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GREAT BRIDGE

**MORE THAN 20 OF THE MOST WANTED VILLAINS
FROM THE FILES OF JAPAN'S DEPARTMENT 88
COMPILED BY JOHN P. ADAMS**

SPARKY

Identity: SRB-001

Description: Appears as obvious synthetic being. Simulacrum is of adolescent boy.

Costume: No costume; usually wears 'age-appropriate' normal clothing.

Powers: Android body made of dense composite alloy. Projects energy field as defense. Emits powerful beams of destructive power. Flight.

Weaknesses: Potential vulnerability to overload via electromagnetic effects. Extent untested.

NOTE: Highly unstable logic.

Sociopathic personality; do not attempt to negotiate or apprehend if alone; call for support.



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GREAT BRIDGE

A

VILLAINS
AND
VIGILANTES™

SOURCEBOOK

written by John P. Adams
illustrated by Brian Delandro Hardison



PO Box 1082
Gilbert, AZ 85299
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EDITORIAL INTRODUCTION

When John P. Adams first contacted me with the idea of a book about Japanese traditions in super-heroes and super-villains, I was interested in the belief that V&V players and GMs would find the information potentially useful. John did not, however, inform me at that time that he had a conduit to the offices of the Japanese equivalent of C.H.E.S.S. or that he could acquire actual files on some of Japan's most wanted villains.

When the text of Great Bridge arrived, I was astounded to see actual files on super-criminals in the form used to share the data with C.H.E.S.S. headquarters. Represented were the various types of characters unique to Japanese traditions and culture – though detailed and described in terms familiar to Western agents, along with a short discussion of Japanese cultural differences to allow Western heroes “visiting” Japan to function without causing offense through cultural ignorance.

As in America, where information about super-heroes and their foes is most often found in comic books and animated movies, the Japanese portray their super-powered characters in comic books (manga), anime, and animated films. Each of the main genres is represented among the character dossiers provided in this book.

I hope that both players and GMs will find this compendium to be useful and exciting as I can only reflect on my own reaction to receiving this detailed information and the excitement I felt upon reading it.

As this project required an approach to art that differed from the standard of most V&V books, it required a search for an artist with a style suitable to the Japanese subject matter of this compilation. FGU is pleased to introduce Brian Delandro Hardison to V&V players and GMs with his own unique style that closely matches the needs of this dossier.

Scott B. Bizar

CULTURAL BRIEF

An Official Department-88 profile
Compiled by Bushi Yamada

We understand that many American Vigilantes and C.H.E.S.S. agents wish to visit Nippon (Japan), just as many of our agents enjoy travel to the United States. We would like to take this opportunity to point out a few cultural issues which have cropped up in the past.

Sushi is eaten with the fingers not hashi (chop-sticks).

Geisha are performers, not prostitutes, and their occupation is both legal and moral.

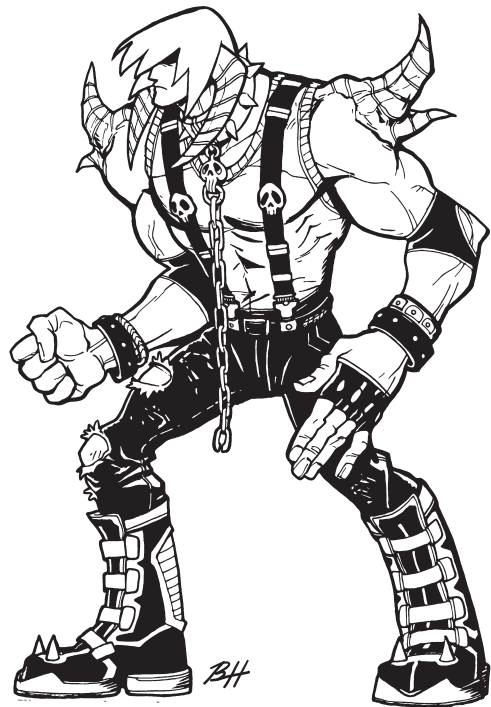
Do not be shocked at the levels of violence and nudity in our manga (comic books) or anime (cartoons). It always amuses our agents that people from a nation as violent as the United States have such a low acceptance of cartoon violence. Please understand that ours are different cultures. To use your own idiom, “When in Greece...”

Honor supplants Fairness on our culture. While it may be confusing at first many of our vigilantes, and agents, would be considered murderers or assassins in the United States. These same individuals are also just as likely to sacrifice themselves to protect an honorable villain. We are not cowboys here, we are samurai.

Whatever mineral, atmospheric component, or water-born chemical that exists in the United States which allows so many slain vigilantes and villains to return to life is apparently absent in the eastern hemisphere. Vigilantes and C.H.E.S.S. agents are advised to use great caution when battling great odds and powerful foes. Individuals who die here are likely to stay dead for a very long time.

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ABERRIS, SONYA'S DEMON

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DEPARTMENT-88

FROM: Shogun Watanabe Daigoro

CC: King Homer Grimsby, Queen Alexandria Huntington

RE: Kyodai Hashi (Great Bridge)

Fellow Agents,

It is my honor, once again, to thank you all for your invaluable assistance in the compilation of this, our annual Kyodai Hashi (Great Bridge) report to our American associates at the Central Headquarters of Espionage for the Secret Service. The information received through this formal exchange program has been of immeasurable value to both of our agencies in their battle against the growing threat of Intercrime, Yakuza, freelance villains, and newer threats such as "The Agency."

While Americans tend to be somewhat lax in the area of formalities, I expect all agents to maintain the decorum and professionalism befitting any member of Department-88. Please take a moment to review the rank structure of C.H.E.S.S. so we may avoid embarrassment encountered in past meetings (fortunately our American counterparts have a sense of humor). Still, it seems worth pointing out that unlike Department-88, C.H.E.S.S. has separate ranks for male and female agents.

Department-88	C.H.E.S.S.
SHOGUN	KING QUEEN
DAIMYO	BISHOP ANGEL
SAMURAI	KNIGHT VALKYRIE
BUSHI	ROOK DOVE
RONIN	PAWN

Please be sure to thoroughly review all files marked for exchange to ensure that no Class 16 clearance information is revealed. While our partnership with C.H.E.S.S. is of great value, we should take care to keep state secrets within our own Department.

GREAT BRIDGE

BAKANARU

DEPARTMENT-88 FILE: GB756835 "Bakanaru"

Identity: Kochihawa Koji
Sex: Male
Age: 30

Side: Evil
Level: 1
Training: None



Powers:

1. Heightened Strength: +12.
 2. Heightened Endurance: +10.
 3. 2x Invulnerability: 37 points.
 4. Regeneration: 1.5 HP per turn spent healing.
 5. Special Weapon: Big Hammer: +3 to hit, HTH+1d6 damage.
- Weakness: Reduced Intelligence: -6.
Weakness: Reduced Agility: -7.

Weight: 270

Agility Mod: -2

Endurance: 22

Intelligence: 5

Hit Mod: 3.2032

Reactions from Good: —

Damage Mod: -1

Accuracy: -2

Carrying Cap.: 2954 lbs.

Movement Rate: 55" per turn

Detect Hidden: 4%

Inventing Points: 0.5

Basic Hits: 6

Strength: 27

Agility: 6

Charisma: 11

Hit Points: 20

Evil: —

Healing Rate: 3.6

Power: 60

Basic HTH: 1d12

Detect Danger: 10%

Inventing: 15%

Origin & Background: Bakanaru has a big body, a big ego, and a tiny brain. He was a bully all through school, and didn't get much better when he dropped out. He spent several years working for various

unremarkable criminals, and earning his unflattering nickname, before deciding to go out on his own. Not too surprisingly, considering his rather limited intellect, most of Bakanaru's "heists" include food, video games, manga (comic books for our American associates), and "adult" videos. He has been surrounded on multiple occasions, but nothing has ever stopped Bakanaru from achieving his goal of liberating something he wants from someone who has it. Even our own Samurai have attempted to stop him, but he seems as resilient as he is stupid. Further, his great strength turns his simple sledge hammer into a powerful weapon. At best Bakanaru can be slowed down or distracted, but never truly stopped.

Combat Tactics/M.O.: Like his weapon, Bakanaru is an oversized hammer. He has absolutely no subtlety in combat. Shrugging off most attacks, he simply goes after whoever he likes the least (make a reaction roll against anyone in the area) and attacks until his target is smashed or escapes, then he goes after another target until he finally gets what he is after.

Personality/Character Traits: Bakanaru could never be called intelligent. He often mistakes people's fear of him as genuine adoration and thus believes himself to be very popular. He is easily enraged when he does not get what he wants, and is likely to simply destroy an object rather than let someone else have it. Thankfully he is an idiot, otherwise he might actually commit a truly horrendous crime.

STINGRAY

DEPARTMENT-88 FILE: AX501226 "STINGRAY"

Identity: Mitsugi Ayaka
Sex: Female
Age: 29

Side: Evil
Level: 3
Training: Strength

Powers:

1. Armor B (STINGRAY 1X-E Hard Suit): ADR = 56.
 - a) Heightened Agility: +10.
 - b) Heightened Strength: +12.
 - c) Power Blast (Device): 50" range, 1d20 damage, 15 shots per charge.
 2. Special Vehicle: STINGRAY MOTO-X (see below).
 3. Heightened Endurance: +10.
- (In Hard Suit: Carry Cap.: 926, Basic HTH = 1d8, Move 75")

STINGRAY MOTO-X

Weight: 500 lbs., 50 lbs. Cargo Capacity, 100 MPH, Hits to Disable = 5, Hits to Destroy = 10.

Powers:

1. Transform: "Hurricane" Battle Armor.
 2. Armor B: ADR = 57
 3. Heightened Strength: +15.
 4. Special Weapon: Auto Shotgun - 40" Range, +2 to Hit, 2d8 Damage, 10 rounds per clip. (Start scenario with 1d10 clips available.)
 5. Heightened Senses: Array - 2x Detect Hidden/Danger.
- Weakness: Special Requirement - MOTO-X cannot transform unless pilot is wearing STINGRAY 1X.
(In Armor: Carry Cap.: 3345 lbs., Basic HTH 1d12, Move 90")

Weight: 100

Agility Mod: +2

Endurance: 19

Intelligence: 14

Basic Hits: 2

Strength: 14

Agility: 11

Charisma: 8

Hit Mod: 2.904	Hit Points: 6
Reactions from Good: -2	Evil: +2
Damage Mod: --	Healing Rate: 1
Accuracy: --	Power: 58
Carrying Cap.: 232 lbs.	Basic HTH: 1d4
Movement Rate: 44" per turn	
Detect Hidden: 20%	Detect Danger: 28%
Inventing Points: 1.4	Inventing: 42%

Origin & Background: We do have some information on the suspected pilot, Miss Mitsugi Ayaka. Although never convicted of any crimes, she is a suspect in several theft and drug-related crimes. Miss Mitsugi seems to be someone who simply fell in with the wrong crowd. A former athlete, she found life in the corporate sector unfulfilling and began her life of petty crime. Although Department-88 does not yet know how she came into possession of the hard suit and the associated motorcycle, we do know that Ayaka has put both to profitable use in her role as what the Americans would call a "hired gun."

Her armor has two components, the hard suit and the motorcycle, which can transform into a second layer of armor, adding greater protection, strength, and firepower. By itself, the hard suit has proven a match for our own Samurai armor system. Miss Ayaka has apparently done some modification to the hard suit, as its feminine appearance is not shared by the articles in military testing.

