TORG™

Nippon Tech™



WEST END GAMES®

THE SOURCEBOOK OF MEGA-CORPORATE REALITY

The Near Now ...

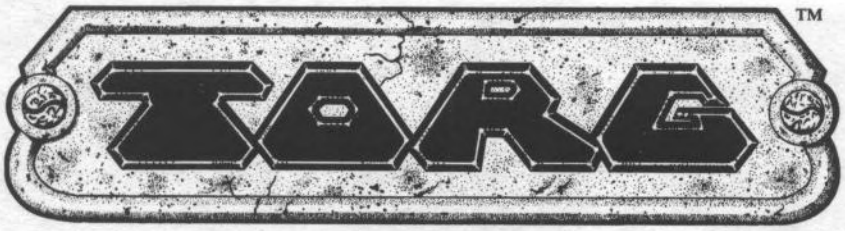
Later today, early tomorrow, sometime next week, the world began to end.

Japan, Taiwan, and parts of China, South Korea and California have been invaded by raiders from another cosm — another reality. These Possibility Raiders have come to steal Earth's living energy ... to consume its possibilities. They have brought with them their own reality, and now portions of Asia have become *someplace else.*

3327 and his powerful Kanawa Corporation have used subtle financial maneuvers and the deadly skills of contract ninja and Yakuza assassins to achieve a silent conquest of the Nippon Tech realm. Now mega-corporation executives battle in boardrooms while martial artists duel in mist-shrouded alleyways, technological advances abound, and a desperate war is waged against a High Lord whose very existence is his greatest secret.

Intrigue, deception, and sudden, violent death mark this, the most dangerous site of the battle for Earth's reality.

This is the realm of ...



Roleplaying the Possibility Wars™

Nippon Tech™

The Sourcebook of Mega-Corporate Reality

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Introduction

Ryuchi Kanawa sat motionless at the end of the long mahogany table. Only his eyes moved behind jet-black glasses, studying the faces of each of his department heads in turn. It was a test of endurance — to see how many minutes of unrelenting silence they could stand, before sweat broke out on their brows and they began to fear what he would say.

He saw Ito look down abruptly. He was not surprised. "Report, Ito-san," he said quietly.

The executive nodded and steeled himself. "Kanawa Enterprises profits, up 12.5 percent, first quarter. Investment opportunities, Virginia, Maryland, under investigation. Security restored, optimal levels, at Magnolia Station Research Park following break-in."

Kanawa, secretly the High Lord known as 3327, said nothing, but knew Ito could feel his gaze. "A most regrettable incident. Damage to property and personnel; unwanted attention drawn to our American holdings; and the loss of information that resulted in a certain artifact falling into the hands of our ... competitors, shall we say?"

Ito's colleagues averted their eyes from him, the bond that had joined them to their fellow executive severed, lest they be dragged with him as he fell. In the space of a moment, he was *burakumin*, an untouchable.

"We walk a dangerous path, gentlemen," the High Lord continued. "Where once our presence did not disturb the tiniest blossom on the trees, now those who would oppose us have begun to see our hand in many things. We cannot relax our vigilance, nor commit the slightest error in judgment, or our enemies will be upon us."

Without another word, 3327 dismissed the errant executive. Ito rose, bowed, and hurried from the room. The echo of the door's slam had not yet died when 3327 pressed a button on the console before him. This was the signal to another Kanawa employee, who would be waiting in the parking garage for Ito to arrive. When he was done, the police would dismiss it as a theft gone awry.

3327 allowed himself the smallest of smiles. "I realize tradition demands he be allowed to resign from this existence. But I have not the time for such antiquated notions. There is, after all, business to be done."

He eyed his lieutenants, his servants, his cowering sheep coldly through dark lenses before whispering, "Shall we proceed?"

The Possibility Wars

Earth has been invaded. Powerful beings who call themselves "High Lords" have come from different realities to steal the energy of this cosm. Each High Lord has conquered a section of Earth and reshaped its reality to suit his wishes. That is the situation in the Near Now of *Torg: Roleplaying the Possibility Wars.*

While the battle for this planet rages across four continents, one High Lord has relied on secrecy and stealth to achieve his ends. 3327, aka "Ryuchi Kanawa," brought no invading army to this cosm — instead he fights his war from within the steel and glass tower of the Kanawa Corporation in Tokyo.

From there, he directs a thousand intrigues, planning to expand his realm while setting his fellow High Lords against each other. Nippon Tech is a place of high technology, corporate conflict, and espionage, and yet it has taken root in secret. The average Japanese citizen is unaware his land has been invaded.

Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars.* While it is possible to make use of the Nippon setting with other roleplaying games, many of the rules and concepts presented within these pages are explained in greater detail in the boxed *Torg* rules set.

The Sourcebook

This sourcebook provides all the information and advice needed to design exciting campaigns and adventures in the mysterious and deadly realm of Nippon and the *Torg* universe. It describes the realm that currently controls Japan as well as the cosm of Marketplace. It provides new character templates for players to use, new world rules and skills, and a system for martial arts duelling.

Encounter the secretive and sinister High Lord, 3327, and pierce the mysteries that surround his bloodless conquest of a nation. Then meet the residents of the cosm and realm — powerful corporate heads, lethal ninja assassins, and the survivors of a system where one's very life is tied to personal wealth.

Step into the mist that shrouds the midnight streets, and beware the silent shadows that follow you. The adventure has begun ...



Chapter One

The High Lord

The man called 3327 did not start at the soft tone which summoned him to the Ursan Industries boardroom. Indeed, he had been expecting it, and welcomed the message it brought.

The meeting had already begun when he arrived. 2174 was pacing about the room, looking pale and unhealthy. He had failed to recoup the loss — it was all over but the begging, 3327 knew.

The meeting progressed as if he himself had scripted it, as he had, in a way: 2174 sweating and sputtering, trying in vain to explain why he had invested the firm's credits in an enterprise that collapsed; board members angrily pointing to plunging profits this quarter, and looking none too well themselves; and 3327, he who had engineered 2174's fatal error, doing his best not to let a smile disturb his carefully-rehearsed look of concern.

At last, the board had heard enough. Marketplace Security was summoned, and 2174 went with dignity to pay the cosm's penalty for unwise investment. When he was gone, all eyes in the room turned to 3327 — without a word, the young executive walked to the head of the table and assumed the seat of power.

He had achieved his first conquest...

3327

The man who would one day become the High Lord of Nippon Tech began his march to power in the offices of Ursan Industries in the cosm of Marketplace. His mentor, 2174, predicted a bright future for him, for he exemplified the ideals of the cosm — blind pursuit of profit, unencumbered by emotions such as love or loyalty.

The closest 3327 ever came to an act of self-sacrifice was early in his career, when he intervened to save his employer from food rioters, and in the process was scarred by a knife-wielding burakumin. He would explain his actions later by saying, "I could manipulate 2174, as I might not be able to his successor. It was in my interests at the time to keep him whole." He bears the mark of his wound to this day, refusing to allow plastic surgeons to remove it, for it serves as a reminder that a great profit is worth a bit of pain.

2174 promoted 3327 quickly through the ranks, and the young executive repaid the old man for his guidance by feeding him false figures that led to a disastrous investment, ruin, and board-mandated suicide. 3327 took on the role of chairman and turned Ursan into a power to be reckoned with, along with assuming control of Marketplace's governing body, the Triad.

Eventually, 3327 grew discontented — he owned everything of any great worth in the cosm, and there was no further room for expansion. It was then that he discovered the Darkness Device he has since dubbed "Daikoku," after the Core Earth Japanese god of wealth. 3327 heard the siren call of the alien artifact, which had taken the form of a laptop computer so as not to look conspicuous in Marketplace.

Daikoku promised him new cosms to dominate, in return for the possibility energy contained therein — in essence, this Darkness Device would lease him the use of its powers in return for energy. Should he fail to deliver, Daikoku would simply turn its attention to another Marketplace executive and repeat its offer.

3327 rapidly discovered that he did not need an army to conquer other cosms; the methods which had stood

him in good stead in Marketplace — conquest through financial might — would serve him equally well elsewhere. As his empire grew, 3327 began to find it difficult to run all his operations on his own, yet he could not bring himself to trust anyone enough to allow them more than the smallest measure of power. He thus grew five clones of himself, and using Marketplace technology and the knowledge he had gleaned from Daikoku, implanted a part of his essence into each. He now had six incarnations that were capable of operating independently, yet were linked at all times. Any fact, emotion or experience known to one would be known to all. This procedure had the full support of Daikoku, which could now expect more conquests and greater quantities of possibility energy.

3327 relied on surrogates to mount most of his invasions, low-level executives who were unaware of the existence of possibility energy or the Darkness Device. But when the opportunity arose to join with other High Lords in the invasion of a possibility-rich cosm and a planet called Earth, he chose to take personal control, if only to ensure that none of his rival Possibility Raiders would attain enough power to threaten his domain. In Japan, he assumed the identity of industrialist "Ryuchi Kanawa" and set out to subvert and enslave the nation from within.

Only 3327's lieutenant, 7710, is aware that that there is more than one incarnation of him, and only those who have emigrated from Marketplace to the realm are aware that he is a High Lord. But as time passes, more and more people in Nippon are beginning to suspect that the changes they see around them are unnatural, and wonder if the Possibility Wars have somehow reached their shores.

Personality

Still steadfastly clinging to his Marketplace values, 3327 sees everything in terms of profit and loss. He is completely unaffected by emotions of any sort, save for greed. Although one would think that this might make it difficult for 3327 to deal with underlings and lackeys in the organizations he infiltrates, the High Lord has been able to overcome this handicap by mastering the discipline of psychology, allowing him to predict the behavioral patterns of emotional creatures and act accordingly.



M. Jackson

3327 has taken notice of the Storm Knights due to their habit of interfering in his enterprises and cutting into his profits. He considers himself above such things as petty revenge, but will strike quickly and without mercy to expunge anyone who stands in the way of profits, and so has mounted an aggressive campaign to exterminate Storm Knights in his realm. For the same reason, he has targeted Japan's Rauru Block, a group of mega-corporations which joined together to combat Kanawa Corp.'s operations.

When he speaks, 3327's dialogue is reasoned, carefully planned in advance, and coldly rational. It is almost impossible to shake his composure or force him into taking a rash action, but he has been known to express impatience with those in his employ who are too slow-witted to comprehend his plans.

To physically slay 3327 would involve killing not only the original High Lord, but all five clones as well. Yet 3327 fears bankruptcy far more than assassination — like any other executive in Marketplace, he could be executed for failing to make a profit. His personal fortune is large enough that he could cover most losses, but his foray into Nippon is the costliest and riskiest venture he has ever attempted. Failure here could result in the loss of his economic power base in Marketplace.

3327, aka "Ryuchi Kanawa"

DEXTERITY 13

Acrobatics 17, dodge 17, energy weapons 20, fire combat 20, lock picking 16, maneuver 19, martial arts 21, melee weapons 18, missile weapons 18, prestidigitation 17, stealth 23, unarmed combat 20

STRENGTH 9

Climbing 14

TOUGHNESS 9

PERCEPTION 18

Disguise 25, evidence analysis 27, find 27, language 26, scholar (economics) 28, scholar (Japanese history) 24, trick 27

MIND 25
Business 32, meditation 28, science (psychology) 28, test 31, willpower 31
CHARISMA 21
Charm 23, persuasion 30, taunt 33
SPIRIT 8
Intimidation 25, reality 32
Possibilities: 50 (or more, if he has recently tapped his Darkness Device. See page 88 of the *Torg Rulebook*). Possibilities absorbed by 3327 are split evenly between all six incarnations.

Equipment: 3327 and each of his clones carries a 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50

All five 3327 clones share the above statistics.

Goals and Ambitions

3327 has a number of goals, each of which are listed here in the order of their importance to the High Lord:

1. Acquire Wealth. Following the tenets of his home cosm, 3327 is trying to acquire as much material wealth as he possibly can. To 3327, and any other native of Marketplace, wealth is linked to personal power, happiness, and longevity. The more money he makes, the longer 3327 will survive, and the more time he will have to attain even greater wealth. It was in pursuit of this goal that he originally became a High Lord.

Thus, in addition to the possibility energy he drains from each cosm he invades, 3327 also takes its riches back to Marketplace, where he maintains a huge treasure vault containing the equivalent of $6 trillion in plunder. His agents are often sent to seek out objects of value, be they worth a great deal in monetary terms or by virtue of being an eternity shard.

2. Become Torg. 3327 knows that if he can seize the majority of Earth's possibility energy and declare himself Torg, he will live forever and gain formidable new powers, enabling him to accumulate even more wealth.

3. Keep Realm a Secret. 3327's entire plan depends upon keeping his existence as a High Lord a secret from the people of his realm and Core Earth. If the people of Japan, Taiwan, Korea, China, and northern California were to realize they were being subjugated by a High Lord similar to those who have landed in Egypt, England, France, and Indonesia, 3327's maneuvers would encounter far stiffer resistance. And if the nations that make up Core Earth were able to confirm he was a High Lord, they would cease all shipments of oil, coal, iron ore, and other resources needed by Japanese industry.

So far, only the other High Lords and 3327's most trusted adviser are aware of his existence. Thratchen has considered revealing 3327's identity to the Japanese public but has so far refrained from doing so, due to the weakness of his own position and his doubts that he could withstand an all-out reprisal by the Nippon Tech High Lord.

The executive directors of the Rauru Block and some of the Grand Masters of the Sons of the Wind have identified "Ryuchi Kanawa" as a possible ally of the Possibility Raiders, but have yet to gather enough evidence to make the charge publicly. Those few realm residents who have positively identified 3327 as a High Lord have met a swift and bloody end before they were able to spread the information. Anyone they have communicated with has also been hunted down and killed, and it is a rare individual indeed who evades the clutches of 3327.

4. Expand the Realm. The more territory the realm encompasses, the more possibility energy that 3327 absorbs. He is well aware of the fact that it is the flow of possibilities which keeps his Darkness Device looking upon him with favor and allows him to seek out new cosms to plunder. He is also aware that expanding his stelae bounds gives him leverage against the other High Lords in the struggle to become Torg.

5. Find Eternity Shards. Another means of appeasing Daikoku's hunger is through the use of eternity shards, rare artifacts which can be tapped by a Darkness Device for the possibility energy they contain.

Currently, 3327 has enough eternity shards in storage to maintain his present growth rate for the next seven to eight months. He has agents searching for shards both within and beyond the borders of his realm, but has met with mixed success due to their scarcity and the interference of Storm Knights.

6. Recruit New Forces: The one thing that 3327 does spend much of his accumulated fortune on is the recruitment of personnel for his organizations on Earth. He is also interested in acquiring and studying new weapons, particularly those constructed in the Cyberpapacy or the Nile Empire.

3327 has recently become even more interested in this particular goal as a result of seeing some of the conflicts between the other High Lords. He is determined to be in a position of strength should one of his rivals challenge him in the future.

7. Contain the Other Realms. In the interests of profit as well as power, Nippon provided aid to the Soviet Union during attempts by the High Lord Tharkold to drop a maelstrom bridge there, dealing the Gaunt Man's master plan its first serious setback. In addition, agents of 3327 have fostered contacts with Overgovernor Wu-Han of the Nile Empire, in the hope of subverting him and using him against Mobius. Also, Nippon firms have established a relationship with Core Earth United States, allowing them to aid in the fight against the Living Land as well as transform a portion of California undetected.

3327's reasons for these actions are threefold: geographically, his realm encompasses the smallest amount of territory, making him vulnerable to attacks by rival High Lords should any one grow sufficiently powerful; certain realms, specifically Orrorsh, pose a threat to Nippon's plans for expansion, owing to their proximity to still largely unconquered areas like China; and the realms of Baruk Kaah and Dr. Mobius pose a threat to the sources of raw materials Nippon needs to keep its companies producing. Thus 3327 remains on guard against any attempts to interfere with his plans for



A. McClellan

Nippon, and takes advantage of any opportunity to act as an *agent provocateur* in other realms.

3327 and the Other High Lords

3327 regards all of his fellow Possibility Raiders as pawns to be used. He trusts none of them, and refused to allow the connection of his cosm by maelstrom bridge to any of theirs, save that of the Gaunt Man.

Here are his assessments of each High Lord in turn:

Dr. Mobius (Nile Empire)

3327 sees Dr. Mobius as one of the two most formidable High Lords. 3327 feels that Mobius' cunning, unparalleled scientific expertise, and sheer ruthlessness make him a very dangerous opponent. For now, lack of proximity has limited the encounters between Dr. Mobius and the forces of Nippon, but 3327 still keeps a suspicious eye upon him. As noted above, Nippon is making an effort to subvert one or more of Mobius' overgovernors.

3327 believes he has a vested interest in the destabilization of Mobius' Middle Eastern empire, owing to the vast reserves of oil underneath the sands of that realm, as well as those countries neighboring it. Although now under the dominance of Nippon, Japan still requires huge amounts of imported raw materials, including oil and gas, to keep industry operating, primarily because 3327 does not want to introduce more efficient power sources (such as fusion) to the realm too rapidly. For the present, Mobius has allowed the flow of oil to Nippon to continue, but that situation could change at any moment. 3327 has already begun acquiring land within the Nile realm in anticipation of Mobius' eventual defeat.

Although 3327 would not necessarily be opposed to cooperating with Mobius now and again in order to accomplish mutual goals, he would certainly be very suspicious of any overtures of alliance from Mobius' Empire and would take great pains to investigate any such offers before granting his consent.

Baruk Kaah (The Living Land)

Until very recently, 3327 did not regard Baruk Kaah as a potential problem, and neither High Lord ever became entangled in the other's affairs. Within the last few months, however, Kaah has successfully traced some of the armaments that North American resistance groups are using against his edeinos warriors back to their original source: Nippon's Kanawa Corporation, 3327's largest front company. Although he believes that 3327's followers did not intentionally sell the weapons to the resistance groups (in fact, they did), Kaah is still angry about the infraction. 3327 is well aware of Kaah's anger, and has begun making plans to increase his covert aid to the Core Earth forces opposing the High Lord.

3327's reasoning is simple: Core Earth, particularly the United States, is a vast storehouse of iron ore, coal, oil, lumber and other raw materials needed by the factories in the Nippon realm. Kaah's inability to conquer California has allowed the USA to keep its Pacific trade routes open and, not certain whether Japan has been invaded, dealings with that island nation have continued. Were Kaah to take North America, his edeinos would refuse to dig for "dead things" like coal, and leave Nippon in a precarious position.

As a hedge against this eventuality, 3327 recently oversaw an audacious land grab in northern California, which involved the destruction of Living Land stelae and the collapse of a bridge to Takta Ker. This effectively destroyed any possibility of peace between the two High Lords now or in the near future.

In general, 3327 regards Kaah as a dangerous buffoon, and a perfect example of the folly of drawing attention to one's invasion while it is in progress.

Thratchen (Orrorsh)

As stated above, Thratchen and his followers in Orrorsh have despised 3327 ever since the events in the Soviet Union. Relations between the two may be more strained than those between any of the other High Lords. Both frequently interfere in each other's operations, hoping to confound the other's schemes for expansion. So far, however, all such intervention has remained discreet, since neither side has the necessary resources for an all- out war.

With Thratchen unable to make use of his Darkness Device and thus expand his realm, 3327 has taken advantage of the respite to conquer parts of Korea and China, land the technodemon coveted. This is unlikely to improve their relationship.

Cyberpope Jean Malraux (Cyberpapacy)

Squeezed between Aysle and the Empire of the Nile, battling heresy in his own realm, it would seem Malraux has more than enough problems to occupy his mind without worrying about Nippon. But Malraux is aware that some of both the lower and higher technology weapons used by Storm Knights within his realm are being indirectly supplied by Nippon, and he has decided to keep a watchful eye on 3327 and his realm.

To accomplish this, Malraux has revived Service 7, a division of the pre-invasion French Secret Service whose primary duty was industrial espionage against foreign firms with offices in France. Combining Service 7's methods with his own advanced technology, Malraux has created a small, but highly effective unit that has infiltrated a number of firms, including subsidiaries of Kanawa and members of the Rauru Block.

For his part, 3327 respects the power of the Cyberpope, and has his agents planted all over Malraux's realm, working to slow its expansion.

Uthorion and Ardinay (Aysle)

Like most of the other High Lords, 3327 finds the recent confusion surrounding the question of leadership in Aysle quite disturbing. With Uthorion's spirit having been exorcised from Lady Pella Ardinay, and that realm consumed by civil war, 3327 does not perceive it as much of a threat to his interests. It has served, however, as a market for Nipponese goods, with both sides in the conflict making purchases through arms dealers.

Neither Uthorion nor Ardinay have any great wish to deal with Nippon, but the Dark High Lord, in particular, has done so. Both are concerned about the possibility of 3327's agents infiltrating their forces.

Daikoku

3327's Darkness Device bears the form of a laptop computer, and the High Lord communicates with it through a voice input system, and receives its replies as a readout displayed on the lenses of his dark glasses. Daikoku is attuned to 3327, and will not respond to anyone else (thus, stealing 3327's ocular receptors would not allow someone to intercept messages from the Darkness Device).

