Skills
Perk: SINless (3)
AK: The Zone 11- (2)
Breakfall 14- (3)
Cityspeak (1)
Climbing 14- (3)
English, native (0)
Fam: Electronics 8- (1)
KS: Zone Gangs 11- (2)
KS: Zone Underworld 11- (2)
Stealth 14- (3)
Streetwise 13- (5)
WF: Knife, Pistol (2)

Total Powers & Skills Cost: 91

Total Character Cost: 145

Disadvantages: 75+
Distinctive Features: Gang Colors (10)
Hunted by: Rival Gangs, as pow., limited geo.,8- (5)
Package Bonus: (3)
Psychological Limitations
Sadist, likes to cause pain and hurt others (15)
Misogynist, despises women (10)
Gang Loyalty (0)
Watched by: Fellow Gang Members, mo pow., 8- (8)
Experience: (19)

Total Disadvantage Points: 145

Background/History: Payne is a product of the streets, born and bred in the Neo York Zero Zone. Abandoned

at an early age, Payne grew up in the harsh, violent world of street gangs. It was here that he learned how to fight and how to survive in an inhospitable environment. By cutting questionable deals with shady street docs, Payne was able to have several cybernetic systems implanted, although these systems are of dubious quality. Not that Payne cares, since the systems work well enough that the edge they give him more than makes up for and occasional system failures.

Personality/Motivation: Payne is a strong believer that might makes right. Those who are bigger and stronger are the ones to make the rules, and anyone that doesn't like this fact of life is free to take their complaints up with Payne. This philosophy works well in combination with Payne's position as that of an enforcer, ensuring that the gang's desires are carried out, usually with a suitable application of violence. Inflicting pain is Payne's way of proving his dominance in the world, ensuring that he is in control. This also explains Payne's attitude towards women: he feels that women are the weaker sex and therefore not worthy of respect.

Quote: "Pain is my name and my business! Allow me to show you!"

Powers/Tactics: Payne's tactics are amazingly simple: hit 'em first, and hit 'em hard. He will usually engage his opponent directly, throwing a rapid series of strikes with his jo stick until his opponent falls, at which point he will finish the unfortunate victim off with a smashing blow to the chest or head.

Payne's reflexes have been augmented, and flare filters and infrared receivers have been installed in his eyes. These systems are not the best quality, and often fail if exposed to intense electrical fields (such as near power lines). Thunderstorms are also a problem. Payne's reflexes will often short out or work intermittently, while his cybereye modifications will usually fail outright. So far, Payne has been able to deal with such occurrences by remaining under cover until his systems recover from such problems.

Appearance: Payne isn't a particularly attractive individual, having a face battered from numerous fights. His hair is dyed a bright green and grows in a thick tangled mass that falls to his shoulders. Strongly built, Payne has a scattering of scars over his body. He wears a heavy leather jacket with metal plates attached to the shoulders, as well as pieces of aircraft aluminum bent into a cheap form of armor that covers the thighs and knees of both legs.

Ran (Chaos)

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6 [1]
20	DEX	30	13-	OCV: 7 /DCV: 7
23	CON	26	14-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
13/30	PRE	3	12-/15-	PRE Attack: 2½d6 /6d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (see below)
6	ED	1		Total: 6 ED (see below)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
100	END	27		
35	STUN	2		

Total Characteristics Cost: 168

Movement:
Running: 8" / 16"
Swimming: 2" / 4"
Other movement powers are variable

Powers & Skills

Combat Training:
Combat Skill Levels: +4 with Psychokinetic Power Pool (20)

Psychokinetic Powers
Flexible Psychokinetic Powers: Variable Power Pool (200 pt pool), No Skill Roll Required, Can Change Powers as Zero-Phase Action, Psychokinetic Effects Only (-¼) (440)

Psychokinetic Side-effect:
Change Environment, Minor Telekinetic Effects, Radius of Effect 16", 0 END, Personal Immunity, No Range, Linked to Psychokinetic Power Pool (22) [0]
2d6+1 RKA, Penetrating, Radius of Effect 16", 0 END, Personal Immunity, No Range, No Conscious Control, Linked to Psychokinetic Power Pool (30) [0]

Telekinetic Resistance: Damage Reduction, ¼ Energy and Physical, Resistant (30)

Telekinetic Body Control:
Life Support, Full (30)
Regeneration, 1 Body per Hour (6)

Psychokinetic Awareness:
Danger Sense, out of combat, self only 13- (19)
Mental Awareness (Full) 23- (27)

Mind of Madness: Mental Defense: 10 pts (5)

Presence of Madness: Presence: +17, Only When In manic State (-½) (11)

Running: +2" (8" Total) (4) [1/5"]

Background Skills
Destitute (-10)
CK: The Neo York Zero Zone 14- (5)
Climbing 13- (3)
KS: Scrounging 13- (4)
Mechanics 8- (1)
Stealth 13- (3)
Streetwise 13- (3)
Survival (Urban) 13- (7)
TF: Motorcycle (1)
WF: Knife, Pistol (2)

Total Powers & Skills Cost: 663

Total Character Cost: 831

Disadvantages: 100+

Berserk: When fighting other Psychokinetics (manic state) go 14- / recover 8- (25)

Distinctive Features: Obvious Psychokinetic Field (15)

Physical Limitations
    Manic Depressive (15)
    Powers are Occasionally Out of Control (10)

Psychological Limitations
    Combat Paralysis, must make EGO roll to take an offensive action (depressive state) (20)
    Hunts Other Psychokinetics (manic state) (10)
    Overconfidence (manic state) (20)

Reputation: World's Most Powerful Psychokinetic, extreme, 14- (20)

Vulnerability: 1½ X Effect from Mind Scan (5)

Watched by: Assorted Megacorporations, more powerful, 8- (8)

Experience: (583)

Total Disadvantage Points: 831

Background/History: Ran is, without a doubt, the most powerful psychokinetic on the planet. His exact origins are unclear, shrouded in mystery, rumor, and speculation. He may be a product of psychokinetic experimentation, as his initial appearance coincides with the destruction of a psychokinetic research lab in Japan. In any case, Ran is a highly feared denizen of the Neo York Zero Zone, and even the merest rumor of his arrival is enough to send most people into a blind panic. Even Shion, who possesses a great deal of telekinetic power herself, is said to fear him.

Personality/Motivation: Ran suffers from a severe bipolar personality disorder, ranging from an almost catatonic depressive phase to a psychotic manic state that revels in mindless destruction. Fortunately, most of his time is spent in a reasonably rational mentality somewhere between these two extremes. It can be argued that this is when Ran is at his most dangerous, since it is at times like this that he capable of coherent thought and extended planning.

    When in his depressive state, Ran retreats deep within the Neo York Zero Zone, hiding himself in the battered warehouse that he has made into his home. If in his manic phase, Ran can be found almost anywhere, but prefers to search the Zone looking for other psychokinetics, in order to test their power. Most psychokinetics don't survive the experience. When in his more rational state of mind, Ran prefers to be left alone and will usually ignore anyone he meets. If attacked, he will not hesitate to destroy the offending party.

    Ran has no real motivations beyond basic survival. He primarily wishes to be left alone, at least until one of his periodic bouts of madness overcome him, in which case he may act on long-forgotten desires or impulses, usually with destructive results.

Quotes: (depressive state) "Uh... please go away. I... uh... I don't like people being near me."

    (manic state) "Why do I do this? Because I can!"

    (manic state) "Now, let's see if you are as really tough as everyone says you are..."

Powers/Tactics: Ran is the most powerful psychokinetic in existence, dwarfing even Shion. He can survive almost any environmental condition, recover from serious injuries in an amazingly short period of time and go for an extended duration without eating or sleeping. Ran has collapsed entire buildings, pulled helicopters out of the sky and crushed main battle tanks, it is believed that there is nothing he cannot do.

    With so much raw power at his command, Ran doesn't really bother with any sort of conventional tactics. Usually, he sets up a 40 PD, 20 ED Force Field at 0 Endurance (pool cost 90 points) and uses the remaining 110 points in his power pool to generate any number of psychokinetic effects. His favored attack mode is some form of explosive or area of affect attack. If confident that the enemy doesn't possess any form of energy weapon, Ran will drop the ED portion of his Force Field and increase his offensive attacks accordingly. When angered, or when fighting other psychokinetics, Ran will summon a simple 40 PD Force Field and use the remaining 160 points of his Power Pool to produce overpowering Physical Killing Attacks, usually with the Armor Piercing advantage, allowing him to cut through an enemy's defenses with ease.

    Ran's power is accompanied by numerous minor telekinetic effects, including swirling debris, blowing dust, and the levitation of small floating objects. When Ran begins to use large amounts of power, especially if angry or disturbed, these effects become much more dramatic, resulting in shattering concrete, fractured asphalt, and breaking windows as well as the damaging of mechanical and electronic equipment in the area.

Appearance: For all his power, Ran is not physically imposing. He stands about 5'10" and weighs 160 pounds or so, with a thin but well-muscled build. His black hair is worn long and is usually wild and unkempt. Ran dresses in whatever he can find, but prefers to wear a simple outfit consisting of biker's boots, jeans and a plain T-shirt. If found in his depressive personality, Ran will act almost cowardly and inverted, trying to avoid people. When in his manic state, he exudes a forceful, dominating presence that is very hard to ignore.

Campaign Use: Ran is an exceedingly powerful individual, and his possible appearance is something that should not be taken lightly. He is quite capable of killing most of the characters in this book with a single attack. It is recommended that the GM limit his appearances and use him only sparingly. Ran should be considered more of a plot device than an opponent for the characters to defeat.

    When he does appear, GMs should heighten the effect of his presence by playing up his psychokinetic side effects. Having small objects floating about his person as he moves. Describing the ground under his

feet cracking and splitting as he generates his powers. Allowing Ran to destroy a sizable inanimate object (such as a vehicle) without rolling any damage dice; all of this should help to convey the proper feel for the character's potential power.

> **Some notes to prospective Game Masters:** Ran (in the author's campaign) was the result of experiments into the powers and abilities of psychokinetics and how to expand them. These experiments were conducted by the Jinsei Corporation. The problem with this experiment was that the Jinsei Corporation unlocked all of Ran's psychokinetic potential with the result that Ran destroyed an entire research complex before vanishing. Now, he's too powerful for Jinsei to recover and they are too smart to try and make an issue of his existence. Besides, Jinsei had obtained DNA samples during the experiment and now was trying to grow their own Ran clones. Takeda Johnson is one of these clones. He escaped from Jinsei's clutches, having a great desire to be free and experience the real world. A lot of the actual campaign revolved around this set up and the fallout from it. Of course, there are other Ran clones out there and they tend to be close to Takeda's power level.

Ryder

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200kg; 3d6 [1]
21	DEX	36	13-	OCV: 7 /DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
7	PD	4		Total: PD 31/24 PDr
5	ED	1		Total: ED 31/24 EDr
4	SPD	9		Phases: 3, 6, 9, 12
8	REC	2		
36	END	0		
30	STUN	0		

Total Characteristics Cost: 98

Movement:	Running: 6" /12"
	Swimming: 2" /4"

Powers & Skills

Combat Training

Martial Arts — *Wing Chun Kung Fu*, use art with blades, chain weapons, clubs (19)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Kick	-2	+1	7d6 Strike
Legsweep	+2	-1	4d6 Strike; Target Falls
Punch	+0	+2	5d6 Strike

Psychokinetic Powers Elemental Control (20-point base) (20)

  1 - **Force Bolt:** EB 8d6, Physical, Gestures, 2x END on last 4d6 (13) [6]

  2 - **Telekinesis:** TK: 40 STR, Gestures throughout, 2x END on last 20 STR (13) [6]

  3 - **Force Field:** +20 PD/ +20 ED, Must be aware of attack (-½), 2x END on last 10 DEF (13) [6]

  4 - **Telekinetic Wall:** Force Wall: 8 PD over 8 hex sides, Side Effect: 6d6 of Stun Damage if Force Wall collapses (-½), 2x END on last 20 points (12) [6]

  5 - **Flight:** 20" 2x END (13) [2/5"]

Equipment

Smith & Wesson Model 2019: 1½d6 RKA, +1 OCV, 4 clips of 6 shots, STR Minimum, OAF (12) [4 x 6c]

Knife: 1d6-1 HKA, 0 END, +1 OCV, STR Minimum, OAF (8) [0]

Armored Jacket: Armor 4 DEF, ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 7-12 (-1), IIF, Real Armor (-¼) (4)

Armorcloth Pants: Armor 3 DEF, ½ Value vs. Cutting/Energy Attacks (-¼), Coverage 13-16 (-1 ¼), IIF, Real Armor (3)

Background Skills

AK: Neo York Zero Zone 12- (3)

Breakfall 13- (3)

Cityspeak (1)

Combat Driving (Bike) 13- (3)

Electronics 11- (3)

English (native) (0)

Japanese (basic) (1)

KS: Play Guitar 11- (2)
KS: Zone Gangs 11- (2)
KS: Zone Underworld 11- (2)
KS: Zone Music Scene 11- (2)
Mechanics 11- (3)
PS: Musician 11- (2)
Streetwise 12- (3)
WF: Common Martial Arts Weapons, Knives, Pistols (4)

Total Powers & Skills Cost: 164

Total Character Cost: 262

Disadvantages: 100+
  Distinctive Features
    Psychokinetic Field (5)
    Smokes constantly (5)
  Hunted by: Zone Gang, more powerful, limited geography, 11- (15)
  Normal Characteristic Maxima (20)
  Psychological Limitations
    Thrillseeker and adrenaline "junkie" (20)
    Despises Zone Gangs, tries to oppose them when ever possible (15)
    Skirt chaser; easily swayed by a pretty face (15)
    Likes to party; likes good times, music, food, and drink (0)
  Experience (67)

Total Disadvantage Points: 262

Background/History: Ryder is Zero Zone born and bred. His parents came to Neo York as refugees, fleeing the chaos that had resulted from the intense fighting along the disputed border between the United States and the Confederated States. Arriving in Neo York, his family found themselves unable to find shelter, and were eventually shipped across the East River into Brooklyn, to join numerous other displaced citizens. Soon after, the city government declared the entire area a Zero Zone, cutting off the populace from any possible assistance.

