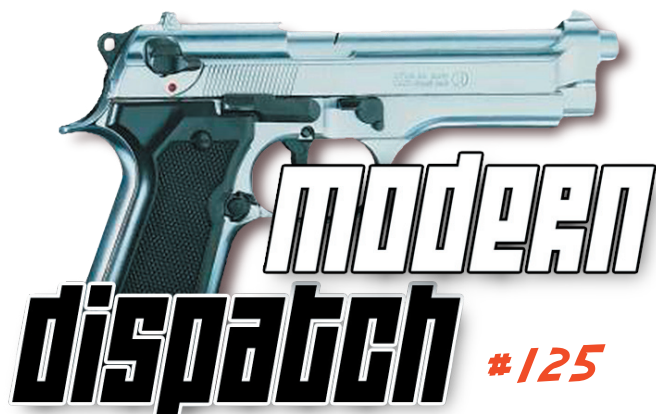




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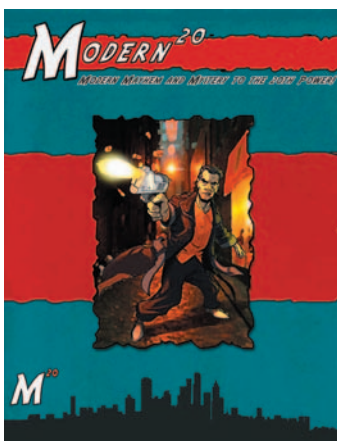
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PEARL HARBOR DECEMBER: VILLAINS OF WWII FOR SUPERS²⁰

BY CHARLES RICE

Named in honor of their dramatic victory over the United States Navy, Shinjuwan Juunigatsu cut a swath of terror across China and the South Pacific during the early days of WWII. Although the two allied teams, Britain's Crown Guard and America's Vigilance Force worked together a good deal of the time, it was primarily the Vigilance Force that dealt with this force, slowly driving them back toward the home island of Japan.

Once an invasion of Japan loomed, the force confined itself to Japan, since their primary responsibility was the personal safety of the Emperor. In many ways, this was the final blow for their German counterparts, as it allowed the Crown Guard and Vigilance Force to work together to rout Germany's Eugenics Brigade.

At its strongest Pearl Harbor December consisted of: Desumasuku, Ikkitousen, Kaibutsu, Katanamochi, Kogoejini and Kojiki.



NEW POWERS

MARTIAL SUPREMACY

You have innate combat abilities.

Duration: Permanent

Range: You

Effect: You gain an attack and damage bonus equal to one-half your power level with one kind of weapon (firearms, melee weapons, ranged weapons or unarmed combat).

Stunts

Greater Mastery: You gain your martial supremacy bonus with an addition type of weapon. You may take this stunt multiple times. Each time it applies to a new weapon type.

NEW FEATS: MARTIAL ARTS

Several of the members of Shinjuwan Juunigatsu are trained martial artists. The styles below are drawn from Martial Arts²⁰ and are presented here for convenience.

JUJUTSU

Martial Arts Style

Jujutsu, which means “gentle art,” is anything but in practice. Originally, this style was the preferred unarmed style of the Samurai (one of the three major combat schools of the Samurai, in conjunction with Kenjitsu and Sojitsu), complimenting the swordsmanship learned through Kenjitsu (known today as Kendo) and concentrating on simple, brutal, yet effective kicks and bone-breaking locks. Classical Jujutsu is the parent style of modern Aikido, Judo, and Karate. In modern times, the philosophy of this art has changed from its violent beginnings, and it now concentrates on a measured response to an attack, applying enough force to discourage an attacker. Obviously, however, this philosophy still includes the

possibility of killing a determined opponent. Jujutsu practitioners call their most accomplished warriors “Shihan.” A student who has mastered all the moves of the style, to the point that he is considered fit to teach Jujutsu to other students, is called “Kaiden.”

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Style Maneuvers

Unarmed 4 ranks: Pressure Point attack: when making called shots with the Precision Strike perk, you inflict +4 points of damage on a successful hit.

