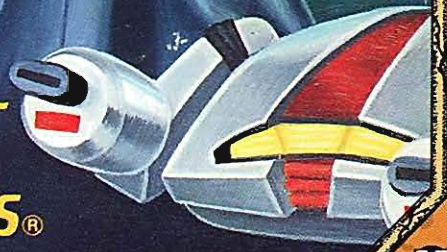


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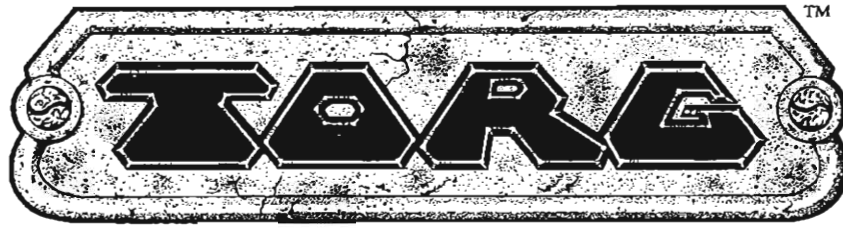
Nippon Tech™



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THE SOURCEBOOK OF MEGA-CORPORATE REALITY



Roleplaying the Possibility Wars™

Nippon Tech™

The Sourcebook of Mega-Corporate Reality

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Chapter Four

Axioms and World Rules

*Once I asked myself
What is real? What is nature?
But I am a ghost.*

— Japanese haiku



Each of the High Lords has established an area on Earth where his reality dominates, and many of the natural laws that

natives of our cosm accept as everyday parts of life are altered or nonexistent within these realms. The reality of each area is based upon that of the cosm from which the reigning High Lord came, and so each of the realms is vastly different from the other five, as well as from Core Earth. In Nippon, for example, advanced technology is possible, but actions that require the use of *Spirit*-based skills are often extremely difficult to accomplish. It is the many differences between a High Lord's reality and that of Core Earth which allows precious possibility energy to be stolen from our cosm by the invaders.

The invisible boundaries between realities are formed using artifacts known as *stelae*. These stelae are laid out in triangular patterns, commonly with each side 300 miles long, and when activated can transform the reality of the enclosed area to that of their native cosm. The planting of stelae is essential to the expansion of a High Lord's territory and his ability to drain possibility energy.

Stelae manifest themselves in a number of different ways, but normally their physical state will connect them to the cosm with which they are associated. In the Nile Empire, the stelae are stone obelisks, in Aysle they

are coins that bear the mark of the dreaded Entity God. Nippon stelae have manifested themselves as Automatic Teller Machines (ATMs), which are a common sight throughout the world, particularly in large cities. Their inconspicuous appearance allows them to be "planted" in plain sight with no one being aware of their true nature.

The Four Axioms

The rules that govern reality in each realm are known as *axioms*. Crossing a stela boundary into another realm immediately makes one subject to the axioms of that realm. This can radically alter the environment in which a traveler finds herself, and the actions she can successfully take. For example, an Ayslish sorcerer crossing into Nippon Tech would find that his magic was not supported by the realm's axioms. While he could still cast spells, he would run a tremendous risk of disconnecting from his reality, which would make it impossible for any of his arcane arts to work until he reconnected.

Each cosm has four basic axioms that govern the interaction between the living and non-living things within the cosm. These axioms are known as the *Technological*, the *Social*, the *Magical*, and the *Spiritual*; and in *Torg*, each is rated on a scale of zero to 33, zero representing extremely low development and 33 particularly high development. Items, individuals or organizations whose development exceeds the relevant Nippon axiom will not function properly within the realm or the cosm.

Below, each of Nippon Tech's four basic axioms are described in detail. Complete guidelines on axioms in general can be found on pages 91-102 of the *Torg Rulebook*. Note that in *Torg* terminology, most of 3327's realm is classified as a *dominant axiom zone* (see page 85 of the *Torg Rulebook*).

The Technological Axiom: 24

Nippon's *Tech* rating is slightly higher than that of Core Earth, and it was 3327's knowledge of advanced technologies that allowed him to achieve economic dominion over Japan so swiftly and efficiently. By retooling a few small Japanese firms to produce the sophisticated weaponry available in Marketplace, 3327 was able to make a quick profit by selling the arms abroad to those nations embroiled in the bloodier aspects of the Possibility Wars. This allowed him to rapidly expand his financial empire.

Although the technology currently found in Nippon is more advanced than anything available in Core Earth, it is not so far beyond the norm as to arouse the suspicion of the average citizens. Many of the innovations introduced by 3327 seem like logical extensions of things that were in existence prior to the Possibility Wars, and people assume that any new devices are the result of recent scientific breakthroughs. Only a handful of academics and businessmen harbor suspicions about the true nature of the new technology.

Note, too, that the technical knowledge 3327 brought with him from Marketplace is no longer solely in the hands of those corporations which he and his followers directly control. Once the first Kanawa-produced armaments appeared on the market, the techniques employed in their design and construction were studied and disseminated industry-wide.

The best way to sum up the level of technological achievement in Nippon Tech is to break down 3327's achievements field-by-field.

Medicine

One of the most stunning medical advancements fostered by Nippon Tech is the widespread use of artificial limbs and organs. Artificial hearts, kidneys, and lungs are all compact, affordable, and practical. State-of-the-art prosthetic limbs are approximately 85 percent functional (meaning they can perform 85 percent of the functions of their natural counterparts) and are far more life-like than their Core Earth counterparts.

Subsidiaries of Kanawa Corporation are also investigating cybernetic technology, not only for its commercial possibilities but as a potential weapon against the Cyberpapacy. Prototype cybernetic implants are available, but they are few and tend to be prohibitively expensive. As a means of accelerating the progress of this research, Kanawa Corporation has recently purchased a factory in France to take advantage of the higher Cyberpapacy *Tech* axioms.



M. Jackson

The other area in which Nippon has made great progress is cloning. Although virtually no one is aware of the fact that 3327 has five clones of himself in existence, the technique of reproducing humans at will coupled with accelerated growth is seen as an attractive solution to the labor force problem in Japan.

In the realm of more traditional medicine, effective (though expensive) treatments for both cancer and the AIDS virus are in development, though it will be many years before either treatment becomes inexpensive enough for practical widespread employment.

Military

3327 made his first inroads into the Japanese economy in the arena of arms-manufacturing, an industry which remains highly profitable in the post-invasion world. Arms manufacturers have sprung up all over Japan in order to cater to the worldwide demand for weaponry that arose after the outbreak of the Possibility Wars.

State of the art weapons include portable chain guns, rudimentary man-portable battle armor and small, robot combat modules. Although several mega-corporations are currently spending big money on laser and plasma weapon development, energy weapons remain impractical and expensive.

Transportation

The automobile has been vastly improved by 3327's engineers. Most Nipponese cars are easily capable of speeds up to 280 kilometers per hour and feature advanced collision safety devices, satellite road navigation systems, on-board micro-processors, and various electronic accessories (cellular phone, compact-disc player, etc). These cars are sturdy and affordable. According to government statistics, every Japanese family owns 1.6 of them.

Air travel has also improved. Virtually all commercial air traffic in and around Japan is now comprised of supersonic "jump jets." The jump jets

eliminate both the need for larger runways and the noise problems associated with the supersonic airliners of Core Earth.

Little development has occurred in the area of rail transport, due to the fact that it has not exhibited the potential profitability of the automobile and aircraft industries. Some effort has gone into improving the quality of tankers and freighters due to the need to export goods and import oil and other natural resources.

Communications

The major breakthrough in the field of communications since the invasion has been the dramatic advance in cellular technology. In Japan, cellular telephones are now found in virtually every automobile, and one of the summer's hottest products was the Sony Talkman,[™] a personal cellular telephone the size of an index card that can be worn on a belt.

Microwave communication techniques have also been vastly improved and are now the norm in many areas.

Computers

Approximately 94 percent of Japanese homes are equipped with a personal computer. The typical home computer system features 32 megabytes of user memory as well as hard copy, communications, and storage peripherals. Almost all home systems have access to one or more computer information networks. Computers are used for shopping, banking and a host of other activities, as citizens try to spend as little time as possible out in the polluted atmosphere.

Businesses now rely on supercomputers with 64-bit video co-processors, floating point co-processors, and voice recognition processors. These machines also have up to 256Mb of user memory, and multiple output option module.

Daily Life

Daily life in Japan has naturally undergone changes in reaction to the "new industrial revolution" sweeping Japan, most noticeably in the area of entertainment. Almost every home can now access thousands of recorded films and video programs via home computer. These same homes are all connected via complex interactive cable television systems that allow program viewers to communicate with the programmers and each other.

Computer-aided simulations are the latest fad in the entertainment industry. Popular titles include: *Everest* (a simulated climb of the world's tallest mountain), and *Lizard-Hunt* (a "wargame" based on the US Army's struggles against the edeinos in North America). These simulations combine traditional computer games with thousands of hours of real world laser disc video to produce thrilling adventures. And the more traditional video games have maintained their own popularity, also, with complex home units and portable systems available from a wide variety of manufacturers. *Zelda V*, a video game for Nintendo's[™] 32-bit home system, has sold more than 9 million copies in Japan alone.

The Social Axiom: 22

Socially, 3327's realm is slightly more advanced than Core Earth. This is reflected in the relatively rigid organized bureaucracies which have sprung up throughout Japan. The Japanese government has grown to twice its former size almost overnight, and Japanese businesses have implemented their own complex bureaucratic system based upon the Japanese feudal system: corporations are headed up by "daimyos" or "lords," who oversee a court of "vassals" (division heads), etc.

But despite the higher *Social* axiom rating that arrived with Nippon, most of the recent changes in the Japanese social arena have been for the worse. The increased activity by the Yakuza

and the weakening of the Japanese government, both at the High Lord's urging, have created something of a social crisis. Crime, infant mortality, unemployment, homelessness and poverty rates are all roughly three times worse than they were before 3327 arrived. Most of these problems are the result of simple economics: as Japanese industry becomes more and more advanced, laborers without the skills to match industrial developments are driven from the work force, giving rise to unemployment, poverty, and ultimately, crime. All of these problems have been made worse by the fact that the Japanese government is unwilling to do anything about them — mostly because the government itself has been corrupted by 3327's influence. Spending money on social problems would necessitate the elimination of big business incentives, which would reduce the profitability of 3327's corporations.

As it currently stands, Tokyo, Osaka and several other Japanese cities have become urban nightmares. The rates of suicide, drug addiction, and gang violence have skyrocketed, turning entire sections of certain cities into monuments to despair.

The Magical Axiom: 2

The *Magical* axiom of 3327's domain is much lower than that of Core Earth, a natural consequence of the cold rationality that pervades Marketplace and now characterizes the economic leadership of Japan.

This has had a peculiar effect upon life in Nippon, one quite the opposite of what would reasonably be expected. Much of the "normality" that Core Earthers perceive in their environment is actually due to the free-floating waves of ambient magical energy that cross the Earth cosm. Thus when a Core Earther is deprived of this energy in a setting like Nippon, everything seems "eerie" and "unusual."

In Nippon, the strangeness that Core Earthers feel manifests itself in a number of seemingly mystical fash-

ions. Nippon seems rife with uncanny conspiracies and coincidences, foes seem to appear out of the woodwork and vanish into thin air, and certain people and organizations have power that is beyond the belief of the typical Core Earther. Add to this the amazing technology that is already beyond the level of Core Earth and Japan's idiosyncratic culture and you are left with a very moody, very "eerie" locale.

The most obvious effect of the low *Magical* axiom is a strange mist which blankets the land. This mist gives all of Nippon, but particularly the cities, a grim, bizarre atmosphere, one many people have been forced to adapt to if they wish to survive.

Again, even though these phenomena seem mystical in origin, they are in fact much closer to the way things act and react in an objective reality untainted by magic. In fact, magic barely functions at all under 3327's axiom set.

The Spiritual Axiom: 8

3327's *Spiritual* Axiom is also lower than its Core Earth counterpart, and the lack of spiritual energy in Nippon is partially responsible for the "weirdness effect" described above. Again, the low value is understandable considering 3327's home cosm — there is little room for spirit in a universe governed entirely by the concepts of profit and loss.

The World Rules

In addition to the four basic axioms, each realm has a number of specialized axioms or *world rules* which further sets it apart from all other realities. In many ways, the basic axioms function as reality limits within the realm, while the world rules define how the realm works within those limits.

As with the basic axioms, anyone who crosses into Nippon immediately becomes subject to its world rules, unless he or she is surrounded by a

"reality bubble" (as described on pages 101-102 of the *Torg Rulebook*). Conversely, a character who travels from Nippon to another realm must abide by his own world rules, for that is the reality he carries within him.

The Law of Intrigue

A peculiar side effect of 3327's axiom set makes individuals and organizations in Nippon more susceptible to intrigue and deception than their Core Earth counterparts. Remember, 3327's Japan is a very dark and mysterious place. One never knows whom he can trust.

In game terms, this world rule has a number of effects:

- When using the *stealth* skill in Nippon, characters receive a +3 bonus to their attempts. The difficulty numbers of *Perception* checks intended to detect *stealth*-using characters also increase by +3.

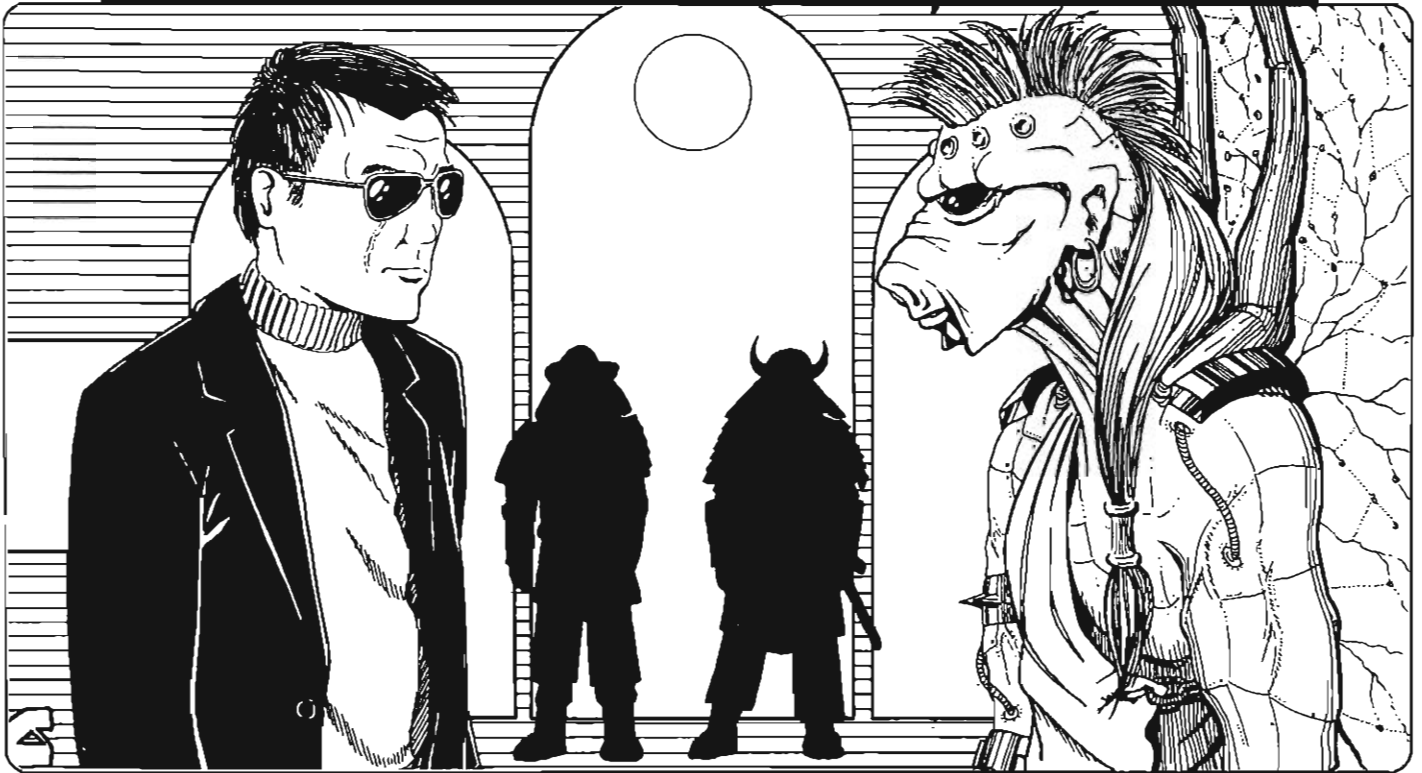
- *Charm* attempts based upon lies or deception receive a +3 bonus in Nippon. In addition, *persuasion* attempts receive a +3 bonus if their goal is to convince the target of something untrue. Possibility-rated characters receive a +3 bonus for all *trick* attempts.

- Characters using *persuasion* in an effort to bribe someone in Nippon receive a +3 bonus.

Note: attempts to bribe and deceive at the same time require two separate *persuasion* rolls. For example, Kenji wishes to bribe a guard into admitting him to a party to which he was not invited. He claims to have forgotten the invitation, and generates a *persuasion* total to deceive the guard. If he then offers the guard money to slip him in, he generates a *persuasion* total to bribe him.

Even if he fails to deceive the guard, it is possible the bribe may be tempting enough that Kenji will get his way. But in that case, the guard will know that Kenji is up to something, and might cause problems for him later.

- Using the *disguise* skill is also easier in Nippon Tech. Characters trying to penetrate a disguise using *Perception*



R. Caswell

or *find* have their success level reduced by one, i.e., a *Good* success automatically becomes *Minimal*. A *Minimal* success becomes a failure.

- Any group or organization in Nippon with more than 100 members will have at least one spy or traitor within its ranks. If the organization numbers 1,000 or more members, there will be a cell of at least 10 members conspiring to wrest control from the leaders. (This is most common within mega-corporations.) Traitors will commonly be members of a rival organization or working toward goals that are contrary to those of the group being betrayed.

Traitors within the ranks of politically unimportant or innocuous groups may be social deviants or psychopaths (i.e., somewhere within the ranks of the Japanese equivalent of the Boy Scouts there might be at least one future mass-murderer). This rule applies to both honorable and dishonor-

able organizations. There are traitors within the Rauru Block, the Sons of the Wind, the Japanese government, and the Yakuza.

- Roughly two-thirds of the game-master characters the Storm Knights meet during an adventure set in Nippon should be unfriendly, though the majority of them will pretend to be friendly. Note that unfriendly characters are not necessarily connected to 3327.

The Law of Profit

As stated above, the cosm of Marketplace is based entirely upon the concepts of profit and loss. Its axioms are specially configured to favor those with great wealth and penalize those who are poor. All of this has a rather unusual effect upon economies operating under Marketplace axioms, such as Nippon Tech.

According to the Law of Profit, goods and services cost less when purchased by those of means than when purchased by the underprivileged. "Those of means" are inhabitants with an income above that of the realm's average citizen (roughly 3,500,000 Japanese yen or 25,000 American dollars), and the underprivileged are those with an income below this figure. Characters earning more than ¥3.5 million can find goods for 10 percent cheaper than the average Japanese citizen will pay. Characters who earn more than ¥10.5 million can purchase goods at a 25 percent savings.

This law does not mean that the instant a wealthy character steps up to a cash register, all the price tags magically change. Instead, the lower prices are found in the better neighborhoods and in stores maintained by corporations for the benefit of their executives.

If a wealthy player character wishes to take advantage of the Law of Profit when purchasing goods, he may play a *Connection* card to guarantee he can find a store that will sell him what he wants at reduced prices. If he does not play a card, he will have to roleplay finding a source of goods, which may involve convincing a merchant he is indeed worth as much as he claims.

The Law of Vengeance

Finally, the Nippon Tech axioms favor those who claim vengeance for themselves. The personal avenging of a wrong done you, making use of the

“eye for an eye” system of justice, is encouraged in Nippon. It is possible that there is some connection between this situation and the high incidence of betrayal in the realm mandated by the Law of Intrigue, but no definite link has been established.

In game terms, a character who takes revenge against someone who has wronged him receives six possibilities at the end of the act in which the vengeance was exacted. In essence, the revenge subplot constitutes an adventure all its own. There are two conditions that must be met to earn the possibility reward at the end of the act:

1. The player character must be responding to a serious wrong. Punching someone back who punched you

earlier is insufficient under the Law of Vengeance. The key to determining if a particular wrong qualifies is that it must involve a significant loss: the loss of limb, loved one, fortune, honor, etc.

