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GREAT BRIDGE 2

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

KURAYAMI

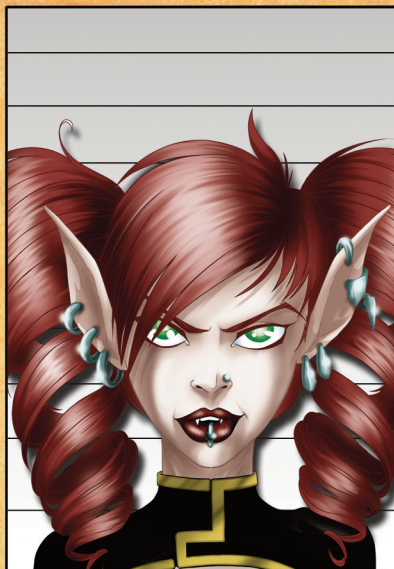
Identity: Yousei Kagayaku

Description: Kurayami will normally appear to be very (almost sickeningly) sweet and innocent young girl. Has pointy ears denoting her faerie heritage.




Costume: None; Normally dressed in faerie-fetish leather and latex clothing.

Powers: Black Faerie Wings, Nigh-Invulnerability, Stun Whip

Weakness: Must obtain Faerie dust at least once per day as well as feed on blood once per week. Has an adverse reaction to sunlight and holy water.



A SECOND INSTALLMENT OF TWENTY PLUS VILLAINS FROM DEPARTMENT 88. THE VILLAIN DOSSIERS HEREIN SHOW SOME ARCHETYPES OF VILLAINS FROM JAPANESE MANGA, ANIME, AND MYTHOS. THEY HAVE BEEN TRANSLATED TO BE FULLY USABLE IN ANY VILLAINS AND VIGILANTES SCENARIO OR CAMPAIGN.

				
ENTROP	HAIPIA	HINOTAMA	KING OF STORMS	ONNA ZUMA
				
ZEIT	HANBO	KIAI	TACHI	YUMI
				
CHITAN	DOROBATO	HARP	HISASHI	MIHO
				
INARRI	KUTE SAMI	MOURETSU	TOGE	VAN R'OK
				
YASHA	YASHA (FIGHTER)	YASHA (VAMPIRE)	YASHA (DEVIL)	YASHA (NINJA)








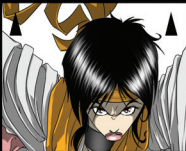















































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JAMES BISHOP
LAYOUT

SCOTT BIZAR
EDITOR-IN-CHIEF

VILLAINS
AND
VIGILANTES™

						
ENTROP	HAIPA	HINOTAMA	KING OF STORMS	ONNA ZUMA	ZEIT	HANBO
						
KIAI	TACHI	YUMI	CHITAN	DOROBATO	HARP	HISASHI
						
MIHO	INARRI	KURAYAMI	KUTE SAMI	MOURETSU	TOGE	VAN R'OK
						
YASHA	YASHA (FIGHTER)	YASHA (VAMPIRE)	YASHA (DEVIL)	YASHA (NINJA)	MALE AGENT	MALE AGENT
						
MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT
						
MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT	MALE AGENT
						
MALE AGENT	MALE AGENT	MALE AGENT	FEMALE AGENT	FEMALE AGENT	FEMALE AGENT	FEMALE AGENT
						
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GREAT BRIDGE 2

A

VILLAINS
AND
VIGILANTES™

SOURCEBOOK

written by John P. Adams
illustrated by Yad Ming Mui



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AUTHOR'S INTRODUCTION

Welcome to the second installment of "Great Bridge." The differences between this work, and the first are fairly subtle, except for the change in artist. I also added some more information to each character; their inventions and training by level, as well as the character's experience value. I hope Game Masters find this additional information useful. Along with some more of Japan's nastiest, this book also provides a little more insight into our friends in Department 88.

Now, I feel I must confess something. It turns out that I am not Japanese (not even a little). I have never even been to Japan (except for a two hour lay-over on my way to Seoul Korea in 1990). What I am is a fan of Anime, Manga, and even Kaiju [that's Cartoons, Comic Books, and Suit-mation monster movies]. In writing "Great Bridge 2," as well as "Great Bridge" and "The Centerville Incident," my intended audience is people who like comic books and Villains and Vigilantes. It's not intended to be "Genuinely Japanese," it is intended to incorporate the spirit of Anime and Manga into our existing V&V universe.

I have been asked on several occasions what the difference is between Comic books and Manga (or Cartoons and Anime). The answer is pretty simple, none. Yes there are some stylistic differences, and the stories have a different flavor to them, but Manga is simply a Japanese comic book, and Anime is simply a Japanese cartoon. Because of some cultural differences between east and west, the Japanese do present their characters a little differently, but when you get down to brass tacks, the hero is still a hero, and the villains are still bad guys. So what are you waiting for? Turn the page and get into the good stuff!
John P. Adams

EDITORIAL INTRODUCTION

When John P. Adams wrote Great Bridge, we were all excited to find that he had contacts with Japan's Department-88 and inside information on super-villains in Japan. The compilation was well-received, so I quickly asked John if he would be able to obtain more Department-88 files to put together a second compilation. John called in some favors, and now you hold before you that second set of files from Japan's Department-88, entitled Great Bridge 2. It is hoped that this latest, expanded compilation will meet with the kind of positive response that was found by the first such volume.

It should be noted that John Adams has even included extrapolated data on each villain's EXP Value, Training Record and Inventing Record. As all previous V&V Compendiums have made clear the GM's ability to change the levels of any villain to more closely match the abilities of the player-heroes, it must be made clear that the data presented reflects the various villains at their current levels as presented in the text. The record of Training and Inventing will only make reduction of the villains to earlier levels or increases to higher levels using the patterns established easier for a GM.

Scott B. Bizar, Editor-in-Chief

CONTENTS

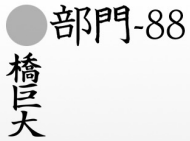
Department-88 Memo	3
LEAGUE OF LESSER VILLAINS	4
Entrop	4
Haipa	5
Hinotama	5
King of Storms	6
Onna Zumo	7
Zeit	8
SHIN NO SENCHI	9
Hanbo	9
Kiai	10
Tachi	11
Yumi	11
HISASHI AND MIHO	13
Hisashi	13
Miho	14
INDEPENDENT VILLAINS	15
Chitan	15
Dorobato	16
HaRP	16
Inarri	17
Kurayami	18
Kute Sam	19
Mouretsu	20
Toge	21
Van R'ok	22
Yasha	23
Yasha: Fighter	23
Yasha: Vampire	24
Yasha: Devil	24
Yasha: Ninja	25

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DEPARTMENT-88

FROM: Daimyo Watanabe Daigoro

CC: King Homer Grimsby, Queen Alexandria Huntington

RE: Kyodai Hashi (Great Bridge)

Fellow Agents,

I would like to begin with thanking our American counterparts with the assistance provided in the past year. On its own, the capture and incarceration of the villain "Yori" in Atlanta this past year is proof of this program's worth. With this year's report we at Department-88 reaffirm our commitment to reducing the super-powered villain threat in Japan and the western Pacific region, as well as sharing information and resources with C.H.E.S.S., as well as other regional organizations tasked with monitoring and regulating super-human activity.

I would also like to take this opportunity to thank the dedicated individuals in Department-88. The past year has proven to have many challenges, and I am proud to say that Department personnel have succeeded in overcoming each of them. Many challenges remain, but I am certain that my fellow agents will meet them with the same professionalism, determination, dedication, and honor that has become synonymous with Department-88.

As always, please be sure to thoroughly review all files marked for exchange to ensure that no Class 16 clearance information is revealed. Non-Department representatives may take a moment to review the Department-88 data classification system. As we are compelled to restrict our release of data, we recognize that our American counterparts must do the same. Per the treaty between our two nations in this regard, we fully understand and honor the withholding of data equivalent to our own Class 16 and above.

Please keep in mind that individuals of Class 16 or greater clearance still require "Need to Know."

THE LEAGUE OF LESSER VILLAINS

This is not a “group” or “team” of villains in the traditional sense. Rather it is a group of individual villains who work together often enough to have received an unofficial moniker from the agents assigned to track them. These are not high-level threats, but are “Street Level” villains who are still learning to use their powers. The group has no leader or officers as such, but has been studied for the past several months by Department psychologists in order to help them determine the group dynamic of evil individuals.

ENTROP

DEPARTMENT-88 FILE: JV662175

Identity: Kakutama Jinzaburo
 Sex: Male
 Age: 16
 Side: Evil
 Level: 2
 Training: Talking to Girls

Powers:

1. Gravity Control: Singularity Attack - Range = STR [11"], Attacks as Gravity Control, 2d10 damage, PR = 2/attack.
 2. Armor B: ADR = 45.
 3. Heightened Intelligence B: +24.
- Invention: Heightened Agility (armor add-on) +3.
 Weakness: Phobia - “Uncomfortable” in presence of opposite sex. -3 to all Reaction rolls against female characters.

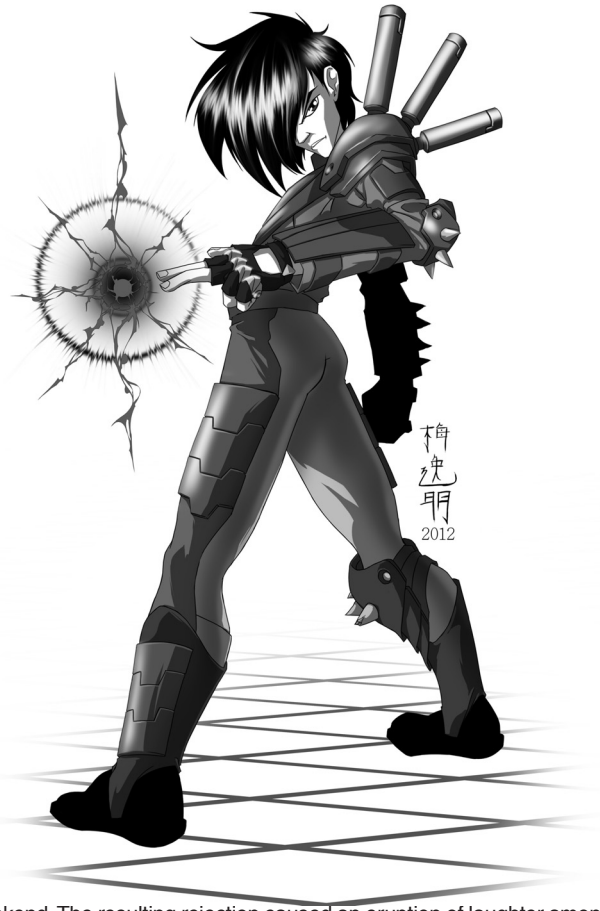
Weight: 110 lbs.	Basic Hits: 3
Agility Mod: +2	Strength: 11
Endurance: 11	Agility: 14
Intelligence: 35	Charisma: 8
Reactions from Good: +2	Evil: -2
Hit Mod: 2.3	Hit Points: 8
Damage Mod: +5	Healing Rate: 0.75
Accuracy: +1	Power: 71
Carrying Cap.: 134 lbs.	Basic HTH: 1d4
Movement Rate: 36" ground	
Detect Hidden: 24%	Detect Danger: 28%
Inventing Points: 6	Inventing: 105%

Knowledge Areas: Student, Music

Origin and Background: High School. For some it is the best years of their lives, for others it's a twisted heck. For Jinzaburo (Jinza, to his friend), it was defiantly the latter. Jinza was the smart kid in his school. Not just one of them, he was the smartest of the smart. To make matters worse, he has always been socially awkward, to state the matter kindly. The result was that Jinza grew up almost friendless, and often the target of ridicule and pranks which he was completely unequipped to deal with. Things went from bad to worse when he discovered that he could bend gravity. Though none of his fellow students knew how he was doing it, they knew that it made him different, and they used the ability as yet another source of ridicule.