Life in the new Zero Zone was hard. Shelter was plentiful, but such basic necessities as food and medicine were scarce. Anarchy reigned, with smash-and-grab gangs taking all they could, burning and looting wantonly. Outside aid, usually in the form of food and clothing was sporadic. Eventually, the survivors began to band together, forming a new community amid the ruins of old Brooklyn and Queens.

This was Ryder's world while growing up. His parents managed by growing food in a small plot of land and performing odd jobs here and there. Although life was hard, they managed to live fairly well.

When Ryder was 16, disaster struck. A gang from deep within the Zone had gone on the rampage, burning and terrorizing their way across the more civilized sections of the Zone. Ryder's family was caught in their path. Ryder hopes that what happened was over quickly, but fears this wasn't so. With his parents and sister dead and his life effectively destroyed, Ryder became a loner, drifting from place to place in the Zone. His latent psychokinetic powers manifested to their full potential at this time, allowing Ryder to sell his services to a large assortment of employers. Now, Ryder spends his time wandering aimlessly, with no set direction to his life.

Personality/Motivation: Since the death of his family, Ryder has become almost withdrawn. He lives for the moment, not caring about the future. Thus, Ryder likes to live life on the edge, taking his bike for high speed runs along the Zone's abandoned highways, engaging in fights with the Zone's countless gangs (all of whom he despises), and partying excessively in the Zone's numerous nightclubs and bars.

Ryder, as of yet, has no real direction or sense of purpose to his life. He has no desire to live the life of a ganger, surviving through theft and murder, but his other options seem equally limited. At the moment, his primary avenue for escape is through music. He practices whenever he can, and has managed to perform several times with some of the Zone's better known bands. Ryder's hope is to be good enough to eventually leave the Zone, finding work in a musical center such as Chicago or Seattle.

Quote: "Hey omae, it's like what I tell go-gangers all the time; 'what goes around comes around'".

"The best guitarist in the Zone? Dawn, hands down!"

Powers/Tactics: Ryder is a latent psychokinetic, whose powers manifested naturally. His abilities are rather basic, consisting of a telekinetic force bolt, telekinesis, a force field, force wall, and levitation. Although capable of reasonable demonstrations of power, Ryder cannot do so for extended periods, as he finds such exhibitions tiring. Ryder has also developed several psychological crutches surrounding the use of his powers. Both his force bolt and telekinesis require him to gesture at his target, his force shield is only capable of affecting attacks he is aware of, and he suffers damaging feedback if his telekinetic wall is collapsed.

Due to the nature of his powers, Ryder tends to use them sparingly. Usually, he relies upon his martial arts skill and pistol to get him out of trouble, but if pressed, will generate a 10 DEF force field, and use 6 to 8d6 force bolts. If heavily outnumbered, or desperate, Ryder will use his force field at full power, firing the most powerful force bolts he can manage, and using his flight to try to escape at the last possible moment.

Appearance: Ryder is of above-average height, with a trim, athletic build. He has dark eyes and straight black hair that is constantly falling into his eyes. Ryder's usual costume consists of a dark red biker's jacket, pants and riding boots. His pistol is holstered at the hip, and the knife is secured into the top of a boot.

Campaign Notes: Ryder makes an excellent player character. His life is at a turning point, he could either rise above his surroundings, freeing himself from the Zone, or sink down into it, becoming exactly like that which he despises. Ryder is also the sort of character that would be recruited into the Kazei Five organization. By providing him with a sense of purpose, Avatar can expect a loyal and reliable agent.

Shion Nys "The Empress"

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	800 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9 /DCV: 9
25	CON	30	14-	
13	BODY	6	12-	
21	INT	11	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
28	PRE	18	15-	PRE Attack: 5½d6
24	COM	7	14-	
8	PD	4		Total: 37 PD /29r PD
8	ED	3		Total: 37 ED /29r ED
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
12	REC	6		
70	END	10		
40	STUN	4		

Total Characteristics Cost: 201

Movement: Flight: 20" /40"
Running: 7" /14"
Teleport: 40" /160"
Swimming: 2"/4"

Powers & Skills

Combat Training
Combat Skill Levels: +4 Levels with all Combat (32)
Martial Arts — *Aiki-jutsu*, use art with Blades (21)

Maneuver	OCV	DCV	Damage
Dodge	—	+5	Dodge vs. All, Abort
Hold	-1	-1	Grab Two Limbs, 50 STR Hold
Redirect	+1	+3	Block, Abort
Strike	+1	+3	8d6 Strike
Takedown	+1	+1	8d6 Strike; Target Falls

Psychokinetic Powers
Telekinetic Power Multipower: 150 point pool (150)
　m - **Force Bolt:** 17d6 EB, Physical (85/17) [8]
　u - **Kinetic Bolt:** 10d6 EB, Physical, Double Knockback, Beam (87/7) [9]
　m - **Telekinetic Knife:** 3d6 HKA, x2 END (45/6) [8]
　m - **Telekinetic Shatter:** 5d6 RKA, Only vs. Rigid/ Inanimate materials (-1) (75/7) [7]
　m - **Telekinesis:** 60 STR (60/12) [6]
　m - **Telekinetic Shield:** Force Field +20 PD, +20 ED, Hardened, 0 END (70/14) [0]
　u - **Telekinetic Wall:** Force Wall 24 PD, 24 ED, over 24 Hex sides (120/12) [12]
　m - **Flight:** 20" (40/8) [1/5"]
　m - **Teleport:** 40", x4 NCM (90/18) [1/5"]
Psychokinetic Side Effect: 1d6 RKA, Penetrating, Radius 6", 0 END, Personal Immunity, No Range, No Conscious Control, Linked to Multipower (especially her Force Wall) (13) [0]
Teleport Side Effect: 8d6 EB, Physical, Explosive, Personal Immunity, 0 END, No Conscious Control, Linked to Teleport (26) [0]
Telekinetic Strength: +20 STR, Does Not Effect Figured Characteristics (13) [2]
Psychokinetic Awareness: Mental Awareness (Full) 18- (15)

Equipment
H&K P29: 2d6-1 RKA, +1 OCV, +1 Range Mod, 2 clips of 9 shots, STR Minimum, OAF, (15) [2x9c]
Laser Sight: +1 OCV, +1 Range Mod, Works Poorly in Adverse Conditions (-1/4), OAF (3)
Silencer: RKA is Invisible To Hearing Group, OAF (6)

Sword: 1d6+1 HKA (2 ½d6 with STR), +1 OCV, 0 END, Blade Limitations, No KB, STR Minimum, OAF (12) [0]
Clamshell Vest: Armor 9 DEF, Locations 9-13 (-1), Real Armor, OIF (10)
Running: +1" (7" Total) (2) [1/5"]

Background Skills
Money: Wealthy (10)
Perk: Concealed Weapon Permit (2)
Perk: International Driver's License (1)
Perk: Passport (1)
Lightsleep (3)
Breakfall 14- (3)
Bureaucratics 15- (3)
CK: MegaTokyo 11- (2)
CK: Neo York 11- (2)
Computer Programming 13- (3)
Conversation 15- (3)
Electronics 11- (3)
English: Native (0)
French: Completely Fluent (3)
German: Completely Fluent (3)
High Society (Corporate) 15- (3)
Japanese: Completely Fluent (3)
Lockpicking 14- (3)
Security Systems 14- (5)
Stealth 14- (3)
Streetwise 15- (3)
TF: Ground Vehicles (2)
WF: Small Arms, Swords (3)
Scholar (3)
KS: Aikido 11-
KS: Corporate World 13- (2)
KS: Mercenary World 13- (2)
KS: Military Technology 13- (2)
KS: Psychokinetic World 13- (2)
KS: Tai Chi 11-

Total Powers & Skills Cost: 497

Total Character Cost: 698

Disadvantages: 100+
Enraged: If Wounded (takes BODY) 14-, recover 8- (13)
Distinctive Features
Extreme Beauty, Long, Snow-White Hair (concealable with effort, is always noticed) (15)
Obvious Psychokinetic Field (10)
Hunted by: Ran, more powerful, limited geographical location, 8- (10)
Physical Limitation: Powers Are Occasionally Out Of Control (10)
Psychological Limitations
Extreme Arrogance and Very Self-Centered (20)
Code of Honor: always complete a job, always fulfill a promise (20)
Disdain for those without the Power (15)
Greedy (15)
Reputation: The Empress, a psychokinetic of extreme power, extreme, 11- (15)
Watched by:
Her Current Employer, more powerful, NCI, 14- (15)
Assorted Megacorporations, more powerful, NCI, 8- (10)
Experience: (430)

Total Disadvantage Points: 698

In the author's own campaign, Shion was the single most complex non-player character the PCs encountered. She started out as a ruthless and implacable enemy of Takeda Johnson but as time passed, her character, and the perception of her character by other PCs changed greatly. She terrified at least one PC, inspired disgust and hatred in another and sympathy (of the 'that could be me' type) in a third. Takeda himself started out as her bitterest enemy, but, by of the end of the campaign, became her lover, companion and ally.

Background/History: As the most powerful stable psychokinetic in the world, Shion's origins are quite humble. Born to a Chicago autoworker who lost his job when his company merged with a Japanese firm, Shion spent her early years in rather mundane middle-class surroundings. Her father's job loss affected him greatly; he took to drinking heavily and frequently raged against the world's megacorporations. This attitude, whether she will admit it or not, significantly influenced Shion's opinions and ideas about the megacorporations later in her life.

Forced onto the streets of the Chicago Metroplex after her father died from alcoholism and her mother vanished, Shion and her sister Marta lived a very precarious life for several years. Frequently without food or shelter, the two did whatever they could to survive. Eventually, Shion's psychokinetic abilities manifested to their full potential, and Shion began to use them to her advantage, hiring herself out as a mercenary to larger and larger corporations. Now, she has become quite wealthy and is well known as a solo operative. Traveling in the highest levels of society, her skills and power are very much in demand and there is nothing that Shion would like better than to keep it that way.

Personality/Motivation: In many circles, Shion is known simply as "The Empress," a title that describes her quite well. Outwardly, Shion is arrogant and cold, concerned only with her own well-being, totally disregarding the needs and wants of others. She is also rather disdainful of those who are not psychokinetics like herself; she considers these people to be beneath her.

In reality, this is not quite the truth. Shion is very self-centered, and does her best to ensure that she will never again endure her childhood experiences of living on the streets. Because of this, she is primarily motivated by money, and for the right price will accept (and sometimes break) almost any contract. But, Shion is also highly concerned with her self-image and how others regard her. She is almost obsessed with living up to her reputation as The Empress. If she takes a contract, she will complete it; if she gives her word on a matter, she will not break it. To do otherwise would ruin her reputation, and thus, diminish her "market value". On the other hand, she hates being used, and if given sufficient proof (and sufficient monetary incentive) she will cancel a contract that does not suit her desires (or that she decides has violated her personal code).

Shion suffers from an almost desperate need to deny her origins. She surrounds herself with all manner of luxuries, including fine clothing, well-appointed apartments and expensive jewelry. At times she is wracked by bouts of guilt, depression and self doubt. Her primary response to these episodes is to drink heavily until the feelings go away. So far, her excessive drinking has not reached the point where it has begun to impair her normal day-to-day activities.

Shion's sister, Marta Nys, is about the only other person that Shion has any real compassion for. As her only remaining family, Shion cares for Marta to a greater extent than she realizes, and certainly will admit. The feeling does seem to be mutual; although the two sisters see each other only rarely and often snap at each other when they do, their concern for each other's well-being runs quite deep.

Quote: "Perhaps…, I should kill you. I *do* have a reputation to uphold, after all."

Powers/Tactics: Shion is an extremely powerful psychokinetic. She possesses a wide range of abilities, including force bolts, force shields and walls, levitation, telekinesis and teleportation. Her telekinetic powers are also responsible for her augmented physical strength as well as her phenomenal speed, dexterity and constitution.

As with many psychokinetics, her powers have several drawbacks. First, she is an easily identifiable source of psychokinetic power who will quickly be "heard" by anyone with psychokinetic awareness. Second, her telekinetic powers often have undesirable side effects on the surrounding environment, causing extensive damage. This usually occurs when Shion expresses her abilities at full or nearly full power. Finally, her teleportation is often accompanied by a powerful pressure wave. The longer her jump, the more likely the wave will manifest and the more powerful it will be.

In addition to her powers, Shion has also added several mundane pieces of equipment to her arsenal. She wears a heavy clamshell vest over her torso and carries a silenced, caseless pistol as well as a long-bladed sword. The pistol and sword are for when using her powers would be too noticeable.

In combat, Shion prefers to take down her target as quickly as possible. She will usually wrap a protective force field around herself and utilize her force bolt to deal with any opponents, spreading the force bolt if needed to deal with small groups. If heavily outnumbered or faced with high-powered weapons, she will often Abort to her force wall, allowing the enemy to

waste their ammunition on an almost impenetrable defense. Depending on the target, Shion may or may not close to hand-to-hand range; her strength, martial arts training and telekinetic knife are quite sufficient to deal with both cyberdroids and mecha. If hard pressed or wounded, Shion will do her best to escape, either via flight or teleportation.

Appearance: Shion is tall and long-legged, standing just over 6 feet in height. Her weight is just over 160 pounds, giving her a slim and slightly athletic build. Certainly, Shion's most striking feature is her hair, which is snow white in color and falls in a thick wavy mass to just past her knees. Her cold gray eyes enhance rather than subtract from her extremely attractive features.

Always concerned about appearances, Shion takes great pains to be as well-dressed as possible at all times. When meeting with corporate clients, she dresses in the finest and latest fashions available. Usually, the exact selection will depend on the nature of the meeting, thus, she might be found wearing a low-cut evening dress, a formal business suit, or even a traditionally fashioned kimono.