For now, the exact whereabouts of Miss Mitsugi and her armor are not known. It is likely that she has changed her identity and has simply blended in with the population at large.

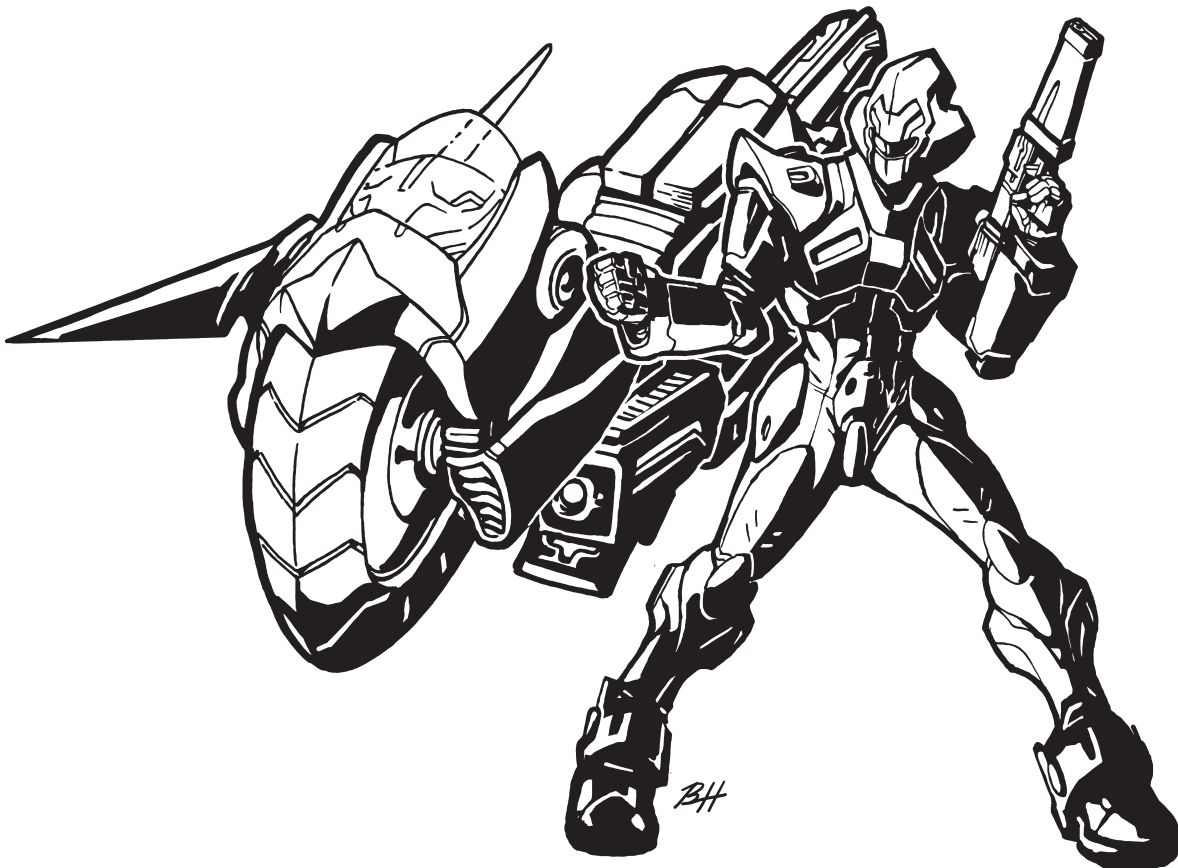
Combat Tactics/M.O.: Although she prefers to use her suit's speed to avoid direct fighting, Stingray is very capable. On the few occasions she has been pressed into combat with Samurai (our own parallel to your own Knights/Valkyries), she has proven herself a ferocious and

skilled fighter, garnering her a modicum of respect from Department agents. In most instances Stingray will attempt to strike from cover, or will use her speed to strike quickly before retreating to set up for another attack. Should she deplete her plasma weapon, she will resort to using the nearest heavy object (such as a small car) as a bludgeon. When clearly outmatched, she will put up enough of a fight to split her opponents up and then find an escape route.

Personality/Character Traits: Analysis of footage shows that while she tends to shy away from police and Department personnel, she has no apparent issues when it comes to attacking vigilantes or any criminals who come between her and her target. Curiously, she avoids committing any crime where a large civilian population is present. Also of note is that she has never actually done great harm to any police, military, or Department agent she has been forced to fight. This is more curious when one considers her battle with several Intercrime operatives where three were seriously injured.

Agent's Notes: C.H.E.S.S. agents often express an admiration for the advancement of armor systems in Japan, especially transforming armor. Although recent developments by the military research branch of the ██████████ Corporation in the U.S. have been quite impressive; many of our counterparts from across the Pacific may be unfamiliar with the type. Aside from mobility, the greatest benefit of transforming vehicles is the effect of layered armor. Briefly, the outer armor absorbs damage first. Any damage penetrating the outer armor (transformed vehicle) is then absorbed by the pilot's armor suit.

In addition to the above, the vehicle, once transformed, can use its on-board power supply to boost the performance of the pilot's basic armor. This also allows for the use of larger, heavier weapons. To date, the standard is a single primary weapon and perhaps a smaller secondary weapon.



MISAKA

DEPARTMENT-88 FILE: MM552899 "Misaka"

Identity: Kitsune Misaka Side: Evil
 Sex: Female Level: 2
 Age: 16 Training: Intelligence

Powers:

1. Heightened Strength: +15.
 2. Heightened Agility: +21.
 3. Heightened Endurance: +25.
 4. Heightened Charisma: +14.
 5. Natural Weaponry (Fists): +3 Accuracy and +6 Damage to all unarmed HTH attacks.
 6. Flight: Strength x Endurance (918)MPH, PR = 1 per hour, Hyper-Flight Speed = MACH 9.
- Weakness: Special Requirement - Misaka's powers only work if she is wearing her school uniform.
 Weakness: Phobia - Misaka is convinced that perverts are trying to see her underwear (especially when she is flying). Save vs. Charisma.

Weight: 80	Basic Hits: 2
Agility Mod: +2	Strength: 27
Endurance: 34	Agility: 35
Intelligence: 11	Charisma: 19
Hit Mod: 31.416	Hit Points: 63
Reactions from Good: -3	Evil: +3
Damage Mod: +4	Healing Rate: 2
Accuracy: +6	Power: 107
Carrying Cap.: 923 lbs.	Basic HTH: 1d8
Movement Rate: 96" per turn ground or 918 mph flying	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 1.1	Inventing: 33%



Agent's Notes: Misaka's origin, background and the like are discussed with the same data on Eiji as the two received their powers at the same time and in the same fashion.

EIJI

DEPARTMENT-88 FILE: MM555877 "EIJ!"

Identity: Tanaka Eiji Side: Evil
 Sex: Male Level: 2
 Age: 16 Training: Intelligence

Powers:

1. Heightened Agility: +20.
 2. Heightened Endurance: +15.
 3. Heightened Charisma: +14.
 4. Invulnerability: 23 points.
 5. Mutant Power (Ki Attack): Force Field Attack.
 6. Special Weapon: Wooden practice sword (Bo-Ken): +3 to hit, HTH +1d8 damage. Acts as a metal sword.
- Weakness: Eiji's powers only work when he is wearing his school uniform.

Weakness: At the sight of a girl's underwear, Eiji will suffer a sudden nose bleed and a loss of 1d6 Power. Save vs. Charisma.

Weight: 130	Basic Hits: 3
Agility Mod: —	Strength: 30
Endurance: 23	Agility: 13
Intelligence: 12	Charisma: 23
Hit Mod: 8.9232	Hit Points: 27
Reactions from Good: -4	Evil: +4
Damage Mod: --	Healing Rate: 1.8
Accuracy: --	Power: 78
Carrying Cap.: 1905 lbs.	Basic HTH: 1d10
Movement Rate: 66" per turn	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 1.2	Inventing: 36%

Origin & Background: Misaka and Eiji grew up in the same apartment building just three doors apart. It was fairly predictable that they would have something more than a friendship as they grew older and entered High School. Their bond was only strengthened by the fact that they were both Otaku (nerds). School was a daily ritual of torment and mediocre grades that interrupted weekends spent reading manga, gaming, watching anime, and even stealing time just to be together.

Things changed when, on their way home from school, the two were nearly struck by a tiny meteorite, about the size of a pea. The two leaned over the foot-wide crater and stared at the glowing rock for what seemed like a few seconds, but when they looked away it was night. Looking at each other, they also found that they had both become quite attractive. Each also found that they felt different, although neither could put into words exactly what that difference might be, other than being much better looking.

Each returned home to find that once out of their school uniforms, they returned to their normal, unremarkable selves. The next day Eiji and Misaka both found that upon putting on their school uniforms they again became different. For Eiji and Misaka, there was only one thing to do with their newly-found powers: exact revenge upon anyone who ever made their lives difficult, which is, essentially everyone.

Combat Tactics/M.O.: Eiji and Misaka fight well, especially together. They work as a team pummeling their opponents, Eiji with his bo-ken, Misaka with her fists. When able, they focus on a single opponent knocking him out and then moving on to the next. Misaka will often employ heavy objects as clubs or simply hurl them at opponents, while Eiji tends to pummel his opponents with waves of Ki energy.

Personality/Character Traits: Both Eiji and Misaka are still otaku at heart. Their previous outcast status has forged them together. They

are now seldom seen wearing anything other than a school uniform, and are often found humiliating former antagonists. Strangely, they often come to the defense of otaku (nerds), an understandable tendency when one considers their history. While it is believed that the pair may have more than just a professional relationship, no evidence has appeared to support such a theory. It is, however, the consensus of Department psychologists that this pair could be turned from evil to good given proper motivation, and probable relocation to remove them from their negative stimulus.

Agent's Notes: Both Misaka and Eiji appear to suffer from similar, and common, psychosis. Although most of our C.H.E.S.S. counterparts seem to find it rather amusing, the involuntary reaction to seeing women's undergarments is fairly common in Japan, and has been attributed to everything from bad rice to cosmic rays. Likewise, many women live in perpetual fear of young men seeing their undergarments.

Reactions in young men tend to range from anxiety, nose bleeds, and even loss of consciousness. Young women normally react by first attempting to conceal their undergarments, after which they become enraged, and often violent towards anyone who actually reacts to what they have seen.

Of lesser note is Misaka's ability to fly without the use of wings. While files in the C.H.E.S.S. database indicate that this ability is rather common among both villains and vigilantes in the Americas and Europe, it is exceedingly rare in Japan and the rest of Asia. Because of this, visiting vigilantes from the west can expect villains and other vigilantes to react to their power with at least some measure of surprise and even admiration or envy.