2. The taking of revenge cannot occur less than 48 hours after the commission of the wrong. This gives the character time to cold-bloodedly plan his actions. Gamemasters can treat a quest for vengeance as a *Personal Stake* subplot for any adventures that take place between the victimization of the character and his revenge.

Note that only possibility-rated characters can claim this “vengeance bonus.”



Chapter Five

Nippon Skills



When the area now known as Nippon Tech fell under the sway of Marketplace axioms, many things changed. Many of the residents of Nippon and Marketplace possess special skills which were not included in the *Torg* boxed set. In this chapter, you will find information on these abilities, as well as details on martial arts combat in Nippon.

Although these skills were designed for residents of 3327's realm and cosm, gamemasters may allow other inhabitants of the *Torg* infiniverse to pursue them as well.

Dexterity-Based Skills

Martial Arts

In the histories of both Core Earth and Marketplace, there came a time when a group of people, forbidden the use of weapons, were forced to defend their homes from powerful armies. With no way to obtain the strength they needed to triumph from the world around them, these wise men learned to look within and find the power to best their oppressors.

In the years since, that ability to draw on one's own spiritual strength and use it in combat has been embodied in a group of fighting styles collectively known as the *martial arts*. In this section, you will find all the rules and descriptions you need to recreate the feats of the masters of these Eastern disciplines in the world of *Torg*.

The Power of Ki

The martial arts should not be confused with judo or karate which, although they are also Oriental styles of

combat, rely more on knowledge of one's strengths and an opponent's weaknesses than the individual spirit. These are present in *Torg* under the designation *unarmed combat*.

The martial arts are combat strategies and maneuvers which cannot be separated from the philosophy of the warrior who practices them. In Core Earth, the schools of thought which gave birth to these arts were founded by a group of Chinese monks known as the "Shao-Lin," just over 1000 years ago. It was the Shao-Lin who first theorized about the existence of an amazing store of energy within each human being (which Japanese masters later dubbed *ki*) and discovered rudimentary methods for tapping these energies and redirecting them into the material world.

The Shao-Lin believed that everyone possessed some of this energy, although some people had far more than others. In fact, the energy stores of most people are far too small to master the disciplines that make up even the earliest, most primitive martial arts, which is why the number of martial arts practitioners has traditionally been small.

What the Shao-Lin did not know is that the "energy store" they had discovered was tied to the very fibers of reality itself. In fact, this power is actually the possibility energy sought by the High Lords.

It soon became apparent that, by using this energy, one could accomplish great feats. But although the Shao-Lin managed to discover possibility energy many hundreds of years ago, they never discovered an easy, efficient way of drawing upon it. The method for tapping it that they did develop has since been copied by many other disciples of the arts, and it involves the intertwining of the disci-

plines with religious symbols and beliefs. By enacting a short ritual or briefly meditating, a master can unlock his possibility energy in much the same way a shaman or priest is able to tap into the spiritual font to cast miracles.

In addition, the creation of martial arts disciplines requires a group of masters to work together closely, sometimes for centuries, and an oral tradition to pass the knowledge down through the generations.

All of this means that the *martial arts* skill and all of its powers and abilities will not function in realms or cosms where the *Spiritual* axiom rating is less than 7 (the lowest point at which rituals can produce a desired effect) or the *Social* axiom is less than 21, unless the master invokes the rules for violating axiom limits found on page 97 of the *Torg Rulebook*. The originators of the martial arts disciplines in Core Earth were able to use their *ki* energy to raise the *Social* axiom among themselves and allow them to perform these actions.

Also note that the basic methodology that drives the arts prevents non-possibility rated characters from using them. The amount of *ki* within such characters is too small for them to make use of the disciplines.

Martial arts is a *Dexterity*-based skill, and takes the place of the *unarmed combat* value when making an attack. The base damage value of a *martial arts* attack is STR+2, and the skill may be used to defend in *unarmed*, *martial arts*, *melee* and *missile* combat. When a martial artist is challenging a non-martial artist, he receives an automatic DEX+1 modifier to any relevant action.

The *martial arts* skill may be used in place of *melee weapons* or *missile weapons* skills when making an attack, but the artist will not receive the base STR+2 bonus when using a weapon. The damage value will be the user's raw *Strength* plus whatever modifier the weapons provides.

Example: Ed's character, a Son of the Wind, is attacking an opponent with a dagger. He generates a martial arts total of 14 and hits his foe, but does not automatically receive the STR+2 minimum modifier to his damage value. Instead, his raw Strength receives only the +3 modifier provided by the dagger.

Martial arts cannot be used unskilled.

Learning the martial arts is extremely difficult, so the first add in the skill costs three of a character's initial 16 skill points. Each add after that costs one skill point. If a character buys martial arts during play, the cost is three times the normal possibility cost for the first add. All other are purchased at the normal cost.

Example: Bill wants his character, a Shiki, to have martial arts as his tag skill. The first add costs three skill points, and the other two cost one point apiece, for a total of five. Bill now has 11 points left to apportion among other skills for his characters.

Styles and Training

Over the years, the wisdom of the Shao-Lin was passed down by many different soldiers and sages, many of whom went on to found their own particular versions of the martial arts disciplines. Each of these versions are known as *styles*. The moves and techniques of one style are often completely different from those of another, though many styles share similar maneuvers. The grand masters of the Sons of the Wind estimate that there are over 75 different martial arts styles currently being practiced around the world. Most of these styles were born in China, Japan, Korea, and Okinawa. Each style has its own unique name such as "monkey fist" or "Ben Ton Rai."

Martial arts users are always experts in one individual style, specified by the gamemaster. In *Torg*, a style consists of a few special requirements, eight maneuvers, and eight training methods, all of which can be chosen from the lists below, or new ones can be created to suit the campaign. The gamemaster may require that all martial artists in her campaign practice the same style, or she can create as many different styles as time and desire allow. A number of sample styles can be found at the end of this chapter.

Styles can be learned in any order, but all maneuvers in a style must be mastered before a martial artist can study another, i.e. a Storm Knight studying the Red Lotus style would

have to learn all the maneuvers contained therein before he could begin learning those in the Seda Chen style.

Also, not every practitioner of a style is adept at all of the maneuvers and abilities that are a part of it. Gamemaster character martial artists are given any maneuvers and abilities the gamemaster feels are appropriate. Storm Knights with the *martial arts* skill must undergo training to learn their abilities.

Before play begins, each prospective martial artist is allowed six "years" worth of training. During each of these years, she may attempt to become proficient at one of the maneuvers included in her discipline.

Example: Sun Tzu is investing her six years of training in learning maneuvers in her chosen style, Red Lotus. If she passes a test per "year," she will begin the game having mastered the first six maneuvers contained in that discipline.

In order to learn a maneuver, the Storm Knight must successfully complete its particular training exercise, a type of test. If the Knight passes the test, she learns that discipline. Prior to the start of play, failing a test means the Knight must attempt to learn the maneuver during the next available "year" (if any). Once play has begun, however, failing a test means the Knight cannot take another one until she gains an additional *martial arts* add.

Tests can be taken any time a Knight gains an add in *martial arts*. One possibility can be expended per test, but no cards may be played during testing that takes place prior to the start of play or between game sessions. If taking a test is part of an adventure, then one possibility and the martial artist's cards *only* may be used in an attempt to pass.

Note that a style's maneuvers must be learned in order, beginning with the minor disciplines and working all the way up to the master disciplines. Once a Storm Knight has expended the six "years" available for training, she is ready for play, whether she managed to learn all available maneuvers or not. Any maneuvers that were not learned before play begins can be acquired later, as explained above.

Example: Prior to the start of play, Taka is learning Red Lotus style of martial arts. His first available maneuver is the strike. The training exercise for that maneuver is the board break. In order to successfully complete this training, Taka must generate a martial arts total of 9. If he succeeds, he learns the maneuver. If not, he must spend his second year attempting to pass the board break test, since he cannot learn any other maneuvers until he has mastered strike.

The Maneuvers

Martial arts maneuvers are divided into three categories: minor disciplines, major disciplines, and master disciplines. Each style includes five minor, two major, and one master maneuver.

A style's maneuvers are always listed in a set order with the minor disciplines preceding the majors, and the majors preceding the master. This is the order in which the disciplines must be learned during training.

Each of the standard maneuvers is described below. The gamemaster should feel free to supplement these maneuvers with creations of his own, taking care to make sure that all new maneuvers are appropriately classified (i.e., weaker maneuvers are classified as minor disciplines, more powerful maneuvers are classified as master disciplines, etc).

The game effects listed below apply to combat with both martial artists and non-martial artists. **All damage values listed include the base STR+2 bonus.** Also be aware that, unless otherwise specified in the maneuver description or with the benefit of a *flurry* card, a character can never use two *martial arts* maneuvers during the same combat round.

Minor Disciplines

Block/Strike: this maneuver allows the practitioner to both block an opponent's blow and strike himself in a round. In game terms, this means the martial artist can use his skill to deflect an *unarmed combat*, *martial arts*, *melee*

or *missile* attack, and launch a *martial arts* attack in the same combat round. During *flurry* rounds, a character employing this maneuver blocks once and throws two blows.

To successfully perform a *block/strike*, two *martial arts* totals must be generated. The first would have a difficulty number of the attacker's combat skill (i.e., *unarmed combat* if he is throwing a punch), and success would allow the martial artist to block the blow. The second would concern the *strike*, and would have an opposing value of the opponent's relevant defensive skill.

Crushing Block: the *crushing block* is similar to the *block/strike*, save for the fact that it cannot be used against a *missile weapons* attack. The key to the maneuver is avoiding an incoming blow and then striking the opponent with great force.

To successfully perform this maneuver, the martial artist must prevent an opponent's blow from landing by using his *martial arts* skill to defend. Anyone launching an unsuccessful *martial arts*, *unarmed combat* or *melee weapons* attack upon a character employing the *crushing block* suffers damage equal to the martial artist's STR+3.

Dagger Dance: this maneuver can only be performed when carrying a dagger or sword. The martial artist leaps, spins, and lands in a combat stance, all the while manipulating his blade so that light reflects off its surface. The difficulty number is the target's *maneuver* skill, and the result of a successful performance of the *dagger dance* can be found on the *maneuver* column of the Interaction Results Table (see page 40 of the *Torg Rulebook*).

If the martial artist fails at the *dagger dance*, he will be *confused* for the next round.

Disarm: this maneuver involves using an opponent's own force against him to cause him to drop a weapon. When performed successfully, the martial artist catches hold of his foe's arm and twists it backwards until the weapon is released. The damage value of this attack is the **target's** STR+2, and the weapon falls to the ground not

more than one meter from the site of combat.

Dragon Flight: the dragon flight discipline involves a series of extremely rapid movements intended to disorient a foe. It adds a +1 bonus modifier to the martial artist's *Dexterity* or *maneuver* skill. If successful, the opponent will suffer the effects found on the Interaction Results Table, as well as being unable to *aim* the following round.

Drop Kick: the martial artist drops to the floor and uses his legs to propel a charging opponent over him and throw him a maximum distance of five meters. (Distance is determined by the attack's success level — *Minimal*, one meter; *Good*, two to three meters; *Superior*, four meters; *Spectacular*, five meters).

To calculate the damage from a *drop kick*, add the target character's weight value to the distance value thrown. Roll a bonus for the damage value and generate a damage total.

Whether or not the maneuver is successful, the martial artist employing the *drop kick* must spend the next round rising, unless he possesses the *instant up* maneuver.

Example: Cho drop kicks a *Yakuza enforcer*. The enforcer weighs 102 kilos (weight value of 12) and is thrown five meters (distance value of 4). The damage value is 16. The gamemaster rolls a 9 for a bonus of -1. The damage total is 15.

The target of a successful *drop kick* must spend his next round getting up (unless he knows the *instant up* maneuver). *Drop kicks* cannot be used in two consecutive rounds.

Entangle: a complex maneuver, *entangle* is a combination of a *sweeping kick* and a *throw*. Successful performance results in an opponent suffering a *knockdown* result, one so severe that two rounds are required for the target to rise again. Martial artists who possess the *instant up* maneuver can recover from an *entangle* in one round.

Feint: this is a fake punch or kick that is intended to force the opponent to commit his defenses, opening up a much more effective target.

During the round the martial artist announces a *feint*, she can make no attacks nor can she *dodge*. A feint is considered an attempt to *trick*, and to be successful, the martial artist's roll must beat a difficulty number of her opponent's *trick* or *Perception*. If the *feint* works, the martial artist automatically gains the initiative in the next round.

Felling the Oak: a devastating blow, *felling the oak* involves chopping with both hands at the opponent's sides below the rib cage. Such an attack has a damage value of STR+4. This maneuver can also be used as a *vital blow* attack, as it can do damage to the kidneys and other internal organs if performed properly.

Heart Punch: probably the most potent minor maneuver, an attempt to throw a *heart punch* should be treated like a *vital blow* (acting value reduced by -8, damage value of STR+6). If a *heart punch* is thrown successfully, the target not only takes damage, but is considered to be *setback* for the next round.

Instant Up: martial artists who have mastered this ability can instantly spring to their feet after suffering a *knockdown*. Doing so is automatic and instantaneous, and does not consume a round.

Ki Punch: this is a single punch in which the martial artist invests a great deal of his spiritual power. The martial artist can make no attacks of any sort in the three rounds following the throwing of this punch (while his strength is being restored), but may *dodge*, *test*, *trick*, *taunt* and *intimidate*.

If the *ki punch* is landed successfully, the martial artist does STR+5 damage to his target.

Kick Disarm: this maneuver allows the martial artist to kick a weapon or piece of equipment out of an opponent's hands. Conduct an attempt to do so as a normal *martial arts* attack, substituting the target's *Strength* for his *Toughness* when calculating levels of success. If the attack receives a *Good* success or better, the target is disarmed (roll the die — the resulting number equals the number of meters the weapon has flown in a random direction).

The target of a *kick disarm* does not suffer any physical damage from the attack.

Leaping Kick: this is a powerful springing kick. A martial artist who successfully performs a *leaping kick* does STR+4 damage.

A martial artist cannot perform *leaping kicks* in consecutive rounds.

Lightning Fist: martial artists who have mastered this discipline can make two *martial arts* attacks in the same round, on the same or different targets. If performed against a single target, only one total need be generated (the same bonus can be applied to both strikes). If there are two separate targets, a total must be generated for each attack.

Lightning fist may not be used in consecutive rounds, and may never be used during *flurry* rounds.

Missile Dodge: this discipline enhances a martial artist's ability to avoid arrows, spears, knives, and other muscle-powered missile weapons. *Missile dodge* can be used for either passive or active defense, and provides a DEX+2 bonus to efforts to sidestep an incoming attack.

Missile dodge can only be employed against *missile weapon* attacks.

Sacrifice Kick: this is an all-out running leap at a target. At the end of the leap, the martial artist launches a powerful kick at his target, and then falls to the ground. As with any *all-out attack*, the martial artist receives a +3 bonus to his acting value (*martial arts*) and a +1 bonus to his damage value (for a damage value of STR+3). During the round in which a *sacrifice kick* is performed, any blows aimed at the martial artist receive a +3 bonus to their acting and damage values.

If the *sacrifice kick* is used as part of a *vital blow* attack, the martial artist suffers a -5 penalty to his *martial arts* value and receives a +3 bonus to his damage value. Attacks made against the martial artist in the round have the same effects listed above.

Whether the maneuver is successful or not, the martial artist falls to the ground at its conclusion and is considered to have suffered a *knockdown*. He must spend a round rising to his feet, unless he possesses knowledge of the *instant up* maneuver.

Serpent's Coils: this discipline is designed to aid martial artists in avoiding damage from *missile weapon* or *fire combat* attacks. As an active defense, *serpent's coils* adds +3 to a character's *Dexterity* or *dodge*.

Shout of Warning: the martial artist assumes his combat stance, curls his hands into weapons, and emits a piercing shout. Though the acting value is *martial arts*, the difficulty number of the maneuver is the target's *intimidation* or *Spirit*. If successful, the target is *unskilled* for the next round.

Spring Attack: this is a sudden punch or kick aimed at catching an opponent off-guard. Martial artists who have mastered this discipline automatically receive initiative in the first round of a battle, and receive the benefits of *normal surprise* (see page 79 of the *Torg Rulebook*). After the first round of battle, treat the *spring attack* as a standard *martial arts* blow.

Stone Fist: this discipline allows the martial artist to focus his energies into his fist for a telling blow. If the punch finds its mark, the martial artist causes STR+4 damage to his target.

Stop Thrust: for use as an *active defense* only, this maneuver involves the martial artist thrusting his fist out to block a charging opponent (one making a *melee*, *martial arts*, or *unarmed attack*). If successful, the foe takes no physical damage but is considered to be *unskilled* for the next round.

Strike: this is a basic maneuver, relatively easy to master. While it does not have the awe-inspiring appearance that a *whirling attack* or a *leaping kick* might have, it is a swift and efficient way of downing an opponent.

Stunning Attack: this maneuver gives the martial artist the skill to attack a target and cause *stun damage*. A martial artist attempting a *stunning attack* receives a +2 bonus to his *martial arts* value, but does not do as much damage as he would with another blow.

A successful *stunning attack* does shock and KO damage as a standard blow would, but when checking for the effects of the blow, ignore a *knockdown* result, treat a *wound* result as a *knockdown*, and any #Wnd result has the number reduced by one.

Example: *A Son of the Wind* launches a successful stunning attack on a ninja. The attack does 10 points of damage, which would normally be a Wnd K4. However, since a stunning attack was used, the damage is reduced to a Knockdown K4.

Sweeping Kick: This maneuver involves kicking an opponent's legs out from under him, resulting in a *knockdown*. The martial artist receives no bonuses for this maneuver, but if successful, the target must spend the next round getting to his feet, unless he knows the *instant up* maneuver.

Throw: this permits a martial artist to grasp and throw a target. Treat a *throw* as a *martial arts* attack for the purposes of securing a hit. If the attack is successful, the martial artist can throw the target up to five meters in any direction. To determine the distance thrown and the amount of damage done, use the *drop kick* rules above.

A thrown target must then spend his next round standing up (unless he has mastered the *instant up* discipline). A martial artist cannot conduct *throw* attacks in two consecutive rounds.

Weakness Probe: this discipline gives the martial artist the ability to study an opponent and look for weak points in his defense. To use a *weakness probe*, the martial artist spends a round studying his or her opponent (no actions other than *dodge* are allowed during this round). At the end of the round, he then generates a *Perception* total against a difficulty number equal to the target's *unarmed combat* or *martial arts* action values (if the target has neither of these skills, use his *Dexterity* instead). If this roll succeeds, the martial artist can attack the target in the next round with a +1 bonus to his *martial arts* value and a +3 bonus to his damage value.

If the *Perception* roll fails, the martial artist receives no bonus, though he can continue to probe for weaknesses in future rounds. Once found, a weakness gives the martial artist the bonus modifiers on one attack only, though he can then probe for another weakness to gain the bonuses again.

A successful *weakness probe* can allow a martial artist to strike a *vital blow* at an unfamiliar creature (see page 77 of the *Torg Rulebook*).

Weapon Break: *weapon break* is used in conjunction with a normal *dodge* maneuver. Anyone using a melee weapon to attack a martial artist employing a *weapon break* maneuver risks having the weapon broken.

If the *melee weapons* attack fails, the weapon is automatically attacked with a damage value equal to that of a standard martial artist blow (STR+2). If this results in a *Good* success or better against a difficulty number of the weapon's *Toughness*, the weapon is snapped in half, rendering it useless.

The Major Disciplines

Detect Lie: martial artists who have mastered this discipline can tell whether or not someone is telling them the truth. The game effect of this is a +4 to the acting value of the martial artist on a *Mind* or *willpower* roll when someone is attempting to deceive them with *persuasion*.

Hail of Blows: use of the *hail of blows* maneuver grants the martial artist the equivalent of a *haste* action in two consecutive rounds. It is so named because conceivably an attacker could strike four blows in two rounds using this discipline.

Calculate damage in a single round as per the rules listed above under *lightning fist*. In the round following the completion of the hail of blows maneuver, the martial artist who performed it will be *unskilled*, and will also suffer from *fatigue* owing to the amount of energy expended to accomplish the feat.