At first the power was just enough to move a small object floating on water. The more he worked at it, the more powerful his abilities became until he was able to create and cast microscopic black holes. Upon striking an object, the little singularities would disintegrate a portion of the object until they reached maximum entropy and vanished.

The event which seems to have transformed an outcast youth with some unspectacular powers into a youthful villain centers around a crush that Jinza had on a girl in his class. Jinzaburo had finally worked up the courage to speak to her, and for a few precious moments things seemed to be going well, then he asked if she had plans for the



weekend. The resulting rejection caused an eruption of laughter among his classmates, and Jinza gave them all a display of his full powers. Incredibly, no one was killed, but over fifty students and faculty were injured when Jinza used his power to collapse part of the school.

After the incident, Jinza became a recluse, appearing from time to time to steal money, food, or the components he used to build his armor. Over the past year, he has been associated with a number of minor crimes.

Combat Tactics / M.O.: As “Entrop,” Jinza uses his power to collapse structures upon his foes. He does not appear to be adverse to attacking opponents directly, but does seem to derive a great deal of satisfaction from property damage that also injures or entraps his adversary. When caught in the open, however, he will not hesitate to attack directly.

Personality/Character Traits: Entrop seeks acceptance, and has found it among other unremarkable powered villains. He has yet to form any long-lasting bonds with any individuals and is not currently associated with any groups. The only possible exception is the villain “Haipa,” with whom he has formed a nearly-functional relationship. This should be regarded as an interesting development, given Entrop’s fear of women.

Agent Notes: Attempting to turn Entrop may prove problematic given his high intelligence. A better tactic would be to turn Haipa. Where she goes, Entrop is likely to follow. While neither are particularly powerful, together they may become useful lesser assets.

EXP Value: 316

Training Record:

Level	Training
1	HTH Accuracy

Inventing points used: 1

Invention Record:

Level	Invention
+1	Heightened AGL

HAIPA**DEPARTMENT-88 FILE: MC381227**

Identity: Jinnai Sen

Sex: Female

Age: 17

Side: Evil

Level: 4

Training: HTH Accuracy

Powers:

1. Speed Bonus: +80"/turn.
 2. Heightened Speed: +830"/turn, +28 to initiative rolls.
 3. Teleportation: (see V&V rulebook).*
Range = 5,200" (4.9 miles), PR = 3 per use.
 4. Invulnerability: -14 DMG/turn.**
- *Weakness: Special Requirement - Must be running at least 100 mph (440"/turn) to teleport.
**Weakness: Special Requirement - Must be running at least 50mph (220"/turn) to activate invulnerability.

Weight: 80 lbs.

Agility Mod: +2

Endurance: 13

Intelligence: 17

Reactions from Good: -1

Hit Mod: 2.2

Damage Mod: +2

Accuracy: +1

Carrying Cap.: 98 lbs.

Movement Rate: 945" ground (215 mph)

Detect Hidden: 12%

Inventing Points: 6.8

Basic Hits: 2

Strength: 10

Agility: 12

Charisma: 12

Evil: +1

Hit Points: 5

Healing Rate: 0.6

Power: 52

Basic HTH: 1d3

Detect Danger: 16%

Inventing: 51%

Knowledge Areas: Video Games, Social Networking

Origin and Background: Sen is one of those people who always seemed to be in a hurry. She was born almost a month early, learned to walk at six months, and was outrunning her parents by the time she was a year old. By the time she entered middle school, she was already a world-class sprinter, but only she knew about it. Her parents had taught her at an early age to keep her special ability a secret for fear that she may be ostracized by her fellow students.

As she grew older, however, Sen began to rebel. It started with little things; some shoplifting, then smoking, and a lot of partying and skipping class. By the age of 16, she had dropped out of school and had been effectively disowned by her parents. Fortunately, she had a ready source of steady income; petty theft.

Since beginning her life of crime in earnest, Haipa has become loosely aligned with a group of other young villains mentioned in this report, such as Zeit, Onna-Zuma, and King of Storms. Notably, she has, apparently become romantically involved with the lesser villain Entrop

Combat Tactics/M.O.: Haipa strikes quickly and vanishes. Although she does not do a great deal of damage with each attack, she can normally perform many more attacks than her adversaries. She attempts to keep her speed up as much as possible, to activate her invulnerability and to allow her to teleport away from any particularly nasty enemies.

Personality/Character Traits: In most ways, Sen is a relatively normal teen. She has, however, taken some aspects of youthful rebellion to a level that attracts the interest of local law enforcement as well as a few vigilantes. Sen finds escaping police and costumed heroes a thrill. A small amount of fame, a loyal internet following, and having everything she wants without having to really work for it seem to be icing on her proverbial cake.

Agent's Notes: Intelligence gathered on Haipa indicates that her affection for Entrop is genuine and that by capturing either, the Department will essentially capture both. Turning them would eliminate them as potential threats later on when their powers become more refined.

EXP Value: 456

Training Record:

Level	Training
1	HTH Accuracy +1
2	HTH Accuracy +1
3	HTH Accuracy +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

HINOTAMA**DEPARTMENT-88 FILE: BR156447**

Identity: Yashida Mariko

Sex: Female

Age: 20

Side: Evil

Level: 5

Training: Endurance

Powers:

1. Illusions (Solid Illusions from Heat energy): Creation points = (current Power score x 2) x Ambient Heat Modifier (see table). Inanimate Illusions: 1pt = 50lb. object, PR = 2 per Object, 13" range. Animate Illusions: 1pt = 1hp and 2"/turn movement (attack as level 4) PR = 8 to create, range = 26"
2. Adaptation: PR = 1 /hour or use as defense.
3. Transmutation: Can convert matter directly into heat to fuel Illusions. Every 5 Structural Points converted to Heat yields 1 Illusion Creation Point. These points may be added to the current Power score for creation of illusions only. 1d20 SP's converted per attempt, PR = 4 per use, attacks as Vibratory attack (physical contact required).



Weight: 100 lbs.
 Agility Mod: +2
 Endurance: 15
 Intelligence: 9
 Reactions from Good: -1
 Hit Mod: 2.2
 Damage Mod: +1
 Accuracy: +1
 Carrying Cap.: 156 lbs.
 Movement Rate: 39" ground
 Detect Hidden: 8%
 Inventing Points: 4.5

Basic Hits: 2
 Strength: 12
 Agility: 13
 Charisma: 12
 Evil: +1
 Hit Points: 5
 Healing Rate: 4.2
 Power: 48
 Basic HTH: 1d4
 Detect Danger: 12%
 Inventing: 27%



Knowledge Areas: Scholar, Writer

Origin and Background: What Miss Yashida does not yet know, is that she is of extra-terrestrial ancestry. Of course she has always felt that she was "different," what with the ability to melt anything she touches, or to create solid objects from nothing. When the powers originally manifested in her early adolescence, she did her best to keep them hidden from everyone. But it is difficult to explain to your parents how your bed was turned to ash, or that your homework really did just vanish in a puff of smoke. Harder still was the occasional object simply appearing and then vanishing again.

As a result of her powers, Mariko went from popular to outcast in nearly record time. Even the school misfits didn't want to have anything to do with her. Then came the day when a few of her former friends decided to play a cruel prank on her. They convinced one of the more popular boys in the school to pretend that he thought her powers made her really attractive for some reason, and that he thought he might have powers as well. Then after a week of keeping their relationship a

"secret," her former friends revealed that every moment they had been together, every private conversation and every confidence had been recorded, and that the full video had been posted on the internet.

Mariko was, of course, the last one to find out. When she finally learned about the video, Mariko went berserk, unleashing her powers, damaging the school, and sending most of her class to the hospital in the process. After that she simply vanished. For several years she would reappear at the center of some minor disaster, but she never remained in one location for very long.

It is now known that Mariko's services have been retained by The Agency. She has been used in several high-reaching extortion schemes.

Combat Tactics/M.O.: Hinotama normally begins by forming a protective shield between herself and her opponent. She will allow her opponent to expend energy attempting to break the shield. She will then create several large objects and use them to pummel her foe into mush. Alternately, she will stay behind cover and use animated illusions to do her fighting for her. Whenever her power runs a little low, she grabs the nearest object and turns it to heat to fuel her Illusions.

Personality/Character Traits: Mariko has become a jaded young woman who has managed to find some acceptance within the ranks of Agency retainers. She is distrustful of others, and refuses to become romantically involved with anyone. She has no known hobbies and few interests outside of punishing everyone she meets for seeing her as a freak, whether they do so or not seems immaterial.

AMBIENT TEMPERATURE MODIFIER

TEMP °F	MODIFIER
-160 - -121	0.0625
-120 - -81	0.125
-80 - -41	0.25
-40 - -01	0.5
00 - 40	0.75
41 - 80	1
81 - 120	1.5
121 - 160	2
161 - 200	2.5
201 - 240	3
ETC...	ETC...

EXP Value: 530

Training Record:

Level	Training
1	Endurance +1
2	Endurance +1
3	Endurance +1
4	Endurance +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

KING of STORMS

DEPARTMENT-88 FILE: MC299876

Identity: Fuji Rokorou
 Sex: Male
 Age: 27

Side: Evil
 Level: 2
 Training: Endurance

Powers:

- Weather Control (Per V&V Rulebook).
- Willpower: Additional weather abilities (x3):
 - Hail: (adds Ice Powers attack to "Thunderstorm") Additional PR = 2 per attack, Range = Sx3 [30"], Damage = 1d12, attacks as Ice Powers. King of Storms may not use this ability to give himself "Ice Armor," but may create "Ice Masses" per V&V rules.
 - Thunder: (adds Sonic attack to "Thunderstorm") Additional PR = 2 per attack, Range = Ex3 [39"], Damage = 1d12, attacks as "Sonic Abilities." No special attack to destroy objects may be made using this ability.
 - Wind: Maximum Speed = SxE mph [143], PR = 1 per 10 mph/turn,

Damage = HTH+MPH/5 to power only, attacks as "Sonic Powers". All characters in area affected by wind must make a saving roll on 1d20 vs AGL to remain standing when winds reach or exceed 50 mph. A -1 modifier is applied for every 20 mph beyond 50 mph.

Invention: Wing device: allows King of Storms to ride wind currents only (no AGL bonus). Flight speed = wind speed. King of Storms may move up to 90 degrees from direction of wind. 20 mph wind minimum required for flight. May direct wind up to hover.

Weight: 220 lbs.	Basic Hits: 5
Agility Mod: —	Strength: 10
Endurance: 13	Agility: 10
Intelligence: 15	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod: 1.7	Hit Points: 9
Damage Mod: +1	Healing Rate: 1.5
Accuracy: —	Power: 48
Carrying Cap.: 253 lbs.	Basic HTH: 1d6
Movement Rate: 33" ground, Wind Speed flying	Detect Danger: 16%
Detect Hidden: 12%	Inventing: 45%
Inventing Points: 0	



Knowledge Areas: Video Games, Social Networking

Origin and Background: Rokorou, is what Department-88 classifies as a "Latent," meaning he was actually born with powers, but they did not manifest. It is not uncommon for such latents to trigger as a result of physical or emotional trauma. This is the case for the man who now calls himself "King of Storms." Thanks to his use of social networking software, a great deal is known about Fuji Rokorou. For instance, he lived with his mother in a small apartment in the city of Yamai, in the Yamamguchi Prefecture. He was an avid video-gamer, and often posted exploits of his video game adventures on a number of forums and social networking sites. From this, it has been determined that the

event which triggered Rokorou's powers was most likely his introduction to his mother's new boyfriend (it seems as though Rokorou has yet to fully recover from his father's death over a decade ago).

Within days of his rather long post about "Him" (Rokorou refuses to use the name of his mother's boyfriend), Rokorou posted that he thought he could control clouds. This was followed by "Okay, so I said I thought I could control clouds, right. Get this! I can make it rain! I did it on the balcony about five minutes ago!" What followed were posts about his other weather related abilities. When a "friend" on one of the networks commented, "Dude! B cool if u could ride the wind u make." Rokorou's reply: "Bro! I did it! I used one of those plastic tarps like a cape, and it worked! I was all over the place!"

