



# DELINQUENT SCHOOLGIRL COP

## A New Character Type for Feng Shui by James Lowder

*"I'm sorry I don't have my history essay done, ma'am, but I spent the whole weekend foiling a plot to turn all us kids into zombies . . ."*

Not too long ago, your picture might have appeared as an illustration of the phrase, "bad girl." You got into trouble early in life, spending time in Japanese reform schools and maybe even prison. Your crimes - a long string of minor delinquencies or a single, big-time heist - brought you to the attention of Tokyo law enforcement in a major way. Even locked away you proved unmanageable. You turned your wits and your considerable fighting skills to destructive ends whenever the chance arose. The local authorities pretty much had written you off as a career jailbird.

And then it happened ...

The "it" we're talking about is different for many Schoolgirl Cops, but there are some common scenarios (all of which can help you design a melodramatic hook). Most often, talented troublemakers like you were whisked from the reform school or prison to a shadowy government office. There, you were offered a pardon for any past crimes - on one condition. You had to join a special undercover unit for a number of years equal to your original sentence. If you were the stubborn sort, the government encouraged you in creative ways - offering to place sick friends higher up on organ-donation lists or grant a stay of execution to a relative slated for the gas chamber. It's clear, though, that the gift will be revoked the moment you step out of line.

Or perhaps you sought out the opportunity to join the force. Something or someone made you aware of the suffering your actions had inflicted upon innocents. One particularly heartbreaking example inspired you to repent your delinquent ways and atone for your crimes. The government somehow learned of your change of heart. They were more than happy to provide you with a government-sanctioned way to pay back your debt to society.

Now, as part of a semi-secret unit, you investigate corruption and crime as it relates to teenagers. You frequently go undercover in schools both in Japan and Hong Kong. More often than you might think, such work puts you in conflict with crime bosses, mad scientists and fanatics trying to conquer the world. You may or may not be interested in the greater war, but you refuse to see kids manipulated or put in danger by these evil forces. If that drags you into a larger conflict, so be it. Since the government will not publicly acknowledge your unit's existence, you're used to

coping with the evil-doers - whether they be drug pushers or weird cyber-demons from the future - on your own.

**Juncture:** Contemporary

**Attributes:** Bod 5, Chi 0 (Fu=4), Mnd 5 (Will=6), Ref 5

*Add 2 points to one primary attribute, 1 point to a different primary attribute and 2 points to a secondary attribute.*

**Skills:**Detective +2 (=11)

Info/Teenage Psychology +2 (7)

Info/Pop Culture +2 (8)

Martial Arts +8 (=13)

Police +2 (6)

Sabotage +4 (9) [Max 12]

Add 4 skill bonuses.

**Schticks:** 2 gun schticks, 1 fu schtick

**Weapons:** 1 gun (special)



## Some Special Weapon Choices:

### Battle Yo-Yo 8/1/1

This is a specially built metal and ceramic yo-yo on a bulletproof ceramic string. There is a hidden panel on one side that pops open to reveal your unit's government ID badge. No reload cost.

### Super Battle Yo-Yo 10/2/1

A prototype advancement on the standard battle yo-yo. Each side of the yo-yo bears three lead weights, which add to the damage it inflicts. Yo-yo will strike up to three targets per throw if targets are grouped together. Special shoulder

and wrist braces must be worn during use. Extended or unprotected use will result in damage to the user's arm (+1 difficulty increase per 10 uses, cumulative; penalties are doubled without braces). No reload cost.

### Marbles 7/1/3

Standard schoolyard marbles, thrown from between the fingers on one hand (up to 3 at a time). Can inflict automatic burst bonus. Marbles are drawn from hip pouch. To reload pouch costs 6 shots.

### Razor Origami 8/1/1

Little origami animals, most often birds, folded from thin metal. They rest flat in your pocket until you snap them open for throwing. Origami are drawn from small hip pouch. To reload pouch costs 6 shots.

**Unique Schtick:** By spending a Fortune die in conjunction with any especially heroic action - facing down a helicopter gunship with a battle yo-yo, for example, you can motivate any teenagers watching you to join the fight. The teens will endanger themselves for you, but you will suffer distracting guilt should they be harmed. If any

or all of the teens are seriously injured, difficulties of all actions will increase by one until you avenge them. Deaths result in a difficulty increase of +3. Actions directly related to your pursuit of revenge for the teens are unaffected.

**Quick Schtick Pick:**

weapons: Battle yo-yo

gun schticks: Signature Weapon

Eagle Eye

fu schtick:

Gathering of the Clouds

**Wealth Level:** Working Stiff

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