KUMAGI

DEPARTMENT-88 FILE: LC677002a "KUMAGI"

(Human Form)

Identity:	Side: Evil
Sex: Female	Level: 2
Age: 15	Training: Endurance

Powers:

1. Transformation: Power Activation (to Dragon form).

Weight: 85 lbs.	Basic Hits: 2
Agility Mod: +2	Strength: 11
Endurance: 14	Agility: 16
Intelligence: 9	Charisma: 11
Hit Mod: 2.24	Hit Points: 5
Reactions from Good: —	Evil: —
Damage Mod: +1	Healing Rate: 0.6
Accuracy: +2	Power: 50
Carrying Cap.: 116 lbs.	Basic HTH: 1d3
Movement Rate: 41" per turn	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 0.9	Inventing: 27%

DEPARTMENT-88 FILE: LC677002b "KUMAGI"

(Dragon Form)

Identity:	Side: Evil
Sex: Female	Level: 2
Age: 15	Training: Endurance

Powers:

1. Animal/Plant Powers:

- Natural Weaponry (claws and fangs): +3 to hit, +6 damage unarmed HTH.
- Wings: Agility +3.
- Armor A: ADR 92 (WT x 2.76 lbs.).
- Heightened Endurance: +20.

2. Heightened Strength: +21.

3. Flame Attack: 1d12 Damage, PR = 3 per attack, Range = 64"

Weight: 235 lbs.	Basic Hits: 5
Agility Mod: —	Strength: 32
Endurance: 33	Agility: 17
Intelligence: 9	Charisma: 11
Hit Mod: 16.128	Hit Points: 81
Reactions from Good: —	Evil: —
Damage Mod: +1	Healing Rate: 5
Accuracy: +2	Power: 91
Carrying Cap.: 4238 lbs.	Basic HTH: 2d8
Movement Rate: 82" per turn / 689" flying	Detect Danger: 12%
Detect Hidden: 8%	Inventing: 27%
Inventing Points: 0.9	

Origin & Background: Kumagi is just your average, ordinary girl, from an alternate dimension. What little Department-88 has been able to glean from interviewing captured villains tells us that Miss Kumagi was born from a dragon-prince father and a human-princess mother. While her dragon form is her natural state, she can take either form, which in her mind serves only to double her wardrobe. It seems she arrived on our world when she was tricked by her wicked cousin into drinking a potion which teleported her to our dimension.

Now Kumagi, who is almost always in human form, wanders about aimlessly in an attempt to find a way back to her home dimension, committing crimes when the mood or need strikes her. Unfortunately, she tends to take her many frustrations out on anyone, or anything around her. Further complicating matters is Kumagi's high mobility which has foiled countless attempts to keep her under surveillance.

It is likely that the Department's best course of action is to locate



Kumagi's home dimension and find a way to send her back.

Combat Tactics/M.O.: Kumagi will change to dragon-form as soon as she perceives a threat. She will then use every power in her arsenal to reduce the threat to a smoldering heap. Subtlety is really not her specialty, and she is not at all bothered by killing opponents or bystanders. She has been known to lift vehicles high into the air and drop them onto her opponents without regard to non-combatants on the ground or in the vehicle itself.

Personality/Character Traits: Kumagi is emotionally underdeveloped for her age and can tend to act like a spoiled brat princess. When she wants something she simply takes it. If defeated, she will wait for an opportunity to exact her revenge. She seldom remains in one area for very long, as she tends to wear out her welcome fairly quickly.

Sadly, if Kumagi would simply stop fighting everyone whenever she comes in contact with Department agents or local Vigilantes, it is likely that she would be home by now.

LIDIA

DEPARTMENT-88 FILE: SV201683 "LIDIA"

Identity:
Sex: Female
Age: 18

Side: Evil
Level: 5
Training: Agility



Powers:

1. Bionics:
 - a) Arm: Strength +6.
 - b) Eyes: Heightened Senses, x2 Detect Hidden and Danger.
 - c) Heart/Lungs: Endurance +11.
2. Wings: Agility +3, speed = 338"/turn.
3. Heightened Expertise: +4 to hit with all swords.
4. Heightened Attack: +1 Accuracy bonus per experience level.

Weight: 85 lbs.
Agility Mod: +2
Endurance: 18
Intelligence: 11
Hit Mod: 5.148
Reactions from Good: -1
Damage Mod: +1
Accuracy: +1
Carrying Cap.: 470 lbs.
Movement Rate: 52" per turn / 338" flying
Detect Hidden: 16%
Inventing Points: 1.1

Basic Hits: 2
Strength: 21
Agility: 13
Charisma: 13
Hit Points: 11
Evil: +1
Healing Rate: 1
Power: 63
Basic HTH: 1d6
Detect Danger: 24%
Inventing: 33%

Origin & Background: No one, not even Lidia herself, knows her true origin. She was found unconscious and adrift in a vast field of floating wreckage by a Japanese Naval vessel on a training exercise in the mid-Pacific. The exact nature of the wreckage has been classified above top secret by the Japanese, Chinese, South Korean, and United States governments. What is known is that Lidia is the only known survivor of whatever disaster created the debris field. It was not until Lidia was transferred to a classified medical facility that her true nature was uncovered. Somehow, Lidia's body had been augmented with surprisingly high-technology implants. Her arms, heart, lungs, and eyes were all artificial. Tests showed she had strength, endurance, and visual acuity far superior to any normal human. The military personnel responsible for testing her soon found she had an affinity for any sword. More shocking was the mechanical wings that suddenly extended from her back during a hand-to-hand combat exercise.

In the end, however, Lidia was studying her caretakers far more closely than they were examining her. After twenty-three days, Lidia decided to escape. After quickly subduing her escorts, Lidia spread her wings and flew off towards the rising sun. As she is quite mobile, it is difficult to keep track of Lidia's exact location, although she seems to favor the cities of Pyon-Tek in South Korea, Sapporo in Japan, and Grand Rapids in the United States.

Combat Tactics/M.O.: Lidia uses her improved vision to spot her targets from a distance, usually from the air. She sums them up as she approaches and then draws her sword to take them out. If her hit points or power get too low, Lidia will attempt to escape the battle until she can spot another path of attack.

Personality/Character Traits: Lidia is not a normal girl either physically or emotionally. She has no recollection of her past prior to waking up on the naval vessel. Her life has since been a series of attempts to blend in as a normal human. Strangely, she feels most comfortable in combat, taking great satisfaction in the defeat of truly gifted opponents. It is likely that her crimes, which tend to be rather public spectacles, are in fact intended to attract adversaries for combat. Although she has been bested on several occasions, Lidia has yet to be re-captured.

Agent's Notes: While our American counterparts may find it strange, many super-powered villains (and vigilantes) chose to forego living two lives. Instead, like Lidia, they have a single identity and rarely, if ever, use an alter ego. These individuals are normally loners. Some are totally dedicated to their craft, and wish to be recognized wherever they go. A small fraction of them are so powerful that they have no fear of retribution and expend no energy in concealing their true identity. Whatever the reason, our files are filled with villains who have no alter ego, while the vast majority of files received from the C.H.E.S.S. database under the Great Bridge initiative list alter egos.

MAI

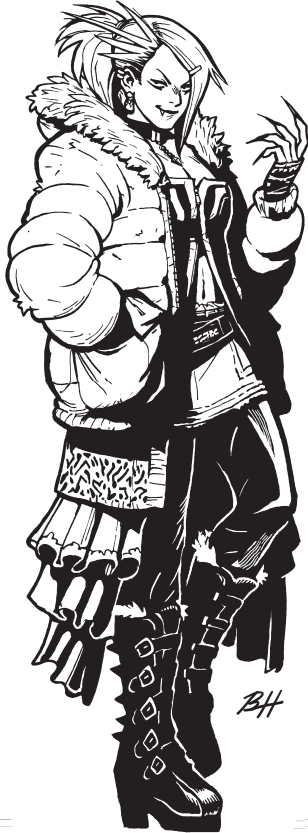
DEPARTMENT-88 FILE: QQ160606 "MAI"

Identity: Unknown
Sex: Female
Age: 16

Side: Evil
Level: 3
Training: Strength

Powers:

1. Invulnerability: Non-Blessed weapons do 1/4 damage (round down). Wooden stakes do normal knife damage.
 2. Heightened Strength B: +14.
 3. Heightened Charisma B: +22.
 4. Heightened Agility B: +19.
 5. Natural Weaponry: Claws and teeth: Accuracy +2, +4 damage.
 6. Absorption: Drain Blood - on a successful HTH attack with fangs, Mai gains 1 hit point for each hit point of damage inflicted.
- Weakness: Sunlight. Roll 1d4 damage for each turn in direct sunlight.
Weakness: Low Self-Control - Craves blood. Save vs. Intelligence -1 for each hour past midnight until she gets blood; if the roll fails she will attack the nearest person. (Once she feeds, she can go one full day without craving again.)



Weight: 82 lbs.
Agility Mod: +2
Endurance: 11
Intelligence: 16
Hit Mod: 4.8
Reactions from Good: -7
Damage Mod: +4
Accuracy: +4
Carrying Cap.: 326 lbs.
Movement Rate: 55" per turn
Detect Hidden: 12%
Inventing Points: 1.6

Basic Hits: 2
Strength: 19
Agility: 25
Charisma: 39
Hit Points: 10
Evil: +7
Healing Rate: .5
Power: 71
Basic HTH: 1d6
Detect Danger: 16%
Inventing: 48%

Origin & Background: Were it not for the Goth movement, being a young, beautiful vampire would be nearly intolerable. Aside from the constant hunger for human blood and the inability to get a healthy tan, there are all those elders telling you how to behave.

Being an independent and intelligent young woman, Mai broke away from her clan and decided to live a life that at least resembled a normal human life. This proved a bit more difficult than she had first imagined. It

seems as though half the population of Japan is somehow connected with slaying vampires.

She has been connected with the deaths of several would-be vampire hunters, as well as a few normal citizens who happened to find themselves in the wrong place at the wrong time. It seems as though no matter where Mai goes, trouble is close behind; not that she minds, of course.

She has been associated with Intercrime and the Yakuza, but never closely or for very long. She seems to use them for entertainment as much as they use her for certain jobs (normally those requiring someone of great beauty and poise).

Combat Tactics/M.O.: Mai likes to use her charm to lure her victims close enough to feed. She does not fully drain her human prey, only enough to quell her irresistible thirst – or incapacitate them. In a combat situation, Mai sticks with her sharp, claw-like fingers as her main weapons. When she is injured, she simply feeds off of her opponent to drain his strength while increasing her own.

Personality/Character Traits: Mai is actually a very charming and pleasant young lady. Although she attempts to distance herself from her vampire clan, they are still her family and she does care for them. Her normal activities are not too far removed from those of an average teen; she simply does most of them after the sun goes down. She would rather not have to get into fights, but more often than not, they are thrust upon her.

Being an immortal, Mai cares little for the laws of humanity and regularly breaks them. She has no fear of police, since their laws only apply to "people." Her only concerns seem to be Vampire Hunters, Department Samurai, and a supply of blood.

MATSUGI**DEPARTMENT-88 RL269111 "MATSUGI"**

Identity: Mimasame Matsugi Side: Evil
Sex: Female Level: 3
Age: 15 Training: Strength



Powers:

1. Magical Spell: Dimensional Travel type 1. Matsugi may travel to and from "Second Earth" at will. PR=4.
2. Magical Spell: Regeneration. PR=1 per turn to cast.
3. Magical Spell: Invulnerability: 24 points.
3. Non-corporeality: PR = 4 per hour.
4. Telepathy: Range = 170".
5. Magical Spell: Light Control: 28" range, 2d8 damage, PR = 1.