Unarmed 8 ranks: Improved Trip: DC of the trip check for the free trip granted by this feat is Unarmed or Acrobatics +5

Unarmed 12 ranks: Brutal Strike: you suffer no penalties for making a called shot with the Precision Strike perk against a prone opponent.

Unarmed 16 ranks: Weapon Finesse (unarmed): your Dexterity modifier is considered +2 higher for purposes of this feat.

Unarmed 20 ranks: Agility Training +2 Dexterity

KENJUTSU

(also known as Wae Gum in Korea)

Weapon Style

Kenjutsu is the central martial art of feudal Japan and defined the mentality of the Samurai warriors who served during that time. Although these warriors were trained in a dizzying array of fighting techniques, from unarmed combat techniques such as Jujutsu and Aikijutsu to horsemanship and military tactics, the Katana was their symbol. Iaijutsu, training in quickly drawing the Katana to gain and advantage in combat, is an important related skill and is treated as a maneuver of this style.

This martial arts style also covers Korean swordfighting that is known as Wae Gum and dates to the 16th century. Korean King Sukjong recognized that Japanese Kenjutsu was superior to the swordfighting techniques of his soldiers and had

textbooks smuggled out of Japan.

Prerequisite: Attack Focus (katana)

Style Maneuvers

Weapons 4 ranks: +2 Initiative when using the Aggressive Stance perk

Weapons 8 ranks: Improved Initiative: +6 to Initiative

Weapons 12 ranks: Iaijutsu Strike: +2 attack bonus on all opponents who follow you in the Initiative order

Weapons 16 ranks: Weapon Finesse (katana): your Dexterity modifier is considered +2 higher for purposes of this feat.

Weapons 20 ranks: Agility Training +2 Dexterity

SHINJUWAN JUUNIGATSU (PEARL HARBOR DECEMBER)

Banmin “savage men” (Empath 5): HD 5d8+10; HP 40; Init +3; Spd 30 ft; Defense 16, flatfooted 13 (+3 Dex, +3 Class); BAB +3; Atk +6 melee (1d8+6, claws); SQ Resolute; AL none; SV Fort +6, Ref +7, Will +5, Rec +5; Rep NA; Str 17, Dex 16, Con 14, Int 6, Wis 12, Cha 8.

Background: None

Occupation: None Perks 0+1 power stunt (Regrowth)

Hobby: None

Skills: Power Control 8 (+10), Unarmed 8 (+11)

Feats: Claws, Enhanced Senses, Power Level x4, Regeneration, Superhuman Strength

Access/Contacts/Followers: None

Wealth: None

Possessions: None

Character Disadvantages: Disability: Animalistic-no background, occupation, hobby, access, wealth or possessions (DSR 5)

Background: *After-action report: Sgt. William Manning*

It was about 0300 when we first heard them. Screaming, more like animals than men, like monkeys driven wild with a lust for blood. They came past the tree line in a mass, ignoring everything. We had to hit them several times before they went down and before we knew it they were on us. Some of them had been American, most seemed to be Chinese but they weren't men anymore. They were twisted caricatures of men. Thank god for the flamethrowers. That was the only thing that had the slightest effect on them psychologically. We drove them back into some caves and then we just blew those caves and sealed them inside. I guess some of the boys from that new alphabet soup group, U.S.H.E.R. are going to go into those caves for samples and to capture the survivors. Good luck to them.

Quote: None

Desumasuku "Death Mask" (Speedfreak 10):
HD 10d8+20; HP 80; Init +7; Spd 30 ft, Fly 180 ft; Defense 27, flatfooted 20 (+7 Dex, +10 Class); BAB +7; Atk +8 melee (2d6+1, jujutsu), or +14 ranged (9d4+0, physical blast); SQ Need for Speed; AL The Emperor, Japan; SV Fort +7, Ref +14, Will +3, Rec +5; Rep +9; Str 13, Dex 24, Con 14, Int 10, Wis 10, Cha 12.