Healing: masters of the *healing* discipline know how to brew primitive healing solutions from just about any available herbs and spices. These solutions take approximately four and a half hours to blend, but automatically reduce a heavy wound down to a light wound, and a light wound down to no damage (they have no effect upon incapacitations). Since the healing potions lose their potency after 15 minutes, a martial artist cannot brew several and carry them around with him. This discipline provides a +2 bonus to the practitioner's *Mind* value when attempting to create such a potion.

Flashback: when combined with the *meditation* skill, this discipline allows a martial artist to reflect back upon her training, looking for the solution to a current problem or dilemma. This doubles the contemplation bonus received from *meditation*, and at the gamemaster's discretion, may or may not result in a cryptic hint regarding how to resolve the situation.

Flashback is always an approved action. To search your memories in combat, generate a *meditation* total against a difficulty number of the opponent's *Dexterity* or *martial arts* skill. If successful, the character must relate his flashback to the gamemaster, who should treat the situation in the same manner as the playing of an *idea* card.

Only passive defense actions can be taken by a character in a round in which he employs a *flashback*. This discipline cannot be used by a character who does not possess the *meditation* skill.

Invisibility: masters of this discipline can sneak around unseen so successfully that many observers would swear the martial artists have the power to turn invisible. The secret to this miraculous feat involves emptying the mind of awareness of one's own existence, as a result of which others do not notice your presence. All styles that make use of this ability have *stealth* as a required skill.

Anyone mastering the art of *invisibility* gains a +4 bonus to her *stealth* value, but suffers a -2 penalty to all *Perception* and *Mind*-related skills.

Iron Fist: this is a more powerful version of the *stone fist* discipline described above. This blow delivers a damage value of STR+6 to the target. *Iron fist* cannot be used in conjunction with *stone fist* to gain a +10 bonus — they can only be used as separate and individual maneuvers.

Jump: this ability allows the martial artist to make amazing leaps through the air. Anyone mastering this discipline receives a +3 bonus to his *long jumping* action value.

Poison Immunity: masters of this discipline have a greater immunity to both natural and artificial poisons of all types than do others. When calcu-

lating damage from a poison attack, add +3 to the martial artist's *Toughness*.

Once learned, this ability does not require conscious thought to come into play. Thus it is impossible to take a master by "surprise" and poison him.

Self-Instruction: martial artists who have mastered this discipline can, during play, teach themselves any maneuvers associated with their style that they were unable to learn during the six-year training period. Complete guidelines for self-instruction can be found below.

Spirit Shout: a master of this discipline can emit a powerful shout once per day that attacks anyone or anything directly in front of the user. The acting value of the *spirit shout* is the user's *martial arts* value +3, and the damage value is equal to the user's *Spirit* value +3. The *spirit shout* has a range of 1-3/5/10 meters. Unleashing such a shout automatically inflicts five points of shock damage upon the martial artist.

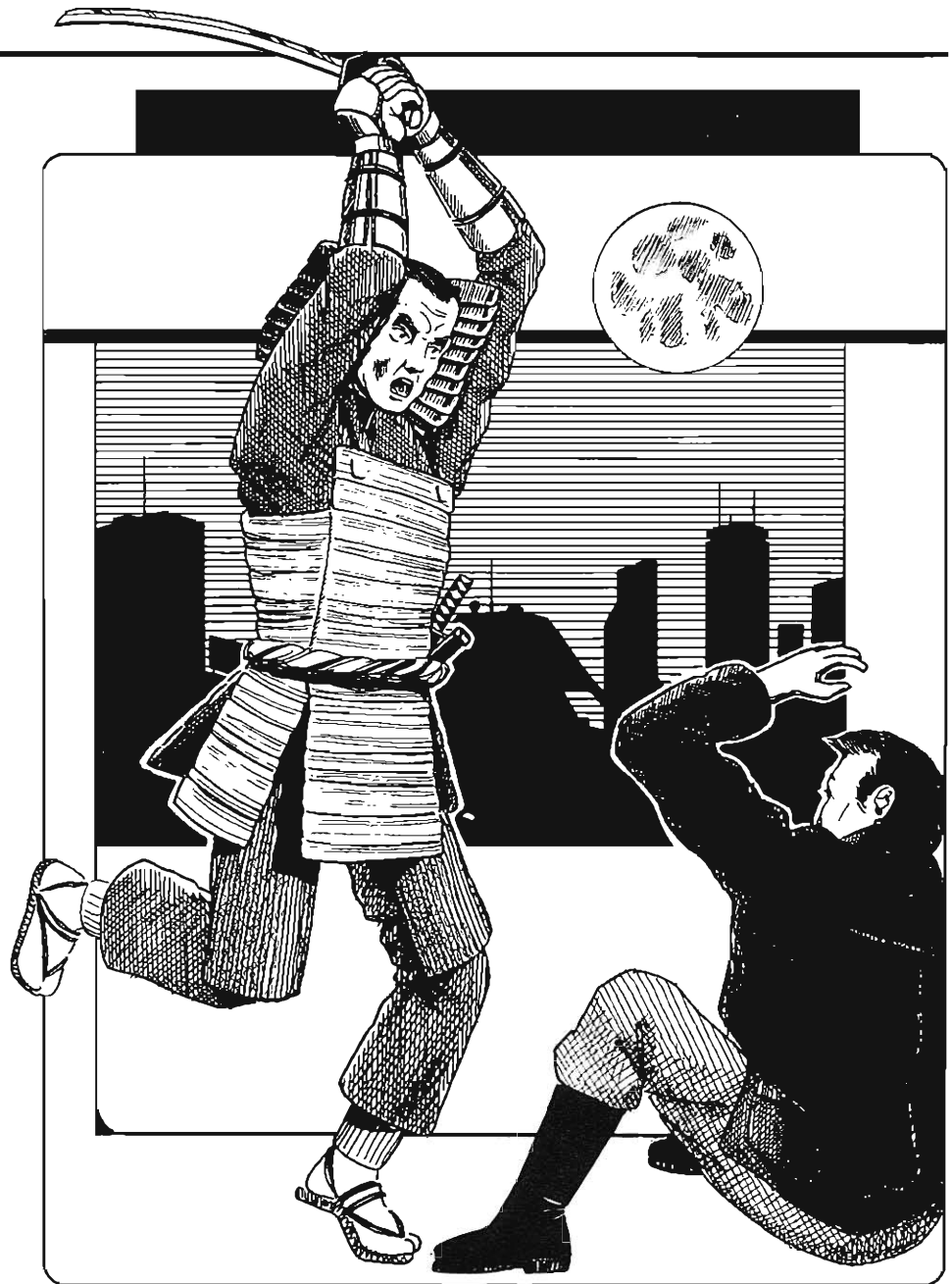
Weapon Master: acquiring the *weapon master* discipline allows the martial artist to select a single melee or missile weapon and become an expert at its use. The weapon master receives a +2 bonus to his acting value (*martial arts*) when fighting with the weapon in question.

Whirling Attack: by using this discipline, the martial artist can launch a whirling, flailing attack upon any or all in her immediate vicinity. The attack affects anyone within four meters of the practitioner, and the martial artist can direct it against enemies while sparing allies. The user of a *whirling attack* does not suffer a multi-action penalty — all of the targets are considered to have been attacked separately, and suffer full damage (STR+2) if struck.

Whirling attacks cannot be performed in consecutive rounds.

The Master Disciplines

Unlike minor and major disciplines, master disciplines cannot be used at any time the martial artist desires. Each master discipline costs a certain number of possibilities to use. In order to invoke the discipline, the martial art-



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ist must immediately forfeit this number of possibilities.

Cyclone Attack: this is a rapid spinning attack that allows the martial artist to individually attack many opponents in a single combat round. By expending two possibilities, the martial artist can whip herself into a fury and attack up to five opponents. Like the *whirling attack*, the *cyclone attack* does not result in a multi-action penalty.

A character employing a *cyclone attack* receives a +2 bonus to his *martial arts* value and does STR+4 dam-

age to those he strikes. In addition, his foes suffer a -2 penalty to their *martial arts*, *unarmed combat* or *Dexterity* skill (depending on which one they are using to try and avoid the blow).

Death Touch: this extremely powerful (and extremely dangerous) discipline allows the martial artist to induce vibrations in an opponent's internal organs which will eventually cause death. Invoking a *death touch* attack costs the martial artist four possibility points, whether the attack strikes the opponent or not (resolve

the *death touch* as a normal *martial arts* attack).

If a *death touch* hits, use the attacker's *martial arts* damage value to generate a damage total as usual. The victim must now make a *Toughness* roll against a difficulty number of that damage total. If the *Toughness* roll succeeds, the target does not suffer any ill effects. If the *Toughness* roll fails, the target suffers the equivalent of 15 points of damage (a 4Wnd KO 15 if he is an Ord, a 3Wnd KO 5 if he is possibility-rated). In the latter case, the target will die within 20 rounds if he does not receive medical attention.

Example: Master Chen is attacking a possibility-rated Yakuza assassin with a death touch. Chen pays his four possibilities and rolls to hit as though it were a normal martial arts attack. Chen hits and generates a damage total of 17. The assassin (Toughness of 10) must now make a Toughness roll against a difficulty number of 17 or suffer damage. The assassin rolls a 13, giving him a Toughness total of 11, a failure. Since he is possibility-rated, the assassin suffers 3Wnd KO 5 from the attack.

Any martial artist using a *death touch* is himself attacked by the lethal vibrations. Generate a damage total using the attacker's *martial arts* value against a difficulty number of his *Toughness*. The number of result points is equal to the number of shock points the martial artist takes as a result of using the *death touch*.

Example: Chen now rolls an attack on himself, using martial arts as the base. He generates a damage total of 15. Since his Toughness is only 8, he sustains seven points of shock damage.

Long Life: unlike the other master disciplines presented here, "long life" does not cost any possibilities to use. A martial artist who has mastered this discipline will not die of natural causes for hundreds of years. His life span will extend a number of years equal to his or her *martial arts* skill value x20 (i.e., a *martial arts* value of 15 is 300 years).

The game effect of this is a +10 bonus to *Toughness* when attempting to resist the effects of a natural disease.

Note that this discipline does not protect the master from the other possible effects of aging (a loss of some *Dexterity*-related skills, etc.) nor does it make him immune to harm. He can still be killed by poison, a high fall, in combat, or in other unnatural manners.

Power Shout: this discipline is similar to the major discipline *spirit shout* listed above, only much more powerful. The power shout attacks everyone directly in front of the martial artist and no more than 15 meters away. The acting value of *martial arts* receives a +5 bonus, and the damage value, the attacker's *Spirit*, also receives a +5 bonus. Each *power shout* costs the martial artist two possibilities.

Thunder Kick: this is an extremely powerful leaping kick. The martial artist receives a +5 bonus to his damage value when using a *thunder kick*. Each use of the *thunder kick* costs one possibility.

True Invisibility: this is a more powerful form of the major discipline *invisibility*. The effect is produced in the same manner, with the difference that the user receives a +5 bonus to his *stealth* value, and does not suffer a penalty to his *Perception* or *Mind* skills. For every ten minutes during which he remains invisible, the martial artist must generate a new total. If he should fail a roll, he abruptly becomes visible to others again.

Each use of *true invisibility* costs two possibilities.

Wind Running: masters of the *wind running* discipline can run at great speeds, giving the impression that they are not touching the ground. Martial artists who are proficient at *wind running* can exceed the Core Earth character limit for running by +2 without rolling for a power push, giving them a value of 12. This means they can run at a speed of roughly 200 meters per round.

In addition, the master receives a +2 bonus to his *dodge* and *maneuver* skills while *wind running*. The master must spend one possibility for every 15 minutes of game time spent using this discipline.

Training

Like the disciplines, there are three broad categories of training methods: minor training, major training, and master training. Minor training methods correspond with minor disciplines, major training methods with major disciplines, and so on. For each discipline the martial artist wishes to learn, the gamemaster selects a training exercise from the corresponding list. In order to master the maneuver, a Storm Knight must successfully complete the exercise. Only those characters with the *martial arts* skill can attempt to learn disciplines by taking these tests.

Note that these rules do not mean that a potential martial artist must spend an entire year of her life attempting to snatch a pebble from the hand of the master, or walking across floating logs. Presumably, if she attempts the test and fails, she will spend time developing her inner discipline before retaking the test. Passing the test is a signal that the martial artist has learned the maneuver; it is not the exercise which actually teaches it to her.

Note also that while attempting these tests, the martial artist may spend only one possibility on any given test, and may or may not be allowed to make use of her cards (see above). Martial artists are allowed extra rolls on results of 10 or 20.

Again, the list of training methods presented here is by no means exhaustive. Gamemasters should feel free to create their own.

Minor Methods

Board Break: to signal that he has learned the corresponding maneuver, the martial artist must break a wooden board in half with his fist or foot. To break the board, the student must generate a *martial arts* total of 9.

Bucket Walk: in this test, the martial artist runs up a steep hill carrying full containers of water at the end of her outstretched arms. The trainee begins with tiny cups and graduates to pitchers, pails, and buckets. To pass the final test, the martial artist must carry two large buckets in each hand with-

out dropping her arms once for the duration of the run. This requires a *Strength* total of 9 to accomplish successfully.

Cherry Blossom: to successfully complete this test, the martial artist must pluck a cherry blossom from the waters of a small pond without causing a disturbance in the liquid. This requires a *martial arts* total of 11.

Count the Grasses: passing this test requires the martial artist to count the blades of grass in a field. This requires a *Perception* total of 12 to accomplish successfully.

Log Run: in this test, the martial artist must run across a series of small logs floating in a river. To pass the test, she must cross the entire river without falling in the water. This requires a *Dexterity* total of 9.

Lure Lark: successfully completing this test requires the student to empty his mind of all thought and so dampen his aura. If he is successful in doing this, a lark will alight upon him, not recognizing him as another living creature. This requires a *Mind* total of 11 to accomplish.

Memory: to complete this test, the martial artist must memorize lengthy portions of ancient religious scrolls. This requires a successful *Mind* total of 9.

Pebble Snatch: in this test, the pupil attempts to snatch a pebble from the hand of his master, and it is much more difficult than it sounds. The pebble snatch requires a *Dexterity* total of 10.

Rabbit Chase: this is another test of the student's quickness. A rabbit is unleashed at one end of a long field. To pass the test, the student must successfully run down the rabbit and pick it up overhead. This requires a successful *Dexterity* total of 10.

Riddle of the Candles: this test requires the student to enter a carefully mirrored room. In one portion of the room, a lit candle is placed. To pass the test, the student must choose the real candle from all its hundreds of reflections and knock it over. The student only gets one choice. If he selects a reflection instead, he has failed. This requires a successful *Perception* total of 9.

Water Test: in this test, the student holds his or her breath and dives underwater in a pond with a large turtle. To pass, the student must stay underwater as long as the turtle remains submerged. This requires a *Toughness* total of 10.

Major Methods

Arrow in the Air: the martial artist must pluck from the air an arrow which has been fired at him. This requires a successful *martial arts* total of 13. Failure means the arrow strikes the martial artist (the arrow has a damage value of 12).

Blind Log Run: this is the same as the log run minor method, but this time, the student runs across the logs blindfolded. This requires a *Dexterity* total of 12.

Break Brick: to pass this test, the student must smash a brick with her hand, foot, or fist. To break the brick, the student must generate a *martial arts* total of 12.

Catch Pigeon: this test is similar to the rabbit chase described above, only a pigeon is the quarry. A successful *Dexterity* total of 12 completes this test.

Immobility Test: in this test, the student tenses all the muscles in his body and stand perfectly still. The master then strikes the student, first with his fist, then with his foot, and then with a board. To pass the test, the student must remain completely immobile through all three blows. Flinching even a fraction of an inch constitutes failure. This requires a *Toughness* total of 12.

Parry Staff: the martial artist is blindfolded and given a staff. His master then attempts to strike him with a staff and the student must parry the blow. The purpose of the test is to teach the student to rely on senses other than sight in combat, and requires a *Perception* total of 10 to complete successfully.

Note: if this test is taken by a martial artist who has mastered the *self-instruction* discipline, the challenge is to stand beneath a tree and, blindfolded, strike a falling leaf with a staff.

Rice Paper Test: in this traditional exercise, the student must attempt to walk across three meters of rice paper without leaving a trace of her move-

ment. Leaving the slightest impression in the paper is considered failure. This requires a *Dexterity* total of 13.

Master Methods

Appreciate Sunrise: to complete this test, the master sits out and watches the sunrise every morning until she feels one with nature. This requires an ability to be at peace with one's self and the world around one, and a successful *Spirit* total of 13 to accomplish.

Break Steel: to pass this test, the student must smash a steel plate with her hand, foot, or fist. To break the plate, the student must generate a successful *martial arts* total against a difficulty number of 13.

Conquer Death: for this test, the martial artist ingests a strong poison which leaves her at the brink of death. The measure of success is survival, and failure can have permanent consequences. Passing the test requires a *Toughness* total of 13. Unlike all other training methods, a master IS allowed to spend more than one possibility to augment her *Toughness* roll during this test. If the test is failed, the student takes 3Wnd KO5, and must obtain medical attention or die within 20 rounds.

Conquer Fear: the student must allow himself to be exposed to that which he fears most, no matter what it may be. He must then face that fear and defeat it to signal his mastery of the corresponding discipline. This requires a successful *Mind* total of 12.

Write a History: to pass this test, the master must write a complete and detailed history of his style. A *Perception* total of 13 is required to complete this test.

Learning Maneuvers During Play

Any maneuvers that a martial artist fails to learn during the six year "pre-game" training period, she can learn during actual play. Any time the martial artist improves her *martial arts* value using the skill improvement rules found on page 20 of the *Torg Rulebook*, she can attempt the test for



another maneuver. If she succeeds at the test, she immediately learns the maneuver. If she fails the test, she must wait until the next time she raises her *martial arts* value before trying again.

In order to take a training test, the martial artist must seek out a master of her style. Exactly where the master is located and how hard it is to find him is up to the gamemaster, based upon the needs of his campaign. Once the test has been completed (whether successfully or not), the martial artist may again leave the master and needn't return unless she wishes to take another test in the future.

If a martial artist has mastered the major discipline *self-instruction*, however, she need no longer seek out the master to administer new tests. These martial artists are capable of administering all future tests on their own. Gamemasters who design styles featuring the *self-instruction* discipline may want to adjust their choice of training exercises for those styles accordingly (i.e., no "immobility test" after the student acquires the *self-instruction* discipline since there is no longer a master to actually strike the student, etc).

Unlike most skills, *martial arts* is very difficult to acquire once play has begun. Almost all Storm Knight martial artists begin play with the *martial arts* skill. For a non-skilled character to acquire *martial arts* during play, she must first find the master of a style and then spend the next year training with that master for at least ten hours a day. At the end of the first year of training, the character may purchase the *martial arts* skill and may make an attempt to acquire the first maneuver of her style. From that point on, she may leave the master and acquire new maneuvers using the guidelines for acquiring maneuvers during play detailed above.

Special Requirements

When designing a style, the gamemaster should feel free to invent all sorts of special restrictions and requirements which martial artists must meet in order to practice that style. Many styles have required skills, for example, which practitioners must

purchase before training (*meditation*, *stealth*, and various weapons skills are common). Others prohibit their practitioners from acquiring certain skills (*fire combat* and *science* are most common in this regard). Still other styles have more unusual requirements: vows of celibacy, mandatory dress codes or weapon choices, etc.

A martial artist who voluntarily breaks one of his special requirements automatically loses all of his *martial arts* adds and all maneuvers he has learned. To become a martial artist again, he must take up a new style and begin from scratch using the rules for acquiring *martial arts* maneuvers during play.

One special requirement shared by all *martial arts* styles is the inability to refuse a fair "duel" (see "Martial Arts Duels," below).

Fighting With Martial Arts

In addition to providing characters with an opportunity to learn exotic and potent combat maneuvers, the *martial arts* skill also serves as a modified version of the *unarmed combat* skill.

When engaged in hand-to-hand combat, all martial artists may use their *martial arts* value as their acting value (with a DEX+1 bonus when fighting a non-martial artist). Any attacks that hit have a damage value equal to the practitioner's *martial arts* damage value. To find a martial artist's damage value, start with his base STR+2 bonus, and then add any bonus provided by the maneuver he is performing and the bonus generated on the *Torg* chart.