Then, the posts stopped. Several nights later, a "costumed" individual, apparently able to control weather, was caught on video surveillance robbing a convenience store. Ten days later, the same store was robbed again by an individual with the ability to control weather, this time; however, he had a much-improved costume.

Combat Tactics/M.O.: King of Storms is, by no means, a "front-line" fighter. As such, he normally works as part of a team. Thus far he has shown no particular preference as far as teammates, and has worked on and off with several lesser villains such as Onna Zumo, Haipa, Entrop, and Zeit. While something of an annoyance, none of the criminal activities of these impromptu team-ups have amounted to much.

In battle, King of Storms stays above most of the action, riding his winds and using lightning and hail attacks to support his partner-of-the-day. Upon taking significant damage (more than 1/3 his normal maximum), King of Storms will attempt to flee. He will also avoid a direct, hand-to-hand confrontation as he has no real fighting skills.

Personality/Character Traits: Rokorou appears to be evil out of convenience. He gets all the snacks he needs, and gets to hang out with what he believes to be the "Cool Crowd," although they are all basically third-rate villains. Rokorou is emotionally stunted, displaying characteristics normally associated with those in high-school (about the physical age of Rokorou at the time of his father's death). Having finally moved out of his mother's apartment, Rokorou now seeks acceptance.

Agent's Notes: King of Storms is still a low-level threat, but with proper training he could become quite powerful. Current recommendation is to attempt to gain his trust and separate him from his current associations. The use of basic positive re-enforcement from a strong father-figure may be all that is needed to turn King of Storms from a liability to an asset.

EXP Value: 228

Training Record:

Level	Training
1	Endurance +1

Inventing points used: 3

Invention Record:

Level	Invention
1	Fail
2	Fail
3	Wing Device

ONNA ZUMO

DEPARTMENT-88 FILE: JC564215

Identity: Chikamatsu Kiyomi

Sex: Female

Age: 18

Side: Evil

Level: 5

Training: HTH Damage

Powers:

1. Heightened Agility A: +12.
2. Heightened Strength A: +12.
3. Heightened Endurance A: +10.
4. Heightened Expertise: +4 to hit HTH.

Weight: 290 lbs.

Agility Mod: -2

Endurance: 19

Intelligence: 11

Basic Hits: 6

Strength: 27

Agility: 22

Charisma: 10

Reactions from Good: —
 Hit Mod: 10.6
 Damage Mod: +2
 Accuracy: +4
 Carrying Cap.: 3,130 lbs.
 Movement Rate: 60" ground
 Detect Hidden: 8%
 Inventing Points: 5.5

Evil: —
 Hit Points: 64
 Healing Rate: 3
 Power: 79
 Basic HTH: 1d12
 Detect Danger: 12%
 Inventing: 33%



Knowledge Areas: Wrestling (Sumo), Art

Origin and Background: Kiyomi has always been something of a square peg. Always “big” for her age, Kiyomi simply never fit in. That is, until she found sumo as a teen. Finally she had the acceptance she so craved. After school and on weekends Kiyomi would rush off to her Sumo classes, eventually being granted a position in one of the few women’s *Heya**. There she trained tirelessly and soon proved herself the best wrestler in her school.

Unfortunately, she was a little too good. After a few matches, Kiyomi began bragging that she could beat anyone. A male sumo, jokingly took her up on the challenge, and soon found himself wishing he hadn’t.

For a brief period, Kiyomi, who had become known as The Onna-Zumo (female sumo), enjoyed a bit of fame as she wrestled and beat the men. But after a while, the novelty of a very powerful “girl” sumo wore off, and it was decided that Kiyomi needed to be put in her place. A match was arranged between her and one of the top male Sumo in Japan. When Kiyomi won, she was suddenly faced with charges of performance enhancing drug use. The charges were, of course, false, but enough evidence was manufactured to end her career and get her ejected from her *Heya*.

Rejected from the only place where she ever felt accepted, Kiyomi soon fell in with a group of other misfits, and was lured into a period of criminal activity. How long this period will last is, as yet, unknown.

*HEYA – a Sumo training house.

Combat Tactics/M.O.: Kiyomi is a wrestler, and uses tactics appropriate to her skill set. She uses a lot of powerful punches and throws in combat, and is surprisingly agile for a person of her size,

easily evading most HTH attacks. Since leaving the sport of Sumo, she has picked up a few of the normal tactics we associate with large, strong individuals. Kiyomi has begun hurling objects, such as motorcycles and vending machines at her enemies.

Personality/Character Traits: Like many of the lesser villains she associates with, Kiyomi seeks acceptance from others. Though very tough and strong, physically, she is rather delicate emotionally. She masks her insecurities with violence and vulgar language.

EXP Value: 1,430

Training Record:

Level	Training
1	HTH Accuracy +1
1	HTH Damage +1
1	HTH Accuracy +1
1	HTH Damage +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

ZEIT

DEPARTMENT-88 FILE: CX598742

Identity: Tabuchi Murai

Sex: Male

Age: 20

Side: Evil

Level: 2

Training: Endurance

Powers:

1. Psionics: Time hold. Can stop time (no one else can act or move until time restarts). PR = (number of consecutive phases spent pausing time)² x (1 + the number of people who accompany him in the time-stream), bringing others into time-stream requires maintained skin-to-skin contact. Range of effect = CHA + INT inches [29"].
2. Willpower: Can perform time hold for 1d4 phases with total PR of 4.
3. Willpower: Can allow another person into time-stream for 1d4 turns with total PR of 10.

Weight: 110 lbs.

Agility Mod: +2

Endurance: 12

Intelligence: 13

Reactions from Good: -2

Hit Mod: 2.8

Damage Mod: +1

Accuracy: +1

Carrying Cap.: 291 lbs.

Movement Rate: 42" ground

Detect Hidden: 10%

Inventing Points: 2.6

Basic Hits: 3

Strength: 16

Agility: 14

Charisma: 16

Evil: +2

Hit Points: 9

Healing Rate: 0.9

Power: 55

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 39%

Knowledge Areas: Stamp Collecting, Video Games

Origin and background: Young Murai was never terribly interesting, but he had a power that proved useful. After several astonishingly explainable occurrences, Murai came to believe that he could actually affect the flow of time on a local level. Examples of these occurrences include déjà vu, thinking of a song and having it come on the radio, and finding one’s phone on the desk, when you are sure it was on the table. How such examples really relate to interruption in time is not clear, outside of Muari’s mind, that is.

Oddly however, Murai became truly convinced that he could, in fact, bend time. After months of exertion, he was able to actually pause time for those in his immediate area. Factually, Murai has no temporal powers. He does, however, have the ability to make others believe he has the ability to stop time (even people viewing the events on video). In truth, Murai has extremely powerful Esper powers.

Regardless of the true nature of his powers, Murai quickly put them to the best use an adolescent boy could think of; cheating on tests, impressing girls, and causing mischief. Such activities gained him a level of acceptance with the “in crowd”, which in turn led to even more

use of his powers, and learning to take others with him on his little jaunts (mostly girls).

Shockingly, Murai managed to graduate High School without anyone being able to prove he was truly responsible for all of the pranks he was suspected of. Unfortunately, he didn't learn a whole lot, so his options beyond High School life were somewhat limited. In the end, he fell in with a group of "friends" who valued him for his ability to make their lives a bit easier. For now, Murai is satisfied with his alternative lifestyle.

Combat Tactics/M.O.: Typically, Zeit will use his power to stop time in order to perform several "free" actions. During these actions, he will attempt to steal equipment and get in as many cheap shots as he can before time begins moving normally again. Once time is "unpaused" he will evade, and try to get behind something heavy until he can pause time again.

Personality/Character Traits: Although Murai is well-liked among his circle of associates, he is basically just a follower who will do what others tell him to do without a great deal of hesitation. His only motivation is to continue receiving validation from his associates.

Agent's Notes: Mr. Tabuchi is an example of a young person having almost infinite power and utterly no motivation. Data gathered during encounters with Zeit indicate that he has extremely high psychic potential, and could be an incredible asset to any organization. Perhaps it is best that he remain unaware of his true potential, given his long history of misusing his gifts. At no point in his life has Tabuchi chosen the moral high ground or even once waived from the path of least resistance. To be quite frank, he is not worth the effort and expense of rehabilitation and would be poorly suited to working with any sanctioned vigilantes.

EXP Value: 256

Training Record:

Level	Training
1	Agility +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A



SHIN NO SENCHI

This quartet of surprisingly potent women has each dedicated themselves to a particular aspect of traditional Japanese martial arts. Each is so dedicated that they have adopted their fighting form or weapon as their "true" name. While they may lack "power blasts" and "death touch" attacks, they have proven themselves quite capable of besting super-powered villains and vigilantes alike.

HANBO

DEPARTMENT-88 FILE: SN221218

Identity: Harada Tosjiko

Sex: Female

Age: 20

Side: Evil

Level: 1

Training: Strength

Powers:

- Natural Weaponry: Martial Arts +2 to hit, +4 Damage - Unarmed HTH.
 - Additional Ability: Natural Weaponry bonuses apply to fighting sticks.
 - Heightened Agility A: +12.
 - Heightened Endurance A: +16.
 - Heightened Defense: -4 to be hit.
 - Heightened Expertise: +4 to hit with melee weapons.
 - Weapon: Hanbo (fighting sticks)x2 [+2 to hit, HTH+1d4 damage each].
- Weakness: Vulnerability (+4 to be hit by Emotion Control).
Weakness: Vulnerability (+4 to be hit by Mind Control).



Weight: 110 lbs.
 Agility Mod: +2
 Endurance: 21
 Intelligence: 10
 Reactions from Good: -1
 Hit Mod: 7.8
 Damage Mod: +3
 Accuracy: +4
 Carrying Cap.: 211 lbs.
 Movement Rate: 57" ground
 Detect Hidden: 8%
 Inventing Points: 1

Basic Hits: 3
 Strength: 12
 Agility: 24
 Charisma: 12
 Evil: +1
 Hit Points: 24
 Healing Rate: 1.8
 Power: 67
 Basic HTH: 1d4
 Detect Danger: 12%
 Inventing: 30%

Damage Mod: +5
 Accuracy: +6
 Carrying Cap.: 148 lbs.
 Movement Rate: 59" ground
 Detect Hidden: 8%
 Inventing Points: 3.3

Healing Rate: 0.75
 Power: 70
 Basic HTH: 1d4
 Detect Danger: 12%
 Inventing: 33%

Knowledge Areas: Martial Arts

Origin and Background: The newest member of the team, Hanbo specializes in stick-fighting. Miss Harada attracted the team's attention when she fought off a gang of six thugs who were attempting to steal an elderly woman's purse. While this may seem the act of a hero, the incident was simply an excuse for the young Tosjiko to practice her art in a real-world situation. This is highlighted by the fact that she continued beating the thugs after they began begging for mercy.

Prior to her recruitment into Shin no Senchi, Ms. Harada was an essentially normal young woman who was introduced to martial arts after she was attacked by several young men on her way home from school. Vowing to never again be a victim, she began to study the various martial art forms until she found stick fighting. She learned quickly, and was soon the top student at her *Koryu**. Sparring with fellow students was not enough for her, and she was eventually expelled from the school when she sent several sparring partners to the local hospital.

*Koryu: Traditional school for martial arts.

Combat Tactics/M.O.: Whether armed with her sticks or just her bare hands, Hanbo normally charges into the fight, relying on the others, especially Yumi, to guard her back. She moves quickly from one opponent to the next, inflicting as much damage as possible while evading incoming attacks.

Personality/Character Traits: Although not nearly to the degree of her teammates, Hanbo sees herself as being superior to average humans. She is very loyal to her teammates and will follow them without question.

