

VILLAINS  
AND  
VIGILANTES™














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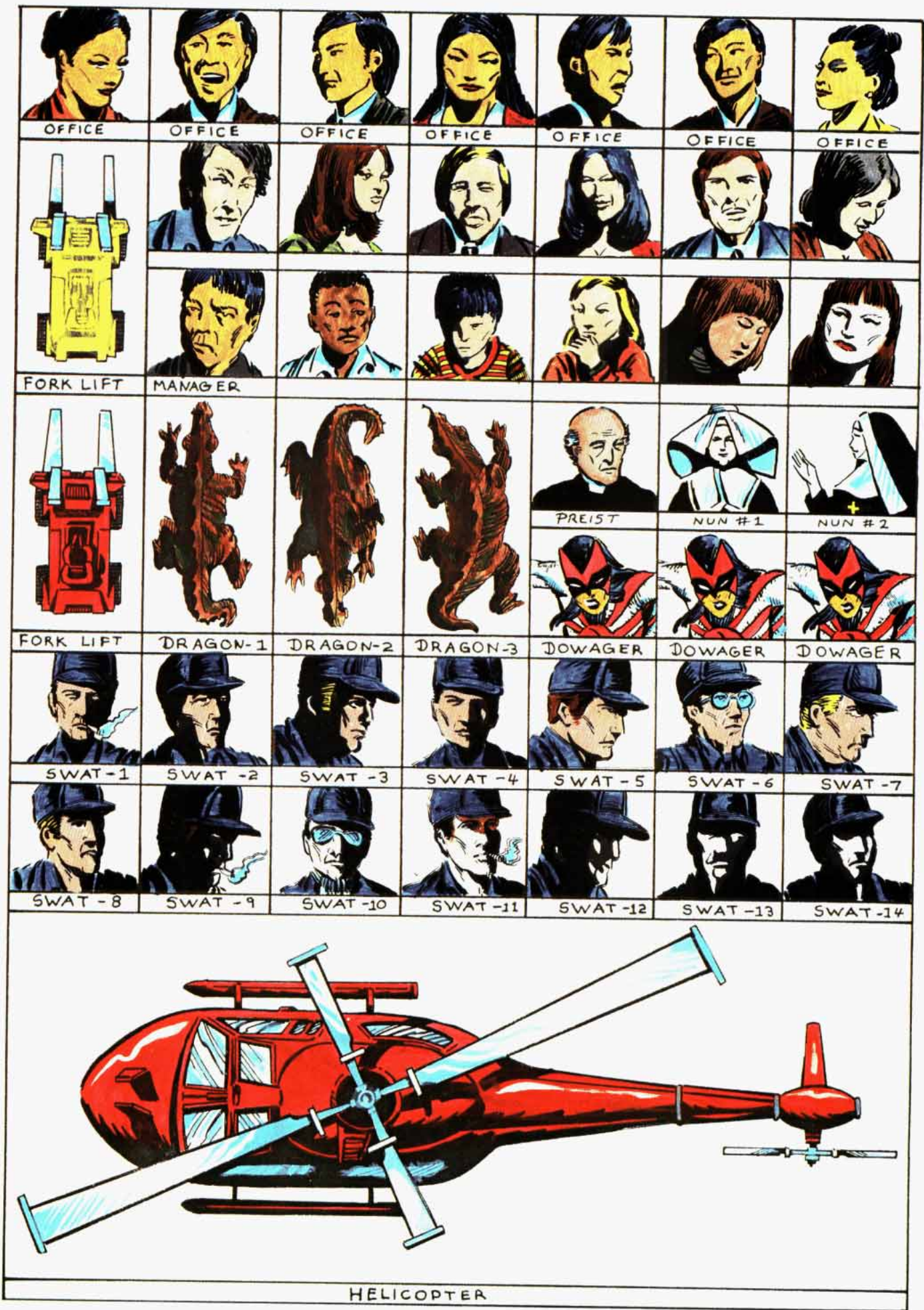
2021

SEARCH FOR THE  
**SENSEI**

Joseph W. Liotta



									
SHIRO	SIN -TING	RISING-SUN	MUGS	GLIMPY	MAX	DANNY			
									
RECEPTIONIST	SECURITY-1	SECURITY-2	POLICE	POLICE	POLICE	POLICE			
									
MAIDEN JAPAN	YAMASHITA	AR L	KUBO	SUGIHALA	TOKIEDA	NAKANO			
									
NIHON	KAWAGDE	NAKAMAE	OSHIMA	OKASA	MITSUNE	EDA			
									
DOWAGER	MATSKA	KIKUCHI	OHASHIO	HIGASHI	MIFUNE	IWATA			
									
SHOJIN	SHIRAI	MANAGAKI	KOSHIKAWA	OKINO	SUGIMOTO	TORINAGA			
									
GHENGIS CHI	SOLARIS	KAWANO	KAKAZU	TOKORO	GEISHA #1	GEISHA #2			
									
BLACK TIGER									
									
	POLICE CAR			POLICE CAR			POLICE CAR		
PREYING MANTIS	POLICE CAR			POLICE CAR			POLICE CAR		



**SEARCH FOR THE**  
**SENSEI**

**A**  
**VILLAINS**  
**AND**  
**VIGILANTES™**  
**ADVENTURE**

JOSEPH W. LIOTTA: SCRIPT AND MAPS

DAN AND DAVID DAY: COVERS' COUNTERS, & ILLUSTRATIONS



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## INTRODUCTION

This scenario has been designed for use with the revised gaming system for **Villains and Vigilantes**, and presents a complete adventure setting for four or more players. This product is designed for the Gamemaster's use only. Anyone planning to participate in the adventure as a player should not read any further.

It should also be noted that the material in this scenario is subject to the Gamemaster's expansion, deletion or alteration in order to make it more suitable to his/her campaign. Special attention should be paid to the statistics and powers of the Amida Tong, the NPC villains provided for this adventure. Although experience levels are supplied, The Gamemaster may find it necessary to modify these values slightly, depending upon the levels of his/her own player-characters. It is suggested that the combined total of the villains' experience levels (those with super-powers only) should be at least three to four times as high as the combined total of the player-characters' experience levels. A few NPC heroes are also provided, and may be worked into the adventure if the Gamemaster finds the sides to be drastically unbalanced in favor of the villains.

The scenario is designed to take place on both the East and West Coasts of the United States, specifically New York City and San Francisco. It may be more favorable to the campaign, however, to have the first location fairly close geographically to wherever the player-characters have their headquarters. The second locale, on the other hand, should be left a good distance away.

Although this is a complete adventure, the Gamemaster is encouraged to add his/her own ideas and to expand on any details he/she wishes in order to make this a more exciting adventure for the players. Any changes made to this scenario should be made prior to the start of the action, rather than during play. No matter how complete a scenario has been made, circumstances are bound to arise that no amount of preplanning could anticipate. In these instances, the Gamemaster will have to make spur-of-the-moment decisions which should be based upon his/her overall knowledge of this adventure.

## EDITORIAL INTRODUCTION

*Search for the Sensei* marks the first appearances by Joe Liotta as author and by Dan and David Day as artists. This will not be the last appearance by any of them.

Joe Liotta was a pleasant surprise to everyone involved. He lives and works in the general area of the FGU offices and has been able to stop in to visit with us regularly (so we know details of his upcoming projects to a greater degree than is usually the case). His familiarity and interest with things Japanese are apparent from this adventure (and will also be apparent in its sequel). With luck, Joe will also be writing an adventure pack for FGU's Japanese fantasy game **Bushido**.

Dan and David Day are well-known to most comics readers and have already indicated that they enjoyed working on this project. We always check with new artists to determine if they enjoyed our format and whether they would be willing to do another **V&V** adventure. In this case, the response was that they wanted to do several more right away, so watch for more from these guys.

Beyond that, this adventure should be reaching distribution at just about the time of author Joe Liotta's wedding. On behalf of everyone at FGU (and probably most **V&V** players), I would like to congratulate Joe and wish him the best. (Yes, the honeymoon will be in Japan).

Scott B. Bizar  
Editor-in-Chief

# I. Meet the Menace

## 1.1 THE YAMAGUCHI: A HISTORY

In the early 1980s, Japan's National Police Agency reported the existence of over 2,500 underworld crime organizations which comprised a total of almost 110,000 individual members. Due to police pressure in the 1960s, smaller gangs either disappeared or consolidated under syndicate-type organizations. In 1977, the 10,500 members of the largest gang, the Yamaguchigumi (a criminal organization existing for more than three-hundred years) were found in thirty-four prefectures and were affiliated with 463 other gangs. The operations of the Yamaguchigumi (also known simply as the Yamaguchi) were usually close-knit, with the leader and the gang members sharing a father-son relationship.

Interestingly enough, these Japanese gangsters, who are known as *yakuza*, often pictured themselves as being saviors of the traditional Japanese virtues in a postwar society. Subsequently, many individuals have succumbed to the temptation to attach a special romanticism to Japanese gangsters. The fact that these *yakuza* have a partiality for getting themselves tattooed has also added to the exoticism. In reality, however, the typical *yakuza* is no more exotic a figure than the average 'soldier' in a Mafia family. Like the Mafia, the Yamaguchigumi has traditionally gone in heavily for gambling and extortion rackets, but has recently become involved in prostitution, pornography, book-making and increasingly in drug-smuggling. Some of these groups have also expanded their operations and are presently active on the West Coast of the United States.

## 1.2 PRESENT-DAY YAMAGUCHI

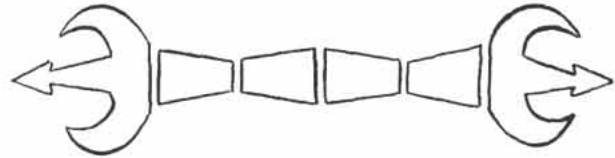
The present-day Yamaguchigumi is drastically different from its predecessor (at least within the realm of **Villains and Vigilantes** for this adventure). The Yamaguchigumi has grown from a Mafia-like family of mobsters to a high-tech elite crime organization which has recently begun recruiting super-powered beings. Still having a penchant for getting themselves tattooed, each branch or subdivision (known as a *tong*) has developed a unique design which can be immediately identified by the other *tongs*. These designs are also said to be of mystic origins, and there are those who believe these mystic symbols are what give the *yakuza* their power.

One of these branches, known as the Amida Tong, is presently operating on the East and West Coasts of the United States of America. Both locations are primarily involved in the illegal transport, buying and selling drugs and armaments, using a reputable import/export firm as a front. This operation is controlled from the main offices, located in San Francisco, by an individual known as 'the Shujin.' Orders are then passed on to subordinates who actually run the warehouse shipping operations on both coasts. Since the Yamaguchi has been known to form ties with right-wing groups, and to attract dissatisfied youths to their ranks, they are very seldom without adequate numbers of 'goons' or hirelings. In the case of the Amida Tong, the majority of these hirelings possess some form of martial arts and weaponry skills, and upon orders from the 'Shujin' have assumed a ninja-like guise to 'instill fear in the hearts of their adversaries.' Needless to say, the Yamaguchigumi is not an organization to take lightly.

NOTE: The terms 'Yamaguchigumi,' 'Yamaguchi,' 'Amida Tong,' and 'Yakuza' may be used synonymously throughout the text.

## 1.3 TATTOO OF THE TONG

It should be noted that all the members of the Amida Tong bear a single, identifiable tattoo on their left forearms. This body decoration is a symbol of their brotherhood and allegiance to the Shujin. It will, however, also act as a dead give-away should any members of the Tong try to infiltrate the heroes' headquarters. This design is shown below:



## 1.4 CALENDAR OF EVENTS

The following is a calendar of events related to this adventure, and lays out much of the behind-the-scenes occurrences. It is included only as a planning aid for the Gamemaster, and may be modified, added to, or completely ignored.

- Day 1:** After showing a little too much curiosity in the Amida Tong's illegal dealings in New York, Shiro Kenokogi (a.k.a. the Sensei) is drugged and kidnapped by the Tong.
- Day 2:** Shiro's daughter, Sin-Ting, goes to the police to report the disappearance of her father.
- Day 3:** Sin-Ting Kenokogi meets with the heroes and seeks their aid. At this time, the Shujin also realizes who Shiro is (at least with regards to his political position) and orders him sent to San Francisco.
- Day 4:** Shiro Kenokogi is transported to the main headquarters of the Amida Tong via cargo plane. The Shujin, realizing that Kenokogi would make an indispensable government ally, attempts to convince him to join the Tong's cause. At this time, a cocaine shipment arrives at the New York Harbor warehouse.
- Day 5:** In response to the Sensei's refusal to join their ranks and work as a Yamaguchi spy, the Shujin orders Ghengis Chi to fly to New York and return with Kenokogi's daughter. Sin-Ting will then be used as a bargaining tool to convince her father to aid the Tong. At this time, Shiro is once again drugged and sent to the San Francisco warehouse for safe-keeping. There is also an armaments shipment which arrives at the warehouse in New York.
- Day 6:** Various illegal imports are transported from New York to the West Coast warehouse, while a shipment of marijuana and armaments also arrives in San Francisco. Very little is done with regards to Shiro Kenokogi.
- Day 7:** If the Sensei has not agreed to join the Tong by now, he and Sin-Ting (if Ghengis has succeeded in abducting her) will be eliminated; they already know too much. (Hopefully, the heroes have succeeded in rescuing them by now; if not, boy do we have problems!!)

# 2. Preamble to Peril

## 2.1 THE KENOKOGIS: A BACKGROUND

**Shiro Kenogoki**  
 Name: Sensei  
 Side: Good  
 Training: Agility  
 Powers:  
 1. Heightened Endurance: +12  
 2. Heightened Defense: -4 to all incoming attacks  
 3. Heightened Expertise: +4 to hit with all martial arts weapons  
 4. Natural Weaponry: +3 to hit/+6 to damage  
 5. Weakness Detection: +4 on all attacks

Weight: 190 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 12
Endurance: 25	Agility: 10
Intelligence: 12	Charisma: 11
Reactions from Good: -	Evil: -
Hit Mod.: 3.96	Hit Points: 16
Damage Mod.: -	Power: 59
Accuracy: -	Healing Rate: 2.8/day
Carrying Cap.: 401 lbs.	Basic HTH: 1d6
Movement Rate: 47 inches ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 12	Inventing: 36%



### Origin & Background

Shiro M. Kenogoki was born in Tokyo, Japan in 1939. He attended Tokyo University while also continuing to study the martial arts. In 1965 he married Fujika Takahashi and, one year later, was sent to the United States as a Japanese diplomat to the United Nations in New York. It was at this time that he decided to end his crime-fighting in order to protect his family from the obvious dangers. In 1969, Fujika bore Shiro a daughter who they named Sin-Ting.

In 1977, Shiro interfered in a bank robbery in which innocent children were being taken as hostages. This incident caused the criminals to panic and resulted in the death of Fujika Kenogoki. Due to the shock of seeing her mother killed, Sin-Ting was rendered totally mute. Shiro blamed himself for the death of his wife and the curse upon his daughter, vowing never again to act as a law-enforcer of any kind. Shiro

is presently fluent in both English and Japanese, and has mastered a modicum of sign language and finger-spelling.

### Weaponry Skills:

Katana (Samurai long-sword): +2 to hit; HTH + 1d6 damage.  
 Wakizashi (short sword): +2 to hit; HTH + 1d4 damage  
 Tanto (long knife): +1 to hit; HTH + 1d2 damage  
 Kama (sickle): +1 to hit; HTH + 1d6 damage; 10 inch throwing range  
 Nunchaku (2 short clubs connected by chain): +3 to hit; HTH + 1d6 damage  
 Sai (forked daggers): +2 to hit; HTH + 1d4 damage; -1 to incoming attacks  
 Bo (staff): +3 to hit; HTH + 1d6 damage  
 Tonki (throwing knife): +2 to hit; HTH + 1d2 damage; 10 inch range for throwing  
 Shuriken (throwing stars): +3 to hit; HTH +1 damage; 10 inch range for throwing (12)  
 Tetsubishi (four-pointed caltrops): When caltrops are scattered on the ground, every character who crosses their path must roll to detect danger. If the roll is successful, they have spotted the caltrops; or if the roll is unsuccessful, roll 1d20 to determine the number of caltrops the character has stepped on. Each caltrop does 1 point of damage, and any character stepping on one must make a saving roll against Agility to remain standing.

<b>Sin-Ting Kenogoki</b>	Sex: Female
Side: Good	Level: 2
Experience: 2172	Age: 15
	Training: Intelligence

Powers:  
 1. Heightened Endurance: +7  
 2. Natural Weaponry: +2 to hit/+4 to damage

Weight: 100 lbs.	Basic Hits: 2
Agility Mod.: +2	Strength: 11
Endurance: 16	Agility: 12
Intelligence: 10	Charisma: 13
Reactions from Good: +1	Evil: -1
Hit Mod.: 2.34	Hit Points: 5
Damage Mod.: +1	Healing Rate: 0.8/day
Accuracy: +1	Power: 49
Carrying Capacity: 146 lbs.	Basic HTH: 1d4
Movement Rate: 39 inches ground	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 3	Inventing: 30%



### Background

Sin-Ting Kenogoki was born in New York City in 1969. Being trained by her father in the martial arts, she presently holds a blue belt in Karate. At the age of eight she witnessed the murder of her mother and, due to the great psychological shock, has been totally mute ever

since. Sin-Ting presently attends a special Junior High School, can read and write in both Japanese and English, and is fluent in sign language and finger-spelling. It should be noted that Sin-Ting's doctors have suggested that another shock on the order of her first may cure Sin-Ting of her psychological inability to speak.

## 2.2 BEFORE THE ADVENTURE BEGINS

Approximately three months ago, during a brief trip in which he and his daughter Sin-Ting had visited the Statue of Liberty, Shiro Kenokogi made an odd discovery. While on the docks he noticed some freight being unloaded at a nearby warehouse. There was nothing unusual about this except for a strange insignia stamped on the side of one of the crates . . . an insignia Shiro had seen before but could not recall where . . . an emblem from his distant past come back to haunt him. After a few days of intense thought and some research in the United Nations Library, Shiro managed to identify the emblem as a Yamaguchi tong symbol. It was at this point that everything seemed to fit; the pieces of a very old puzzle seemed to be coming together in his mind . . . a very disturbing puzzle. He remembered the organization he had come across and fought against so long ago. He remembered his early days in Japan, and the pain and anguish of a bitter past. Could the tongs be operating here in the United States? He drifted back through the splinters of his mind, searching for an answer . . . something recent . . . something he had read. Shiro tore through a stack of old newspapers like a man possessed until he had found the various articles he was searching for; the Japanese underworld had definitely become active in America.

Yet, at this point in his life, Shiro could do nothing to become involved; his days of crime-fighting were over. He had vowed never to endanger his friends or family again. But his conscience and the laws of *Bushido*, the way of the warrior, told him otherwise. On the one hand he could not sit by idly, yet on the other hand, he could not become directly involved. In a moment of sheer desperation, Shiro Kenokogi finally came to a decision. If the trade company was involved with the underworld, what he could do was gain enough evidence (in the form of photographs and the like) to prove the accusation and anonymously present it to the proper law enforcement agencies, thus fulfilling his obligation.

And so, for the last ten days, Shiro Kenokogi has been attempting to gain information on a certain import/export firm known as the 'Rising Sun.' Two days ago, Shiro's presence was detected while spying on certain illegal dealings at the warehouse dock. After a violent melee, in which he managed to incapacitate six of his attackers empty-handedly before being overpowered, Shiro was drugged and taken prisoner by the Amida Tong.

It should be noted here by the Gamemaster that the drug used, Y-12, is similar in chemical structure to sodium pentathol. The drug must be administered directly into the bloodstream and has no effect (other than nausea) if taken orally. The effects of the drug are instantaneous. Once a character has been administered the drug, he/she will remain unconscious for a total number of hours equal to a base number of 30 minus his/her Endurance score. (Obviously, Y-12 has little effect on those characters with an Endurance rating that exceeds 30, excluding perhaps a slight feeling of fatigue for a minute or so.) Once a character has been rendered unconscious by the drug, he/she receives no wake-up rolls until the drug wears off. If the character is successfully awakened by an outside attempt at bringing him/her back to consciousness, the character will awaken, begin to babble aimlessly, and pass out once again. The only means of counteracting the drug once it has been introduced into the system is by administering an equal amount of the antidote, a drug called X-12. Characters who have the power of Adaptation will be able to remain conscious for a number of turns equal to their Endurance score, after which the drug will take effect immediately. Once a character with Adaptation power has been rendered unconscious by Y-12, normal wake-up rules apply as if the character were incapacitated. Any character with an Endurance score of less than 3 will begin to convulse directly upon the injection of the drug, and, unless the antidote is administered, will die within the hour.