Weight: 95 lbs.	Basic Hits: 2
Agility Mod: +2	Strength: 14
Endurance: 14	Agility: 14
Intelligence: 17	Charisma: 10
Hit Mod: 2.6208	Hit Points: 6
Reactions from Good: —	Evil: —
Damage Mod: +2	Healing Rate: 0.6
Accuracy: +1	Power: 59
Carrying Cap.: 197 lbs.	Basic HTH: 1d4
Movement Rate: 42" per turn	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 1.7	Inventing: 51%

Origin & Background: All her life Matsugi has dreamed of one thing: being a normal girl. Unfortunately, her crazy grandmother had other ideas. Matsugi, it seems, inherited the family gift for magic. Where other kids would fall out of a chair, Matsugi would fall out of her own body. Fortunately, her grandmother was there to help young Matsugi learn to control the mystical energies flowing through her body.

Being young, Matsugi used her ability to leave her body and read minds, to cheat on tests, and find out which boys are interested in which girls. Her more valuable abilities, such as Dimensional travel, Invulnerability, and Regeneration were seldom used, but Grandmother insisted on teaching her these spells as they might one day save her life.

Then, while meditating, Matsugi discovered that she was in an alternate realm; a peaceful place where she was free to do as she pleased. Here, on "Second Earth," she met a new teacher who showed her new ways to use her power. With each training session, Matsugi's spirit grew darker and darker until she returned to her home dimension an evil shadow of her former self.

Powerful and unbound by any morals, Matsugi has started down a path that will, no doubt, lead her to a Department holding cell, or worse.

Combat Tactics/M.O.: Matsugi is, essentially, a non-combatant. Basically she is very good at gathering information, using telepathy to read her opponent's mind, or leaving her body to map places or listen in on conversations. It is difficult to keep a secret from Matsugi, and if she finds that you wish to capture her, she will likely send you through a portal to Second Earth where your spirit will be slowly eroded and turned to evil. Alternately, she will simply read a person's mind, uncover his or her darkest secrets and use the knowledge to blackmail them for fun or profit. Or she can simply commit identity theft (her favorite crime), and take everything from her enemy.

When pressed, however, Matsugi can use her recently-learned "Light Control" spell as an attack as well as a defense.

Personality/Character Traits: Due to her ability to breeze through school by cheating, Matsugi is mostly care-free. She is easy to get along with as long as you do as she says, and frightening if crossed. She has everything she could ever need, since she tends to spend other people's money like water and even has her own apartment away from her annoying grandmother and her constant lessons.

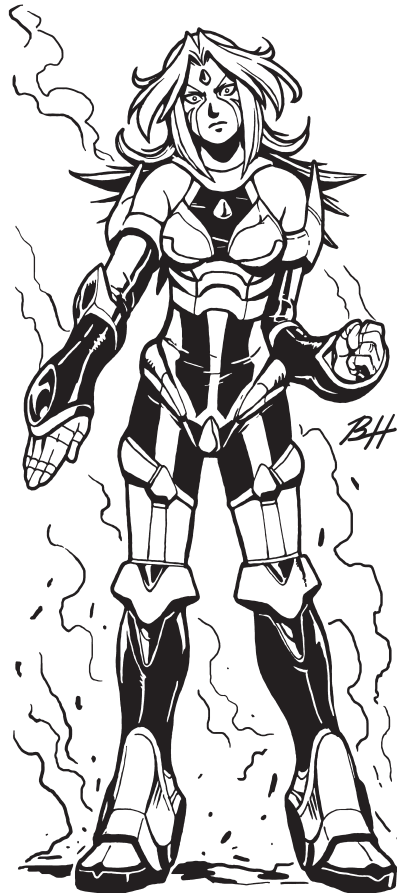
RIKU**DEPARTMENT-88 FILE: AL807932 "RIKU"**

Identity: N/A	Side: Evil
Sex: Female	Level: 6
Age: 17	Training: Intelligence

Powers:

1. Android Body: (99% human, 25% Auto Repair).
 - a) Heightened Endurance: +12.
 - b) Heightened Strength: +19.
 - c) Heightened Agility: +12.
2. Heightened Speed: +380"/turn, Initiative +13.

Weight: 85 lbs.	Basic Hits: 2
Agility Mod: +2	Strength: 29
Endurance: 19	Agility: 26
Intelligence: 11	Charisma: 15
Hit Mod: 12.1	Hit Points: 25
Reactions from Good: -2	Evil: +2
Damage Mod: +3	Healing Rate: 1
Accuracy: +4	Power: 85
Carrying Cap.: 1117 lbs.	Basic HTH: 1d10
Movement Rate: 454" per turn	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 1.1	Inventing: 33%



Origin & Background: The result of an independent research and development project by the ██████ Corportaion, Riku is in many ways superior to the C.H.E.S.S. Pawn series or Department-88 Bushi series of androids she was intended to replace. Almost completely indistinguishable from humans, even when damaged, Riku is stronger, more agile, and faster than either type of android currently in service. Unfortunately, as her ability to mimic normal human behavior was nearing completion, ██████'s top secret lab was attacked by several members of Intercrime. Most of the research team was killed during the raid, and Riku was captured.

Although Intercrime appears to be unable to create replicas of the Riku type, they do seem to have managed to reprogram her, at least on a basic level. Riku now serves Intercrime and its various agents, although not unquestioningly so. On several occasions she has appeared to hesitate when ordered to attack, and has even been observed to protect bystanders from falling debris.

Combat Tactics/M.O.: Riku is not an experienced fighter. Her combat programming was scheduled to be completed after her human mimicry, and it would seem as though Intercrime has been unable to address this issue. Rather than rely upon skill, she relies upon her raw strength and speed. She has developed a habit of either throwing something really heavy at her opponent, or grabbing her opponent and tossing him at a large, immovable object.

Personality/Character Traits: Little is known about Riku's personality programming as her lab was too badly damaged to retrieve any useful information, and it is likely that it was altered drastically by Intercrime.

TANKEN

DEPARTMENT-88 FILE: KV652288 "Tanken"

Identity: Masamaki Shin Side: Evil
Sex: Male Level: 1
Age: 27 Training: None

Powers:

1. Special Vehicle: PROTO-18 Battle Suit (see stats below).
2. Heightened Intelligence: +13.
3. Natural Weaponry: +2 to hit, +4 damage in unarmed HTH.

PROTO-18 Battle Suit

1. Alpha Module: Armor B: ADR 105.

a) Energy Vulcan Cannon: 100" range, 1d12 damage, +3 to hit. Attacks as automatic weapon.

b) Missiles: 200" range, 3d6 damage, 3" blast radius, +4 to hit. 2 charges.

c) Heightened Strength: +12 (Strength = 24, Carrying Cap. = 1341 lbs., Basic HTH = 1d10, Speed/Movement = 54")

2. Beta Module: Armor B: ADR 62.

a) Wings: Agility +3, Flight Speed = 50 MPH, Maximum Altitude is 5 feet.

b) Chain Saw: 1d10 damage, -1 to hit, melee only.

Weight: 175 lbs.

Agility Mod: —

Endurance: 15

Intelligence: 22

Hit Mod: 4.8384

Reactions from Good: —

Damage Mod: +3

Accuracy: +2

Carrying Cap.: 282 lbs.

Movement Rate: 42" per turn

Detect Hidden: 16%

Inventing Points: 2.2

Basic Hits: 4

Strength: 12

Agility: 15

Charisma: 11

Hit Points: 20

Evil: —

Healing Rate: 1.6

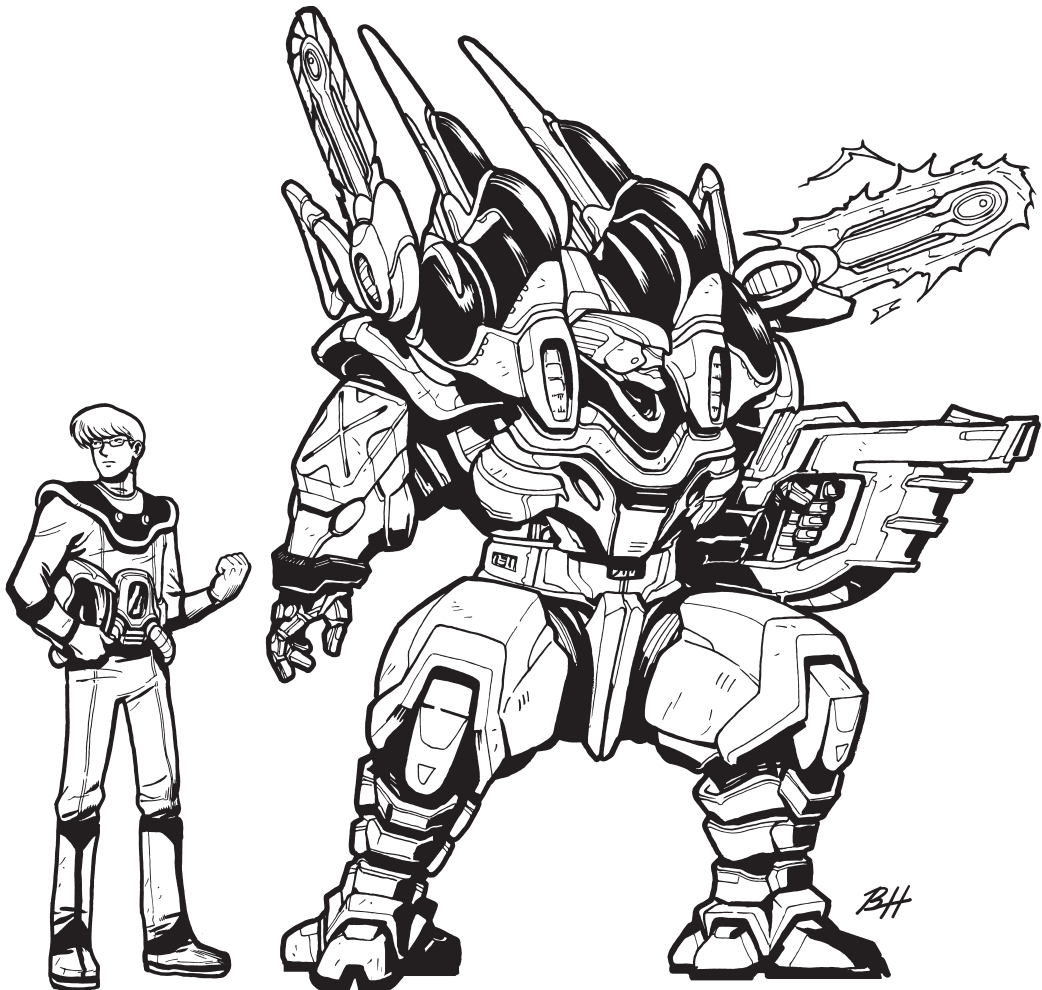
Power: 64

Basic HTH: 1d6

Detect Danger: 20%

Inventing: 66%

Origin & Background: It is thought that financial difficulties played a major role in the creation of this particular villain. As a researcher with



the ██████████ ██████████ Corporation, Mr. Masamaki was certainly well compensated for his work. Research has uncovered substantial gambling debts owed to several less-than-savory individuals.

It is widely felt that initially, Shin stole the Proto-18 thinking to sell it to the highest bidder. While intelligent enough to reconfigure the system to recognize him as a pilot, he did not count on the quick response from ██████████'s in-house security agency. Two days after taking the combat suit, Mr. Masamaki found himself in a fire fight near Tokyo Tower where he faced off against four ██████████ security vehicles (similar to the U.S. Military "Humvee"). He was able to dispatch two of the vehicles before escaping.