EXP Value: 182

Training Record:

Level	Training
N/A	N/A

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

EXP Value: 504

Training Record:

Level	Training
1	HTH Accuracy +1
2	HTH Damage +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

KIAI

DEPARTMENT-88 FILE: BL300005

Identity: Misawa Riku
 Sex: Female
 Age: 20

Side: Evil
 Level: 3
 Training: Strength

Powers:

1. Natural Weaponry: Karate. +3 to hit, +6 damage in Unarmed HTH.
2. Heightened Agility A: +10.
3. Heightened Agility A: +12.
4. Heightened Defense: -4 to be hit.
5. Weakness Detection: +4 to hit and learns any weakness (if any) after spending at least 1 action within 1" of target.

Weight: 105 lbs.
 Agility Mod: +2
 Endurance: 11
 Intelligence: 11
 Reactions from Good: -1
 Hit Mod: 4.4

Basic Hits: 3
 Strength: 12
 Agility: 36
 Charisma: 12
 Evil: +1
 Hit Points: 14



TACHI

DEPARTMENT-88 FILE: MB218554

Identity: Soho Yoshike
 Sex: Female
 Age: 31
 Side: Evil
 Level: 8
 Training: Endurance

Powers:

1. Heightened Agility B: +15.
2. Heightened Attack: +1/exp level.
3. Heightened Expertise: +4 to hit w/bladed melee weapons (swords, knives, daggers, axes, etc) - also applies when thrown.
4. Natural Weaponry: Martial Arts - +3 to hit, +6 damage, Unarmed HTH.
5. Weakness detection: +4 to hit and learns any weakness (if any) after spending 1 action within 1" of target.
6. Weapon: Sword +2 to hit, HTH+1d6 damage.

Weight: 115 lbs.
 Agility Mod: +2
 Endurance: 14
 Intelligence: 12
 Reactions from Good: -3
 Hit Mod: 6.7
 Damage Mod: +4
 Accuracy: +5
 Carrying Cap.: 316 lbs.
 Movement Rate: 60" ground
 Detect Hidden: 10%
 Inventing Points: 9.6

Basic Hits: 3
 Strength: 16
 Agility: 30
 Charisma: 18
 Evil: +3
 Hit Points: 21
 Healing Rate: 0.9
 Power: 72
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 36%



Knowledge Areas: Martial Arts, Japanese Martial History

Origin and Background: From an early age, Miss Soho has been drawn to the blade. Although naturally adept at handling bladed weapons since pre-school, Yoshike had to wait until she was thirteen years old to begin formal training. Shunning the more popular Ninja schools, she focused instead on the disciplines of Iaijutsu, Kenjutsu, Battojutsu, and Karate (just in case). Dedicating herself to her studies, Yoshike quickly realized that the mind, body, and spirit must be balanced and disciplined if a sword is ever to meet its target.

Soon, Yoshike was the top student in her Koryu, and was winning every bout and contest. It was at about this time also that the young Miss Soho began carrying her sword with her at all times, in and out of the Koryu. Outside the school, she marveled at the incredible lack of focus, drive, and discipline she found in average people. The word she would use to describe these people was "appalling."

Yoshike quickly found she had little use for common people. Indeed, she saw herself as being their superior. Once she had learned all her school could teach her, she went out to find her place in society. As it turned out, the only organizations in need of master swordsmen were either criminal, or didn't pay. It was less than shocking then, when Yoshike began working for the Yakuza. Unfortunately, she found her Yakuza associates to be even less worthy of her presence than common people.

Miss Soho severed her attachments to the Yakuza in a rather bloody display of focus and discipline over firepower. She has since begun recruiting women who excel in various forms of martial arts.

Combat Tactics/M.O.: If Tachi has any respect for her opponent, she will call him or her out and fight them one-on-one. If, as is normally the case, she has no respect for her opponent, she will simply get close and start slicing. Should her sword break or be taken from her, she will simply begin fighting hand-to-hand.

Personality/Character Traits: Tachi respects honor and discipline above all else. Those who behave in a dishonorable or slothful manner are seen as deserving neither courtesy nor mercy. This holds true of her teammates, enemies, and even common people on the street. She is not a bully, per se, but rather someone who fails to notice the "little people" until they impede her progress.

EXP Value: 1,488

Training Record:

Level	Training
1	Endurance +1
2	Strength +1
3	Endurance +1
4	Agility +1
5	Endurance +1
6	Agility +1
7	Endurance +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

YUMI

DEPARTMENT-88 FILE: HH616547

Identity: Ochiai Kochiyo
 Sex: Female
 Age: 25
 Side: Evil
 Level: 4
 Training: Agility

Powers:

1. Heightened Endurance A: +14.
2. Heightened Expertise: +4/exp level to hit with bows.
3. Heightened Agility A: +12.
4. Heightened Defense: -4 to be hit.
5. Weapon: Bow +4 to hit, HTH+1 Damage, 84" Range. Yumi's quiver holds 15 arrows.

Weight: 108 lbs.
 Agility Mod: +2
 Endurance: 27
 Intelligence: 14
 Reactions from Good: —
 Hit Mod: 16.2
 Damage Mod: +4
 Accuracy: +5
 Carrying Cap.: 367 lbs.
 Movement Rate: 73" ground
 Detect Hidden: 10%
 Inventing Points: 5.6

Basic Hits: 3
 Strength: 16
 Agility: 30
 Charisma: 11
 Evil: —
 Hit Points: 49
 Healing Rate: 2.4
 Power: 87
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 42%

Knowledge Areas: Martial Arts, Bowyer/Fletcher

Origin and Background: Yumi was the first to be recruited by "Mistress Tachi." As a student of a semi-legitimate Ninja School, Miss Ochiai found her fellow students to be all but insufferable. Turning her back on Ninjitsu, she focused her abilities on traditional Japanese archery. When no bow suited her, she taught herself to make her own. When no arrow flew straight enough, she made her own. When no competitive team could find space for her, she competed alone, and won.

Both her skill and spirit impressed Tachi at a local competition, and when she decided to form a group of dedicated young women, Kochiyo was the first woman to come to mind. Since then, the two have begun creating their own particular forms of their own martial arts. Taking the name Yumi (Bow), Miss Ochiai has become Tachi's de facto second-in-command. Of the members of the Shin no Senchi, she is also the most steeped in ancient tradition and the pursuit of absolute perfection.

Combat Tactics/M.O.: For the most part, Yumi provides ranged attacks for the team. She maintains her distance from the fight and aids her team mates with carefully placed arrows. She uses her ability to evade if someone attempts to engage her in hand-to-hand combat. She will then attempt to put distance between herself and the attacker.

Personality/Character Traits: Yumi is, in some ways, more dedicated to the team's traditional Japanese values than even Tachi, and often serves to bolster her leader's resolve when it seems to be weakening. Like Tachi, she holds most people in disdain, and moves through them without noticing them.

EXP Value: 1,088

Training Record:

Level	Training
1	Agility +1
2	Strength +1
3	Agility +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A



HISASHI and MIHO

Young, beautiful, charismatic, dedicated to one another, and deeply in love. Normally this sort of description is reserved for characters in campy Hollywood movies. Unfortunately, Hisashi and Miho are all too real, and all too evil. These two normally work together, but may work with a select few villains – but no one gross or ugly.

HISASHI

DEPARTMENT-88 FILE: QG995487

Identity: Kada Hisashi Side: Evil
Sex: Male Level: 5
Age: 30 Training: Charisma

Powers:

1. Android body: 93% human appearance, 60% damage repair.
 - a) Heightened Endurance: +12.
 - a) Heightened Charisma B: +19.
2. Vibratory Powers: 28" range, 2d8 damage, 26% chance of destroying object on special attack to do so, PR = 5/attack. Passing through solid objects: PR = 2. Each inch of solid matter moved through has a movement cost equal to structural point rating.

Weight: 200 lbs.	Basic Hits: 4
Agility Mod: —	Strength: 13
Endurance: 25	Agility: 14
Intelligence: 12	Charisma: 35
Reactions from Good: -8	Evil: +8
Hit Mod: 5.1	Hit Points: 21
Damage Mod: +1	Healing Rate: 2.8
Accuracy: +1	Power: 64
Carrying Cap.: 470 lbs.	Basic HTH: 1d6
Movement Rate: 52" ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 6	Inventing: 36%

Knowledge Areas: Fashion, Socialite

Origin and Background: Hisashi has always had two things going for him; he's a "bad boy," and he's incredibly good looking. When a motorcycle crash left him paralyzed and disfigured, he agreed to an experimental procedure that promised to return him to his former healthy, handsome self.

What Hisashi did not know was that the company offering the procedure was involved in military cybernetic research. When he awoke from the operation, Hisashi found that he was beautiful again, and also in an android body. Not just any android body, his was nearly perfect, better than the original!

Of course, nothing is ever truly free, and in return for his new body, Hisashi was expected to perform certain tasks in order to test the body's systems as well as the upload of his original brain to the computers which made up his new brain. After all that was sorted out, Hisashi's vibratory powers were activated, and he was placed into a kind of quasi-military basic training with several other androids.

Still a "bad boy," Hisashi did not adapt well to the regimented paramilitary life. He quickly seduced a female researcher and managed to escape when she took him to her apartment.

Since his escape, Hisashi has made a name for himself as a sort of "Robin Hood" type. To be fair, he does steal from the rich, but falls somewhat short of giving to the poor.

Combat Tactics/M.O.: Hisashi is a cliché in that he is a lover and not a fighter. He will normally attempt to charm his way out of a fight. He can, and has, charmed both men and women. When forced into



combat, however, he immediately resorts to his vibratory attack, and retreats when able.

Personality/Character Traits: Hisashi loves Hisashi. He loves being Hisashi. He loves money and all the things he can buy with it, as long as it includes the word "Expensive" in its description. Oddly, however, he has become less and less the playboy in the past several months since meeting a young woman named Miho (see following).

He still uses his charms to get his way, but now leaves most of his would-be lovers somewhat disappointed.

EXP Value: 850

Training Record:

Level	Training
1	Charisma +1
2	Charisma +1
3	Charisma +1
4	Charisma +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

MIHO

DEPARTMENT-88 FILE: QF602357

Identity: Sugai Miho

Side: Evil

Sex: Female

Level: 5

Age: 30

Training: Android Repair

Powers:

1. Mutant Power: Mechanic: +2% per Exp level to INV % when rolling to repair mechanical devices (technological only, no magic devices).
2. Heightened Intelligence B: +15.
3. Vehicle: Sports car. 3,000 lbs., 1+1 passengers, 500 lbs. cargo, 180mph, disable: 20, destroy: 60.
4. Weapon: Wrenches (see club) +2 to hit, HTH+1d4 damage.

Weight: 100 lbs.

Basic Hits: 2

Agility Mod: +2

Strength: 8

Endurance: 14

Agility: 15

Intelligence: 28

Charisma: 18

Reactions from Good: -3

Evil: +3

Hit Mod: 2.9

Hit Points: 6

Damage Mod: +4

Healing Rate: 0.6

Accuracy: +2

Power: 65

Carrying Cap.: 96 lbs.

Basic HTH: 1d3

Movement Rate: 37" ground

Detect Danger: 24%

Detect Hidden: 20%

Inventing: 84%

Inventing Points: 14

Knowledge Areas: Mechanic, modeling.

Origin and Background: Miho has always loved machines. Computers, cars, guns, planes, you name it. If it has bolts and wire, she wants to see how it works. She grew up working in her father's repair garage, tinkering on cars, motorcycles, lawn mowers, water pumps, basically anything anyone would let her experiment upon. Soon people were bringing in items they were sure could not be repaired, only to have Miho fix them, and charge an appropriate fee.