The High Lord sees his arrangement with the Darkness Device as no different from any other business deal. Daikoku provides a service in return for payment — should terms of payment not be met, it will simply find another client.

Concerned his competitors on Marketplace may discover the nature of the Darkness Device and attempt to sway it against him, 3327 does not blindly accept the advice Daikoku gives him. He believes in weighing options for himself, rather than risking the possibility that the Law of Intrigue may apply to alien artifacts as well.

Daikoku

DEXTERITY 0
STRENGTH 0
TOUGHNESS 205
PERCEPTION 35
Evidence analysis 37, find 38, language 37, trick 45
MIND 50
Business 60, test 55, willpower 53
CHARISMA 28
Charm 33, persuasion 33, taunt 29
SPIRIT 20
Intimidation 32, reality 45
Powers: All powers listed on page 88 of the *Torg Rulebook*



Chapter Two

The Cosm

Was there a time when we did not hide ourselves from the sun and wind? Was there a time when we embraced nature like a lover, felt the kiss of the night air, and reveled in the sight of the spring blooms? Was there a time when something other than man-made monoliths filled the sky, and the starlight was greater than the shadows?

No, it is an old man's dream — the sky, the night, the wind belong to those with the credits to buy them. The purchase was made generations ago, and all that is left to us are memories.

— 5412

The cosm of Marketplace is separated from that of Earth by seemingly impenetrable dimensional fabric. It is only with the use of an all-powerful Darkness Device, and the maelstrom bridges and dimthreads it creates, that these walls can be pierced, and beings can travel from one place to the other.

But in many ways, Marketplace is extremely similar to Earth's cosm, a fact which has allowed 3327 to establish his realm in the Far East with none being the wiser. Marketplace is a world dominated by high-finance, where profit brings life and joy and loss brings sorrow and ultimately, death. Within a thousand office buildings that crowd the landscape, deals are consummated, intrigues are plotted, and betrayal in the name of personal gain is considered praiseworthy.

Marketplace's mega-corporations have created an artificial environment for their workers. With the air and water fouled by pollution, most people spend as much of their lives indoors as possible, traveling from company apartments through subway networks to their offices. The "burakumin," or outcasts, who must live outdoors are often unhealthy, mentally ill, or even suffer mutations from the chemicals they are exposed to on a daily basis.

Thus, when the Gaunt Man offered 3327 the highly-industrialized nation of Japan as the cornerstone of his realm, the Marketplace native was receptive. Here was a country divided between the rich and the poor, as was his, and struggling with the environmental problems that an emphasis on manufacturing ultimately creates. Though there were signs that the leaders of Earth would not allow their world to go the way of Marketplace, 3327 knew it would only take the slightest of manipulations on his part to move his realm along that path.

"This place," he once said, surveying the streets of Tokyo from his penthouse, "was falling under the sway of Marketplace long before I came here. I did not build the abattoir into which they run, I am merely the shepherd who leads them there."

The Genesis of Marketplace

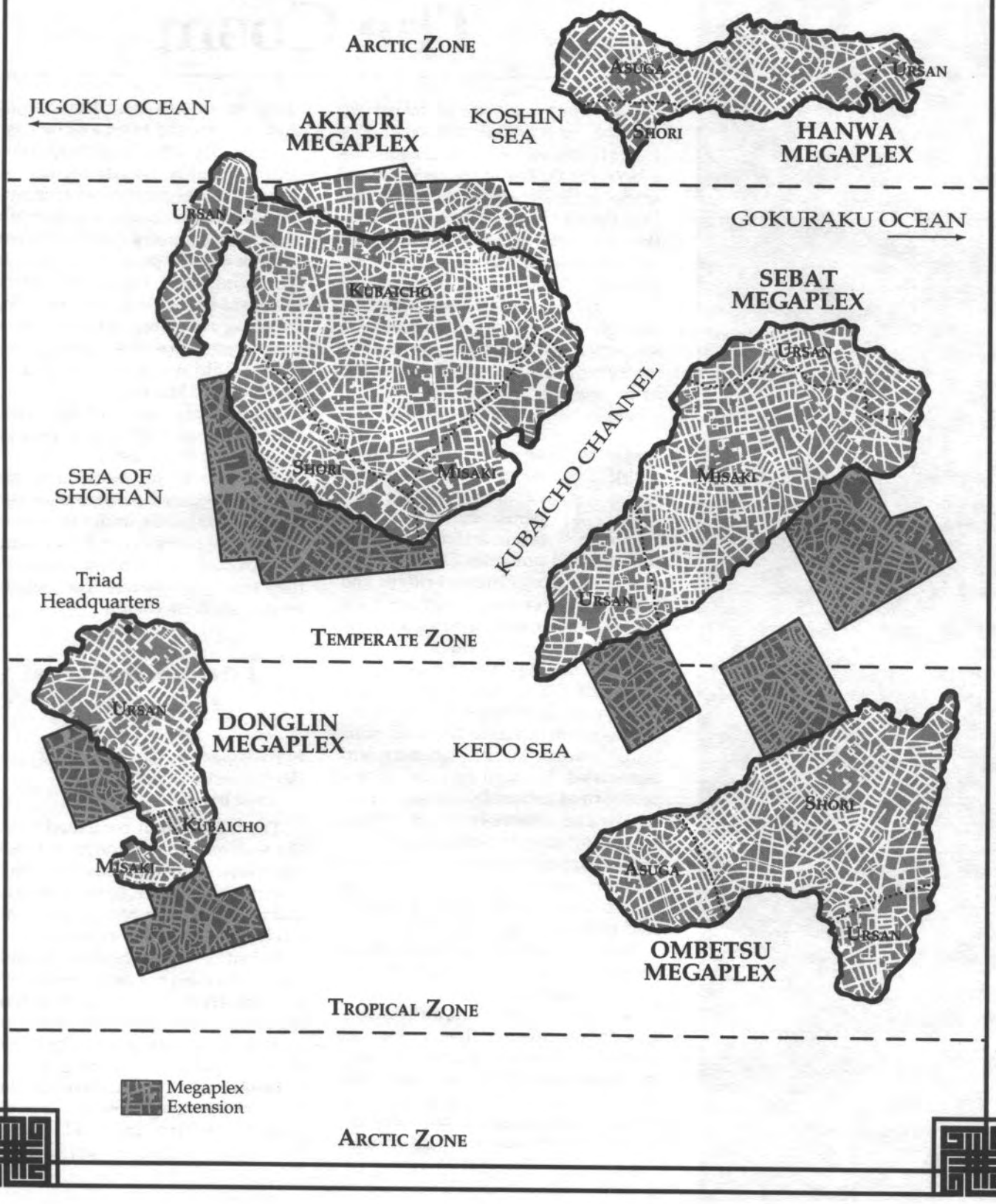
Marketplace Archive D-2911
Re: Creation Myths
Entered by: 1789

The information contained in this file was gathered through extensive interviews with followers of the Palan cult (prior, of course, to the banning of that belief system in Marketplace), and interrogations of the priests prior to Termination. While the data contained herein serves no practical purpose, and thus the Triad was correct in outlawing its dissemination, it does provide an insight into those anarchists who would oppose all progress.

Believers in Palanic theology state that the world we now call Marketplace — which they refer to as "Gokuraku" — has always been and



Nippon Tech: Map 1
Marketplace



always will be in existence. The people of this place are the products of the union between two primal deities, who have since departed this plane.

Gokuraku was once a verdant, abundant world where all that was needed could be had without effort. No one sought to satisfy their own ambitions, no one lusted after wealth or power, for all were equal and content.

All of this changed, according to the legend, when a villager named Weng-Ju scaled a mountain peak and discovered a great valley, cut in two by a sparkling river. All about him he could see trees heavy with golden chestnuts, thickets filled with wild figs and almonds. Never before had he seen such beauty, and of a sudden a dark thought crept into his mind: no one else but he could truly appreciate the wonder of this place, so no other eyes must be allowed to look upon it.

Weng-Ju told no one of his discovery, but many of the villagers began to wonder where he found the delicacies he enjoyed. Soon, the people grew jealous and began to whisper that Weng-Ju was a sorcerer, and should be cast out of the village. But one young maiden, who loved Weng-Ju, insisted it was not so, and said that she would follow him when next he left the village, and return with proof that he was a good and honest man.

For many days, the maiden, Lin-San, followed her beloved without his knowledge. When she reached the peak of the mountain and saw the valley below, she gasped, a small sound that Weng-Ju heard. Infuriated that someone else had discovered his wealth, Weng-Ju hurled a stone in the direction of the sound.

Struck, Lin-San fell dead. Weng-Ju brought her body back to the village, only to find himself branded a murderer by his people. Fearing their wrath, he offered to share the secret of his great wealth with any who would defend him. One man, and then another, came to his side, and Gokuraku wept.

The war that followed would last hundreds of years. When it was over, a mountain separated the land of one nation from that of another, and within each nation men greedily protected their own goods and coveted those of others. Some men were called leaders, and claimed the right to greater wealth than all others, to compensate for the great weight they bore. Battles raged for the riches that were left, and the contentment and peace that had been Gokuraku's was seen no more.

Geography and Environment

The world of Marketplace bears some resemblance to Earth in terms of geography and climate. Marketplace is a spherical world, smaller in size than the Earth, with five continents and two major oceans. The names of the continents are lost to antiquity, and they are now known by the names of the huge cities that dominate every inch of their landscape — Donglin Megaplex, Sebat Megaplex, Ombetsu Megaplex, Akiyuri Megaplex, and Hanwa Megaplex. Of these, the largest is Akiyuri, and the smallest Donglin, which is ironically the seat of power for the Triad. There has been some talk of unifying Sebat and Ombetsu, as these cities have built so extensively on the waters that separate them that they are almost touching.

The climate ranges from arctic to tropical, with the mean temperature of the planet having climbed slowly but steadily over the last two decades due to global warming. Hanwa, in the arctic zone, is the most challenging continent upon which to live, but also the safest, for few of the burakumin can survive for long outdoors and thus the level of street crime is low.

All four seasons are represented in Marketplace, with long, wet summers and winters and short, cold springs and falls. Alterations in temperature and precipitation amounts are the common means of judging the seasons, as there are no longer any trees or grasses to change color.

The topography of the planet has also changed radically in recent years. Where once there were vast mountain ranges and great forests, most megaplexes now consist almost exclusively of flat, paved surfaces and tall buildings of glass and steel. Coastlines are marked by the ruins of older buildings whose foundations were undermined by the tides.

The megaplexes are vast mazes of skyscrapers, narrow streets and alleyways. While there are hovercraft in the air, most roads are still clogged by automobile traffic. There is virtually no wildlife left, save for abandoned house pets, many of whom have been driven mad by drinking polluted water and must be shot. The richer cities, such as Donglin, enjoy the benefits of cheap fusion power, while those with more people and fewer credits must be content with antiquated and "dirty" nuclear plants. Entire sections of most megaplexes belong to the street people, and a corporate worker knows to avoid these areas at all times — not only can traveling there be dangerous because of crime, etc., but if someone reports your presence there to your superior, you could be discharged on suspicion of treason to your firm.

The damage done to the environment by decades of industrial polluting cannot be accurately measured, but some of the effects are quite obvious. A perpetual smog hovers over each megaplex, trapping heat on the ground, and most of the street people have some sort of respiratory ailment. Carbon monoxide levels are extremely high, and those who can afford them wear oxygen devices called "breathers" if they have to go outside.

Water pollution is no less severe, with industrial waste pumped daily into the rivers and seas. Apartment complexes and office buildings have their water pumped in through complicated filtration systems, a frequent target for sabotage by opposition groups. The exact chemical content of the water changes daily, and those burakumin who do not take the precaution of boiling the water first can expect a lingering and painful death.

Ultraviolet radiation has also become a problem in Marketplace, due to the destruction of the ozone layer by fluorocarbons. Very little attention has been paid to this situation, beyond UV-coating all windows, since it is felt that anyone who spends a prolonged amount of time outdoors is asking for trouble anyway.

Finally, the poorer classes are often made the victims of covert product testing by various chemical compa-

nies, which may account for the high percentage of deformities and mutations among the homeless, particularly in Donglin.

As would be expected, anti-pollution devices have become a major industry in Marketplace. Along with air and water filtration systems for buildings, manufacturers produce goggles to protect the eyes from smog, Pure-All chemical testing kits for water, and UV-resistant fashions. Perhaps the most innovative step has been taken by a division of Asuga Hovercraft in Hanwa, which opened an anti-pollution devices company, and at the same time constructed a factory that produces nothing but pollution. No goods are actually manufactured in this building, but gallons of waste and clouds of thick, black smoke are pumped out every day.

The History of Marketplace

When Gokuraku first began to be called "Marketplace" is unknown — possibly it began as a derisive joke among the poor as social structures and religion were being swept aside in favor of corporate structures and the worship of the credit. However it started, the name has proven to be an apt one, as big business has come to dominate virtually every aspect of life in the cosm.

At the start, Marketplace was much like a thousand other worlds. Farmers toiled in the fields, laborers flocked to cities in search of better-paying jobs, nations quarreled with each other over borders and resources. Although their wealth made them powerful, industrialists had limited influence over their governments, and their business practices were monitored. Labor laws, environmental regulations, and other shackles were placed on business to ensure that the welfare of society as a whole was taken into account by its leaders.

The first sign of the Marketplace to come was the reaction of munitions firms to a long period of peace. Companies around the world chafed at the inactivity, and decided that the only way to bring themselves back into the black was to provoke a war. Three major arms manufacturers hired *ronin*, warriors who did not have a master, to stage border incidents, and bribed highly-placed officials to manipulate their governments into a confrontation. The ploy worked, and the idea of private corporate intelligence services was born.

The war raged for years, with munitions stocks climbing to record levels. The firms brought the battles to a halt only when the high casualties created a serious labor shortage, one which might have forced the companies to raise the salaries of their employees. But the war had a happy side-effect the companies had not anticipated — weakened by public outcries against the war, governments began to topple, and the people turned to successful businessmen to rule in the place of politicians and kings.

Industry accepted the challenge, and in the name of "rebuilding the shattered economy," began dismantling environmental legislation and various labor laws. Full-fledged "factory towns" began to appear, where employees were clothed, fed and housed by their firms — but employers were quick to point out that if a worker should be fired, he would quickly find himself naked, hungry, and out in the cold. Unions came into being, not to defend the rights of workers, but to point out any malcontents to the company for the good of all.

Industry began to rapidly encroach on the countryside, wiping out forests, levelling mountain ranges, and contaminating air and water. Those who voiced objections were branded as traitors to their nation's economies and jailed. An attempt by a radical environmentalist group calling itself "Kashi" to stop the burning of a forest was brutally put down by a new industrial police force, the ancestor of Marketplace Security.

But despite its newfound power, business still had problems. Their primary annoyance was that no matter which former corporate executive was hired to run a country, he naturally favored his old company in all things. This would enrage all of that firm's competitors, who would often hire ninja assassins to murder the new president and his ministers. At one point, bloody corporate wars were being fought in every major city on Marketplace, and no end seemed to be in sight.

It was at that point that the heads of all of Marketplace's mega-corporations held a summit. The problem, they decided, arose from trying to keep up the pretense that an executive could ever be totally divorced from his company, and that it was not truly the companies that were running the world. The solution, then, was to have the corporations assume control directly rather than through figureheads.

This created another set of difficulties. Though Asuga Hovercraft was based in Hanwa, which it controlled, it owned subsidiaries in Akiyuri, which was under the authority of Shori Petroleum. This situation was repeated a thousand times across the face of Marketplace, and wreaked havoc on administration, budgeting and taxation, not to mention encouraging industrial espionage.

Again, the corporations met and arrived at a solution. The old national borders would be dissolved, and the entire world would come under one flag and be part of one culture. Subsidiaries would be allowed to control small areas of the planet, but they would have to answer to their holding companies. The three largest mega-corporations — Ursan Industries, Misaki Computers, and Shori Petroleum — would form a body called the Triad and oversee the operation of the planet.

This device seemed to be the answer to a number of problems. Their resources combined, the Triad was more than powerful enough to control the actions of the other corporations and prevent them from taking steps that might prove unprofitable. The three firms instituted a system in which names were replaced by numbers which, along with a retina scan, served as an access code for computer banking and shopping, as well as entrance to buildings throughout the cosm. Without a number and a known retina pattern, it is virtually impossible to accomplish anything in Marketplace



M. Jackson

(the numbers consist of four digits followed by seven decimal places, i.e. 3327.7257901, but most people are commonly referred to by the first four digits only). Ignored in all of this, for the most part, were the world's social ills, which had resulted in more and more people turning to the religion of Palan.

Ignored, that is, until 3327 assumed power at Ursan Industries, and thus took a seat on the Triad. One of his first acts was to write and implement the Triad's First Article of Incorporation, which reads as follows:

"Whereas, citizens of Marketplace have the inalienable right to own property;

"And whereas, the right to own implies the right exclusively to occupy;

"Therefore, be it resolved that those citizens over the age of 21 who do not own or lease property have thereby forfeited all rights granted by any charter, declaration or other document currently extant in Marketplace."

This statute was explained as an attempt to encourage the purchase of property in Marketplace, but in fact, it gave the Triad sweeping powers to use against the poor and disenfranchised in the cosm. By essentially taking away their right to occupy space, 3327 took away their right to exist, and that was the beginning of the Termination.

3327 never realistically believed that he could exterminate all of the homeless and poor, nor did he want to — they could, at times, be a source of cheap labor. His primary targets were the priests of Palan, whose religious might almost equalled his financial clout in the cosm. 3327 unveiled the Triad's fist, Marketplace Security, and they massacred over 5,000 priests and their followers. Slightly over 300 of the order survived, going into hiding all over Marketplace and continuing to practice their rites in secret.

This show of force consolidated 3327's power in the cosm. Ursan Industries now controls virtually every valuable tract of land in the cosm, as well as oil and mineral rights on the oceans. Even the other mega-corporations are not aware of the size of Ursan's holdings, nor of 3327's boldest coup in Marketplace to date — he has been quietly buying up stock in the other two firms that make up the Triad, planning to take total control over the cosm.

Government

As stated above, the Triad is the governing body of Marketplace, composed of the chief executive officers (CEOs) of Ursan Industries, Misaki Computers, and Shori Petroleum. 3327, 9012, and 6365 meet on a weekly basis to discuss potential business problems, including the quelling of food riots sparked by the burakumin, differences of opinion between subsidiaries in adjoining territories, and the quest for new markets.

The Triad is not a democratic body, for the people of Marketplace have no say in who operates the three corporations. The current CEOs, two men and a woman, were appointed by their respective boards, usually because they had struck a deal with the members, had some incriminating information regarding the members, or both. Should one of the three CEOs be replaced as corporate head, their seat on the Triad would be assumed by their successor.

The Triad rarely ever meets directly with anyone, preferring to study FAXed reports and computer files relating to any matter before making their decision. Technically, 3327's vote is weighted sufficiently to overcome his colleague's opposition, but he prefers not to exercise that option if he can avoid it. He knows that maintaining the illusion of a solid alliance is important for the health of the Marketplace, at least until he can gather enough stock to take control of Shori and Misaki. At that point, he will pressure the boards to replace 6365 and 9012 with people he finds more agreeable. Currently, 3327's place on the panel is held by one his clones, unknown to either one of his colleagues.

3327 is wise not to underestimate those who join with him to make up the Triad. 9012, the chairman of Shori Petroleum, has been curious for a long time about the business dealings of 3327 and Ursan Industries. While taking pains to be obsequious in his colleague's presence, he has circulated rumors among other executives that Ursan is behind the incidents of burakumin terrorism and that 3327 wishes to turn the whole planet into a virtual dictatorship. He is currently being blackmailed by agents of Marketplace Security, who have threatened to report his "slanders" to 3327.

If 9012 has secrets he would prefer no one know, 6365 has darker ones. In keeping with the Law of Intrigue, the head of Misaki Computers is a traitor to the Triad. She engineered the murder of three of her superiors to reach the exalted position she now holds, but her motives revolved around something other than personal gain. 6365 is one of the leaders of Kashi, Marketplace's clandestine environmental group, which has dedicated itself to the overthrow of the mega-corporations and the righting of wrongs done to the ecology of the planet. Her intimate knowledge of corporate maneuvers have allowed her to warn Kashi members of plans to trap them, as well as likely targets for strikes.

6365 fears and hates 3327. She has successfully seduced 9012 and is feeding him information regarding Ursan Industries in an effort to undermine that mega-corporation's power in Marketplace. She feels that, at worst, 9012 will be arrested by Marketplace Security and Shori will be weakened by his absence. She is confident that no one will believe him if he accuses her of betrayal.

6365

DEXTERITY 9

Dodge 10, fire combat 10, stealth 10

STRENGTH 10

TOUGHNESS 10

PERCEPTION 10

Evidence analysis 11, find 11, trick 11

MIND 11

Business 12, meditation 12, test 12

CHARISMA 11

Charm 14, persuasion 15

SPIRIT 11

Intimidation 13, reality 12

Possibilities: 11

Equipment: LOV 9mm, damage value 15, ammo 12, range 3-20/30/50; spring-loaded stiletto, damage value STR+6/16; retina-pattern recorder

Description: 6365 is a tall, beautiful woman with a look that would be termed "Eurasian" on Earth. She prefers to rely on her powers of persuasion rather than engage in violence, but she is quite capable of defending herself if attacked.