Note: Damage values listed under maneuvers above include the STR+2 bonus.

Example: Hokuto has a martial arts skill value of 12 and Strength of 9, and is attempting a martial arts attack using the felling the oak maneuver. He rolls a 9, for a bonus of -1 on the chart, and generates a total of 11 to hit. The attack is successful — the maneuver has a damage value of STR+4, and with the -1 bonus modifier from the die roll, a total of STR+3 damage is done.

Martial Arts Duels

One of the rules that has been incorporated into every *martial arts* style dating all the way back to Shao-Lin holds that any martial artist who encounters another martial artist has a right to challenge her to a "Grand Duel" to the death. The martial artist who has been challenged has no choice but to accept it. If she declines, she is treated as though she failed to uphold a special requirement, as detailed above.

As in antiquity, duels in Nippon are fought to settle long-standing disputes or arguments. Now that many members of the Sons of the Wind have turned traitor and joined the ranks of 3327's operatives, and other wielders of the martial arts from cosm and realm have set themselves against each other, duels have become a frequent occurrence.

A *martial arts* duel is distinctly different from other forms of combat using this skill. A duel must be declared in the form of a challenge, and must be accepted. Etiquette forbids the use of weapons in a duel, and also states that one's allies cannot provide aid in such a circumstance. Violation of either of these tenets will result in the martial artist losing his skill adds and maneuvers.

Save for the rules listed above, *martial arts* duels can be run in the same manner as standard *Torg* unarmed combats, even within the framework of a larger, ongoing battle. The two martial artists will restrict their combat to each other until one or the other is defeated.

All card results apply to the duelists as well as other participants in a fight. The only case in which conflict lines may not always have their normal effects on play is the *flurry* result, due to the fact that certain maneuvers, such as *lightning fist*, cannot be used in such rounds. When conducting a *martial arts* duel, it would be wise to make note of which maneuvers cannot be used in consecutive rounds and make sure the players are aware of them to avoid confusion.

Approved actions can also be used during *martial arts* duels. For instance, a combatant may wish to spend a round taunting his opponent — an *unskilled*

result when battling a martial artist can tilt the odds decidedly in your favor.

All possibility costs for the use of master disciplines continue to apply in duels, and damage can be dispelled by characters in the same manner as in regular combat.

Cards can be played as usual during *martial arts* duels, with one exception: a martial artist cannot trade cards during a duel, but must use only those he has earned, since a duel must be won or lost on your own. Accepting aid in resolving a duel is dishonorable and will violate the tenets of most styles.

A duel continues until one combatant is defeated, or surrenders. If a combatant surrenders, his opponent has the right to decide his fate (life or death), or ask a boon of him (perhaps a piece of information the victor has been seeking). A martial artist will not lose his *martial arts* skill adds if he loses a duel, but will lose them if he convinces his opponent to lower his guard by surrendering, then strikes at him.

Normally, martial arts duels are considered to be to the death, but there have been instances when they have been used as "introductions" between potential allies, and a victor has been proclaimed based on the scoring of a KO.

Sample Martial Arts Styles

NINJUTSU

Maneuvers

1. Minor — block/strike (training: board break)
2. Minor — lightning fist (training: rabbit chase)
3. Minor — stun attack (training: bucket walk)
4. Minor — missile dodge (training: pebble snatch)
5. Minor — felling the oak (training: cherry blossom)
6. Major — invisibility (training: immobility test)
7. Major — weapon master (training: break brick)
8. Master — true invisibility (training: appreciate sunrise)

Requirements: practitioner must have the *stealth*, *lock picking*, and *prestidigitation* skills. Practitioner must also take an oath of secrecy — divulging the secrets of the style or revealing the true identity of another practitioner instantly causes the erring master to forfeit all his *martial arts* skill adds and maneuvers.

Comments: This style originated in Japan approximately 500 years ago. Its practitioners are commonly called "ninja," and act as highly paid assassins.

For drawbacks connected to use of the ninjutsu style, see Chapter Three, "The Realm."

RED LOTUS STYLE

Maneuvers

1. Minor — strike (training: board break)
2. Minor — kick disarm (training: memory)
3. Minor — ki punch (training: riddle of the candles)
4. Minor — drop kick (training: water test)
5. Minor — sweeping kick (training: log run)
6. Major — healing (training: catch pigeon)
7. Major — iron fist (training: break brick)
8. Master — cyclone attack (training: conquer fear)

Requirements: practitioners must have the *meditation* skill.

Comments: This is another Japanese style. It was developed by a group of renegade Shinto priests who lived in a sacred grove south of Edo (the ancient name for Tokyo). Today, Red Lotus is practiced by as many as 50 individuals.

ANCIENT SHAO-LIN STYLE

Maneuvers

1. Minor — leaping kick (training: bucket walk)
2. Minor — instant up (training: count the grasses)
3. Minor — crushing block (training: rabbit chase)
4. Minor — dagger dance (training: pebble snatch)
5. Minor — heart punch (training: cherry blossom)

6. Major — whirling attack (training: rice paper test)
7. Major — spirit shout (training: blind log run)
8. Master — thunder kick (training: break steel)

Requirements: the practitioner must have the *meditation* and *faith* skills and must take a vow of celibacy.

Comments: This is the oldest form of the martial arts. It was developed by Shao-Lin monks over 1000 years ago. Today, it is practiced by between 75 and 100 individuals.

SEDA CHEN STYLE

Maneuvers

1. Minor — stone fist (training: bucket walk)
2. Minor — weakness probe (training: pebble snatch)
3. Minor — lightning fist (training: rabbit chase)
4. Minor — serpent's coils (training: log run)
5. Minor — sacrifice kick (training: water test)
6. Major — self-instruction (training: immobility test)
7. Major — spirit shout (training: blind log run)
8. Master — death touch (training: conquer death)

Requirements: practitioner must have the *evidence analysis*, *find* and *test* or *willpower* skills.

Comments: This style was brought to Nippon by Shiki members, who have used it to good effect against MarSec agents in the past.

TAI CHI

Maneuvers

1. Minor — strike (training: board break)
2. Minor — stunning attack (training: bucket walk)
3. Minor — entangle (training: rabbit chase)
4. Minor — weapon break (training: memory)
5. Minor — sweeping kick (training: log run)

6. Major — hail of blows
(training: arrow in the air)
7. Major — iron fist
(training: break brick)
8. Master — wind running
(training: conquer fear)

Requirements: practitioners must have the *meditation* and *maneuver* skills.

Comments: an ancient Chinese style, martial artists using Tai Chi have only recently begun operating in Nippon.

AKIDO

Maneuvers

1. Minor — block/strike
(training: board break)
2. Minor — throw
(training: bucket walk)
3. Minor — feint
(training: rabbit chase)
4. Minor — shout of warning
(training: lure lark)
5. Minor — disarm
(training: memory)
6. Major — flashback
(training: blind log run)
7. Major — detect lie
(training: parry staff)
8. Master — power shout
(training: appreciate sunrise)

Requirements: practitioners must have the *scholar* and *meditation* skills.

Comments: A Japanese style based on the concentration of one's energy and taking advantage of an opponent's strength. There are only 25 true masters of this style in the world.

ATEMI-WAZA

Maneuvers

1. Minor — strike
(training: board break)
2. Minor — crushing block
(training: rabbit chase)
3. Minor — stop thrust
(training: pebble snatch)
4. Minor — sweeping kick
(training: log run)
5. Minor — stunning attack
(training: bucket walk)
6. Major — poison immunity
(immobility test)
7. Major — whirling attack
(training: rice paper test)

8. Master — thunder kick
(training: break steel)

Requirements: *maneuver* skill and vow of secrecy regarding style

Comments: The ancestor of modern karate, atemi-waza combines speed and devastating power in one lethal package.

JUJUTSU

Maneuvers

1. Minor — throw
(training: riddle of the candles)
2. Minor — leaping kick
(training: bucket walk)
3. Minor — dragon flight
(training: memory)
4. Minor — lightning fist
(training: rabbit chase)
5. Minor — weakness probe
(training: pebble snatch)
6. Major — iron fist
(training: break brick)
7. Major — healing
(training: catch pigeon)
8. Master — death touch
(training: conquer death)

Requirements: practitioner must have *meditation* skill.

Comments: A forerunner of judo, a mixture of meditative practices and powerful maneuvers.

Perception-Based Skills

Disguise

A character who is skilled in *disguise* can use makeup, wigs, and costumes to appear as another person. Note that the *disguise* skill does not give one the ability to speak or act like the individual he or she is mimicking, only the ability to appear as that person. Doing a convincing imitation of the character in that manner would require use of the *artist (actor)* skill.

To create a disguise, the user must first have access to the appropriate makeup and equipment. She then generates a *disguise* total against a dif-

ficulty number of 8 and the gamemaster records the success level earned. This in part determines the difficulty of another character penetrating the disguise.

The following difficulty modifiers apply to the use of the *disguise* skill:

Modifier	Circumstance
+5	copying a specific individual
+3	opposite sex
+3	different race
+3	great age difference
+3	disguised as much larger build
+5	disguised as much smaller build

All difficulty numbers are cumulative. By "specific individual," we are referring to disguising yourself as Isei Sagato instead of a typical Yakuza member. "Great age difference" is equal to about 30 years. A substantial difference in build would be a larger character who is at least 120 percent as tall as a shorter character, and/or a heavier character who is at least 150 percent as heavy as a lighter character.

Example: Fong, a Rauru Block agent, wishes to disguise himself as CEO Ise Samayura. The difficulty number of the attempt is increased by +5 because Fong is trying to appear as a specific individual, and an additional +3 because there is at least a 30 year age difference. That makes the difficulty total for the disguise attempt 16.

Individuals who encounter a disguised character are allowed a *Perception* check to see through the disguise. The difficulty number of this check is 8, and the success level needed to penetrate the disguise is equal to that achieved when donning it. A *Perception* check is granted automatically when an individual first sees a disguised character, and thereafter one is allowed every time the disguised character says or does something which does not match his role. There is no limit to the number of secondary checks allowed.

Disguise can be used unskilled with all the normal penalties.

Mind-Based Skills

Business

This skill allows a character to understand and operate within the business environment. Skilled businessmen can predict future market trends, uncover hidden corporate connections, and manipulate the prices of stocks and bonds. Perhaps the most useful ability the *business* skill bestows upon a character is the power to make huge sums of money through investment and development. Indeed, operating a successful mega-corporation in Nippon or Marketplace is virtually impossible without the aid of the *business* skill.

Business is an important skill in 3327's Nippon, since most of the High Lord's attempts at conquest are conducted within the financial arena. Complete guidelines for use of the *business* skill in play can be found in Chapter Six, "Corporate Wars."

Business cannot be used unskilled.

Meditation

A character skilled in *meditation* has gained complete control over her mind and body, and has the ability to enter a meditative trance. A roll is generally

not required for a skilled character to enter such a trance, with two exceptions. If a character is in a stressful situation, entering a trance requires a successful *meditation* roll against a difficulty number of 8. If a character is in a violent situation where he might be in peril, the difficulty number is increased to 13.

The process of entering the trance requires complete concentration from the skill user and takes approximately 15 minutes. A character in a meditative trance gains several benefits:

1. She can substitute her *meditation* value for her *Perception* or *Mind* values when trying to solve a riddle or problem. The puzzle must be one that raw *Perception* or *Mind* would be called upon to solve, and problems that require use of the *science* skill could not be solved by *meditation*.

Example: Chen Le encounters a riddle on an ancient temple wall. The game-master decides that Chen can solve the riddle with a successful *Perception* roll against a difficulty number of 12. Chen's *Perception* is only 8, but her *meditation* value is 10. She goes into a meditative trance and contemplates the riddle, allowing her to substitute her *meditation* value for her *Perception*.

2. Her healing is accelerated. All shock and KO damage is healed at twice the

normal rate while the character is in a trance. If a character meditates for at least three hours, she may eliminate an additional wound level if she succeeds in healing herself that day.

3. All metabolic functions are slowed while in a trance. She need not eat or drink, and may go for a number of days equal to her *meditation* total without ill effect (although she will be hungry and thirsty when she emerges from meditation). She also requires a minimal amount of air to survive. If a character is trapped in an area with a limited amount of oxygen, add their *meditation* adds to the time value of the available oxygen to obtain the time value the meditating character can survive.

Example: Chen Le has been locked in cell with only 15 minutes worth of oxygen left. She has *meditation* at +3, however, and adding +3 to 15 gives a time value of 18, that of one hour. Chen Le can survive for an hour in the cell.

A character with the *meditation* skill cannot remain in a trance longer than her *meditation* total in days. Once out of a trance, the character must find adequate food and water before entering *meditation* again.

Meditation cannot be used unskilled.

Chapter Six

Corporate Wars

Building a Mega-Corporation



Along with the battles in the streets and alleys of Nippon Tech — ninja versus ninja, ronin versus gospog — there is another kind of war being fought in the realm. It is a quiet struggle, one fought not with guns and knives, but an even more devastating weapon — money.

To the victors in such conflicts go wealth and power; to the losers, financial destruction and complete absorption by the conquering entity. The corporate duelling which takes place between the Business arm of the Rauru Block and 3327's mega-corporations is quite different from any other type of combat in *Torg*, and thus requires some special rules. Refer to these rules if one of your players chooses the role of a Mega-Corporation CEO, or a Storm Knight obtains control of a mega-corporation at some point in your campaign.

The rules in this chapter make it possible for one mega-corporation to square off against another. If the Storm Knight-controlled corporation does well in this struggle, it will reduce 3327's profits and slow down the rate of stelae expansion. If the Storm Knight's corporation emerges triumphant, it can assume control of its opponent and move on to a larger takeover target. Each mega-corporation which can be removed from 3327's holdings increases the cost of the High Lord's investment in Earth, and raises the possibility that he will be forced to abandon his operations in this cosm.

Note that the "one corporation vs. another" structure does not truly capture the extent of 3327's activities or the Rauru Block's opposition, since both sides control several cooperating corporations and have a combined strength that is much greater than the sum of their parts. But in corporate wars, every victory can be a key one, and every defeat a financier's loss.

Before beginning play, the game-master should draw a "corporate structure" diagram for each of the two competing mega-corporations. This diagram is a list of all the firms which make up the mega-corporations, drawn in such a way as to indicate their relationships to one another.

In the diagram, represent each corporation with a rectangle and write the name of the corporation inside that rectangle. Then write the name of the holding company at the top of the page, and beneath it, list all the company's direct subsidiaries and draw a line between the subsidiaries and the holding company. Then put down all of the undersubsidiaries and lines connecting them to the subsidiaries that own them. (For an example of such a diagram, see the "Kanawa Corporation — Structure and Holdings" chart in Chapter Three.)

How large the mega-corporations in your campaign will be is up to you. A recommended starting size for the corporation controlled by the Storm Knights is a holding company and two subsidiaries. At first, you should pit the Storm Knights against Windigo, Inc., the smallest of 3327's mega-corporations, which consists of a holding company and three subsidiaries (assume the head of Windigo has a *Mind* of 9 and a *business* skill of 11). If you would like to run things on a larger scale, however, feel free to give the Storm Knights a more powerful mega-corporation at the start and pit it against one of 3327's larger holdings.

If there is more than one Mega-Corporation CEO in your group, assign them all to the same mega-corporation and appoint one to be the head. The other Storm Knights can then oc-



cupy seats on the Board of Directors, and aid in the plotting of strategy, though the actual CEO performs all die rolls.

Debits and Credits

For the purposes of corporate wars in Nippon, each corporation has four associated values: a "stock price," which is an abstract representation of the value of investing within the corporation and the difficulty of acquiring the corporation; "assets," which represents all of the property (cash, inventory, stocks, etc.) owned by the corporation; "income," the money taken in by the corporation per month; and "debt," which indicates the amount of money the corporation owes to creditors and the minimum monthly payment.

It is best if the information about each firm is kept on a separate index card. This will make it easier for players to keep track of their holdings, as well as restructure their mega-corporations.

You can generate the beginning values in each of these four areas by rolling on the appropriate tables. There are no rerolls on 10s and 20s when determining business values, nor can cards be played. All four figures must be generated for the mega-corporation's holding company and each subsidiary. (To convert yen to dollars, an easy way to do the measure conversion is to use the value modifier system for *Torg* Values detailed on page 42 of the *Torg Rulebook*. The value modifier for dollars is 0; for yen, it is +11. Using this formula, the Value Chart can perform the conversions.)

Example: Ed's character owns a mega-corporation whose holding company makes ¥25 million a month in income. To convert this to dollar amounts, Ed finds the Torg Value for 25 million, which is 37. Applying the measure conversion value modifier to change yen to dollars (-11), Ed gets a Torg Value of 26, or \$150,000.

Another way to perform the conversions is simply to divide the yen amount by 140. This is a more accurate, but more time-consuming, method.

B eginning Stock Value Table

Die Roll	Stock Value
1-2	¥7,000
3-4	¥8,000
5-6	¥9,000
7-8	¥10,000
9-10	¥11,000
11-12	¥12,000
13	¥13,000
14	¥14,000
15	¥15,000
16	¥16,000
17	¥17,000
18	¥18,000
19	¥19,000
20	¥20,000

The first value which must be determined is the beginning stock value, which reveals how much each individual share is worth. To determine this, the CEO rolls against the Stock Value Table below.

Example: Bill's character owns a mega-corporation in Osaka, and is generating the beginning stock value for his holding company, Osaka Power and Light. He rolls a 9 on the table, for a stock value per share of ¥11,000.

All firms (holding companies, subsidiaries and undersubsidiaries) start out with one million shares of stock. Of this, 20 percent of each company's stock (200,000 shares apiece) is owned by the CEO, while the rest is owned by shareholders.

The second important value is the assets of each firm making up the mega-corporation. To find this value, consult the Beginning Assets Table below. Assets include stock, land, product lines, factories, patents, etc.

Total assets always equal the stock value multiplied by one million.

Example: Bill looks on the Beginning Assets Table, and finds that Osaka Power and Light's stock value of ¥11,000 equals total assets of ¥11 billion.

Next, the CEO rolls on the Income Table to determine the monthly income of each of his companies. To do

B eginning Assets Table

Stock Value	Assets
¥7,000	¥7 billion
¥8,000	¥8 billion
¥9,000	¥9 billion
¥10,000	¥10 billion
¥11,000	¥11 billion
¥12,000	¥12 billion
¥13,000	¥13 billion
¥14,000	¥14 billion
¥15,000	¥15 billion
¥16,000	¥16 billion
¥17,000	¥17 billion
¥18,000	¥18 billion
¥19,000	¥19 billion
¥20,000	¥20 billion

this, he finds a company's assets in the left hand column, rolls the dice, and cross-references to find the amount the firm takes in each month.

Example: Bill finds Osaka Power and Lights assets of ¥11 billion on the Income Table, and rolls a 13. Cross-referencing, he determines that the company's monthly income is ¥70 million.

Finally, the CEO determines the total debt of each firm, and the minimum monthly payment required on it. To do this, he finds the firm's assets on the Debt Table, then rolls the dice and cross-references to find the total debt and minimum payment.

Example: Bill finds OPL's assets of ¥11 billion on the Debt Table, and rolls an 8. Cross-referencing, he finds that the total debt for this firm is ¥8 billion. The figure beneath that is the minimum monthly payment on this debt, ¥80 million.

This process should be repeated for all of the mega-corporation's subsidiaries to determine the financial strength of each.