Growing up in a shop full of men did not prevent Miho from being a "girl." She painted many of her projects pink, and emblazoned them with cartoon cats and fairies. But she also learned how to stand her ground when the guys became unruly, a skill which came in handy when she eventually took over for her father. She carried on for several years, running the small garage, fixing every machine people brought to her, making money fixing the unfixable, and keeping her crew of mechanics in line. Then, one day, a man stumbled through the door in need of her help. Not only was he good-looking and charming, he was a machine in need of a mechanic.

Since their first meeting, Hisashi and Miho have been inseparable. Miho sees to Hisashi's mechanical needs, and, in return, Hisashi sees to Miho's non-mechanical needs. Together they have become a sort of 21st century, Japanese "Bonnie and Clyde."

Combat Tactics/M.O.: Though not as charming as her boyfriend, Miho will at least try to charm her way out of a fight. Failing that, she has proven herself quite adept at beating people senseless with a pair of wrenches she keeps handy. She will continue fighting until she and Hisashi can make good their escape.



Personality/CharacterTraits: Miho is, notably, the brains of the two outlaws. Not only is she smart and quite attractive in her own right, she can also bark orders like a drill sergeant. She also knows how to manipulate Hisashi to get what she wants. Of course, it helps that they have similar interests; money and each other.

EXP Value: 710

Inventing points used: 0

Training Record:

Invention Record:

Level	Training
1	Mechanic +1%*
2	Mechanic +1%*
3	Mechanic +1%*
4	Mechanic +1%*

Level	Invention
N/A	N/A

(*Note that this represents a single level increase in the chance of success when rolling for inventions per the rules stated for repair skill in the powers listed for both Android and Robotic Body powers.)

INDEPENDENT VILLAINS

For some, working in a group is the best option, but for a majority of villains, evil is a solo act. The following files list villains who, for whatever reason, normally act alone.

CHITAN

DEPARTMENT-88 FILE: CT225447

Identity: Sayuki Eri
 Sex: Female
 Age: 18
 Side: Evil
 Level: 1
 Training: Willpower

Powers:

1. Natural Weaponry: Martial Arts: +2 to hit, +4 Damage unarmed HTH.
 - a) Additional Ability: Weakness Detection +6 damage and learns one weakness (if any) after spending one phase at 1" from target.
2. Body Power: Can turn her skin to titanium (treat as Armor B, ADR = 2 x Power Points spent to create. +2 damage to all HTH attacks while her skin is transformed. Transformation requires movement only.
3. Vibratory Power: 24" range, 2d8 damage, PR = 5. Passing through solid objects: PR = 2. Each inch of solid matter moved through has a movement cost equal to structural point rating.
4. Willpower: +35 power (already added to power score).
5. Heightened Endurance A: +9.

Weakness: Cursed. Chitan has a normal +2 to be hit by any attack type. Each character in a 16" range, working with Chitan receives a +1 to be hit modifier, and Chitan receives a -1 to be hit modifier. So if Chitan is working with 6 characters, each of them receives a +1 to be hit modifier, while Chitan herself receives a -6 to be hit (less her automatic +2 equals a total -4 to be hit modifier).

Weight: 160 lbs.	Basic Hits: 4
Agility Mod: —	Strength: 17
Endurance: 19	Agility: 12
Intelligence: 16	Charisma: 8
Reactions from Good: +2	Evil: -2
Hit Mod: 4.8	Hit Points: 20
Damage Mod: +2	Healing Rate: 2
Accuracy: +1	Power: 95
Carrying Cap.: 545 lbs.	Basic HTH: 1d8
Movement Rate: 48" ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 1.6	Inventing: 48%

Knowledge Areas: Crime, Sports

Origin and Background: Eri has spent nearly her entire life being a bully. Never truly sure of herself, she has masked her insecurities with threats and violence. Her parents, seeking to temper her violence with some discipline, enrolled her in martial arts; the results were spectacular and unfortunate. Eri's propensity for violence was now coupled with discipline and proper technique.

Her life's work of making others miserable eventually caught up with her in high school when several students, and one very angry teacher, cornered her and began beating her. During the beating, Eri's skin suddenly turned to metal.

The teacher, along with one student, later died from his injuries. Several other students were hospitalized, and few escaped without injuries of some kind. Over the next few weeks, Eri visited each student involved in the beating, and returned the favor. While there were no more deaths, there were many broken bones and ruptured organs, and



a promise that when they were finally fully healed, Eri would return and break them again. Most of the surviving students have been relocated by Department-88.

Eri has only increased in her abilities, displaying vibratory abilities in a few clashes with local law enforcement. She has also increased her domination of the weak, and is well on her way to becoming a true public enemy. Fortunately, few villains chose to work with her, as her accomplices have an unfortunate habit of ending up in the hospital (if not the grave). In nearly every instance where Chitan has worked with a group of other villains, she has been the only one to evade capture.

Combat Tactics/M.O.: At the onset of hostilities, Chitan will remain at a distance, using her Vibratory attack to soften her enemy up before converting her skin to armor and going hand-to-hand. Once she has engaged an opponent, she will not stop until he or she is beaten. Likewise, she almost never retreats, and must be incapacitated before she will stop fighting.

Personality/Character Traits: Though no one really knows why, Eri simply hates just about everyone. She has no friends, and few allies. To Eri, people are only as valuable as the goods and services they can provide.

EXP Value: 230

Training Record:

Level	Training
N/A	N/A

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

DOROBATO

DEPARTMENT-88 FILE: DL138759

Identity: ??? Side: Evil
 Sex: Male Level: 8
 Age: ??? Training: Agility

Powers:

1. Mutant Power: Immortal. If Dorobato's HP or Power reach zero, he will vanish into the ground. He will then heal underground as if sleeping until reaching maximum power and HP, then return.
 2. Illusion: Holograms and Sounds (PR = 2 per illusion).
 3. Invulnerability: -18 damage/turn.
 4. Heightened Strength A: +10.
 5. Heightened Endurance A: +9.
 6. Body Power: Made of Mud. Increased weight (x2) and stretching – Max. length/width: 123"; Max. Area 62 x 62 in square (70" diameter circle), maximum cube 31x31x31". PR = 1 for Defense.
- Weakness: Special Requirement. May only come out at night, and is bound to one specific area of land.

Weight: 320 lbs.
 Agility Mod: -2
 Endurance: 21
 Intelligence: 10
 Reactions from Good: -1
 Hit Mod: 4.2
 Damage Mod: —
 Accuracy: —
 Carrying Cap.: 1,616 lbs.
 Movement Rate: 52" ground
 Detect Hidden: 8%
 Inventing Points: 8

Basic Hits: 7
 Strength: 20
 Agility: 11
 Charisma: 12
 Evil: +1
 Hit Points: 30
 Healing Rate: 4.2
 Power: 62
 Basic HTH: 1d10
 Detect Danger: 20%
 Inventing: 30%



Knowledge Areas: Farming.

Origin and Background: There once was a man who lived in the countryside. To provide as best he could for his family, he decided he should become a farmer, a job which could be quite lucrative. With no benefactor, and all the good land bought up by wealthy families, the farmer was forced to spend his meager savings on a small strip of inhospitable land.

For the sake of his family, he worked very hard to turn the small plot into a rice paddy and yield some crop. Thinking only of his children's future, the old man would go out and till the field, never taking a break when he felt ill and feeble. He died leaving behind a productive rice field, thus ensuring his family's future.

Unfortunately, his son had grown up seeing the man work himself so hard, that the boy had no interest in following in those footsteps. He sold the rice paddy and moved to the city, spending most of the money on expensive drinks and cheap women. The new land owner, having no interest in farming, built a brothel on the former rice paddy. The spirit of the farmer was enraged that his life's labors had been so wasted and returned, night after night, to frighten away those who continued to misuse his land.

Combat Tactics/M.O.: Dorobato will typically arrive around midnight and use his illusions in an attempt to frighten people away. Normally he creates sounds and images of wolves, bears, and even undead. Should that fail, he will rise up from the soil and chase people away. Dorobato have been known to injure people and livestock, as well as damage vehicles and property.

Personality/Character Traits: Dorobato is not one spirit, but a class of spirits, all angered by the misuse of their land. With the growth of urban areas, the instance of Dorobato has increased. Fortunately Dorobato are bound to their old land, meaning they can never leave it.

EXP Value: 1,472

Training Record:

Level	Training
1	Agility +1
2	Agility +1
3	Agility +1
4	Agility +1
5	Agility +1
6	Agility +1
7	Agility +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

HaRP

DEPARTMENT-88 FILE: DE816688

Identity: HaRP IV Side: Evil
 Sex: Female Level: 1
 Age: 22 (appearance only) Training: Human Appearance

Powers:

1. Robotic body: 40% human in appearance, 5 x normal body weight.
 2. Heightened Strength: +10.
 3. Force Field (device): screen 16" range, PR = 1/2 damage repelled (following attack types only: power blast, vibratory, force field, ice, sonic, and HTH) attack: 16" range, PR = 1, HTH damage. Powered by robotic body power supply.
 4. Heightened Intelligence A: +11.
- Invention: Sonic attack device (added to Robotic Body), 9" range, 1d6 damage.
- Weakness: Owned by "The Agency" (Special Requirement): May not act without permission from her Agency handlers.

Weight: 550 lbs.
 Agility Mod: -4
 Endurance: 11
 Intelligence: 22
 Reactions from Good: —
 Hit Mod: 2.8
 Damage Mod: +2
 Accuracy: —
 Carrying Cap.: 4,104 lbs.
 Movement Rate: 44" ground
 Detect Hidden: 16%
 Inventing Points: 0.2

Basic Hits: 11
 Strength: 24
 Agility: 9
 Charisma: 10
 Evil: —
 Hit Points: 31
 Healing Rate: 2.75
 Power: 66
 Basic HTH: 2d8
 Detect Danger: 20%
 Inventing: 66%



Knowledge Areas: None (Not loaded to onboard memory)

Origin and Background: The “Humanoid Robot Program” was undertaken by Kurumagi Industries, Limited in an attempt to secure a contract for the next-generation Ronin units. While the first three units, “HaRPs,” each tested various portions of the design, HaRP IV was the first fully integrated machine to enter testing.

Cosmetically, HaRP IV is not terribly human looking (scheduled for HaRP VI). She is capable of replicating, and even surpassing, human movement. Incorporating a force field (Dept-88 contract requirement) and advanced AI system, HaRP is more durable and far more self-aware than any previous Ronin, and was showing great promise when, almost predictably, she was stolen by an Agency operative working inside Kurumagi Industries.

After her theft, HaRP did not reappear for several months when she was used to attack the Minister of Security, Hiyama Takamasa, where she displayed not only the effectiveness of her force field, but also a Sonic device that nearly resulted in the Minister’s capture by Agency operatives. After the failed attempt, HaRP managed to escape and has not been seen since.

Combat Tactics/M.O.: HaRP will attack with her Sonic device first, raising her force field at the first sign of competent resistance. Closer in, she uses her great strength to hurl improvised projectiles (small

cars) at her targets. She possesses no remarkable hand-to-hand fighting abilities, but her enhanced strength means that one hit is enough for most normal humans and many super-powered vigilantes.

Personality/Character Traits: While HaRP is self-aware, and possessing an advanced AI, she is still under the complete control of the Agency. As such, she cannot disobey.