Since then, Masamaki has been a fugitive, and has turned to a life of crime, using his powerful armor suit to rob banks, armored vehicles, ships, and even trains. There is no rhyme or reason for his targets, other than that they can be sold on the black market. Of note is the sudden disappearance of several of Tokyo's more notorious loan-sharks within days of Mr. Masamaki's theft of the Proto-18.

Combat Tactics/M.O.: The "Proto-18" is nearly always operated with both Alpha and Beta modules, allowing Shin to have the best possible maneuverability, speed, and firepower. Normally, Shin will get just close enough to his target to attack with his main weapon, the energy Gatling. He will then close on his target using any cover available. If the fight lasts until he is within melee range, he will either pound his opponent into submission or slice his opponent with the wing-mounted chainsaw.

Personality/Character Traits: Shin used to be a happy guy. He had a good job, and was on his way to becoming a great engineer in his own rite. Since the theft however, Shin has become rather sullen and dark. It is likely that he continues to run out of fear of prosecution and imprisonment. It is also likely that he commits robbery to provide a means of survival. To be sure, he could steal a great deal more than he does given his demonstrated ability with the Proto-18.

Agent's Notes: C.H.E.S.S. agents probably realized rather quickly that the Proto-18 armor is actually the export version of the ██████████ ██████████ Modular Combat Armor System (M-CAS). Department agents have been notably impressed by the American effort, finding the need for only a few minor refinements in the ██████████ and ██████████ systems. We were most impressed with the ability of the flight unit (Beta Module), to fly autonomously from a storage area to the Alpha Module. Although, with some additional modification, it is likely that the Department-88 version will be able to use the Beta Module as an unmanned combat aircraft similar to the ██████████ drones already in production.

SONYA

DEPARTMENT-88 FILE: RK502902 "Sonya"

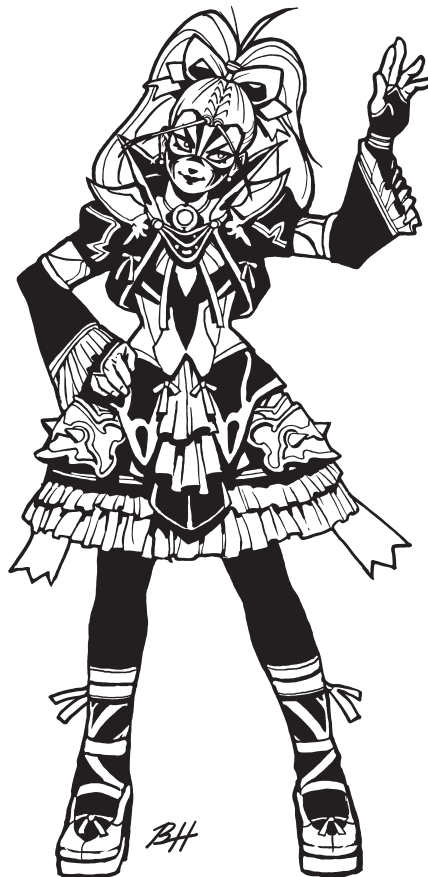
Identity: N/A Side: Evil
Sex: Female Level: 1
Age: 12 Training: None

Powers:

1. Magical Spell: Dimensional Travel.
2. Cosmic Awareness.
3. Animated Servant A: "Aberris" (demon). Weight: 125 lbs., Agility: 12, Ferocity: 18, Hits: 10, Accuracy: +3, Damage: 1d10, Movement: 50" per turn, Power: Death Touch.

Weight: 60 lbs.	Basic Hits: 2
Agility Mod: +4	Strength: 12
Endurance: 9	Agility: 12
Intelligence: 14	Charisma: 8
Hit Mod: 1.716	Hit Points: 4
Reactions from Good: +2	Evil: -2
Damage Mod: +1	Healing Rate: 0.5
Accuracy: +1	Power: 47

Carrying Cap.: 79 lbs.	Basic HTH: 1d3
Movement Rate: 33" per turn	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 1.4	Inventing: 42%



Origin & Background: Sonya was, apparently, a very bad little girl. She died tragically at age 12, and was immediately sent to hell. After a century or so of torment, she was sent back to Earth to capture and return those spirits who had escaped the Devil's clutches. Unlike other damned spirits, who appear as grotesque demons, Sonya looks like any other 12-year-old girl. Obviously so dainty a hunter would be no match for a hulking demon, so the Devil sent with her Aberris, a daemon of great power and beauty, who serves as Sonya's slave.

Together, the pair travel the world, finding demons and returning them to hell. Unfortunately, she cares little for "collateral damage."

Combat Tactics/M.O.: Sonya is the brains of the operation. First locating her prey and finding the best possible location to spring her trap. Aberris serves as the muscle, paralyzing demons with his deadly touch. The demons are already technically 'dead', so Death Touch only reduces their HP and Power to zero. Once immobilized, Sonya opens a portal to hell and dumps the unlucky demon into it. As for tactics, Sonya likes to surprise her foes, especially in dark alleys or empty parking structures.

Personality/Character Traits: Clearly, spending time in hell has rendered young Sonya completely insane. She has little or no compassion for the suffering of others, or for her slave. She has been known to laugh out loud upon seeing Aberris injured. She has also branched out into a new field, delivering new souls to hell. It is likely that this is a misguided effort to curry favor with her "employer" and possibly gain her release. Whatever the reason, she has, with increasing regularity, terminated criminals and sinners of every stripe

(politicians seem to be a favorite).

The best thing any agent could do upon seeing Sonya or Aberris is to simply walk the other way. Battling her in a crowded area is to be avoided, as she will kill anyone between her and her target. Agents are advised to follow and observe from a distance.

SPARKY THE ROBOT BOY

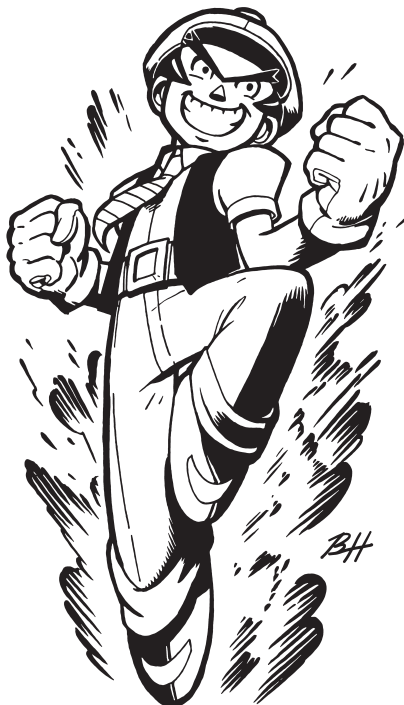
DEPARTMENT-88 FD722093 "Sparky the Robot Boy"

Identity: SRB-001 Side: Evil
Sex: Male Level: 1
Age: 8 Training: None

Powers:

1. Robot Body: (48% human in appearance), Weight x 4, Strength +14.
 - a. Device: Force Field: PR = 1 to create, 1/2 damage repelled, maximum range = 46"
 2. Heightened Strength B: +21.
 3. Heightened Endurance A: +13.
 4. Flight: PR = 1 per hour, Speed = 897 MPH (MACH 90 in vacuum).
 5. Invulnerability: 16 points.
 6. Power Blast: Damage = 1d20, PR = 1, Range = 31"
- Weaknesses: Vulnerable to Magnetic and/or Electrical attacks (x2 damage).

Weight: 240 lbs.	Basic Hits: 5
Agility Mod: —	Strength: 39
Endurance: 23	Agility: 11
Intelligence: 15	Charisma: 15
Hit Mod: 9.36	Hit Points: 47
Reactions from Good: -2	Evil: +2
Damage Mod: +1	Healing Rate: 3
Accuracy: —	Power: 88
Carrying Cap.: 7394 lbs.	Basic HTH: 2d8
Movement Rate: 73" per turn / 897 mph flying	Detect Hidden: 12%
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 9.0	Inventing: 45%



Origin & Background: It was a dark day when Professor Setsuo lost his family in an earthquake. Upon hearing the news, the professor went into his lab and locked the door, refusing to open the door for any reason. Two weeks later when he emerged looking haggard and in need of a shower, he had with him a small robot.

The robot, who looked roughly like the professor's young son, was fairly human in appearance, but was obviously an automaton. "Sparky", as the professor called him had strikingly human mannerisms and was self aware enough to know that he was, in fact a robot created by Setsuo. His purpose was simple, he had been created to rescue people trapped in collapsed buildings. He had great strength to lift structures off of trapped victims. He had an energy blaster to clear debris that might otherwise block rescue vehicles. Little Sparky could even fly to the site of a disaster at speeds exceeding mach 1. And if a structure should collapse upon him, his tough Setsunium hide would protect him from damage. He even had a force field on board to allow for the creation of a protective bubble to prevent injuries to rescue workers and victims should the debris shift and fall.

Sparky was an immediate success, saving a half dozen people from a collapsed building in Osaka on his first mission. Everything was going great for Sparky and the Professor, until the thunderstorm...

While flying to a disaster scene in Kyoto, Sparky was struck by rare Anti-lightning. All seemed fine until he arrived at the scene and began destroying rescue equipment, and attacking rescue workers. Professor Setsuo theorized that the bolt of anti-lightning must have reversed his helpful instincts. To date, the professor spends most days attempting to reprogram the increasingly psychotic little robot. There has been no success.

Combat Tactics/M.O.: Sparky is simply incapable of feeling pain or empathy. He will attack first at every available opportunity. In combat he relies upon his tough hide and force field to protect him, while he hammers away with his Power Blast. When he gets low on energy, he simply goes feudal on his opponents (pretty much anyone with a heartbeat), and starts throwing vehicles and small buildings at them.

Personality/Character Traits: Eternally chipper and buoyant, the young robot-boy would be likeable, were he not an evil psychopath. Unable to feel pain or empathy, he often laughs at the suffering he causes, taunting the injured and helpless. Although he has been damaged in combat, his faithful Professor Setsuo always rebuilds him. Sadly, Setsuo seems unable to accept that his creation has turned so dark and horrific.

Agent's Notes: A great deal of time, money, and energy has been expended in pursuit of an idealized humanoid robot or android. Even such well-funded and technologically advanced organizations as C.H.E.S.S. and Department-88 have suffered setbacks (as evident in both the Pawn and Ronin series of androids). While our own Ronin do not suffer the operating system issues found in Pawns, they are more easily identified as being non-human as their appearance is about 90% human. As the examples of "Sparky" and "Riku" demonstrate, the hazards of improving such a sophisticated machine are many and nearly impossible to foresee. With every attempt to improve upon either Ronin or Pawn resulting in a new threat to national and international security, the use of both "dated" types of androids will likely continue for at least the next decade.

AGENT STONE

DEPARTMENT-88 OS005788 "Agent Stone"

Identity: Ishii Ryoko Side: Evil
Sex: Female Level: 5
Age: 28 Training: Strength

Powers:

1. Heightened Endurance A: +8.
2. Heightened Agility A: +10.

3. Heightened Expertise: +4 to hit with any pistol .
 4. Natural Weaponry: HTH Combat Training +2 accuracy, +4 damage in Unarmed HTH.
 5. Heightened Senses: x 2 Detect Hidden and Danger.
 Weapon: (Pistol) Colt .45: +3 accuracy, range = A x 6" [84"], 1d8 damage, 8 rounds.
 Weakness: Special Requirement: Requires a dose of KGM once a day or all powers vanish.
 Weakness: Loyalty - Stone is deeply, totally loyal to "The Agency," and will do whatever she is ordered to do (Save vs. Intelligence).