Characters with Invulnerability will, of course, not be affected unless damage taken that turn has surpassed their Invulnerability score, for the mere fact that the hypodermic needle will probably not even penetrate their skin. The drug Y-12 also has an interesting side effect; it possesses remarkable regenerative properties. Any character under the influence of the drug for a minimum of one hour will heal all lost hit points and power points, no matter what shape they are presently in.

## 2.3 MUGGERS IN MANHATTAN!

Presently, Shiro's daughter (who has by now become extremely worried at her father's disappearance) has already reported the incident to the Police Department, and to the Japanese Embassy. The New York Police Department has, of course, informed her that nothing can be done by them until the person in question has been missing for more than twenty-four hours. Growing increasingly perturbed and desperate, Sin-Ting attempts to seek out the heroes. As if her luck hasn't been bad enough already, it is during this trek that Sin-Ting encounters a small group of ruffians that attempt to relieve her of her wealth (and who knows what else). It is at this point that one or more of the player-heroes enter the picture to save the day. If the heroes are not well-known as of yet, or if they have no headquarters, they may stumble upon the attempted mugging as Sin-Ting is on her way to her father's office in the hopes that one of Shiro's co-workers may have some knowledge pertaining to his whereabouts. Either way, it is this mugging that will act as a common denominator which will unite the heroes with our damsel in distress.

### STATISTICS OF THE MUGGERS

Name	Hits	Power	Agility	Move	DamageMod.	Accuracy	HTH
Mugs	5	40	9	29"	—	—	1d4
Glimby	3	35	8	28"	-1	-2	1d4
Max	5	46	8	37"	-1	—	1d8
Danny	9	49	11	40"	—	—	1d6

Note: All the muggers are level 1, and carry switchblade knives.

## 2.4 THE ADVENTURE BEGINS

After the ruffians are defeated and turned over to the authorities, Sin-Ting will seek the aid of the heroes and begin to tell them her story. (It should be noted by the Gamemaster that Sin-Ting is mute. Any characters who are telepaths will easily be able to set up a mental switchboard between Sin-Ting and the other characters. Any individuals who know the American Sign Language of the Deaf and Mute, or how to 'fingerspell,' will also be able to communicate without difficulty. If none of these criteria have been met, the Gamemaster is faced with either alot of pantomime or having Miss Kenokogi write an awful lot of notes to the player-characters.) As far as Sin-Ting is concerned, her father began acting strangely about the time of their visit to the Statue of Liberty. He became very solemn and spent alot of time in his private study. Recently, he began going out late at night but would never say where or why he was going. All Sin-Ting knows is that this went on for a short time and then, two nights ago, her father never returned home.

At this point, the authorities will be caught between a rock and a hard place. There will have been no evidence found in Kenokogi's United Nations office to give them any clues to his whereabouts, or even any idea of where to start. Due to Shiro's diplomatic position, they will also have begun to consider this a political kidnapping and will begin to expect a ransom note. Also, since Sin-Ting is a minor and has no next-of-kin living in the area, they will suggest that she be temporarily placed under proper care (unless, of course, our heroes volunteer to see to her safety and well-being).

If, for any reason, the heroes fail to become involved in the case and decide to leave it to the authorities, they will be contacted by a high-level government aide who will request their assistance in finding Kenokogi before an international incident develops. Of course, the player-character group will agree to do so. (If they do not, the scenario is over at this point.)



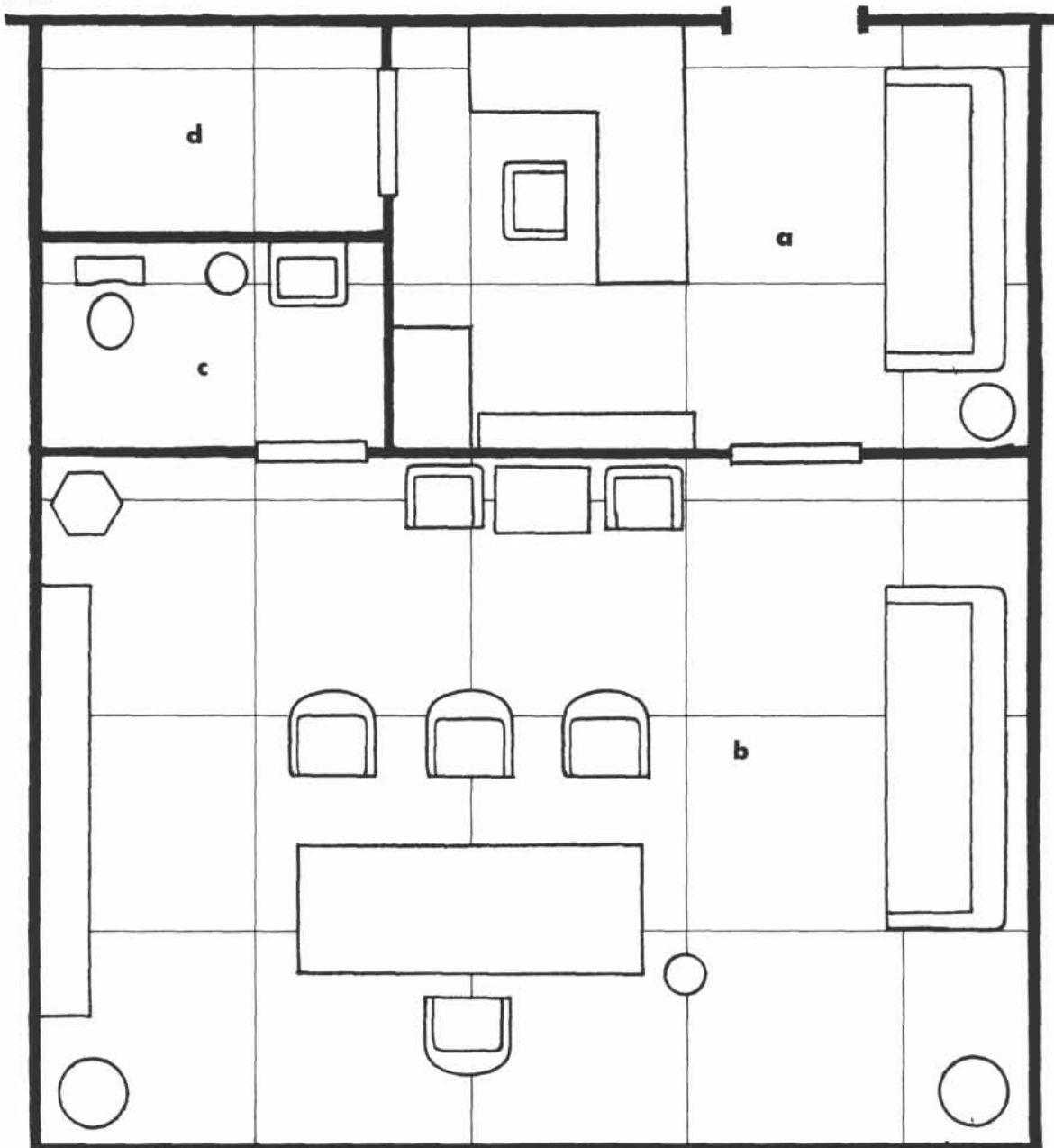
# 3. Compiling the Clues

## 3.1 INITIATING THE INVESTIGATION

It is likely that by this time all of the player-characters will have decided to investigate Shiro's office and/or the Kenokogi home in the hopes of finding some sort of clues which might shed some light on the diplomat's disappearance. It should be noted that if the player-heroes have not decided to investigate the two locations, it will be suggested by Sin-Ting. Since the police will have already gone over the U.N. office with a fine-toothed comb and found nothing substantial, the heroes may eliminate this part of the investigation if they so desire. However, since the law enforcement agencies presently consider this to be a job-related disappearance, they have not as yet found it necessary to initiate an investigation of the Kenokogi's personal dwelling.

Any characters who do decide to search the office will, like the police, find nothing exceedingly useful. If any characters possess a Psionic ability similar to Psychometry, they may be able to pick up an image of a warehouse somewhere in New York Harbor and a peculiar emblem (the tattoo of the Tong). The Gamemaster should let his/her imagination go all out should this point be reached.

1 square = 5 feet



The Kenokogi's personal living quarters are located in a penthouse apartment on Madison Avenue near Central Park, in the vicinity of the Hayden Planetarium. The following two sections contain the floor plans and keys to Kenokogi's office and penthouse apartment, respectively.

## 3.2 FLOOR PLAN & KEY TO THE OFFICE

a. This is the reception area to Shiro Kenokogi's office. It contains an L-shaped secretary's desk with one chair, one bookshelf, a filing cabinet, a sofa, and a large potted plant. The bookshelf contains various copies of dictionaries, a thesaurus, a World Atlas, and a few binders containing numerous government formats for an assortment of government reports, and a few New York telephone directories (GM: note that New York City has five separate phone directories, though only two area codes). In the filing cabinet are government forms and files of little importance to our heroes. A secretary/receptionist will probably be busily typing at the desk, depending on the time of day.

- b. This is Kenokogi's private office. It contains one large executive-style desk with a matching cushioned chair, three large matching guests' chairs, a waste basket (empty), a large sofa against the east wall, and a large expanse of bookshelves almost completely covering the west wall. In the southeast and southwest corners of the room are flagpoles carrying the flags of the United States of America and of Japan. Against the north wall is a small end table with two wooden chairs, and in the northwest corner of the room is a coat tree with a beige trenchcoat hanging from one of the hooks. Also on the north wall is a large mural of Mount Fuji. The space between the sofa and the flagpole on the east wall is adorned with a decorative dart board. There are three small shuriken stuck in the board (all bullseyes). The desk drawers are normally locked when not in use, but have been recently opened by the police and contain nothing of interest. It is easily discernible from the many awards and certificates hanging on the walls that Shiro is not only a very respected envoy and liaison, but that he is also a seventh-degree black belt in Shotokan Karate.
- c. This is the private washroom to the office. It contains a sink, toilet, paper towel dispenser and a wastebasket.
- d. This is the supply closet to the secretary's office. It contains legal pads, pencils, pens, typewriter ribbons, folders and the like. There is a folding door to this closet with a small hand latch.

### 3.3 KEY TO THE APARTMENT BUILDING

As stated earlier, the Kenokogi's home is located in a penthouse apartment on Madison Avenue near Central Park, in the vicinity of the Hayden Planetarium and the American Museum of Natural History. The apartments in this building are upper-class and well-kept. The security in the building is average, and all visitors must check in at the lobby. The apartment itself is situated on the twelfth floor of the building. The exterior walls are made of twelve inch thick steel-reinforced concrete with brick veneer on the outer surface (9 Structural Points per cubic foot). The interior walls are six inches thick and have 5 Structural Points per cubic foot. Emergency exit doors are made of three inch thick steel, while all other doors within the structure are of three inch hardwood. The second through eleventh floors are identical to the twelfth floor, as are the individual apartments.

#### Ground Floor:

- a: This is a glass foyer. It contains two sets of double doors and connects the lobby with the street.
- b: This is the security desk area. All visitors are screened at this locale. It contains an L-shaped counter with two swivel stools, a telephone and intercom (to all apartments in the building), and two large, free-standing shelves which house mail cubbies and safety deposit boxes. There is always at least one security guard on duty here.
- c: This is the lobby. It contains three large sofas, about half a dozen easy chairs and two coffee tables.

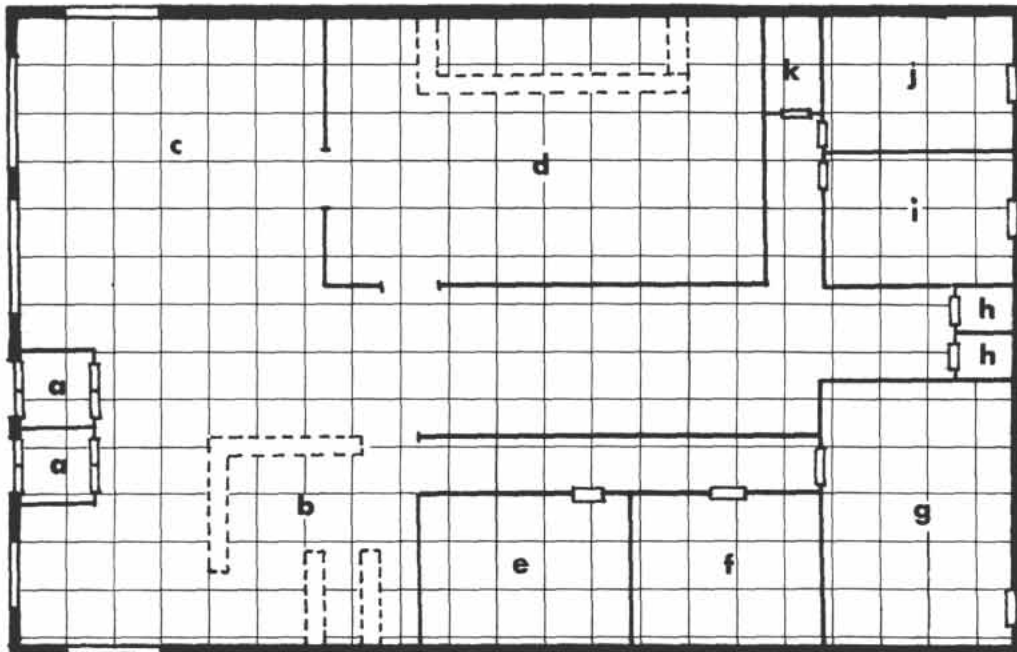
- d: This is the bar and cocktail lounge. It contains one well-stocked bar with U-shaped counter, ten bar stools, one juke box, and four round tables, each with four wooden chairs.
- e: This is the Security Office. It contains two desks with chairs, a bookshelf with some light reading material, one filing cabinet, and one overflowing wastepaper basket. During the day there is at least one security person here.
- f: This is the Building Manager's Office. It contains one desk with two matching chairs, one filing cabinet, a small sofa, and two end tables.
- g: This is the Maintenance Room. It contains most of the building's machinery, including the gas and water heaters, and the auxiliary generator and fuse box. Part of this room is used for storage, and there is a small card table with four wooden folding chairs in one corner. There is also an emergency exit door on the east wall. This door will always be locked from the inside and an alarm will sound when it is opened.
- h: This is an elevator. It can be taken to all floors, including the roof.
- i: This is the ladies' room. Besides containing all the usual paraphernalia for a normal ladies' room, it also contains an emergency exit door on the east wall. This door is identical to the one in room 'g.'
- j: This is the men's room. Besides all the usual paraphernalia for a normal men's room, it also contains an emergency door identical to the one in room 'i.'
- k: This is the stairwell to the first floor. The door to the stairwell is usually kept locked, but may be easily opened from the side containing the stairs.

#### First Floor:

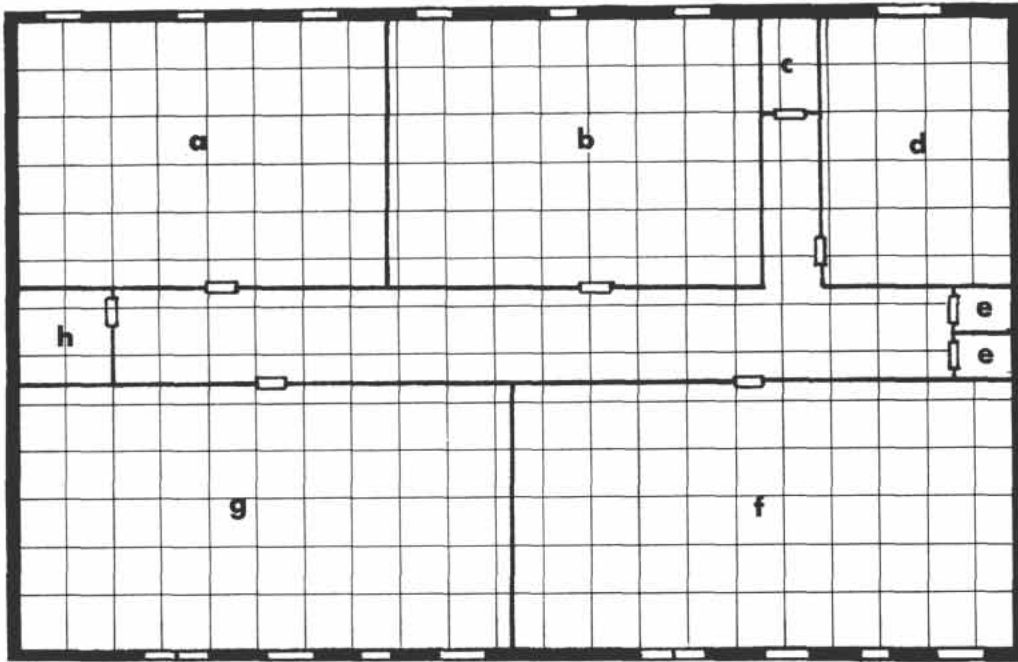
- a: This is apartment 1A. It is a small two-bedroom apartment containing two bedrooms, living room, bath, kitchen and dining area.
- b: This is apartment 1C. It is identical to apartment 1A.
- c: This is the stairwell leading to the ground floor. The door to this stairwell is kept locked.
- d: This is apartment 1E. It is a small studio apartment.
- e: This is an elevator. It can be taken to all floors, including the roof.
- f: This is apartment 1D. It is a large three-bedroom apartment containing two baths, a kitchen, living room, dining area, a large spare room and a den. It is identical to the Kenokogi's apartment on the 12th floor in all respects, including the type of furnishings.
- g: This is apartment 1B. It is identical to apartment 1D.
- h: This is the stairwell that leads to the second floor. The door is unlocked.

### Ground Flr

1 square = 5 feet



## First Flr



### Penthouse Level (12th Floor):

- a: This is the apartment belonging to the Kenokogis, apartment 12A. It is a three bedroom apartment containing a master bedroom two guest rooms, two baths, a kitchen, a living room a dining room, a large spare room and a den which the Kenokogis have decorated to suit their own tastes.
- b: This is apartment 12C. It is identical to apartment 12A, except for the type of furnishings.
- c: This is an elevator. It can be taken to all floors, including the roof.
- d: This is apartment 12D. It is identical to apartment 12C.
- e: This is apartment 12B. It is identical to apartment 12C.
- f: This is the stairwell leading down to the 11th floor and up to the roof. The door is normally left unlocked.