EXP Value: 194
Training Record:
 Level Training
 N/A N/A

Inventing points used: 2
Invention Record:
 Level Invention
 1 Fail
 2 Sonic Attack Device

INARRI

DEPARTMENT-88 FILE: KX775684

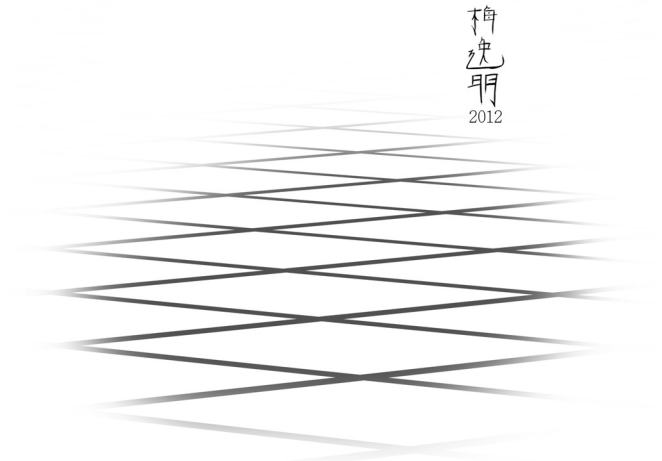
Identity: Ihari Inarri Side: Evil
 Sex: Female Level: 6
 Age: ?? Training: Occupy Body

Powers:

1. Invisibility: (Permanent).
2. Non-Corporeality: (Permanent).
3. Speed Bonus: +30 to movement rate.
4. Mutant Power: Occupy Body: May occupy and use another person’s body on successful “Mind Control” roll, Range = 13”; PR = 20 on success. Inarri then acquires the occupied body’s stats and powers. Victim does not behave as Fatigued, and personality is completely that of Inarri. Victim may attempt to break free of Inarri’s control per “Mind Control” Rules. Damage to occupied body does not transfer to Inarri.

Weight: 111 lbs.
 Agility Mod: 2
 Endurance: 10
 Intelligence: 12
 Reactions from Good: -1
 Hit Mod: 1.14
 Damage Mod: +1
 Accuracy: +1
 Carrying Cap.: 84 lbs.
 Movement Rate: 61" ground
 Detect Hidden: 10%
 Inventing Points: 7.2

Basic Hits: 3
 Strength: 8
 Agility: 13
 Charisma: 13
 Evil: +1
 Hit Points: 4
 Healing Rate: 0.75
 Power: 43
 Basic HTH: 1d3
 Detect Danger: 14%
 Inventing: 36%



Knowledge Areas: Fishing, Mysticism

Origin and Background: The more commonly-accepted version of Inarri’s origin is that she is the ghost of a young woman who, when her lover perished was so filled with sorrow that she threw herself into

the ocean and drowned, and she now wanders the Earth temporarily taking over the bodies of young lovers in an attempt to soothe her great sadness. The truth is a little different. Apparently Inarri was not very happy with her arranged marriage to a young man from a nearby village, so she stabbed him to death on their wedding night. When her husband's fellow villagers discovered what she had done, they wrapped her in an old fishing net attached to several large rocks, and tossed her from a fishing boat into the ocean, never to be seen again. At least that was the theory.

Soon after Inarri was "disposed of," people in both villages began acting strangely. At first, newly-married women would suddenly attack their husbands. Then other women would attempt to seduce newly-married men. None of the women could remember their strange behavior, and were deeply shocked to learn of their actions. Soon several coastal villages were reporting the same strange occurrences. Village elders all agreed that the only way to stop the evil spirit that was taking over their young women was to put a stop to all marriages and celebrations for one full year.

A year later, the villages had a huge celebration and many couples were wed in group ceremonies. When no one reported any strange behavior, the villagers figured (correctly) that the evil spirit had grown bored and moved on.

Inarri now spends her time wandering from town to town, making otherwise happy people miserable.

Combat Tactics/M.O. Inarri has, essentially, no body and will never make herself Corporeal. She will never, therefore, engage in direct combat. Instead, she slips into a host body, using it to cause misery wherever she can. The only time she actually engages in combat is when it suits her (in order to cause the occupied person a great deal of pain, disfigurement, or even death). If she has no interest in causing her "host" body further pain, she will simply leave.

Personality/Character Traits: Inarri was never a particularly pleasant person. No matter what she had, she wanted more. If someone seemed happier than she was, Inarri did whatever she could to ruin that person's happiness. Death has only made her worse. Her apparent goal in (after)life is to make every happy person in Japan miserable.

EXP Value: 564

Training Record:

Level	Training
1	+1 to Occupy Body
2	+1 to Occupy Body
3	+1 to Occupy Body
4	+1 to Occupy Body
5	+1 to Occupy Body

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

KURAYAMI

DEPARTMENT-88 FILE: VJ698779

Identity: Yousei Kagayaku

Sex: Female

Age: 24

Side: Evil

Level: 8

Training: Intelligence

Powers:

1. Wings: +3 AGL, Flight Speed = 1,634"/turn (371 mph). PR = 1/hour of flight.

2. Invulnerability: -16 damage per turn.

3. Absorption: Requires successful HTH attack with teeth. 1d10 damage to target's Power. Kurayami gains one point of Power for each point "drained" from target.

4. Heightened Strength B: +18.

5. Heightened Agility B: +21.

6. Weapon: Whip, +4 to hit, HTH+1d4 damage.

Invention: Leather Armor (as Armor B - no additional powers) ADR = 20.

Invention: Stun Whip. Adds carrier attack to existing whip. Attacks as HTH, does 1d6 damage to target's power score only, 10 successful

attacks per recharge (1 hour recharge time for internal battery in handle of whip).

Weakness: Special Requirement: Faerie Dust required once per day or Kurayami loses flight and -24 Agility.

Weakness: Special Requirement: Blood required once per week or Kurayami will receive 1d10/turn damage from sunlight, and 1d8 damage from holy water (Per Chemical Attack).

Weight: 60 lbs.

Agility Mod: +4

Endurance: 16

Intelligence: 17

Reactions from Good: -2

Hit Mod: 19.2

Damage Mod: +6

Accuracy: +6

Carrying Cap.: 1,031 lbs.

Movement Rate: 86" ground, 1,643" flying (371 mph)

Detect Hidden: 12%

Inventing Points: 4.8

Basic Hits: 2

Strength: 32

Agility: 38

Charisma: 16

Evil: +2

Hit Points: 39

Healing Rate: 0.8

Power: 103

Basic HTH: 1d10

Detect Danger: 16%

Inventing: 51%



Knowledge Areas: Faerie lore, Horticulture.

Origin and Background: As a young Faerie, Kagayaku was fascinated by humans; a fascination that grew into an obsession. Though faerie elders clearly forbade it, Kagayaku continued to venture out from the protection of the Mystic Valley to spy on humans. Her favorite place to go was a small family farm, where there lived the loveliest boy Kagayaku had ever seen. Day after day, Kagayaku would leave the Mystic Valley to watch the boy, and soon found that he was all she could think of.

One evening, as she was about to leave the farm and return home, she heard a small sound. Startled, Kagayaku turned around to find an old pixie woman sitting on a toad stool. The old pixie told Kagayaku that she knew of a spell that could make her human size so she could be with the human boy she had fallen in love with, all it would cost was a small pouch of faerie dust. Kagayaku agreed, and the next day she met the old pixie and gave her the faerie dust. Suddenly everything began to shrink!

Kagayaku quickly realized that she had become human-sized! When the object of her heart's desire emerged from the small house to see to his morning chores, Kagayaku marshaled her courage and confronted him, confessing her true feelings for him. The boy was flattered, but explained that he didn't really like girls "that way," and went back to his work.

Broken-hearted, the young faerie sought out the pixie so that she may be transformed back to her normal size once more, but to no avail. Alone, Kagayaku wandered the countryside for several days before eventually making her way to the city. Eventually, she fell in with a group who did not see her wings as being terribly strange. Many, in fact, thought them quite wonderful. Soon she was spending her nights with this group of young, beautiful, pale-skinned humans.

One of them, Soh, quickly stole her heart. Their first kiss was, to say the least, memorable. As it turns out, two things happen when a vampire bites a faerie; first, the vampire dies an agonizing death, second the faerie becomes a dark and evil version of its former self. And that is exactly what happened to Soh and Kagayaku.

Now filled with dark thoughts, Kagayaku took the name Kurayami (darkness), and began her life as an outcast vampire. Being of mystical origin, Kurayami is immune to the vampires' susceptibility to sunlight, crosses, garlic, holy water, etc... so long as she feeds on human blood at least once a week. She also requires a daily dose of faerie dust in order to retain her ability to fly and her high agility. This was a problem at first, but since faerie dust is naturally produced by trees and flowers, she simply took over a greenhouse outside of Narita. To procure her blood, she normally takes a quick flight into the city.

Combat Tactics/M.O.: Kurayami will normally attempt to seduce her prey, draining them at some point during the process. Failing that, she will beat them into unconsciousness and drain them.

In combat, she uses her speed and agility to avoid most attacks, relying upon her whip as her primary attack. She will bind victims with her whip and drain them if possible. When weakened in battle, she will likely fly away and feed off of a passer-by before returning to the fight.

Personality/Character Traits: Kurayami will normally appear to be very (almost sickeningly) sweet and innocent, a caricature of her former faerie self. Once she has lured a victim close enough, she will attempt to feed. No longer "innocent," Kurayami fulfills her financial needs by providing discrete, house-call, dominatrix services to a small, but very dedicated clientele.

EXP Value: 2,272

Training Record:

Level	Training
1	Intelligence +1
2	Intelligence +1
3	Intelligence +1
4	Intelligence +1
5	Intelligence +1
6	Intelligence +1
7	Intelligence +1

Inventing points used: 6

Invention Record:

Level	Invention
1	Fail
2	Armor
3	Fail
4	Fail
5	Fail
6	Stun Whip

KUTE SAMI

DEPARTMENT-88 FILE: LC710744

Identity: Nishimuta Kutsami

Side: Evil

Sex: Female

Level: 3

Age: 15

Training: HTH Accuracy

Powers:

1. Magical Device: Dimensional Backpack - provides access to objects from a pocket dimension. Objects are "Cartoonish" in appearance, but are "real" using Illusion B, based in psychic energy. Two objects (Maximum starting objects = 1d4) available, more objects created via inventing process (per Magical Spells). Maximum number of objects available at one time is ½ INT (round up).

a) Big Hammer: Attacks as HTH, +1 to hit, HTH+1d10 Damage, PR = 2 to create, 0 PR to maintain.

b) Cannon: Attacks as Power Blast, +0 to hit, 10" range, 1d20 Damage, PR = 1 to create, 0 PR to maintain, 2 per attack.

Invention: Chainsaw, attacks as HTH, +3 to hit, HTH+1d8 damage, PR = 1 to create, 1 PR/turn to maintain

Invention: Rocket Launcher, attacks as Flame Power, +0 to hit, 1d12 damage, 12" radius, PR = 1 to create, 1 PR per attack

Invention: Rocket Pack, flight speed = SxE (100 mph) PR = 1 to create and 1 PR per hour of flight.

Weight: 75 lbs.

Agility Mod: +2

Endurance: 10

Intelligence: 13

Reactions from Good: -2

Hit Mod: 1.8

Damage Mod: +1

Accuracy: +2

Carrying Cap.: 75 lbs.

Movement Rate: 35" ground, 100 mph flying

Detect Hidden: 10%

Inventing Points: 0.9

Basic Hits: 2

Strength: 10

Agility: 15

Charisma: 15

Evil: +2

Hit Points: 4

Healing Rate: 0.5

Power: 48

Basic HTH: 1d3

Detect Danger: 14%

Inventing: 39%



Knowledge Areas: Student.

Origin and Background: Somewhere in China, a very bored mystic got a job in a factory making “Kutey Kitty” backpacks, and cast a spell upon some of them. The spell turns a normal backpack into a portal to another dimension, from which the wearer may pull objects which are formed in his or her imagination. While it is unknown how many of these “Dimensional Backpacks” were created, it is known that there are at least two. One is now in the hands of CHESS, and formerly belonged to a rather obese middle-aged man with a body-hair problem, named Darrel Kind, who used the backpack to produce a harem of astonishingly attractive (and submissive) cartoon women. Although he was not charged with anything (as there are no laws concerning acts committed with or upon animated entities), Mr. Kind was relieved of his prized backpack – he was, however, permitted to keep some of his more loyal cartoon lady friends.