6365 is dedicated to the ideals of Kashi, and believes the best way to destroy the Triad and the mega-corporations is from within. She considers 3327 an enemy, but is not aware of the existence of the Darkness Device, nor the true purpose behind his desire to expand into new markets in other cosms.

9012

DEXTERITY 9
Fire combat 10, maneuver 10, unarmed combat 10
STRENGTH 8
TOUGHNESS 8
PERCEPTION 12
Evidence analysis 13, find 13, land vehicles 13, trick 14
MIND 12
Business 15
CHARISMA 9
Charm 10, persuasion 10, taunt 10
SPIRIT 8
Intimidation 9, reality 9
Possibilities: 9
Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40
Description: 9012 is a middle-aged, balding executive, who attained his high status through caution and prudence. While his superiors made risky financial moves and lost their lives, 9012 invested carefully and slowly rose to prominence.

His sole mistake has been getting involved with 6365, and her manipulations may lead to his ruin. He resents 3327 for his success, and believes the Ursan chief's dangerous financial maneuvers will eventually destroy all that has been built in Marketplace.



A. McClellan

Marketplace Security

The paramilitary law-enforcement arm of the Triad, Marketplace Security has evolved into an organization with almost total autonomy. There is no executive so powerful or highly-placed that he is beyond their reach, and 3327 alone enjoys a limited immunity from their predations because he was responsible for shaping the force into a lethally efficient machine.

Marketplace Security is charged with preserving a climate in which profit may be made. This can mean suppressing violence to allow businesses to operate, or encouraging violence if there is money to be made from it. Since its inception, MarSec has clashed repeatedly with the members of Kashi and the cult of Palan, but their most determined foes have been the militant street people known as "Shiki," or "demons." MarSec has orders to shoot on sight any member of those three groups.

Operations against these organizations have been hampered, however, by the fact that as MarSec grows larger, the number of traitors in its ranks increases. Some of these are secretly members of the target groups, others are simply anarchists who oppose any and all authority, and still others wish to see the plans of their superiors fail as a means of gaining promotion for themselves.

Dishonor and Death

MarSec plays a major role in one of the most unusual Marketplace customs. The law specifies that mega-corporations must produce profits, and



A. McClellan

an executive who makes an unwise investment and drags his company into the red is considered to have broken that law. It is standard practice for an executive to bankrupt himself in an attempt to balance the ledgers rather than admit that he has cost the company credits.

A mega-corporation officer whose assets have proven insufficient to make up the loss will find himself approached by a MarSec agent and informed that he has dishonored himself and the firm. The executive is given 24 hours to redeem himself by generating profits for the firm, at the end of which time he must commit suicide as payment for his failure.

Though this seems to be a harsh, but fair, bargain, in truth it is not. After the initial announcement, the executive is escorted by MarSec to his apartment, where he is forced to watch his possessions being confiscated (they will be given to his successor in the company). His apartment will then be padlocked and a MarSec agent posted as a guard.

The unfortunate executive is then informed that both his number and his retina pattern have been erased from all computers throughout the megaplexes. This makes it impossible for him to purchase goods or information through any computer network, as well as denying him access to any megaplex building. This makes it virtually impossible to make a deal in the time allotted, unless he has some incriminating information that can be used against someone in another mega-corporation to force the doing of business. The system is designed to punish financial failure, but reward deception and intrigue.

The executive will, of course, be monitored throughout the 24-hour period by MarSec. If he does not take his own life at the end of that time, agents will be dispatched to exterminate him. MarSec will not confirm rumors that several ex-corporates have evaded pursuit and taken refuge with opposition groups in Marketplace.

It should be noted that this system is applied only to high-level executives within the mega-corporations. Lower-level employees who cause their firms to take a loss are simply stripped of their possessions and access to megaplex computers and offices, and then discharged, to live or die on the street.

Were 3327 to face financial ruin (a possible, but unlikely outcome of his operations), MarSec would be within its rights to slay even him.

Standard MarSec Agent

DEXTERITY 9
Dodge 10, fire combat 11, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10
STRENGTH 8
TOUGHNESS 8
PERCEPTION 8
Find 9, tracking 10, trick 9
MIND 8
Test 9
CHARISMA 8
Charm 10, persuasion 9
SPIRIT 7
Intimidation 9
Possibility Potential: some (55)

Equipment: Kyoto Police RKD, TOU+7/15; nunchaka, damage value STR+5/13; Impala chain gun, damage value 23, ammo 600, range 3-40/150/400

Money and Economy

The economy of Marketplace is based on a monetary unit called the *credit*. The credit is not a tangible item of currency, like the dollar or yen, but rather what amounts to a bit in a computer's memory. The credit is currently worth roughly $2 or ¥280.

Shortly after the Triad came to power, it was decided that all business transactions would be carried out by computer, since machines were faster, more accurate, and could not be tempted to dishonesty. Soon, all consumer banking and shopping were being done via machine, and hard currency had been completely replaced by computer data. This allowed the mega-corporations to monitor through their mainframes who had how much, and how it was being spent, thus eliminating costly market research and demographic studies.

Under this system, a banking transaction would work like this: 2730 wishes to remove credits from his account to purchase a jeweled dagger. He enters his number into a terminal and submits to a retina scan of his right eye. When the computer determines that the retina pattern matches that logged in 2730's file, it will inquire about the nature of the transaction.

2730 then types in the item he wishes to buy, and from whom he wishes to purchase it. The computer will then automatically transfer the credits from 2730's account to that of the seller, and the item will be delivered within one day of purchase.

The Marketplace world law which allows the wealthy to purchase goods for less than the middle class or poor operates in a far less complicated manner in the cosm than in the realm of Nippon. In Marketplace, computers can check your credit balance while making a transaction, and adjust the price of the goods in question accordingly.

Naturally, this system can present problems for some. Those who, for one reason or another, are not part of the mega-corporate system are unable to access the terminals. In addition, those goods which are illegal cannot safely be purchased using this method.

Thus a new form of hard currency, the *otau*, has been developed by the street people of Marketplace. It has no set worth, since it is not based on any known monetary standard, nor can it be exchanged for credits (although visitors from other cosms have had some success obtaining otaus in return for their native currencies). A good is worth however many otaus the seller feels like charging—a box of processed food may retail for five otaus on one day and 100 on the next, with no reason for the change. If this seems confusing or insane, it should be remembered that the people who crowd the alleys and ruins of Marketplace have been crushed by a complicated economic system, and now revel in their ability to set arbitrary prices for their goods.

Use of the otau is illegal in Marketplace, and MarSec has raided and burned a number of printing facilities. But the currency keeps on appearing, implying there is some sort of organization behind its production, or at least people with the ability to stay one step ahead of the Triad security agents.

In addition to the otau, there is also a widespread (and extremely illegal) industry specializing in tampering with computerized financial records and manufacturing devices known as retina-pattern recorders. The RPR can be used to capture the image of a subject's retina pattern, and then beam it into scanners to allow access to terminals or buildings. Most of the patterns currently being used are those of crime victims, who have been assaulted so that their patterns can be copied. The Triad has yet to come up with an effective defense against use of the RPR.

There are also rumors that research is being conducted into the cloning of eyes to obtain select retina patterns, which, if done on a large scale, would completely disrupt the Marketplace security system. Who might be doing this and where they could obtain the financing for the project is unknown.

The Mega-Corporations

The heart and mind of Marketplace are its mega-corporations, holding companies with several smaller subsidiaries and even occasional under-subsidiaries. A typical mega-corporation has capital and assets worth the equivalent of 70 billion to 1 trillion yen. They are public corporations, their stock traded through the megaplex computer networks. If and when anyone acquires a majority of a corporation's available stock shares, she gains control of the company (in Marketplace, the CEO is commonly the major stockholder as well).

Attempts have been made in the past by chairmen to buy out the rest of the shareholders as a means of eventually increasing personal wealth. But these entail the mega-corporation involved taking on crushing debt, and the common result is a visit to the chairman by MarSec.

There are five major mega-corporations in Marketplace, each one running one of the planet's megaplexes. They oversee all administrative functions in the cities, as well as maintaining transportation links between workers and their offices and keeping disruptions of business to a minimum.

The following is a breakdown of the five mega-corporations and their holdings in Marketplace:

Ursan Industries

Arms manufacturer, Triad member

CEO: 3327

Megaplex: Donglin; also holdings in Sebat, Ombetsu, Akiyuri, Hanwa

Subsidiaries: Computers, clothing, transportation, energy

Shori Petroleum

Energy research and production, Triad member

CEO: 9012

Megaplex: Ombetsu; holdings in Akiyuri and Hanwa

Subsidiaries: Processed food, hydroponics, banking

Misaki Computers

Computers and electronics, Triad member
CEO: 6365
Megaplex: Sebat; holdings in Donglin and Akiyuri
Subsidiaries: Weapons, entertainment, laser technology

Asuga Hovercraft, Inc.

Transportation
CEO: 7414
Megaplex: Hanwa; holdings in Ombetsu
Subsidiaries: Banking, retina-scan technology, anti-pollution devices

Kubaicho Entertainment

Software, laser discs, etc.
CEO: 4778
Megaplex: Akiyuri; holdings in Donglin
Subsidiaries: Computers, construction and demolition, processed food

The Independents

In addition to the mega-corporations and their subsidiaries, there are a number of smaller firms, not economically powerful enough to be major players in Marketplace. Most of these are eventually purchased by their wealthier competitors and turned into subsidiaries, but some resist that fate and struggle to achieve mega-status themselves. This has been known to provoke violence and high levels of industrial espionage, as the mega-corporations try to ruin the independents and the independents try to steal under-subsidiaries from the giants.

Most of these independents are based in the more dangerous parts of the megaplexes, where they are protected by the burakumin, many of whom they employ. Attempts by MarSec troops to force these companies to close have been met with violence, and the Triad has begun sending corporate ninja to quietly slit the throats of the owners of these businesses.



J. Bridges

Maelstrom Markets

Part of the reason for the attacks on the few independent firms left in Marketplace is simply that there is no more room to expand on the planet. Every available inch of land has been built upon, and though attempts to build floating factories have met with some success, they are cost-prohibitive and easily damaged by sabotage.

But when 3327 gained possession of the Darkness Device, he saw a means to give the mega-corporations what they wanted — new markets — while at the same time satisfying Daikoku's need for possibility energy and his own for profit. He called a meeting of Marketplace's CEOs and explained to them that his researchers had accidentally made a major breakthrough: they had discovered a way to cross into other cosms.

This, he said, would be a boon to Marketplace. Rich worlds awaited, badly in need of the goods and services only the manufacturers of this cosm could provide. Here were the new markets they were begging for, and he was willing to be magnanimous and share this new technology.

He offered each CEO a deal. Ursan employees would travel to the other cosms and ready the power supply for the bridges (actually stelae). Once the bridges were in place, the mega-corporations could send people across, set up their operations, and make a healthy profit. He would charge them a small leasing fee for the bridge technology, and take a 40 percent cut of any profits they garnered on the new worlds. In addition, they would be asked to periodically plant new "power packs" on their new homes.

Needless to say, the Marketplace executives leapt at the chance. Unaware that Daikoku existed and was creating the bridges, unaware that the "power packs" were bizarre objects that funnelled possibilities, and unaware of just how great a benefit 3327 would accrue from all this, they agreed.

As each new cosm was discovered, 3327 would put the right to exploit it up to bid. The high bidder would be allowed to travel the maelstrom bridge

Market Report

To: 3327, CEO, Ursan Industries
From: 7554, president, Osu Textile
Re: Year-end report

It is my distinct pleasure to report that this has been a highly profitable year for Osu's new branch in the cosm of Lesle. As you informed us, the people here are somewhat primitive, but they have adapted well to the Marketplace way of doing business.

We did encounter some token resistance from native industrialists, but the use of corporate ninja and the arming of rival factions resolved the problem. Our overhead was somewhat higher than we had expected, due to curious weather patterns on this planet, an apparent side effect of the power packs we have planted.

We expect that next year should be extremely successful, as this world is abundant in natural resources and there is a great deal of open land upon which to build.

We look forward to many more profitable quarters on Lesle, and our Marketplace headquarters would, of course, be interested in bidding on any future projects.

and unwittingly bring Marketplace axioms with him. Both 3327's personal fortune and his relationship with Daikoku grew as a result of this endeavor.

Of course, should the other CEOs discover that there is more to this arrangement than meets the eye — should they, for instance, discover the existence of the Darkness Device — 3327 may find this plan exploding in his face.

7710

Most corporate heads in Marketplace have at least one protege, a young executive who serves as trusted lieutenant to the CEO and is groomed as his successor in the event of tragedy. 3327 began his career in this position with relation to 2174, whom he eventually forced out of office. Aiding him in that effort was a young computer expert named 7710, who has since been elevated to the vice-chairmanship of Ursan Industries.

7710 is the son of two former Ursan board members, who conceived him under orders from their chairman and took no hand in raising him. He was brought up by Ursan's child-rearing division, educated in corporate schools, and thoroughly trained in the firm's philosophy and methods. His computer aptitude was discovered at an early age, and at 18 he was given a post with an Ursan subsidiary.

He showed great promise, at one point masterminding a hacking operation that resulted in a 2 million credit loss to a major competitor. He was eventually promoted to a position within the holding company. There he met 3327, and joined with him in a conspiracy to destroy 2174. When 3327 took control of the firm, he promoted 7710 to the high post he holds today.

7710 is the only employee 3327 has more than a modicum of trust in. He relies on his lieutenant to oversee the cosm invasions of other mega-corporations, and to serve as liaisons with various groups both in the cosm and in the Nippon realm. He is also the only employee of 3327 aware of the High Lord's successful experiments in cloning.

For his part, 7710 has shown a great deal of loyalty to his employer and done his job well. But there is no telling in Marketplace how accurate that appearance might be — it may be genuine gratitude, or it may be a pose designed to lull 3327 into a false sense of security and lead him to the same fate as 2174.

7710

DEXTERITY 10
Dodge 11, melee weapons 12, missile weapons 11, stealth 12, unarmed combat 11
STRENGTH 11
TOUGHNESS 11
PERCEPTION 10
Disguise 13, evidence analysis 12, scholar (stock manipulation) 12, trick 14
MIND 12
Business 14, science (computers) 15
CHARISMA 8
Charm 9, persuasion 10, taunt 11
SPIRIT 8
Intimidation 10, reality 9
Possibilities: 12

Equipment: 35mm microcamera, electronic lockpick, breather, eye shields, personal radar vest, Kanawa KM11, damage value 18, ammo 12, range 3-10/25/40, heat-seeking throwing stars, damage value STR+3/14, range 3-5/10/15

Description: 7710 is a young man, and a trusted executive in Ursan Industries. He always wears black, a carryover of his childhood love of ninja legends. He is proficient both with melee weapons and computers, a product of the diverse training given in corporate schools.

7710 defers to 3327's wisdom in all things, but his employer is well aware of 7710's capabilities and often allows him to manage major undertakings on his own

Corporate Ninja

Privately-owned corporate ninja squads are a tradition almost as old as the mega-corporations themselves in Marketplace. Used both as unseen bodyguards and for critical missions of murder, no firm can afford to be without a few members of this profession.

The ninja began in the cosm as warriors for hire during the wars between nations. Totally mercenary, the ninja would fight for any side in a conflict, or change sides if the opposition offered better pay. When the mega-cor-



R. Caswell

porations took over, the ninja found themselves being placed on retainer by firms for those jobs too delicate for MarSec to handle. Ninja have even been used by embattled executives to fight off power plays by killing rebellious board members.

3327 makes no secret of his admiration for the qualities of the ninja — strength, speed and cunning — and has made use of them as advance scouts in new cosms. Ursan corporate ninja are commonly sent down dimthreads to plant the stelae needed to drop a maelstrom bridge.

For more information on ninja, see Chapter Three, "The Realm."

Life in Marketplace

Daily life in Marketplace society can be very pleasant — providing, of course, you are rich and powerful and have somehow managed to carve out a secure niche in your firm. But for those with lower incomes who are dependent on their employers for virtually every aspect of their existence, life can be difficult and uncertain. For the poor, each day is merely another struggle to survive in a world that has no use for those without credits to spend.

The Class System

Marketplace operates under a rigidly-defined class system. The gap between the upper tier and the lower is vast, reflected not only in income levels but in lifespan. In between, mid- and low-level corporate workers labor at their jobs, caught between the violence that attends power struggles within and between firms and the criminal acts perpetrated by the burakumin.

A relatively small percentage of Marketplace's denizens can actually be classified as the upper class. These include the CEOs of the various megacorporations and the larger subsidiaries, and other highly-placed executives. Generally, those making more than 50,000 credits per year (roughly $100,000) are considered well-off in Marketplace. They occupy the upscale neighborhoods in the megaplexes, have large corporate apartments and enjoy the comfort and convenience of having company hovercraft at their disposal, rather than having to rely on crowded monorails or subways. The rich have had virtually no exposure to the polluted environment, and are also the only class allowed to reproduce at will. Their children are groomed to follow in their footsteps and become top executives.

The middle class (those making between 15,000 to 40,000 credits per year) are comfortable, but not secure. They are the primary purchasers of goods and services in Marketplace, and so are essential to the economy, but they also run the constant risk of being thrown into the streets if they displease a superior. They are the victims of most of the crime in the megaplex, and those who cannot af-

ford the best anti-pollution systems do suffer ill effects from the atmosphere. Their population growth is strictly regulated to ensure that there will be a large enough labor force, but the perfection of cloning methods may eventually make cuts in reproductive rates possible. There is talk about putting such things under the jurisdiction of MarSec, but the Triad has not yet announced a decision.

The third level is the lower middle class, those who are making 10,000 credits or below. In general, these are the people doing the jobs no one else wants — working in water filtration plants or factories with no pollution protection. Desperate to get ahead, it is often members of this social strata who are tapped to become MarSec agents. The lower middle class and poor also produce the most ninja and ronin.

Those without any place in megaplex society are the burakumin, the poor, the homeless. Some of these are people who were simply born to burakumin families and have had no opportunity to rise above their beginnings. Others are from among the higher classes, people who fell or fled to the streets. Contrary to Marketplace propaganda, not all of the street dwellers are mentally ill or hideously deformed, although that description applies to some. However, the ability of the burakumin to survive at all, and to provide food and shelter to groups like Shiki, the Palan priests, and the Kashi show that they are a stronger and more cohesive unit than they might at first appear.

The lowest class in Marketplace is made up of the mutants, people from all walks of life who had the misfortune to be used as test subjects for new products by the mega-corporations. They haunt the shadows in the poorer neighborhoods, and are feared and hated by all.

The Shiki

For too long, the people have been defenseless before the might of the mega-corporations. They have been tortured, hunted down, used as test subjects and murdered without a second thought.

But no more. We will be the demons that haunt the dreams of the wealthy and powerful. We will be the dagger of the burakumin.

— Shuko Matsadaira

Shiki is the militant faction of the burakumin. It was founded immediately after the Termination by Shuko Matsadaira, a mega-corporate executive who took the unprecedented step of resigning his position and giving up his number for a life among the poor. Angered and disgusted by the actions of MarSec, Matsadaira decided that the street people needed a force of their own, and began recruiting the healthier burakumin and other ex-corporates to form such an organization.

Under Matsadaira's leadership, the Shiki became a group capable of opposing and defeating MarSec squads. He knew his troops would have to specialize in hit-and-run attacks, preferably on highly-visible targets, acts that would send a message to Marketplace that there was an active resistance underway. They have bombed purification plants, sabotaged monorail lines, and made several unsuccessful assaults on megaplex power stations. Their most brazen act to date was donning the captured garb of a MarSec squad and informing the CEO of a major computer firm that his ledgers were inadequate, and he would be required to commit suicide. It was only after the executive's death that his fellow board members examined the books and found no improprieties. By then, the Shiki were in hiding again.

The Shiki wear no uniforms or badges to signify their membership in the group, for obvious reasons. They identify themselves to each other with the password "Jigoku," which means "the underworld." Attempts by MarSec to discover how they are supplied with weapons have been futile up to now — the most popular theories involve hijacked shipments or traitors within arms manufacturing firms, or possibly a combination of the two.

The Shiki organization has slowly expanded to the point where there are now branches in every megaplex, although Matsadaira's original band still operates out of Donglin. They are commonly headquartered in the poorer areas of a megaplex, their hideouts protected by the few burakumin aware of them. MarSec believes that they are responsible for the printing of otaus and the proliferation of retina-pattern recorders.

The Shiki have evidenced ability with various types of weapons as well as rudimentary knowledge of the martial arts, indicating that they may have received some training from the remaining priests of Palan. The Shiki have also benefitted from the high number of ex-corporates in their leadership, who have been able to direct attacks against the weak links in various financial chains.

The Shiki would make invaluable allies for Storm Knights visiting the cosm of Marketplace, and efforts should definitely be made to contact them immediately upon arriving. In addition, there are rumors among the burakumin that the Shiki are going to attempt to overcome the corporate ninja who guard the maelstrom bridges to different cosms and take the struggle to those new worlds.