Weight: 170 lbs.	Basic Hits: 4
Agility Mod: —	Strength: 21
Endurance: 17	Agility: 15
Intelligence: 13	Charisma: 19
Hit Mod: 5.7024	Hit Points: 23
Reactions from Good: -3	Evil: +3
Damage Mod: +1	Healing Rate: 1.6
Accuracy: +1	Power: 66
Carrying Cap.: 932 lbs.	Basic HTH: 1d8
Movement Rate: 53" per turn	Detect Danger: 28%
Detect Hidden: 20%	Inventing: 39%
Inventing Points: 1.3	



Origin & Background: Ishii Ryoko has never been your average girl. If another kid teased her, she beat them up. If a teacher threatened her with a poor grade, she dug up dirt on them and turned to blackmail. It was, therefore, a surprise to everyone when she became a police officer. A year after joining the force, Ryoko found herself writing parking tickets and directing traffic around parades. She wanted action, not paperwork.

Late one night, a knock came on her door. She answered it, with a 9mm pistol in her underwear, and found a well-dressed and rather charming man standing outside her apartment. He said nothing, but handed her a business card with only a phone number. As she rolled

her eyes and began to close the door the man spoke.

"The Glock is a fine weapon," he said, "But I have always preferred the Colt 1911." Ryoko blinked. "Call when you get tired of writing parking tickets, Miss Ishii." With that, the man turned and left.

Ryoko called two days later, and was soon on her way to a large government building. Somewhere in a sub-basement, she was taken to a room, made to sign a non-disclosure agreement that included the phrase "termination of life," and was finally told that she was being recruited by something called "The Agency."

In order to enhance her physical abilities, she was given a drug simply called KGM. While it did improve her abilities, it also made her almost completely obedient to her "Agency" overlords. Six months after her first injection, Ryoko had her Colt 1911, a truck load of hand-to-hand combat training, and a license to kill. Due to her focus and ability to remain calm under stress, she was dubbed "Stone" by "The Agency."

Combat Tactics/M.O.: Shoot first and ask questions later! Agent Stone is an expert with any pistol and likes to use them as her primary weapons. If she runs out of ammo, she has no fear of going hand-to-hand where she can actually do even greater damage. Just because she wears a skirt does not mean she is at all lady-like in combat. Stone will take any cheap shot and exploit any weakness to bring her target down.

Personality/Character Traits: Mostly, Ryoko is attractive, charming, and even pleasant to be around. But when things get more personal, she gets nervous. For some reason, she has a deep fear of intimacy and is likely to pummel anyone foolish enough to make romantic gestures towards her. Further, she is completely dedicated to "The Agency," and has great difficulty disobeying any order from that organization.

Agent's Notes: Little is known about this "Agency." Department-88 Bushi (equivalent to C.H.E.S.S. Rooks or Doves) suspect that it is an Intercrime splinter group operating mainly in China, Japan, Taiwan, and the Koreas. The group appears well organized and surprisingly well-funded.

TAKUMI THE WIND

DEPARTMENT-88 FILE: VX018936 "Takumi the Wind"

Identity: Yoshihada Takumi	Side: Evil
Sex: Female	Level: 2
Age: 15	Training: Endurance

Powers:

1. Natural Weaponry: Ninjitsu - +3 accuracy, +6 damage in unarmed HTH.
2. Heightened Expertise: Ninja weapons (+4 accuracy).
3. Magical Spell: "Ki Attack" (Force Field Attack): 1d6 damage, range = 26", PR = 1 per attack.
4. Magical Spell: "Shadow Walk" (Invisibility): +1 accuracy and -1 to be hit per turn spent invisible. PR = 1 per turn spent invisible.
5. Magical Spell: "Spider Climb": Allows her to walk up vertical surfaces at 1/2 normal speed/movement.

Special Weapons: Ninja Weapons. Sword (Ninjato): +2 accuracy, HTH +1d4 damage. Shuriken: +3 accuracy, HTH +1 damage, Range = 15". Nunchuku: +3 accuracy, HTH +1d6 damage.

Weakness: Special Requirement: Ofuda (spell strips) required to cast any magical spell. Takumi starts with 1d10 Ofuda (total) at the beginning of each scenario. She may make more if paper and ink are available.

Weakness: Reduced Charisma: -6 (young hyper-ninja are invariably annoying).

Weight: 150 lbs.	Basic Hits: 3
Agility Mod: —	Strength: 14
Endurance: 14	Agility: 15

Intelligence: 8	Charisma: 7
Hit Mod: 2.4192	Hit Points: 8
Reactions from Good: +2	Evil: -2
Damage Mod: —	Healing Rate: 0.9
Accuracy: +2	Power: 51
Carrying Cap.: 311 lbs.	Basic HTH: 1d6
Movement Rate: 43" per turn	
Detect Hidden: 6%	Detect Danger: 11%
Inventing Points: 0.8	Inventing: 24%



Origin & Background: When Yoshihada Takumi was just old enough to walk, her entire family was inexplicably killed by Ninja. When she was discovered injured but alive in her familial home, she was sent to live with her uncle. Uncle Tomiko treated her well, but Takumi spent every day filled with rage at the ninja who had killed her family and left her scarred. She swore that one day she would become a great ninja and exact her revenge. At age 13, Takumi ran away from her Uncle to begin training at the greatest and most mysterious ninja training academy in all of Japan.

Takumi learned quickly and soon mastered not only the arts of Hand-to-hand and Sword fighting, but also the magic used by great ninja. Only two years after arriving at the academy, Takumi was a star pupil at the school, and was well on her way to becoming one of the greatest ninja ever. That is until an argument with a fellow student erupted into an all out ninja-battle. In the end, both students were expelled.

Bitter and filled with rage and hatred, Takumi was quickly recruited by the Yakuza for whom she now works as a ruthless and somewhat twisted assassin.

Combat Tactics/M.O.: Being a ninja, fighting "fair" is not really in her repertoire. Takumi normally begins a fight by casting the Shadow Walk spell to hide her from her opponent. She then strikes with her ninjato or a combination of punches and kicks. She may also cast "Spider Climb" to cling to a wall and simply drop onto her unsuspecting adversary.

When battling higher powered opponents, Takumi will use her Ki Attack, sending wave after wave of Ki energy at the target, stunning

him before going to her tried-and-true hand-to-hand attacks.

Personality/Character Traits: Takumi bears scars, both emotional and physical, from her encounter with evil ninja at such a young age. She is a rather dark and brooding young woman, bent only upon revenge. Department-88 psychologists do not believe she could ever be turned from evil or even rehabilitated.

Agent's Notes: Every attempt to shut down "Ninja Schools" has resulted in long legal disputes over religious and cultural freedoms. Rather than close every martial arts school in Japan, law enforcement has been tasked with increased surveillance of all Ninja Academies.

TETSUO

DEPARTMENT-88 FILE: LS998711a "Tetsuo"

Identity: Kodashi Testsuo	Side: Good
Sex: Male	Level: 1
Age: 15	Training: None

Powers:

1. Transformation: Into "Hitomi"

Weight: 350 lbs.	Basic Hits: 7
Agility Mod: -2	Strength: 8
Endurance: 6	Agility: 6
Intelligence: 11	Charisma: 7
Hit Mod: 0.336	Hit Points: 3
Reactions from Good: +2	Evil: -2
Damage Mod: —	Healing Rate: 1.4
Accuracy: -2	Power: 31
Carrying Cap.: 195 lbs.	Basic HTH: 1d4
Movement Rate: 20" per turn	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 1.1	Inventing: 33%

Agent's Notes: Tetsuo's origin, background is described in the Hitomi data entry following.

HITOMI

DEPARTMENT-88 FILE: LS998711b "Hitomi"

Identity: Kodashi Testsuo	Side: Evil
Sex: Female	Level: 1
Age: 15	Training: None

Powers:

1. Size Change: Smaller
2. Heightened Strength: +13
3. Heightened Agility: +10
4. Heightened Endurance: +16
5. Heightened Charisma: +25

Weakness: Diminished Senses - Needs glasses. 33% chance she will attack the wrong target during combat if not wearing glasses.

Weight: 85 lbs.	Basic Hits: 2
Agility Mod: +2	Strength: 21
Endurance: 22	Agility: 18
Intelligence: 11	Charisma: 25
Hit Mod: 8.892	Hit Points: 18
Reactions from Good: -5	Evil: +5
Damage Mod: +2	Healing Rate: 1.2
Accuracy: +3	Power: 72
Carrying Cap.: 487 lbs.	Basic HTH: 1d8
Movement Rate: 61" per turn	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 1.1	Inventing: 33%



Origin & Background: Yamada Tetsuo had always been the class fat kid. Unpopular and lonely, Tetsuo began seeking out less and less mainstream solutions to his growing weight problem. In a tiny house outside of Kawasaki, Tetsuo met with a strange mystical woman who promised she could fix his weight problem and make him more popular that he could imagine. Tetsuo handed over his money and the old woman started lighting incense and chanting. An hour later, she told him he was cured and that in the morning he would feel different, and handed him a pair of round spectacles.

Tetsuo awoke feeling lighter. He sprang from his bed and dashed to the mirror to see himself. The image in the mirror was blurry, so he groped around his nightstand until he found the glasses the old lady had given him. Figuring poor eyesight was a small price to pay for being thin and popular, he returned to the mirror. The image looking back at him was a petite girl with curly red hair and a striking figure. Stiffing a scream, Tetsuo dressed and snuck out of his house.

Soon, Tetsuo discovered that he... SHE had greater strength, agility, and endurance in addition to her obvious boost in charisma, and she wanted to break things and hurt people! As it turned out, the old woman's spell had turned harmless Tetsuo into powerful and evil Hitomi! It was all too much for poor Tetsuo to deal with. She walked into a store and grabbed bottle of beer, drank it, and promptly turned back into his old fat, male self. In few hours, while drowning his sorrows in a banana split, Tetsuo gave himself an ice-cream headache and promptly turned into a young woman again. Oh well, at least he didn't have to pay for his dessert...

Now Tetsuo wakes up every morning as a girl, calling herself "Hitomi," he then drinks a beer turning himself back into a teen-age boy.

Combat Tactics/M.O.: As a guy, Tetsuo is worthless in a fight. As a girl, however, she is a powerhouse! Since most agents and vigilantes (especially American vigilantes) don't see Hitomi as any kind of threat, she can often get in a first attack. When the fight gets going, she uses her high agility to evade incoming attacks, dodging and weaving up to her opponent and then throwing a series of punches and kicks. If that

doesn't work, she grabs something heavy and pummels her opponent senseless.

Personality/Character Traits: Tetsuo is a large, uninteresting teen who would love to have a date with his alter ego, Hitomi. As a guy, he is lonely and depressed, as a girl she often finds herself fending off advances by Tetsuo's few friends, as well as pretty much every other guy, and a few girls, in her class. Hitomi doesn't really know how to act as a girl, so she is often thought to be more than a little odd. She has managed to make friends with a few of her female classmates and is slowly learning the art of femininity. Unfortunately, these friends are the "bad girls," who are currently leading the already nasty Hitomi down a bad path. Already Hitomi has exacted revenge against people who have hurt or harassed Tetsuo. She has, apparently, found great joy in the hurting of others, and has begun stealing, smoking, and essentially becoming something of a villain-in-training.