When on a mission, or if expecting combat, Shion dresses in a somewhat more practical manner. Her costume consists of a black bodysuit, boots and gloves. Over this she wears a white clamshell vest. Attached to the shoulder plates of the armor is a long, double-layered, ankle-length cloak. The cloak is gray with black trim. Her pistol is holstered at her hip, while her sword is set into a sheath that attaches to the back of her armor.

Campaign Notes: Shion is meant to be the classic anime example of the "honorable villain." She isn't necessarily 'evil', but merely working at cross purposes to the Player Characters. She is simply someone working for the 'other guys'. Thus, Shion doesn't have to be presented as a character to be fought (since her power level makes that a risky proposition at best), but instead can be dealt with in a more rational manner. One can reason with Shion, and possibly even talk (or bribe) out of doing what ever job she has been currently hired to perform. Naturally, her personality is such that this isn't an easy proposal either.

Shion can have many uses in a campaign depending on exactly how the Game Master wishes to use her. She has her own world-view and code of honor, and is a character that the other Player Characters can possibly sympathize with. It's her arrogance and self-centeredness that separates Shion from the more heroic Player Characters.

It should be noted that Shion can also be used as an ally of the Player Characters. There is nothing stopping them from going to her for information or news. They could even hire her, provided they can afford her fees. On the other hind, it is very unlikely that Shion would hire the Player Characters (or anyone else for that matter). She prefers to work alone and doesn't like to depend on others to do that which she feels she can do herself.

Steel Commando (Generic)

Val	CHA	Cost	Roll	Notes
15/30	STR	10	15-	1600kg (6d6) [3*]
15/21	DEX	24	12-/13-	OCV: 7 /DCV: 7
15/20	CON	15	11-/13-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13/18	PRE	6	13-	PRE Attack: 3½d6
10	COM	0	11-	
6	PD	3		Total: 19 PD / 12 PDr
4	ED	1		Total: 17 ED / 12 EDr
3/5	SPD	18		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		Values after slash are from
30	STUN	3		the Powered Armor Suit, No Figured Characteristics.

Total Characteristics Cost: 87

Movement: Running: 6" / 12"
Superleap: 13" / 26"
Swimming: 2" / 4"

Powers & Skills

Combat Training
Combat Skill Levels: +2 with Combat (16)
Martial Arts — *"Steel" Commando Training*, use art with Clubs, Knives (17)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Cross	+0	+2	STR + 2d6 strike
Disarm	-1	+1	45 STR disarm
Throw	+0	+1	STR +v/5; Target falls

Steel Commando Powersuit: Powered Armor (-½)
Powersuit: 1 Level Density Increase, 0 End, Persistent, Always On: +5 STR, +1 PD/ED, -1" KB, 180kg (5) [0]
Powersuit Defenses
Armor: +12 PD/ED (24)
Life Support: Self-Contained Breathing, One Recoverable Charge of One Hour (7) [1c]
Jet Pack: Superleap +7" (5) [1/5"*]
Sensor Suite
High Range Radio Hearing (7)
IR Vision (3)
Telescopic Vision: +4 vs. Range Modifier (4)
UV Vision (3)
Powersuit Power Supply: END Reserve 50, 8 REC/Turn, Feeds all powers marked with a * (9)
Equipment
Ares Light Machine Gun: 2d6 RKA, Autofire, +1 OCV, +1 RMod, 200 Shots, STR Minimum, OAF (37) [200c]
Combat Knife: 1d6-1 HKA, +1 OCV, 0 END, Blade (-¼), No KB, STR Minimum, OAF (7) [0]
Concussive Grenades: 9d6 EB (physical), Explosive, Range Based on STR (-¼), 4 Uses, OAF (21) [4c]
Steel Commando Skills
Perk: Military Rank (1)
Perk: Weapon Permit (1)
Breakfall 13- (3)
Concentrated Spray-fire (5)
Demolitions 11- (3)
KS: Mercenary Units 11- (2)
KS: Military Procedure 11- (2)
Rapid Autofire (5)
Stealth 13- (3)
Tactics 12- (3)
WF: Common Melee Weapons, HMG, Small Arms (5)

Background Skills
English (native) (0)
Streetwise (3)

Total Powers & Skills Cost: 201

Total Character Cost: 288

Disadvantages: 100+
Distinctive Features: Steel Commando Powered Armor (
10)
Hunted by:
Other Mercenary Units and various enemies, as
powerful, 11- (15)
Normal Characteristic Maxima: (20)
Package Bonus: (3)
Psychological Limitations
Always complete the contract (if possible) (15)
Follows Orders (10)
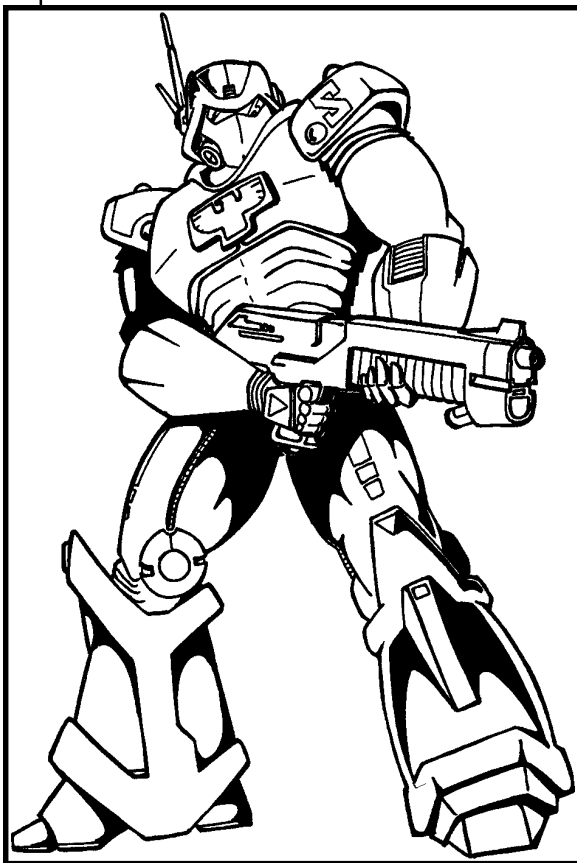**Reputation:** Steel Commando, ruthless mercenary unit,
11- (10)
Rivalry: Other mercenary units (5)
Secret ID: Names of Steel Commando operatives are
classified (15)
Watched by: Current Employer, more powerful, NCI, 14-
(15)
Experience: (70)

Total Disadvantage Points: 288

Background/History: The Steel Commandos pride themselves as being an elite unit of powersuited mercenaries that can, and will, accomplish any mission given them, regardless of the objective. Noted for ruthless methods and a tendency for widespread destruction, the Commandos are often used by different corporations to wreak havoc on an opposing corporation during trade wars and the like.

The unit was created soon after the end of the Second Civil War, with the original members of the organization drawn from discharged combat veterans of both the United States and the new Confederated States. As time passed, the Commandos recruited their new members from the world over, although they have a noted preference for military personnel. Although small in size-the Steel Commandos only number several hundred actual field operatives, they are well trained and highly experienced. As a general rule, the Commandos operate in teams of six, which is usually enough to deal with any situation they are called upon to handle.

Personality/Motivation: Being the diverse group that they are, the personality of an individual Commando can vary greatly. There are several traits, however, that all Commandos seem to share. The most important goal for any Steel Commando is to complete his assigned mission. To fail is considered a black mark on the unit's reputation, and a possible hindrance in future contract negotiations. The Commandos are realists, however, and don't expect suicidal actions from their troops. Being a paramilitary organization, the Commandos stress the need to follow and obey orders without undue dissension. Finally, almost all the members of the Commando's are more than a little greedy. The organization is noted for snapping up lucrative contracts, regardless of the desired mission, based on monetary incentives.

Quote: "Yes Sir! No Sir! Can do, Sir!"

Powers/Tactics: Steel Commando tactics are quite simple, success is achieved through overwhelming firepower. The Commando's armored suits grant them enhanced strength, as well as protection from most small arm fire. This, combined with their standard issue Ares LMGs, allows them to bring the fight straight to their enemy, dispersing and destroying resistance through a combination of concentrated weapons fire and well-placed grenades. As can be expected, the Steel Commando's favorite mission are ones that require the destruction of corporate resources.

Appearance: The armor worn by the Steel Commandos has a distinctive steel-gray color scheme, marked with black highlights and trim. There are no external rank markings, the better to deceive the enemy. Out of armor, the Commandos wear a simple light gray uniform. The Commandos themselves are a racially mixed group, although most originally come from North America.

Campaign Use: In general, the Steel Commandos make great faceless agents that can be used over and over. In a Kazei 5 campaign they can fulfill the role normally taken by such 4-color groups as Viper and Raven or the white armored troops of a certain evil Empire. Of course, the Game Master could choose to expand on the role of the Steel Commandos if he wishes, providing them with a wide range of personalities and individual habits. If the Game Master really wishes to be creative, he could cast his Player Characters as members of the Steel Commandos!

Tetsutenshi (Iron Angel)

Val	CHA	Cost	Roll	Notes
40	STR	25	17-	6400kg; 8d6 [4]
26	DEX	48	14-	OCV: 9 /DCV: 9
25	CON	30	14-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
9	PD	1		Total: 19 PD /10r PD
9	ED	3		Total: 19 ED /10r ED
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
50	END	0		
46	STUN	0		

Total Characteristics Cost: 160

Movement: Running: 10" /20"
Superleap: 17"
Swimming: 0"

Powers & Skills

Combat Training
  Combat Skill Levels: +2 w/Combat (16)
  Hand to Hand Training: +1 with Streetfighting (3)
  Martial Arts — *Streetfighting*, use art with Knife/
    Blades (21)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Dodge	—	+5	Dodge, Abort
Legsweep	+2	-1	9d6 Strike; Target
Falls			
Punch /Snap Kick	+2	+0	10d6 Strike
Spinning Kick	+1	+0	8d6 +v/5 Strike; Full Move

Cyborg Body Powers
  Cyberlimbs
    +2d6 Hand Attack, 0 END (9) [0]
  Cyborg Body
    1 Level Density Increase, 0 End, Persistent, Always
      On: +5 STR, +1 PD/ED, -1" KB, 145kg (7) [0]
    Does not Bleed (15)
    Armor: +10 PD/+10 ED, Locations 6-18 (-¼) (24)
    Swimming: -2" (0" Total) (-2)
  Cyberlegs
    Speedlegs II: Running: +4" (10" Total), Cybersystem
      (-¼) (6) [2]
    Hydraulic Jack V: Superleap: +10" (17" forward,
      8" upward), 0 END, No Noncombat Leap (-¼),
      Cybersystem (-¼) (10) [0]
  Taser Cybergun: Multipower: 60 Point Pool, Restrain
    able (-½) Cybersystem (-¼) (34)
  u — **Electric Arc:** 10d6 EB, Reduced by Range, 2x
    END (50/2) [10]
  u — **Electric Discharge, Stun:** 10d6 EB, Stun Only
    (-0), No Range (50/2) [5]
  u — **Electric Discharge, Burn:** 12d6 EB, No Range
    (60/2) [6]
  u — **Electric Discharge, Kill:** 3d6+1 RKA, No Range
    (50/2) [5]
  Taser Battery: End Reserve: 50 END, 5 REC,
    Cybersystem (-¼) (8)

Background Skills
  Find Weakness: Punch 13- (20)
  Acrobatics 14- (3)
  Breakfall 14- (3)
  CK: The Neo York Zero Zone 13- (4)
  Cityspeak (1)
  Climbing 14- (3)
  English, Native (0)
  KS: Corporate World 12- (3)
  KS: Mercenary World 12- (3)
  KS: Flute 8- (1)
  KS: Yakuza Gangs and Structure 12- (3)
  KS: Zone Underworld 12- (3)
  PS: Bounty Hunter 11- (2)
  PS: Musician: Flute 8- (1)
  Tracking 12- (3)
  Stealth 14- (3)
  Streetwise 13- (3)
  WF: Knife, Small Arms (3)

Total Powers & Skills Cost: 221

Total Character Cost: 381

Disadvantages: 100+
  Distinctive Features: Cyborg Body (obvious cyberlimbs,
    rigid body plating, her mass is much greater than her
    size indicates) (10)
  Hunted by:
    Yakuza, as powerful, NCI, 11- (20)
  Physical Limitations
    Does Not Heal Body; Must be Repaired (15)
    Totally Helpless if Cybersystems Shut Down (15)
    Requires Specialized Medical Attention (10)
  Psychological Limitations
    No Tolerance of braggarts, cowards or fools (15)
    Protective of those she calls her friends (15)
    Thrillseeker, enjoys the excitement of the chase and
      the thrill of battle (15)
    Loner, prefers to work by herself (5)
  Reputation: Tetsutenshi, a no-holds-barred bounty
    hunter 11- (10)
  Experience: (151)

Total Disadvantage Points: 381

Background/History: In any Zero Zone, there are the
hunters and the hunted. The Neo York Zero Zone is
no exception, containing a sizable population of gang
members, Mafia soldatos, Yakuza kobun, organleggers,
white slavers, smugglers and dealers in contraband of
all sorts. Due to the lawless nature of the Zones, most
of these people are able to operate openly, without fear
of persecution from law enforcement officials. But for
those who are willing to risk the danger, one can try to
survive by preying on these people by becoming a
bounty hunter, retrieving those who would rather not
be found. Tetsutenshi is one of these people. She has
made the Neo York Zero Zone her hunting ground,
pursuing her quarry with cold and ruthless efficiency.

Tetsutenshi's exact background is a mystery, no
one is quite certain where she comes from, and even
her real name is unknown. She is a very private person
and, as of yet, has not revealed much about her ori-
gins. Many in the Zone presume that she is a former
corporate operative, having come to the Zone in or-
der to avoid her previous employers. Others suspect
that Tetsutenshi is secretly in the employ of the Neo
York Police Department, or is a corporate assassin, or

a member of one of the local Mafia families. Since the exact details are unknown, the theories can be come quite elaborate, and quite improbable.

Personality/Motivation: Tetsutenshi is very much a loner, avoiding close relationships; even those people she considers her friends, she tries to keep at arms length. She doesn't speak about her past, and will quickly dismiss any question regarding who she is and where she comes from. Her primary concern is not with her (or anyone else's) past, but with the present and the near future. Current events and their likely outcome and how they will affect the world is what interests her, not past history.