Shuko Matsadaira

DEXTERITY 11
Fire combat 14, martial arts 12, melee weapons 12
STRENGTH 11
TOUGHNESS 10
PERCEPTION 9
Evidence analysis 12, find 11, trick 12
MIND 10
Business 13, meditation 11, test 12
CHARISMA 10
Charm 11, persuasion 11, taunt 11
SPIRIT 8
Intimidation 11, reality 9
Possibilities: 15

Equipment: SC Kyogo T11 (auto), damage value 21, ammo 40, range 3-40/150/400; grenades (3), damage value 19, range 1-6/15/40, explosive burst radius 0-3/8/15; retina-pattern recorder; 200 otaus

Description: Matsadaira's hatred of the mega-corporations verges on fanaticism. Surrounded every day by the victims of Marketplace's inhumane system, Matsadaira believes that the executives should be overthrown and the burakumin should have a chance to make a life for themselves. He believes that if the Shiki can harass

MarSec and prove that the Triad's security force can be beaten, the middle class will rally to his cause along with the poor.

Standard Shiki
DEXTERITY 9
Dodge 10, fire combat 12, martial arts 10, melee weapons 10, stealth 10
STRENGTH 8
TOUGHNESS 8
PERCEPTION 8
Find 9, trick 9
MIND 7
Survival 8
CHARISMA 8
Charm 9, persuasion 9, taunt 9
SPIRIT 8
Intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (45)
Equipment: varies

Kashi

The second of the three groups actively opposing the mega-corporations within Marketplace, Kashi has proven to be the most effective because it works from within the system.

Long before the formation of the Triad and the horrors of the Termination, the members of Kashi had discovered that open revolt would achieve little. The mega-corporations had the manpower and the resources to crush any opposition, and did not hesitate to use it when necessary.

Secure in their invincibility, the firms had implemented plans that resulted in the virtual destruction of Marketplace's environment, a situation abhorrent to 1276, the founder of Kashi. He spent many hours trying to decide on the most effective way to combat the mega-corporations, finally hitting upon the idea of using their own weapons against them. The world's economy was tied to its computers, and that was its vulnerable point.

Inspired, 1276 proceeded to radically change the direction of Kashi. Gone were the urban warriors (most joined the Shiki) and in their place were computer technicians and other scientists who could subtly sabotage Marketplace's mega-corporations. 1276 was surprised at the high numbers of wealthy and educated researchers willing to join in his dangerous fight — many of them had grown frustrated over the years, unable to pursue their theories unless they could guarantee their CEOs some profit would be generated. They longed for a return to the days when government and business were separate entities, and it was possible to work with an eye toward the public good alone.

Most of the members of Kashi hold middle management positions in the mega-corporations, although 1276's partner, 6365, is one of the members of the Triad. The vast majority are accomplished "computer hackers" who spend much of their time rearranging credit balances, wreaking havoc on growth projections, and acting to protect independent firms from Marketplace projectors. Naturally, the mega-corporations are suspicious, particularly when entire departments disappear off their payroll programs. But the Kashi technicians have been able to cover their tracks and prevent detection thus far.

Kashi's activities extend beyond such tampering, however. The percentage of defective products being manufactured by the mega-corporations has risen steeply in recent years, primarily because Kashi operatives have altered blueprints or left out key components when assembling prototypes.

Although MarSec is authorized to hunt down Kashi members, they prefer not to initiate operations against this particular group. Kashi is too nebulous, signs of their activity usu-

Ambush

We heard the crunching of their boots long before we saw them. MarSec doesn't believe in stealth, not having ever needed it to be successful. In the past, they could march in, torch shelters and shoot burakumin, and then go back to their spacious corporate apartments and sleep on their soft beds, pleased with themselves.

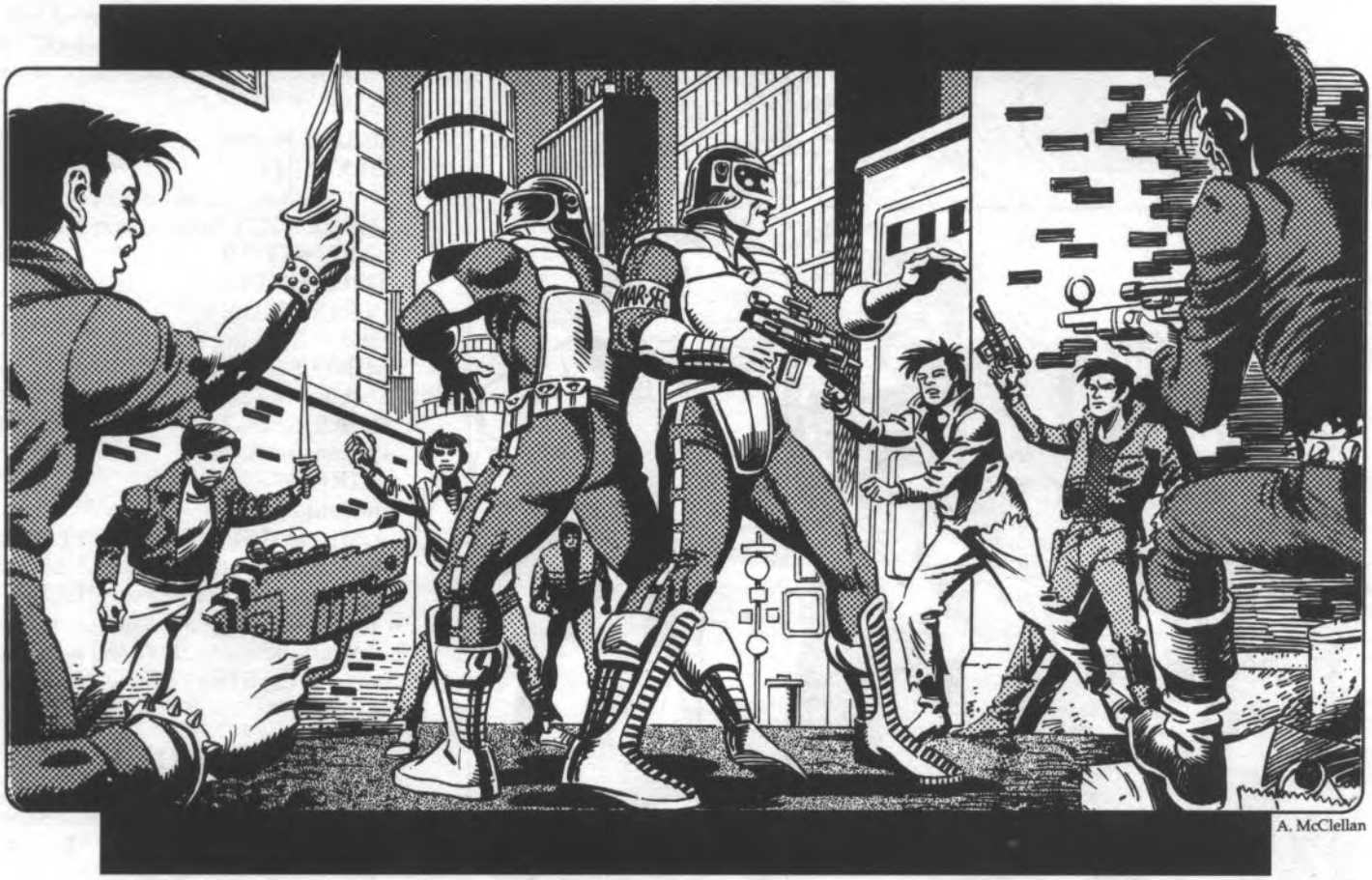
Yes, in the past ...

Out of the corner of my eye, I saw the other Shiki moving into position. We had people in the empty buildings on either side of the street, and others hiding in doorways and behind fences. Most had knives, chains, or rocks, and a few of the lucky ones had guns they had captured in past raids.

Everyone froze. We saw them marching side by side, their body armor reflecting the dim sunlight. Down below, Yoshi let fly with a stone, striking the lead trooper in the side of the head. They turned as a group toward Yoshi, and we opened up with our Kyogos. We caught six of them before they thought to split up and find cover in the alleys.

That would make things harder. Sugawa spotted two huddled in the doorway of a nutritional supplement factory. He stuffed a rag in a bottle of chemicals and put a match to it, then threw it at them. It exploded on the sidewalk, and when they saw the flames, they tried to escape into the building. But the door was kept locked to keep the burakumin from stealing food, and there was nothing they could do but die.

Now it was quiet. Neither side wanted to give their positions away. We knew the MarSec agents would try to break out sooner or later, but for now, they would wait. We put away our weapons and slipped into the night, and wondered how many hours it would be before any MarSec soldier would dare to move from his hiding place.



A. McClellan

ally being spotted too late to do investigators any good. But in terms of actual damage done to Marketplace companies and sheer profits lost, Kashi has shown itself to be more dangerous than even Shiki.

Kashi members have definitely migrated down the bridge to the Nippon realm, using their corporate covers to make it safely. They have already begun infiltrating Kanawa Corporation subsidiaries and practicing their own brand of rebellion. 1276 believes that if 3327's operations in this new cosm can be brought to a halt, the financial loss might be enough to bring about his collapse in Marketplace.

1276
DEXTERITY 9
STRENGTH 9
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 12, find 12, scholar (high finance) 14, trick 12
MIND 10
Business 13, science (computers) 15, test 11
CHARISMA 10
Charm 13, persuasion 13, taunt 13
SPIRIT 9
Intimidation 12, reality 10
Possibilities: 9
Equipment: Misaki XE laptop computer

Description: Judged by outward appearances, 1276 is an intelligent, capable and content executive in the employ of Asuga Hovercraft. Only a select few members of Kashi know that the quiet, soft-spoken middle-aged man is one of the leaders of their radical organization.

1276 respects the bravery of groups like the Shiki, but considers them foolhardy to challenge 3327 and MarSec directly. 1276 does not believe that the public will rise up to support a revolution in progress, but will welcome a new order if it is presented to them as a *fait accompli*.

Standard Kashi Member
DEXTERITY 8
Stealth 9
STRENGTH 7
TOUGHNESS 8
PERCEPTION 9
Disguise 10, evidence analysis 10, find 10, scholar 10, trick 10
MIND 9
Business 11, science 12, test 10
CHARISMA 8
Persuasion 9
SPIRIT 7
Additional Skills: three at +1 adds
Possibility Potential: some (35)
Equipment: varies

Ronin

Gokuraku's ancient history is filled with tales of great warriors who served landowners and acted to defend their interests. Occasionally, such a warrior would taste of freedom, either by purchasing it or as a reward from his master for some important deed. These warriors were called "ronin," and wandered the countryside in search of noble acts to perform.

The landed estates and their armies are long gone, but Marketplace still has ronin. Unlike ninja, these merce-



naries never allow themselves to be bound to one mega-corporation. They accept work only if they feel they can trust their employer to honor his commitments, the money is satisfactory, and they consider the mission sufficiently challenging.

Ronin have proven especially useful in the corporate wars that mark Marketplace. In a world where secrecy and stealth are all-important, the brazen attack of armored warriors often provides the element of surprise needed to complete a hostile takeover.

Ronin are neither as swift nor as quiet as a ninja squad, but they are brutally effective. They have been employed by the mega-corporations and their opponents, and most frequently are called upon to aid the few remaining independent companies.

The major drawback of hiring ronin is that their taciturn manners and totally mercenary natures tend to make employers uneasy. They are normally reluctant to work with others, but if they can be convinced aid is essential for a mission to be successful, they will make the best of the situation.

Although trained in the use of firearms, most ronin prefer to fight in close quarters with melee weapons, as their predecessors did.

Standard Ronin

DEXTERITY 9
Fire combat 10, maneuver 10, melee weapons 12, unarmed combat 10
STRENGTH 9
TOUGHNESS 9
PERCEPTION 8
Find 9, tracking 9, trick 9
MIND 7
Test 8
CHARISMA 7
Persuasion 8
SPIRIT 7
Intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (40)
Equipment: Kyoto armor, TOU+7/16; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; katana, damage value STR+7/16

The Mutants

Violent, psychotic, dangerous—the words most often used by Marketplace denizens to describe the horrifying creatures that result from mega-corporate product testing. Most of the subjects are drawn from among the poor, although particularly heinous lawbreakers among the wealthy have also been consigned to this fate. In a few instances, hovercraft have sprayed entire buildings or megaplex blocks with chemicals, creating entire neighborhoods of mutants.

The vast majority of the mutations in Marketplace are of the negative variety. The afflicted are driven mad by shock and pain, and will lash out at anyone who looks normal. Often, they will hallucinate that a person approaching them is the researcher who is responsible for their plight, and they will strike with murderous force. Occurrences such as these go far toward explaining why even the Shiki will not help these ultimate victims.

There have, of course, been some positive mutations. A few test subjects have been gifted with great strength, others with high intelligence, but they usually suffer some loss which compensates for their gain. It is very rarely that mutants will cooperate with other

groups, convinced (with good reason) that "normals" will only betray and hurt them. Thus, even the sane, rational mutants remain apart from others, and have made some efforts to organize their people into an army to take over sections of Marketplace and create a nation where they would be safe.

Sample Mutant
DEXTERITY 8
Melee weapons 10, unarmed combat 11
STRENGTH 12
Climbing 13, lifting 13
TOUGHNESS 11
PERCEPTION 8
Tracking 10, trick 9
MIND 7
Survival 8, test 8
CHARISMA 8
Charm (11), persuasion (11)
SPIRIT 7
Intimidation 11
Possibility Potential: none
Equipment: club, damage value STR+3/15

Sample Mutant
DEXTERITY 8
Dodge 9, fire combat 9, lock picking 9
STRENGTH 8
TOUGHNESS 8
PERCEPTION 12
Evidence analysis 13, scholar 13, trick 13
MIND 12
Science 15, test 13, willpower 13
CHARISMA 9
Charm 10, persuasion 11, taunt 10
SPIRIT 8
Intimidation 9
Possibility Potential: none

Law and Justice

Marketplace's legal system is fairly straightforward: the Triad makes the laws, the remaining CEOs rubberstamp the legislation, and MarSec enforces the edicts.

There is a provision in the Triad's Articles of Incorporation for trial by a jury of one's peers, but it is used only in certain cases. A Shiki, for instance, would never get such an opportunity, for none of his peers would be trusted on a jury, nor would any be likely to volunteer for the honor. A mid-level executive will usually be brought before the board of directors of his firm for judgment, who can hardly be counted as disinterested parties. In particularly sensitive cases involving CEOs, however, MarSec will usually ask for and receive permission to hold a trial before the other top executives, if only to defuse criticism that their actions are arbitrary or serve some sort of hidden agenda.

Trials take place in the Triad's chambers in Donglin Megaplex, with 3327, 6365 and 9012 acting as judges and the assembled CEOs the jury. Defendants are not guaranteed representation under Marketplace law, but an accused CEO will occasionally be helped by his firm's lawyers, providing his board of directors is sympathetic to his plight. If they are not, he will usually have to try and justify actions that cost his firm credits before a stone-faced group with a vested interest in finding him guilty. Needless to say, MarSec's conviction rate is very high.

Marketplace does not maintain a prison system. The idea of feeding, clothing and sheltering a lawbreaker struck the Triad as wasteful, particularly since there would be little use for the offender once his term was finished. Minor offenders are usually exiled to live among the burakumin, while others are executed by MarSec. In recent months, 3327 has been appropriating the bodies and shipping them to Ursan's hydroponics labs to serve as the raw material for gospog, although none of his colleagues save 7710 are aware of this.

The Sexes in Marketplace

Equality of the sexes is the rule rather than the exception in Marketplace, although it was not always that way. Prior to the war that ushered in mega-corporate control, women were expected to take a subordinate role in society, seeing to it that their partners were content and fit to do their work. Women had no rights in marriage, and divorce proceedings could be instituted only by men.

Much of this changed during the war, when women were called upon to labor in armament factories. When the war ended, industry had discovered that women were a resource that had been going to waste for years. Both sexes are now active in the job market, and today there are women in all levels of management, including CEO positions.

Marriage and childbirth are strictly regulated by the mega-corporations. Normally a committee appointed by a firm's board of directors will meet and decide which employees should be directed to mate. Marriage as an institution was abolished due to the religious connotations it contained, and the prospective partners instead sign a life-contract that stipulates they will remain together and produce as many children as their employers mandate. The children will then be educated by the firm to assume their parent's positions when they reach maturity. Life-contracts are most often arranged between executives who are in the same income bracket.

The view of the sexes in Marketplace has created some problems in the establishment of the Nippon realm. Many of the female executives who have traveled down the maelstrom bridge to Nippon have been angered by the rigid thinking regarding women that is still in evidence in the realm. But 3327 has expressed little concern thus far about that situation.

Fashion

Clothing in Marketplace is not very different from that of Core Earth, which has helped make it possible for 3327 to successfully integrate his people into the Nippon realm. Men and women favor business suits, albeit with some differences from the standard Earth concept of professional wear: Marketplace suits often come with built-in anti-pollution gear, extra inner pockets for concealing weapons, and light body armor for protection against assassination.

Specialized garb is worn by ronin and ninja, as well as the priests of Palan. The lower classes wear whatever they can find, usually old clothing stolen from loads intended for the incinerators.

Religion

Organized religion enjoyed a brief heyday in Marketplace prior to 3327's assumption of power. The mega-corporations saw it as a convenient way of keeping the lower and middle classes in line, dangling, as it did, the hope that something better awaited them after death. Many firms constructed their own houses of worship, with clerics who emphasized that following the orders of one's employer and pursuing profit with single-minded zeal would please the Divine Spirit and guarantee passage into Paradise.

If the people were growing dissatisfied with this passive brand of religion, they didn't show it until the priests of Palan appeared. Where the order came from remains a mystery, but rumors of its origins have ranged from disaffected mega-corporate executives seeking spirituality to a vast plot by the Shiki to rally the lower classes.

Whatever the truth may be, the fact is that the Palanic priest's anti-materialistic creed rocked Marketplace to its foundations. Suddenly, the workers were questioning whether toil and credits was all there was to life. The radical idea that perhaps the possession of wealth did not necessarily mean the presence of wisdom or honesty undercut Marketplace's peculiar social contract (which reads something like, "You work to survive and to make us richer, and we allow you to do so.") People began to talk about the lack of any semblance of upward mobility in the mega-corporate structure, and found appealing the Palanic idea that it was possible to attain higher levels of spirituality through faith.

The Triad was initially at a loss about how to deal with this situation. Attempts by MarSec agents to detain priests resulted in mob violence and riots, particularly in the lower middle-class neighborhoods, where the religion was most popular. The CEOs were torn between their instincts, which told them to crush this creed before it grew any more powerful, and their reluctance to create martyrs.

MarSec did their best to contain Palan rallies, but the Triad's indecision prevented them from taking more aggressive action. When 3327 took over as head of Marketplace's ruling body, he concealed his contempt for the priests of Palan, and actually expressed some sympathy for their goals. Over the objections of his colleagues, he gave his permission for a major Palan rally, and officially ordered MarSec to refrain from any activities that might be harmful to those assembled. Unofficially, he ordered the gathering of the largest contingent of MarSec agents in Marketplace's history, all armed and with explicit instructions to see to it that no priest was left alive.

The massacre that followed grew into the widespread bloodletting now known as "the Termination." With over 80 percent of the order exterminated, those remaining fled into hideaways provided by supporters. There they attempted to regroup, but a Triad act making their religion illegal made it very difficult to gather new followers, while old ones were being arrested, interrogated and executed by MarSec.

Palan went from being a populist religion to being a secretive cult. Taking refuge in the ruins of buildings along the coastlines of the megaplexes, the priests continued to disseminate their creed to any who would listen. The children of the cultists were raised to believe in the religion as well, and taught the miracles and fighting skills that the order had developed.

3327 believed that the threat the priests of Palan represented was finished, but he was mistaken. Beyond a few novice priests and unimportant adherents, MarSec had been unable to track down any of those who escaped the Termination. Palanic literature still turned up now and then, once on every computer screen in the Ursan Building (Kashi's idea of a jest). Rather than destroying their religion, 3327's treacherous behavior had hardened the priest's resolve against him and the materialistic culture he represents. With seemingly infinite patience, the order waited for the day 3327 would overreach himself and be open to attack.

When 3327 introduced the concept of "maelstrom markets," the priests saw that their chance had come at last. Although they did not know how the Ursan CEO created the bridges to other worlds, they were obviously of value to him. Therefore, destroying them would damage him, something the priests greatly wished to do. Thus far, the priests have wrecked three bridges, stranding teams from Shori Petroleum, Kubaicho Entertainment and Asuga Hovercraft in other cosms. This has forced 3327 to use his Darkness Device to reconstruct the bridges or risk the loss of the possibility energy contained in those cosms. This not only lessened his standing with Daikoku, but the other mega-corporations have begun to doubt the safety of the bridge technology and are slightly hesitant about making use of it.

Security was increased near the bridges to Nippon, making it highly unlikely an explosive charge could be planted to destroy them. But with the help of traitors within Ursan Industries, some priests were able to disguise themselves as executives and use false credentials to migrate to the realm. There they have embarked on a campaign of sabotage against 3327 and his new mega-corporations, but their attempts to convince others that "Ryuchi Kanawa" comes from another world have not met with much success.