DAIBALAK

DEPARTMENT-88 FILE: PX468225 "Daibalak"

Identity: Hatamashi Ryoga Side: Evil
Sex: Male Level: 6
Age: 18 Training: Endurance

Powers:

- Armor B: Technological, ADR 60.
 - Regeneration (armor only): 1.5 ADR per turn.
 - Power Blast: Damage = 1d20, PR = 2.
- Heightened Strength A: +11.
- Heightened Endurance A: +10.
- Transformation: Armor activation.

Weakness: Special Requirement: If armor is reduced to less than 30% (18), it deactivates and cannot be reactivated until it regenerates to greater than 50% maximum ADR.

Weight: 180 lbs.	Basic Hits: 4
Agility Mod: —	Strength: 20
Endurance: 21	Agility: 15
Intelligence: 14	Charisma: 7
Hit Mod: 7.3216	Hit Points: 30
Reactions from Good: +2	Evil: -2
Damage Mod: +1	Healing Rate: 2.4
Accuracy: +2	Power: 70
Carrying Cap.: 909 lbs.	Basic HTH: 1d8
Movement Rate: 56" per turn	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 6.0	Inventing: 42%

Origin & Background: Ryoga was a nerd - or an Otaku, to be more precise. Dealing with humans always made him nervous, so he spent most of his time playing video games. His life was a predictable series of daily events starting with brushing his teeth, and ending with turning off his computer around 4:00 a.m.

One night, as he struggled through a particularly difficult level of "Stone Craft III," a flash of light outside his window caught Ryoga's eye. He turned to see a bright white meteor streak across the sky, then suddenly turn and head directly for him. Ryoga blinked in disbelief as the shining piece of space-rock smashed through the window and hit him squarely in the chest.

He awoke the next day, lying on the floor next to his computer thinking he had dreamed the whole event. But when he looked down he saw that his shirt had a hole on it, and that his chest had been marked with a strange symbol. He also noticed that his normally flabby body had become muscular.

Feeling hungry, he went to the pantry for a cup of Ramen, only to find he was out. With a sigh, he put on his shoes and headed for the local market. Taking his normal human-avoiding path, he began to feel very



strange. Suddenly, he was confronted with a figure in what appeared to be black armor. Before Ryoga could form a question, he was in excruciating pain. When the pain faded, he found himself encased in some kind of armor. The figure rushed him, knocking him to the ground with such force that the pavement cracked beneath him. Ryoga was back on his feet and fighting in an instant. During the battle Ryoga found that the armor actually regrew after damage, and that it allowed him to make some kind of energy attack against his opponent.

The attack sent the other armored figure flying, and after a half hour of standing in the middle of the alley, Ryoga figured he was safe. When he relaxed, the armor seemed to melt into his own skin.

Over the next several days, Ryoga's mood grew darker and darker. He shut himself in his small apartment, refusing to see anyone. Then, almost two weeks after he had been struck by the meteorite, he kicked his front door off its hinges and walked off into the night.

Now calling himself Daibalak, Ryoga has started a crime spree throughout Japan and parts of South Korea.

Combat Tactics/M.O.: Ryoga uses his energy attack whenever possible to keep his opponent beyond arm's length. When the fight gets close, however, he relies on his armor's ability to regenerate and his improved strength and endurance to outlast his adversary. Since his main reference for combat is video games, Daibalak often kills his opponents. Fortunately many of his adversaries have been bio-mechanical drones of unknown design.

Personality/Character Traits: It would appear as though the armor has permanently altered Ryoga, turning him from a harmless Otaku into a powerful bully, even without his armor he maintains his heightened statistics. Years of gaming have caused Ryoga to see death and destruction as entertainment. Currently Department-88 Ronin (Pawns to our C.H.E.S.S. friends) are observing the members of Ryoga's gaming guild as he has selected several for "real life rematches," normally with horrific results.

TADASHI

DEPARTMENT-88 FILE: YT692222 "Tadashi"

Identity: Okihino Tadashi Side: Evil
Sex: Male Level: 1
Age: 12 Training: None

Powers:

- Device: Critter Box: Grants the character one pet (Combat Critter).
 - Rocknar (see stats)
- Device: Critter Box: Grants the character one pet (Combat Critter).
 - Tygar (see stats).

Weight: 75 lbs.	Basic Hits: 2
Hit Mod: +2	Strength: 11
Endurance: 16	Agility: 4
Intelligence: 12	Charisma: 12
Hit Mod: 0.792	Hit Points: 2
Reactions from Good: -1	Evil: +1
Damage Mod: -1	Healing Rate: 0.8
Accuracy: -4	Power: 43
Carrying Cap.: 110 lbs.	Basic HTH: 1d3
Movement Rate: 31" per turn	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 1.2	Inventing: 36%

Origin & Background: Tadashi was not a popular kid. In fact, he got beaten up almost every day at school, then again on the way home, and sometimes on weekends. That is until the day he found a hand-sized capsule lying on the sidewalk next to his parents' house. Stuffing the capsule in his pocket, he began his normal routine of taking a circuitous route to school in order to avoid bullies. When, at lunch he was beset by several larger boys, he first tried to escape, and when that became impossible, he reached into his pocket and threw the only weapon at his disposal, the capsule, at the largest of the bullies.

No one was more shocked than Tadashi when the capsule popped open and a strange tiger sprang out. The bullies quickly turned and ran away leaving Tadashi alone with his new pet. After a few minutes of absolute terror, Tadashi grabbed the capsule and put the two pieces together and the tiger vanished.

To his great credit, Tadashi has never used his pet "Tygar" to exact revenge against his bullies, but he has used him in defense. Now able to venture forth and actually see his city, Tadashi discovered another capsule lying at the base of a tree in a local park. This one carried a stone golem that Tadashi named "Rocknar".

Since finding his two new pets, Tadashi has also found an underground Capsule Creature fighting league. At first he was appalled at the spectacle, but he soon realized the creatures enjoyed their duels. Certainly none of them actually died, as he saw the same super-powered snail defeated on several occasions. Tadashi quickly entered his Creatures in the fighting league, and quickly won the favor of the crowd for his plucky devotion to his deadly pets.

Combat Tactics/M.O.: Basically, Tadashi throws his pets into the battle and yells helpful remarks to them.

Personality/Character Traits: Tadashi is a 12-year-old punk kid who lives with his parents and is afraid to leave the house without a mutated Tiger. His only real friends are other Creature fighters, and they spend

a great deal of their free time watching their creatures spar with one another. Rest assured that Animal Cruelty charges are pending against this young man, and that any agent or vigilante may feel free to feed him to his pets, should the opportunity arise.

Agent's Notes: "Critter Fighting" has been on the rise in the past few years. While unheard of in the United States until just recently, it has been something of concern in Japan, and to a lesser degree the Republic of Korea. Critters may be technological, magical, or even alien

Critter	Weight	Agility	Ferocity	Hits	Accuracy	Damage	Power	Ability	Movement
Agiullon	20	21	12	3	+6	1d6+1	53	Sonic Attack	14"/147" fly
Dräkon	750	9	15	10	+3	1d8	50	Flame Attack	45"/60" fly
Grizzlar	800	6	16	12	--	1d12	42	Lightning Control	56"
Rocknar	400	10	10	8	+1	1d8	46	Power Blast	46"
Tygar	400	10	20	8	--	1d12	50	Inulnerability 20 pts	92"
Wolfax	125	12	17	4	+3	1d8+1	49	Ice Attack	56"

Typically, Critter Fighters do not become involved in criminal activity, other than animal fighting. They will, however, use their animals to fend off pursuing police or other law enforcement officials. They have even been witnessed using their critters to fend off agents of Intercrime, and other criminal organizations. Were it not for the animal cruelty aspect, and a directive from the Diet (Congress), the Department would probably not bother with Critter Fighters.



HARUMI

DEPARTMENT-88 FILE: GB3032212 "Harumi"

Identity: Mifune Harumi Side: Evil
Sex: Female Level: 5
Age: 14 Training: Strength

Powers:

- Animal Plant Powers: Feline (Mammal).
 - Heightened Agility: +10.
 - Heightened Strength: +13.
 - Heightened Agility: +17.
 - Heightened Senses: Hearing. x2 Detect Danger.
- Natural Weaponry: Claws: +3 to hit, +6 damage in unarmed HTH.
- Heightened Defense: -4 to be targeted.

- Heightened Attack: +1 to hit per level.

Weight: 90 lbs. Basic Hits: 2
Agility Mod: +2 Strength: 22
Endurance: 23 Agility: 32
Intelligence: 18 Charisma: 13
Hit Mod: 18.8604 Hit Points: 38
Reactions from Good: -1 Evil: +1
Damage Mod: +5 Healing Rate: 1.2
Accuracy: +5 Power: 95
Carrying Cap.: 583 lbs. Basic HTH: 1d8
Movement Rate: 77" per turn
Detect Hidden: 14% Detect Danger: 18%
Inventing Points: 7.2 Inventing: 54%



Origin & Background: Being the child of a normal Japanese mother and a Father from the lost city of Baru can be good and bad. For Harumi, it has not been good at all. As hard as she may try to blend in with her classmates, the cat-like ears and tail always seemed to get in the way. She tried everything without success, even going so far as to have her ears and tail surgically altered, but they grew back!

Able to hear every whispered rumor and hidden insult, Harumi grew more and more bitter towards her classmates, and Harumi's behavior began to go from shy to introverted to twisted. She cut class. She argued with teachers. She got in fights (sending fellow students to the hospital on two occasions). Of course the entire "Fish Market Incident" seemed to push Harumi over the edge.

Running away from home, she fell in with a gang of delinquent youths with whom she found a modicum of acceptance. It was through her new friends she began her life of crime: shoplifting, breaking and entering, assault, and arson to name a few of her suspected crimes.

Combat Tactics/M.O.: Harumi is fast, agile, and strong. She is also difficult to hit. Harumi uses her abilities to dance up close to her opponent and rip their flesh with her retractable claws. The young lady also packs a pretty powerful punch, using it to knock out larger opponents or get through locked doors.

She uses her speed to strike her target, then move out of attack range, where she easily evades attack. Then she dashes in for another attack before falling back to wait for another opportunity to strike.

Personality/Character Traits: Harumi's fall into evil has been a direct result of her lack of acceptance by her peers. She commits crimes to gain this acceptance, and for the attention she receives. Fortunately, all is not lost for Harumi. Her youthful innocence prevents her from conceiving of the kind of crime she is actually capable of. Further, it is felt that if Harumi can be befriended by Department-88 Agents, she could be turned from evil to good. Failing this, Harumi will be a great threat in the years to come.