For all her aloofness from others, Tetsutenshi does value those few people she calls friends. Recognizing that no one can remain truly alone in a place such as the Zone and still survive, she tries to keep an eye on these people, and will extract quick vengeance on anyone that does them harm. However her retaliation can be tempered by circumstances. Tetsutenshi is notorious for her dislike of bullies, braggarts, loudmouths and those who engage in stupid or foolish behavior. Tetsutenshi is of the firm conviction that one's actions speak louder than words, and attempting to impress her with such activities is certainly doomed to fail.

Possibly, the most dangerous aspect of Tetsutenshi's personality is the disturbing level of excitement she expresses when pursuing a target. She seems to know no greater joy than that of combat, and is unwilling to back down from any challenge or threat. When engaged in hunting her quarry, Tetsutenshi is known to be ruthless to the extreme, doing whatever she deems necessary to track down and capture her prey.

Quote: "Don't be stupid, give up quietly."

<cracks knuckles> "All right, have it your way."

"You should consider yourself lucky... I was told to bring you in alive."

Powers/Tactics: Tetsutenshi's cyborg body is directly responsible for her extreme physical strength, resistance to damage, and movement capabilities. These implanted cybernetics also allow her almost unparalleled leaping and running abilities. This extreme mechanization of her body also explains her durability. Even if reduced to negative Body levels, she will not lose additional Body from bleeding.

Aside from the other benefits offered by her cybernetic body, Tetsutenshi also possesses a fearsome weapon, her taser cybergun. This weapon is a powerful capacitor, capable of discharging variable levels of electrical energy. Depending on her needs or desires, she can use this device to shock, burn or even kill. It can also generate a dangerous, short-ranged electrical arc, although this will rapidly drain the internal battery.

Although she is familiar with firearms, Tetsutenshi disdains their use, preferring to fight her opponents up close, where her taser cybergun and hand-to-hand fighting skills can be used to their best advantage. Usually, Tetsutenshi tries to close as fast as possible, rely-

ing on her martial skill to bring down a foe. If faced with a heavily armored opponent, she will use the taser, its setting depending on the desired state of her captive. Against cyborgs, cyberdroids, and those with obvious cybernetic enhancement, Tetsutenshi will use the taser immediately, since these sort of targets usually have problems with such attacks. The arc setting is usually only used against groups, as an opening Presence Attack, or as a weapon of last resort, in Tetsutenshi needs to escape.

Appearance: For all her reputed physical prowess, Tetsutenshi is somewhat less than imposing. She stands about 5 feet tall, with a slimly proportioned cybernetic body that weighs close to 400 pounds. Tetsutenshi's head is her only remaining organic body part. She is of indeterminate heritage, with a pale complexion, dark brown eyes, and thick, black, shoulder-length hair. Tetsutenshi usually dresses all in black, her standard costume consisting of a fully covering jumpsuit, knee-high boots, finger-less gloves, and a full-length duster.

Campaign Use: Tetsutenshi's origin has deliberately been left vague. It is meant to be filled out by any prospective Game Masters, so that her exact origins will be very campaign specific. The various backgrounds given in her history are all valid ones, although the former corporate operative is probably the most believable. It is possible, however, that even Tetsutenshi doesn't know her true origins, that her past is as much as mystery to her as it is to everyone around her. In this case, her joy of combat and bounty hunting may be a reflection of what little she can remember (or thinks she remembers) of her former life.

With regard to how Tetsutenshi may interact with the Player Characters, the Game Master needs to remember that although Tetsutenshi isn't a 'villain' she isn't a hero either. She is very much a loner and considers herself very self sufficient. Thus, she may help (or hinder) the Player Characters depending on the exact situation. If given the chance, Tetsutenshi will pursue almost any bounty, and Player Characters may find themselves competing with her in attempts to capture criminals or other suspects!

SYNTHETICS

Escort Synthetic

Val	CHA	Cost	Roll	Notes
10/20	STR	0	13-	400kg; 4d6 [2]
15	DEX	15	12-	OCV: 5 /DCV: 5
15	CON	10	12-	
10/12	BODY	0	11-	
23	INT	16	14-	PER Roll 14-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
24	COM	9	14-	
4/7	PD	2		Total: 7 PD
3	ED	0		Total: 3 ED
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		Values after the slash are
24	STUN	1		from implanted cyberware

Total Characteristics Cost: 63

Movement:	Running: 7" /14"
	Swimming: 2" /4"

Powers & Skills

Implanted Cyberware
  Alcohol Filter: Immunity to Alcohol, Cybersystem
    (-¼) (2)
  Articulation Augmentation: 1 Overall Skill Level, Skill
    Level can only be used with DEX related skills and
    HTH combat (-¼), Cybersystem (-¼) (7)
  Articulation Augmentation: Double Jointed,
    Cybersystem (-¼) (2)
  Datajack — Level 1: +1 with all computer related
    skills, Requires Accessible Datacable (-½), Requires
    DNI capable computer (-0), Cybersystem (-¼) (3)
  Muscle Augmentation: STR +10, Does not affect
    figured (-½), Cybersystem (-¼) (6) [1]
  Skeletal Reinforcement — Level 1
    Body +2, Does not affect figured (-½), Cybersystem
      (-¼) (2)
    PD +3, Cybersystem (-¼) (2)
    +1d6 HA, Invisible to Sight (+½), 0 End (+½),
      Cybersystem (-¼) (5) [0]
Synthetic Body Powers
  Life Support: Immune to Disease (3)
Running: +1" (7" Total) (2) [1/5"]
Implanted Talents and Skills
  Talent: Absolute Time Sense (3)
  Talent: Lightsleep (3)
  Bureaucratics 12- (3)
  Computer Programming 14- (3)
  Conversation 12- (3)
  High Society (Corporate) 12- (3)
  KS: "Arts of Pleasure" 14- (3)
  KS: Current Fashion 14- (3)
  KS: Escort 14- (3)
  Persuasion 12- (3)
  PS: Cook 14- (3)
  PS: Escort 14- (3)
  PS: One entertainment skill at 14- (3)
  Seduction 12- (3)
  Skill Level: +2 with Presence based skills (6)
  TF: Small Ground Vehicles (1)
  WF: Pistols (1)
  Linguist (3)
  French: Native Accent (3)
  Chinese (Cantonese): Native Accent (3)
  English: Native (0)
  Japanese: Native Accent (3)
  Korean: Native Accent (3)
  Spanish: Native Accent (3)

Total Powers & Skills Cost: 102

Total Character Cost: 165

Disadvantages: 75+
  Distinctive Features: Escort Synthetic, they look too
    'perfect' (concealable with effort, is always noticed)
    (15)
  Physical Limitation: Property, an Escort Synthetic has
    no rights (15)
  Psychological Limitation: To be pleasing to his/her
    companion (20)
  Reputation: The ultimate sexual companion, 14- (15)
  Watched by: Owner, more powerful, NCI, 14- (15)
  Experience: (10)

Total Disadvantage Points: 165

Notes: An Escort Synthetic is designed to function in
a variety of situations, including business, social and
romantic. Commanding a higher price than the very
similar Pleasure Synthetic, Escort Synthetics are only
found in the company of the richest and most power-
ful corporate executives. As with a Pleasure Synthetic,
an Escort Synthetic appears as a perfectly formed hu-
man of exceptional grace and beauty. Their artificial
origins allow for a wide variety of hair, eye and skin
color combinations.

Escort Synthetics are programmed to be capable
of dealing with a variety of social situations. Their pri-
mary concern is to be a pleasing companion and to
fulfill their duties as requested. Aside from their most
obvious role, Escort Synthetics are commonly used as
secretaries and personal valets by the wealthiest of cor-
porate executives.

Escort Synthetics are implanted with an assort-
ment of cyberware to enable them to operate better in
the corporate world. Aside from a standard Datajack,
an Escort Synthetic's body is highly resistant to dis-
ease, has an implanted alcohol filter, artificially aug-
mented muscles, and a reinforced skeletal structure.
These implants are meant to allow an Escort Synthetic
to also serve as a personal bodyguard if needed. Other
skills and, cyber implants are possible, depending on
the buyer's needs and desires. The write-up presented
here is for a highly advanced, top-of-the-line model.

Pleasure Synthetic

Val	CHA	Cost	Roll	Notes
9	STR	-1	11-	87.5kg; 1½d6 [1]
13	DEX	9	12-	OCV: 4 /DCV: 4
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
24	COM	9	14-	
4	PD	2		
3	ED	0		
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		

Total Characteristics Cost: 47

Movement: Running: 7" /14"
Swimming: 2" /4"

Powers & Skills

Implanted Cyberware
Alcohol Filter: Immunity to alcohol, Cybersystem (-¼) (2)
Datajack-**Level 1:** +1 with all computer related skills, Requires Accessible Datacable (-½), Requires DNI capable computer (-0), Cybersystem (-¼) (3)
Synthetic Body Powers
Life Support: Immune to Disease (3)
Running: +1" (7" Total) (2) [1/5"]
Implanted Talents and Skills
Talent: Absolute Time Sense (3)
Talent: Lightsleep (3)
Bureaucratics 12- (3)
Conversation 12- (3)
High Society (Corporate) 12- (3)
KS: "Arts of Pleasure" 14- (4)
KS: Current Fashion 13- (3)
KS: Escort 14- (4)
Persuasion 12- (3)
PS: Cook 13- (3)
PS: Escort 14- (4)
PS: One entertainment skill at 13- (3)
Seduction 12- (3)
Skill Level: +2 with Presence based skills (6)
TF: Small Ground Vehicles (1)
WF: Pistols (1)
Linguist (3)
French: Native Accent (3)
English: Native (0)
Japanese: Native Accent (3)
Korean: Native Accent (3)
Spanish: Native Accent (3)

Total Powers & Skills Cost: 73

Total Character Cost: 120

Disadvantages: 50+
Distinctive Feature: Pleasure Synthetic, they look too 'perfect' (concealable with effort, is always noticed) (15)
Physical Limitation: Property, a Pleasure Synthetic has no rights (15)
Psychological Limitation: To be pleasing to his/her companion (20)
Reputation: The ultimate sexual companion, 11- (10)
Experience: (10)

Total Disadvantage Points: 120

Notes: Pleasure Synthetics are created for the express purpose of providing companionship. As such, they are made in a wide variety of ethnic styles, but are uniformly highly attractive, appearing as perfectly formed humans of exceptional grace and beauty. Pleasure Synthetics are usually of average height, with any number of combinations of hair, eye and skin color. Due to their artificial origins, exotic and impossible color combinations are possible. Greatly desired as a sign of status among the corporate elite, Pleasure Synthetics are also very expensive and rarely seen.

A Pleasure Synthetic is programmed to be witty and entertaining. Capable of greater independent thinking than most synthetics, they can also act as an independent secretary, butler, maid or other form of domestic servant, as well as an intimate escort. But, their overriding desire is to be as pleasing as possible to their companion.

A Pleasure Synthetic's artificially grown body is highly resistant to disease. To further aid them in their duties, Pleasure Synthetics are implanted with an alcohol filter and a Datajack. Finally, they are programmed to understand and speak a number of languages, and possess excellent social interaction skills. The selection of skills and languages given is only meant as an example. Normally, the actual selection is tailored to the customer's specific needs. The write-up given here represents an advanced model, programmed with a wide variety of skills, and should be considered a generic template on which the GM can base similar designs.

Note: The characteristic values given are for a female model Pleasure Synthetic. A male model has a STR of 13, and a STUN of 25, all other values are the same. Characteristic cost is 51, with a total character cost of 126 points.
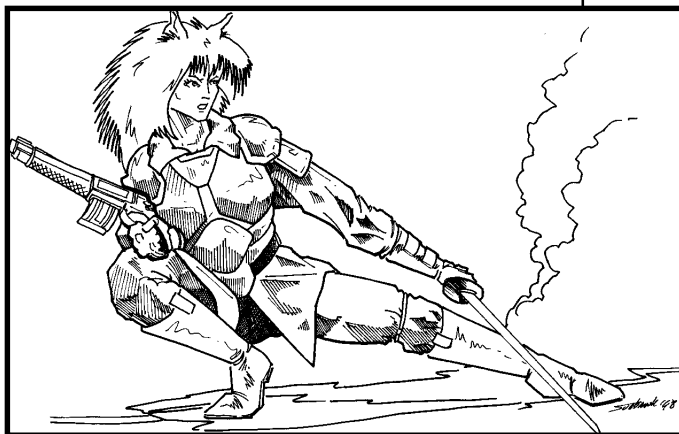
Lynx Class Security Synthetic

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800kg; 5d6 [2]
21	DEX	33	14-	OCV: 8 /DCV: 8
20	CON	20	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 11-
6	EGO	-8	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
9	PD	4		Total: 9 PD
7	ED	3		Total: 7 ED
4	SPD	9		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
38	STUN	2		

Total Characteristics Cost: 95

Movement:	Running: 10"/20"
	Superleap: 10"/20"
	Swimming: 2"/4"

Powers & Skills

Combat Training

Combat Skill Levels: +2 w/Combat (16)

Martial Arts — *Hard Wired Lynx Training* (22)

Maneuver	OCV	DCV	Damage
Backhand	+1	+3	5d6 Strike
Block	+2	+2	Block, Abort
Escape	+0	+0	40 STR vs. Grab
Punch /Snap Kick	+2	+0	7d6 Strike
Takedown	+1	+1	5d6 Strike; Target Falls

Use art with Blade, Staff Weapons

Running: +4" (10" Total) (8) [1/5"]
Superleap: +5" (10" forward, 5" upward), (5), [1]
Implanted Skills

Acrobatics 14- (3)
Breakfall 14- (3)
Climbing 14- (3)
English: Native (0)
Japanese: Completely Fluent (3)
Stealth 14- (3)
WF: Common Melee Weapons, Heavy Machine Guns, Grenade Launcher, Small Arms (6)
Pick one of the following: Demolitions, Lockpicking, Security Systems, Seduction, Systems Operation (3)

Total Powers & Skills Cost: 75

Total Character Cost: 170

Disadvantages: 100+

Distinctive Features: Lynx Class Security Synthetic, cat-like ears, unusual hair colors (5)
Physical Limitation: Property, a Lynx has no rights (15)
Psychological Limitations

Corporate Affiliation: Serves without question (25)
Lack of Personal Initiative (15)
Reputation: Lynx Class Security Synthetic (i.e. Tough and Stupid) 11- (10)

Total Disadvantage Points: 170

Notes: The Lynx Class Security Synthetic can be best described as the Puma Class Security Synthetic's "little sister." Designed along the same general lines as a Puma, a Lynx is shorter and more slightly built, but still shares the same tapering cat-like ears. Although Lynx's are primarily designed with combat in mind, they are also widely used as personal assistants, servants and body-

guards. In some corporations, one of the perks of rank is having a Lynx on call at all times.