The second Dimensional Backpack is currently in the hands of a school girl in Japan by the name of Nishimuta Kutsami. Apparently somewhat stressed by her social and academic responsibilities, Miss Nishimuta has taken to pulling rather large weapons from her pack, and using them to bend others to her whim and will. Obviously corrupted by the power she now wields, she commonly breaks things (like buildings) and commits random acts of extortion. Since the revelation of her powers, Kutsami’s grades have improved remarkably, since she always has “volunteers” willing to “help” her with her assignments.

She has, on several occasions, been nearly captured by local authorities in the act of committing a crime (most often shop-lifting), only to escape with her jet pack. She also disabled a Ronin during a botched attempt to raid a liquor store.

Combat Tactics/M.O.: Since there is little rhyme or reason for Kutsami’s actions (or those of any other adolescent for that matter), the location and nature of her crimes are not easily anticipated. Once in a fight, however, she does everything she can to keep some distance between herself and her enemy. The rocket launcher and cannon serve her well in this respect, along with the jet pack. Up close, her first choice is always the hammer. She resorts to the chainsaw when she needs to cut an escape route, or when she wants to collapse a structure.

If outnumbered, she will flee on her jet pack. If injured, she will cry like a little girl to get pity, then pummel anyone who lets their guard down.

Personality/Character Traits: Miss Nishimuta is clearly drunk with power. Prior to getting the backpack, she was a normal, if somewhat mousy girl. Now she is a rather loud and obnoxious teen who has become accustomed to getting what she wants, when she wants it. If a teacher gives her a bad grade, she destroys their home. If a fellow student refuses to do her homework for her, she puts them in the hospital. Even her parents and older brother live in fear of her sudden outbursts.

Agent’s Notes: Kute Sami was brought to our attention by local police hoping we would be able to detain her. Given her rather low priority, and the Department’s current manpower issues, it may be some time before she is captured. Of far greater interest to the Department is the number and location of other Dimensional Backpacks. As of this report, neither is known.

EXP Value: 312

Training Record:

Level	Training
1	HTH Accuracy+1
2	Agility +1

Inventing points used: 3

Invention Record:

Level	Invention
1	Chainsaw
2	Rocket Launcher
3	Rocket Pack

MOURETSU

DEPARTMENT-88 FILE: ML558559

Identity: Kyodai Matsuo

Sex: Male

Age: 33

Side: Evil

Level: 6

Training: HTH Accuracy

Powers:

1. Bionics:

- Arms: Heightened STR B: +18.
- Nervous System: Heightened AGL B: +22.
- Heart and Lungs: Heightened END B: +25.
- Legs: Speed Bonus +255(340” total).
- Armor B: ADR=86.

Invention: Auto-Repair system, repairs 66% of damage to Bionics at normal Healing Rate.

Weight: 170 lbs.

Agility Mod: —

Endurance: 32

Intelligence: 18

Reactions from Good: —

Hit Mod: 40.2

Damage Mod: +6

Accuracy: +6

Carrying Cap.: 1,945 lbs.

Movement Rate: 340” ground

Detect Hidden: 14%

Inventing Points: 7.8

Basic Hits: 4

Strength: 27

Agility: 36

Charisma: 11

Evil: —

Hit Points: 161

Healing Rate: 3.6

Power: 113

Basic HTH: 1d12

Detect Danger: 18%

Inventing: 54%



Knowledge Areas: Research Engineer, Astronaut

Origin and Background: Not so long ago, Matsuo was just your average every-day astronaut. While in training for his second mission to the International Space Station, however his NASA training aircraft suffered a mechanical failure and crashed in the American desert. When rescuers found him, he was only just alive. Matsuo awoke in a hospital to find that he was paralyzed from the neck down. Conscious for only a few minutes at a time, he was informed of some recent advances in technology that might return him to a nearly-normal condition. With few other options, Matsuo accepted.

After several long, difficult operations, Matsuo was rebuilt. New legs, new arms, new heart, new lungs, and a partially rebuilt nervous system. The result was not exactly what the doctors and scientists had anticipated. Matsuo was not just "Stronger, better, and faster," he was also a great deal darker. Analysis of his new systems showed that there was a problem with the nervous system implants that was somehow causing a change in Matsuo's personality. He was becoming cold and cruel, dangerous.

An attempt was made, too late, to restrain Matsuo, but he was far stronger than anyone had predicted. After a brief battle with SWAT teams and agents from CHESS, he simply left. Calling it an escape would make it seem as though Matsuo was fleeing, but he wasn't. After killing or injuring everyone around him, he simply turned and walked away.

No one is sure how Matsuo, now calling himself "Mouretsu," finally arrived back in Japan. Once back on home soil, he began committing several random crimes, the latest being a daylight assault on a military testing facility, which ended in him making off with a prototype energy weapon. Neither Mouretsu nor the weapon have been seen in several months.

Combat Tactics/M.O.: Mouretsu has nearly every advantage in a fight, and will use them to his best advantage. He uses his high agility and running speed (about 77 mph) to take the initiative and get in several attacks before his opponent has an opportunity to react. He is also very tough. He can simply outlast most opponents, his great endurance allowing him to stay in the fight long after his enemies are spent. Expect Mouretsu to start with the strongest adversary and work his way to the weakest (since he has no special senses or knowledge, he normally starts with the "toughest looking" opponent, leaving those appearing more "delicate" for later).

While not a "Trained" fighter, Mouretsu has solid hand-to-hand fighting skills, and his implants allow him to do substantial damage with his fists alone. Don't expect many fancy moves from him; just expect a lot of solid punches.

Personality/Character Traits: Mouretsu views himself as being far superior to normal humans, and is nearly devoid of empathy for the suffering he causes. He refers to the crash that nearly ended his life as his "true birth," and cares little for any associations he may have had prior to that incident. While his crimes seem random at first glance, he seems to have some kind of pattern. First, he seems to take items he needs to maintain his systems. Second, he has a tendency to destroy perceived threats before they become powerful enough to be a true obstacle.

Agent's Notes: The repair for Mouretsu's nervous system interface problem is known and available. Agent's are requested to capture this villain if practicable, so his damaged personality may be corrected. It is hoped that once the operation is complete, Matsuo will return to normal.

EXP Value: 3,288

Training Record:

Level	Training
1	HTH Accuracy +1
2	HTH Damage +1
3	HTH Accuracy +1
4	HTH Damage +1
5	HTH Accuracy +1

Inventing points used: 3

Invention Record:

Level	Invention
1	Fail
2	Fail
3	Auto Repair

TOGE

DEPARTMENT-88 FILE: MA325854

Identity: Araki Yasuyuki

Sex: Male

Age: 30

Side: Evil

Level: 8

Training: HTH Accuracy

Powers:

1. Plant Powers: STR+4 END+4 AGL-8

a) Regeneration.

b) Heightened Agility A: +15.

c) Poison/Venom: Carrier attack requiring successful HTH attack.

Victim loses 1d6 HP each turn for 10 turns (or until reaching zero HP). Victim may avoid damage on a save vs END (on 1d20) per turn. Effect is cumulative. Each successful hit adds another 1d6 damage per turn for 10 turns. PR = 2/successful attack. As a defense; whenever an attacking character makes a successful unarmed HTH attack, he/she will receive effects of poison as if Toge made a successful HTH carrier attack. PR = 2 per poison defense.

2. Animal Powers (One-Celled Organism): STR-4, END+2, AGL+2.

a) Heightened Agility A: +8.

b) Heightened Strength A: +11.

c) Water Breathing A: PR = 1/hour for breathing water.

Weakness: Mute.

Weight: 175 lbs.

Agility Mod: —

Endurance: 18

Intelligence: 12

Reactions from Good: —

Hit Mod: 13.55

Damage Mod: +3

Accuracy: +5

Carrying Cap.: 1,367 lbs.

Movement Rate: 70" ground

Detect Hidden: 10%

Inventing Points: 9.6

Basic Hits: 4

Strength: 24

Agility: 28

Charisma: 11

Evil: —

Hit Points: 55

Healing Rate: 2

Power: 82

Basic HTH: 1d10

Detect Danger: 14%

Inventing: 36%



Knowledge Areas: Accounting, Bureaucracy

Origin and Background: Araki Yasuyuki was a pretty normal guy. In fact, that was his defining characteristic; "normal." While some would wish to change themselves, Yasuyuki was completely happy being a normal guy. He had a pleasant apartment, a comfortable job with good pay, and a pleasant and attractive girlfriend whom he planned to marry in a year or so.

Things changed radically for Yasuyuki during a camping trip with Mariko (his girlfriend). While bird watching in an isolated valley, Yasuyuki brushed against a shrub, and ended up with a thorn in his leg. Although Mariko helped him remove the thorn and clean the wound, it became infected, and he quickly began to feel very ill. The couple barely managed to return to their campsite before Yasuyuki fell unconscious.

He awoke several hours later in his tent, feeling anything but normal. He was covered in what looked like moss and fungus, and he couldn't speak. In fact, he had no mouth or nose at all! Crawling out of the tent he went looking for Mariko. When he finally did find her, she was so shocked by his appearance she fainted. Yasuyuki picked her up, surprised at how light she felt, and carried her back to the campsite.

Before long, Mariko began to grow pale and her breathing became labored. Without meaning to, Yasuyuki had poisoned her. As he watched her slowly die before him, he realized what he had done. He set her in the tent and wrote out a note explaining what had happened to whoever found her body, and wandered off into the valley.

Combat Tactics/M.O. Toge has a lot going for him in a fight. He's tough, resilient, swift, and agile, and he poisons everyone he touches. In a fight, Toge uses all of his advantages to the best of his abilities. He fights well for a former office worker, but does rely heavily upon his ability to absorb damage and poison his opponents. Like most stronger villains, he will resort to throwing vending machines, scooters, and small cars at his opponents, but this is not usually his first choice.

Personality/Character Traits: Early on, Toge attempted to control his poison. The result is that he now has a 30% chance (10% per level of training in "Poison Control") that he will not poison someone when he touches them. Unfortunately, he still carries a great deal of guilt over the death of Mariko, and has become increasingly anti-human. He has given up any further attempts to better control his poison.

Toge is not normally seen in a city. He prefers agricultural areas and nature preserves. He does not seem to be terribly concerned with ecological issues, he has just come to hate humans (most likely due to his forced isolation and the emotional shock associated with his transformation and subsequent death of his lover).

EXP Value: 2,192

Training Record:

Level	Training
1	Poison Control
2	Poison Control
3	Poison Control
4	+1 HTH Accuracy
5	+1 HTH Accuracy
6	+1 HTH Accuracy
7	+1 HTH Accuracy

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

VAN R'OK

DEPARTMENT-88 FILE: BT359642

Identity: Ogawa Hiro

Sex: Male

Age: 62

Side: Evil

Level: 4

Training: Endurance

Powers:

1. Magical Spells:

a) Blade of Sathiris (Summons a Mystical Sword - attacks as "Sword") +4 to hit, HTH+1d6 damage. Devitalization Ray carrier attack (1d12 DMG to power only) PR = 2 to cast, 0 to maintain, PR = 1 per Devitalization attempt.

b) Veil of Ancients: (as Darkness Control) Max darkness area = sphere with radius of 18", Range = 39", PR = 2 to create (one action required to maintain at PR of zero)

c) Blink: Limited range teleportation. Blink destination is a random point 1d12" from original location. PR = 1 per use.

2. Armor B: ADR = 100.

3. Heightened Strength B: +14.

4. Wings: Agility +3, 371"/turn flying (app. 84mph), PR = 1/hr.

Weakness: Special Requirement. Casting spells requires Ofuda (slips of paper with the spell written upon them). Van R'ok usually has several of each spell handy (1d6/spell at least). In order for Ofuda to work, they must be hand-written.

Weight: 140 lbs.

Agility Mod: —

Endurance: 13

Intelligence: 18

Reactions from Good: -1

Hit Mod: 4.7

Damage Mod: +2

Accuracy: +1

Carrying Cap.: 1321 lbs.