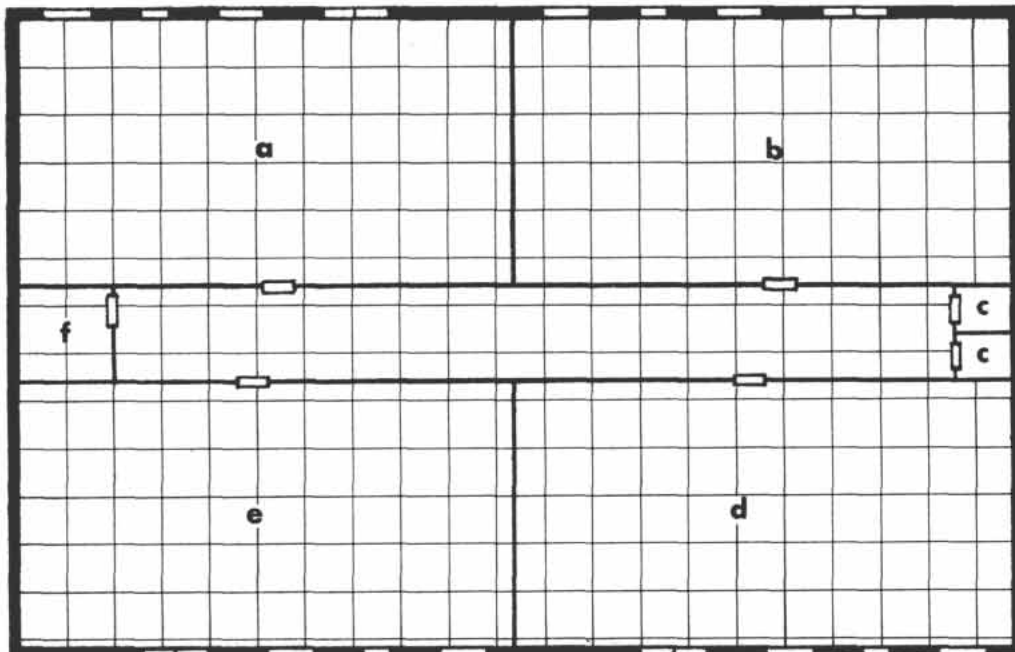
### The Kenokogi Apartment:

- a: This is the sunken living room. It is basically decorated in a contemporary style with a few hints of the orient. There are two large sofas in this room, with a walnut stereo/television unit against an opposite wall. The sofas are separated by an end table designed to

fit in the corner, with a decorative onyx chess set atop it. Towards the center of the room is a circular glass-topped table with a small bonsai plant on top. On the walls are a couple of landscape paintings

- b: This is the housekeeper's bedroom. It contains one bed, one easy chair, a small bureau and lamp, and a clothes closet. The housekeeper is presently on vacation and will not be back for another week.
- c: This is Sin-Ting's bedroom. It contains one canopy bed, one combination desk and vanity with a mirror and chair, a bookshelf, a small dresser of drawers and a clothes closet. On one wall is a large poster of Scott Baio. The shelf contains various books on dinosaurs, a few school books, and a book on finger-spelling and sign language. The top of the dresser is decorated with various samples of origami, the oriental art of paper-folding.
- d: This is the master bedroom. It contains a large double bed, a dresser of drawers, a decorative armoire, a small oriental jewelery box containing a gold wristwatch, a set of cufflinks, a few tie pins, a key to the desk in room 'l' and a woman's wedding band. Atop the end table is a Japanese lamp. The drawers contain nothing out of the

## Twelfth Flr

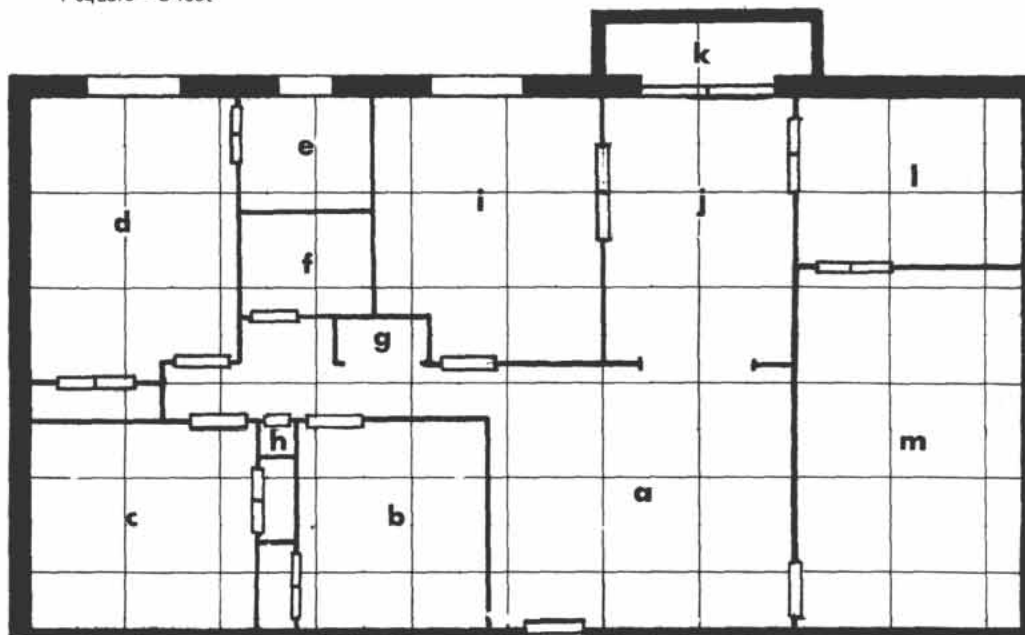


ordinary. The armoire contains a few business suits, a kimono, some sportswear, a few pairs of shoes and slippers, and a black oriental *gi* (martial arts uniform). On the wall above the bed is a framed wedding picture of a much younger Shiro Kenokogi and a very attractive Japanese woman.

- e: This is the master bath. It contains one sink, one toilet, a wall-mounted cupboard with men's toiletries, one towel rack with a monogrammed towel, and one combination shower stall and sauna.
- f: This is the family bath. It contains one toilet, one sink with a cupboard below it, one towel rack with two towels, one sunken bathtub and a wall-mounted medicine cabinet with a mirror above the sink. The cupboard contains mostly feminine toiletries. Hanging from the ceiling is a small potted spider-flower of the genus *Cleome spinosa*.
- g: This is an inset area in the main hall. It contains a large fish tank embedded in the wall and housing about three or four *koi* (Japanese goldfish). Next to the tank, near the bathroom entrance, is a small telephone table with an antique phone.
- h: This is a combination linen and broom closet. It contains two dozen towels, a mop, broom and vacuum cleaner.
- i: This is the kitchen. It contains a large stove and oven, a refrigerator/freezer, one sink with garbage disposal, a work counter with cabinets underneath, a dishwasher, and several well-stocked cupboards. On one of the walls is a set of cooking utensils for use with a wok. There is also a complete set of Ginsu knives on one of the counter-tops. The kitchen table is of contemporary design with four chairs. Both archways contain doors that swing in both directions.
- j: This is the dining room. In the room is a large rectangular oaken dining table surrounded by six matching oak chairs. There is a relatively expensive chandelier hanging from the center of the ceiling. Against one wall is an oaken china closet with a complete porcelain dinner service. A pair of sliding glass doors open to reveal the terrace. These doors are normally kept locked.
- k: This is the terrace. It is enclosed by a white wrought-iron rail and contains two matching lawn chairs. The view is far from breathtaking, but still enjoyable.
- l: This is Shiro's private study. The sliding doors to this room are done up in such a way as to resemble rice paper panels, as are the walls on which they are mounted. The remaining north and east walls are covered with birchwood panelling. The room contains one small desk and chair, a wall-mounted trophy case which houses some antique Japanese weaponry, and an ornate Japanese trunk positioned against the east wall. In front of the trunk is an oriental mat. On either side are hand-carved jade candle holders supporting two long, tapering candles. Atop the trunk is a two-tiered Japanese sword stand with an extraordinary black lacquered finish. The stand supports an antique set of *Daisho* (Samurai swords). The scabbards of the swords are of a white lacquered finish while the matching hilts are bound with tapes of white cloth in the traditional manner.

## Kenokogi Apt

1 square = 5 feet



All the ornamental metal work seems to be done in silver, including the hand guard. Both swords are 'peace bound' using white silk. The trunk itself is locked. Directly above the trunk is a single wall mounted shelf girding a hand carved jade dragon. The carving is highlighted in gold and displays two Japanese ideograms

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which Sin-Ting will be able to translate as 'duty' and 'existence' or 'immortality.' (This will remind her of an old Japanese axiom: 'Duty is Samurai . . . Samurai is immortality.') On the desk is a blotter, pen and pencil set, two statuettes of a Samurai and a Geisha standing approximately ten inches tall, and a small single-tiered sword stand identical in design to the first. This stand supports a long knife called a tanto, that is identical to the other two swords in all respects except size. The desk drawer is locked.

If the desk drawer can be opened, it will be found to contain a library book on Japanese Tong symbols, two small pieces of paper each with a letterhead reading 'From The Desk of Shiro M. Kenokogi.' On one sheet is a hand written version of the Amida Tong tattoo; on the other slip are the words: 'drug-smuggling,' 'gun running,' and 'extortion.' On the bottom of this page are ideograms

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which Sin-Ting can translate as 'the Rising Sun.' Also included in the drawer is a key which will open the trunk, and a few newspaper clippings; one of them is from the *New York Daily News* and reads as follows:

### SEES JAPANESE MOB PERIL

*Washington (AP) - A Japanese organized crime network called the Yamaguchigumi may have already established itself in Hawaii and California to distribute drugs, Attorney General Veronica Nell said yesterday. 'As of now, the activities of the Yamaguchi are through financing arrangements of one kind or another to buy up American businesses - legitimate businesses - and to use those as covers for other operations,' Nell said.*

The remaining articles are similar.

If the key is tried on the trunk, the lock will open easily. Besides a thin layer of dust, the trunk will be found to contain a leather pouch with twelve silver shuriken, a pouch with twenty tetsubishi, a pair of white tabi (split-toed boots), a white ninja mask and a white silk karate gi. The gi is trimmed in silver and bears a small silver dragon design on the left breast of the jacket. In one corner of the trunk is a headband and a heavy cloth sash, both red in color and neatly tied together with a decorative strip of braided paper.

- m: This is the exercise room. The entire floor of this room is covered with exercise mats, similar to those found in martial arts schools. In the southern end of the room is an exercise cycle with a small weight training machine with racks along the south wall holding

weights in five-pound increments up to fifty pounds. On the mat below the racks are two sets of five and ten-pound dumbbells. Along the east wall are racks containing a few pairs of training sai, bo, and rubberized training nunchaku. On the west wall is a large mirror taking up most of the wall, and two jump ropes hanging from hooks.

### 3.4 WHAT THE CLUES MEAN

If the heroes have fully investigated the study, they should now have a complete set of clues which, with a little detective work, will put them right on the trail of the missing diplomat.

#### The Newspaper Articles

The newspaper articles and hand-jotted notes should make it quite obvious that, for some reason, Shiro had become extremely interested in the possibility of the Japanese underworld establishing itself in the US and using legitimate businesses as covers for their operations.

#### The Hand-Drawn Version of a Tong Symbol

By use of the library book, the hand-drawn symbol may easily be identified as belonging to an ancient sect known as the Amida Tong. The tong was assumed to have been disbanded decades ago, and therefore thought to no longer exist.

#### The White Silk Gi

A small amount of research with CHESS, FISH, the FBI, or any other federal organization which is presently keeping tabs on any known super-powered sorts, will eventually reveal that the gi found in Kenokogi's study fits the description of an outfit worn by a one-time vigilante of Japan. While possessing no official title, but seemingly mastering a vast number of martial arts and weapons skills, this hero was commonly referred to by the Japanese media as 'the Sensei' (a title literally meaning 'teacher,' but more often associated with a martial arts master). According to the records on hand, all media reports of the Sensei and his activities in Japan seem to have abruptly ended in 1965.

#### The Ideogram of the Rising Sun

The oriental characters translated as meaning 'the Rising Sun' will present any of two routes to follow, depending upon how the players go about their investigation. Once again, any federal organization compiling information on any known super-powered individuals will reveal the existence of a relatively new hero called 'Hinode' (or Rising Sun). All that is known of this individual is that he is basically a high-tech character and has generally been operating in the vicinity of Tokyo

Japan. (Detailed information on this character is supplied in the following section.) A more general investigation of the phrase 'Rising Sun' will produce a list of various shops and businesses with the words 'Rising Sun' in their titles. One such corporation will be the Rising Sun Trade Company, having offices in New York and San Francisco.

### 3.5 THE RISING SUN

#### Rising Sun (Hinode)

Identity: Jin Ikeuchi  
Experience: 2671  
Age: 23

Side: Good  
Sex: Male  
Level: 2  
Training: Agility

#### Powers:

1. Invulnerability: 18
2. Power Blast (Energy Glove: Range = 11 inches, Damage = 1d20, 20 charges.
3. Flight (Jet Pack) Device: Maximum Speed is 60 miles per hour.

Weight: 130 lbs.  
Agility Mod.: -  
Endurance: 11  
Intelligence: 9  
Reactions from Good: +2  
Hit Modifier: .7  
Damage Modifier: -  
Accuracy: -2  
Carrying Capacity: 158 lbs.  
Movement Rates: 30 inches ground, 264 inches flying  
Detect Hidden: 8%  
Inventing Points: 1.8

Basic Hits: 3  
Strength: 11  
Agility: 8  
Charisma: 13  
Evil: -2  
Hit Points: 3  
Power: 39  
Healing Rate: .75/day  
Basic HTH: 1d4  
Detect Danger: 12%  
Inventing: 27%

#### Background:

Up until recently, Jin was a loser. He did very little work except spend his father's money. After all, he was the boss's son and the next to inherit *Ikeuchi Scientific*. However, about one year ago, something occurred that changed his outlook. During a robbery in which top secret materials were stolen from the research lab, Jin's father was killed. It was this incident that caused Jin to do something very risky. He volunteered to take an experimental drug which was designed to enhance the body's natural resistance; a drug whose formula was lost with his father; a drug that had originally killed all the lab animals it had been tested on. Perhaps his original intentions were to kill himself, but the results were very different. As a result, Jin Ikeuchi had gained invulnerability to all physical damage. It was at this time that Jin vowed vengeance upon the criminals responsible for his father's death — and



to all criminals — and, with the aid of a close friend and research scientist, began to use some of the technology developed by his father's company to do so. Presently, Jin can only read and write in Japanese and knows no English.

### 3.6 IF THE PLAYERS GUESS WRONGLY

The fact that there is a relatively new super hero going by the name 'Rising Sun' is merely a coincidence and has no connection with the disappearance of Shiro Kenokogi. Since the players probably have no way of knowing this for sure, if they make the wrong assumptions and link Rising Sun with Kenokogi, they will inevitably be going on a wild goose chase. In this instance, it is suggested that the heroes immediately come upon some crime in progress as they arrive in Tokyo. It will be this crime which will act as a common denominator that will bring them together with Rising Sun (who will undoubtedly show up to

thwart the perpetrators). The Gamemaster is given free reign in devising this meeting, and may be as creative as he/she wishes.

So as not to make this trek a total loss, it is also suggested that after Rising Sun hears of the players' circumstances (if they have found a method of communicating), he may decide to give them his support and join with them for the remainder of the adventure. Details are left to the Gamemaster.

### 3.7 IF THE PLAYERS GUESS CORRECTLY

If the player-characters make the right assumptions and link the Rising Sun Trade Company with the Japanese underworld, and the disappearance of Shiro Kenokogi, they will be hot on the trail of the missing diplomat. The players are now at the point where all the information finally begins to make some sense; however, it is also the point where the danger begins!

## 4. Danger at the Docks

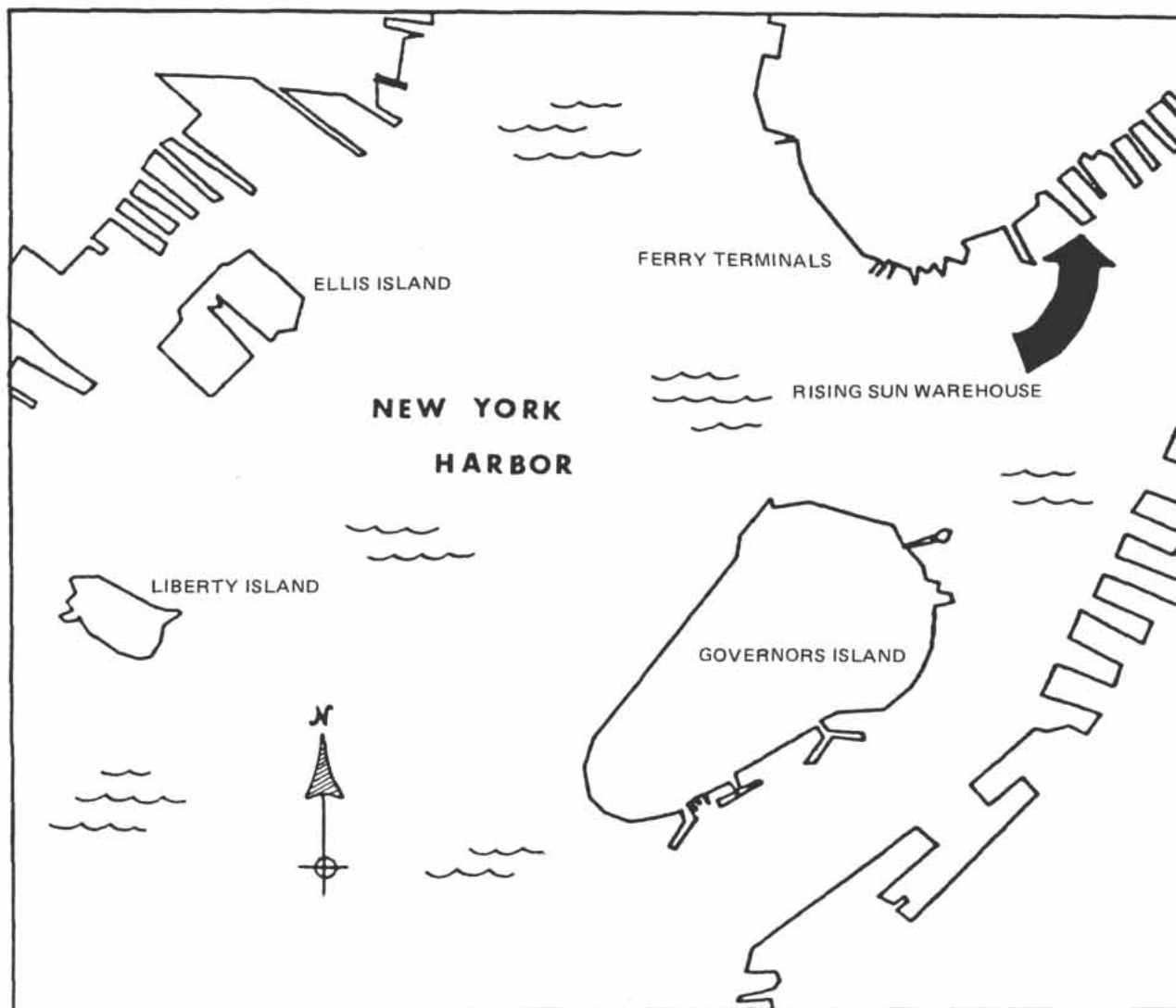
### 4.1 THE SET-UP

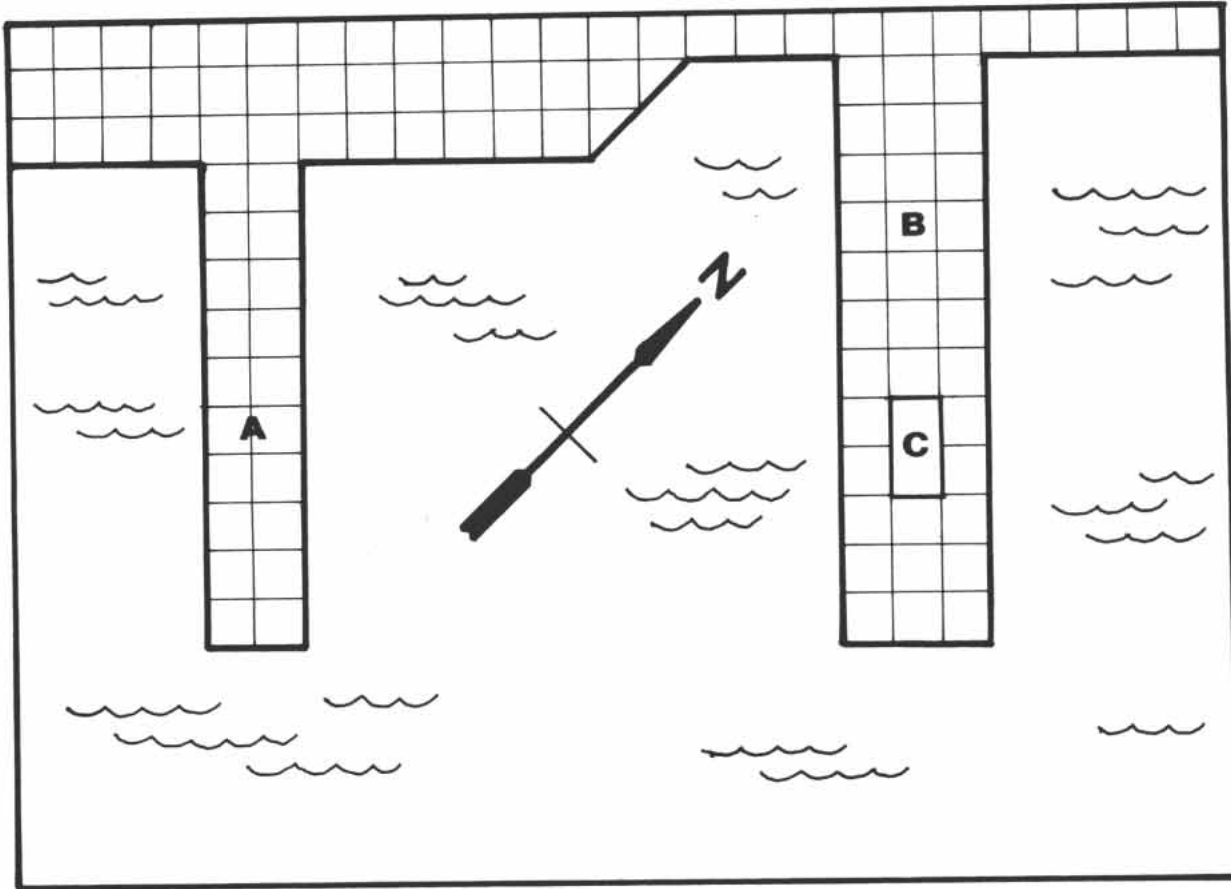
The New York office of the Rising Sun Trade Company is located within a small frame warehouse on a dock situated in New York Harbor, slightly more than two nautical miles northeast of Liberty Island. A nearby heliport to the southwest also affords the warehouse with access to minor air transport. The water surrounding the dock ranges from thirty-four to forty feet deep, and there is some old sea wreckage four hundred yards to the south.