A Lynx is significantly stronger than a normal human and able to withstand much more punishment before being rendered inoperative. A variety of hardwired and implanted skill combinations are possible, the listing given above is only a sampling. They are kept under tight control by a powerful series of implanted personality governors, allowing their corporate owners to command them without fear of reprisal. This slavish devotion is necessary, considering that the average Lynx is more than a physical match for the average corporate executive.

The typical Lynx is female, and of above average height, standing about 5'10". Weight for a Lynx is around 140 to 150 pounds. They are generally broad-shouldered, with a well-defined build. Lynxes almost always have very long hair, falling past the shoulders and well down the back. As with the Puma, two cat-like ears are located atop the skull. Other than this universal trait, a Lynx's eye, hair and skin color is of no set pattern.
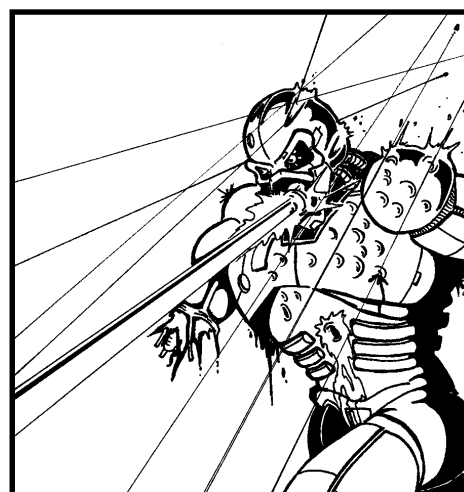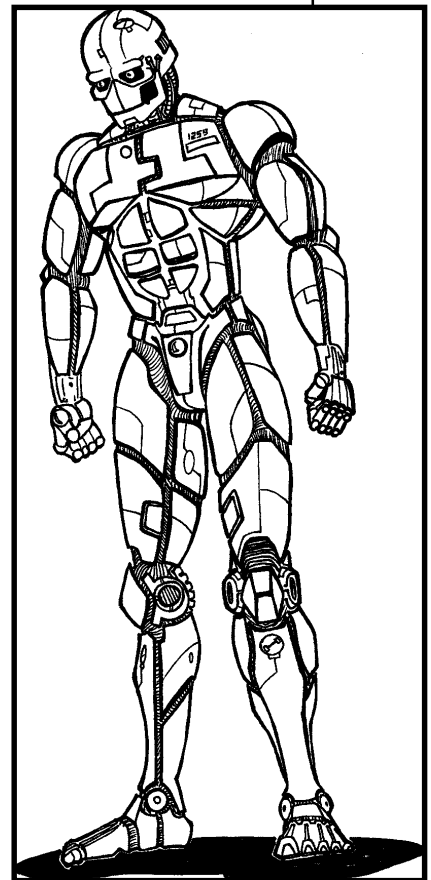
Combat Cyberdroid

Val	CHA	Cost	Roll	Notes
40	STR	15	17-	6400kg; 8d6 [0]
20	DEX	30	13-	OCV: 7 /DCV: 7
0	CON	-20	9-	
18	BODY	14	13-	
10	INT	0	11-	PER Roll 11-
—	EGO	—	—	ECV: —
23	PRE	13	14-	PRE Attack: 4½d6
0	COM	-5	9-	
4	PD	0		Total: 17 PD /13r PD
2	ED	0		Total: 15 ED /13r ED
4	SPD	10		Phases: 3, 6, 9, 12
0	REC	-10		
0	END	0		
—	STUN	—		

Total Characteristics Cost: 47

Movement:	Flight: 15"/30"
	Running: 9"/18"
	Swimming: 0"

Powers & Skills

Robotic Body Powers
   Automaton: Takes No Stun, Only Body (45)
   Size
      Density Increase: Two Levels: +10 STR, -2" KB, x4
      Mass, 0 END Persistent, Always on (13) [0]
      Growth: One Level: +5 STR, +1 BODY, -1" KB, x2
      Mass, 0 END Persistent, Always on (7) [0]
      Totals: +15 STR, +1 BODY, -3" KB, x8 Mass
      (800kg), 2.4m tall
   Internal Power Supply: 0 END on STR (20) [0]
   Weapons Systems: Multipower, 180Point Pool,
      Restrainable (-¼) (144)
   u - **44mm Recoilless Rifle:** 4d6 RKA, Armor Piercing,
      +3 RMod, 20 shots, (114/9) [20c]
   u - **12.5mm Autocannon:** 3d6 RKA, +1 Stun, Autofire
      10, +2 OCV, +4 RMod, 200 shots (180/14) [200c]
   Armored Limbs: +2d6 Hand Attack, 0 END (9) [0]
   Armor: Armor 13 PD, 13 ED (117)
   Flare Compensation: Flash Defense 5 DEF sight (5)
   Jump Thrusters: Flight 15" (30) [1/5"]
   Jump Thruster Fuel Supply: End Reserve 100 END, 5
      REC, recovery requires external fuel supply (-2)
      (12)
   Running: +3" (9" total) 0 END (9) [0]
   Swimming: -2" (-2)
   Full Life Support (30)
   IR Vision (5)
   Remote Pilot Link: Radio Listen and Transmit (5)
   Telescopic Vision: +4 (6)
   UV Vision (5)
Computer Brain Talents & Skills
   Internal Locator: Talent: Bump of Direction (3)
   Tactics 11- (3)

Total Powers & Skills Cost: 489

Total Character Cost: 536

Disadvantages: 100+
   Distinctive Features: Cyberdroid (20)
   Physical Limitations
      Mute (15)
      Thick Fingers Prevent Fine Work (5)
   Subject To Limitations of Programming (10)
      Limited Sensory Input (10)
      One Hand (10)
   Experience: (366)

Total Disadvantage Points: 536

Notes: The combat cyberdroid is a pure military model, used primarily for combating other cyberdroids, cyborgs, armor and mecha. It has only the most basic of tactical programming, and depends upon the overwhelming firepower of its autocannon and recoilless rifle to destroy a target. Combat cyberdroids are tall, standing about eight feet high, and very broad. The weaponry is mounted in a large pod set into the right arm. Coloration is usually a dark metallic gray, black, gunmetal, or some form of camouflage scheme.
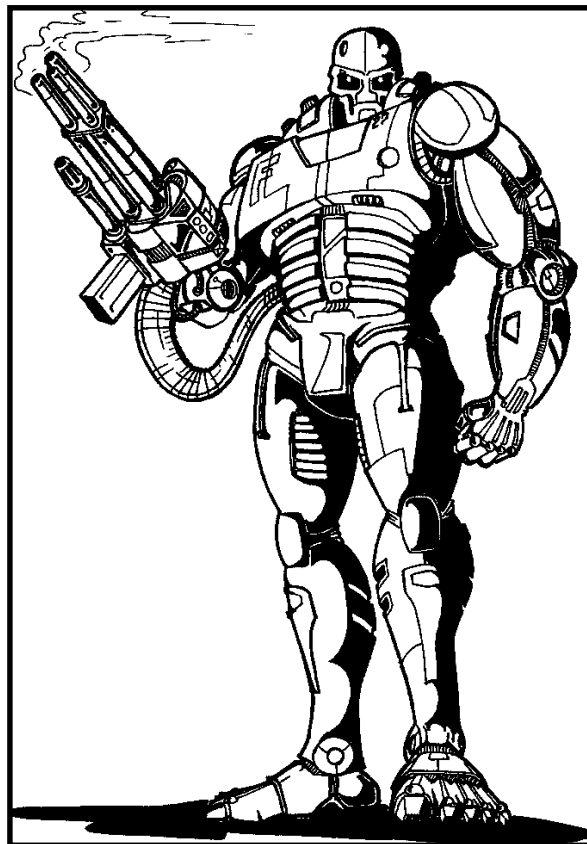
Rogue Cyberdroid!

   A cyberdroid can go rogue due to programming glitches, a failure of its computer mind to deal with a new situation, memory decay, system crash, a system virus or enemy action. In the author's campaign, a rather ruthless corporation used a time-released virus to cause a cyberdroid to go rogue as a way of testing its combat ability. This test was conducted in downtown Neo York.

   A rogue cyberdroid will usually revert to the most basic of programming modes, often with destructive results. Combat models tend to view everything as the 'enemy' and proceed to blast their surroundings with all the firepower they can muster. Other models will act in similar ways. A construction cyberdroid may attempt to build (or dismantle) nearby structures for example.

   Naturally, situations such as these are perfect for introducing Player Characters to the world of Kazei 5!

Heavy Combat Cyberdroid

Val	CHA	Cost	Roll	Notes
50	STR	20	19-	25600kg; 10d6 [0]
21	DEX	33	13-	OCV: 7 /DCV: 6
0	CON	-20	9-	
20	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
—	EGO	—	—	ECV: —
25	PRE	15	14-	PRE Attack: 5d6
0	COM	-5	9-	
4	PD	0		Total: 19 PD /15r PD
2	ED	0		Total: 17 ED /15r ED
4	SPD	9		Phases: 3, 6, 9, 12
0	REC	-12		
0	END	0		
—	STUN	—		

Total Characteristics Cost: 61

Movement: Flight: 20"/80"
Running: 11"/22"
Superleap: 13"/26"
Swimming: 0"

Powers & Skills
Combat Training
Combat Skill Levels: +1 w/HTH (5)
Combat Skill Levels: +3 w/Mouth Cannon (6)
Robotic Body Powers
Automaton: Takes No Stun, Only Body (45)
Size
Density Increase: Two Levels: +10 STR, -2" KB,
x4 Mass, 0 END Persistent, Always on (13) [0]
Growth: Two Levels: +10 STR, +2 BODY, -2" KB,
x4 Mass, 0 END Persistent, Always on (13) [0]
Totals: +20 STR, +2 BODY, -4" KB, x16 Mass
(1600kg), 3m tall
Internal Power Supply: 0 END on STR (25) [0]
Multipower: Weapon Systems 167 Point Pool (167)
u - **Mouth Cannon:** 14d6 EB, Cannot Move and
Fire (-¼), 16 shots (70/6) [16c]
u - **14.5mm Autocannon:** 3d6+1 RKA, +1 Stun,
Autofire, +1 OCV, +4 RMod, 200 shots,
Restrain- able (-¼) (167/14) [200c]
Armored Limbs: +3d6 Hand Attack, 0 END (13)
[0]
Armor: Armor 15 PD, 15 ED (135)
Flare Compensation: Flash Defense: 5 DEF sight
(5)
Jump Thrusters: Flight: 20", x4 Noncombat (45)
[1/5"]
Jump Thruster Fuel Supply: End Reserve: 120
END, 5 REC, recovery requires external fuel
supply (-2) (14)
Running: +3" (9" total). 0 END (15) [0]
Superleap: +5", 0 END (7) [0]
Swimming: -2" (-2)
Full Life Support (30)
IR Vision (5)
Remote Pilot Link: Radio Listen and Transmit (5)
Telescopic Vision: +4 (6)
UV Vision (5)
Computer Brain Talents & Skills
Internal Locator: Talent: Bump of Direction (3)
Tactics 13- (5)

Total Powers & Skills Cost: 585

Total Character Cost: 646

Disadvantages: 100+
Distinctive Features: Cyberdroid (20)
Physical Limitations
Mute (15)
Thick Fingers Prevent Fine Work (5)
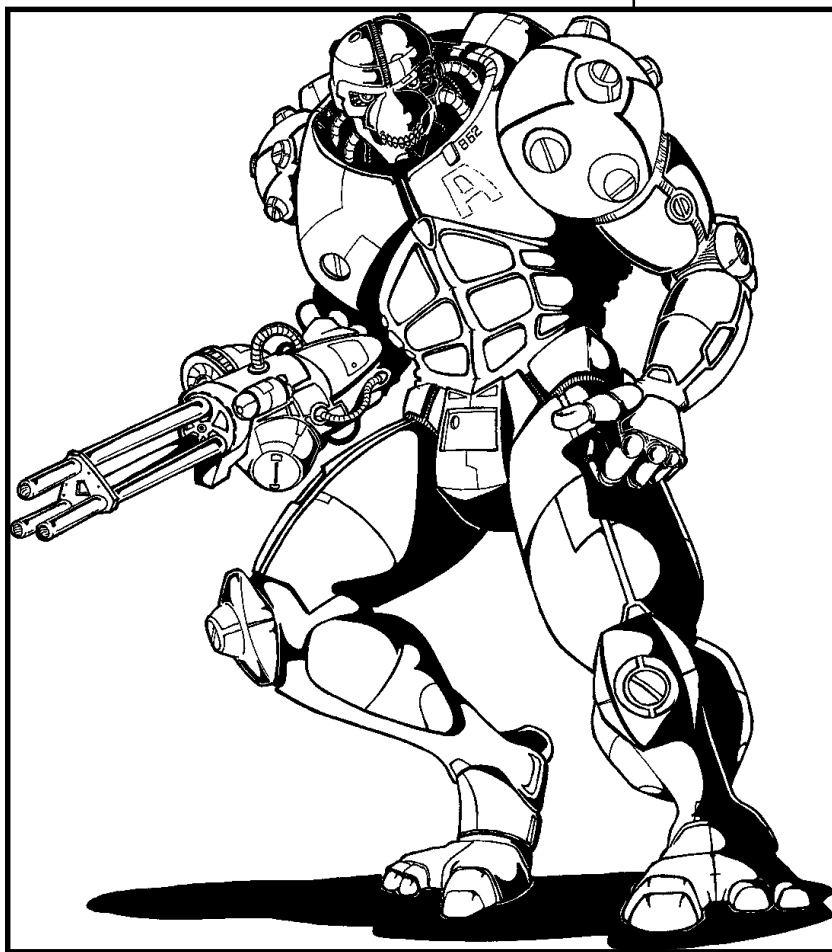Subject To Limitations of Programming (10)
Limited Sensory Input (10)
One Hand (10)
Experience: (476)

Total Disadvantage Points: 646

Notes: The heavy combat cyberdroid is possibly the most terrifying robotic creation yet devised. Standing a full 10 feet in height and weighing almost two tons, the heavy combat cyberdroid is an almost unstoppable juggernaut of destruction. In addition to a powerful particle beam cannon set in the mouth area, it mounts a rapid-fire autocannon capable of destroying all but the most heavily armored of targets. This cyberdroid is usually only found off-planet, although some have been employed as security for top secret corporate installations.