Background: Military

Occupation: Super team: Perks 2+2 power stunts (Professional Reputation, Precision Strike; Autofire, Cone)

Hobby: Languages

Skills: Acrobatics 13 (+20), Engineering 4 (+4), Outdoorsman 4 (+4), Perception 4 (+4), Power Control 13 (+15), Read/Write Language (English, German and Japanese), Speak Language (English, German and Japanese), Stealth 13 (+20), Unarmed 13 (+14)

Feats: Blast (PL +2, worn device, personal, Desumasuku armor), Combat Martial Arts, Flight (PL +2, worn device, personal, Desumasuku armor), Jujutsu, Power Level x7, Superhuman Dexterity (PL +2, worn device, personal, Desumasuku armor), Teamwork (Shinjuwan Juunigatsu): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Shinjuwan Juunigatsu): 25 wealth

Wealth: 8

Possessions: Desumasuku armor

Character Disadvantages: Obsession: Loyal to the Emperor (DSR 5)

Background: *Reconnaissance Report: Desumasuku*

The ultimate expression of Japanese science, the Desumasuku battlesuit is an expression of Japanese ideals as well. The suit offers little in the way of protection, emphasizing speed and grace over power. In addition to a powerful shoulder mounted cannon capable of rapid fire or explosive discharge, the wearer of the suit, name unknown, is highly trained in Eastern hand-to-hand combat techniques.

Quote: "I do not wish to kill you. Surrender now or the blood is on your hands, not mine."

Ikkitousen "matchless warrior" (Speedfreak 10):
HD 10d8+20; HP 80; Init +6; Spd 40 ft, Fly 60 ft; Defense 26, flatfooted 20 (+6 Dex, +10 Class); BAB +7; Atk +17 melee (2d6+10, unarmed), or +16 ranged (1d8+6, compound bow); SQ Need for Speed; AL Emperor; SV Fort +7, Ref +13, Will +4, Rec +5; Rep +5; Str 14, Dex 22, Con 14, Int 10, Wis 12, Cha 8.

Background: Adventurer

Occupation: Martial Arts Master: Perks 2+2 power stunts (Precision Strike, Flurry; Greater Master-ranged weapons, Swinging)

Hobby: Weapons

Skills: Acrobatics 4 (+10), Athletics 13 (+15), Outdoorsman 4 (+5), Perception 4 (+5), Power Control 13 (+15), Stealth 13 (+19), Unarmed 13 (+15), Weapons 4 (+6)

ADVENTURE HOOK: LONGEST DAY

OPERATION: BOOKMAKER!

Through their interception of Japanese codes, the American Navy has learned that the Japanese have dispatched Shinjuwan Juunigatsu to destroy American carriers in the wake of the disastrous defeat at the Battle of Midway. Seeing an opportunity, the Navy proposes a bold plan: they will let the Japanese believe USS Enterprise is damaged and separated from her task group, drawing the Japanese meta-human team to attack.

In actuality, the carrier will be in good order and have its entire task force on hand, as well as every available member of Vigilance Force. There should be one more Japanese meta-human than PCs present (maximum force being the entire roster of Shinjuwan Juunigatsu if the PC party is especially large).

Countering this slight advantage in numbers will be the presence of American ships supporting the PCs, who will provide a +4 Defense bonus from Cover Fire throughout the battle.

Feats: Attack Focus (unarmed), Combat Martial Arts: +1 unarmed damage, Deflection (PL +3 carried device, personal, enchanted Bo staff), Jujutsu, Martial Mastery- unarmed, Power Level x6, Superhuman Dexterity, Weapon Finesse (unarmed)

Access/Contacts/Followers: Complete Access

Wealth: 14

Possessions: Compound Bow, 40 arrows, Enchanted Bo staff

Character Disadvantages: Obsession: Loyal to the Emperor (DSR 5)

Background: *Reconnaissance Report: Ikkitousen*

At first glance he appears to be a simple warrior, hopelessly outclassed on a modern battlefield, bearing a bow and staff, like something out of the 17th century. However, he has been witnessed deflecting bullets, even rockets with the staff he carries, which is made out of something other than simple wood. He does not use this to attack though, preferring his hands at close range, which he wields with deadly precision.