It is up to the Gamemaster as to exactly where the individual mem-

bers of the Tong will be when the players arrive. There are considerable options the Gamemaster may use: the Tong members may be in separate sections of the warehouse going about their business; they may be presently unloading a recent shipment of cargo; they may all be in one room receiving a lecture from Maiden Japan or listening to a long distance message from the Shujin himself; they may be training or even sitting down to some Japanese take-out food.

Wherever the individual Tong members are placed, this should be done by the Gamemaster prior to play. The player-characters should





also be given time by the Gamemaster to study the dock area and work out any strategy they wish.

**MAP OF THE DOCK AREA**

This is the map of the dock area where the Rising Sun Trade Company is located. All the docks shown are made of twenty-four inch thick hardwood with steel-reinforced concrete pilings (Structural Rating of 9 points per cubic foot).

- A: This is the dock containing the helipad.
- B: This is the Rising Sun Trade Company dock.
- C: This is the Rising Sun Warehouse, the location of the Tong.

**4.2 FLOOR PLAN KEY TO THE WAREHOUSE**

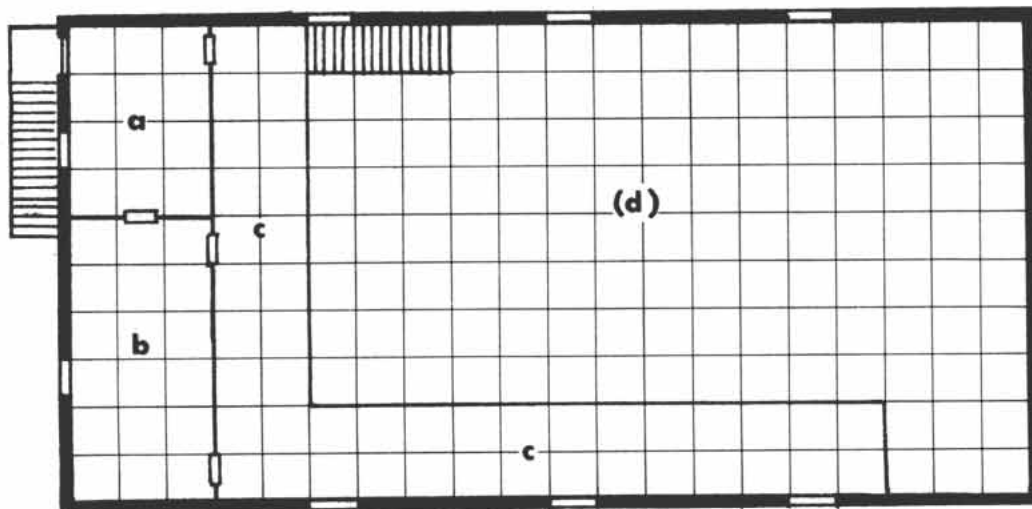
The warehouse is made up of two levels: the lower level is the main storage area while the upper area contains an office and work-

room with an L-shaped platform which looks down upon the lower level. The exterior walls of this building are twelve inch thick brick veneer (5 Structural Points per cubic foot). The interior walls are six inches thick and have 3 Structural Points per cubic foot, while the supports to the platform have a Structural Rating of 4. All exterior doors are made of steel and all interior doors are comprised of hardwood.

- a: This is the office. It contains one metal desk, one matching swivel chair, two easy chairs, a sofa, two filing cabinets, a wastepaper basket, a small combination safe bolted to the floor and a wall-mounted rack containing two light-staffs. The outer door to this office is kept locked, and opens to a flight of iron stairs which lead down to the ground. One of the drawers to the desk contains twelve hypodermic needles and six 10-cc bottles of clear fluid (three are marked 'Y-12' and three are marked 'X-12'). Among other things, the locked file cabinets contain two versions of the com-

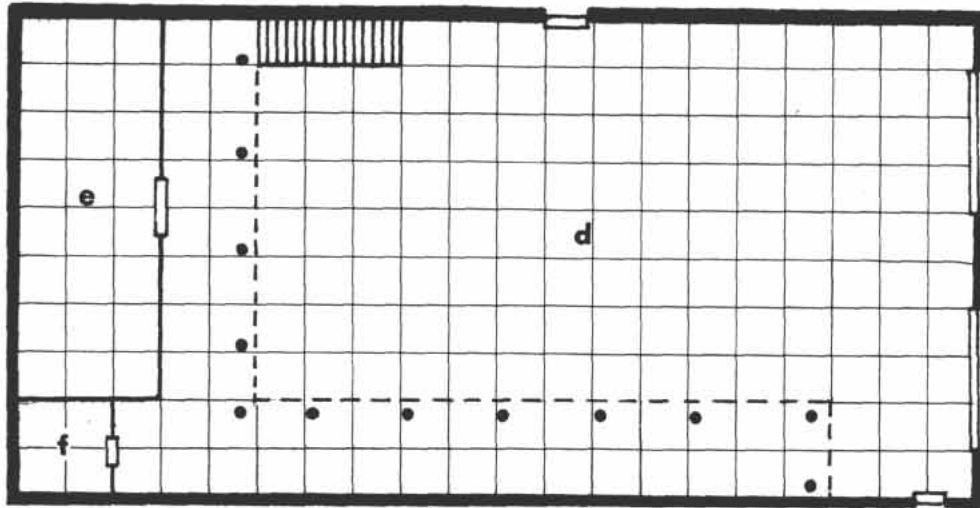
**Upper Level**

1 square = 5 feet



**Lower Level**

1 square = 5 feet



- pany's ledger: one written in English and recording legitimate transactions, and another in Japanese which records all illegal transactions. The safe contains only petty cash. The office is normally occupied by Maiden Japan.
- b:** This is sort of an all-purpose work room. It contains three small cots, one fold-up card table and twelve metal folding chairs. This room is normally used by the ninjas for recreation during off hours. This would also be the room where Kenokogi was kept while the Tong members awaited further orders.
- c:** This is a wooden platform which supports the offices. The forward section is also used as auxiliary storage for crates. The platform is edged with a wooden guard rail and is accessible by a flight of wooden stairs which lead down to the main storage area.
- d:** This is the main storage area of the lower level. It contains numerous piles of crates, one fork lift, and a small table near one of the doors. Two large overhead garage doors afford easy access to the dock. The black circles indicate the support columns for the upper level.
- e:** This is an insulated refrigeration room used to store furs, perishable items, and occasionally nosey super-heroes. The door to this room is made of steel.
- f:** This is a small bathroom. It contains one toilet, one sink and a paper towel dispenser.

had. It was an imaginary companion that did things for her. Things like play catch with her, or put away her toys for her. It was not until she was old enough to understand, that she realized that this imaginary companion was actually her own mind. Lotus discovered that she was telekinetic. Her parents, however, could not accept her ability as a gift and felt she was possessed by a demon.

At the age of fourteen, with no friends or even parents who cared about her, she ran away from home and joined a traveling circus. It was during her time with the circus that she began to befriend many of the big cats that were in the show, and even raised one of the cubs as a pet. It was also at this time that she realized that crime was very profitable. At age twenty, Lotus joined the Yamaguchigumi.

Lotus now carries a light-staff, a special weapon developed by the Yamaguchi. The staff is composed of a six foot steel rod, which, when activated, produces a blade of laser light from each end. The statistics for the staff are: +2 to hit, Damage = HTH + 1d12, 15 charges.

**4.3 THE NEW YORK TONG MEMBERS**

**MAIDEN JAPAN**

Identity: Lotus Sawara  
Side: Amida Tong  
Age: 25

Sex: Female  
Level 4  
Experience: 9546  
Training: Endurance

**Powers:**

1. Heightened Agility: +10
2. Telekinesis: Capacity = 400 lbs., range = 96 inches, PR = 1, max. speed = 20.
3. Pet: Tiger with weight of 700 lbs, Agility of 10, 14 Hits, Accuracy of +2, Damage of 1d12, Power = 45, Movement = 120 inches.

Weight: 120 lbs.  
Agility Mod.: -  
Endurance: 5  
Intelligence: 9  
Reactions from Good: -1  
Hit Modifier: .5  
Damage Modifier: +3  
Accuracy: +4  
Carrying Capacity: 90 lbs.  
Movement Rate: 39 inches ground  
Detect Hidden: 8%  
Inventing Points: 3.6

Basic Hits: 3  
Strength: 10  
Agility: 24  
Charisma: 12  
Evil: +1  
Hit Points: 2  
Healing Rate: .3/day  
Power: 48  
Basic HTH: 1d3  
Detect Danger: 12%  
Inventing: 27%

**Background:**

Lotus Sawara was born in Osaka, Japan. Being a little on the sickly side as a child, she spent most of her time alone. It was at this time that she created an imaginary friend to make up for the friends she never



**THE NINJAS**

All of the ninjas possess two abilities, these being Natural Weaponry (martial arts skills) and Heightened Expertise (weapon talents). For each ninja consult the tables below:

- Level 1 . . . . . +1 to hit/+2 to damage (unarmed)
- Level 2 . . . . . +1 to hit/+2 to damage (unarmed)
- Level 3 . . . . . +2 to hit/+4 to damage (unarmed)
- Level 4 . . . . . +2 to hit/+4 to damage (unarmed)



Name	Sex	Level	Hits	Power	Agility	Move	Dam.Mod.	Acc.	HTH	Weapon
Yamashita	F	4	5	49	12	39"	+1	+1	1d4	Wakizashi
Arai	M	1	5	46	12	34"	+1	+1	1d4	Sai
Kubo	M	1	3	40	13	27"	+1	+1	1d4	Manrikigusari
Sugihara	M	1	6	44	9	35"	—	—	1d6	Manrikigusari
Tokieda	M	1	7	54	16	38"	—	+2	1d6	Shuko
Nakano	F	3	2	42	11	31"	-1	—	1d3	Bo
Kawagoe	F	2	6	44	10	34"	—	—	1d4	Wakizashi
Nakamae	F	3	5	49	12	37"	+1	+1	1d4	Shuriken
Oshima	M	3	5	42	8	34"	-1	-2	1d6	Sai
Okasa	M	1	7	49	11	38"	—	—	1d8	Sai
Mitsune	M	1	7	41	10	31"	—	—	1d4	Nunchaku
Eda	F	2	4	42	9	33"	-1	—	1d4	Kama

**Weaponry:**

Wakizashi (short sword): +2 to hit, HTH + 1d4 damage.

Kama (sickle): +1 to hit, HTH + 1d6 damage, throwing range = Agility (two carried)

Nunchaku (two short clubs connected by chain): +3 to hit, HTH + 1d6 damage.

Sai (forked daggers): +2 to hit, HTH + 1d4 damage, -3 on incoming attacks (two carried).

Bo (staff): +3 to hit, HTH + 1d6 damage.

Shuriken (throwing stars): +3 to hit, HTH +1 damage, throwing range = Agility (twelve carried).

Manrikigusari (spikes connected by a length of chain): +3 to hit, HTH + 1d3 damage.

Yari (spear): +1 to hit, HTH + 1d4 damage, throwing range = Agility.

Shuko (tiger claw hand spikes): +2 to hit, HTH + 1d3 damage (two are carried).

**BATTLE TACTICS OF THE TONG MEMBERS**

Each member of the Amida Tong has his or her own distinctive fighting style. The following summary outlines the battle tactics of Maiden Japan, Nihon, and the ninjas as a group.

**Maiden Japan**

Maiden Japan is the leader of this group (unless, of course, the Shujin himself, or perhaps Dowager, happens to be paying a visit), and as such is the chief decision-maker of the group. She tends to feel that the ninjas could not function as a group without her expert leadership, and consequently is constantly overseeing their actions. It is due to this that she will try to remain in the vicinity of the majority of the ninjas. In fact, the only one she has any faith in (excluding herself) is her pet tiger, Nihon. Maiden Japan is very pompous and tricky. She will normally take a relatively relaxed pose and then suddenly blast an opponent telekinetically. She also likes to defend herself telekinetically while attacking with a light-staff, and will undoubtedly take on any flying members of the player-character group by mentally levitating herself. She will surrender, however, if all her ninjas are defeated, or if her tiger is incapacitated and used as a threatening device.

**Nihon**

Nihon (meaning 'Japan') is Maiden Japan's pet. He is a trained Indian tiger, and extremely vicious. Being well-trained, he will only respond to orders from his mistress and from no one else. Nihon will probably attack from a higher elevation where he can pounce down upon his prey and take them by surprise. He will normally be responsible for taking on any pets that the heroes may bring along.

**Ninjas:**

Basically, the ninjas will attempt to ambush or sneak-attack as their first assault, if applicable. They will almost always use their weapons first, and rely on their martial arts skills as a last resort. The ninjas' favorite battle tactic is to have two or more of them attack an single

opponent simultaneously from different directions. The ninjas also have been taught that while capture or defeat is dishonorable, surrender is unforgivable.

**4.4 IF THE PLAYERS LOSE**

It is not likely that the player-characters will lose the fight with the ninjas. Even though they are armed and probably outnumber the heroes, the ninjas are not super-powered, and a coordinated attack by the players should be more than a match for them. However, should the players lose the battle, the Shujin will order them to be drugged, placed in shipping crates, and flown to San Francisco. The crates will be shipped to the west coast via the company's private cargo plane, and transported from the airport to the warehouse by truck.

Once the players arrive at the warehouse, they will be uncrated and one or more of them will be revived and questioned by the Shujin. If he manages to discover that Shiro Kenokogi is in actuality the Sensei, things may become quite interesting. (You must remember that the Shujin presently only knows of Kenokogi's involvement as a Japanese envoy.) If Shiro's background is discovered, the Shujin may attempt to win them all over as allies by whatever means are at his disposal. If things do not meet up to his expectations, the Shujin will inevitably have the heroes executed. Since he does appreciate a good show now and again, the Shujin will probably use his Komodo dragons to accomplish this. If this occurs, this may actually be the heroes' means of turning the tables on their captors. (They can easily defeat a bunch of eleven foot lizards, can't they?!!)

Note: If things still do not work out for the heroes, there is an 'emergency escape valve' which is explained in section 6.6.

**4.5 IF THE PLAYERS WIN**

If the players win, in addition to the information they gain from searching the warehouse, the players will have the opportunity to question the yakuza they capture. Since at least one of the ninjas will probably snap under the pressure, the heroes will be able to learn of all that happened to Shiro Kenokogi, and that he is probably being held at the San Francisco warehouse. The ninjas may be familiar with the California members of the Tong, but will have no specific knowledge pertaining to the physical layout of the Headquarters.

**4.6 MEANWHILE, BACK AT THE PENTHOUSE**

If Ghengis Chi has not already been sent to New York to kidnap Sin-Ting, the Shujin will probably send him at this point. If the heroes are at the Kenokogi apartment, the Gamemaster should prepare a very interesting battle, since Ghengis will undoubtedly try to take on all the heroes by himself. If the players are not present, Ghengis will explore the apartment while waiting for Sin-Ting to return. If the players have left the Sensei's uniform in the oriental trunk, Ghengis will certainly discover it and easily will be able to access the same information as our heroes.

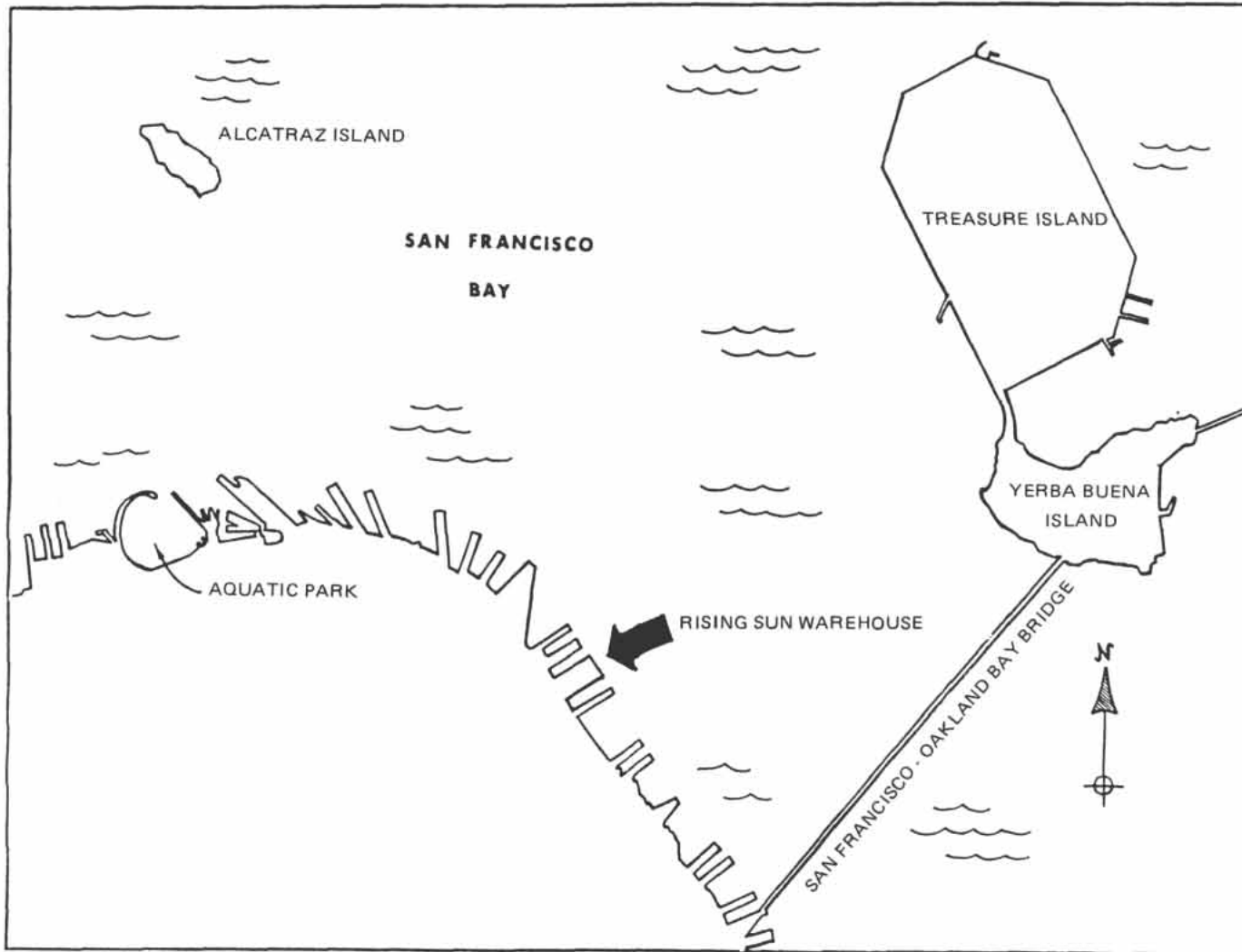
# 5. Peril on the Pier

**5.1 THE SET-UP**

The West Coast warehouse of the Rising Sun Trade Company is located on a pier situated in San Francisco Bay, approximately one and a half nautical miles southeast of Alcatraz Island. Behind the warehouse is a large open courtyard which is often used as a helipad, thus affording access to minor air transport. The water surrounding the pier

ranges from twenty-two to thirty-two feet deep at the northern tip. The main offices of the Rising Sun (and Headquarters of the Amida Tong) are roughly 1.7 miles from the pier in a southwesterly direction.