In addition to the four values for each company, the CEO must keep track of the amount of "liquid cash" available to each firm. This is the money that can be used for corporate maneuvers each month. Liquid cash is all monthly income left after stock



I

ncome and Debt Tables

Income Table

ASSETS	DIE ROLL													
	1-2	3-4	5-6	7-8	9-10	11-12	13	14	15	16	17	18	19	20
7E+09	6E+06	1E+07	2E+07	2E+07	3E+07	4E+07	5E+07	5E+07	6E+07	6E+07	7E+07	8E+07	8E+07	9E+07
8E+09	7E+06	1E+07	2E+07	3E+07	3E+07	5E+07	5E+07	6E+07	7E+07	7E+07	8E+07	9E+08	9E+07	1E+08
9E+09	8E+06	2E+07	2E+07	3E+07	4E+07	5E+07	6E+07	7E+07	8E+07	8E+07	8E+07	1E+08	1E+08	1E+08
1E+10	8E+06	2E+07	3E+07	3E+07	4E+07	6E+07	7E+07	8E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08
1.1E+10	9E+06	2E+07	3E+07	4E+07	5E+07	6E+07	7E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	1E+08
1.2E+10	1E+07	2E+07	3E+07	4E+07	5E+07	7E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	1E+08	2E+08
1.3E+10	1E+07	2E+07	3E+07	4E+07	5E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08
1.4E+10	1E+07	2E+07	4E+07	5E+07	6E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08
1.5E+10	1E+07	3E+07	4E+07	5E+07	6E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08
1.6E+10	1E+07	3E+07	4E+07	5E+07	7E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08
1.7E+10	1E+07	3E+07	4E+07	6E+07	7E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08
1.8E+10	2E+07	3E+07	5E+07	6E+07	8E+07	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08
1.9E+10	2E+07	3E+07	5E+07	6E+07	8E+07	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08
2E+10	2E+07	3E+07	5E+07	7E+07	8E+07	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08	3E+08

Debt Table

ASSETS	DIE ROLL													
	1-2	3-4	5-6	7-8	9-10	11-12	13	14	15	16	17	18	19	20
7E+09	1E+10	7E+09	6E+09	5E+09	5E+09	4E+09	3E+09	2E+09	1E+09	1E+09	1E+09	7E+08	4E+08	0
	1E+08	7E+07	6E+07	5E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	1E+07	7E+06	4E+06	0
8E+09	1E+10	8E+09	7E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	2E+09	1E+09	8E+08	4E+08	0
	1E+08	8E+07	7E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	2E+07	1E+07	8E+06	4E+06	0
9E+09	1E+10	9E+09	8E+09	7E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	1E+09	9E+08	5E+08	0
	1E+08	9E+07	8E+07	7E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	9E+06	5E+06	0
1E+10	2E+10	1E+10	9E+09	8E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	2E+09	1E+09	5E+08	0
	2E+08	1E+08	9E+07	8E+07	7E+07	6E+07	4E+07	3E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.1E+10	2E+10	1E+10	9E+09	8E+09	7E+09	6E+09	4E+09	3E+09	3E+09	2E+09	2E+09	1E+09	6E+08	0
	2E+08	1E+08	9E+07	8E+07	7E+07	6E+07	4E+07	3E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.2E+10	2E+10	1E+10	1E+10	9E+09	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	1E+09	6E+08	0
	2E+08	1E+08	1E+08	9E+07	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.3E+10	2E+10	1E+10	1E+10	1E+10	8E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	1E+09	7E+08	0
	2E+08	1E+08	1E+08	1E+08	8E+07	7E+07	5E+07	4E+07	3E+07	3E+07	2E+07	1E+07	7E+06	0
1.4E+10	2E+10	1E+10	1E+10	1E+10	9E+09	7E+09	6E+09	4E+09	4E+09	3E+09	2E+09	1E+09	7E+08	0
	2E+08	1E+08	1E+08	1E+08	9E+07	7E+07	6E+07	4E+07	4E+07	3E+07	2E+07	1E+07	7E+06	0
1.5E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	8E+08	0
	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	8E+06	0
1.6E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	8E+08	0
	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	8E+06	0
1.7E+10	3E+10	2E+10	1E+10	1E+10	1E+10	9E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	9E+08	0
	3E+08	2E+08	1E+08	1E+08	1E+08	9E+07	7E+07	5E+07	4E+07	3E+07	3E+07	2E+07	9E+06	0
1.8E+10	3E+10	2E+10	2E+10	1E+10	1E+10	9E+09	7E+09	5E+09	5E+09	4E+09	3E+09	2E+09	9E+08	0
	3E+08	2E+08	2E+08	1E+08	1E+08	9E+07	7E+07	5E+07	5E+07	4E+07	3E+07	2E+07	9E+06	0
1.9E+10	3E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	1E+09	0
	3E+08	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	1E+07	0
2E+10	3E+10	2E+10	2E+10	2E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	1E+09	0
	3E+08	2E+08	2E+08	2E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	1E+07	0

Note: "E+n" is an engineering notation, meaning move the decimal point "n" places to the right to get the full number. 2.5 E+10 would be 25,000,000,000 when written out.

value, asset and income adjustments have been done in a turn and the minimum debt payment has been made (see below).

Corporate Duels

Once all of the beginning values have been determined, struggles between businesses can begin. One "turn" of business activities must take place every month of game time. Corporate duelling does not involve rounds played in succession until someone loses, as physical combat does. As a result, a great many things may occur in a campaign in between corporate maneuvers: the Storm Knights may have adventures, 3327's empire may expand, etc.

At the beginning of each "corporate turn" (i.e., at the beginning of each month of game time), the following steps should be taken:

Stock Fluctuation

Stock prices fluctuate up and down over time. The stock values of each of the mega-corporations involved in a corporate duel can go up or down at the beginning of each month, depending upon how well the corporation is managed and current market needs. To learn the extent and direction of this change, first the "mood of the Nikkei market" must be determined. The gamemaster rolls against the table below:

Mood of the Market

Roll	Market State
1-5	Bear market
6-15	Neutral market
16-20	Bull market

A "bear market" is bad for business, a "bull market" indicates economic optimism, and a neutral market does not tilt either way.

Market conditions are determined once for all mega-corporations in the game, and affect all firms within a mega-corporation.

Example: Tom, the gamemaster, is running a Kanawa-aligned corporation, Taiko Marketing and opposing a Rauru Block firm, Yemano Petroleum, run by Sam. Tom rolls a 16 on the

Stock Fluctuation Table

Success Level	Market		
	Bear	Neut.	Bull
Failure	-30	-15	-5
Minimal	-15	-5	Even
Average	-10	Even	+5
Good	-5	+5	+10
Superior	Even	+10	+15
Spectacular	+5	+15	+30

Mood of the Market Table, for a "bull" result. This result can now be applied toward new stock, asset and income values for all companies in Taiko and Yemano.

Once the state of the market has been determined, have each CEO generate a business total against a difficulty number of 9. Cards and possibilities can be spent (and cancelled) in this effort. On the "Stock Fluctuation Table," cross-index the level of success of this roll with the mood of the market to find the percentage the company's stock rose or fell during the past week.

Note: A company's stock falls five percent for every month in which minimum debt payments are not made.

Example: A firm with no debt has a current stock value of ¥7,000. At the beginning of the week, the gamemaster determines that there is a bear market. The CEO of the corporation generates a business total against a difficulty number of 9 and receives an Average result, meaning the stock value drops by 10 percent, or ¥700. The new stock value is ¥6,300.

Asset/Income Adjustment

Once new stock values have been computed, figure new asset and monthly income figures for each firm in the mega-corporation.

Example: Aaco Software has a stock value of ¥13,000, assets of ¥13 billion, and monthly income of ¥200 million. Stock fluctuation results in a 10 percent rise in Aaco's stock value, brings

it to ¥14,300. The new asset total is thus ¥14.3 billion (see the formula for determining assets above), and monthly income is increased by 10 percent to ¥220 million.

Transfer Funds

CEOs may, if they wish, now transfer liquid cash between firms in their mega-corporation. This is commonly done when one company requires financial assistance to meet its minimum debt payment.

Make Minimum Debt Payment

Each company in a mega-corporation must now pay at least the minimum required installment on its debt. This monthly payment covers the interest earned on the debt only, and does not lessen the principal. The minimum monthly payment is always one percent of the total debt. (Payments can be made on the principal during the "Corporate Maneuvers" phase — see below.)

If a subsidiary or undersubidiary cannot make its minimum debt payment, its stock value will automatically drop five percent (see below). If a holding company cannot meet its debts, a subsidiary or undersubidiary of the CEO's choice must be put up for sale to raise the money. If only the holding company is left and it cannot afford to make its minimum payment, the entire mega-corporation goes bankrupt and folds.

Example: Sugei owns a holding company and a subsidiary. The holding company has debt of ¥2 billion, with a minimum monthly payment of ¥20 million. The subsidiary has debt of ¥7 billion and a minimum monthly payment of ¥70 million.

Sugei's holding company makes its payment, but does not have the liquid cash on hand to transfer to the subsidiary, and that firm does not have the capital to make its payment. The subsidiary's stock value automatically drops five percent.

Had the holding company been unable to make its debt payment, Sugei would have had to sell the subsidiary to raise the needed cash.



Corporate Sales

The gamemaster can determine if any firms are for sale by rolling the die and consulting the chart below:

Corporations For Sale

Roll	Corps. for Sale
1-5	None
6-15	One
16-20	Two

If a corporation is on the market, it is possible to determine what type of firm it is by rolling on the "Corporation Type Table":

Corporation Type Table

Roll	Corp. Description
1	Metals/Oil/Lumber
2	Electronics
3	Construction
4	Agro-Ecosystems
5	Biomedical
6	Computers
7	Imaging systems
8	Aero-space
9	Tele-communications
10	Entertainment
11	Textiles
12	Software
13	Publishing
14	Television/Radio
15	Food
16	Automobile
17	Weapons
18	Imports/Exports
19	Military/Security
20	Investment/Banks

Corporations that go up for sale can be purchased by either competing mega-corporation during the "Corporate Maneuvers" phase. The gamemaster should give these corporations a name and determine all their beginning values using the tables above. In addition to corporations that randomly go up for sale, one of the competing mega-corporations might be forced to put one of its subsidiaries up for sale if it defaults on debt payments as described above.

For details on auctioning corporations, see "Purchasing Firms," below.

Corporate Espionage

In any given turn, a Rauru Block, independent or Kanawa-affiliated CEO may use the techniques of corpo-

rate espionage to gain information about the competition. When this happens, the gamemaster should roll on the table below:

Corporate Espionage

Roll	Result
1-5	No information
6-10	Misinformation
11-15	Evidence of major stock purchase
16-17	Evidence of bond issue
18	Evidence of bribe to rival corporation
19	Evidence of bribe to government official
20	Plans for hostile takeover discovered

The CEO who discovers this information is then free to act upon it, perhaps by notifying Storm Knights (if he is connected with any) to investigate the situation. This information could serve as an adventure hook resulting in the destruction of a competing corporation's assets and a possible drop in its stock value and income.

Insider Trading

If a CEO gathers "inside information" about an opposing firm — either through corporate espionage or adventuring — he can use it to his advantage when purchasing stock in that firm. A CEO with data regarding a particular company will receive a +5 bonus modifier to his *business* roll when attempting to buy stock in that firm.

Allocate Funds

The competing CEOs must now decide which, if any, of the corporate maneuvers listed below they wish to undertake in this turn and allocate money for their performance. The CEOs should write down what they wish to do and how much of their available liquid cash they wish to spend in each area.

This means that the gamemaster should decide on the allocations for the Kanawa-controlled firm involved, while the players decide upon what actions the Storm Knight-controlled corporation will take. If the players cannot agree upon a course of action, the decisions of the corporate CEO will be considered final.

Corporate Maneuvers

Once all of these preliminary steps have been carried out at the beginning of the corporate turn, each of the competing mega-corporations can perform any or all of the following maneuvers. A CEO can perform as many operations as he desires, providing his firms have the liquid cash to cover the costs (all costs come out of liquid cash, while, in most cases, money earned goes into liquid cash reserves).

The most common maneuvers are:

Invest in Capital

For every ¥100 million spent on capital investment, a company can increase its total assets by 10 percent. This causes a corresponding increase in stock value and income which will take effect at the end of the business turn.

Purchase Stock

Stock can be purchased in any of the corporations in either side's structure at a cost per share equal to that corporation's stock value. A mega-corporation can purchase as many shares in a company as are available for sale in that turn. Attempting to purchase more than is available is considered a "hostile takeover" and is governed by rules listed under that heading below.

To determine availability, consider the total amount of stock currently held by a firm's CEO and shareholders, then match the mood of the market to the following table:

Stock Availability

Market	Percentage of stock available
Bear	30 percent
Neutral	20 percent
Bull	10 percent

Example: Sugei wishes to purchase stock in the Nagara Corporation. The CEO of Nagara holds 200,000 shares and shareholders own 800,000 for a total of 1 million. It is a neutral market, meaning 20 percent of the extant stock, or 200,000 shares, is available for purchase. Sugei cannot attempt to purchase more than 200,000 shares in Nagara unless his wishes to try for a hostile takeover.



A mega-corporation can attempt to buy stock in differing firms at once. A *business* total must be generated when purchasing or selling stock (see below), and possibilities can be spent on the roll. Also keep in mind any bonuses earned through the possession of "inside information." The "Stock Transaction Table" lists the difficulty numbers that must be beaten to purchase a given amount of shares.

Example: Of the 200,000 Nagara shares available, Sugei wishes to purchase 50,000. Consulting the table below, he sees that he must generate a business total of 7 to succeed.

Failing a roll does not necessarily mean that no stock can be purchased. If a CEO allocates sufficient funds to buy 100,000 shares of a firm's stock, but is only able to generate a *business* total of 8, he can still purchase 50,000 shares.

But no matter how successful the roll, a CEO cannot purchase more stock than he originally intended to buy. The reason for this is that a set amount of money must be allocated for stock purchases, as with all other corporate maneuvers, and thus a CEO would

not have the funds to buy 600,000 shares when he had planned to buy 50,000.

The money used to buy stock is NOT received by the mega-corporation that owns the company associated with the stock, unless it was the CEO's own stock that was sold. Instead, the cash is simply forfeited to mythical "shareholders." A purchaser's assets will be increased by the combined value of the shares bought.

Sell Stock

Stock can be sold at a price per share equal to its stock value. A CEO may sell only his own stock (comprising 20 percent of the company), and not any shares owned by shareholders. Money earned through selling personal stock will go into the seller's liquid cash fund, and the cost of it is deducted from the purchaser's reserves. The seller's assets will drop by the same amount.

Stock sales take place in much the same manner as stock purchases, with a *business* total generated against the Stock Transaction Table. It is more difficult to sell large blocks of stock in a company all at once, as investors may take this as a sign that the firm is failing. Thus a CEO must use his business acumen to successfully make a sale.

As with stock purchases, generating a lesser total means that a smaller amount of stock is sold than the CEO had originally intended.

Purchase Bonds

The corporation can spend as much money as it likes on "bonds." Both "blue chip" and "junk" bonds are available for purchase.

Money spent on "blue chip" bonds is tied up for six months (i.e., the corporation cannot touch it). At the end of this time period, the money is returned with 10 percent interest.

"Junk bonds" work like "blue chip" bonds, only just before the bond money is returned, the corporate head must generate a *business* total against a difficulty number of 14. Possibilities can be spent on this roll. If this roll is successful, the money is returned with 20 percent interest. If the roll is failed,

it means the firm which issued the bonds has defaulted and the bond money is lost. The *business* roll represents the ability to choose a wise investment.

Issue Bonds

Any firm within a mega-corporation can issue either regular or "junk" bonds, with the money earned going into liquid cash reserves. Regular bonds can be issued up to the point where liquid cash equals the minimum monthly debt payment. Beyond that point, only "junk" bonds may be issued.

The amount of a bond issue plus 10 percent interest is added to the corporation's total debt for regular bonds, and the amount of the bond issue plus 20 percent is added to the corporation's debt for "junk" bonds.

Pay Off Debts

The mega-corporation can pay off any of its debts by forfeiting an appropriate sum and lowering any of its corporation's debts by that total (i.e., paying ¥120,000 allows you to reduce three firm's debts by ¥40,000 each, two firm's debts by ¥60,000 each, or one firm's by ¥120,000). Payments above and beyond the minimum required per month are always subtracted from the principal of the debt.

Stock Assault

For every ¥100 million spent toward a stock assault, a CEO is allowed to generate a *business* total against a difficulty number of 8 (possibilities can be spent on this roll). Match the level of success against the table below

Stock Transaction Table

No. of Shares	Difficulty
50,000	7
100,000	9
150,000	11
200,000	13
250,000	15
300,000	17
350,000	19
400,000	21
450,000	23
500,000	25
550,000	27
600,000	29
650,000	31
700,000	33
750,000	35
800,000	37
850,000	39
900,000	41
950,000	43
1,000,000	45

Stock Assault Table

Level of Success	Stock Value Decrease
Minimal	¥100
Average	¥200
Good	¥400
Superior	¥600
Spectacular	¥1000

to determine the amount by which the assaulted firm's stock value drops. The stock being attacked must be specified at the time the money is allocated for this operation.

Example: Rijato Electronics allocates ¥100 million for a stock assault on Windigo, Inc. The CEO generates a business total of 11 for a Good result. Windigo's stock value drops ¥400.

Stock Defense

Any money spent on a stock defense can be used to cancel out money spent by a competitor on a stock assault on a one-for-one basis (funds must be allocated in ¥100 million increments). Unlike stock assault, exactly which company's stock is being defended does not have to be specified at the time the order is written. The CEO can wait and see which stocks his opponent is attacking and decide which to defend at that time.

Funds allocated for a stock defense which are not spent to cancel out assaults are returned to a company's liquid cash fund and will be available for use in the next turn.

Hostile Takeover

This is an attempt to wrest away one of your opponent's companies by purchasing more stock in the firm than is available for sale. As with any corporate operation, money must be allocated at the start of the turn for a hostile takeover. These funds must be sufficient to cover money spent by the target corporation on takeover defense, as well as the cost of the stock to be purchased.

The raiding CEO must generate a successful *business* total against a difficulty number of the defending CEO's *business* skill. Possibilities and cards may be spent on this roll. If success is achieved, the raiding CEO can now attempt to purchase the stock on the Stock Transaction Table.

Once a CEO owns more than 500,000 shares of stock in a firm, he takes control of it and any subsidiaries of it and can add it to his corporate structure. Corporations that are acquired to-

gether need not remain linked after they are acquired (i.e., both an acquired firm and its undersubidiary could be assigned to the victorious corporation's holding company as independent subsidiaries.).

Note that exactly which corporation a CEO is attempting to take over must be specified at the time the order is written. A mega-corporation may attempt takeovers against more than one target on the same turn if it can afford it.

Example: A Rauru Block businessman with a business skill of 14 wishes to attempt a hostile takeover of a subsidiary of Windigo Inc., to which one undersubidiary is attached. The Windigo subsidiary's stock value is ¥10,000, in addition to which the firm has spent ¥100 million on takeover defense this turn.

The Rauru Block firm wants to purchase 400,000 shares of stock, at a total cost of ¥4 billion, and has allocated an extra ¥100 million to cover possible takeover defenses by Windigo. The Rauru Block CEO generates a business total against a difficulty number of the Windigo CEO's business skill (15), and is successful. The attempted takeover can proceed.

The Rauru Block firm spends ¥100 million to counter Windigo's takeover defense, and then turns to the Stock Transaction Table. The difficulty number of purchasing 400,000 shares of stock is 21 — the Rauru CEO must generate a successful business total against that difficulty to make the stock purchase.

Takeover Defense

Money spent on takeover defense can be used to cancel out money spent by a competitor on a hostile takeover on a one-to-one basis. As with a stock defense, which corporation is being protected from takeover does not have to be specified at the time the money is allocated. If no takeover is attempted in a turn in which takeover defense money has been set aside, that cash returns to the defending corporation's liquid fund.

Corporate Restructuring

By paying ¥100 million, a mega-corporation can reshuffle its corporate structure at will, changing the positions of subsidiaries and undersubidiaries as it sees fit. For each additional ¥100 million spent, the CEO can reroll for the four basic values for one firm.

Purchasing New Companies

As noted above, new companies periodically become available for purchase. Before the corporate operations phase has begun, mega-corporations are allowed to bid on these companies. The bidding begins at a figure equal to one-half the company's net assets (no corporation can ever be purchased for an amount less than this figure). The CEO who generates the highest *business* skill total is allowed to bid first. The bidding then goes back and forth until one side drops out. Whoever has the highest bid at the end of all the jockeying adds the company to his corporate structure.

Any corporations that are for sale that are not purchased at this time "disappear" and are out of play (i.e., they are snatched up by an independent mega-corporation).

Stock and Asset Adjustment

After all corporate operations have been performed, all companies should refigure their stock value, assets, income, total debt, monthly debt payment and liquid cash reserve based on the results of those operations. Note that this does not involve rerolling on the income and debt tables, but simply adding and subtracting from those values affected by particular maneuvers.

Also, if Storm Knight action has had an effect on a company's assets, this should be factored into the equation. For instance, a team of Knights destroys a Toranaga Chemical factory — the



gamemaster should affix a yen value to that factory, and subtract that amount from Toranaga's assets. If Toranaga will try to rebuild the factory, money will have to be taken out of its liquid cash reserves to do so, and that too should be considered.