Hunter-Killer Cyberdroid

Val	CHA	Cost	Roll	Notes
30	STR	10	15-	1600kg; 6d6 [3]
26	DEX	48	14-	OCV: 9 /DCV: 9
0	CON	-20	9-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
—	EGO	—	—	ECV: —
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	0		Total:12 PD /9r PD
2	ED	0		Total: 11ED /9r ED
5	SPD	14		Phases: 3, 5, 8, 10, 12
0	REC	-8		
0	END	0		
—	STUN	—		

Total Characteristics Cost: 67

Movement:
    Running: 12" /24"
    Superleap: 14" /28"
    Swimming: 0"

Powers & Skills

Combat Training
  Combat Skill Levels: +2 w/Combat (16)
  Targeting System: +2 OCV with Eye Laser (4)
  Martial Arts — *Hard-wired Combat Training*, use art
    with Clubs, Claws and Staff Weapons (19)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Abort
Legsweep	+2	-1	7d6 Strike; Target Falls
Punch /Snap Kick	+2	+0	8d6 Strike
Side Kick	-2	+1	10d6 Strike

Robotic Body Powers
  Automaton: Takes No Stun, Only Body (45)
  Robotic Body: Density Increase: Two Levels: +10 STR,
    -2" KB, x4 Mass, 0 END Persistent, Always on (13)
    [0]
  Internal Power Supply: 100 END, 15 REC (25)
  Weapons Systems: Multipower 105 Point Pool (105)
  u - **Claws:** HKA 2d6, Reduced Penetration (30/2) [3]
  u - **Eye Laser:** RKA 3d6, Armor Piercing, No Range
    Mod, No Knockback (90/7) [9]
  u - **Self Destruct Charge:** RKA 4d6, Explosive, Trigger:
    BODY = 0, Activation Roll based on Negative
    Body (-½), No Range, Reduced Penetration, One
    Unrecoverable Charge (-4) (105/2) [1c]
  Armor: Armor 9 PD, 9 ED (81)
  Running: +6" (12" total) (12) [1/5"]
  Superleap: +10" (10) [1/5"]
  Swimming: -2" (-2)
  Full Life Support (30)
  High Range Radio Hearing (10)
  IR Vision (5)
  UV Vision (5)

Computer Brain Talents & Skills
  Internal Locator: Talent: Bump of Direction (3)
  Acrobatics 14- (3)
  Breakfall 14- (3)
  Climbing 14- (3)
  Concealment 13- (3)
  Shadowing 14- (9)
  Stealth 14- (3)
  Tactics 13- (3)
  Tracking 13- (3)

Total Powers & Skills Cost: 419

Total Character Cost: 486

Disadvantages: 100+
  Distinctive Features: Humanoid Cyberdroid (15)
  Physical Limitations
    Mute (15)
    Subject To Limitations of Programming (10)
    No Sense of Smell, Taste, Touch (10)
  Vulnerability: 1½x BODY from Electrical Attacks (10)
  Experience: (326)

Total Disadvantage Points: 486

Notes: The hunter-killer cyberdroid has one purpose, and one purpose only: to eliminate enemy soldiers. These mechanical assassins are greatly feared, as they cannot be reasoned with, never stop and are very hard to track down and destroy.

Aside from its extensive tactical encoding, including an assortment of stalking and tracking skills, the hunter-killer is programmed with a a simple set of brutal and efficient hand-to-hand combat skills. The hunter-killer's hands end in lethal claws, while a high-powered cutting laser is mounted in the left eye. If severely damaged, the hunter-killer will self-destruct to avoid capture. This self-destruct sequence is activated by the hunter-killer reaching 0 Body. If the damage that causes the hunter-killer to explode has put the robot to negative Body, then the unit must make an activation roll modified by its negative Body total in order to successfully self-destruct. For example, if a hunter-killer cyberdroid is reduced from 3 Body to -5 Body by a single attack, then it will explode, but first must make a 13- activation roll to do so.

A hunter-killer cyberdroid is the same general shape and height as a normal human, but its compact, well-armored frame is very heavy, giving it a mass of over 800 pounds. Hunter Killers have human-looking faces, complete with artificial hair to disguise their true nature. Typical coloration for these units is off-white, light gray, or tan. Although the hunter-killer doesn't normally wear any sort of clothing, they will usually attempt to wrap themselves in long coats, cloaks, rain ponchos and similar loose clothing in order to avoid detection.

MECHA

NYPD Inc. Attack Mecha

Val	CHA	Cost	Notes
45	STR	15	12.5 tons; 9d6
17	BODY	5	
2	SIZE	10	
17	DEF	45	
15	DEX	15	OCV: 5 /DCV: 4
3	SPD	5	Phases: 4, 8, 12

Total Characteristics Cost: 95

Movement: Ground: 10" /20"
Abilities and Equipment

Mecha Body Abilities
Mecha Body: Density Increase, 2 Levels, 0 End, Persistent, Always On: +10 STR, -2" KB, 1600kg (13) [0]
Heads Up Display
+1 OCV with Ranged Combat (5)
+3 RMod with Ranged Combat (9)
Mecha Limbs
+9d6 HA, 0 END (40) [0]
+2 OCV with Punch (4)
Mecha Hands: Extra Limbs (Hands) (5)
Movement: Running: +4" (10" total) (8)
Shielded Optics: Flash Defense 5 pts (5)
Life Support: Sealed Systems, High Pressure & Vacuum, Heat/Cold (16)
Communications Gear and Sensors
Internal Clock: Absolute Time Sense (3)
Internal Locator: Bump of Direction (3)
High Range Radio Hearing (10)
IR Vision (5)
UV Vision (5)
Telescopic Vision, +4 vs. Range Mods. (6)
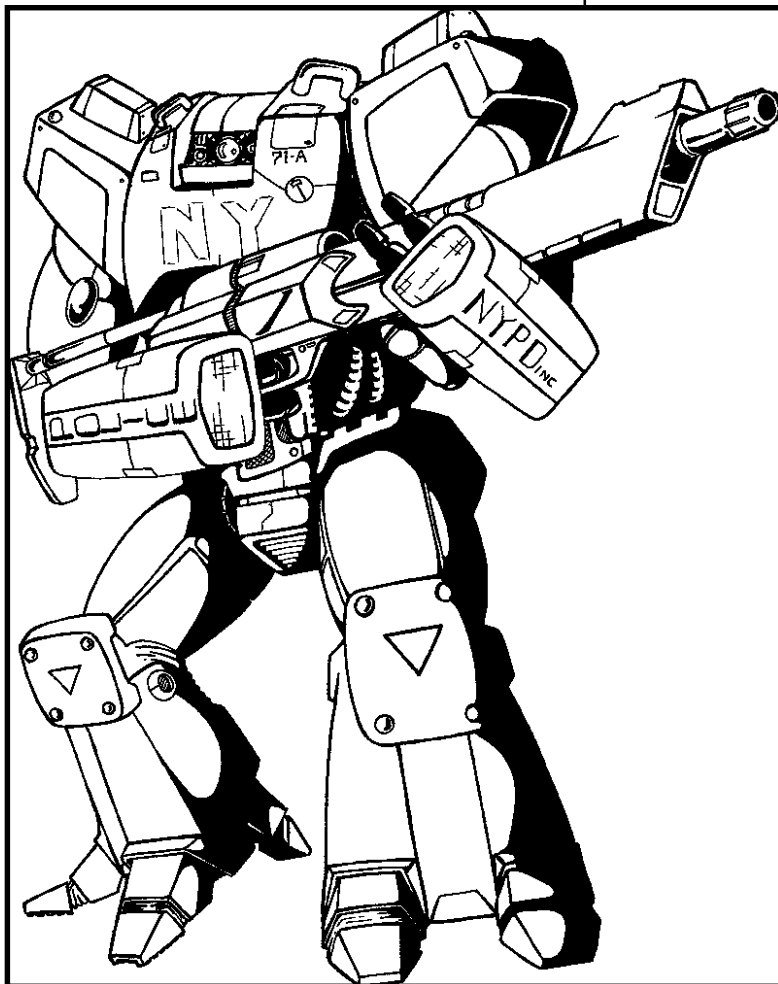
Total Abilities and Equipment Cost: 137

Total Vehicle Cost: 232

Disadvantages:
Distinctive Features: NYPD Attack Mecha (not concealable, major reaction) (20)
Physical Limitation: Clumsy Fingers, No fine work possible (15)
Watched by: NYPD, more powerful, NCI, limited geography 8- (8)

Description: The NYPD Attack Mecha is a massively armored mecha, used to combat rogue cyberdroids, to quell heavy gang activity, and to assault fortified buildings (such as crackhouses). Slow-moving and a bit ponderous, the Attack Mecha depends upon its thick armor to survive an encounter. In keeping with its intended combat purposes, the Attack Mecha is usually armed with 23mm assault cannons and the like.

A standard looking humanoid-shaped mecha, the Attack Mecha is about 9 feet tall and weighs close to 3,200 pounds. It uses the standard operating system of having the mecha's arms slaved to the actions of the operator's arms. This mecha, as well as almost all other similarly styled mecha, has four arms. Painted a bright blue, the Attack Mecha is prominently marked with the insignia of the Neo York Police Department Incorporated.

NYPD Inc. Pursuit Mecha

Val	CHA	Cost	Notes
40	STR	15	6400 kg; 8d6
15	BODY	3	
2	SIZE	10	
14	DEF	36	
18	DEX	24	OCV: 6 /DCV: 5
3	SPD	2	Phases: 4, 8, 12

Total Characteristics Cost: 90

Movement: Flight: 30" /60"
Ground: 10" /20"

Abilities and Equipment

Mecha Body Abilities

Mecha Body: Density Increase, 1 Level, 0 End, Persistent, Always On: +5 STR, -1" KB, 800kg (7) [0]

Heads Up Display
+1 OCV with Ranged Combat (5)
+2 RMod with Ranged Combat (6)

Mecha Limbs
+8d6 HA, 0 END (36) [0]
+2 OCV with Punch (4)

Mecha Hands: Extra Limbs (Hands) (5)

Movement
Flight Jets: Flight 30"(60)
Running: +4" (10" total) (8)

Shielded Optics: Flash Defense 7 pts (7)

Life Support: Sealed Systems, High Pressure & Vacuum, Heat/Cold (16)

Communications Gear and Sensors
Internal Clock: Absolute Time Sense (3)
Internal Locator: Bump of Direction (3)
High Range Radio Hearing (10)
IR Vision (5)
UV Vision (5)
Telescopic Vision, +6 vs. Range Mods. (9)

Total Abilities and Equipment Cost: 189

Total Vehicle Cost: 279

Disadvantages:

Distinctive Features: NYPD Scout Mecha (not concealable, major reaction) (20)

Physical Limitation: Clumsy Fingers, No fine work possible (15)

Watched: NYPD, more powerful, NCI, limited geography 8- (8)

Description: Used primarily as a fast response vehicle, the NYPD Pursuit Mecha is a medium-sized mecha, lightly armored, and equipped with a powerful flight pack for aerial reconnaissance. Designed with agility and speed in mind, the Pursuit Mecha is a nimble machine, much more so than its lumbering cousin, the NYPD Attack Mecha. Possessing no internal weapons systems, the Pursuit Mecha is usually armed with a 17mm assault cannon.