Quote: “Step away or I will kill you.”

Kaibutsu “monster” (Tank 10): HD 11d12+66; HP 154; Init +0; Spd 40 ft; Defense 17, flatfooted 17 (+0 Dex, +7 Class); BAB +7; Atk +13 melee (2d6+6 NL, unarmed), or +7 ranged (by weapon); SQ Resilience, 7 DR vs. physical, +3 saves vs. fire; AL Emperor; SV Fort +13, Ref +5, Will +5, Rec +13; Rep +5; Str 22, Dex 10, Con 22, Int 12, Wis 14, Cha 8.

Background: Military

Occupation: Super team: Perks 2+2 power stunts (Flurry, Bulletproof; Environmental Seal, Resistant to Heat)

Hobby: Languages

Skills: Athletics 13 (+19), Leadership 13 (+12), Outdoorsman 13 (+15), Perception 4 (+6), Power Control 13 (+19), Read/Write Language (English, German, Italian, Japanese and Russian), Speak Language (English, German, Italian, Japanese and Russian), Stealth 4 (+4), Unarmed 13 (+15)

Feats: Armor, Diesel, Human Shield, Power Level x7, Superhuman Constitution, Superhuman Strength, Teamwork (Shinjuwan Juunigatsu): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Shinjuwan Juunigatsu): 15 wealth

Wealth: 12

Possessions: None

Character Disadvantages: Obsession: Loyal to the Emperor (DSR 5)

Background: *Reconnaissance Report: Kaibutsu*

This enormous, red-skinned mutant is quiet, intelligent and one of the most powerful members of the Emperor’s meta-human strike force.

Quote: “Out of my way short-stuff”

Katanamochi “Sword Bearer” (Powerhouse 10): HD 10d10+20; HP 90; Init +9 (+11 when using aggressive stance); Spd 35 ft, Fly 80 ft; Defense 20, flatfooted 17 (+3 Dex, +7 Class); BAB +10; Atk +15 melee (2d6+8 plus 2d6 electricity, Kamikaze Blade wielded two-handed), or +15 ranged (8d4+0, electrical energy blast); SQ Melee Master; AL The Emperor, Japan; SV Fort +9, Ref +6, Will +4, Rec +7; Rep +5; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Weapon Master: Perks 2+2 power stunts (Aggressive Stance, Flurry; Lightning Strike, Wind Rider)

Hobby: Languages

Skills: Acrobatics 4 (+7), Athletics 8 (+10), Outdoorsman 13 (+14), Power Control 13 (+15), Read/Write Language (English, German and Japanese), Speak Language (English, German and Japanese), Unarmed 13 (+15), Weapons 13 (+15)

Feats: Accurate Attack: +3 attack per –2 damage, Armor Piercing (Unique Weapon), Attack Focus (Katana), Control Weather (PL +4, carried device, personal, Kamikaze Blade), Deflection (PL +4, carried device, personal, Kamikaze Blade), Improved Initiative: +6 Initiative, Kenjutsu, Power Level x4,

Teamwork (Shinjuwan Juunigatsu): +3 attack rolls, Unique Weapon (PL +4, carried device, personal, Kamikaze Blade): +2 attack and damage rolls, +2d6 electricity

Access/Contacts/Followers: Complete Access

Wealth: 14

Possessions: Kamikaze Blade

Character Disadvantages: Obsession: Loyal to the Emperor (DSR 5), Code: Will not refuse honorable, single combat (DSR 5)

Background: *Reconnaissance Report:*

Katanamochi

The Emperor’s personal guard, this warrior has been trained from birth to wield the Kamikaze blade, an ancient weapon capable of controlling the weather and wielded by the Emperor’s chosen protector of Japan for centuries.

Quote: “I am the divine protector of Japan, chosen by the Son of Heaven himself. No one can defeat me!”