Example: Khigh's holding company paid its monthly debt payment, sold ¥100,000 worth of the CEO's personal stock, and paid an additional ¥2 million toward the principal of its debt. Thus, at the end of the corporate turn, the company's assets have dropped by ¥100,000, its liquid cash reserves have gone up by ¥100,000, and its total debt has dropped by ¥2 million.

Dividends and the Darkness Device

Every quarter of the fiscal year (or every three corporate turns) all companies in a mega-corporation must pay dividends to their shareholders. A dividend payment amounts to one percent of a company's income.

Failure to pay a dividend may harm investor confidence in the firm. The game effect of this is a +10 modifier to the difficulty of rolls against the Stock Fluctuation Table until the dividend payment is made.

Money paid in dividends by Rauru Block corporations helps to keep shareholders content and lessens the chance they will be swayed by Kanawan entreaties into selling their shares. Kanawa-aligned corporations pay dividends also, and their ability to do so is of particular importance not only to the High Lord, but to Daikoku, his Darkness Device.

Coming from a cosm like Market-place, Daikoku regards profitability as the sole reliable indicator of success. Failure to pay dividends or debt

payments, or the allocating of large amounts of yen to repair damage done by Storm Knights, could undermine Daikoku's confidence in a corporation, and eventually perhaps 3327 himself. In this manner, every victory for the Knights in a corporate war makes 3327's relationship with his Darkness Device more unstable and his chances of success a little less likely.

Of course, it goes without saying that if the Knights are consistently costing 3327's corporations yen, he will take notice. The Knights may find themselves the targets of assassination teams or saboteurs as a result of their actions.

Vanquishing a Mega-Corporation

Once a mega-corporation's holding company goes bankrupt or is acquired by the competition, that mega-corporation is no longer in business. If the Storm Knight's corporation is defeated in this manner, they will have to find other methods with which to strike at 3327 and his empire.

If one of 3327's mega-corporations is bankrupted in this manner, move up the ladder and pit the Knights' victorious corporation against another of the High Lord's organizations. As the Storm Knights prepare to tackle each new mega-corporation, decide how many subsidiaries and undersubsidiaries comprise that company based on the size of the Knights' own organization. The new opponent should always start out roughly one-third larger than the Knights' organization. If the Storm Knights' mega-corporation consists of six corporations after defeating Windigo, for instance, the new opponent should consist of eight.

Adventuring Against a Corporate Backdrop

Of course, not all of your playing time will be spent trading stocks and rolling for takeover attempts. The above rules bring plenty of traditional *Torg* adventures to mind which can have a dramatic impact upon the corporate situation, such as:

Industrial Espionage: The Storm Knights try to break into the enemy's corporate headquarters. If they succeed, you might allow them to see all of the enemy's written corporate orders for the next month before they must plan their own.

Loyalty of Corporate Directors: If there are gamemaster characters among a mega-corporation's board of directors, the Law of Intrigue states that one might be a traitor. Will he betray secrets to opposing firms? Can he be stopped? The Knights will have to make every effort to expose him or risk losing their next corporate struggle.

Sabotage: The Storm Knights could use knowledge contained in a newly acquired firm's computers to stop 3327's plans to design a new weapon that would help him strengthen his hold on South Korea and China.

These are just a few examples of the types of adventures you can run within the framework of Nippon corporate wars. Feel free to explore other ways to put the Storm Knights' financial wizardry to use in the battle against the Kanawa Corporation.

Chapter Eight

Miracles of Faith



hough magic is virtually nonexistent within the cosm of Marketplace and the realm of Nippon, the *Spirit* axiom is only slightly lower than that of Core Earth. This means that miracles are possible, but several years of training are required to perform even the simplest rites. Within the cosm, the priests of Palan are the only ones capable of performing miracles or training others in how to do so. In the realm, they are joined by Shinto priests in carrying out these functions.

In addition to those listed below, Shinto priests can perform all Core Earth miracles (see pages 127-131 of the *Torg Rulebook*) and priests of Palan can perform those whose spiritual rating is less than or equal to 8.

Bow Master

Spiritual Rating: 8
Community Rating: 9
Difficulty: 11
Range: touch
Duration: 25 (one day)

Effect: betters target's skill with a bow or other missile weapon

The cleric lays hands upon the target and his weapon while reciting the proper incantation. If the rite is successful, the target will find his ability to handle the weapon improved (+3 increase to *missile weapons* skill).

Call Animals

Spiritual Rating: 8
Community Rating: 8
Difficulty: 10
Range: 14 (600 meters)
Duration: 20 (two hours)
Effect: summons animals within range

This miracle allows a cleric to call animals to him. The cleric can specify which species of animal he wishes to summon, but will not have control of them once they arrive. Conveying complex commands to them would require a *communicate with animal spirit* or *animal speech* rite.

Captivate

Spiritual Rating: 8
Community Rating: 10
Difficulty: target's *willpower* or *Mind*

Range: voice

Duration: performance

Effect: cleric's words command the undivided attention of target

To cast this miracle, the cleric must speak without interruption for a full minute. If successful, the target will be enthralled by the cleric's words, and unable to take any action save listen to him. The effects of the miracle will last as long as the cleric is able to speak without interruption, but if the target is attacked, the miracle will be immediately dispelled.

The Death of Sound

Spiritual Rating: 8
Community Rating: 9
Difficulty: 12
Range: 11 (150 meters)
Duration: 13 (five minutes)

Effect: causes silence to prevail in 150 meter radius around caster

This miracle makes sound impossible within the radius of effect. No noise is possible within that area, including the casting of spells which require a voiced chant or incantation.

The miracle is centered on the caster, and will move with him as he moves. Anyone who enters the zone of silence will be affected by the miracle.

Detect Deception

Spiritual Rating: 7
Community Rating: 8
Difficulty: 9
Range: 7 (25 meters)

Duration: 18 (one hour)

Effect: allows cleric to tell if a person is knowingly speaking a lie

Once cast, the cleric can detect the telling of an intentional lie by anyone within range. This miracle will not reveal unknowing lies, unintentional inaccuracies, or lies contained within written material.

Flame Burst

Spiritual Rating: 7
Community Rating: 9
Difficulty: 9
Range: 12 (200 meters)

Duration: 9 (one minute)

Effect: causes an existing flame to burst into a blaze

To cast this miracle, there must be a flame extant within range. If the miracle is successful, the flame will suddenly explode into a larger fire, taking up a volume 20 times greater than the original source.

Ghost Walk

Spiritual Rating: 8
Community Rating: 9
Difficulty: 12
Range: touch

Duration: 18 (one hour)

Effect: allows cleric to walk without leaving traces

When this miracle is cast, the cleric can walk across any terrain — dust, sand, mud, snow, etc. — and leave no trace of his passage. It will be impossible to follow the cleric's trail using the *tracking* skill.

It will be possible to follow the residual spiritual energy the cleric leaves behind using the *detect miracle* rite. In addition, searching in ever-widening circles might turn up the track at the point it resumes (after the duration of the miracle has expired).

Kamikaze

Spiritual Rating: 8
Community Rating: 13
Difficulty: 13
Range: 15 (one kilometer)

Duration: 13 (five minutes)

Effect: caster can call upon "divine wind"

Using this rite, the cleric can call down a windstorm upon his enemies. The winds can reach gale force, lifting objects which are not secured and hurling them with tremendous force (damage value 6/15). For greater accuracy in calculating damage values, use the object's weight value +6.

Pathway

Spiritual Rating: 7
Community Rating: 10
Difficulty: 10
Range: touch

Duration: 20 (two hours)

Effect: enables target to find correct path

This miracle allows the target to find the proper path to his chosen destination. This rite can be used only with a geographic location in mind (i.e., "Yaesu-dori in Tokyo" or "the outside of this building"). It cannot be used to find a specific person or object.

Purify Poison

Spiritual Rating: 8
Community Rating: 11
Difficulty: 10
Range: touch

Duration: permanent

Effect: neutralizes any toxic substance

This miracle is cast by mouthing the proper incantation and touching the poisoned person or substance. If the rite is successful, the toxin will be rendered harmless. This miracle can prevent the death of a poisoned character, but it does not confer permanent immunity — it is effective only on the poison currently contained within the target.

Spirit Flight

Spiritual Rating: 8
Community Rating: 15
Difficulty: 12
Range: self

Duration: performance

Effect: looses priest's astral form

One of the more difficult and dangerous sacred rites, this miracle allows the priest to set his spirit free. In this state, no physical obstacle can hinder him, and he can travel anywhere within 300 meters in seconds. His spirit is invisible to all save those using a *detect miracle* spell or rite. He cannot be harmed by physical attack, nor can he initiate any physical action — he can suffer damage from spiritual or mystical attacks.

Attempts to exceed the 300-meter limit require the generation of an additional *Spirit* total for each meter traveled. Each meter beyond 300 which the cleric's spirit travels adds +1 to the difficulty of sustaining the miracle.

Free of the body, the spirit cannot communicate except with other disembodied spirits. In addition, the priest's physical body must be protected while his spirit is loosed, as it will be little more than an empty shell, extremely vulnerable to attack. If his body is killed, the priest's spirit must wander forever.

The miracle lasts until the priest sees fit to return to his body, or is forced to return by magical means.

Spirit Quest

Spiritual Rating: 8
Community Rating: 6
Difficulty: 10
Range: self

Duration: 18 (one hour)

Effect: increases caster's *Spirit* value

To cast this miracle, the cleric must sit alone in the center of a dark room. He allows his mind to turn inward, shutting out all outside stimuli, seeking the center of his being.

If the miracle is successful, the caster receives a +3 bonus to all *Spirit*-related skills for its duration.

Staff of Palan

Spiritual Rating: 8
Community Rating: 8
Difficulty: 9
Range: touch
Duration: 18 (one hour)
Effect: strengthens priest's staff

A slightly weaker version of the traditional *bless weapon* miracle, this rite allows a priest of Palan to increase the damage done by his staff. The cast involves laying hands upon the weapon and praying that it will be as strong as the spirit of its wielder. Success results in a +1 to the staff's damage value.

Sword Master

Spiritual Rating: 8
Community Rating: 9
Difficulty: 11
Range: touch
Duration: 25 (one day)
Effect: betters target's skill with a sword or other melee weapon

To cast this miracle, the cleric first lays hands upon the target, and then his weapon. When the rite is done, the target will find he can handle his weapon like a master (+3 increase to *melee weapons* skill).

True Vision

Spiritual Rating: 8
Community Rating: 12
Difficulty: 11
Range: touch
Duration: 15 (15 minutes)
Effect: enables cleric to see things as they truly are

When successfully cast, this miracle enables the target to see things revealed for what they are — hidden panels are revealed, disguises can be pierced, and the target's sight cannot be affected by magical or normal darkness. This miracle does not allow the target to see through solid objects or detect dishonesty.

Voices of Stone

Spiritual Rating: 5
Community Rating: 12
Difficulty: 12
Range: touch
Duration: performance
Effect: allows caster to speak with stones

The forces of nature observe all, and this miracle allows the cleric to seek out the information possessed by the stones, whether they be strewn on a hillside or part of a building. The

cleric must be touching the stone with which he wants to communicate, and there is, of course, no guarantee the rock will have anything of use to say, or any inclination to talk at all. Anything it does comment on will naturally be colored by its particular perspective.

Wings of Sparrow

Spiritual Rating: 8
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 18 (one hour)
Effect: improves target's *dodge*

The sparrow, it is said, was gifted by the gods with the ability to sense the approach of danger and fly before it arrives. This miracle conveys part of this advantage to the target, helping him to better anticipate, and thus avoid, blows.

The cleric lays hands upon the target with the prayer that, like the sparrow, death will not be able to easily approach him. If successful, the target gets a +1 increase to his *dodge* value.



Chapter Nine

Equipment



he technological revolution that swept over Japan after 3327's arrival made possible a number of startling scientific leaps. So successful were some of these new inventions that they have become an integral part of daily life in the Nippon realm.

With commerce being his preferred method of conquest, 3327 has researchers and marketing specialists constantly working toward the development of cheaper and more efficient goods that can generate even greater profit for the mega-corporations. In addition, Nippon has taken the lead in the production of goods for export to other realms.

In this chapter, you will find the descriptions and statistics you need to incorporate Nippon equipment into your campaign.

Buying Goods in Nippon

Goods produced under the Nippon axioms can now be found in Japan, Taiwan and portions of China and Korea. Local currency is required to purchase items in these countries, but money can easily be transferred from one unit to another at any bank (a five percent fee is commonly charged for this transaction).

In Japan, the monetary standard is the *yen* (symbolized ¥). At the start of the campaign, the rate of exchange is ¥140 = \$1. There are five coin denominations: 100 yen silver, 50 yen nickel, 10 yen bronze, 5 yen brass and 1 yen aluminum. (The Taiwanese monetary system has been scrapped in favor of the Japanese model, a result of 3327's pressures on the Taiwan government.)

In China, the economy is based on

the *yuan*. Roughly 2.5 yuan have the equivalent buying power of one US dollar. Each yuan is subdivided into 10 *chiao* or 100 *fen*. All Chinese money is in the form of paper currency.

In Korea, the monetary unit is the *won*, and here also all money is circulated as paper currency. Twenty-five won equal the buying power of one US dollar.

All prices given in this chapter will be in yen, with the *Torg* value following in parentheses. If you need to convert to any of the other units, you can use the following formulas:

$$\begin{aligned} \text{DOLLAR} &= \text{PRICE IN YEN}/140 \\ \text{YUAN} &= \text{PRICE IN YEN}/58 \\ \text{WON} &= \text{PRICE IN YEN}/6 \end{aligned}$$

Deflation

Due to the changes wrought by 3327, the countries encompassed by his realm are enjoying an economic boom which is slowly strengthening the monetary systems of Japan, China and Korea. As the campaign progresses, the yen, yuan and won will grow more valuable, gaining 25 percent more buying power when compared to the American dollar. This will not change any of the prices listed in this chapter, but will make it more expensive to purchase Nippon goods with foreign currency, such as dollars.

The following table should help explain this progressive economic change:

Deflation Table

Time	Value	Formula
Start	¥140	\$=¥/140
1 year	¥105	\$=¥/105
2 years	¥79	\$=¥/79
3 years	¥59	\$=¥/59
4 years	¥44	\$=¥/44
5 years	¥33	\$=¥/33



Example: As the campaign opens, 140 yen are worth one dollar. At the end of the year, the yen has increased by 25 percent, one dollar is now equal to ¥105 yen ($140 - (.25 \times 140) = 105$).

An item that cost ¥10,000 at the beginning of the year will still cost ¥10,000 at the end of the year. However, the same item cost roughly \$71 at the start of the year, and will cost \$95 at its end, using the formula above. Note that as the yen/dollar equivalency changes, you must adjust the conversion formula.

For simplicity's sake, do not change the relative worth of the currencies until the end of the game year (i.e., on December 31st of game year one, \$1 = ¥140; on January 1st of game year two, \$1 = ¥105). This is obviously unrealistic — the actual change in value would be a gradual one, spread out through the entire year. But calculating these changes every day of game time would rapidly become wearisome and confusing.

Information Networks and Computer Shopping

As you read in Chapter Four, approximately 94 percent of all Japanese households are now equipped with a home computer. One of the most common uses of the personal computer in Nippon Tech is the accessing of the computer information networks available to the public. Such networks are accessed over the telephone lines via a modem, and provide news, libraries of computer programs and videos, and an interactive "tele-shopping" system which allows the consumer to purchase virtually anything without leaving his or her home.

There are currently three major computer networks operating in Japan, each with well over 7 million subscribers. Users pay no fee for the networks — they are supported by advertisers and merchants who use them to sell goods.

The major networks are always engaged in heated competition. The more users the network attracts, the more advertisers and merchants become

interested in using that network. Ploys often used involve special rates on goods purchased through the networks, rarely more than a 10 percent discount from the normal price.

Currently, approximately 65 percent of all the goods sold in Japan are purchased through computer networks (with the remainder being sold in shops or on the black market). To purchase an item, the user accesses his computer using a retina-pattern scanner, and then selects an item from the appropriate computer display. The instant the item is selected, its purchase price is automatically subtracted from the user's bank account (it is impossible to shop via computer without a bank account). The item is then delivered to the user's home.

All of the prices given in this chapter reflect computer network prices (i.e., certain discounts and premiums have already been factored into the item's cost). Goods not purchased over a computer network cost 10 percent more — in addition, keep in mind the Law of Profit, which allows the wealthy to find goods at cheaper prices.

Exports

The Nippon mega-corporations have made huge investments in the construction of goods for shipment to other realms. These include weapons and goods which can be used in Core Earth, the Cyberpapacy, Aysle and the Nile Empire. Nippon firms have not attempted to produce goods which can be put to use in the Living Land, nor do they deal in goods which require magic or miracles to make them function. Finally, Dr. Mobius has been careful not to allow 3327 to get his hands on many examples of "weird science" experiments, so that discipline is still beyond the reach of Nippon manufacturers.

In cases such as that of Aysle or the Cyberpapacy, where axiom differences would seem to make profitable manufacture difficult, the mega-corporations retain the services (or kidnap) engineers from these realms to enable their axioms to be brought to bear in the construction process. Also, the Kanawa Corporation has begun purchasing factories in other realms,

including the Cyberpapacy, for the production of goods. Whenever possible, Nippon engineers use automation to build goods, allowing the mega-corporations to sell them cheaper than handcrafted versions.

Firearms

Hachiman KM11: One of the top sellers, both within Nippon and as an export to Core Earth troops, this 12mm Auto-Mag. has excellent stopping power. This weapon, produced by Kanawa's Hachiman division, made the firm's reputation in the arms field.

LOV 9mm: This weapon is noted more for accuracy than its ability to do damage. Roughly as powerful as the Beretta, the LOV features laser-optic sights which enhance the ability of a marksman (add +3 to *fire combat* when attempting a *vital blow*).

ZIIP77z: A standard 9mm much in favor with the intelligence services, including the Rauru Block's Operations arm. It holds 12 rounds and its plastic casing allows it to slip past metal detection systems.

Chiang 67: A pistol of Chinese manufacture, the Chiang 67 is designed to kill in virtual silence. This is done through the use of a Maxim silencer which traps the gases emerging from the barrel and lower their escape velocity to the point that no noise is made. The downside of the Chiang is that it requires special 7.65mm ammo, although this can often be found on the black market.

13mm Chunyokai: The most advanced pistol yet to come out of the Nippon arms factories, the Chunyokai's primary appeals lie in its ability to do damage and its increased range, but owing to its *Tech* level (24), it is rarely exported. A number have found their way outside of Nippon on the persons of corporate ninja on both sides, however.

7mm Brandeis Rifle: A bolt-action rifle in popular use among the Yakuza, the Brandeis features laser-optic sights for ease in targeting, and greater range than most weapons of its type. The Brandeis has proven an ideal weapon for assassinations.



SC Kyogo T11: Automatic, powerful, with four times the ammo per clip as the AK-47 or the M-16, the SC Kyogo has been put to use both as an assault weapon and as part of automated security systems. A devastating weapon in the correct hands.

Sansu 11mm: Another popular export, this submachine gun has been used with great effect by US forces against edeinon warriors in several recent battles. The Sansu features a large magazine, easy to control fully automatic fire, and durable lightweight aluminum construction.

SC Kyogo 144: With more ammo, greater damage capacity and an edge in range, the Kyogo 144 is a more effective weapon than the Sansu 11mm, yet only slightly more expensive. The Kyogo is an extremely accurate weapon, and is in widespread use throughout the realm.

Impala Chain Gun: Another weaponry triumph for the Kanawa Corporation, the Impala virtually revolutionized Japanese gang wars

overnight. By supplying Isei Sagato's mob with Impalas, 3327 was able to ensure the cooperation of the other families. A six-hundred round magazine, lightweight plastic construction, and a minimum cyclic rate of 360 rounds per minute (maximum 600) makes this a powerful deterrent to rebellion. Chain guns can only fire on full-auto, and despite efforts at miniaturization, are still so large and heavy that two hands are required to carry this weapon.