Movement Rate: 53" ground, 371" flying

Detect Hidden: 14%

Inventing Points: 7.2

Basic Hits: 3

Strength: 26

Agility: 14

Charisma: 12

Evil: +1

Hit Points: 15

Healing Rate: 0.9

Power: 71

Basic HTH: 1d10

Detect Danger: 18%

Inventing: 54%



Knowledge Areas: Occult, Business Administration

Origin and Background: A bit of a “late bloomer,” as far as powers go, Mr. Ogawa would seem to have been evil for quite some time. Specializing in hostile corporate takeovers, in which he fired everyone, then sold the company assets off to various bidders, Hiro managed to gain a rather impressive fortune by the time he was thirty-five. Sometime after turning forty, he had a bit of a mid-life crisis and devoted most of his free time to the study of the occult. Soon he was spending his fortune travelling the world in search of what he referred to as “The Artifact.” He devoured books, paid mystics, and hired disreputable men to aid him in his quest.

Finally, after a decade and a half spent searching, he found “The Artifact” in Russia. He arranged to purchase the item, which turned out to be a rather unimpressive-looking amulet. With great anticipation, he put it on, and nothing happened. Further research indicated that a certain incantation was required to awaken the powers of the amulet. Unfortunately, the incantation had been recorded in a long-dead language. As his fortune dwindled away, Hiro studied the strange writing, until one day he deciphered it and recited the incantation on a clear, moonless night. In a flash, he was encased in stony, winged armor. He was stronger, more agile, bullet proof, and he could fly.

As of this writing, Mr. Ogawa, now calling himself Van R'ok, has spent most of his time regaining his lost wealth, and learning new spells.

Combat Tactics/M.O.: When Van R'ok enters combat, he will cast his darkness spell, then take his time attacking targets one at a time. When he takes damage, he will immediately blink away from his opponent and either re-attack or leave the area (make Morale roll)

Personality/Character Traits: Ogawa is an extremely selfish and self-absorbed man who does not see other people as “people,” but as tools or obstacles to achieving his goals. Since gaining his powers, he has begun to move beyond simply gaining wealth, to gaining power over others.

EXP Value: 688

Training Record:

Level	Training
1	Endurance +1
2	Agility +1
3	Intelligence +1

Inventing points used: 0

Invention Record:

Level	Invention
N/A	N/A

YASHA

DEPARTMENT-88 FILE: KJ315890a

YASHA (BASE FORM)

Identity: Kadashi Shigeto

Sex: Male

Age: 30

Side: Evil

Level: 6

Training: See “Forms”*

Powers:

1. Transformation: power activation [Fighter].
2. Transformation: power activation [Vampire].
3. Transformation: power activation [Devil].
4. Transformation: power activation [Ninja].

Weight: 180 lbs.

Agility Mod: —

Endurance: 13

Intelligence: 13

Reactions from Good: —

Hit Mod: 2.0

Damage Mod: +1

Accuracy: +1

Carrying Cap.: 207 lbs.

Movement Rate: 36” ground

Detect Hidden: 10%

Inventing Points: 0.8

Basic Hits: 4

Strength: 10

Agility: 13

Charisma: 10

Evil: —

Hit Points: 9

Healing Rate: 1.2

Power: 49

Basic HTH: 1d4

Detect Danger: 14%

Inventing: 39%



EXP Value: 696

Training Record:

Level	Training
1	as Fighter
2	as Vampire
3	as Devil
4	as Ninja
5	as Ninja

Inventing points used: Special

Invention Record:

Level	Invention
1	as Fighter
2	as Vampire
3	as Devil
4	as Ninja
5	as Ninja

DEPARTMENT-88 FILE: KJ315890b

YASHA: FIGHTER

Powers:

1. Transformation: Weaker form [Base Form].
2. Heightened Attack: +1 to hit per experience level.
3. Heightened Defense: -4 to be hit.
4. Natural Weaponry: (Unarmed Fighting) +3 to hit, +6 damage HTH.
5. Armor: ADR = 45 (no additional powers).

Weight: 180lbs.

Agility Mod: —

Endurance: 13

Intelligence: 13

Reactions from Good: —

Hit Mod: 2.0

Damage Mod: +1

Accuracy: +1

Carrying Cap.: 207 lbs.

Movement Rate: 36” ground

Detect Hidden: 10%

Inventing Points: 0.8

HTH Damage +1

Basic Hits: 4

Strength: 10

Agility: 13

Charisma: 10

Evil: —

Hit Points: 9

Healing Rate: 1.2

Power: 49

Basic HTH: 1d4

Detect Danger: 14%

Inventing: 39%



EXP Value: 696
Training Record:

Level	Training
1	HTH Damage +1

Inventing points used: 1
Invention Record:

Level	Invention
1	Fail

DEPARTMENT-88 FILE: KJ315890c
YASHA: VAMPIRE

Powers:

1. Transformation: Weaker form [Base Form].
 2. Invulnerability: 17 pts. damage per turn.
 3. Invisibility: see V&V Rulebook.
 4. Absorption: On successful attack with fangs (HTH), draws 1d10 power from target. Yasha gains 1 HP for every 5 power drawn.
 5. Heightened Strength A: +12
 6. Transformation, weaker form (Vampire Bat): 2lb, AGL 29, hits 3, +5 to hit (HTH), HTH damage = 1d4, move 5" ground/53" flying, Power = 48. For attacks against Vampire Bat form multiply effective range by 4 for modifier to hit. Invulnerability becomes 5 damage per attack. Damage from Absorption attacks x .25.
- Weakness: Sunlight does automatic Flame Attack damage to Yasha Vampire, even if invisible or in Bat form.

Weight: 180 lbs.
 Agility Mod: —
 Endurance: 13
 Intelligence: 13
 Reactions from Good: —
 Hit Mod: 3.6
 Damage Mod: +1
 Accuracy: +1
 Carrying Cap.: 1,075 lbs.
 Movement Rate: 48" ground
 Detect Hidden: 10%
 Inventing Points: 0.8

Basic Hits: 4
 Strength: 22
 Agility: 13
 Charisma: 10
 Evil: —
 Hit Points: 15
 Healing Rate: 1.2
 Power: 49
 Basic HTH: 1d10
 Detect Danger: 14%
 Inventing: 39%



EXP Value: 768
Training Record:

Level	Training
2	HTH Accuracy +1

Inventing points used: 1
Invention Record:

Level	Invention
2	Fail

DEPARTMENT-88 FILE: KJ315890d
YASHA: DEVIL

Powers:

1. Transformation: Weaker form [Base Form].
2. Wings: AGL+3, 312"/turn flight speed. PR = 1/hour.
3. Natural Weaponry: Claws +3 to hit, +6 damage, unarmed HTH.
4. Heightened Defense: -4 to be hit.
5. Sonic Attack: 26" range, 1d12 damage, 13% chance of shattering non-living targets. PR = 1/use.

Weight: 180 lbs.
 Agility Mod: —
 Endurance: 13
 Intelligence: 13
 Reactions from Good: —
 Hit Mod: 2.5
 Damage Mod: +1
 Accuracy: +2
 Carrying Cap.: 207 lbs.
 Movement Rate: 39" ground, 312" flying
 Detect Hidden: 10%
 Inventing Points: 0.8

Basic Hits: 4
 Strength: 10
 Agility: 16
 Charisma: 10
 Evil: —
 Hit Points: 10
 Healing Rate: 1.2
 Power: 52
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 39%

EXP Value: 744
Training Record:

Level	Training
3	HTH Damage +1

Inventing points used: 1
Invention Record:

Level	Invention
3	Fail

Carrying Cap.: 207 lbs.
 Movement Rate: 36" ground
 Detect Hidden: 20%
 Inventing Points: 0.8

Basic HTH: 1d4

Detect Danger: 28%
 Inventing: 39%



DEPARTMENT-88 FILE: KJ315890e
YASHA: NINJA

Powers:

1. Transformation: Weaker form [Base Form].
2. Heightened Expertise: +4 to hit with swords and daggers.
3. Heightened Senses: Double % to Detect Danger and Hidden.
4. Heightened Attack: +1 to hit per Experience level.
5. Weapon: Sword +2 to hit, HTH+1d6 damage.
6. Weapon: Crossbow +5 to hit, HTH+1d3 damage, 52" range (quiver holds 12 bolts).

Invention: Gas Bolts, same To Hit modifier and Range as standard bolt, 3" radius of effect. Unprotected characters within radius are rendered unconscious (see wake up rules in the V&V rulebook), unless immune to or protected from gas attacks. May be used to hit target directly. Damage = HTH + gas attack.

Weight: 180 lbs.
 Agility Mod: —
 Endurance: 13
 Intelligence: 13
 Reactions from Good: —
 Hit Mod: 2.0
 Damage Mod: +1
 Accuracy: +1

Basic Hits: 4
 Strength: 10
 Agility: 13
 Charisma: 10
 Evil: —
 Hit Points: 9
 Healing Rate: 1.2
 Power: 49

EXP Value: 696

Training Record:

Level	Training
4	HTH Damage +1
5	Sword Accuracy +1

Inventing points used: 2

Invention Record:

Level	Invention
4	Fail
5	Gas Bolts

Knowledge Areas: Occult, Crime

Origin and Background: Kadashi Shigeto spent most of his life as a small-time thief. In order to prove himself ready for "the big time," he decided he needed a really big score, so he robbed the private collection of a local millionaire. He managed to set off the alarms, but did escape with a hastily-grabbed trinket; a strange, jeweled ring. Kadashi managed to hawk most of the loot, and gained a margin of respect among his fellow thieves. Try as he might, however, he could not bring himself to sell the ring.

As soon as he had first seen it, Kadashi had experienced a strong desire to wear the ring. He held out for a couple of weeks, but eventually he gave in. Once he put the ring on, he found that he could not get it back off. A chill gripped his hand, and slowly worked its way up his arm and through his entire body. In desperation, Kadashi attempted to cut off his own finger, but no knife would pierce his flesh. That night, Shigeto began having terrible visions of some hellish demon world. His small apartment filled with flames, choking smoke, demons, and the cries of the damned. During the vision, a group of demons, calling themselves "Yasha" rose from the floor and attacked Kadashi. As other demons held him to the ground, the Yasha demons

crawled into Shigeto's mouth, nose, and ears taking control of his mind, body, and spirit.

Shigeto never woke up. Instead his body was taken over by the Yasha demons who use Shigeto's body as a vessel for wreaking their own kind of havoc upon the land. Since his "awakening," the individual now known as Yasha has been involved in major and minor crimes of every type. Since he has multiple forms, however, he has proven somewhat challenging to keep tabs on.

Combat Tactics/M.O.: Yasha prefers to start off in Devil form, as this grants him the highest mobility and stand-off attack capability. But he'll transform in order to match his needs. When stealth is required, he goes to "Warrior" form. When he needs to heal quickly, he shifts to "Vampire" (sunlight permitting).

Personality/Character Traits: The true personality of Kadashi Shigeto was long ago supplanted by that of Yasha. This assemblage of ancient entities lives up to the term "Demonic" in every possible meaning. Yasha takes great joy in the suffering of others, and has absolutely no empathy or pity. He will, in fact, go out of his way to cause people suffering.

GM Notes: Obviously when Yasha changes forms in battle, his Hit Points will have to be adjusted. Use a percentage of his current-form hit points and apply that to the form he transforms into.

Example: Yasha is in Vampire form and has taken 3 hp of damage, leaving him with 12hp, or 80% ($12/15=0.80$ or 80%). When he transforms back to his basic form, he'll still have 80% of his hit points (or 7hp). Then when he transforms to Devil form, he'll have 8hp (80% of 10hp)

The same applies to his power score.

*Yasha's training and inventions are spread out across his various forms, as each aspect of Yasha has different abilities and therefore requires its own training/inventions. Experience is not divided, all the various forms of Yasha have the same level of experience. If Yasha is defeated, average the experience value for all forms fought by the character defeating Yasha, and award per V&V rules.

END TRANSMISSION

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