It is up to the Gamemaster as to precisely where the individual yakuza will be when the players arrive. At this point, there is a slight chance that the yakuza know of the players' involvement in the sit-



uation and may, therefore, be preparing for their visit. There will most probably be a guard placed on Kenokogi at this time.

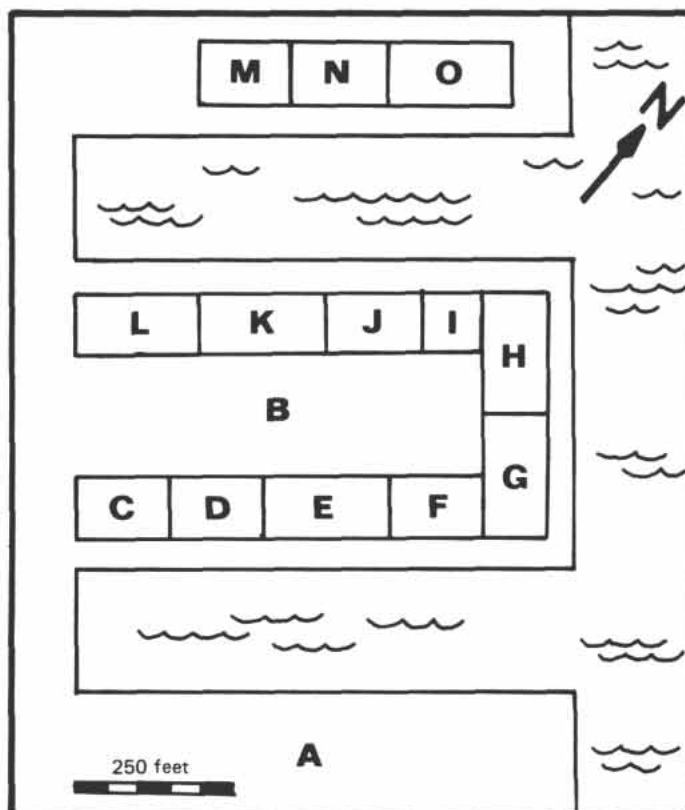
Wherever the individual Tong members are placed, this should be done by the Gamemaster prior to the actual events. The heroes should also be given some time by the Gamemaster in order to study the pier area and work out some form of strategy if they wish to (unless, of course, the players have already been captured by the New York members of the Yamaguchi).

**5.2 KEY TO THE PIER AREA**

- A: This is basically an unused pier.
- B: This is a large, rectangular courtyard that also serves as a helipad for all the warehouses on this pier.
- C: This warehouse is one story tall.
- D: This warehouse is one story high.
- E: This warehouse is two floors high.
- F: This warehouse is two floors high.
- G: This warehouse is three floors high.
- H: This warehouse is three floors high and contains a machine shop.
- I: This warehouse is three floors high and is presently abandoned.
- J: This warehouse is two floors high.
- K: This warehouse is two floors high.
- L: This is the Rising Sun Warehouse and is two floors high.
- M: This warehouse is one floor high.
- N: This warehouse is one floor high.
- O: This warehouse is one floor high.

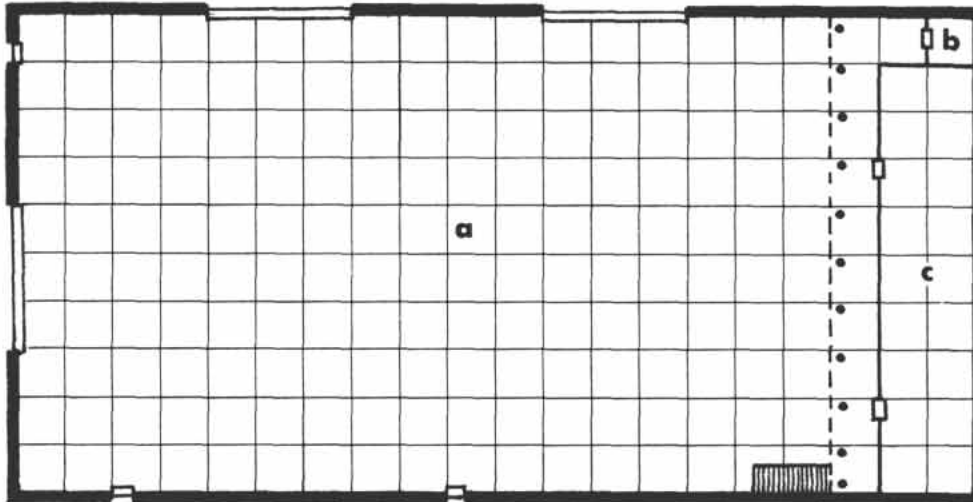
**5.3 FLOOR PLAN TO WAREHOUSE NO. 2**

The warehouse is composed of two levels; the lower level is the main storage level while the upper level contains the office, meeting room and work room with a wooden platform which looks down upon the lower level. The exterior walls of the building are twelve inch thick steel-reinforced concrete (9 Structural Points per cubic foot). The interior walls and platform supports are six inches thick and have 3 Structural Points per cubic foot. All exterior doors are composed of iron, while all interior doors are made of hardwood. All doors are 1½ inches thick.



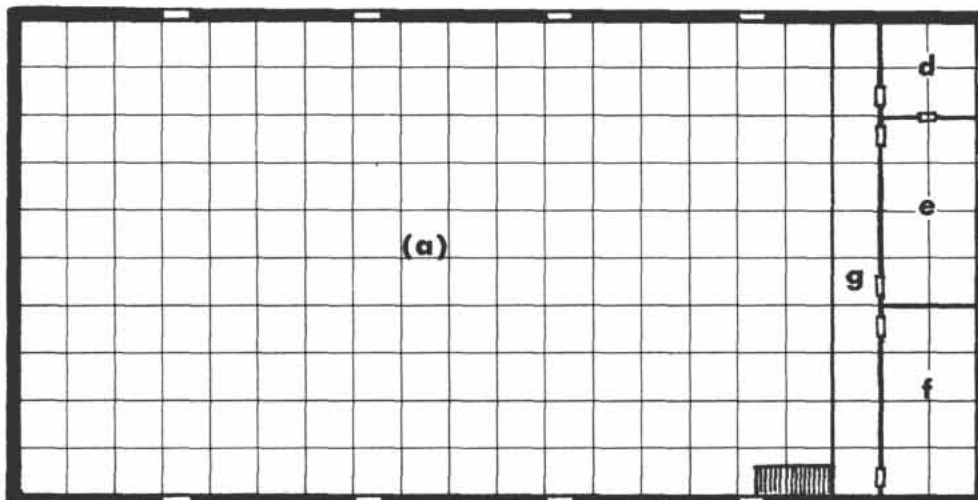
- a:** This is the main storage area of the lower level. It contains many piles of crates and boxes, some partially opened as if to check the contents, and one fork lift. Three large overhead garage doors afford easy access to the outside pier. Lengthwise, spanning most of the ceiling, is a movable crane on a mechanical track. This crane is used to transport freight up to the second level (when necessary) and also acts as a second fork lift of sorts. The black circles on the floor plan indicate the support columns for the upper platform.
- b:** This is the bathroom. It contains a toilet and a sink.
- c:** This is an insulated refrigeration chamber used to store furs, perishable items, and the like. It should be noted that Ghengis Chi (when visiting) never enters this room under any circumstances. The door to this room is 1½ inches thick and made of iron.
- d:** This is an office. It contains one metal desk, one cushioned swivel chair, two easy chairs, two filing cabinets, a wastepaper basket made of bamboo, a small unconcealed wall safe, and a wall-mounted rack containing three light-staffs. One of the drawers to the desk contains two dozen hypodermic needles, four 10cc bottles of a clear liquid labeled 'Y-12', and three bottles labelled as 'X-12.' Among other things, the filing cabinets contain two versions of the company's ledger similar to the ones kept in the New York warehouse. The filing cabinets are kept locked. The safe contains petty cash in small denominations. The room is used by Dowager.
- e:** This is a small meeting room. It contains a small sofa, a large table surrounded by eight chairs, and two wastepaper baskets (identical to the one in the office).
- f:** This is a sort of all-purpose workroom. It contains three small cots, one fold-up card table, and one dozen steel folding chairs. The room is normally used by the ninjas for recreation during off hours, and would also be the room where Shiro Kenokogi would be held captive.
- g:** This is the platform that overlooks the main storage area of the lower level. The platform supports the offices and is edged with a wooden guard rail. It is accessible from the lower level by a flight of wooden stairs.

### Lower Level



1 square = 10 feet

### Upper Level



## 5.4 THE SAN FRANCISCO TONG MEMBERS

### DOWAGER

Identity: Chai-Li Shigetta      Sex: Female  
 Side: Amida Tong              Level: 13  
 Age: 33                              Level: 13  
 Experience: 93,214              Training: Strength  
 Powers:

1. Heightened Defense: -4 to all incoming attacks
2. Mutant Power (Replication): This is the process of duplicating oneself, much like cloning, at will. Each clone is connected by a telepathic link with the original. PR = 10 per clone.

Weight: 100 lbs.                  Basic Hits: 2  
 Agility Modifier: +2              Strength: 11  
 Endurance: 17                    Agility: 16  
 Intelligence: 20                  Charisma: 16  
 Reactions from Good: -2        Evil: +2  
 Hit Modifier: 3.744              Hit Points: 8  
 Damage Modifier: +2            Healing Rate: .8/day  
 Accuracy: +2                    Power: 64  
 Carrying Cap.: 151 lbs.        Basic HTH: 1d4  
 Movement Rate: 44 inches ground  
 Detect Hidden: 14%              Detect Danger: 18%  
 Inventing Points: 22.1         Inventing: 60%

#### Background:

Chai-Li Shigetta was born in Kitamatsu, Japan. At an early age she became interested in science and eventually in the field of genetics. Being an 'army brat,' she soon learned the ins and outs of the military and made excellent use of this knowledge when she later began her own military career. Chai-Li spent her early years in the military pursuing her interest in genetics, and within a few years, practically had her own laboratory and staff (thanks to the pull of her father). It was during this span of time that she began genetic research experiments on latent mutant abilities; experiments which would eventually lead her to accidentally discover her own mutant powers. This discovery, however,



had a price. The activation of Chai-Li's latent abilities began to cause metabolic changes within her system, changes which began slowly at first and eventually led to a chemical imbalance similar to diabetes. Shortly thereafter, due to this stress and military funding problems, Chai-Li Shigetta gave up her military research for a more profitable career. She is presently fluent in Japanese and English, and understands a modicum of Mandarin Chinese.

**Special Requirement:** Dowager requires daily insulin injections (details left up to the Gamemaster). She also carries a light-staff which is identical to the one used by Maiden Japan (+2 to hit, damage = HTH + 1d12, 15 charges), and wears a costume composed of 'unstable molecules.' This suit, designed by the Yamaguchi, will also replicate itself during Dowager's cloning process (and also save her a great deal of embarrassment).

### THE NINJAS

Name	Sex	Level	Hits	Power	Agility	Move	Dam.Mod.	Acc.	HTH	Weapon*
Matsuka	M	1	4	47	13	34"	+1	+1	1d6	Nunchaku
Kikuchi	M	3	3	35	9	26"	+1	-	1d3	Kama
Ohashio	M	1	6	47	10	37"	-	-	1d4	Wakizashi
Higashi	F	1	2	37	11	26"	-	-	1d3	Nunchaku
Mifune	M	1	2	34	9	25"	-1	-	1d4	Kama
Iwata	M	3	5	42	13	29"	+1	+1	1d3	Manrikigusari
Shirai	F	3	4	37	9	28"	+1	-	1d3	Yari
Managaki	M	2	7	47	12	35"	-	+1	1d4	Sai
Koshikawa	M	1	2	34	9	25"	-	-	1d4	Wakizashi
Okino	M	2	7	48	12	36"	+1	+1	1d6	Sai
Sugimoto	M	2	7	50	14	36"	+2	+1	1d4	Wakizashi
Torinaga	M	1	3	36	10	26"	-	-	1d4	Wakizashi

\* All weapon stats and modifiers for Martial Arts training can be found following the ninja table in section 4.3.

### BATTLE TACTICS

The following summarizes the battle tactics of Dowager(s) and the ninjas as a group.

#### Dowager

Dowager is the leader of the group when the Shujin is not present, and as such is the chief decision-maker. However, Dowager realizes that each of the ninjas knows what they are doing in battle and, consequently, tends to leave her comrades to do what they do best while she does what she does best. Dowager tends to be extremely relaxed in a fight. She will normally remain seated and greet her opponents with a sincerity and respect known only in the orient (after all, the intruders will soon be defeated; why should she add to their humiliation or their anger by being brash or inhospitable?). When engaged in actual combat, Dowager first likes to use her mutant power of Replication so as to create an additional two or three clones of herself (and to increase the odds in her favor). Most of her fighting will be done with a light-staff. She will normally not surrender, but instead 'will go down with the ship.'

#### Ninjas

Once again, the ninjas will try an ambush or sneak attack as their initial assault, if feasible. They will almost always rely on their martial arts skills as a secondary attack and will focus on physical attacks that

utilize their weaponry first. The ninjas' favorite battle tactic is to have two or more of them attack a single individual at the same time from different directions. They will usually try to keep the battle within the confines of the warehouse.

### 5.5 IF THE TONG WINS

Should the player-character group be defeated, the Shujin will order that they be administered doses of Y-12 in order to render them totally harmless until he is able to arrive via helicopter. Once he arrives, one or more of the heroes will be revived and questioned, in order to find out just how many people know of the dealings of the Yamaguchi and the whereabouts of Kenokogi. If the Shujin manages to discover that Shiro Kenokogi and the Sensei are one and the same person, things could become quite interesting. The Shujin may attempt to win the heroes over as allies by whatever means are available to him, or possibly decide to hold them for ransom (after which they will be killed). If things do not meet up to his expectations, however, the Shujin will certainly have the heroes thrown into an arena containing a number of Komodo Dragons.

Note that if things do not work out for the heroes by this time, there is still the 'emergency escape valve' described in section 6.6.

### 5.6 IF THE TONG LOSES

If the players win the battle, in addition to the information they

gain from searching the San Francisco warehouse, they will have the opportunity to question their captives. Since at least one of the ninjas will probably crack under the pressure, the player-characters will be able to learn a few details of the basic layout of the headquarters, its

operation, and a basic background on the remaining members of the Amida Tong. Very little is known by the ninjas pertaining to the Shujin, except that he is capable of accomplishing great things when he puts his mind to it.

# 6. Climax on the Coast

## 6.1 MAP AND KEY

The following is a map of the San Francisco area directly adjacent to the Yamaguchi's West Coast Headquarters. The Gamemaster should be fairly familiar with this map, paying close attention to nearby sites and to the relative building heights, since they may be used as a battleground for both sides.

- a: This is a local park. The Yamaguchi's helicopter usually flies over this park when en route to or from the warehouse pier.
- b: This is a courtyard of a church and school. Within the courtyard are a church (approximately three floors high with a steeple that reaches five stories high), a school (two floors high), and a convent (two floors high), respectively. Depending upon the time of day, and the day of the week, there may possibly be a relatively large number of people on their way to services or groups of children near the school.
- c: This building section is twenty floors high. The lower section of this building is fifteen floors high.
- d: This is a street-level pedestrian plaza. The north and south quadrants of this plaza each contain a large shady tree with park benches beneath it. Within the center of the plaza are three fountains. This central section is three feet higher than ground level, with concrete steps leading up to it on all sides. The small two-story buildings bordering the plaza contain small shops.
- e: This building section is twenty-four floors high. The smaller, rear extension is two floors high.
- f: This building section is thirty floors high. The lower section of the building is twenty floors high and bordered by a private courtyard. The offices of the Rising Sun Trade Company are located within this building.
- g: This building is twenty floors high.
- h: This building is twenty-five floors high.
- i: This building is fifteen floors high.
- j: This building is forty floors high. There is a large microwave antenna located on the roof of this building.
- k: This building section is thirty-five floors high. The lower portion which borders this sections is twenty-five floors high. The smaller rear extension of the building is two floors high.
- l: This building is twenty-four floors high.
- m: This section of building is twenty floors high. The lower section surrounding this building is ten floors high.
- n: This building is sixteen floors high.
- o: This building is twenty floors high.
- p: This building is fifteen floors high.
- q: This section of building is twenty floors high. The upper section of the building is thirty floors high.
- r: This building is twenty floors high.
- s: This building is fifteen floors high.
- t: This building is twenty floors high.
- u: This building is fifteen floors high. There is a large greenhouse on the roof of this building.
- v: This building is ten floors high.
- w: This building is seven floors high and contains a multi-tier parking garage.
- x: This building is twelve floors high.
- y: This building is eighteen floors high.
- z: This building is twenty-four floors high.

## 6.2 THE YAMAGUCHI HEADQUARTERS

The headquarters of the Yamaguchigumi is located in the top three floors of the Rising Sun Trade Company Building, a thirty story skyscraper with mirrored veneer exterior. The lower twenty-seven floors house offices of legitimate corporations. Any players who burst into these offices expecting a battle will be quite surprised, and will have an interesting time explaining any damage they cause to the local constabulary. As far as anyone in the building is concerned, the top floors

are the management offices of the Rising Sun Trade Company (who happens to lease the rest of the building to other companies).