Standard Priest of Palan

DEXTERITY 8
Martial arts 9, melee weapons 9, stealth 10
STRENGTH 8
TOUGHNESS 7
PERCEPTION 8
Find 9, scholar 9
MIND 7
Meditation 9, science 8
CHARISMA 9
Persuasion 10
SPIRIT 9
Focus 12
Additional Skills: three at +1 adds
Possibility Potential: some (45)
Miracles: See Chapter Eight
Equipment: Staff of Palan, damage value STR+3/11

Adventuring in the Cosm

Carrying the fight against the High Lords to the cosm of Marketplace is a dangerous business. Along with the strength and skill to battle ninja, ronin and MarSec agents, the Storm Knights will need the wisdom to navigate through the maze of shifting alle-

The Palanic Gospels

Excerpt from the First Book of Palan, chapter 2, verse 17:

In the land of Ombetsu there did reside a man named Palan. Though he was a wealthy man, still he toiled morning and evening to attain more riches. The sun rose and set, but Palan did not know; the seasons changed, but Palan felt no heat or cold; he knew only his number and the credits that were his.

Then one night the light of truth shone upon him in his dreams. He saw a great building, shining like a jewel in the sun, but empty and cold within. He spoke to a machine, but it said it did not know him, and would not answer his pleas. He staggered to his fine home, but when he laid a hand upon it, it crumbled to ash. And from the ash rose the dead forms of those whose blood had built his world, whose tears had made it grow, and who now capered and laughed at the great and powerful Palan reduced to naught.

But this was not to be a nightmare. For Palan laughed with them, softly at first, then louder and louder still. He saw the magnificent humor in spending a life accumulating that which would be of no use at death. He saw the hours that had been wasted and could never be reclaimed. And before the eyes of the spirits, he vowed to be a part of this mockery no more.

When he awakened, it was with a feeling of peace the like of which he had never known. He donned a simple white robe and wandered from his palace, leaving behind all that made him a number in the world. He took a name for himself, and told all that he met that he sought a land where there were still things that could not be purchased or owned. He would search for the moments he had not experienced, the loves he had not felt, the tears he had not shed, and when he found them, he would settle there and live the remainder of his days.

Palan searches still, and many have joined him in his quest. The answer lies, not on some unearthly plane, but here — we have but to find it.

giances, outright doublecrosses, and complex financial maneuvering that are characteristics of 3327's world.

Storm Knights may choose to attack 3327 from without, through alliances with the priests of Palan or the Shiki, or they may strike from within, either with the help of Kashi or by infiltrating a mega-corporation.

Knights should keep in mind that at present there are only two bridges linking Marketplace and the Nippon realm, and they are heavily guarded. Wise teams will have agreed upon cover identities prior to attempting to migrate up the bridges, preferably ones which will allow ease of operations in Marketplace.

Adventure Idea One: To Catch a Kashi

Background

While encoding a message to a fellow member of Kashi warning him of a planned MarSec crackdown, 6365 inadvertently left a string of figures in the program which identified the message as coming from a Triad member. She erased the error from the laptop's hard drive, but the message was copied on to a floppy disk on the receiving end by a traitor in Kashi's ranks. Now the spy is offering the disk to MarSec — for a price.

Word has reached 6365 and Kashi agents in Nippon about the situation, but there is no way their agents can intervene without risking exposure. Only the Storm Knights can save Kashi's most valuable agent from certain death.

Act One

The Knights travel to Marketplace, perhaps posing as purchasing agents from other realms who wish to discuss an import/export deal with the Triad. They learn from 1276 that the message had been sent to the offices of the Bank of Donglin, a subsidiary of Shori Petroleum. Two Kashi agents are planted there, 1050 and 7354 — one of them must be the traitor.

The Knights attempt a break-in at the bank, only to find themselves pinned down by the fire of a MarSec squad. The Knights must defeat them before reinforcements are drawn to the scene.

Act Two

The Storm Knights down the MarSec agents and search the bank. They uncover evidence that 7354 is the traitor, but there is no sign of the computer disk.

Bank personnel records contain 7354's address. When the Knights arrive at the apartment, they find the informer dead, his head severed from his body. Simultaneously, a team of corporate ninja arrive, also seeking the disk. Thinking the Knights murdered 7354 and have the disk, the ninja attack.

Act Three

After the Knights defeat the ninja, they deduce from the method of murder that the killer was a ronin. In addition, beneath the body there is a business card with a monogrammed "AH."

1276 is able to identify the card as belonging to Asuga Hovercraft. A Kashi operative within that mega-cor-

poration confirms that a ronin was hired by one of the directors, 2324.

When the Knights arrive at 2324's office, they find him in conference with the ronin in question, and working with the disk on his laptop. Before they can break in, the ronin, angered by his employer's reluctance to pay, kills him. When the Knights attack, the ronin hits the alarm summoning MarSec, and tells the agents that the Knights killed the director.

After winning the fierce battle, the Knights discover that 2324 had erased all signs that a Triad member had sent the message. He was, in fact, altering it to implicate his own CEO as a traitor!

The Storm Knights can report that 6365's cover is safe, and they will have cemented a valuable alliance with Kashi.



A. McClellan

Adventure Idea Two: The Mutant Makers

Background

In the quest for profit, Marketplace firms have been developing new products practically every week and rushing them on to the market. This glut of goods has increased the incidence of "product testing" on members of the lower class. Recently, a group of Shiki hired to protect an independent corporation were attacked and decimated by mutants who were created in testing laboratories. The attackers then carried off the bodies. The Shiki fear the mega-corporations may have discovered a means of controlling these once-human things, and call on the Storm Knights for aid.

Act One

The Storm Knights keep watch on a detachment of Shiki guarding the independent firm TongSun Limited. Shortly after dark, the mutants attack, severely injuring a number of the Shiki. The Knights join the fight, and are successful in driving the mutants off.

The Knights trail the mutants to their place of origin, a chemical factory owned by Ursan Industries. The factory is protected by gospog, who attack the Knights as they approach.

Act Two

The Storm Knights defeat the gospog and make their way into the factory. There they see the mutants being held in pens, many shackled to the walls and tortured with electric shocks by cruel MarSec agents. It soon becomes apparent that the Ursan researchers have gotten the mutants to follow their orders by promising to make them human again.

The Knights also learn what happened to the missing Shiki. Some of them have been brought to this factory as test subjects—as the Knights watch, horrified, a Shiki is injected with a chemical which causes his flesh to melt and then resolidify, giving him a monstrous appearance.

The Knights attack, aided by the as yet unmutated Shiki. The MarSec agents, badly outnumbered, release the mutants from their pens and order them to attack.

Act Three

The Knights and Shiki escape from the plant, destroying it behind them.

The Shiki tell them that not all of those captured at TongSun were brought here — others were taken to the nearby hydroponics plant.

Together, the two groups travel to the plant in question. It is too late to rescue the captured Shiki, for they have been executed and their bodies are being used for the production of gospog.

The Knights launch an attack, setting the chemicals in the hydroponics tanks afire. Soon, the blaze is spreading everywhere, but the Knights find their escape blocked by two fourth-planting gospog. The creatures are oblivious to the flames that threaten to engulf the building, and will fight on until destroyed. The Knights' only chance for survival is to defeat the gospog.

Adventure Idea Three: The Bridge

Background

One of the most lucrative of 3327's pursuits has been his apportioning of "maelstrom markets" to other mega-corporations, an enterprise threatened by the activities of the priests of Palan. Now an attempt by the priests to destroy Kubaicho Entertainment's bridge to the cosm of Meka has met defeat, and the Knights have been asked to take their place.

Act One

The Storm Knights travel to Akiyuri to destroy the bridge to Meka. To their surprise, they find the building which contains the bridge, Kubaicho Studios, unguarded — in marked contrast to the situation the priests had encountered.

The Knights use a retina-pattern recorder to break into the building, and find it apparently abandoned. The bridge begins at an enormous soundstage, but as the Knights begin to set the explosives, the catwalks are suddenly filled with ninja armed with automatic weapons. It is a trap, and the Knights are caught fast.

Act Two

The Knights hold their own against the Kubaicho ninja, but are forced midway down the bridge. The ninja press their attack, apparently unaware that the timer has been set on the bomb that will wreck the span.

The Storm Knights best hope for survival would seem to be taking the bridge to Meka. As they start down, they are confronted with some of Kubaicho's expeditionary party on their way up. The Knights are caught between two foes, with only minutes before an explosion will destroy them all.

Act Three

As things grow desperate, a crude explosive goes off in the midst of the ninja at the head of the bridge. Having learned the Kubaicho studio was a trap, and fearing for the safety of the Knights, the priests of Palan mounted an attack of their own.

Taking advantage of the break, the Knights charge up the bridge, linking up with the priests. Reaching the "safety" of the soundstage, the Knights fight to hold off the ninja still on the bridge to prevent them from reaching the bomb and defusing it. With seconds to spare, the Knights and the priests make their escape as the bridge disappears in a massive explosion.

The Knights are assured that their actions will indirectly aid their cause on Earth, as 3327's resources will have to be poured into reconstructing the bridge.



Chapter Three

The Realm

Mobius, Kaah, Uthorion — they fight their wars on the battlefield, and pray for a single decisive victory. I fight mine in the stock exchanges, banks and boardrooms, and can win a thousand battles in a day.

— 3327

Deep inside the steel and glass towers of Tokyo, an invasion of a most unusual kind is taking place. There are no armies of dreadful creatures stalking the night, no hearkening back to a long dead past, no glorification of the primitive — instead there is a High Lord, using his business acumen and ruthless instincts to dominate a financial empire. Alone, he towers over the economic colossus that is the Nippon Technocracy, conquering enemies who would never yield to brute force, but fall swiftly before monetary might.

The Japan of 3327 is a nation dedicated to a single goal: profit. Driven by the financial promise of new technologies and manufacturing techniques brought from the cosm of Marketplace by the High Lord, all concerns for human and environmental welfare have been cast aside in a relentless pursuit of wealth. Though it is masked by phrases such as "remaining competitive in the international market" and "maximizing the output of the work force in the interests of prosperity," the way of life inspired by 3327's subtle machinations truly serves only one purpose: to aid the High Lord in his ascension to the vaunted position of Torg.

The Hidden Realm

In the months since the Nippon maelstrom bridge dropped into an Osaka office building, 3327 has achieved an important success: he has kept the fact of his invasion concealed from the residents of his new realm, as well as from much of the rest of the world. His triumph is evidenced every day by the sight of thousands of Japanese workers boarding Shinkansen super-expresses (the improved models, manufactured by Kanawa subsidiary Zamftech Computers) and traveling to factories and high-rise office buildings, there to put in 15-hour work days. If they comment at all on the faster, quieter trains or the fascinating new devices their firms are producing, it is only to speak of their pride in their nation's progress. Longer hours and other sacrifices are the price that must be paid for remaining an industrial power in an uncertain world, they reason.

Hidden behind the identity of financier and industrialist "Ryuchi Kanawa" and his powerful firm, the Kanawa Corporation, 3327 oversees the silent and ruthless conquest of the Far East and eyes the western United States as well. Within Japan, only certain members of the union of corporate heads known as the Rauru Block, and the leader of the Yakuza, the nation's powerful criminal organization, suspect that a High Lord now dominates their land. 3327 has transformed the Yakuza into his lethal right arm, and the Rauru Block, though an annoyance, is not perceived as a major threat to his interests as yet.

Internationally, the Soviet Union, China and South Korea have strong suspicions regarding the true identity of the head of the Kanawa Corporation, but no solid evidence they can present to the rest of the world. The Soviets are biding their time and watching for any hostile move against their territory by Japan, while China and South Korea have protested to no avail a surge in Japanese investments in their nations.

One of the greatest obstacles 3327 has had to overcome in the interests of secrecy has been the inevitable presence of reality storms on the borders of his realm. Core Earth natives have rapidly come to associate such storms with the coming of the High Lords, and so a way had to be found to divert suspicion.

3327's problem was solved when agents in the Cyberpapacy reported that Malraux had succeeded in "turning up" his stelae to drain more possibility energy from his realm, intensifying the reality storms there in the process. 3327 reasoned that if he reduced slightly the amount of energy being channeled through his stelae, the violence of the storms might abate.

He was correct, but even less destructive storms required an explanation. 3327 influenced his pawns in the Japanese government to announce that the weather patterns to the south and east of the island were the result of the proximity of Orrorsh. The storms raging along the Chinese coast were said to be the last vestige of the aborted attempt by the denizens of Tharkold to invade the Soviet Union.

The other High Lords are, of course, aware of his presence, but none of them stand to gain by exposing him at this point. Trusting none of them, 3327 has covert operations in motion designed to destabilize his rivals' realms and keep their attention diverted from him.

How many other nations suspect the true nature of the new Japan is unknown. It would seem that those who might harbor doubts about Nippon and its intentions have chosen to keep silent until definite proof appears that a threat exists. Until then, the United States and most of Europe continue to do business with Kanawa Corporation and the subverted Japanese government, purchasing goods and high-tech weaponry to use against the more conspicuous invaders and selling oil, lumber and other natural resources desperately needed to keep the Nippon economy moving. The refusal by the U.S. Delphi Council and other Core Earth governments to acknowledge the existence of the Nippon realm, even in the face of admittedly strange goings-on in Asia and portions of California, has made it difficult for Storm Knights to mount effective operations against the High Lord, and given 3327 precious time in which to maneuver.


M. Jackson

Still, the major threat to 3327's plans comes from the Storm Knights. The overlay of Nippon axioms created a relatively large number of Knights in the realm, and unlike some of his fellow High Lords, 3327 has not underestimated the potential danger they represent. He is well aware that some of those who oppose him in Marketplace may have found a way to the realm, despite his security precautions, and is concerned about their linking up with the Knights. He has therefore instructed the Yakuza and his corporate ninja to begin the active extermination of Storm Knights.

Japan

A person familiar with Japan who undertook to visit the country in the aftermath of 3327's invasion might well be shocked by the changes that have

The Bridges

The High Lord of Nippon is nothing if not pragmatic, and he disdains show over substance. That is why the maelstrom bridges which dropped into Osaka, Japan and Sacramento, California were in their purest state, appearing as beams of light, rather than as stone bridges, huge jungle vines or collections of tormented souls. While he does not deny the psychological impact those bridges had on the invaded, such forms do not lend themselves to secrecy.

Thus far, only two bridges exists linking Nippon and Nippon-controlled territory and Marketplace. Attempts to drop a bridge into Hong Kong were frustrated by the Storm Knights, and 3327 has now set his sights on western China as the next likely target.

taken place there. But for the Japanese, these alterations have occurred so gradually and been woven into the pattern of their lives with such subtlety that they have barely noticed them. A *sarariman* (white-collar worker) might comment on the increasing number of corporate mergers, but would see it as no more than a reflection of Western economic practices; a farmer might bemoan the loss of open land to industry, but will eventually dismiss it as the way of the world. In no area of his realm so much as here has 3327 been so careful not to implement sudden change that might alert the populace, and the authorities of Core Earth, to his alien nature.

The most obvious change in the areas dominated by Nippon axioms has been a strange mist which hangs over the land and sea. Resembling a moderately dense fog, this is actually the result of the low Magic axiom in the realm (see Chapter Four, "Axioms and World Rules"). Kanawa Enterprises, a subsidiary of Kanawa Corporation, recently announced that the mist was a harmless side effect of a process being tested which would derive power from heated sea water. Predictions of when the mist will dissipate vary depending on which Kanawa representative is speaking, but as all the major mass-media outlets are owned by 3327's corporations, the press is not pursuing the story.

Another major change can be found in the progress of industry, and its origins are twofold. When he traveled down the bridge from Marketplace, 3327 carried with him advanced technical knowledge used in that cosm. That knowledge, and his own mastery of business, were put to use to transform struggling firms into mega-corporate giants, the capital from which allowed him to purchase other companies. As profits grew, businesses felt the need to expand beyond the crowded urban areas, and various rural areas became the sites of corporate headquarters and manufacturing plants. This has cut into Japan's already small agricultural base, causing food prices to soar. This, in turn, has allowed Kanawa subsidiaries to make money with nutritional supplements and pre-packaged, high-energy foods.

The tremendous development of the countryside sparked some protests, all of which were ignored by Japanese officials, thanks to 3327's successful efforts at bribery and intimidation of various government officials. Pointing out the loss in employment and tax revenues Japan would suffer should his firms decide to relocate to another country, 3327 was able to win concessions from the government that virtually erased all the environmental regulations put in place over the last 20 years. Ministers who supported his positions were given either a monetary expression of gratitude or a stock tip they could benefit from. Those who resisted his entreaties often fell victim to what the Kanawa-controlled *Tokyo Shimbun* called "the rampant climate of lawlessness in our cities."

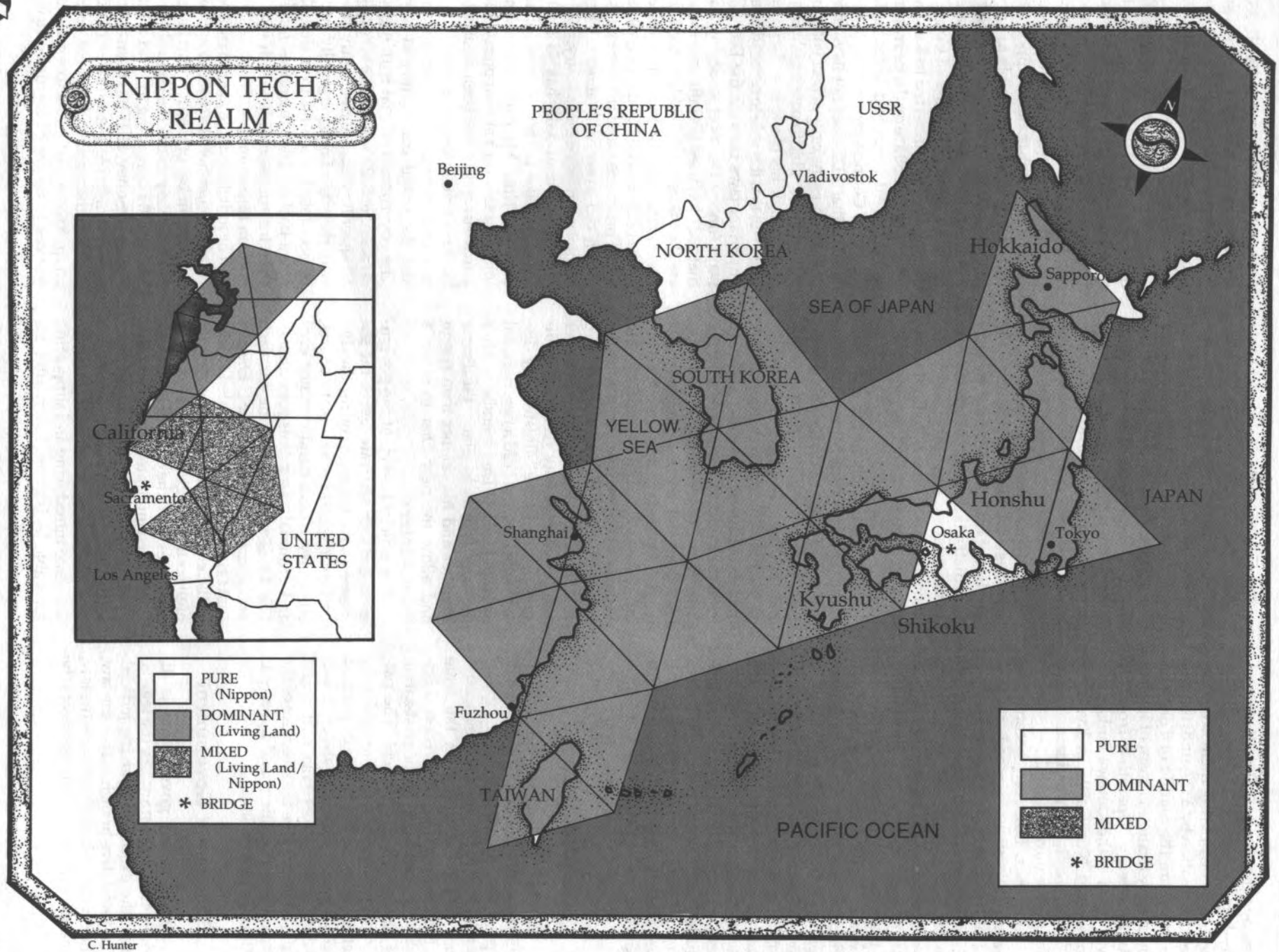
One of the results of this has been a frightening rise in pollution levels, as government restrictions on emission and discharge levels are regularly ignored. Even predominantly rural areas have not escaped the foul air and water that have become a part of Japanese daily life. This situation has caused an increase in the popularity of "shop-at-home" and "bank-at-home" services, as people try to spend as little time outside as possible.