Melee Weapons

Manriki-Gusari: One of the earliest known Asian weapons, the manriki-gusari consists of a short chain, weighted on one end and with a hook attached to the other. This can be used to kill or simply disarm, depending on the goals of the wielder. Relatively easy to conceal, the manriki-gusari is an effective weapon in close-quarters combat, particularly if used to catch an opponent's sword in mid-stroke.

Palanic Staff: Used exclusively by the priests of Palan, this bamboo rod by itself is roughly as effective as the standard Ayslish staff. However, blessed with Palanic miracles and handled by trained fighters, it has been used to hold off accomplished swordsman and disarm MarSec agents wielding chain guns.

Katana: The original "samurai sword," the katana is easier to wield than a broadsword but causes as much damage. However, like the shimsi, it is impossible to conceal this weapon. The katana is favored by ronin and Rauru Block samurai.

Nunchaka: Two short clubs joined by a length of chain, the nunchaka is used by holding one club and whirling the other at tremendous speed. This allows the user to strike several blows at once. A possessor of the *melee weapons* skill using a nunchaka can strike two blows per round.

Shimsi Sword: Also known as "breath of the ninja," the shimsi is a lightweight sword that can be easily car-

ried on the back. When in the hands of an adept warrior, shimsi strokes can be made with such blinding speed that the victim sees only a blur as his life is cut from him.

Electro-Sword: A shimsi sword with a chip embedded that causes an electric shock to the victim when struck by the blade. This result in an automatic "K" result, double shock damage, and an additional wound level if a wound is inflicted. The electric charge can be used only once.

Spring-Loaded Stiletto: A weapon of assassination. The stiletto and spring mechanism are affixed to the wrist of the attacker, usually concealed under a sleeve, with only the small palm trigger protruding. When the trigger is pushed, the stiletto is thrust forward by the spring. This weapon is, naturally, only useful at extremely close quarters, and is associated with treachery and deceit.

EMP Sai: The sai is a lethal-looking weapon in normal circumstances — an iron spike fitted with curved, sharp quillons. Nippon engineers have turned it into far more than a standard melee weapon, however. When held so that the spike points upwards, the sai acts as an antenna to project an electro-magnetic pulse with an effective range of 10 meters. This acts to shut down any electronic gear — sensors, communication devices, computers, etc. — for two minutes. It has been used both in combat and for sabotage.

Missile Weapons

Throwing Stars: The dreaded "shuriken," in use for over 400 years, these are small metal discs with sharp blades emerging from the sides. They are designed to whirl as they fly through the air and then bury themselves in the target. Throwing stars are extremely easy to conceal on one's person, and kill with lightning speed and in utter silence.

Electro-Stars: Shuriken with a chip that provides an electric charge to victim. Effects and limitations are the same as with electro-sword.

Heat-Seeking Throwing Stars: Essentially the same as above, with the addition of small heat sensors, courtesy of Omi Electronics. This allows the shuriken to track their target by his body heat, and adds +2 to *missile weapons* skill when making *vital blows*. These shuriken are aerodynamically designed to enable them to alter course while in flight.

Heavy Weapons

Flamethrower: A weapon used extensively in jungle warfare, the flamethrower operates by mixing volatile chemicals and adding heat, then shooting the flames out of a nozzle attached to a long hose. In most instances, it is a cumbersome weapon, but Kanawa researchers have redesigned it for use in gopog armor. It is now small enough to be chest-mounted in the suit.

Impala Mounted Chain Gun: A large, tripod-supported weapon, the Impala mounted chain gun was used by MarSec agents against food rioters in Marketplace prior to its production in Nippon. This weapon, with its 800 round magazine, can wipe out an entire platoon in a matter of seconds.

Kanawa Sprite Missile: A short-range missile that packs a strong punch, the Kanawa Sprite was developed exclusively for use with the Nagara Security 44TS Robot. It has the same range as the LAW missile, but is capable of slightly more damage.

Energy Weapons

Electroshock Grips: These finger-less gloves are wired to a powerful battery worn in the small of the back. When activated, the gloves are capable of delivering a non-lethal stunning charge to anyone touched.

Hand Laser: On the cutting edge of Nippon technology, miniaturized hand lasers are not available on the open market, and are far too expensive for most people on the black market, due to their scarcity. Hand lasers are primarily found on security robots.

Armor

While virtually every type of armor (save enchanted) is manufactured within the Nippon realm, very little besides Kyoto RKD is in use there. The reasons are simple: bronze, leather, chain mail, etc. is of little use against automatic weapons fire or chain guns, which is what the average Nippon warrior will encounter. For descriptions of the varying types of armor available in Nippon, see pages 132-133 of the *Torg Rulebook*. Armor below *Tech* level 24 is offered at 10 percent off the listed price within Nippon.

Kyoto Police RKD: Often abbreviated to "Kyoto RKD" or just "RKD," this is the first and only armor to come out of the Kanawa manufacturing plants. It is used by ronin, gopog, MarSec agents and any number of others within Nippon.

Kyoto armor features small biocams which augment the wearer's motion and help him overcome the traditional clumsiness of battle armor. H-cross units dispose of heat, also serving as a miniature thermo-couple device to convert the heat to energy for the armor.

RKD is dangerous only if used when disconnected. It has a normal *fatigue* penalty in this case, and an additional *Dexterity* penalty (any character wearing Kyoto armor on torso and limbs has their *Dexterity*-based skills reduced by 1).

Rijato Battlesuit: One of the most sophisticated suits of armor in the realm, the Rijato is solar-powered and equipped with wrist-blasters, magnesium flares, and magnetic repellers which allow it to fly. It is not intended to be worn, but can be controlled from afar via a cybernetic helmet. This armor is beyond even the *Tech* axioms of Nippon, and at present only the prototype is known to exist (it was stolen by its inventor before 3327 could appropriate it). It is not available on the open market, and there is no way of knowing if it could ever be duplicated.

Due to the strain of maintaining cybernetic control of the armor, for every hour in which the armor is in use, there is a -1 penalty to all of the controller's *Mind*-based skills. These skills can be returned to normal by

resting for a number of hours equal to the time spent operating the armor.

The wrist-blasters do damage value 18 (range 3-40/200/500) the magnesium flares damage value 9 (range 1-6/15/40 —unprotected eyes only), and the armor can fly at a speed of 70 kmh.

Vehicles

More than any other realm, Nippon has made great strides in vehicular technology, including air, land, water and space vehicles. Save for the latter, samples of virtually all are available on the open market, providing one has enough yen.

Air Vehicles

Rotary Wing

Oda Butterfly: A helicopter designed for the executive on the go, the Butterfly was developed by Oda shortly after 3327's arrival. After the corporate wars began, the Butterfly was modified using Kanawa Corporation schematics (see below).

The Butterfly can attain speeds of 150 kmh, and onboard features include cellular phones, satellite navigation system, personal FAX and video transfer units, onboard computer (8 Mb memory block, 40 Mb storage), compact disc quadrophonic sound and a wet bar. The Butterfly can seat eight, and is still used by more trusting CEOs.

Oda-Kanawa Hornet: A more lethal version of the Butterfly, the Hornet is faster and more dangerous. "Ryuchi Kanawa's" personal air transport is a Hornet, and his pilots have notched several kills of independent CEOs who have had the audacity to try to share the skies with the High Lord. (3327 refers to this as "tearing the wings from the Butterflies.")

The Hornet has the distinction of being the most heavily-armed private aircraft ever produced. Combining the armaments of the Apache with the speed of the Mi-24 Hind A-10, the

Hornet can fly as fast as 400 kmh, and is armed with two Impala mounted chain guns, as well as two rocket launchers which can fire up to 100 2.75 inch rockets.

Jet-Powered Aircraft

Oda-17: Built purely for speed, the Oda-17 is the fastest jet on the planet. The plane can travel at 3,750 kmh, easily outdistancing the SR-71. To do this, of course, the jet had to sacrifice armament, but the combination of its speed and stealth technology makes instances of combat rare. The Oda-17 is used largely for reconnaissance work, particularly in the region dominated by the Cyberpapacy.

3327 has researchers at work attempting to find a way to retain the speed while adding armament, but no progress has been reported as yet.

Jet Pack: A unit commonly found only as part of Nippon gospog armor, a personalized jet pack can travel at speed value 13 and has a *Toughness* of 17. It emits a high-pitched whine when in use, and so detracts from any attempt at surprising an enemy (-1 to *stealth* skill when in use).

Hovercraft

Hoversled: A two-man version of the Oda Attack Platform, the hoversled can reach speeds of 150 kmh. It does not have weaponry installed, but is faster, more maneuverable and less expensive than the attack platform. It is frequently used by ronin and ninja for surprise attacks, since its only noise is a slight hum.

Oda Attack Platform: Produced by Oda Aircraft for supposed sale to the Japanese government, the Oda Attack Platform is a fully armed hovercraft capable of speeds up to 100 kmh. It seats four, and comes armed with an Impala mounted chain gun. It also features a satellite navigation system, cellular phone, and onboard computer. Mysteriously, many of these vehicles have found their way into the hands of the Yakuza, and Oda claims no knowledge of how this occurred.

Self-Powered Land Vehicles

Mitsuyana Sedan: A combination luxury car/armored personnel carrier is the best way to describe the Mitsuyana Sedan. The car seats four and contains a CD stereo system, cellular phone and satellite navigation system. The auto body is armored and the exhaust system is equipped to emit a chemical smoke screen to confuse pursuit. In addition, the car is coated with a refractory material similar to that used in jet aircraft which prevents radar detection.

Kokoru Avenger: The auto company's top-of-the-line motorcycle. Smooth acceleration, excellent handling, and standard features include wind screen, sidecar, satellite navigation system, CD stereo sound, and cellular phone (with optional personal FAX).

Kanawa-Mitsuyana Mikado: A smooth, sleek vehicle for the '90s, the Kanawa-Mitsuyana Mikado combines jump-car technology with aerodynamic engineering to produce a vehicle unlike any other on the road. Standard features include satellite navigation, onboard computer (1 Mb memory block, 2 Mb storage), quadrophonic compact disc, and triple strut suspension.

The Mikado makes use of a nitrous oxide supplemental drive system that allows a standard piston engine automobile to accelerate from zero to 125 kmh in just under four seconds, and to sustain speeds of up to 480 kmh for five minute bursts. This system was developed through a joint Kanawa-Mitsuyana research project.

Military Vehicles

Kanawa-Mitsuyana X4 Tank: A joint venture between Kanawa's arms division and Mitsuyana Motors, the X4 is the latest in tank design. Able to reach speeds of up to 80 kmh, packing a redesigned 125 mm gun, and shielded with armor that cannot be penetrated by any extant anti-tank rifle, the X4 has been marketed as the answer to the technical problems of the

M1. Its *Tech* level has made it impractical as an export, but it is believed in some circles that 3327 may be having them produced to prepare for the possibility of taking overt military action against a rival High Lord in the future.

Water Vehicles

Kokoru Ninja: A small but powerful boat for plying the harbors around Japan, the Ninja can carry up to four passengers, and features a satellite navigation system. In addition, the Ninja is fitted with stealth technology, making it invisible to radar, and comes with a mounted chain gun for protection.

Oda Jet-Ski: Built using elements of aircraft technology, the Oda Jet-Ski is among the fastest in the world, reaching speeds of 110 kmh. In addition, the improved steering system allows for tighter turns, while the relatively small size of the craft allows it to outmaneuver larger pursuers.

Space Vehicles

Mitiya Low Orbital: Nippon's contribution to the space race, courtesy of an Oda Aircraft subsidiary. 3327 envisions the LO as a hedge against Cyberpope Malraux's satellite programs. For now, it is being used primarily to cut the travel time between Tokyo and 3327's Chinese holdings. Turnaround time from takeoff to landing can be less than 40 minutes.

Robotics

Nagara Security 44TS Robot: Used throughout Nippon Tech, popular largely because it is immune to the effects of the Law of Intrigue, the Nagara Security 44TS is equipped with a belt-fed shotgun, pincers, and two Kanawa Sprite missiles. Its sophisticated sensor arrays allow it to detect movement up to 750 meters away, and its communication network enables it to contact any other units on security patrol and have them converge on an intruder. Built with neural net technology, it is able to "learn" and remember the techniques used against it so that they will not be effective in future.

For further information, see page 52 of the *Torg World Book*.

Kanawa R-1 Defense Robot: This unit would be considered the 44TS' biggest competitor, if Nagara was not already owned by the Kanawa Corporation. The R-1 is used solely to guard property owned by Kanawa or its subsidiaries, and is not available on the open market. The R-1 also features neural net technology, with the same capabilities as the 44TS.

Kanawa R-1 Defense Robot

DEXTERITY 12

Fire combat 14, unarmed combat 14

STRENGTH 14

TOUGHNESS 20

PERCEPTION 13

MIND 7

Test (17)

CHARISMA 3

Taunt (17)

SPIRIT 3

Intimidation (17)

Possibility Potential: none

Equipment: hand-lasers (damage value 17, range 3-30/100/200). The robots are able to fire both lasers each turn without taking the multi-action penalty (computer processing accounts for that).

Mitsubishi Home-Domo: The best-selling domestic automaton, the MHD is programmed for cooking, cleaning and routine maintenance. Its memory banks hold countless recipes for Japanese and international cuisine, its tactile and chemical sensors can detect impurities in the air or dust on furniture. Its sensor web has also been used by Nippon executives to provide early warning of gas attacks.

Mitsubishi Home-Domo

DEXTERITY 9

Maneuver 10

STRENGTH 11

TOUGHNESS 10

PERCEPTION 10

Evidence analysis 11, find 13, scholar (culinary arts) 12, trick (20)

MIND 8

Test (18)

CHARISMA 5

Charm (18), persuasion (18), taunt (19)

SPIRIT 0

Intimidation (20)

Possibility Potential: none

Equipment: armor (TOU+2/12), two tanks of cleaning solution, which is released through nozzles on the robot's wrists (range 1-6/10/30). The solution does not damage inorganic matter, but its caustic nature can do damage value 13 to anything organic.

Tatomi WKR-3: A more advanced version of the traditional robot laborer, the Tatomi WKR-3 is infamous for forcing 300,000 people out of jobs in its first month on the market. Though incapable of "learning" as such, the WKR-3 is tough and durable, and yet capable of extremely delicate work. From assembling automobiles and other large vehicles, WKR-3s have advanced to the point where they can now manipulate microchips. In addition, they do not grow fatigued, and while the cost of their batteries is high (¥2.8 million per year), it is still cheaper than paying the salaries of human workers, along with health benefits, vacation pay, etc.

Tatomi WKR-3

DEXTERITY 10

Maneuver 11

STRENGTH 13

Lifting 16

TOUGHNESS 16

PERCEPTION 9

Air vehicles 11, land vehicles 11, water vehicles 11 trick (18)

MIND 7

Test (19)

CHARISMA 4

Charm (20), persuasion (20), taunt (20)

SPIRIT 0

Intimidation (25)

Possibility Potential: none

Equipment: Fingertip welders (damage value 10, range 0-.5m/1-3/5-7), manipulatory digits (DEX+3 when in use).

Adventuring Gear

Grapple Gun: Built to resemble a small bazooka, the grapple gun fires a large iron grappling hook with 1200 meters of nylon rope attached. This can be used to stretch lines between build-



A dventuring Gear Chart

Item	Tech Level	Price (Value)	Item	Tech Level	Price (Value)
Grapple Gun	23	28k (12)	Sorubu Gloves, Boots	24	56k (13)
Retina-Pattern Recorder	24	700k (19)	Breather	23	10.5k (10)
Optical Helmet	24	10.5 m (25)	Eye Shield	23	14k (10)
Electronic Lockpick	24	70k (14)	Pure-All Chemical Kit	23	6.3k (9)
Electronic Safecracker	24	56k (13)	Toranaga MedKit	24	8k (9)
Omi Signal Scrambler	24	27.3k (12)	Zamftech Monolith	24	500k (18)
35mm Microcamera	23	112k (15)	Allied PPC H111	24	750k (19)
Allied Camcorder	23	35k (12)	Misaki XE Laptop	24	120k (15)
Omi Tracer	23	42k (13)	Zamftech Personal FAX	24	450k (18)
Allied Micro-Transmitter	24	420k (18)	Omi Video Transfer	24	600k (19)
Smoke Screen Pellets	23	10.5k (10)	Allied Video Phone	23	70k (14)
Smoke Screen Lenses	24	28k (12)	Sony Talkman	24	120k (15)
Satellite Navigation System	24	350k (17)	Sony Talkman Scrambler	24	200k (16)
Personal Radar Vest	24	175k (15)	Sony Talkman Descrambler	24	175k (16)
Niyoki Camouflage Suit	24	210k (16)	Nintendo 32 NES III	24	58k (14)

ings for an assault, or as a means of scaling various heights. Larger units, with up to 3000 meters of cord included, are also available at a slightly higher price.

Retina-Pattern Recorder: Smuggled to Nippon from Marketplace, this item is highly illegal and MarSec is authorized to use deadly force in apprehending possessors.

The RPR works in this manner: a victim is subdued, and the recording beam of the unit is shined into their right eye. The beam captures a holographic image of their retina pattern and stores it in its memory banks. Later, the image can be transmitted into a building's retina scanner, convincing the security system that the genuine owner of that pattern is requesting access.

No side effects have been reported among the victims, although once their retina patterns are placed in a security system's "suspect" file, it is far more difficult for them to conduct business or do anything else that requires passing through scanners. RPRs are extremely expensive, and are commonly only available from members of Shiki. As yet, the mega-corporations have found no defense against this device.

Optical Helmet: Not a weapon in itself, but a sophisticated targeting unit which improves accuracy with both firearms and melee weapons of all descriptions. Resembling a jet pilot's helmet, this device contains a complex combat computer which analyzes a target weaknesses and projects a schematic of them on to the helmet's visor. The computer will signal when the weapon is correctly aimed for a strike at one of those points, and give a rough estimate of the amount of damage caused by a hit. (*Fire combat and melee weapons skills are increased +4 when helmet is used.*)

Optical helmets have not yet been released for sale even to the government, so they are not in widespread use. There are, however, rumored to be some extant on the black market.

Electronic Lockpick: A pocket-sized device equipped with a sophisticated array of electronic sensors and baffles, virtually any lock, electronic or mechanical, can now be opened. It is normally used by espionage agents and Yakuza members.

The electronic lockpick has a *Toughness* of 9 and the *lock picking* skill at 16. It takes one round to successfully open a lock.

Electronic Safecracker: Slightly bulkier than its cousin mentioned above, the electronic safecracker can be used only against combination locks. The unit is attached to the door of the safe via suction cups, and tiny electrodes are attached to the safe's dial. The electric impulses whirl the dial at amazing speeds, while the unit's sensors listen for the sound of the clicking tumblers. Each time a correct number is found, it is flashed on the unit's screen, until the complete combination is detected. The user can then open the safe using this information.

The electronic safecracker takes one round to work, and has the *lock picking* skill at 15.

Omi Signal Scrambler: A security device perfected by Omi Electronics, the Signal Scrambler is attached to the inside of a door and activated with the flick of a switch. Once in operation, it causes interference with the sensor signals received by electronic lockpicks and safecrackers, effectively negating their effects. Efforts are underway to recalibrate the anti-lock devices to compensate for such interference, but apparently without any success as yet.

The Signal Scrambler is relatively inexpensive, and is available to the general public.

35mm Microcamera: A product of Allied Technologies, this device can fit easily into the palm of your hand, and comes equipped with auto-focus and auto-advance. It holds a 30-exposure roll of film, and can be triggered with the slightest movement of the palm. Primarily used for espionage, this is a popular item among members of the Rauru Block Operations Arm.

Allied Camcorder: A miniaturized camcorder, small enough to be fitted in an earring and absolutely silent while in operation. Tapes are good for up to 12 hours of recording. A prime espionage tool.

Omi Tracers: These tiny "bugs" allow a hunter to keep track of his quarry at a range of up to four kilometers. No larger than ants, the bugs can be magnetized or attached using most adhesives. Signals are beamed back to a receiver, but will grow fuzzy or distorted if the tracer is near a strong electrical source.

Allied Micro-Transmitter: Designed for use by covert operatives, the Allied micro-transmitter can be implanted beneath a fingernail (commonly that of the thumb), and agents can send messages in Morse code simply by applying pressure to the nail. Receivers built along the same lines have proven notoriously unreliable, however, and so all communication using the micro-transmitters is one-way only.