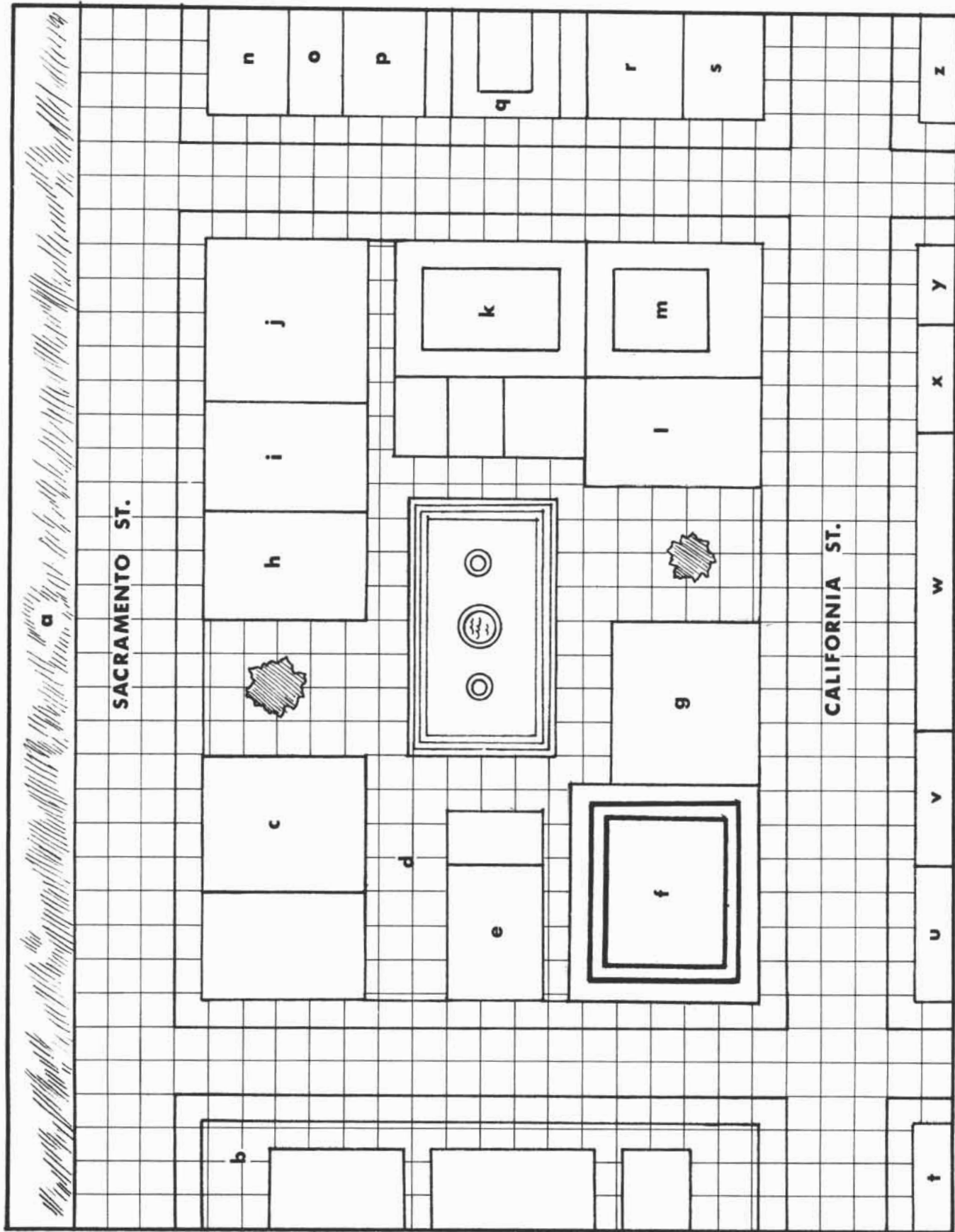
As might be expected, the Yamaguchi headquarters is protected by various security systems. The doors to the stairwells leading up from floor twenty-seven and down from the roof are connected to an alarm, and will open only to persons knowing the special push-button combinations to the locks on these doors. The doors to the executive office and the adjacent hallway to the stairwell are also protected in this manner, as is the elevator entrance to the twenty-eighth and the twenty-ninth floors. All of the exterior windows to the top three floors are wired to the system and will set off an alarm if they are shattered. (There is no way of opening these windows other than by breaking them.) The reception area on the top floor is monitored by two TV cameras, and there are intercoms in all of the rooms. The entire security system is monitored from the executive office. Player-characters with the power of Lightning Control will have a chance to take over any of these electronic systems, if they so desire.

The exterior walls are steel framework (11 Structural Points per cubic foot), while the interior walls, with the exception of the arena and the holding pen, are all six inches thick and have 9 Structural Points per cubic foot. The floors are twenty-four inch thick steel-reinforced concrete with a Structural Rating of 9 points per cubic foot. The holding pen floor, walls and ceiling are twenty-four inch thick iron panelling, as are the floor and ceiling of the arena. The transparent walls of the arena are special twelve inch thick shatterproof panes (12 Structural Points per cubic foot). All exterior windows are three inch thick shatterproof panes with an outside mirrored finish. The interior windows are made of common glass panels, with the exception of those in the penthouse area, which is made of 1½ inch shatterproof panes. There are three types of doors in the headquarters: 1) Security Doors which are 1½ inch thick steel panels, 2) Normal Doors which are 1½ inch thick hardwood, and 3) Sliding Secret Doors which are concealed and made of the same material as the wall into which they are built.



## 6.3 FLOOR PLAN AND KEY TO THE HQ ROOF

- a: This is the rooftop observation walkway. It is constructed of iron and is raised four feet above the deck of the roof. It may be reached by a flight of stairs that lead from the deck on the eastern side of the building. There is a four-foot iron safety railing around the outer edge of the walkway.
- b: This is the helipad platform. It is constructed of concrete and is four feet high. A flight of iron stairs connects the deck with the helipad.



1 square = 25 feet

- c: This is the elevator. It can be taken anywhere from the roof to the twenty-first floor.
- d: This is a stairwell. It leads down from the roof to the floors below.

#### UPPER (THIRTIETH) FLOOR

- a: This is the breezeway. It is a long corridor which surrounds the building and affords an excellent view of the city. The outside windows appear transparent from the inside, but have an exterior mirrored finish.
- b: This is a hydraulic lift. It connects only the top two floors of the HQ. There is a secret door which connects the lift with room 'c.'
- c: This is a storage room for miscellaneous supplies. It contains various supplies for the office, bathrooms, and the computer room. It also contains a few crates of Y-12 and X-12, along with related items.
- d: This is the ladies' room. It contains a row of sinks with soap and towel dispensers, and four stalls with appropriate items. The door to this room has a silhouette of a woman painted on it.
- e: This is the men's room. It contains paraphernalia similar to those in room 'd', but with obvious differences. The door silhouette is of a man.
- f: This is the Library/File Room. It contains one small desk with a chair, three isles of bookshelves containing legal and business-related books and binders, and four filing cabinets. The filing cabinets, among other things, contain two versions of the company's books identical to the ones found in the warehouses, and various files on company dealings.
- g: This is the secretary's office. It has one small desk with a chair, one typing table with a word processor, and a wastepaper basket.
- h: This is the receptionist's office. It has one small desk with a chair, a typing table with a typewriter on it, a phone, and a visitor's sign-in book. There is a sliding glass partition in the south wall.
- i: This is the Computer Room. There is a computer positioned against the north wall. In addition, the room contains two large magnetic tape cabinets against the west wall, a table with three terminals and chairs against the east wall, and a printer and tape drive in the center of the room. There is a special access code needed to log onto the machine. Basically, the computer is used to keep track of cargo shipments, payroll, stock market and other legitimate business transactions, and also supplies a telex link with other businesses. The room is air conditioned through the floor.
- j: This is the Conference Center. It contains one four-foot by twenty-foot oaken conference table, surrounded by ten chairs, and two triangular counters in the northeast and southeast corners of the room. One of these supports a coffee service, while the other contains a wet bar. There are also a few blank note pads on the table. A large set of double doors lead out to the hall.
- k: This is the Reception Room/Lobby. It contains one large coffee table with light reading material atop it, two sofas, four chairs and two end tables. Most of the south and west walls of this room are made of glass panels, and have two doors that open onto the breezeway. The doors are unlocked. There are also two television cameras monitoring this room.
- l: This is the elevator. It can be taken from the twenty-first throughout the upper floors, and to the roof.
- m: This is Ghengis Chi's office. It contains a desk, two chairs, a small sofa, and a filing cabinet. The southern wall of this room is covered by an immense bookshelf which has various books on chemistry and biology, and a collection of forty-eight issues of *Sumo Magazine*. The filing cabinet contains nothing but twenty-four additional issues of *Sumo*, syringes, vials of Y-12 and vials of X-12, and a half-eaten apple. Against one wall is a very lopsided painting which, if examined or disturbed, will reveal a large fist-shaped indentation in the wall behind it.
- n: This is the office of Solaris. It is identical to room 'm,' with the following exceptions: there is no wall indentation, the bookshelves house books on electronics and communications, the filing cabinet is empty.
- o: This is a hydraulic lift. It connects only the top two floors of the headquarters and can only be operated by those knowing the special push-button combination. There is a secret door which connects the lift with room 'p.'
- p: This is the Shujin's private living quarters. In the center of the room is a sunken breakfast nook which contains a low table and four kneeling cushions. The remainder of the penthouse contains two large sofas, a large eight-foot diameter circular bed, two end tables and three chairs. In the southwest corner of the room is an expensive dumbbell set. In the northeast corner of the room is a steel frame that is used to hold the Shujin's armor when it is not in use. Beside the frame is a folded-up wheelchair. Most of the north and east walls are composed of shatterproof panels and covered by

decorative oriental draperies that reach from floor to ceiling. There is a secret door in the south wall that opens into room 'q.' The penthouse apartment is normally occupied by two Geisha who keep the room tidy and who attend to all of the Shujin's needs.

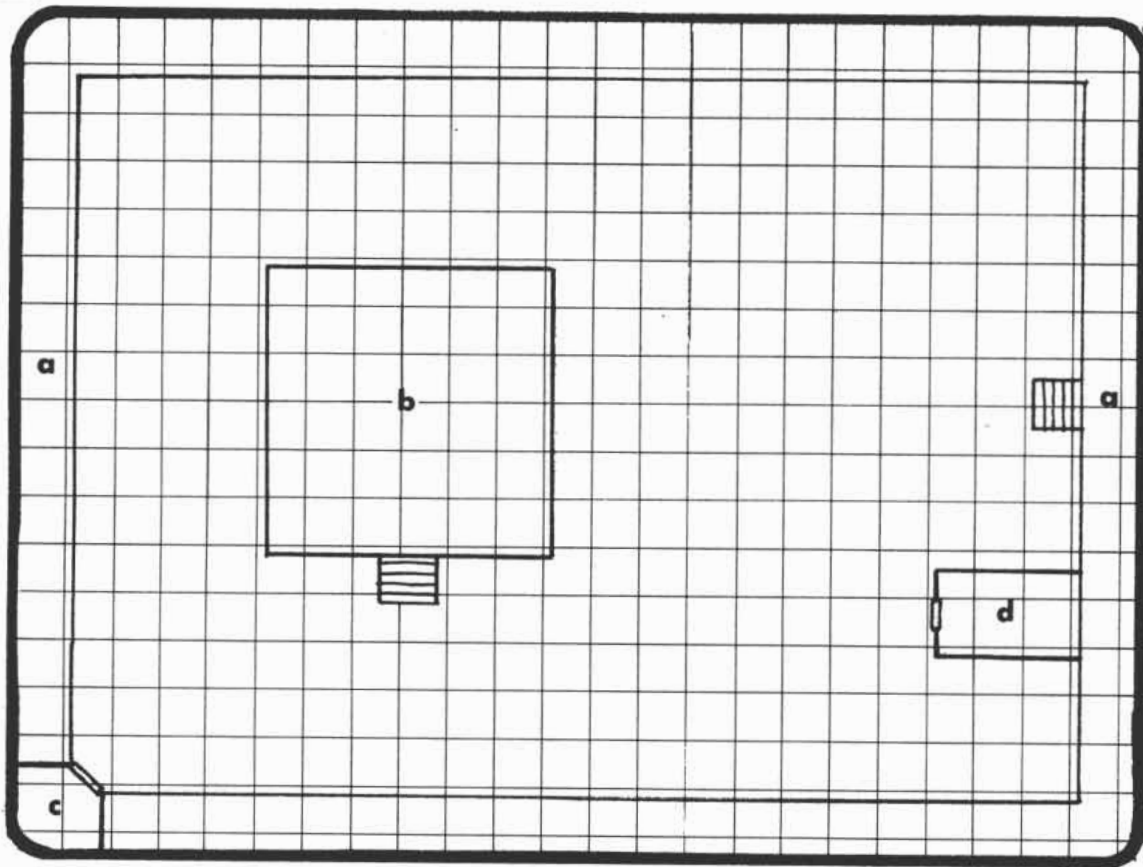
- q: This is the executive office. The floor moldings of this room are adorned with oriental parquetry. The room itself contains one oaken desk with executive chair, three matching guest's chairs, two lush sofas, a small coffee table with tea service, and a Japanese weapons showcase mounted upon the east wall. In the center of the room is an oriental rug, measuring seven feet by seven feet and covering a trap door in the floor which opens into the arena on the twenty-ninth floor. The double doors on the west wall are kept locked, and secret doors are in the north and south walls. Inlaid on the desk top is an electronic control panel from which the Shujin can monitor and control the Amida Tong's security system.
- r: This is the Shujin's private bath. The room contains a four by six foot tub, benches along the north and east walls, a small table, one toilet, one sink, a shower stall and a rack containing four large towels.
- s: This is a stairwell. It leads up to the roof and down to the next lower level.
- t: This is Solaris's bedroom. It contains one bed (with flame-retardant sheets), one easy chair, one dresser, and a clothes closet.
- u: This is the bathroom to Solaris's bedroom. It contains a sink, a toilet, a wall-mounted cupboard containing toiletries, one towel rack with two towels, and a shower stall.
- v: This is Ghengis Chi's bedroom. It is identical to room 't' (excluding the type of sheets). The chest of drawers contains, among other things, a number of sets of men's silver cufflinks (the exploding kind developed by Mr. Chi).



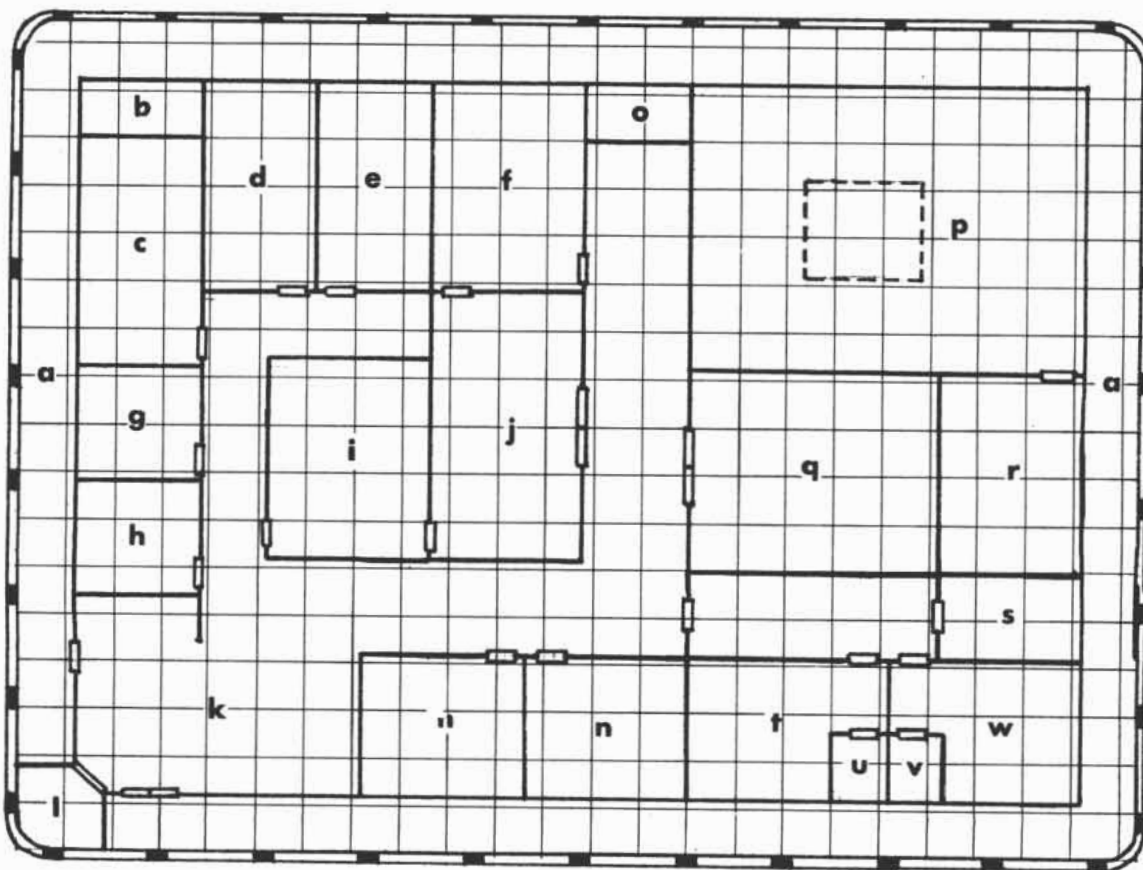
#### MIDDLE (TWENTY-NINTH) FLOOR:

- a: This is the breezeway. It is a long corridor which surrounds the building and affords an excellent view of the city. The outside windows appear transparent from the inside, but have an exterior mirrored finish.
- b: This is a hydraulic lift. It connects only the top two floors of the headquarters. There is a secret door which connects the lift with the hallway to the south.
- c: This is a Women's Locker Room. The room contains benches and clothes lockers for changing, and four shower stalls against the east wall.
- d: This is a Men's Locker Room. Like room 'c,' it contains benches and clothes lockers. The shower stalls are against the west wall.
- e: This is the Gymnasium/Training Area. The room contains several weight training machines in the southeast corner, and a hot tub towards the southwest. The center of the gym is actually a large sixteen by sixteen foot wrestling mat anchored to the floor. Along the south and east walls are some benches. The west wall, for the most part, is made up of weapon racks exhibiting various oriental arms and training equipment. The double doors to the room are made of steel, but are normally kept unlocked.
- f: This is the elevator. It can be taken anywhere from the twenty-first floor to the roof.
- g: This is a hydraulic lift. It connects only the top two floors of the headquarters and can be operated only by those knowing the special combination to the push-button security lock. There are two secret doors which connect the lift with the hallways to the east and west.