Most Japanese will point to the sharp increases in crime, poverty, and homelessness as the most disturbing aspects of their nation in recent months. Increased use of automation and other technological advances in the workplace have forced many laborers out of their jobs and into the streets. Whole sections of large cities are now marked by violent crime, starvation, illness, and despair. Where once the Yakuza acted to prevent random street crime, they have turned away from that part of their code due to the influence of 3327. In addition, the High Lord's campaign to kill Storm Knights in his realm has resulted in a great deal of bloodshed, the significance of which is lost on the Japanese people, who are growing accustomed to the high crime rate.

While this situation is detrimental to society as a whole, 3327 allows it to continue and gains by it. Often, his agents in the Japanese underworld are able to direct criminal activities toward corporations affiliated with the Rauru Block. In addition, the traditional dedication of the Japanese worker is now tinged with fear: loss of job means loss of home and privileges, and could force one to live in the hellish neighborhoods of the poor. Most feel that any sacrifice is worthwhile to avoid that fate.

This increased competitiveness has brought to the fore a latent prejudice against Westerners, specifically Americans, in Japan. While refugees from the Core Earth United States and mercenaries seeking work are welcomed by some, many others see them as potential threats to the "tranquility" of Japan and their own positions on the economic ladder. Incidents of violence against non-Japanese perpetrated by members of the poorer classes has increased radically since 3327's arrival.

Overall, life is harder now for the average Japanese, but the entertainment industry continues to send the


NIPPON TECH REALM
PEOPLE'S REPUBLIC OF CHINA
USSR
Beijing
Vladivostok
NORTH KOREA
Hokkaido
Sapporo
SEA OF JAPAN
SOUTH KOREA
YELLOW SEA
California
Sacramento
Los Angeles
UNITED STATES
Shanghai
Honshu
JAPAN
Osaka
Tokyo
Kyushu
Shikoku
Fuzhou
TAIWAN
PACIFIC OCEAN
PURE (Nippon)
DOMINANT (Living Land)
MIXED (Living Land/ Nippon)
BRIDGE
PURE
DOMINANT
MIXED
BRIDGE

C. Hunter

message that hard work will eventually bring rewards. In truth, all that their labors will bring them is continued domination by 3327, until the day he can claim the mantle of Torg and completely drain this cosm of its possibility energy. Operating from his twin bases — the Kanawa Building in Tokyo and Nijo Castle in Kyoto — 3327 has watched with pleasure as his plans have moved ahead.

Japan has, however, become the center of operations for members of the Kashi, the Shiki, and the priests of Palan. Though their numbers are small, their knowledge of 3327 and his methods has enabled them to anticipate and thwart some of his moves. Most of the Kashi currently hold positions in Kanawa-controlled mega-corporations, which allows them access to a great deal of key information. Both the Shiki and the priests of Palan have been attempting to warn the Japanese of their danger, but with the exception of the Storm Knights, few have listened.

Core Earth hardpoints in Japan include the Imperial Palace in Tokyo, Peace Park in Hiroshima, and Nagasaki, the latter two sites of atomic bomb blasts in 1945.

Government

One of 3327's early goals was to eliminate the potential for government opposition to his activities. Japan's traditional economic policies would have made expansion on the scale which the High Lord envisioned impossible, necessitating a neutralization of the central government. The pattern of corruption and subversion he set in Japan has since been duplicated on a smaller scale in Taiwan, South Korea, and parts of China, so it would be well to examine the structure of the Japanese government and the effects 3327 has had upon it.

Branches of Government

The Japanese government is divided into three branches, the legislative, the executive, and the judicial. The legislative branch makes the law, the executive branch enforces the law, and the judicial branch interprets the law.

The chief operating body of the legislative branch is known as the *Diet*. Like the American Congress, the Diet consists of two houses: the House of Representatives, and the House of Councilors. The 467 members of the House of Representatives are elected to represent regional election districts of equal population (the boundaries are redrawn after periodic censi). One hundred of the members of the House of Councilors are elected by the entire nation as a whole, while the other 150 are elected from fixed-boundary election districts known as *prefectures*. Representatives serve three year terms, councilors six. There is no limit to the number of terms a Diet member may serve.

The chief officers of the executive branch are the Prime Minister and his cabinet. The Diet elects the Prime Minister from among its own members, and the Prime Minister appoints his own cabinet, though more than half of the cabinet appointees must be chosen from the ranks of the Diet. Unlike the American President, the Prime Minister does not serve a term of a set length. Instead, at any time the Diet can issue a vote of no-confidence with a simple majority vote, prompting the Prime Minister to select one of two possible responses: the Prime Minister and his cabinet may resign immediately, or the Prime Minister may dissolve the Diet and hold a new national election to select Diet members. After the new Diet is in place, the Prime Minister and his cabinet then resign and allow the new Diet to select a Prime Minister.

The judicial branch of the government has four separate levels: the supreme court, the high courts, the district courts, and the summary courts. Summary courts handle minor civil and criminal cases (misdemeanors). The 49 district courts (one for each prefecture) handle felonies. District court rulings may be appealed to one of the eight regional high courts, and high court rulings are appealed to the supreme court, the court of last resort.

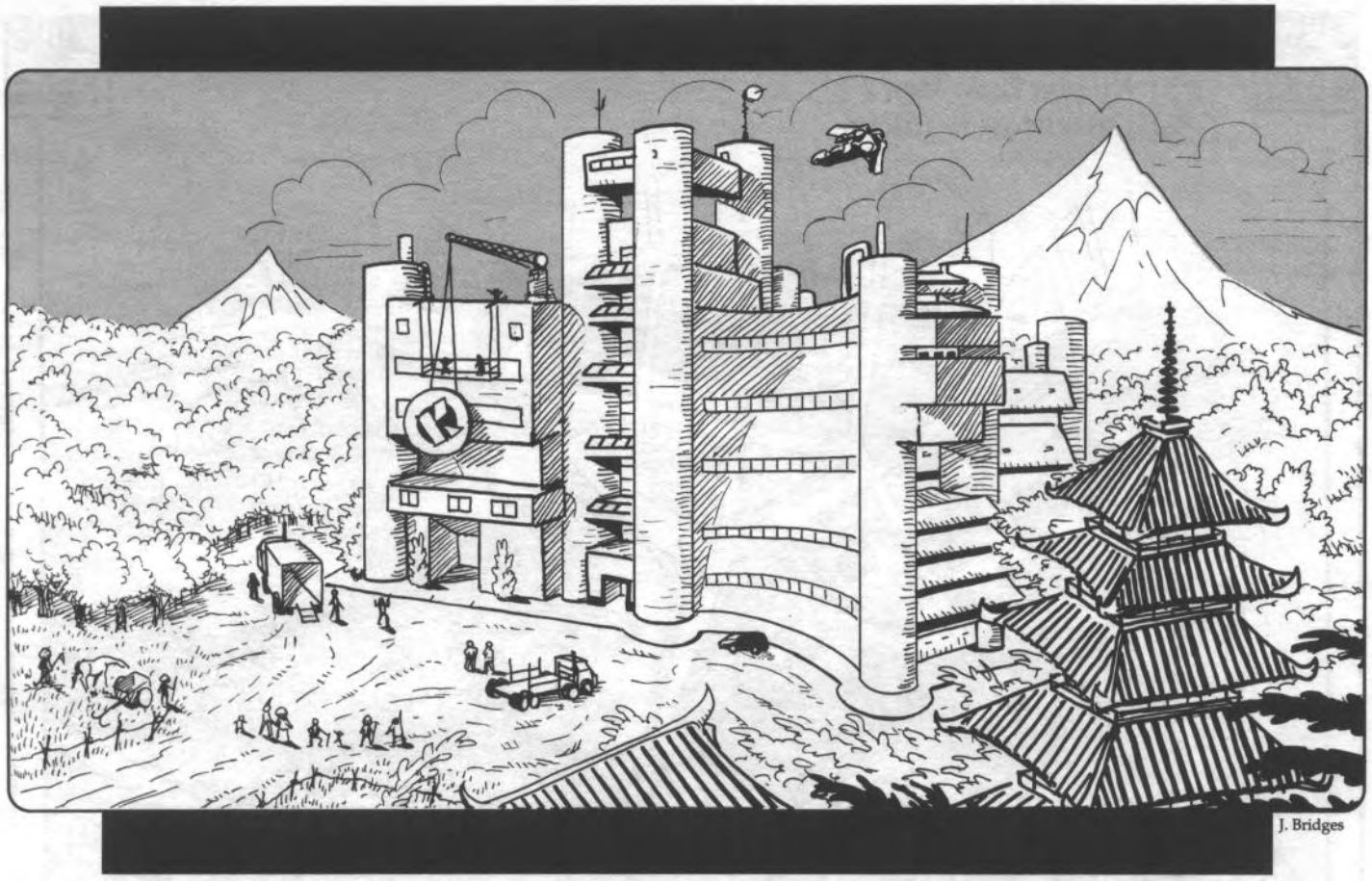
3327 first infiltrated the government through the Diet, where he used monies earned through Yakuza operations and arms sales to bribe representatives into introducing and supporting favorable legislation. Later, after his financial empire expanded a bit, 3327 was able to use Yakuza enforcers and his own influence to place his own candidates into office, including virtually all ambassadorships.

As things currently stand, 123 members of the House of Representatives have strong ties to Kanawa Corporation, and another 101 members are on either the Yakuza or Kanawa payroll (remember that the Marketplace axiom set makes Nippon officials much more susceptible to bribes than those in Core Earth), for a total of 224 controlled votes. Approximately 40 members of the House of Councilors are directly connected to Kanawa, while another 50 are on the payroll, for a total of 90 controlled votes in the House of Councilors.

Note that 3327 does not have direct control over a majority of Diet votes and is therefore unable to pass legislation at will, though his block is so large and powerful that it is able to railroad many important laws through the Diet anyway. Among the most sweeping laws that 3327 has used his influence to pass are the "Boom Act," which sliced corporate taxes to spur growth (at the expense of almost all of Japan's civil and social programs), and the Sumoto Act, which did away with most environmental restrictions on industry.

One step that 3327 has so far refused to take is the removal of the current Prime Minister, who is not under Kanawa or Yakuza control. Such a maneuver has not been attempted because of the undue suspicion it might provoke amongst both the citizenry and the world community at large. The government official with highest rank under 3327's influence is Foreign Minister Ito Oda. He frequently meets with the High Lord personally and is responsible for seeing to it that Kanawa-backed Diet members receive their instructions as to which way to vote on important issues.

The judicial branch has not escaped corruption, either. Before 3327 arrived, a great number of district court judges were already under the control of the Yakuza. By spreading around a little Kanawa money, 3327 has been able to more than triple the number of corrupt magistrates. In his most recent coup, 3327 added two supreme court justices to his list of corrupt officials,



J. Bridges

after they were appointed by the current Prime Minister on the advice of Ito Oda. In addition, a number of high-ranking police officials have fallen under 3327's sway through bribery and blackmail, and most urban police forces have been heavily infiltrated by MarSec agents.

Local Governments

Another similarity between the American and Japanese governments is found on the local level. Japan is divided into 49 separate prefectures which function in much the same way as American states. Each prefecture has its own governor and assembly, which passes laws of local import. Roughly one-third of the prefecture governments have been corrupted to the point of control by 3327. Among the most important of these are Tokyo, Kyoto, and Osaka.

Cities, towns, and villages have their own governments as well, though with the exception of the big metropolises and towns of industrial import, 3327 has seen little need to infiltrate any of these bodies.

The Emperor

Nominally sitting atop the entire Japanese government is the Emperor. Although the Japanese once believed the Emperor divine and pledged undying devotion to him, the current government recognizes the Emperor only as a "symbol" and has redefined his role as largely ceremonial and traditional.

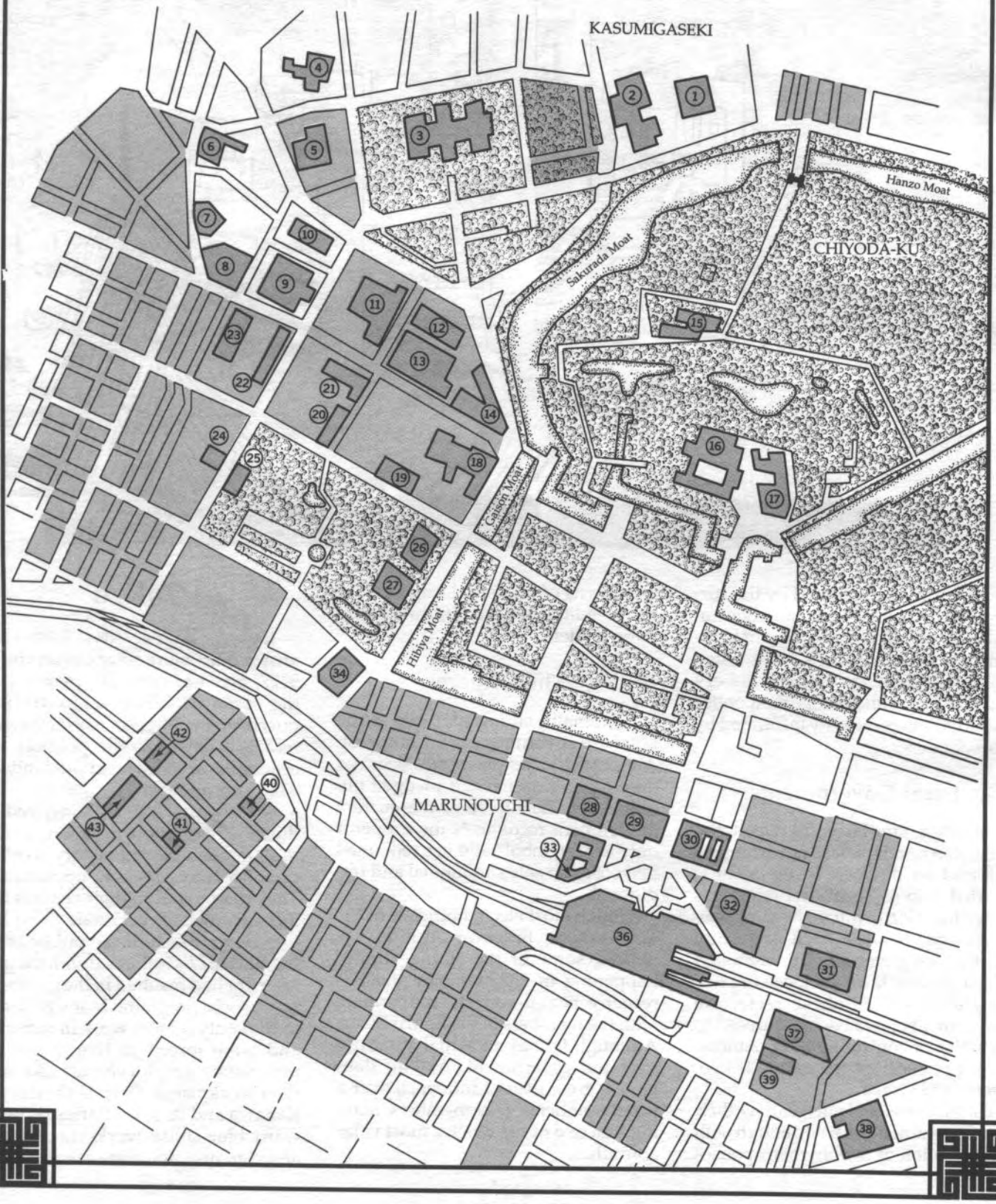
Unlike most elected officials of the government, Emperor Akihito has noticed some of the strange things happening in 3327's Japan and has recently begun secretly cooperating with the members of the Rauru Block. Although he has no actual authority over the government, Akihito does have a great deal of influence over a small number of Diet members, making him one of the Block's most valuable allies.

Tokyo

Japan's largest city, Tokyo has grown even more since the coming of 3327, and has suffered greatly from the social problems indirectly produced by the Nippon axiom wash. It remains, however, the political and economic capital of Japan, and indeed, 3327's entire realm.

Shortly after the 3327-inspired industrial revolution in Japan, over 2 million unemployed factory workers came to Tokyo seeking opportunity. They discovered to their chagrin that Kanawa-owned real estate firms had torn down much of the public housing, and 3327's influence with the government had resulted in the gutting of many social programs. Many were able to find only menial work in factories, and were forced to live in poorly-maintained employee barracks near their workplaces. Despite the disdain Kanawa and its subsidiaries show toward blue-collar workers, most are afraid to quit, for there are few other

Nippon Tech: Map 2
Downtown Tokyo



C. Hunter

Key to *Map 2: Downtown Tokyo*

1. National Theater
2. Supreme Court
3. Diet Building
4. Prime Minister's Residence
5. Prime Minister's Office
6. Patent Office
7. Kokaru Automotive
8. Ministry of Education
9. Ministry of Finance
10. Environmental Planning Board
11. Foreign Ministry
12. Ministry of Transport
13. Ministry of Interior
14. Police
15. Biological Laboratory
16. Imperial Palace
17. Palace Treasury
18. Ministry of Justice
19. Justice Court
20. Ministry of Health
21. Ministry of Agriculture
22. Ministry of Trade
23. Ministry of Telecommunications
24. Nippon Press Center
25. Library
26. Shodan Metals
27. Omi Electronics
28. Mitsubishi Building
29. Mitsuyana Motors
30. Korruki Investments
31. Kanawa Corporation
32. Tokyo Shimbun
33. Post Office
34. Town Hall
35. Imperial Hall
36. Marunouchi Central Station
37. Nippon Steel
38. Bank of Japan
39. Nippon Building
40. Fuji Building
41. Zamftech Computers
42. Allied Technologies
43. Minolta Building

places to go. Those who are forced out are often recruited by the Shiki.

Tokyo's current population stands at more than 11 million, and its population density is unequalled for a city its size. This has resulted in the appearance of formidable social problems: unemployment currently stands at 44 percent, hunger, disease, and infant mortality are up, and homelessness has become a severe problem. But the *sararimen* on their high-speed trains don't see these problems — or if they do, prefer not to take the risk of pointing them out.

Tokyo is an excellent microcosm of the entire realm, having been reshaped into a city geared toward the wealthy. The educational system has been revamped, so that only the children of the rich can afford to attend. Specialized medical care is available only to the wealthy as well. The average income of residents is approximately ¥3.6 million, while the *median* income is only ¥1.5 million. In other words, Tokyo is a city of the very rich and the very poor, with little ground in between.

Tokyo remains the nation's center of big business and production. Rich corporate heads who would just as soon not live and work in the city are forced to stay for economic reasons. The city's infrastructure has been vastly improved, and the entire subway system has been overhauled, with quieter, faster trains in place, while construction begins on a more efficient monorail system similar to the one in Marketplace.

Tokyo is made up of 16 districts, including:

The Imperial Palace District: located in Chiyoda-Ku ward, this area contains the Imperial Palace, government buildings, art museums, and theaters. During the day, the Imperial District is one of the safest in the entire city, as police crack down on drifters in order to provide protection for the politicians and corporate heads who come into the area to conduct business. At night, however, police cease their patrols and the district becomes a notorious haven for drug dealers and prostitutes, much like New York City's Times Square.

Chiyoda after dark is a dangerous place, filled with Yakuza soldiers, street gangs, junkies, and people with something to sell, whether it be a drug or themselves. It is the hell in which the homeless, the desperate, and the murderous all thrive, safe from the scrutiny of the authorities.

It is said that for every deal made in the towers of Tokyo by day, there are two made in Chiyoda at night. Storm Knights seeking black market goods or information gravitate here, but ask questions at their own risk — the bodies of more than a few have been found dumped in Hibiya Park, their wrists bound, their throats slashed.

3327 has made no effort to clean up Chiyoda, in fact, he has allowed it to become worse. The revelation of a Kanawa Corporation connection to certain kinds of business could be extremely damaging to public trust, and so using this area to conduct certain transactions provides instant deniability. After all, no one would seriously believe that executives of Japan's largest mega-corporation would have anything to do with the denizens of so dark a place.

Akihabara and Jimbocho: these two districts make up the commercial center of the city. Thousands of neon signs hang over shops selling every conceivable sort of electronic gadget. The combined annual income from the shops in these districts is well over ¥60 trillion. The large number of important corporate headquarters located on the fringes of these sectors ensures adequate police protection, making Akihabara and Jimbocho two of the safest districts in the city.

The Akihabara Bazaar would be a valuable source of equipment for Storm Knights, especially those who do not have connections with the Rauru Block. The bazaar is a complex of shops and discount caves which takes up 20 blocks in the north-central section of the city. It is filled with shouting pitchmen, bright lights and mammoth pricing cards.

Ueno: this district was once dominated by massive concrete public housing projects, each of which housed more than 10,000 residents, but much of this has been torn down since 3327's conquest. Just a couple of miles away from the business district, Ueno is one of the toughest gang neighborhoods in the city, and Ueno Park, running the length of the district, is a frequent site of Shiki meetings.

Asakusa: this neighborhood is very similar to Ueno, save for the fact that

the Yakuza has a much firmer grip in this area than they do there.

Tjukiji and Shimbasi: the northern fringes of these two districts hold much of Tokyo's middle-income housing. Most middle-income families live in residences roughly the size of a two-car garage. The southern ends are made up of sea docks and warehouses, and are frequently used as Yakuza safehouses.

Nihombashi, Ginza, and Yurakucho: these districts house the greater majority of Tokyo's corporate headquarters and luxury penthouses. The Nikkei Stock Exchange, the main office of the Bank of Japan, and the Kanawa Corporation Building are all found here.