Kogoejini “Hypothermia” (Star 10): HD 10d8+20; HP 80; Init +6; Spd 30 ft, Fly 70 ft; Defense 23, flatfooted 17 (+6 Dex, +7 Class); BAB +7; Atk +6 melee (9d4+0, cold energy aura), or +14 ranged (9d4+0 NL, cold energy blast); SQ Friends in High Places, 3 DR vs. physical and energy, 7 DR vs. cold, +7 saves vs. cold attacks; AL Japanese Military Command, Japan; SV Fort +5, Ref +12, Will +8, Rec +5; Rep +10; Str 8, Dex 22, Con 15, Int 10, Wis 12, Cha 14.

Background: Military

Occupation: Super team: Perks 4+2 power stunts (Inspire Courage, Ice Armor, Immunity to Cold, Wall of Ice; Resist Cold, Ice Ramp)

Hobby: Languages

Skills: Firearms 8 (+14), Influence 13 (+15), Leadership 13 (+15), Legal 13 (+13), Perception 13 (+14), Power Control 13 (+15), Read/Write Language (English, German and Japanese), Speak Language (English, German and Japanese), Unarmed 4 (+3),

Vehicles 13 (+19)

Feats: Aura (PL +2 limited energy type- cold), Control Cold, Power Level x7, Redirect, Superhuman Dexterity, Teamwork (Shinjuwan Juunigatsu): +3 attack rolls, Voice of Command

Access/Contacts/Followers: Top Secret Access, Supply Contact (Shinjuwan Juunigatsu): 28 wealth

Wealth: 12

Possessions: None

Character Disadvantages: Code: Honorable (DSR 5)

Background: *Reconnaissance Report: Kogoejini*

A high-ranking military officer, Kogoejini's mutant powers have been well known to his government since puberty. He has been groomed to lead from a young age by the ruling military elite of the new Japanese empire and when other nations began to field teams of meta-humans to aid in their war efforts, Kogoejini was the natural choice to lead Japan's small, powerful team. That his first loyalty is to the military is no doubt a plus in the eyes of his superior.

Quote: "Die with honor!"

Kojiki "Ancient Chronicle" (Empath 10): HD 10d8+20; HP 80; Init +1; Spd 30 ft, Fly 70 ft; Defense 25, flatfooted 17 (+1 Dex, +7 Wis, +7 Class); BAB +7; Atk +6 melee (2d6+0 NL, unarmed), or +14 ranged (7d4+0, psi-bolt); SQ Resolute, 3 DR vs. physical and energy attacks; AL The Emperor; SV Fort +16, Ref +8, Will +14, Rec +14; Rep +5; Str 8, Dex 13, Con 14, Int 10, Wis 24, Cha 12.

Background: Religion

Occupation: Martial Arts Instructor: Perks 2+2 power stunts (Surgery, Telekinetic Shield; Telekinetic Flight, Psi-Bolt)

Hobby: Languages

Skills: Academics (Religion) 4 (+4), Art (Rock Garden) 4 (+4), Medicine 13 (+19), Outdoorsman 13 (+19), Perception 13 (+19), Power Control 13 (+15), Read/Write Language (English, German and Japanese), Speak Language (English, German and Japanese), Unarmed 13 (+12), Weapons 13 (+12)

Feats: Mind Over Body, Power Level x7, Psychic Strike, Superhuman Wisdom, Teamwork (Shinjuwan Juunigatsu): +3 attack rolls, Telekinesis, Telepathy

Access/Contacts/Followers: Complete Access

Wealth: 12

Possessions: None

Character Disadvantages: Obsession: Loyal to the Emperor (DSR 5)

Background: *Reconnaissance Report: Kojiki*

Reports on how old this powerful meta-human psychic really is seem to differ. Outwardly he appears over 70, yet shows no real physical signs of being that old. According to intelligence sources inside Japan, this individual (a relative perhaps) has been advisor to the leaders of Japan going back at least to the early Tokugawa, which would make him centuries old. Normally such a claim would be laughed off as propaganda but these days...

Quote: "I do not need to defeat you. You defeat yourself."

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