**ROOF**

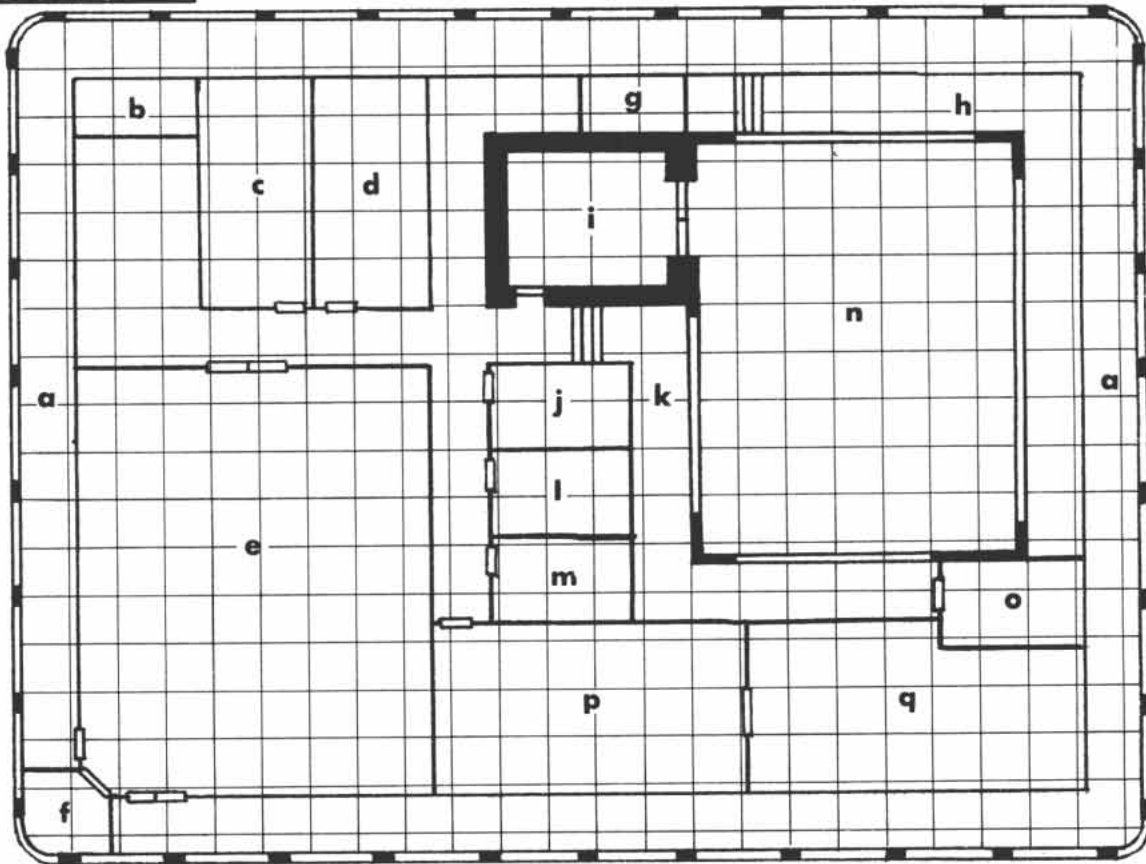


**UPPER FLOOR**



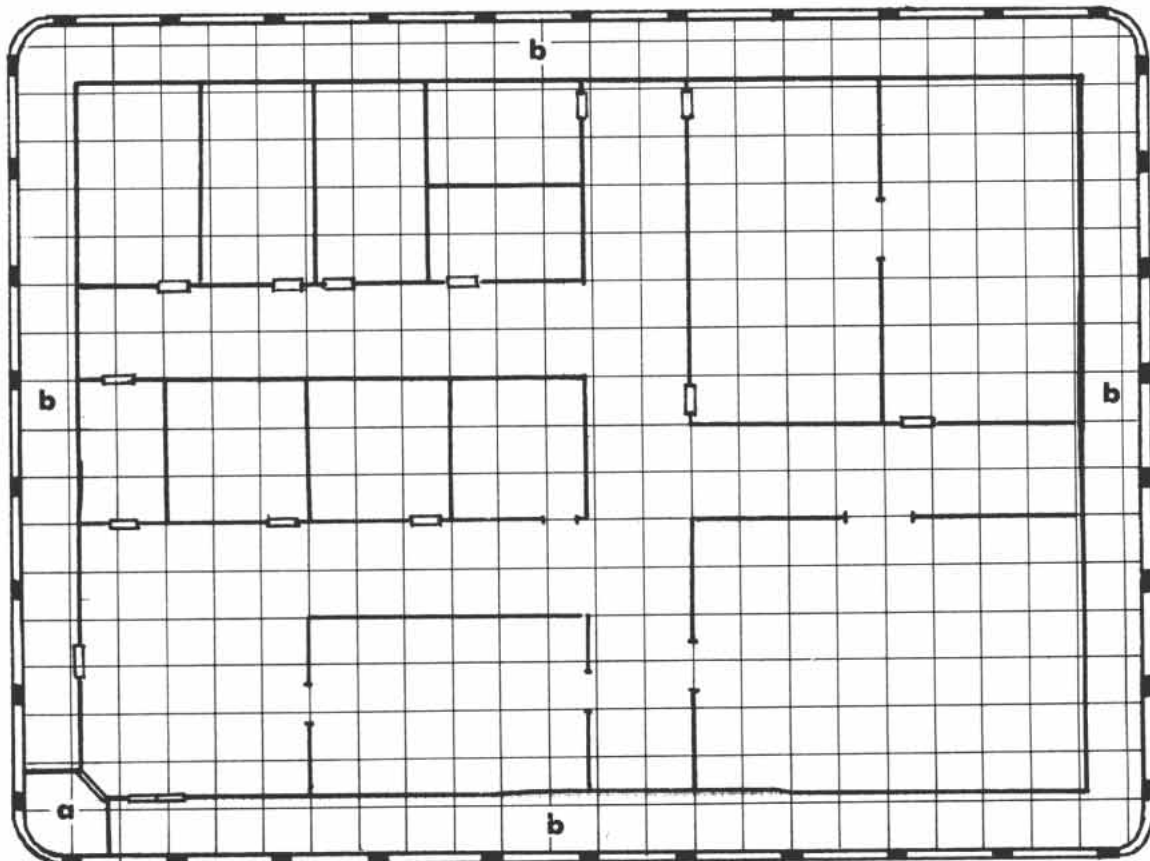


**MIDDLE FLOOR**



1 square = 5 feet

**LOWER FLOOR**



- h:** This is the northern expanse of the observation platform. It is raised three feet above the surroundings. A short flight of steps leads up to the platform from the adjacent hall. The platform itself looks down upon room 'n.'
- i:** This is the holding pen for the Shujin's Komodo Dragons (giant monitor lizards that range in length from eight to eleven feet). A security door connects the pen with the hallway to the south. This door is always locked, and this hallway contains the controls that open the large security doors on the east wall of the pen.
- Note:** There are three Komodo Dragons: Weight = 200 lbs., Agility = 10, Ferocity = 20, Hits = 5, Accuracy = +3, Damage = 1d10, Power = 50, Movement Rates = 15 inches ground.
- j:** This is a small cell used as a sleeping quarters for the ninjas that may remain in the building overnight. It contains a cot, a sink, a toilet, and a chair.
- k:** This is the southern expanse of the observation platform. It is similar to 'h.'
- l:** This room is identical to room 'j.'
- m:** This room is identical to room 'j.'
- n:** This is the Arena. It is connected to the holding pen by two sliding security doors. It is here that the dragons get their 'exercise.'
- o:** This is a stairwell. It leads up to the thirtieth floor, and down to the lower floors.
- p:** This is a large storage room. It contains surplus supplies for the offices, bathrooms, gymnasium, and the like.
- q:** This is a large storage room. It is identical to room 'p,' except that it also contains a small laboratory set-up for Ghengis Chi.

#### LOWER (TWENTY-EIGHTH) FLOOR

There is not much to the lower level, except for the elevator in the southwest corner of the building (a), and the breezeway which surrounds the periphery (b). Most of this level is comprised of empty offices and storage spaces. The only use for this floor thus far is as a 'buffer' to the top two floors, although there are signs of minor renovation as if the floor will be used in the distant future.

#### 6.4 AMBUSHED BY THE AMIDA TONG!

If the players have already taken on both warehouses, the Shujin will probably know of their interference by this time. If this is the case, it is quite likely that the Shujin may be expecting another visit by the heroes, and therefore will be planning an ambush. Under these circumstances, the Amida Tong will probably be expecting a lightning fast raid or frontal assault on the headquarters, so a quiet infiltration on the part of the players will be almost totally unexpected. If the players have not as of yet taken on the warehouse, or if the players have been captured, the Gamemaster must approach the situation quite differently.

Either way, it is up to the Gamemaster as to the placement of the individual Tong members. The yakuza may be in separate sections of the top floors going about their own business; they may be attending a business conference, or some may be returning to or leaving the building via helicopter. For the most part, however, the Shujin normally remains in the executive office or in his penthouse apartment, dealing personally with only the most important clients. He also tends to speak directly with the super-powered members of the Tong, and to the ninjas; secretaries and the like are usually dealt with by Solaris (in her civilian identity). It should be noted that the normal office workers know of the illicit dealings of the company, but never become involved in any duties other than the office work they were hired to perform. They should therefore not be used as 'extra muscle.'

Wherever the individual yakuza are placed, this should be done prior to the arrival of the heroes and the beginning of any conflict. The players should once again be given some time to study the building and the surrounding area so as to work out any strategy they wish to (unless, of course, the heroes have already been captured).

#### 6.5 THE HEART OF THE TONG: CAST OF CHARACTERS

##### THE SHUJIN

Identity: Kazutoshi Toshinaga	Sex: Male
Side: Amida Tong	Level: 13
Age: 35	Experience: 95,421
	Training: Endurance

##### Powers:

- Armor: ADR = 112. It also gives the following powers:
  - Heightened Strength: +12
  - Mobility to lower limbs (treat as life support when calculating for destruction of the device by any attack).
- Heightened Attack: +13 to all damage.

3. Will Power: Type A

4. Special Weapon: Light-ken ('ken' meaning 'sword'). This device emits a blade of laser light when the hilt is activated. It does HTH + 1d20 damage, is +2 to hit, and has 21 charges.

Weight: 200 lbs.	Basic Hits: 4
Agility Modifier: -	Strength: 27
Endurance: 9	Agility: 13
Intelligence: 17	Charisma: 13
Reactions from Good: -1	Evil: +1
Hit Modifier: 3.432	Hit Points: 14
Damage Mod.: +2 (+15)	Healing Rate: 1/day
Accuracy: +1	Power: 66
Carrying Cap.: 2058 lbs.	Basic HTH: 1d12
Movement Rates: 49 inches ground (w/armor), 24 inches ground (in wheelchair), 4 inches ground (crawling)	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 22.1	Inventing: 51%



##### Background:

Kazutoshi Toshinaga was born in Tokyo, Japan. At the age of twelve his parents were killed in an automobile accident . . . the same

accident that rendered him paralyzed from the waist down. Soon afterwards he was taken under the wing of a rich 'uncle' with contacts in the Yamaguchi. Kazutoshi eventually attended Tokyo University, where he received degrees in Engineering with a specialization in cybernetics. It was at this time that he was approached by his uncle's associates who suggested that the Yamaguchi could use a man with Toshinaga's skills. Kazutoshi agreed, but soon tired of his menial position. Shortly thereafter, he designed the special powered armor which, among other things, once again gave him the ability to walk. Once being accepted into a position of rank, he began working his way up the ladder of success until he became known by friend and foe alike as the omnipotent Shujin!

During his early years with the Yamaguchi, the Shujin led a religious cult in Japan for the glory of the Amida Tong. This cult eventually led to the death of dozens of its followers. The Shujin is presently fluent in both written and spoken Japanese and English.

#### GHENGIS CHI

Side: Amida Tong                      Sex: Male  
Age: 38                                      Level: 2  
Experience: 2982                        Training: Sumo Wrestling

#### Powers:

1. Heightened Strength: +12
2. Heightened Expertise: +4 to hit with special weapons
3. Body Power: Weight x 3.
4. Special Weapon: Steel-Rimmed Derby (treat as boomerang). The hat is +2 to hit, does HTH 3 1d3 damage, has a throwing range of 20 inches (10 inches if used as a boomerang to return to thrower).
5. Special Weapon: Gas-bomb Cufflinks (treat as paralysis). These weapons have a blast radius of 2 inches and are +2 to hit.

Weight: 420 lbs.	Basic Hits: 9
Agility Modifier: -2	Strength: 22
Endurance: 12	Agility: 10
Intelligence: 12	Charisma: 10
Reactions from Good: -	Evil: -
Hit Modifier: 2.772	Hit Points: 25
Damage Modifier: -	Healing Rate: 2.7/day
Accuracy: -	Power: 56
Carrying Cap.: 2488 lbs.	Basic HTH: 1d12
Movement Rate: 44 inches ground	Detect Danger: 14%
Detect Hidden: 10%	Inventing: 36%
Inventing Points: 2.4	



#### Background:

Ghengis Chi, the son of two Indonesian immigrants, was born in Brooklyn, New York. At an early age Ghengis developed two intense interests: chemistry and beating up his peers. Supported by his parents, he began studying chemistry in high school with the intent of pursuing a pharmaceutical career. Ghengis eventually took a part-time job at a New York meat packing plant in order to help pay for his college education. It was at this time that he was accidentally locked in a meat freezer during an extended holiday weekend. After screaming for help for three days, he decided to rip the door off its hinges. As a result of this incident he received a severe case of frostbite and was asked to pay for the damages to the freezer. After his college graduation, he began his career as a pharmacist and eventually joined the Yamaguchi. It was at this time that the Shujin took a liking to Ghengis and presented him with a special steel-rimmed derby and a position of importance within the Amida Tong.

During his time with the Tong, Ghengis has been responsible for two inventions: his cufflinks and the drug Y-12 (so named because twelve human guinea pigs died before the drug was perfected). Also, due to his severe bout with frostbite, cold attacks do double damage to Mr. Chi. Ghengis Chi also speaks a modicum of Indonesian and Japanese.

#### SOLARIS

Identity: Tetsuya Kori	Sex: Female
Side: Amida Tong	Level: 6
Age: 29	Experience: 20,366
	Training: Agility

#### Powers:

1. Light Control: Range = 20 inches, Damage = 2d8, PR = 1.
2. Flame Power (type B): Range = 24 inches, Damage = 1d12, PR = 3 to activate/3 per attack/1 per hour of flight. Maximum flight speed is 34 miles per hour.

Weight: 130 lbs.	Basic Hits: 3
Agility Modifier: -	Strength: 14
Endurance: 10	Agility: 10
Intelligence: 16	Charisma: 10
Reactions from Good: -	Evil: -
Hit Modifier: 1.44	Hit Points: 5
Damage Modifier: +1	Healing Rate: .75/day
Accuracy: -	Power: 50
Carrying Capacity: 243 lbs.	Basic HTH: 1d6
Movement Rates: 34,150 inches flying	Detect Danger: 16%
Detect Hidden: 12%	Inventing: 48%
Inventing Points: 9.6	

#### Background:

Tetsuya Kori, the daughter of a Japanese restaurateur and an American secretary, was born in Bethlehem, Pennsylvania. After pursuing a career in electronics and communications, Tetsuya took up residence in New York City where she began teaching electronics at a well-known telephone company office in Manhattan. Four years ago Ms. Kori was laid off due to economic cutbacks. Being very upset by this, she decided she needed time to think things out before choosing a new direction for her life. During a brief ski trip, which she thought would calm her down and hopefully get her head straight, she was caught in an avalanche. Buried deep beneath the snow, she began to panic - a panic which triggered off a very interesting result. Somehow Tetsuya began to melt through the snow! She had unintentionally activated unknown powers within herself. Powers which eventually turned her to a life of crime and christened her as Solaris!

After joining the Yamaguchi, Tetsuya was presented with a special silvery suit of flame-retardant materials designed by the Yamaguchi scientists. She also speaks both English and Japanese.

## MISCELLANEOUS MEMBERS OF THE TONG

Name	Sex	Level	Hits	Power	Agility	Move	Dam.Mod.	Accuracy	HTH	Weapon
Kawano	M	6	10	54	14	40"	+1	+1	1d6	Wakizashi
Kakazu	M	6	6	46	11	35"	-	-	1d6	Wakizashi
Tokoro	M	1	4	51	9	34"	+1	-	1d4	.45 Pistol



Kawano and Kakazu are ninjas and therefore possess two abilities: Natural Weaponry (+3 to hit/+6 to damage) and Heightened Expertise. Tokoro is the Tong's helicopter pilot and has Heightened Expertise with handguns.

**Weaponry:**

Wakizashi (short sword): +2 to hit; HTH + 1d6 damage.

.45 calibre pistol: +3 to hit, 1d8 Damage, Range = Agility x 6

**BATTLE TACTICS OF THE AMIDA TONG**

Each member of the Tong has his or her own distinctive fighting style. The following summary outlines the battle tactics of the Shujin and the remaining members of the Tong.

**The Shujin**

Shujin is the leader of the entire Tong, and as such is the chief decision maker. While he may make and enforce the rules of the Tong, he does realize that each of his subordinates is well-trained and knows precisely what to do (and when to do it). However, the Shujin is extremely pompous and tends to overestimate his abilities. During the first moments of a skirmish he will normally be satisfied with just gloating, but has no qualms about joining the battle if need be (as he often does). When in battle, the Shujin is inclined to use his great might in brute force attacks and resorts to his laser-ken only when all else has failed or if his armor is beginning to weaken. If at any time his powered armor is damaged to the point where he loses his ability to walk, he will be undaunted and fight even more viciously. He will undoubtedly be the one to attempt to defeat the leader of the heroes by himself. While he is a great leader revered by all in the Tong, the Shujin couldn't care less about the safety of his comrades. If it is obvious that the Amida Tong is losing the battle, he will attempt to escape at any cost and leave his underlings to whatever fate awaits them.

**Solaris**

Solaris is probably the most reasonable member of the Tong, although she does have a penchant for being dramatic. She loves to make a grand entrance by suddenly burning through her street clothes, then flaming out to reveal herself in her Solaris guise. When the fighting starts, Solaris will attempt to take her part of it up into the sky where she will have greater maneuverability. She will undoubtedly take on any (if not all) of the flying members of the heroes' group. Either on land or in the air, her attacks tend to be as creative and dramatic as possible. Solaris, however, will never attempt to bring innocent bystanders into a battle and thus far has refused to kill an unconscious adversary. She tends to fight her battles honorably and has faced scolding from the Shujin for just that. If at any time it is evident that the Tong has lost the battle, she will surrender gracefully.

**Ghengis Chi**

To put it bluntly, this sucker is a homicidal maniac. He loves to inflict bodily harm upon his enemies. He loves to hit, crush, destroy, maim and kill (or anything else that comes to mind). Ghengis also prefers to remain within the confines of the building, where he will have more than enough furniture to use as weapons, and more than enough walls to throw opponents through. If being attacked from a distance, he will make use of his derby. Ghengis tends to lose sight of everything else once the fighting starts, and will not stop fighting until he has won or has been rendered incapacitated. If his opponent begins to get the better of him, he will resort to using his cufflinks or a syringe of Y-12, but will never surrender.

**Ninjas**

The remaining ninjas will again rely on their weapons first, using their martial arts skills as a last resort. Unlike the prior group(s) of ninjas, these assassins tend to take on separate opponents rather than ganging up on one. They do, however, prefer sneak attacks or ambushes, and will try to keep their part of the battle inside the building (preferably inside the gymnasium where they can make use of the weapon racks).

**Tokoro and the Office Staff**

Tokoro, the helicopter pilot, is just that — a pilot, not a fighter. However, he will attempt to join in the battle as long as he has a loaded

gun in his hand. The office personnel are there to do their jobs and will surrender at the first sign of a scuffle.

### 6.6 IF THE YAMAGUCHI WINS

If by chance the Yamaguchi happens to win the battle with the player-character group, the Kenokogis and the heroes will be in a lot of trouble. If all else fails, in order to save the players' hides, the Gamemaster has one more option. While the Tong members are still recovering from their bout with the heroes, the building will be stormed by a task force of special agents of FISH, CHESS, the FBI or any other agency the Gamemaster deems fit. After capturing the remaining yakuza, the head of the task force will explain to the player-characters that the government was on to the Rising Sun Trade Company and its illegal operations, and that they were attempting to gain enough solid evidence to put the Tong members away for a long time. He will also explain that when the heroes became involved he decided to let the Tong play out its hand before the task force closed in. Of course, he will thank the heroes for their part in the apprehension of most of the Amida Tong, and make it known that he wouldn't have been able to complete his assignment without them. In addition, he will answer any questions the heroes have, and thus tie up any loose ends.

### 6.7 IF THE PLAYERS WIN

If the player-characters win the battle with the Amida Tong, in addition to the information they gain from searching the premises,

the players will have the opportunity to question the yakuza they capture. In general, they will be able to learn the origins of the Tong and the Yamaguchi as a whole, its illicit dealings, and a background on most of the Tong members. They will, of course, also be able to discover exactly what happened to Shiro Kenokogi.

Due to his willpower, the players will be able to learn very little from the Shujin (except that the heroes are now as dead men for daring to confront the Tong). If there is a telepath in the group, and if he or she is successful in a mind probe attempt on the Shujin, they will learn the following information:

- The Amida Tong was only one of a handful of Tongs operating in the US alone.
- While the Shujin was the Tong leader and a high-ranking Yamaguchi member, he was not the ultimate leader of the Yamaguchi as a whole.
- In fact, the dealings of the Tong were kept relatively secret from the other Tongs and were organized by one omnipotent overseer — the *Ichiban Sama* (number-one master)! To add to this security, no Tong leader was allowed to have any information on contacting the *Ichiban Sama* (who would contact them when he wished a council).

After this, the Rising Sun Trade Company offices will be occupied by some high-ranking government agency and the contents of the offices will be confiscated and used as evidence whenever possible.

# 7. Afterword

## 7.1 THE SENSEI

Before Shiro Kenokogi's recent interlude with the Yamaguchi, he was beginning to feel empty . . . the mere shell of a man . . . as though his life meant nothing of great import. Now, at the end of this adventure, a new spark of life has ignited his soul. He has begun to reconsider his hasty decision to bring an end to his career as the Sensei. Perhaps he had let his emotions and his concern for his family overwhelm his logic. What if these vigilantes who so courageously came to his daughter's aid — and to his own — had also made the decision to end their crime fighting careers? Who would be left to fight the injustices that ravage society if heroes such as these no longer existed? Yes, Shiro has come to a great realization . . . that his past decision was correct . . . at that time. But times change, as do men themselves! . . . as Shiro Kenokogi has once again come to believe in the ancient Japanese maxim: 'Duty is Samurai . . . Samurai is Immortality!'

## 7.2 CONTINUING THE ADVENTURE

If the Gamemaster plans to continue the adventure by putting his player-character group through part II of this scenario: *Revenge of the Yakuza*, the heroes are about to find themselves on their way to Japan, and will come face to face with a group of super-villains that make the Amida Tong look like a Girl Scout troop! If the Gamemaster does not plan on continuing this adventure, the hero group will learn eventually that an elite government task force has begun a crackdown on Japanese organized crime as a whole, based on information attained from Amida Tong members.