Roppongi, Akasaka, and Aoyama: these near-Western districts are all very similar to Ueno and Akasuka. The Yakuza dominates all three, but the Shiki have made inroads into Aoyama in recent weeks.

Shinjuku, Shibuya, and Harajuku: these districts consist of large homes and palaces owned by the wealthy corporate executives who work in Tokyo. The police patrol all three areas in force, though there has been a recent spate of violent robberies committed in this region by street gangs from the nearby districts of Roppongi, Akasaka, and Aoyama, openly defying Yakuza authority.

All of the nation's larger banks are headquartered in Tokyo, as are the stock and futures exchanges. Dominating the skyline is the glass monolith known as the Kanawa Building, its great steel "K" facing the open sky, as if daring the gods to challenge its owner's power. Two hundred fifty meters high, the Kanawa Building on Etai dori is Tokyo's tallest skyscraper. From his penthouse, 3327 can gaze out upon one of his most valued acquisitions, the Bank of Japan, or see the bustling Marunouchi Central Station, content in the knowledge that the millions of eyes which marvel at his tower each day have no suspicion of the dark secrets contained within.

Osaka

Japan's second largest city, and a major port, Osaka has become a non-stop hive of activity in the months since the onset of the Possibility Wars. With the Kanawa Corporation and its subsidiaries shipping goods and weapons to both sides in the numerous conflicts raging around the globe, freighters and oil tankers are departing every hour as Japan's import/export industry booms.

Osaka was the site of 3327's initial invasion, and the cornerstone of his financial empire. Marketplace corporate ninja, led by an experienced agent named Nagoya, traveled down dimthreads into the Osaka Technology Center, and "negotiated" the purchase of the Hechiro Electronics Building (the owners, refusing to sell, were found floating in the Yoda — their deaths were ruled suicides, possibly tied to questionable financial practices in the running of the company.) Nippon stelae were then prepared and placed in the huge main chamber, and it was into there that 3327's maelstrom bridge descended.

The Kanawa Corporation now owns much of the city. The High Lord encountered little resistance to his takeover, although he has been opposed by a sect of Sons of the Wind who now occupy the Shitennoji Temple. 3327's agents have been unable to force them out, due to the fact that the temple's ancient stone archway, or *torii*, is a Core Earth hardpoint. In addition, many of the mega-corporations based in Osaka have Kashi loyalists as employees.

Sapporo

One of the most radically altered cities in Japan under 3327, Sapporo is located on the northernmost island of Hokkaido. With virtually no high-tech industry prior to the Possibility Wars, Sapporo has since been transformed into a producer of armaments. Factories have sprung up around the city, and even the once-protected confines of Maruyama Forest now play host to a Kanawa research facility.

This sudden change has angered many of the residents of this predominantly rural area. Ignoring arguments that all of this is merely "the march of progress," Sapporo natives point to the increase in crime and pollution on their once pristine island, and the priests of Palan have found many willing to accept their doctrine in this region. But with a large number of government officials owning stock in Kanawa Corporation, little attention is paid to resident's complaints.

In addition to the emergence of the arms industry, the island of Hokkaido has become a training ground for ninja. The relatively high number of secluded areas ensures that rituals can be performed in secret, and the harsh climate helps to toughen the warriors.

South Korea

3327 has found South Korea to be the most troublesome of all the territories he has attempted to conquer, and the only one thus far that has required a show of brute force rather than just the exercise of economic power.

3327 began operations against South Korea by purchasing, through a front company, Pusan Land Development, Inc. Believing his connections with the firm to be safely veiled, he allowed PLD to make a series of deals, most involving suitable sites for stelae. Nippon axioms soon dominated an area as far west as Samch'onp'o and as far north as Tanyang.

Then the High Lord encountered his first major setback. A Rauru Block firm leaked word to the South Korean press that Japanese investors were behind PLD, setting off a storm of protest among the Koreans, who still resent the Japanese for atrocities committed during World War II. Rioters took to the streets in Pusan, Ulsan, and Chongju, demanding that PLD be forced out of business and purchased land be returned to Korean ownership.

3327 found this all highly distasteful, and worried that attention paid to the Korean problem might result in greater scrutiny of other Kanawa deals. By this time, he had succeeded in corrupting much of the South Korean government, and offered to cooperate with them in putting down the riots. Kanawa "security police" (actually uniformed Yakuza enforcers and MarSec agents) joined forces with Korean riot police and used tear gas, water cannons, and live ammunition to quell the disturbances.

Nippon Tech: Map 3
Major Rail Lines



せ公園立や国きぶ国

C. Hunter



M. Jackson

While this went on, a ninja strike team planted evidence in the home of a resistance leader, linking him with North Korean Communists. The Kanawa propaganda machine went into action, branding the insurgents as agents of a government opposed to free trade and honest profit. If this line did not totally appease the general public, it at least left them (and the rest of the world) uncertain who to side with.

Active rebellion against Kanawa investments in South Korea has abated for the present, but it is by no means dead. Unwilling as yet to discard the provisions of the Japanese Constitution which prohibit military action in foreign lands, 3327 is contenting himself with covert military aid to the South Korean government, and profiting handsomely from the sale of arms to them. The challenge has whetted the High Lord's appetite for more, and he hopes to take all of Korea, North and South, within the next three months.

China

3327 has only recently begun to make inroads into mainland China. An area along the southeastern coast of the huge nation, from Nantong to Foochow, is now under Nippon axioms.

Rather than force high-industry upon the region, 3327 has focused on mass-production of consumer goods, the type of business which was already established in Shanghai and the vicinity. In addition, controlling major Chinese ports allows the Kanawa Corporation to sidestep annoyances like import duties and customs inspections.

The two major obstacles Kanawa has faced have been racial hatred toward the Japanese among the Chinese, and the reluctance of the Chinese government to encourage capitalist ventures. Local authorities have attempted to throw up roadblocks to Kanawa land purchases, but with little success, primarily because 3327 showers the relevant boards with goods, yen and women until they accede to his wishes.

3327 regards China as a vast resource to be exploited, in terms of minerals, land, and cheap labor. The apparently static situation in Orrorsh has allowed him a free hand in Asia, but he refuses to allow overconfidence to dictate his actions and is moving slowly and subtly. A China suddenly obsessed with profit and commercialism would be bound to attract unwanted attention.

In fact, the Chinese government already strongly suspects a High Lord is present in Japan. But faced with a possible invasion from the south (Orrorsh) and the ever-present threat of the Soviet Union, China has been slow to take steps against Kanawa. In addition, the bad publicity garnered by earlier Chinese military operations within their own borders have made them fearful of using force indiscriminately.

Taiwan

The Taiwanese economy was sent into convulsions by the changes in Japan and China. Faced with manufacturing methods with which they could not compete, Taiwan's financial institutions crumbled, the stock market plummeted 80 percent, and brokers began committing suicide at an alarming rate.

To 3327, this seemed a golden opportunity for expansion. Pushed to the brink of total collapse, Taiwan welcomed Japanese investment. Although unemployment remains high and the Yakuza has effectively assumed control of the Taiwan underworld, government officials remain convinced that the Kanawa Corporation will lead the country back to prosperity.

California

In the most overt sign of friction between High Lords to date, 3327 ordered Nippon agents to uproot three Living Land stelae in California and replace them with his own. The area seized was the triangle surrounding Sacramento, which included the maelstrom bridge linking the Western Land to the cosm of Takta Ker. Deprived of stelae, the bridge withered, rotted and collapsed.

3327 immediately had a bridge dropped from Marketplace to replace Baruk Kaah's, turning the entire area into a Nippon pure zone. In addition, the adjoining areas were now bounded by Living Land and Nippon stelae. This had the effect of creating Nippon-Living Land mixed zones in those areas, with high *Tech*, *Social* and *Spirit* axioms, but little in the way of *Magic*.

This event naturally had staggering repercussions. Residents of those areas who had transformed to Living Land axioms faced baffling changes as Nippon axioms washed over the land. Kaah's expansion into the western states was set back, as the "supply line" to Takta Ker was no more.

As Nippon's reality is so similar to Core Earth's, authorities, including the Delphi Council, have proclaimed the sweeping changes in California as a sign that U.S. troops had begun reclaiming territory from the invaders. While there were some grumbles about stepped-up Japanese investment around Silicon Valley, most people were so happy to see the dinosaurs and lizard-men subdued they paid no heed to these warning signs.

In the Nippon-Living Land mixed zones, the miracles of Keta Kalles exist side by side with the pragmatic, materialistic culture of 3327. Attempts to introduce commerce into some of these areas have proven futile, as edeinos and Jakatts do not understand the concept of money, nor of the need to purchase "dead things." Kanawa-backed "safaris" to slaughter edeinos have become commonplace, however.

The benefits to 3327 of this move far outweigh the sole drawback (arousing the wrath of Kaah). The Pacific ports, particularly San Francisco, are now largely safe from the primitive axioms of the Living Land, and available for use by Nippon mega-corporations. In addition, the acquisition of several Californian computer firms could serve as the cornerstone of a new financial empire in America for 3327.

Nor have the Nippon High Lord's activities been restricted to northern California. Several sites in Los Angeles, including the majority of the motion picture corporations, have been converted to Nippon Tech hardpoints. 3327 has used his control of the entertainment industry to influence American opinion on Japan, both through subliminals and in more overt manners. The content of these messages is usually to the effect that Japan is a firm ally of the U.S. in the Possibility Wars, and America stands to benefit from the success of Japanese industry.

3327 hopes, in the coming months, to extend his stelae boundaries into Southern California and eventually Mexico, which is enjoying an oil-related economic boom at present.

The Kanawa Corporation

Much of 3327's financial empire consists of huge mega-corporations, made up of holding companies and several smaller subsidiaries, with even occasional undersubsidiaries.

Before 3327 arrived, there were a limited number of mega-corporations of this size in Japan. Prior to the dropping of the maelstrom bridge, 3327's agents sought out a suitable corporate platform which could be used as a base from which to launch operations against corporate Japan. The chosen firm was Hechiro Electronics of Osaka, a small but potentially successful high-tech (for Core Earth) munitions manufacturer. Two things about Hechiro attracted 3327's attention: first, its many defense contracts necessitated strict security measures within the company, meaning that Hechiro was relatively isolated from the outside world and that the public knew little of its operations; and second, the fact that Hechiro traded in arms, a business 3327 knew would soon be booming due to the Possibility Wars raging across the globe.

3327 assumed control of Hechiro with the help of ninja warriors (bringing new meaning to the term "hostile takeover"). At that time, Hechiro was completely reorganized, retooled, and re-named. The Kanawa Corporation was born. As "Ryuchi Kanawa," 3327 became the chairman of the corporation's board of directors.

Using the new manufacturing technologies made possible by the overlay of Marketplace axioms (of which only 3327 was aware at the time), Kanawa and its Hachiman weapons division were soon able to undercut all competitors and produce arms cheaper and faster than anyone would have believed possible. Before long, Kanawa blossomed into one of the largest and most profitable munitions manufacturers in the world and 3327 began investing Kanawa's profits into the acquisition of smaller companies, which were then converted over to Marketplace manufacturing techniques, enabling those companies to grow into overnight successes as well

as generating new profits. Barely a month after taking over the firm, 3327 moved its corporate headquarters to a great skyscraper in the heart of Tokyo.

Before long, as with any new industrial technology, the secrets behind Kanawa's Marketplace manufacturing techniques were stolen or developed by other manufacturers, who then began to compete with Kanawa once more. At first, 3327 kept his profits high by applying Marketplace technology to a number of consumer goods that were manufactured for sale in Japan: cheaper computers, better automobiles and household appliances, etc. But eventually these technologies were disseminated industry-wide as well. 3327's latest plan aimed at keeping the profits flowing and acquiring new subsidiary corporations is a Ponzi scheme, or "pyramid con," built upon the issue of so-called "junk bonds."

Junk Bonds

Bonds are issued to the public by corporations that are trying to raise capital. A public investor purchases the bonds, in effect loaning the corporation her money for a specified period of time; at the end of this time period, the corporation pays back the money with interest. Since a bond's interest rate is fixed at the time the bond is purchased, bonds are not susceptible to the daily fluctuations in value which characterize the stock market, meaning that most bonds are a more conservative and predictable investment than stocks.

But this is not to say that bonds are completely risk-free. If an investor holds a bond from a corporation which fails during the term of that bond, he may stand little hope of getting back the original investment, much less the interest. This means that most investors purchase bonds issued only by financially sound or "blue chip" corporations which have very little chance of failing. Consequently, smaller and less stable corporations must issue bonds with a much higher interest rate in order to remain competitive. If Toyota (a large and stable corporation) can issue a bond at a 10 percent annual interest rate, for example, Bungai Motors (a fledgling auto manufacturer) would probably have to offer an interest rate of between 15 and 18 percent just to make anyone even consider investing in a firm with a relatively high risk of going bankrupt. These high-risk, high-yield bonds are known to financiers as "junk bonds."

Investors in 3327's Japan have seen a number of tiny corporations suddenly blossom into major manufacturers in a matter of *weeks* thanks to the influence of the High Lord's manufacturing technologies and the scramble to keep up with the "breakthroughs" that seem to happen almost daily. In fact, so many of these corporations have succeeded beyond anyone's wildest dreams that investors have begun to conclude that the "junk bonds" they purchase are a better investment than the blue chip bonds issued by stable corporations.

The reasoning goes something like this: suppose you were to invest ¥1 million in bonds with a 10 percent yield issued by Toyota, which for all practical purposes has no chance of going bankrupt in the six-month term covered by the bond. At the end of six months, your return would be ¥1,050,000 (¥1 million + ¥1 million x 5 percent — the 10 percent is an annual rate and you have only invested for 6 months) for a profit of ¥50,000. Now suppose you invested the same ¥1 million in 20-percent yield junk bonds issued by 100 separate companies. Right now, the failure without return rate (the percentage of junk bond issuers that go belly up without being able to honor their bonds issued to the public) of such companies in Nippon is roughly three percent, meaning that three of the companies in which you invested will go bankrupt and that you will lose three percent of the money you invested (or ¥30,000). But your return on the remaining ¥970,000 is 20 percent giving you a total return of ¥1,067,000 for a profit of ¥67,000, or approximately ¥17,000 more than you would have made dealing in "blue chip" issues.

This sort of economic climate has allowed 3327 to issue trillions of yen worth of junk bonds. The new subsidiaries which are brought to life through junk bond issues are then tacked onto the Kanawa Corporation, where they begin filling the High Lord's personal coffers with profit.

The Pyramid of Nippon

But the junk bond scheme has a few special problems associated with it as well. The corporations which start up under junk bond issue are saddled with enormous debt. Most of their initial capital, remember, is still owed to investors with an 18-21 percent interest rate. In order to overcome this deficiency, a junk bond corporation must make between a 120 and 130 percent profit during the first few years it is in business, and even with the assistance of Marketplace axioms, few small companies can manage such a feat. And if one or two of the larger junk bond issuers were to default, the entire investment community might cool to the bonds, quickly drying up the entire market.

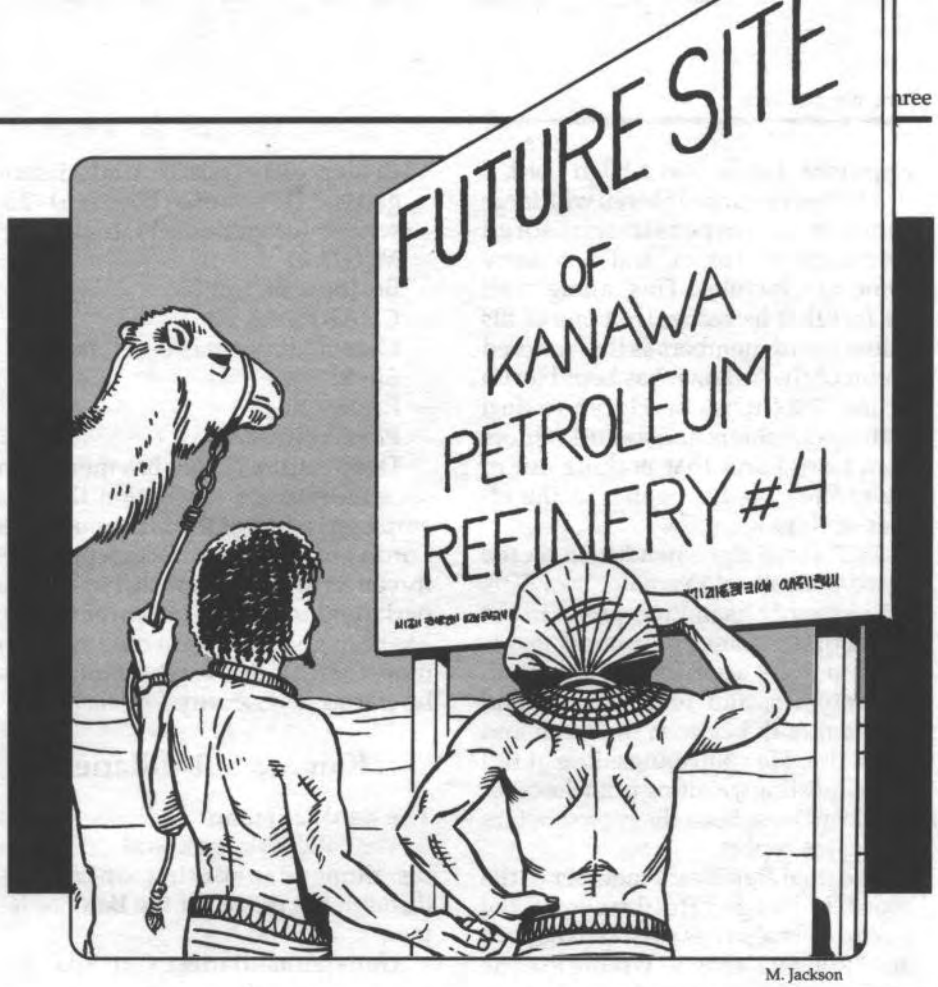
In order to prevent such a default, 3327 implements a variation on the old "pyramid" con game. As one of the corporation's bond issues becomes due, 3327 has another corporation issue a whole new flood of junk bonds, the proceeds of which are loaned to the soon-to-default corporation and used to pay off the bonds coming due. Eventually, of course, like all pyramid schemes, the bond issues will run out of investors to fuel the fires and the entire corporate structure will come crashing down. In a few cases, Kashi computer hackers have broken into Nikkei Stock Market programs in an effort to speed the collapse along. But 3327 is banking on the fact that he can keep the scheme running at least until he finishes his exploitation of Earth's cosm and becomes Torg.

In the meantime, you might be wondering exactly where all the money that is being invested in these junk corporations is coming from. The answer, of course, is from the common Japanese citizen. After the Kanawa Corporation grew very large, 3327 diversified his holdings a bit and established a number of separate mega-corporations under his control in order to avoid the attention that a single corporation owning 40-50 percent of Japan would attract.

One of these corporations was built around the Bank of Japan, an early acquisition which the High Lord se-

lected as an ideal holding company. Most of the subsidiaries attached to the bank were other banks and lending institutions, which made massive investments with the savings of individual citizens. Most of this money, needless to say, is now being pumped directly into the junk bond market. And with the Bank of Japan (one of the most respected financial institutions in the East) and its subsidiaries all investing so heavily in the market, a number of other major investors controlling union pension funds and insurance pools were drawn into the fold as well. The latest source of revenues are the foreign investors who now view Japan as a "get-rich quick" investment.

In short, 3327 is borrowing the money he needs to plant new stelae and expand his empire from the very people he is slowly subjugating. This, along with a shortage of natural resources in Japan for use by industry, greatly limits the amount of time the Nippon Tech economy can sustain itself, and thus the amount of time 3327 can operate in this cosm.



M. Jackson

3327's Gamble

Many of the Nippon High Lord's plans depend upon the other Possibility Raiders meeting defeat before his economy ceases to be a viable one. Anticipating such a happening, 3327 has been quietly purchasing land in the mixed zones of other realms from property owners who escaped the initial invasion. Prices have been ridiculously low, as many of the sellers do not expect to ever see their land again.

The point of this action is to ensure unlimited resources for Nippon once competing realms have fallen. For instance, if the Nile Empire should be reclaimed by Core Earth, many will be surprised to discover that a large number of oil fields are owned by Kanawa Petroleum. By the same token, if a weakened Baruk Kaah is driven out of Pennsylvania, Kanawa Enterprises will be able to lay claim to the coal deposits under the land it has purchased. All of this would contribute to solving one of 3327's most vexing problems — the need to constantly import natural resources — and also eliminate competition for the title of Torg.

To help bring this plan to fruition, 3327 has been selling arms to resistance groups battling the High Lords. As he has also, in most cases, been selling equipment to his colleagues as well, they have been willing to look the other way with regard to this matter for now. If, however, they should learn of his land purchases in their realms, things could grow very uncomfortable for Kanawa executives and Nippon Tech ambassadors around the world.