Smoke Screen Pellets: An excellent diversion when an escape is required, one smoke pellet emits a gaseous cloud which covers an eight meter area around the impact point. Finding someone with the cloud requires a *find* or *Perception* total of 20.

Smoke Screen Lenses: Special pairs of lenses which negate the effects of smoke screen pellets, and allow the wearer to operate normally. These lenses do not confer any benefit on the wearer when there is no smoke screen present.

Satellite Navigation System: Now a standard feature on most vehicles in Nippon Tech, SatNav systems allow drivers to take advantage of the information obtained by orbital satellites. Using an easy-to-operate computer built into the dashboard, the driver

can access mega-corporate satellites, which will beam photographic information regarding the area through which the car is traveling. In addition, drivers can call up information regarding other geographic areas if they so desire. This allows for the plotting of the most direct course to a given destination, and cuts down on traffic problems and the taxing of a region's infrastructure.

Personal Radar Vest: A lightweight vest worn under a coat or sweater, the PRV can detect any moving object larger than a baseball within 200 meters regardless of intervening obstacles. A cord connects the unit to a wristband, which displays a visual readout.

Niyoki Camouflage Suit: Manufactured by a Chinese firm under license from Borubokan Textile, the Niyoki camouflage suit features loose-fitting shirt and pants, a scarf that can be worn around the head and a full face-mask with built-in breather. The Niyoki comes in a variety of colors, but the two predominant choices of Nippon residents are black and white.

The Niyoki is designed to afford maximum freedom of movement, and the material is a synthetic which makes virtually no noise that could alert others of the wearer's presence. The black suit, commonly worn by corporate and contract ninjas, does not reflect light, so it is possible for the user to simply fade into the shadows. The black Niyoki provides a +1 to the wearer's *stealth* value.

The white suit is designed for winter expeditions, and while bulkier, it serves the dual purpose of keeping wearers warm and helping them to blend into the snow. This suit is fur-lined, and features a coat, pants, gloves, shoes and facemask with breather. The white suit is designed to reflect light in such a way as to produce a condition similar to snowblindness, and thus provides a +3 to the user's *stealth* value.

Sorubu Gloves, Boots: Also a product of Chinese industry, these accessories are designed for use with all of the Niyoki camouflage suits. Both the gloves and the boots are made from a new type of rubber which helps users adhere to solid surfaces, such as buildings and mountain peaks. The

Sorubu will not work if there is any liquid between the glove and the surface, however, nor can they allow the user to scale an utterly smooth plane.

Use of Sorubu gloves and boots adds +2 to *climbing* ability. Use of gloves or boots alone adds +1 to *climbing*.

Breather: A Marketplace item that has begun to come into its own in Nippon and other realms, the breather mask protects the wearer from toxic fumes and other impurities, as well as gas attacks. The breather mask is fitted over the nose and mouth, and the filtration system built into it collects dust and smoke particles, ash, and other foreign elements and allows clean air to be inhaled (the breather has been estimated to provide 80 percent cleaner air, although some believe this figure to be inflated by the anti-pollution device manufacturers).

Eye Shields: These protective goggles perform essentially the same service as do breathers, only they guard the eyes rather than the lungs. Their rate of success is higher than that of breathers (approximately 92 percent), but the plastic lenses deteriorate and become useless after only a few weeks. Available with UV-resistant coating.

Pure-All Chemical Testing Kit: Ideal for testing the purity of water, the Pure-All is a "must have" for those planning to spend any time on the streets of Marketplace. A water sample is poured into a test tube, a drop of Pure-All formula is added, and the results are immediately apparent: if the solution turns a dark blue, the water is relatively pure; if it turns red, the water has been contaminated.

The Pure-All works in one round, and no skill is required to use it.

Toranaga MedKit: A product of Toranaga Chemical, the MedKit contains a variety of concentrated antibiotics, mini-lasers for wound cauterization, and antidotes to most known poisons. Possession of a MedKit provides a +3 bonus to the *first aid* skill.

Zamftech Monolith: The RISC17-based Monolith computer features a single chip containing the 64 bit video co-processor, floating point co-processor, and voice recognition processor. Comes

bundled with touchpad, 32Mb memory, multiple output option module, including both color and tactile compatibilities and a 1Gb optical drive. Memory can be increased to 256 Mb and up to seven additional optical drives can be daisy-chained to the primary drive.

Allied PPC H111: Based on a combination of RISC architecture and neural networks, this business computer has a cellular connection to the Nikkei market computers, and is continuously updating the market information. Uses neural net technology to learn its owner's preferences in business decisions with RISC processing of numerical trends to support buy and sell orders appropriate to the owner. Comes with the latest in security features, including retina scanner.

Misaki XE Laptop Computer: The hottest selling portable in Marketplace and Nippon, this unit features a fast RISC15 processor — a single chip containing the 16 bit video coprocessor, floating point co-processor, and voice recognition processor. Comes with 16 Mb memory, 100 Mb storage, and weighs less than four pounds.

Zamftch Personal FAX: A major leap forward in FAX technology, this Zamftch unit can fit into the pocket of a jacket. Pull out the point and shoot scanner and scan any document or scene, then call in the image to any accessible FAX machine over any available phone line. No special phone connections are needed. 5-25 images can be stored to transmit depending on the resolution used to scan the document or scene.

Omi Video Transfer: This unit combines the convenience of FAX technology with the precision of real-time video. VHS or optical laser format video images may now be FAXed over phone lines to any other video transfer machine and output as a VHS cartridge or optical disc.

Allied Video Phone: A standard telephone with a video unit and automatic call tracer built in. Users can see the number of their caller before picking up the phone, and once connected, can see the face of the person to whom they are speaking. An invaluable tool when dealing with CEOs who may, or may not, be telling you the truth.

Sony Talkman: The latest revolution in cellular technology, the Talkman is a personal telephone no larger than a wallet. It can be worn on a belt or inside a suitcoat to receive calls at any time, and can also be used in conjunction with the Zamftch Personal FAX.

Sony Talkman Scrambler: A small device which can be attached to a Sony Talkman, it effectively scrambles the signals and prevents electronic eavesdropping on conversations.

Sony Talkman Descrambler: A companion device to the above, Talkmans must have this device to decode the scrambled signals of another such cellular phone.

Nintendo 32-Bit NES III: Nippon's most popular home entertainment unit, available cartridges include *Zelda V*, *Ninja Castle*, *Mega-Corporate Wars*, *Ronin Rampage*, and *Evander Holyfield Ten Count*. Unit comes standard with stereo headphones and 6" 64-bit color display.

E

quipment

Firearms

All prices are in yen (¥).

	Tech	Damage Value	Ammo	Range (meters)			Price(Value)
				Short	Medium	Long	
Pistols							
Chiang 67	23	16	8	3-10	25	50	25k (12)
Kanawa KM11	23	18	12	3-10	25	40	30k (12)
LOV 9mm	23	15	12	3-20	30	50	70k (14)
ZIIP77z	23	16	12	3-10	25	40	90k (15)
13mm Chunyokai	24	18	9	3-10	40	50	140k (15)
Submachine Guns (Auto)							
Sansu 11mm	23	17	10	3-15	35	100	65k (14)
SC Kyogo 144	24	18	15	3-15	40	150	70k (14)
Rifles							
7mm Brandeis	23	20	18	3-75	220	550	160k (16)
SC Kyogo T11 (auto)	24	21	40	3-40	150	400	280k (17)
Impala Chain Gun	24	23	600	3-40	150	400	1 m (20)
Heavy Weapons							
Flamethrower (min.)	24	18	10	3-10	40	100	90k (15)
Mounted Chain Gun	24	27	800	3-60	250	550	3 m (22)
Kanawa Sprite	24	29	1	10-100	250	400	18 m (26)
Energy Weapons							
Hand Laser	24	17	20	3-30	100	200	28 m (27)
Electroshock Grip	24	9	10		touch		200k (16)

Melee Weapons

	Tech	Maximum Damage Value	Plus to Damage Value	Price (Value)
Manriki-Gusari	8	+5	19	17k (11)
Palanic Staff	7	+3	18	250k (17)
Katana	9	+7	21	29k (12)
Nunchaka	9	+5	19	35k (12)
Shimsi Sword	15	+5	19	70k (14)
Electro-Sword	24	+8*	22	400k (18)
S-L Stiletto	23	+6	20	150k (16)
EMP Sai	24	+5	19	300k (17)

Missile Weapons

	Tech	Damage/ Maximum Value	Range (meters)			Price (Value)
			Short	Med.	Long	
Throwing Stars	15	+3/17	3-5	10	15	28k (12)
Electro-Stars	24	+5/18*	3-5	10	15	70k (14)
Heat-Seeking Stars	24	+3/17	3-10	15	20	80k (14)



Armor

	Tech	Value/Max.	Fatigue?	Price (Value)
Kyoto Police RKD	24	+7/25	no*	14 m (25)
Rijato Battlesuit	25	+8/26	no*	14 t (55)

Vehicles

	Tech	Speed kmh/mph/value	Passengers	Toughness	Price (Value)
Rotary Aircraft					
Oda Butterfly	23	150/90/13	8	17	84 m (29)
Oda Hornet	24	400/250/15	8	21	210 m (31)
Jet Aircraft					
Oda-17	24	3750/2345/20	2	22	4.2 b (38)
Personal Jet Pack	24	140/90/13	1	17	2.1 m (21)
Hovercraft					
Hoversled	24	125/80/13	1	14	2.8 m (22)
Oda Attack Platform	24	100/60/12	4	18	4.2 m (23)
Self-Powered Land Vehicles					
Mitusyana Sedan	23	192/120/14	4	25	11.2 m (25)
Kokoru Avenger	23	160/100/13	1	13	2.52 m (22)
K-M Mikado	24	480/300/16	4	15	14 m (25)
Military Vehicles					
K-M X4 Tank	24	80/50/12	4	35	280 m (32)
Water Vehicles					
Kokoru Ninja	23	100/60/12	4	21	7 m (24)
Oda Jet-Ski	24	110/70/13	1	19	2.1 m (21)
Space Vehicles					
Mitiya Low Orbital	24	28k/18k/24	20	28	84 b (44)

Robotics

	Tech	Price (Value)
Nagara Security 44TS	24	105 m (30)
Kanawa R-1	24	210 m (41)
Mitsubishi Hom-Domo	24	2.1 m (21)
Tatomi WKR-3	24	1.68 m (21)

*See note in text.



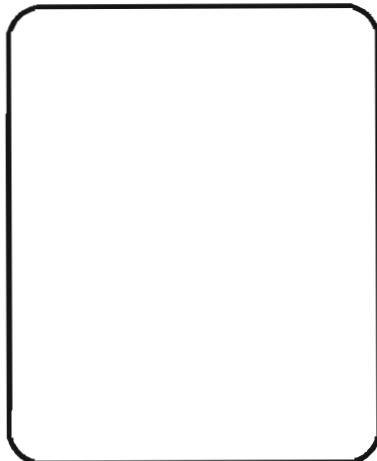


Rauru Block Agent

Player Name: _____

Character Name		Home Nippon Tech		Possibilities	
Age		Cosm		10	
Height	Wound Level	Shock Damage	Magic	Social	
	Hvy Wound		2	22	
Weight	Mortal	K O	Spiritual	Tech	
	Dead		8	24	

Skill	Add	Attribute	Value
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Martial Arts		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis	3	PER	15
Find		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Business		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 10	Maneuver
Strength 9	
Toughness 9	
Perception 11	Trick
Mind 9	Test
Charisma 10	Taunt
Spirit 8	Intimidate
Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
13mm Chunyokai	18	24	3-10	40	50
S-L Stiletto	15	23			

Bonus Chart							
		21	26	31	36	41	46
		25	30	35	40	45	50 +5
		8	9	10	11	12	13 +1



Rauru Block Agent

Player Name: _____

Cosm: Nippon Tech

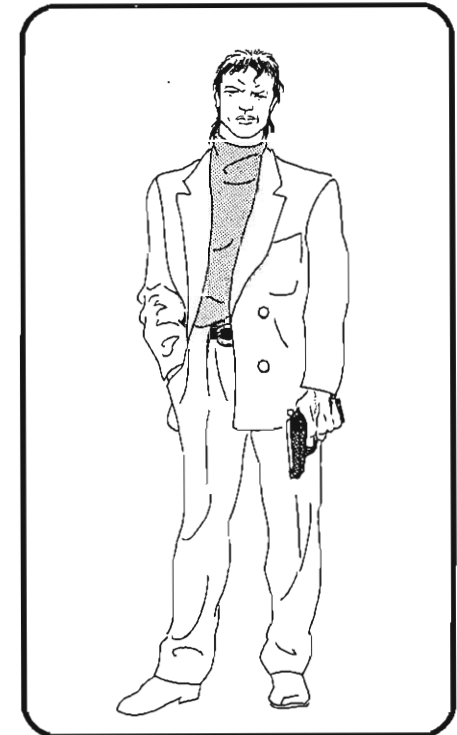
Background: It took you a long time to accept the fact that something strange was going on in Japan, something connected to the Possibility Wars sweeping the globe. But soon the evidence grew too great to be ignored.

You wanted to get to the truth of the matter, and this led you to an alliance with others who felt the same. The Rauru Block needed the skills and experience you developed as a police officer and private security analyst, and assigned you to work with their newly-created Operations Arm.

The discoveries you have made thus far have shocked you, leaving you with the impression that the Kanawa conspiracy extends far beyond Japan — the industrialist may well have designs against the entire world. You are unsure whether to accept the theory that Kanawa is a High Lord, but whatever he is, you are convinced he poses a great danger to your nation.

The war has grown deadly, and you have seen a number of friends and colleagues killed. This has merely strengthened your determination to expose Kanawa's secrets and bring him to justice.

Personality: You are cool and collected, a consummate professional. Any reluctance you ever felt about using deadly force against opponents has long since been washed away by the blood of fellow agents.



Equipment: three-piece suit, micro-transmitter, retina-pattern recorder, 13mm Chunyokai (damage value 18), spring-loaded stiletto (damage value STR+6/15), 35mm microcamera, personal radar vest, ¥15,000.

Quote: "If you have no stomach for treachery and violence, you don't belong in this business."

Skill Notes: Your tag skill is *evidence analysis*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).

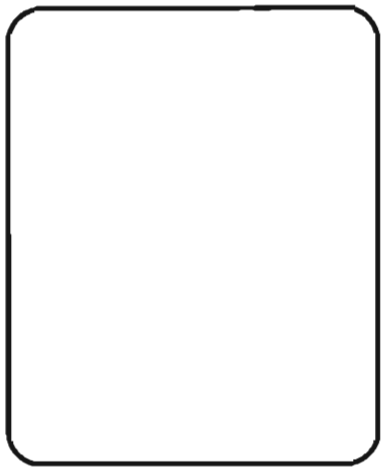


Ronin

Player Name: _____

Character Name		Home Marketplace		Possibilities	
				10	
Age	Wound Level	Shock Damage		Magic	Social
	Wound			2	22
Height	Hvy Wound			Spiritual	Tech
	Mortal			8	24
Weight	Dead	K	O		

Skill	Add	Attribute	Value
Fire Combat		DEX	
Maneuver		DEX	
Martial Arts		DEX	
Melee Weapons	3	DEX	13
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis		PER	
Find		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 10	Maneuver
Strength 11	
Toughness 11	
Perception 9	Trick
Mind 8	Test
Charisma 9	Taunt
Spirit 8	Intimidate
Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Aviom Level	S	Range M	I.
Armor					
Kyoto Armor +7	18	24			
Weapons					
13mm Chunyokai	18	24	3-10	40	50
Shimsi Sword +5	16	15			
Dagger +3	14	7			

Bonus Chart																									
Die Roll	Bonus #																								
3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	
1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18



Ronin

Player Name: _____

Cosm: Marketplace

Background: You inherited the samurai mantle from your father, who inherited it from his father. Your family tradition has always been to serve a master, be he landowner or business owner. But with the climate in Marketplace, you decided there was more profit to be made as a free agent, and struck out on your own.

You accepted a high-paying contract from 3327, only to discover that the target was an aged burakumin woman whose son was a Shiki leader. You couldn't bring yourself to slay an unarmed woman, even at that price, and you told 3327 so. The Triad branded you a threat to the economy, and the mega-corporations stopped hiring you.

You disappeared into the back streets of Marketplace for months, until you found that there were others in need of your services. Independent corporations, Kashi hackers, and others all had use for a warrior of your skill.

When 3327 opened a new "maelstrom market" on a planet called Earth, you made it your business to pay the place a visit. There has been no lack of clients, particularly among the Rauru Block, and you have even broken your own rule and done some jobs for free, if you felt the task was important enough and you liked the people involved.

Personality: You love your work, and you consider yourself the best at what you do. You take a great deal of pride in your performance, and the



fact that you have survived so long in such a dangerous business.

Equipment: Kyoto armor (armor value TOU+7/18), 13mm Chunyokai (damage value 18), shimsi sword (damage value STR+5/16), dagger (damage value STR+3/14), ¥700,000

Quote: "Yes, I can find a way in. I've seen that security system before; it poses no challenge. How much are you willing to pay?"

Skill Notes: Your tag skill is *melee weapons*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).



Son of the Wind

Player Name: _____

Character Name		Home Cosm		Nippon Tech		Possibilities	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound Hvy Wound			2	22		
Weight	Mortal Dead	K	O	Spiritual	Tech		
				8	24		

Skill	Add	Attribute	Value
Arrobatics		DEX	
Dodge		DEX	
Lock Picking		DEX	
Martial Arts	3	DEX	15
Melee Weapons		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Disguise		PER	
Find		PER	
Scholar		PER	
Tracking		PER	
Meditation		MIN	
Survival		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	12	Maneuver
Strength	9	
Toughness	10	
Perception	9	Trick
Mind	10	Test
Charisma	8	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Nunchaka +5	14	9			

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Son of the Wind

Player Name: _____

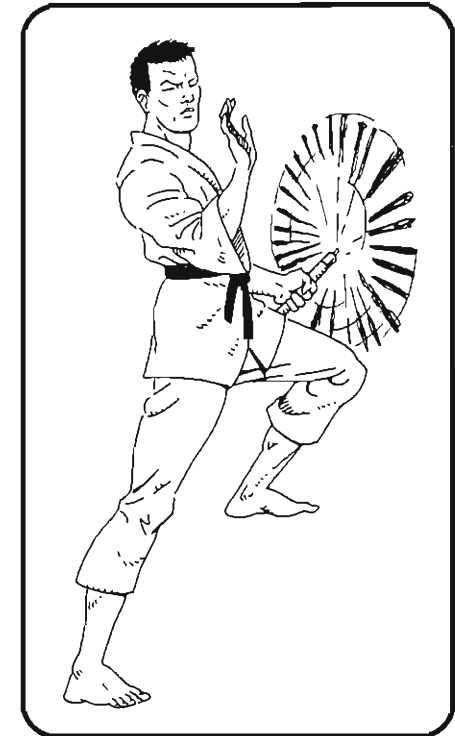
Cosm: Nippon Tech

Background: You sensed the changes in Japan long before any news reached your temple regarding them. Nature's voice had altered slightly, balances had been upset. Something dark was taking place, and unopposed, it would surely conquer all.

You knew the time had come to use the skills you had been taught, but not all of your fellow Sons agreed. Many felt it wiser to remain in seclusion and let the outside world handle its own problems, but you argued that it would only be a matter of time before the dangers without threatened the temple itself. Finally, you led a small contingent out of the place in which you had spent your entire life, and set out to confront and defeat the evil you knew was waiting.

Since that time, months ago, you have learned much about the world, and much about yourself. You have fought many battles, and made noble friends called "Storm Knights" who honored you by counting you among their number. You have fought many battles, both in Japan and in strange, faraway places you never dreamed could exist. You have seen the true face of evil, and now know you were right to leave the temple to combat it.

Personality: You are intense and serious, and despite your travels in recent weeks, still quite unworldly. You speak quietly, when you speak at all, and though not quick to anger, you can strike with the swiftness of a serpent and the devastating power of a lion. Even those who do not under-



stand you respect your fighting skill.

Equipment: ceremonial robe, nunchaka sticks (damage value STR+5/14).

Quote: "His aspect is that of a man born to violence, and so we must respond in kind."

Skill Notes: Your tag skill is *martial arts*, with the initial add costing three skill points and the others one skill point. You have 11 points to spend on skills at the start. Be sure to check the skill requirements for the *martial arts* style you wish to be proficient in.