KORUSU

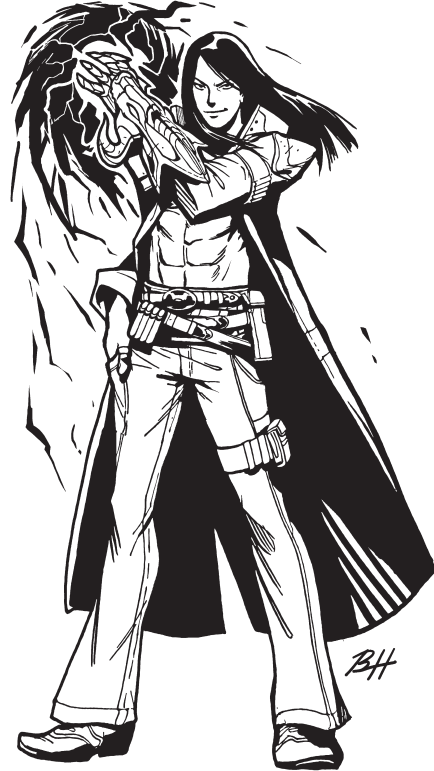
DEPARTMENT-88 FILE: YC5018851 "KORUSU"

Identity: Ichijo Shinji Side: Evil
 Sex: Male Level: 3
 Age: 17 Training: Agility

Powers:

1. Magical Spell "Bind": Paralysis Ray, 16" range, PR = 7 per use.
2. Magical Spell "Protect": Force Field (Force Screen Only). PR = 2 to cast, 1 to maintain, and 1/2 damage repelled.
3. Magical Spell "Banish": Disintegration Ray, 14" range, 1d20 damage, PR = 2 per use.
4. Magical Spell "Divine": Absorption- Each point of damage transfers 1 point of power from target to Korosu, PR = 1 to cast.

Weakness: Psychosis: If Shinji receives a hit to the face he will go berserk (save vs. Intelligence) for 1d6 turns, receiving an additional +1d8 to his initiative rolls at a cost of 1 point of power per turn. All unarmed HTH damage receives an additional +3 bonus until the rage subsides.



Weight: 140 lbs.	Basic Hits: 3
Agility Mod: —	Strength: 14
Endurance: 8	Agility: 10
Intelligence: 14	Charisma: 17
Hit Mod: 0.792	Hit Points: 3
Reactions from Good: -2	Evil: +2
Damage Mod: —	Healing Rate: .6
Accuracy: —	Power: 46
Carrying Cap.: 248 lbs.	Basic HTH: 1d6
Movement Rate: 32" per turn	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 2.8	Inventing: 42%

Origin & Background: Shinji is the latest in a long line of Ichijo family members to go into the family business of rounding up demons and returning them to hell. He was not the family's first choice, but his older brother turned out to have great athletic prowess and has since moved to the United States where he plays professional Baseball. Shinji's somewhat rushed training began fairly late at age 13, when his grandfather began teaching him the mystic arts. Early attempts at spell casting resulted in the strange disappearance of a local stray dog, a birthday cake, and several door knobs.

At age fifteen, while attempting a spell intended to allow Shinji to break

free of his mortal body, something went dreadfully wrong. Shinji's spirit didn't just leave his body, it left our plane of reality and was replaced by a spirit from the demonic plane. The result is a being that has all of Shinji's normal memories and most of his normal behavior, but is most assuredly evil. Unable to hide his true demonic nature from his family, Shinji was immediately forced to flee. Now he does the sorts of things we have come to expect from escaped demons; property damage, assault, theft, and murder.

Combat Tactics/M.O.: Shinji is not a direct fighter. He keeps out of melee range and uses his battery of spells to deal with his demonic opponents. He normally weakens them with the "Divine" spell, or paralyzes them outright with "Bind." Once he has his opponent immobilized, he casts "Banish" to send them to the demonic plane. For defense, Shinji relies almost completely on his "Protect" spell.

Personality/Character Traits: Shinji is not at all at home in our reality. He sees himself as a hunter surrounded by prey. He treats humans as playthings, and an energy source. When hungry or injured, he simply finds a human and drains him or her of life, usually tossing the corpse in a dumpster or just letting it lay where it falls.

Agent's Notes: Shinji is what we refer to as bishonen, or a very "pretty" young man. Far more common here than in the States, bishonen share a few characteristics. First, they are not always homosexuals, in fact over half are "straight." Second, the more beautiful they are, the more evil, and insane they become. Third, if they are injured, especially on the face, they are likely to go into a berserker rage, or become completely catatonic, making targeted attacks against the head a "mixed bag" as you say.

YORI

DEPARTMENT-88 FILE: WF701826 "YORI"

Identity:

Side: Evil

Sex: Female

Level: 3

Age: 17

Training: Intelligence



Powers:

1. Bionics:

- Heightened Strength: +24.
- Heightened Agility: +22.
- Heightened Endurance: +8.

2. Natural Weaponry (fists): +3 accuracy and +6 damage to all unarmed HTH attacks.

3. Heightened Attack: +1 damage per experience level.

Weight: 80 lbs.

Basic Hits: 2

Agility Mod: +2

Strength: 34

Endurance: 21

Agility: 33

Intelligence: 15

Charisma: 16

Hit Mod: 27.5808

Hit Points: 56

Reactions from Good: -2

Evil: +2

Damage Mod: +5

Healing Rate: 1.2

Accuracy: +6

Power: 103

Carrying Cap.: 1656 lbs.

Basic HTH: 1d10

Movement Rate: 88" per turn

Detect Hidden: 12%

Detect Danger: 16%

Inventing Points: 3.0

Inventing: 45%

Origin & Background: When the aircrew arrived at Ice Station "Starlight" in Antarctica, they found only the ruined remains of the outpost's structures, the frozen remains of the science team, and a teen-aged girl who called herself Yori. After a placing the bodies of the science team aboard the cargo plane, the crew took Yori with them to South America, where she was placed on a ship bound for Japan, her claimed homeland.

The Japanese Coast Guard received a distress call from the ship when it was about 150 kilometers (approximately 93 miles) from the port at Uwajima. Searchers found only a single life raft, occupied by Yori. Once ashore, Yori began carving a path of destruction through the port city, only stopping when a team of Department-88 Samurai arrived to neutralize her. She was taken into custody, only to escape within the hour.

At present, Yori's whereabouts are unknown.

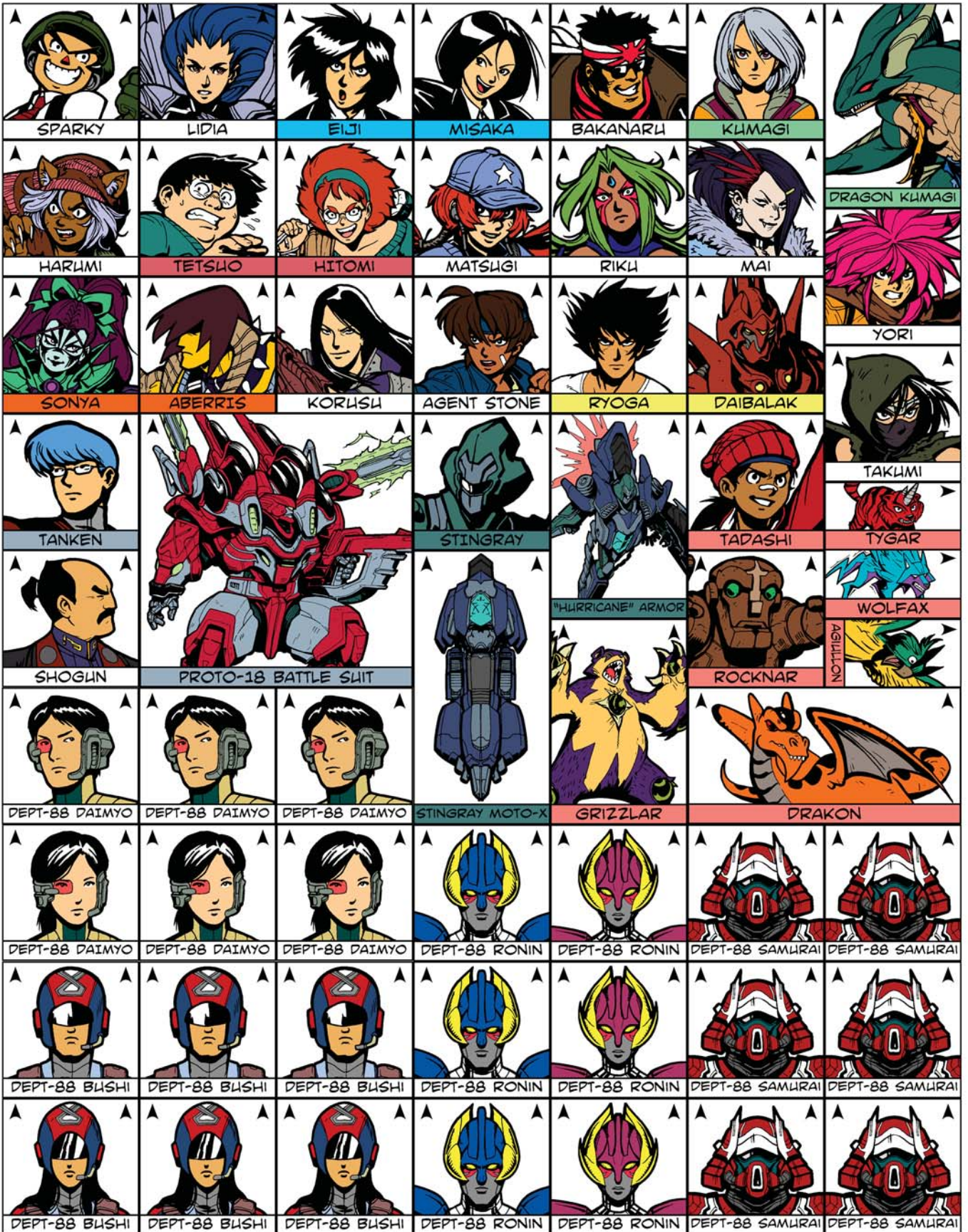
Combat Tactics/M.O.: Yori uses her enhanced physical abilities to simply overwhelm her foes. Using her speed to move from one opponent to the next, pummeling them in turn. She does not appear to have had any martial arts training, but rather she relies upon her brute strength in combat.

Personality/Character Traits: Yori is clearly a psychopath. Since showing up in Antarctica, she has left a trail of death and destruction. Recorded interviews recovered from "Starlight" base indicate that she can be quite friendly when she feels the need, but once she has learned what she wants, she has tired of her act and goes on a rampage, destroying everything and everyone in the area.

Agent's Notes: As Yori demonstrates, the idea of female villains (or vigilantes) as being somehow weaker or less capable fighters than their male counterparts is woefully outdated. Many of the most powerful villains currently being sought by Department-88 are women. Please remind any C.H.E.S.S. agents or visiting American vigilantes of this simple fact. If we have learned nothing else from the tragic and preventable loss of "Mr. Mighty," it is that a 12-year-old girl with a tiara and a sparkly wand is to be treated with great respect.

END TRANSMISSION

● 部門-88



OVER TWENTY OF THE MOST WANTED VILLAINS FROM THE FILES OF JAPAN'S DEPARTMENT 88. THE VILLAIN DOSSIERS HEREIN SHOW THE ARCHETYPES OF VILLAINS FROM JAPANESE MANGA AND ANIME IN VILLAINS AND VIGILANTES TERMS AND ARE USABLE IN ANY CAMPAIGN. ALSO INCLUDED IS THE ORGANIZATION OF JAPAN'S OWN DEPARTMENT 88!



DAIBALAK



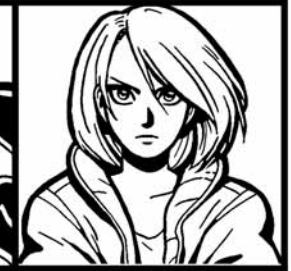
AGENT STONE



STINGRAY



BAKANARU



KUMAGI



TETSUO



TADASHI



LIDIA



HARUMI



EIJI



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