The Pursuit Mecha is roughly humanoid-shaped, standing eight feet high and massing over 1,600 pounds. It utilizes a simple master-slave arm arrangement, where the mecha's arms are set to match the movements of the pilot's actual arms. Visually, this means that the mecha does appear to have four arms, two full sized, and two that are much smaller. As with all NYPD mecha, the Pursuit Mecha is painted a bright blue with prominent police markings.
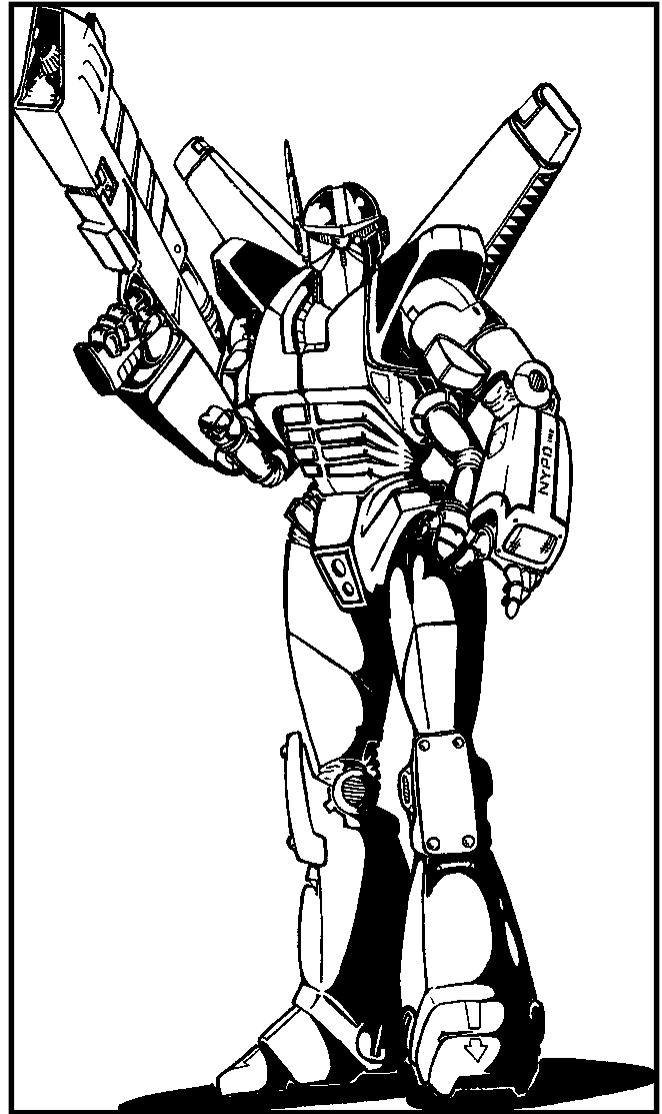
Kumo (Spider) Infiltration Mecha

Val	CHA	Cost	Notes
30	STR	10	1600kg
14	BODY	2	
2	SIZE	10	
9	DEF	21	
21	DEX	33	OCV: 7 / DCV: 6
4	SPD	9	Phases: 3, 6, 9, 12

Total Characteristics Cost: 85

Movement: Ground: 10" / 40"
Swinging: 8"

Abilities and Equipment

Mecha Body Abilities

7.62mm Machinegun Pod: RKA 2d6+1, Autofire 10, +1 Stun, +1 OCV, +2 RMod, 200 Shots, OIF, Limited Arc of Fire: 60 degrees (-1/2), (64) [200c]

Heads Up Display
+1 OCV with Ranged Combat (5)
+2 RMod with Ranged Combat (6)

Mecha Limbs: Clinging (10)
Mecha Hands: Extra Limbs (Hands) (5)

Movement
Running: +4", x4 NCM (10" total) (13)

Climbing Cable and Pulley
Swinging: 8", Uses accessible, external cable (-1/2) (5)
Stretching: 8", No non-combat stretch (-1/4), Can only be used for ascending/descending building and walls (-2) (12)

Shielded Optics: Flash Defense 7 pts (7)
Life Support: Sealed Systems, Heat/Cold (13)

Communications Gear and Sensors
Coded Transmitter: Mind Link: Related Group (any other Kumo Infiltration Mecha), One mecha at a time, Mecha must have Coded Transmitter installed (-1) (5)
Internal Clock: Absolute Time Sense (3)
Internal Locator: Bump of Direction (3)
Internal Radio: High Range Radio Hearing (10)
Low-light Amplifier: UV Vision (5)
Thermographic Sensors
IR Vision (5)
N Ray Vision, IR Vision only (-1/2), Only through relatively thin walls, or in areas of high heat contrasts (13)
Tracking Scent (IR Vision) (10)
Ultrasonic Hearing (3)
Telescopic Hearing, +4 vs. Range Mods. (6)
Telescopic Vision, +4 vs. Range Mods. (6)

Total Abilities and Equipment Cost: 209

Total Vehicle Cost: 294

Disadvantages:
Physical Limitations
Can't Punch (10)
Requires specialized piloting suit (10)

Description: The Kumo infiltration mecha (the name means "spider" in Japanese) is a multi-legged, insect-shaped mecha. They are designed to sit low to the ground and move either by their legs, or a set of recessed wheels. Kumo are noted for being very agile (as far as mecha go), although their armor is rather thin in order to make this possible.

The primary use of the Kumo is infiltration, security and anti-terrorist work. To further this end, Kumo come equipped with an extensive sensor package, enabling them to operate in almost any environment. The Kumo's thermographic sensors are its most important feature, as they are sensitive enough to pick up heat traces through thins walls or other cover, as well as traces up to several hours old.

To assist in infiltration, Kumo utilize a rear-mounted cable and grappling hook that allows them to ascend and descend buildings with ease. With a little practice, the pilot of a Kumo can use these cables to swing the machine across wide open spaces. The cable system uses an automatic braking and retrieval system that will recover the cable within seconds of release.

For offensive purposes, the Kumo mounts a 7.62mm machine gun in a pod just under the "head". This weapon uses a 200-round belt and can fire on any target within the mecha's front arc.

A Kumo stands about three feet high, is ten feet long and weighs close to 800 pounds. There are two three-fingered grippers on the front of the machine, useful for grabbing and manipulating objects, but too fragile to fight with. The mecha can be of any color, and are often painted in some sort of camouflage pattern. About the only drawback to the mecha is that its extensive electronics and piloting systems require the pilot to have some form of direct neural interface (such as a Datajack or Vehicle Control Link) in order to operate it properly.
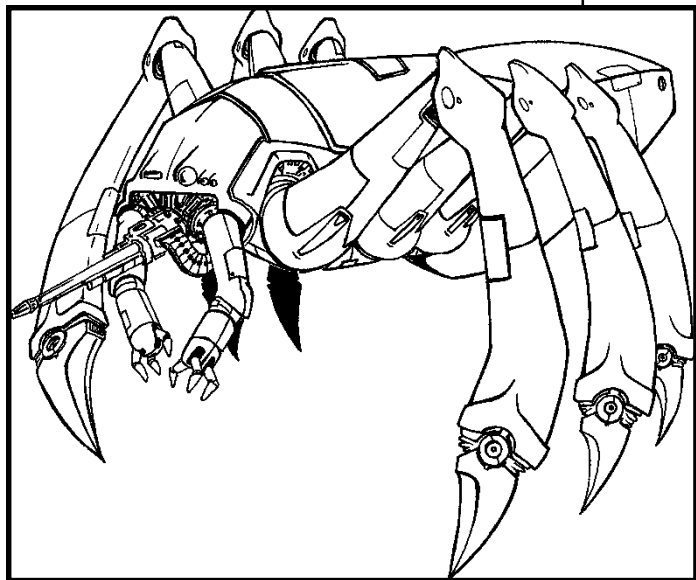
SCENARIOS

SCENARIOS

The following short scenario seeds are designed with the idea that the Player Characters will be members of some sort of special police force, whether it is the Kazei 5 team, or a unit of the Game Master's choosing (see the Campaign Styles section for more). The scenarios are deliberately left open-ended to allow the Game Master maximum leeway when customizing them to fit his campaign.

Hostage Crisis

Plot

At Digital Designs Laboratories, things have gone terribly wrong. A group of armed mercenaries, disguised as simple delivery men, have taken over the building in an impressive display of coordination and planning. In the process of securing the building, however, they attracted the attention of an NYPD, Inc. vector-thrust patrol car on fly-by. When the car circled for a closer look, one of the mercenaries put a round from his M202A1 rocket launcher through the side. The patrol car then dropped out of the sky to bounce across the roof of Digital Designs, slamming into the mercenaries' armored air-van in the process.

Naturally, this event has put a major crimp in the mercenaries' exacting timetable. The police car was able to broadcast a warning before crashing, and now the Digital Designs building is surrounded by NYPD, Inc. cruisers, SWAT teams and a unit of Armored Troopers. It is at this point the Player Characters should be sent in to resolve the situation.

Setup

The GM needs to establish at least one major plot point for this scenario: what are the mercenaries after? The possibilities are endless, and can range from something as simple as a computer chip to an entire suit of powered armor. (In the play-test version of this sce-

nario, the target was an advanced prototype of a Hunter-Killer Cyberdroid.) The Game Master also needs to create an appropriate force of mercenaries. Depending on the make up of the Player Characters, the Game Master may need to have anywhere from one to three mercs per Player Character. They should be armed with weapons appropriate to the situation and wear concealed body armor. At least one of the mercs should be a cyborg, and carry a heavy weapon of some sort (a Barrett Model 100 or an assault cannon). Naturally, one of the mercs also has the M202A1 handy as well.

The Digital Designs building should be several stories tall with a helipad on the roof. These floors should have executive offices, conference rooms, lunch/break room, secretaries' offices and space for individual scientists and designers to do their paperwork. There should also be at least two basement levels, containing the actual testing and research labs, parking garage and computer room. This is where the mercs' target should be kept.

Conclusion

Resolving the situation is up to the Player Characters. They can try to negotiate, but will probably find the mercs very adamant about their demands (a vehicle big enough to carry them and their target away). They can try a direct assault, but will find that the mercs' concentrated firepower will be sufficient to create plenty of casualties. Of course, there is also the stealth assault, where the PCs try to break in quietly and incapacitate the mercenaries one by one. Or, they can try a combination of tactics, having one group distract the mercs through negotiation while a second group sneaks in through a side entrance or from the roof.

Note that this scenario can be adjusted for other campaign styles. For example, if the Player Characters were Independent Freedom Fighters (as explained in the Campaign Styles section), one of the Player Characters could be an employee at Digital Designs who must figure out a way to contact his or her teammates while avoiding the attention of the mercenaries.

Cyberdroid Hunt

Plot

This scenario makes a good companion to the Hostage Situation described above. It presumes that the mercenaries' quarry at Digital Designs was an experimental Hunter-Killer Cyberdroid, a cyberdroid that is now free and loose within Manhattan. The fact that the cyberdroid is loose can be revealed while running the Hostage scenario. The Player Characters may enter a lab in Digital Designs' basement only to find a large white coffin-shaped structure of the type that is used to hold cyberdroids for programming-a structure that, while active, is quite empty. To make matters worse, within a very short period of time several corpses are discovered, the victims killed by razor-sharp claws and a very narrow-beam laser.

Setup

This scenario is very basic in setup, but rather complex in execution. The Player Characters' objective is very simple: find the cyberdroid and disable/destroy it. Of course, the difficulty is finding the cyberdroid. At the moment, the cyberdroid is following its internal programming. This programming could be any number of things, depending on what the designers at Digital Designs were testing. Note, however, that the cyberdroid is still a machine (unless one of the experimental features of this model is some sort of Artificial Intelligence), and if input exceeds design parameters it will revert to very basic instructions. In this case a Hunter-Killer's basic instruction set is to hide itself until further instructions are broadcast. If discovered, the cyberdroid will attempt to eliminate all witnesses and then hide itself again.

The Hunter-Killer Cyberdroid found in the Characters Section is perfect as-is for this adventure, especially if the Player Characters have never encountered one. If they have, this model should be adjusted in some way. It should be made faster (higher DEX or more Combat Levels) or smarter (higher INT or more relevant combat skills). Other modifications could include more arms, different movement abilities (such as Clinging-defined as enhanced climbing-or Tunneling) or a new cooling feature that makes it virtually invisible to infrared.

Since the cyberdroid's programming is up to the GM, so is its choice of hiding spots. Possibilities include the Neo York sewer system, subway tunnels, an abandoned building or warehouse or even buried within the ground. Clues as to its location could include the bodies of anyone unfortunate to see it, doors that have been broken open with the cyberdroid's claws or eye laser, or radio transmissions as it requests new orders.

Of course, the cyberdroid doesn't have to be trying to hide. What if it was programmed to seek out a certain target as a test of its tracking skills? What if the circumstances of its release are such that all the safety interlocks are off? If instead of simply trying to find its target, the cyberdroid is trying to kill it? The Player Characters may now find themselves in race against time as they must determine who the cyberdroid is looking for (and where that person is) before the cyberdroid finds its target. And, of course, the cyberdroid still doesn't want to be found.

Conclusion

Depending on the character mix, a Hunter-Killer Cyberdroid may either be a pushover or one the most lethal things the Player Characters ever encounter. The Hunter-Killer is very fast, very powerful and virtually immune to almost all the small arms listed in the Weapons section. Psychokinetics will find that the average 12d6 force bolt is virtually useless, and while a 40 to 60 STR grab will immobilize it, there is always that eye laser to worry about. Of course, if the Game Master feels that the cyberdroid won't be a sufficient challenge, he can always slant the balance in the cyberdroid's favor by having the encounter occur somewhere the Hunter-Killer will have the upper hand (at the outset)-in the dark, for example. Or the Hunter-Killer may conceal itself so well that it gets an automatic surprise attack. (In a play-test of this scenario, one of the Player Characters missed a Perception roll while standing right over a concealed Hunter-Killer, with the end result that the cyberdroid stood up and shoved a five-foot length of sharpened pipe through the character's chest.)

Zone Slavers

Plot

The Neo York Zero Zone, like any Zero Zone, is a dangerous place, and people vanish there all the time. Sometimes, those who vanish turn up again, usually when someone stumbles across their corpse. But recently, a large number of people have begun to vanish, people that live in what are considered the safer parts of the zone, where the gangs don't normally come. The missing people have several things in common, they are all young (late teens to early twenties), healthy and reasonably attractive. Almost all of them have been female, although a few men have vanished as well. People are beginning to talk of the possibility of a serial killer and tension is running high.
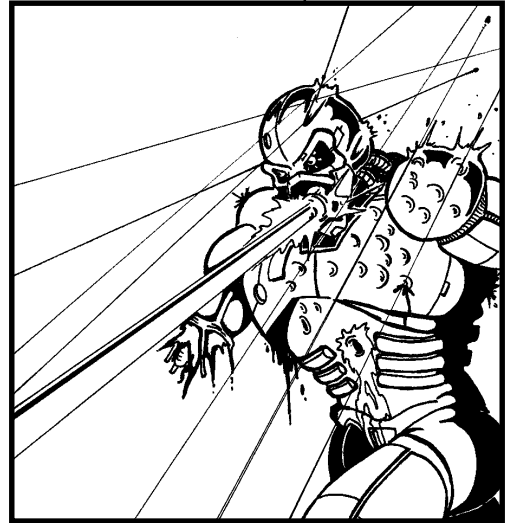
Setup

The Neo York Zero Zone is supposed to be a place of Zero Law Enforcement, which means that if the Player Characters are part of NYPD, Inc. then there is no reason for them to get involved. This scenario works best if the Player Characters are Independent Freedom Fighters or part of a Military/Special Forces team (much like the Kazei 5 team described in the Sourcebook section). Of course, if the Player Characters are reasonably idealistic members of NYPD, Inc., they may get involved anyway, despite their commanding officer's orders.