## 7.3 JAPANESE PRONUNCIATION KEY

Amida Tong (ah-mē-dah tōng)

Bushido (bōo-shē-dō)

bo (bō)

bonsai (bōn-sī)

Chai-Li Shigetta (chī-lē shē-gā-tah)

daisho (dā-shō)

Fuji (fōō-jē)

Fujika Takahashi (fōō-jē-kah tah-kah-hah-shē)

geisha (gā-shah)

Ghengis Chi (gān-gīs chē)

gi (gē)

Hinode (hē-nō-dā)

Ichiban Sama (ē-chē-bōn sah-mah)

Jun Ikeuchi (jūn ē-kā-ōō-chē)



kama (kah-mah)  
 Kamikaze (kah-mē-kah-zā)  
 karate (kah-rah-tā)  
 katana (kah-tah-nah)  
 Kazutoshi Toshinaga (kah-zōō-tō-shē tō-shē-nah-gah)  
 ken (kān)  
 kimono (kē-mō-nō)  
 Kio-Chan Shinchu (kē-ō-chōn shēn-chōō)  
 Kitamatsu (kē-tah-mah-tsōō)  
 koi (kō-ē)  
 Lotus Sawara (lō-tis sah-wah-rah)  
 manrikigusari (mōn-rē-kē-gōō-sah-rē)  
 Nihon (nē-hōn)  
 ninja (nēn-jah)  
 nunchaku (nōōn-chah-kōō)  
 origami (ō-rē-gah-mē)  
 Osaka (ō-sah-kah)  
 sai (sī)  
 Samurai (sah-mōō-rī)  
 Sensei (sēn-sā)  
 Shiro Kenokogi (shē-rō kā-nō-kō-gē)  
 Shotokan (shō-tō-kōn)  
 Shujin (shōō-jīn)  
 shuko (shōō-kō)  
 shuriken (shōō-rē-kēn)  
 Sin-Ting Kenokogi (sīn-tēng kā-nō-kō-gē)  
 tabi (tah-bē)  
 Takashi Kin-Yobi (tah-kah-shē kēn-yō-bē)  
 tanto (tōn-tō)  
 tetsubishi (tā-tsōō-bē-shē)  
 Tetsuya Kori (tā-tsōō-ya kō-rē)  
 wakizashi (wah-kē-zah-shē)  
 wok (wōk)  
 yakuza (yah-kōō-zah)  
 Yamaguchi (yah-mah-gōō-chē)  
 Yamaguchigumi (yah-mah-gōō-chē-gōō-mē)  
 yari (yah-rē)



DAN  
 (A)

# CONVERSIONS:



AND



by Steve Perrin & George MacDonald with Jack Herman

The major hurdle when using this **Villains and Vigilantes** adventure with the **Champions** rules is converting the characters to **Champions** stats. As both games deal with superheroes, the adventure's storyline should work with little or no conversion.

Converting **V&V** characters to **Champions** is a two step process. First convert the character's stats and then convert the character's powers. The Gamemaster will be responsible for creating disadvantages from the character's weaknesses and writeup.

### CHARACTERISTICS

Each **Champions** Primary Characteristic is based on a **V&V** characteristic or ability. Use the list below to calculate each Primary Characteristic. Speed is also calculated from the **V&V** characteristics. Calculate the rest of the **Champions** Figured Characteristics normally and round them up.

**STR:** Use the **Champions** Strength Chart to find the **Champions** STR that represents the **V&V** character's carrying capacity. Use the **V&V** lift numbers straight, do not convert from pounds to kilograms.

**DEX:** 15 + (3 x **V&V** Accuracy)

**CON:** 1/3 of **V&V** Power Score.

**BODY:** 6 + **V&V** Basic Hits

**INT:** **V&V** Intelligence.

**EGO:** **V&V** Charisma.

**COM:** Player's choice.

**SPD:** (**V&V** Agility + Initiative Bonus [if any]) / 10 + 3.

Some powers may affect the **Champions** Figured Characteristics. Double the Base Figured PD or ED if the character has no powers that help defend from physical or energy attacks.

### POWERS

**V&V** and **Champions** have very different systems to represent a character's powers and abilities. A **V&V** character's defense is often not getting hit by a type of attack, while a **Champions** character's defense is ignoring much of the damage of a specific type of attack. These conversions attempt to preserve the 'spirit' of the **V&V** character using the **Champions** mechanics, by giving him high defenses vs. a type of attack, rather than making him hard to hit. The following are some simple rules for the conversion.

The GM may use as many dice of damage for each attack as he feels fits into his campaign. The GM may use the following as a basis for comparison. To get the number of normal dice of attack, halve the maximum damage of the **V&V** attack and add the character's Damage Modifier. Divide the result of this by 3 to get dice of Killing Attack. Multiply the number of dice by 5 to get Active Points in other powers.

Whenever the value of a Defense is unspecified, the **Champions** character gets 10 + **V&V** Character Level in points of Defense.

For Ground and Swimming Movement, divide the **V&V** move in inches by twice the **Champions** Speed to get movement per phase.

For Flight, divide the **V&V** move in inches by 2 and take the square root. The table below gives some possible values.

<b>V&amp;V</b> Movement	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
<b>Champions</b> Move	5"	10"	15"	20"	25"	30"	35"	40"	45"	50"

A **V&V** character's Level has a big impact on how well he hits an opponent. For every two **V&V** Levels over 1 (rounded down), the **Champions** character should get one 8 point level in Combat (**V&V** Level 6 = 2 x 8 Pt. Skill Levels, **V&V** Level 7 = 3 x 8 Pt. Skill Levels, etc.).

From here on you simply look up the **V&V** power on the list below and find its **Champions** equivalent. Some **V&V** powers include several **Champions** powers, others have variable equivalents, depending upon the **V&V** writeup. Read the writeups carefully to get the best translation.

<b>V&amp;V</b> POWER	<b>CHAMPIONS</b> POWER
Absorption . . . . .	.3D6 Absorption and/or Power Transfer
Adaptation . . . . .	.30 pt. Life Support, 1/2 Damage Reduction versus Ranged Energy Attacks
Android Body . . . . .	+.10 CON, 10 pt. Ego Defense, one other power
Animal Control . . . . .	.12D6 Mind Control (Specific animals only)
Animal Powers . . . . .	.Whatever is appropriate
Animated Servant . . . . .	.Robot (use <b>Champions II</b> rules)
Armor 31-60 . . . . .	.Armor 12 PD 12 ED - Activates on 11
Armor 61-90 . . . . .	.Armor 18 PD 18 ED - Activates on 14
Armor 91+ . . . . .	.Armor 24 PD 24 ED
Astral Projection . . . . .	.Desolid - Must leave normal body behind
Bionics . . . . .	.Whatever is appropriate
Body Powers . . . . .	.Whatever is appropriate
Chemical Power . . . . .	.Multiform, 1/2 damage reduction vs ranged energy attacks
Cosmic Awareness . . . . .	.Gamemaster discretion

<b>V&amp;V</b> POWER	<b>CHAMPIONS</b> POWER
Darkness Control . . . . .	.Darkness to normal vision
Death Touch . . . . .	.1D6 Power Destruction - Body
Disintegration Ray . . . . .	.3D6 Energy Killing Attack
Devitalization Ray . . . . .	.10D6 Power Drain - Endurance, at range
Dimensional Travel . . . . .	.Extra-Dimensional Teleport
Emotion Control . . . . .	.12D6 Mind Control - Emotions Only
Flame Power 1 . . . . .	.Energy Blast - Fire
Flame Power 2 . . . . .	.Elemental Control - Fire 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)
Flight . . . . .	.Flight (see chart in text)
Force Field 1 . . . . .	.15 PD Force Wall
Force Field 2 . . . . .	.Strength (Usable at Range)
Gravity Control . . . . .	.Telekenisis
Heightened Attack . . . . .	+.5 to active points in all attacks
Heightened Defense . . . . .	+.2 levels of DCV
Heightened Expertise . . . . .	.01-60 . . . . . +2 OCV with one attack (2 3-Pt. levels) .61-90 . . . . . +2 OCV with related attacks (2 5 Pt. levels) .91-100 . . . . . +2 OCV with all attacks (2 8-Pt. levels)
Heightened Senses . . . . .	.Danger Sense/appropriate Enhanced Sense
Heightened Speed . . . . .	.Running (see movement rules in text)
Ice Powers . . . . .	.Elemental Control - Ice 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED
Illusions A . . . . .	.12D6 Light Illusions ( <b>Champions II</b> )
Illusions B . . . . .	.10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

V&V POWER	CHAMPIONS POWER
Invisibility . . . . .	.Invisibility (normal only)
Invulnerability (per pt.) . . . . .	.+1 PD and +1 ED with any appropriate resistant defense
Life Support . . . . .	.20 pt. Life Support (OIF - space suit)
Light Control . . . . .	.Elemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekinesis Animate (electrical devices only)
Magical Spells . . . . .	.appropriate powers with magical base
Magnetic Powers . . . . .	.Elemental Control - Magnetism 1. Telekinesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only
Mind Control . . . . .	.12D6 Mind Control
Mutant Power . . . . .	.Whatever is appropriate
Natural Weaponry . . . . .	.1D6 HKA or 1 level of Martial Arts
Non-Corporeality . . . . .	.Desolid (+1/4 not through Force Walls)
Paralysis Ray . . . . .	.8D6 ALD* ( <b>Champions III</b> ) (* artificial bodies, ED, Ego Defense)
Plant Control . . . . .	.Telekinesis (animating plants only)
Pet . . . . .	.Other hero or 'vehicle'
Poison/Venom . . . . .	.Ranged Killing Attack or Transformation Attack ( <b>Champions III</b> )
Power Blast . . . . .	.Energy Blast and Missile Deflection at range
Psionics . . . . .	.appropriate mental power
Regeneration . . . . .	.Regenerate (1 point per point of V&V Healing Rate)
Revivication . . . . .	.Gamemaster Discretion
Robotic Body . . . . .	.2 x Density, 5 point Ego Defense, other appropriate power
Size Change A . . . . .	.Growth
Size Change B . . . . .	.Shrinking
Sonic Abilities . . . . .	.Energy Blast - Sonics
Speed Bonus . . . . .	.Extra inches in one movement power (see movement rule)
Special Weapon . . . . .	.Powers bought through focus
Stretching Powers . . . . .	.Stretching and appropriate other powers
Telekinesis . . . . .	.Elemental Control - TK 1. Telekinesis, 2. PD Force Field, 3. Physical Energy Blast
Telepathy . . . . .	.Elemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense
Teleportation . . . . .	.Teleportation with added distance
Transformation A . . . . .	.Instant Change or Multiform
Transformation B . . . . .	.Multiform ( <b>Champions III</b> )
Transformation C . . . . .	.Shapeshift or Multiform ( <b>Champions III</b> )
Transmutation . . . . .	.Transformation Attack ( <b>Champions III</b> )
Vehicle . . . . .	.Vehicle ( <b>Champions II</b> )
Vibratory Powers . . . . .	.Elemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid
Weakness Detection . . . . .	.Find Weakness
Water Breathing A . . . . .	.5 pt. Life Support
Water Breathing B . . . . .	.5 pt. Life Support, 0 END on all powers while in water, (+1 Limitation on Reduced END Cost), and 20 pt. Physical Disadvantage; Recovery drops to 1 while not in water.
Weather Control . . . . .	.Weather Multipower 1. Darkness - Clouds, 2. Entangle - Rain, 3. EBlast Lightning, 4. EBlast - thunder vibrations, 5. EBlast - Wind, 6. EBlast - Cold, 7. EBlast - Ice
Willpower A . . . . .	.High INT and EGO
Willpower B . . . . .	.Ego Defense, Power Defense, Danger Sense, or some similar ability
Wings . . . . .	.Flight (see 'Flight' above)

V&V characters can have weaknesses as part of their powers. **Champions** characters should take the Disadvantage, or Power Limitation that most closely reflects these weaknesses. Most V&V weaknesses come under the 'Physical Limitation' Disadvantage or 'Limited Power' Limitation.

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# VILLAINS AND VIGILANTES™

## CONVERSIONS:

# AND SUPERWORLD™

BY THE AUTHORS OF SUPERWORLD AND V&V

Before we get to translating characters (which can be done fairly easily), we must come to grips with two different philosophies of game design, and why a literal translation of super powers from one game to another is virtually impossible.

**Superworld** is a very structured game in which every power must be paid for in hero points which are based on the original rolled statistics of the hero, various disadvantages he adds to his powers, and handicaps he must bear.

**Villains and Vigilantes** is an open-ended game which strives to follow the example of the comics, where heroes are not usually in a situation where they can pick their own powers and weaknesses. Characters are generally based on the players themselves and powers are rolled randomly, unless the Gamemaster decrees otherwise.

Another incompatible part of the two game systems is the type of damage rolled. In **Superworld** the player has control of how much damage his Energy Projection will do. As long as he has the points to pay for it, he can have as big a blast as he wants. In **Villains and Vigilantes** a character's Agility and Intelligence give Accuracy and Damage Modifiers which affect the basic chance to hit and the damage caused by a super power. It can also be effected by other super powers, having rolled said power multiple times, using multiple attacks, and using various powers in tandem or with special applications a character could train in or invent.

Thus, there is no direct correlation between the two games.

The Gamemaster or player who wishes to translate the **V&V** power blaster into a **Superworld** Energy Projector must establish for himself an 'average damage' for the campaign and base the damage to be assigned to the Power Blaster's attack upon that.

Translating the other way is simplicity itself. If the **Superworld** hero had a 'common' Energy Projection, then he is given Power Blast straight. If it is more than common, then it is assumed that he either had a multiple roll of the power or it is boosted by some other power, such as Heightened Attack, Body Power, Psionics, or whatever the translator feels best reflects that character's abilities.

For most powers, it is simply a matter of looking at the power as it is described in one game system, then looking at a similar power in another. One thing to watch out for is the way the powers of both game systems combine effects. It is not immediately obvious until you look at the combat table, for instance, that a **V&V** character with Lightning Control is nearly invulnerable to Lightning Control attacks. The translation process to **Superworld** must therefore include excellent Resistance from Lightning attacks.

Similarly, the **Superworld** Stretching power includes some form of protection from kinetic and electrical attacks. While Stretching Powers in **Villains and Vigilantes** can be used as a fairly effective defense, the equivalent would probably be something more along the lines of Stretching Powers combined with Heightened Defense.

It is therefore recommended that when translating characters from one game to another, that one ignore such things as the maximum number of powers and weaknesses a character can have in **Villains and Vigilantes** and the maximum number of Hero Points a player has to spend in **Superworld** and to strive to maintain the integrity of the character being translated.

The following list gives the **Villains and Vigilantes** powers and weaknesses and their closest **Superworld** equivalents.

### Villains and Vigilantes

Absorption  
Adaptation  
Android Body  
Animal/Plant Control  
Animal/Plant Powers  
Armor  
Astral Projection

### Superworld

Absorption, Mimic or Reduction  
Adaptability, Resistance  
Whatever Fits  
Mind Control (Animal)  
Whatever Fits  
Resistance  
Astral Projection

### Villains and Vigilantes

Bionics  
Body Power  
Chemical Power  
Cosmic Awareness  
Darkness Control  
Death Touch  
Disintegration Ray  
Devitalization Ray  
Dimensional Travel  
Diminished Senses  
Emotion Control  
Flame Power (1)  
Flame Power (2)

### Flight

Force Field (1)  
Force Field (2)  
Gravity Control  
Heightened Agility  
Heightened Attack  
Heightened Charisma  
Heightened Defense  
Heightened Endurance  
Heightened Expertise  
Heightened Intelligence  
Heightened Senses  
Heightened Speed  
Heightened Strength  
Ice Powers

### Illusions (A)

Illusions (B)  
Invisibility

### Invulnerability

Life Support  
Light Control

### Lightning Control

Lowered Intelligence  
Low Self Control

### Magical Spells

Magnetic Powers

### Mind Control

Mute  
Natural Weaponry  
Non-Corporeality  
Paralysis Ray  
Pet  
Phobia/Psychosis  
Physical Handicap  
Poison/Venom  
Power Blast  
Prejudice  
Psionics  
Reduced Agility  
Reduced Charisma  
Reduced Strength  
Regeneration  
Revivification

### Superworld

Whatever Fits  
Whatever Fits  
Whatever Fits  
Cosmic Consciousness\*  
Darkness  
Poison  
Transmute, Energy Projection  
Reduction  
Dimensional Shift  
Physical Problem  
Emotion Control  
Energy Projection  
Energy Projection, Force Field,  
Flight  
Flight  
Shield\*  
Energy Projection  
Gravity Projection  
Super DEX  
Impaling Advantage  
Super POW  
20% Defense  
Super CON  
Skill Increase  
Super INT  
Super Senses  
Supermove  
Super STR  
Kinetic Energy Projection, Snare  
Projection, Force Field, Armor  
Illusion Projection  
Energy Projection, Force Field  
Normal Invisibility — still detect-  
able by other senses.  
Armor  
Adaptability  
Energy Projection, Dazzle, Force  
Field  
Energy Projection, Resistance to  
Electricity  
Lowered Characteristic  
Failure Chance or Psychological  
Problem-Berzerk  
Whatever Fits  
TK, Energy Projection -Electric,  
Force Field or Resistance  
Mind Control  
Physical Disability  
Energy Projection - no range  
Insubstantiality  
Paralysis\*  
Sidekick  
Phobia  
Physical Handicap  
Poison Gas Projection  
Energy Projection  
Psychological Problem Handicap  
Whatever Fits  
Lowered Characteristic  
Lowered Characteristic  
Lowered Characteristic  
Regeneration  
Ressurrection\*

**Villains and Vigilantes**

Robotic Body  
 Size Change  
 Sonic Abilities  
 Speed Bonus  
 Special Requirement  
 Special Weapon  
 Stretching Powers  
 Telekinesis  
  
 Teleportation  
 Transformation  
 Transmutation  
 Vehicle  
  
 Vulnerability  
  
 Vibratory Powers  
  
 Weakness Detection  
 Water Breathing  
 Weather Control  
  
 Willpower A  
 Willpower B  
 Wings

**Superworld**

Whatever Fits  
 Super SIZ or Micro SIZ  
 Energy Projection, Force Field  
 Supermove or Superspeed  
 Various Power Disadvantages  
 Whatever Fits  
 Stretching  
 Telekinesis, Energy Projection,  
 Telepath, Mind Search, Mind Block  
 Teleport  
 Shape Change, Impersonate  
 Transmute  
 Movement Powers as Vulnerable  
 Devices plus Sidekick abilities  
 Added Damage or Special Vul-  
 nerability  
 Energy Projection, Force Field  
 Insubstantiality  
 Spot Weakness Skill  
 Adaptability to Underwater  
 Energy Projection, Darkness,  
 Flight, etc.  
 Meditation  
 Mind Block and others  
 Flight with vulnerable device

\* See the **Superworld Companion** for these powers.

The following table is a listing of various statistics in **Superworld** and their approximate equivalents in **Villains and Vigilantes**.

<b>Superworld</b>	<b>Villains and Vigilantes</b>
STR. . . . .	.Strength
CON . . . . .	.Endurance
SIZ . . . . .	.Weight/17
INT. . . . .	.Intelligence
POW . . . . .	.Charisma
DEX . . . . .	.Agility
APP. . . . .	.A <b>V&amp;V</b> character's appearance is usually that of the <b>V&amp;V</b> player. Therefore, the exact score must be decided by GM/Player agreement.

Note that **Superworld** is a trademark of Chaosium, Inc. **Villains and Vigilantes** is a trademark of Fantasy Games Unlimited Inc. All such trademarks used herein are used by cooperative agreement between these companies.

WRITTEN BY \* PENCILLER \* INKS \* EDITING \* EDITOR-IN-CHIEF  
JOSEPH W. DAN DAVID JACK SCOTT  
LIOTTA DAY DAY HERMAN BIZAR

MEANWHILE IN THE RISING SUN TRADE BUILDING:

ZANNEN DESU, SHOGUN! I AM SORRY FOR MY TARDINESS!!

YOUR APOLOGY IS ACCEPTED SOLEA-RIS ... NOW, ON TO MUCH MORE PRESSING MATTERS...

THOSE "HEROES" WHO UNEXPECTEDLY SHOWED AT BOTH OUR WAREHOUSES WILL UNDOUBTEDLY BE PAYING US A VISIT. THIS TIME WE WILL BE PREPARED!

I HAVE ALERTED THE NINJAS AND INCREASED SECURITY. THIS TIME WE WILL BE READY FOR THEIR ASSAULT!

AND THEN, THEY WILL ALL...



**DIE!**