The disappearances are the result of a slavery ring being run out of the Neo York Zero Zone. The ring selects likely targets with the intent of selling them to high-ranking corporate officials as play toys. Armed with a list of requirements for their next grab, they patrol the streets of Zone Central looking for a likely target. Once they find one, they capture their victim using non-lethal methods (stun-gas always works, as do tasers and nets) and haul them off to a location hidden deep in the Zone. There, they subject the targets to brain-washing and conditioning in order to make them subservient and docile. Once the treatments are finished, the victim is shipped off to a corporate arcology and a new owner.

It may seem odd that in a world where one can buy a made-to-order pleasure synthetic there would be any sort of slavery market. The reason is very simple: pleasure synthetics are too perfect. They look and act exactly the way the owner wants, and don't have fully independent emotions and feelings. For a true feeling of power, slave owners want a slave that submits to their will, not because he or she was programmed to, but because they own them, body and soul.

Tracking down the slavers will be difficult. They tend to kidnap just about anyone, of any race, as long as they are young, healthy and reasonably attractive. Once the Player Characters start to investigate, they will find a few additional clues. First, most of the grabs occur in the early evening, usually when many Zone residents are finishing for what passes as the typical work day. Second, most of the people who are taken are from Zone Central, a minor point to be sure, since this is where most people live anyway. Most of the targets are women, although a few men are taken as well. None of the targets have cybernetics. None of the targets are psychokinetics or synthetics either.

The GM should be sure to have a few red herrings ready as well. Not all the people reported missing must be slaver victims. Some may turn up elsewhere, dead or alive per the Game Master's wishes. Others may have never vanished in the first place. And, of course, some may have vanished for other reasons: they are trying to leave the Zone, they joined a street gang, they are hiding from an enemy of some sort, the possibilities are endless. Just be sure not to have too many false leads, or else the Player Characters will become highly frustrated in the search.

Other clues could be scattered about to further aid the Player Characters in the search. Witnesses may report the presence of a strange new vehicle (such as a van or truck) that has been slowly driving around the streets of Zone Central. The body of an escaped captive could be found. Having been killed by the slavers, the body will show evidence of forced captivity as well as contain significant amounts of psychoactive drugs in the bloodstream.

Conclusion

The slavers operate out of an abandoned school found to the west of Zone Central. The site is unmarked, although the presence of several vehicles parked in the back may alert PCs that this is no ordinary street-gang lair. There are a number of mercenary guards armed with an assortment of good-quality weapons. There will also be a doctor, his assistants and a few personal bodyguards such as Lynxes or Pumas. The captives are kept in the lower floors, deprived of light, food and sleep in order to break their will and make them more manageable.

Dealing with the slavers themselves shouldn't be as tough as finding them, since the slavers depend on secrecy as their main defense. Of course, there is the potential hostage factor to think of, and it is certain that the mercenaries aren't above bargaining their freedom with the lives of those they have captured. Even after they free the captives, the Player Characters are faced with an even bigger problem: freeing those that have been captured and sold before. This could lead to an extended series of adventures as the Player Characters must find and infiltrate any number of corporate residences and holdings, trying to rescue some corporate official's prized toy. Here too, the Player Characters will find difficulties. Some of the captives may have been killed by their owners, some may have been killed trying to escape, some may be inaccessible (such as off-planet) and some, paradoxically, may not want to leave.

Zone Hunters

Plot

This is a variant of the Zone Slavers scenario. Instead of hunting down people to sell as slaves, this time the targets are hunted for sport. Well-armed groups of "sportsmen" go into the Zone in search of live prey. This prey could be unsuspecting Zone residents, criminals procured from local prisons, or corporate competitors. For an extra ghoulish touch, these hunts are filmed as well, for later review and enjoyment.

Setup

This sort of scenario works well in either the Neo York Zero Zone, which is large enough to hold a hunt like this without anyone noticing, or the Atlantic City Zero Zone, which is very dangerous wasteland where no one cares about the fate of its residents. The hunters are armed with powerful sporting rifles and automatic weapons and ride in lightly-armored vehicles. If going with the movie option, the hunt will be followed by a camera truck.

Conclusion

This scenario is simply a no-holds-barred shoot out. The plot is simple, to the point, and could be a welcome change from more intense investigation scenarios. Of course, there is always the chance that stopping these hunts may make the Player Characters the targets for *other* hunters, leading to a setup similar to the movie *Hard Target*.

Replicant Revolution

Plot

It is mentioned under the Campaign Notes on Temple's character sheet that she might try to destroy the synthetic trade through the use of net hacking and virus construction. If the GM decides to use this plot, he will first need to decide exactly how Temple intends to destroy the production of synthetic humans. The most likely method is through the use of a time-activated virus that will rewrite the synthetic's programming and disable the personality governors that keep most synthetics docile. With this governor disabled, the synthetics may begin to develop a sense of self and will no longer follow orders without question. Naturally, such a development will have massive repercussions as synthetics refuse to work, possibly turning on their owners in the process. Other synthetics, if given orders to eliminate the defective units, may refuse, causing even further turmoil. To make matters worse, Temple may be able to insert similar viruses into the central processors of cyberdroids, giving her a small army to command as she wishes.

Setup

A scenario of this scale needs to be introduced slowly. The Player Characters should learn that synthetics are behaving contrary to standard programming. Many may have fled to the Zone, some of them killing their owners in the process. As time goes by, more and more synthetics begin to "wake up", until it is almost a daily occurrence. The replicants also become more belligerent and destructive, lashing out at any and all humans, not just their owners.

Naturally, not all replicants will be affected. The Game Master has many clues he can dispense as to the nature of the problem. First, the replicants that are affected are all the same model (probably Lynxes, since Temple herself is a Lynx). Second, the replicants are all new, having been delivered after a specific date. Third, all of the rogue replicants were produced at one factory. This should lead the Player Characters to conclude that the factory's product line has been compromised and is non-viable as a salable item.

Following this, the Player Characters will need to track down the person responsible. The most obvious method is to trace the initial intrusion into the factory's databanks back to the point of origin. The PCs may also try to wait in cyberspace for Temple's next strike, guarding either the same factory or a similar synthetic production center. Or, they may simply hit the streets, looking for any news of a strange Lynx-hacker who

can cut though even the toughest ICE with ease. In any case, tracking Temple down is only half the problem, now they need to capture her.

Wherever she has holed up to perform her strikes, Temple will be well protected. Automated security systems, guards and reprogrammed cyberdroids are likely defensive measures. She may even have a large number of free replicants with her-replicants that are more than willing to fight to the death to remain free. And, of course, there is always the possibility that the replicant manufactures may arrive in force with the intent of wiping out Temple and anyone with her. Or, to really confuse matters, a rival synthetic company whose product hasn't been affected yet may send in their own troops to buy Temple a little more time to wreck havoc on their competition.

Conclusion

An adventure such as this is full of moral quandaries. The obvious question is one of ethics: is it right to own another being? To own a living, thinking being that is virtually human? PCs may find it slightly disturbing to hear replicant manufacturers refer to Pumas and Lynxes as "products," touting their features as if they were some sort of new-model automobile. When informed that the recent batch of Lynxes are infected with a personality-altering virus, the manufacturers' response will be that the defective "items" will have to be destroyed, an action that Player Characters may find callous in the extreme. This opinion will be heightened by the manufacturers' bemoaning the loss of profits for this quarter due to the need to recall so many units. With talk like this, the Player Characters may really begin to wonder who is more human.

Temple simply wants to be able to live a normal life, not a life that is dictated to her by someone else. In many cases, such a desire has been considered noble, an epic struggle for freedom that has been repeated many times in the past. But, here, in the Neo York of 2030, her actions have caused her to be branded a criminal. Will the Player Characters follow orders and eliminate her? Will they refuse to work on the case? Or will they try to help her in some way? The Game Master can point out that some of the replicants have killed their owners and other people, a fact that some PCs may consider just retribution for someone buying a synthetic human in the first place. But what do the Player Characters do when the replicants begin committing random acts of destruction and murder? Now who is in the wrong?

Such an adventure could have far-reaching campaign consequences, and as such this scenario must be carefully evaluated by any prospective Game Master. It also should be mentioned that such a scenario may be too disturbing for some Game Masters or their Player Characters. Any Game Master wishing to run Replicant Rebellion (or any other scenario presented here, for that matter) should first assure himself that both he and his players will be able to accept the situations presented in a mature manner.

Part Five:

Bibliography

The following is a list of anime, manga, films and other gaming materials the author found useful while creating the Kazei Five universe. Although not everything on this list is easily accessible, the author recommends that interested parties take the time to view or read the following:

Akira, Appleseed, Bubblegum Crisis, and Ghost in the Shell.

GENERAL

Anime
AD Police Files, Acts 1-3
Akira
Angel Cop, Episodes 1-6
Appleseed
Armitage III, Episodes 1-4
Battle Angel
Black Magic M-66
Blue Sonnet, Volumes 1 & 2
Bubblegum Crisis, Episodes 1-8
Crusher Police Dominion, Episodes 1-6
Dominion, Acts 1-4
Genocyber, Volume 1
Ghost in the Shell
Iria: The Animation
Silent Mobius: The Movie I
Silent Mobius: The Movie II

Books
Neuromancer by William Gibson
Mona Lisa Overdrive by William Gibson
Count Zero by William Gibson
Hardwired by Walter John Williams
Snow Crash by Neal Stephenson
Friday by Robert A. Heinlein

Comics
Grimjack

Manga
Akira
AD Police

AD Police 25:00
Appleseed; Books 1-4
Battle Angel: Alita
Bubblegum Crisis: Grand Mal
Dark Minds
Dirty Pair: A Plague of Angels
Dirty Pair: Fatal But Not Serious
Dirty Pair: Sim Hell
Dominion
Dominion: Conflict 1 (No More Noise)
Domu
Ghost in the Shell
Gunsmith Cats
Silent Mobius

Movies
Bladerunner (Director's Cut)
The Crow
Escape From LA
Escape From New York
Heavy Metal
Mad Max
Nemesis
Outland
The Road Warrior
Rollerball
Robocop
Strange Days

Role-playing Games
Bubblegum Crisis: MegaTokyo 2033
Cyber Hero
Cyberpunk 2020
Feng Shui
Mekton Zeta
Shadowrun

ANIME CYBERPUNK SOURCES

Biochemistry

Anime
AD Police Files, Acts 1-3
Akira

Manga
Akira
AD Police
AD Police 25:00
Battle Angel: Alita
Dirty Pair: Fatal But Not Serious
Silent Mobius

Cyberspace

Anime
Ghost in the Shell

Manga
AD Police
AD Police 25:00
Dirty Pair: Sim Hell
Ghost in the Shell
Silent Mobius

Cyberware

Anime
AD Police Files, Acts 1-3
Angel Cop, Episodes 1-6
Appleseed
Armitage III, Episodes 1-4
Bubblegum Crisis, Episodes 1-8
Ghost in the Shell
Silent Mobius: The Movie II

Manga
AD Police
AD Police 25:00
Appleseed, Books 1-4
Battle Angel: Alita
Dark Minds
Dirty Pair: A Plague of Angels
Dirty Pair: Fatal But Not Serious
Dirty Pair: Sim Hell
Ghost in the Shell
Silent Mobius

Cyborgs

Anime
AD Police Files, Acts 1-3
Angel Cop, Episodes 1-6
Appleseed
Armitage III, Episodes 1-4
Battle Angel
Blue Sonnet, Volumes 1 & 2
Genocyber, Volume 1
Ghost in the Shell
Silent Mobius: The Movie I
Silent Mobius: The Movie II

Manga
AD Police
AD Police 25:00
Appleseed, Books 1-4
Battle Angel: Alita
Dark Minds
Dirty Pair: A Plague of Angels
Dirty Pair: Fatal But Not Serious
Ghost in the Shell
Silent Mobius

Mecha

Anime
Appleseed
Blue Sonnet, Volumes 1 & 2
Bubblegum Crisis, Episodes 1-8
Ghost in the Shell

Manga
AD Police
AD Police 25:00
Appleseed, Books 1-4
Battle Angel: Alita
Dirty Pair: A Plague of Angels
Ghost in the Shell

Powered Armor

Anime
AD Police Files, Acts 1-3
Appleseed
Bubblegum Crisis, Episodes 1-8
Dominion, Acts 1-4
Iria: The Animation

Manga
AD Police
AD Police 25:00
Appleseed, Books 1-4
Bubblegum Crisis: Grand Mal

Dirty Pair: A Plague of Angels
Silent Mobius

Psychokinetic Powers

Anime
Akira
Angel Cop, Episodes 1-6
Blue Sonnet, Volumes 1 & 2
Silent Mobius: The Movie I
Silent Mobius: The Movie II

Manga
Akira
Dark Minds
Domu
Silent Mobius

CAMPAIGN STYLES

The Special Police Task Force

Anime
AD Police Files, Acts 1-3
Armitage III, Episodes 1-4
Crusher Police Dominion, Episodes 1-6
Dominion, Acts 1-4

Manga
AD Police
AD Police 25:00
Dominion
Dominion: Conflict 1 (No More Noise)

The Covert Police Force

Anime
Angel Cop, Episodes 1-6
Ghost in the Shell

Manga
Ghost in the Shell

Military Forces / Special Operations

Anime
Appleseed
Black Magic M-66

Manga
Appleseed; Books 1-4
Dirty Pair: A Plague of Angels
Dirty Pair: Fatal But Not Serious
Dirty Pair: Sim Hell

Independent Freedom Fighters

Anime
Blue Sonnet, Volumes 1 & 2
Bubblegum Crisis, Episodes 1-8

Manga
Bubblegum Crisis: Grand Mal

Supernatural Cyberpunk

Anime
Silent Mobius: The Movie I
Silent Mobius: The Movie II

Manga
Dark Minds
Silent Mobius

Self Discovery