The Structure of Kanawa

The first and largest of 3327's megacorporations, the Kanawa Corporation, is currently organized in this manner:

Holding Company: The Kanawa Corporation

Kanawa (formerly Hechiro Electronics) was the first Core Earth corporation to be controlled by 3327. It now manufactures all types of arms for use at home and abroad and is the most profitable arms producer in the world. All of the other corporations in the structure are Kanawa subsidiaries, either directly or indirectly.

The CEO of Kanawa is "Ryuchi Kanawa," actually 3327 himself. Even in a position noted for relatively high visibility, 3327 remains a shadowy figure, delegating the authority to run stockholder's meetings and other such public appearances to subordinates. He has carefully cultivated the reputation of a Howard Hughes-type recluse, and enters and leaves his penthouse through a rooftop helipad. Only the members of the Kanawa board of directors have had the privilege of seeing him in person.

Acting as vice-chairman is Saito Horyu, a Core Earth native who was a minor member of the Hechiro board when 3327 took over. The High Lord had instructed his corporate ninja to keep at least one board member alive so lower-level executives in the firm would see a familiar face about and suspect nothing of the true nature of the shift in control. Greedy and bitter over having been passed over for promotion, Horyu was perfectly willing to cooperate with the new owner, despite

suspicions that he was a High Lord.

3327 has rewarded Horyu with large bonuses, a corporate-sponsored apartment in Tokyo, and a country home in Chichibu. This, along with the fact that he recognized one of his fellow board members as the rumored leader of the Yakuza, has kept Horyu in line. 3327 relies on Horyu to deal with stockholders and assure visitors from Core Earth that nothing out of the ordinary is happening in the offices of Kanawa.

3327's true right-hand man on the board is "Murasaki Yamato," aka 7710, a director of Ursan Enterprises in the Marketplace cosm. His primary task is to keep 3327 apprised of doings in Marketplace, and he makes several trips a month between the cosm and the realm. He contributes little at full board meetings, waiting until the other members have been dismissed before giving his report.

The final significant member of the board is Isei Sagato, leader of the Yakuza. He also has reason to believe that "Ryuchi Kanawa" is more than he appears to be, but has decided not to press the matter as long as profits keep rising. He has strongly considered the possibility of of blackmailing "Kanawa," however, should the Yakuza ever be relegated to a position of less importance in the corporate head's plans.

The remaining members of the board are the chief executives of some of the corporation's subsidiaries. These five are unaware of the true scope of 3327's empire, nor do they have any suspicions about his origins. They are aware that the Yakuza is connected to the firm, and that, plus their newfound wealth, prevents them from speaking out against the harsh, often brutal methods employed by 3327. Their presence is a mere formality in business meetings.

Save for 7710, no one on the board is aware of 3327's clones, or the true purpose behind his financial machinations.

Saito Horyu
DEXTERITY 9
Dodge 10
STRENGTH 8
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 11, find 11, language (Japanese/English) 12, scholar (economics) 14, trick 11
MIND 11
Business 14, test 12
CHARISMA 10
Charm 11, persuasion 11, taunt 11
SPIRIT 9
Reality 10
Possibilities: 5
Description: Horyu has more than once entertained the notion that his employer is one of the infamous High Lords, but he does not let that possibility concern him overmuch. He sees the perks and trappings of power that he has been given in recent months as no more than his due for the many years he slaved in obscurity for Hechiro.

Kanawa Subsidiaries

The Bank of Japan
The nation's largest bank, 3327 runs his money-laundering operations through the offices of the Bank of Japan.
Undersubsidiaries: Chi Real Estate, Soto Investments.

Mitsuyana Motors
One of Nippon's most profitable auto manufacturers, featuring six plants and thousands of employees.
Undersubsidiaries: Toku Autoparts, Osaka National Bank.

Omi Electronics
Specializing in computers and video equipment, Omi is second only to Sony in the Japanese electronics market.
Undersubsidiaries: Brookgreen Publishing, Korubishi Plastics, Toranaga Chemical, Hiyatsu Raw Materials.

Ichi Entertainment
A huge media conglomerate that owns television stations and cable and satellite video feeds, Ichi has recently moved into the motion picture business after establishing a state-of-the-art movie studio just outside Osaka.
Undersubsidiaries: Ichi Records, Ichi Pictures, Ichi Publishing.

Masters and Field Co.
Manufacturers of a number of brand name foodstuffs sold in Japan and Korea, Masters and Field was a British corporation that was taken over by the Japanese just before 3327 arrived.
Undersubsidiaries: Kakuro Paper Products.

Koniki Inc.
One of Japan's largest department store chains, with over 500 stores across the country.
Undersubsidiaries: Borubokan Textile, Spotlight Sporting Goods, Pony Audio/Video.

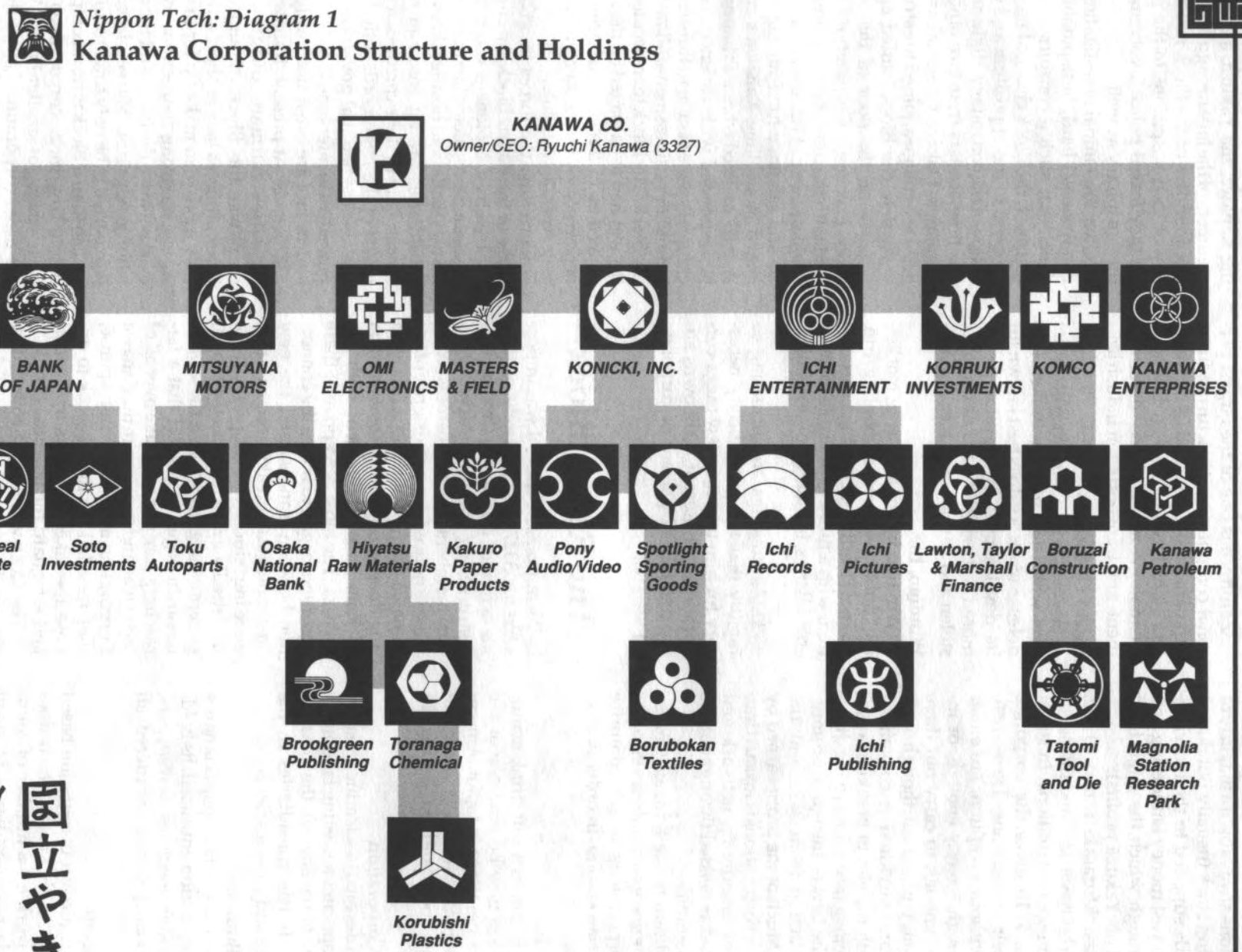
Komco
A producer of heavy machinery and tools, Komco is one of 3327's most valuable holdings since it allows him to control manufacturing machinery prices.
Undersubsidiaries: Tatomi Tool and Die, Boruzai Construction.

Korruki Investments
An old and trusted investment firm which operates on the Japanese mainland. Thousands of clients all over the country.
Undersubsidiaries: Lawton, Taylor and Marshall Finance, Houston, TX.

Kanawa Enterprises
A newly-created investment firm, specifically charged with seeking out opportunities for gain overseas. In truth, KE is a front for espionage operations in other realms.
Undersubsidiaries: Magnolia Station Research Park, Kanawa Petroleum.

Other Mega-Corporations

3327 eventually had to stop weaving all of his acquisitions into the Kanawa structure in order to avoid attracting too much attention (a corporation that owned between 25 and 40 percent of Japan would have certainly been noticed). In order to keep expanding, 3327 began assuming control of other mega-corporations. Each of these bodies has its own CEO and board of directors, but their offices are carefully stocked with trusted Marketplace natives and Core Earth businessmen whom 3327 controls through bribery and intimidation. The mem-


Nippon Tech: Diagram 1
Kanawa Corporation Structure and Holdings
KANAWA CO.
Owner/CEO: Ryuchi Kanawa (3327)
BANK OF JAPAN
MITSUYANA MOTORS
OMI ELECTRONICS
MASTERS & FIELD
KONICKI, INC.
ICHI ENTERTAINMENT
KORRUKI INVESTMENTS
KOMCO
KANAWA ENTERPRISES
Chi Real Estate
Soto Investments
Toku Autoparts
Osaka National Bank
Hiyatsu Raw Materials
Kakuro Paper Products
Pony Audio/Video
Spotlight Sporting Goods
Ichi Records
Ichi Pictures
Lawton, Taylor & Marshall Finance
Boruzai Construction
Kanawa Petroleum
Brookgreen Publishing
Toranaga Chemical
Borubokan Textiles
Ichi Publishing
Tatomi Tool and Die
Magnolia Station Research Park
Korubishi Plastics
国立やき

bers of the boards of the other mega-corporations always own a majority of corporation stock (usually purchased with funds supplied to the individuals by the vast money laundering network through which the High Lord filters all his Yakuza profits).

7710 (as "Murasaki Yamato") acts as liaison between 3327 and the heads of these mega-corporations. In secret meetings, 7710 gives the corporate heads their instructions. These men, almost without exception, are either loyal enough, greedy enough, or intimidated enough to carry out these instructions without fail, though occasionally an individual or conspiracy arises with the aim of breaking away from Kanawa (according to the directives of the Law of Intrigue), prompting fast action from 3327 and the Yakuza. Much of the profit earned by these other corporations is injected into the money-laundering network and distributed as needed throughout the financial empire.

In addition to the Kanawa Corporation, there are currently seven other mega-corporations which comprise 3327's Asian empire. In order of size, these are:

Sunstar, Inc.

What began as a soft drink manufacturer has now become one of the largest corporations in Japan. Among its holdings are firms in the entertainment, fast food, and publishing industries.

Nagara Corporation

A firm devoted to scientific research, Nagara operates a floating laboratory in Matsushima Bay off the coast of Kyushu. It has subsidiaries in the computer and robotics fields.

Tokyo Shimbun

Tokyo's largest newspaper is now a mega-corporation unto itself. Its holdings include magazines, newspapers, and television stations scattered all across Japan.

Oda Aircraft

A large aircraft corporation based in Pusan, South Korea, which does defense work for a number of countries. Oda has subsidiaries in small arms manufacture, ammunition, explosives, and marketing.

Zamftech Computers

Zamftech is one of the largest personal computer manufacturing firms in Japan. It has diversified its interests, and now has holdings in the laser technology, audio/video, entertainment, and transportation industries.

Rijato Electronics

A small South Korean electronics firm which has recently broken into defense work, Rijato is best known for its development of a prototype armored battlesuit. The armor was later stolen and has not been recovered.

Windigo, Inc.

Windigo began as a large marketing/public relations/accounting firm. It is now a full-fledged mega-corporation, with a number of textile firms as subsidiaries, including some in China.

3327's holdings are increasing so rapidly that it is periodically necessary for him to create new mega-corporations. At present, 3327 owns approximately 52 percent of corporate Japan.

The Rauru Block

As much as he tried, it was impossible for 3327 to completely conceal his activities during the time he was restructuring corporate Japan. Various members of the business community noticed the meteoric rise of the Kanawa Corporation and a few even dug deep enough to uncover rumors of Kanawa's involvement with the Yakuza. The most perceptive of these observers began to notice the connection between Kanawa and the new "technological breakthroughs" that were introduced into the public arena in virtually every field. As the central government grew weaker, these businessmen began to suspect that a far-reaching conspiracy to take over all of Japan was underway, with the Kanawa Corporation at its heart. In response, they founded the Rauru Block to oppose the takeover on its own terms and safeguard the Japanese people.

The Block was initially founded by the chief executives of two Tokyo-based mega-corporations, Shodan Metals and Kokoru Automotive. The Block's charter called for an investigation of the possible conspiracy involving Kanawa, the Yakuza, and certain members of the Japanese government. The founders of the Block never took any of their suspicions to the police, for they feared police involvement in the conspiracy as well.

Once their initial investigations began to reveal hard, indisputable evidence that such a conspiracy did in fact exist, the Block changed its stated purpose to the opposition and elimination of the conspiracy. Right around this time, leaders from two other corporations, Dokaru Chemical and Allied Technologies, joined the struggle.

At first, the Block battled against Kanawa on the floor of the Nikkei Stock Exchange. Corporations affiliated with the Block began a campaign to chisel away at Kanawa's subsidiaries and sabotage fund-raising efforts aimed at swelling Kanawa's coffers. As 3327 realized what was happening, he responded with violence. Yakuza enforcers were sent in to threaten and intimidate businessmen affiliated with the Block. The Block then decided that the war had to be waged on the streets as well as in the financial arena and began secretly hiring mercenaries and ex-government agents.

Currently, the forces of 3327 and those of the Rauru Block are engaged in a two-front espionage war in which assassinations, illegal break-ins, information thefts, and hostile takeovers of subsidiaries are all common occurrences. Due to their corruption at the hands of the High Lord, both the police and the national government are powerless to intervene in this conflict, and in fact are often used to further 3327's ends. At present, Kanawa and its allies outman, outgun, and outpower the Block, though what Block affiliates lack in sheer strength, they more than make up for in valor. As yet, no strong connections seem to exist between the Block and the opposition groups from Marketplace, but it is expected to be only a matter of time.

The Rauru Block is now comprised of four large mega-corporations and a wide variety of smaller firms. Within the mega-corporations, all of the top management personnel are aware of Block activities and serve as Block operatives (though most employees of those corporations are not aware of

the Block's existence). In terms of raw numbers, there are approximately 100 businessmen and between 100 and 200 special operatives (attached to the Operations Branch, see below) active in the Block's membership. Recently, Block corporations have been attempting to purchase some of Japan's smaller enterprises, the firms that supply parts for the country's larger manufacturers. Many of these firms have been driven to the brink of bankruptcy by Kanawa's ruthless business practices, but fear of the Yakuza and ninja squads still keeps most of them from selling out. Thus far, the few that have allowed Rauru Block corporations to purchase them have seen their offices bombed and their employees killed. A few have applied to the Shiki for protection, which has been granted.

Like 3327's forces, the Block members try to keep their operations a secret (because they are still unaware of the depth of the conspiracy) and the general public is unaware of the existence of this group.

The Chain of Command

Sitting atop the Rauru Block are its two "Executive Directors," Shodan Metals CEO Ise Samayura, and the Chairman of the Board of Directors of Kokoru Automotive, Hama Kokoru. Both men were among the original founders of the Block and have the complete support of the other top executives in their respective corporations.

The Executive Directors have the right to authorize Block activities and make official Block policy through the terms of an agreement signed by the member corporations (basically, this means that the directors can call upon the resources of the Block's laundered bank accounts, which are maintained by "donations" from each of the Block's affiliated corporations). In fact, ultimate authority over all Block activities rests exclusively with the directors.

Just below the Executive Directors are the members of the Board of Directors, one from each of the mega-corporations making up the Block (including those already represented by the Executive Directors), along with a single representative of the Operations Arm. The board members serve as advisors to the Executive Directors, but have no power to make policy. The one real power granted the board by the Rauru Block's charter is the ability to dismiss the current Executive Directors and elect their replacements.

Once a week, the board meets with the Executive Directors to plot strategy and devise corporate maneuvers. Any decisions that are made are conveyed to the heads of Rauru Block businesses through secret meetings between one or more board members and the business heads. All of the business heads are well aware of the Block's objectives and are expected to take independent action to achieve them in addition to carrying out any instructions issued by Block Directors. They also must keep the Directors posted on all such activities so they can be coordinated with the activities of other Block affiliates. In other words, the head of a Block corporation who is not a Director is not expected to wait around for permission to act from Block officials if he notices a temporary opening in Kanawa's corporate defenses (say, a Kanawa subsidiary's stock value takes a massive dip and the Block corporate head is in position to buy up a large chunk of it). But such a corporate head must inform the directors of his activities so they can instruct other corporate heads to provide him with help or support if necessary.

Note that if any of the Storm Knights is operating a mega-corporation using the "Corporate Wars" guidelines presented in Chapter Six, she automatically begins as one of the Block's directors. This is why the individual directors are not detailed, allowing you to plug in a Storm Knight or two quite easily. If your campaign strongly emphasizes the Block, you should take a few minutes to generate simple personalities and background details for each of the directors before beginning play.

Ise Samayura
DEXTERITY 8
STRENGTH 8
TOUGHNESS 7
PERCEPTION 11
Evidence analysis 12, scholar (corporate law) 12, trick 13
MIND 13
Business 17, meditation 14, science 14, test 14, willpower 14
CHARISMA 9
Charm 12, persuasion 12
SPIRIT 10
Intimidation 11, reality 11
Possibilities: 11

Description: Samayura is the oldest member of the Block's higher echelon, now close to 70. He has put plans for his retirement on hold for the duration of this crisis.

Samayura has snow-white hair and a calm, deliberate manner. He is a believer in traditional Japanese values, and is more upset about the damage being done to Japanese society by recent changes than that done to his business. His greatest strength is his leadership ability. He is constantly clashing with Hama Kokoru over policy and the proper way to handle Block affairs.

Hama Kokoru
DEXTERITY 8
Dodge 9, fire combat 9, unarmed combat 9
STRENGTH 8
TOUGHNESS 9
PERCEPTION 9
Land vehicles 10, trick 10
MIND 10
Business 14, test 11
CHARISMA 9
Charm 10, persuasion 11, taunt 10
SPIRIT 11
Intimidation 12, reality 13
Possibilities: 9
Equipment: LOV 9mm, damage value 15, ammo 12, range 3-20/30/50

Description: Prior to the start of the Possibility Wars, Kokoru was considered one of the rising stars of the Japanese corporate world. Then the Kanawa Corporation appeared and launched a successful hostile takeover of Mitsuyana Motors, a firm Kokoru had been planning to purchase. This was the start of his dislike for Kanawa and all it stood for.

Unlike many Block members, Kokoru is hardly altruistic. His mission is not to save Japan, but to save Kokoru Motors. At present, he is far more interested in the fact that the



A. McClellan

activities of the Kanawa Corporation have all but destroyed fair competition in Japan (thus slowly destroying Kokoru's corporation) than he is in any possible damage Kanawa is inflicting upon the general populace. It is not that he is a cruel man, simply insensitive, and thus blind to the larger catastrophes wrought by 3327's economic domination. For this reason, he constantly finds himself at odds with Ise Samayura.

Standard Rauru Block Member (Business Arm)

DEXTERITY 8
STRENGTH 7
TOUGHNESS 7
PERCEPTION 9
Evidence analysis 10, find 10, scholar (economics) 11, trick 10
MIND 9
Business 11, test 10, willpower 10
CHARISMA 8
Charm 10, persuasion 10, taunt 10
SPIRIT 8
Intimidation 9

Additional Skills: three at +1 adds
Possibility Potential: some (45)
Equipment: varies

The Operations Arm

After 3327 unleashed the Yakuza on the Rauru Block members, Block officials decided that they needed some sort of "muscle" as well, and began recruiting suitable operatives with espionage and military experience. Known as the "Operations Arm," this force performs many of the same duties for the Rauru Block as the Yakuza does for 3327: protection, intelligence gathering, and corporate sabotage.

The Operations Arm is divided into two branches: Protection and Services. The Protection branch exclusively concerns itself with protecting members of the Business Arm, who seem to pop up on Yakuza assassination lists with alarming frequency. The Services branch operates "in the field" and tries to strike blows against the Yakuza and collect any information which might be helpful to the leaders of the Business Arm.

The entire Operations Arm has a single director who oversees all its activities. The current director is Kazuo Kojima, an ex-agent of the Japanese Secret Service who began to notice the changes that were plaguing Japan about the same time as the founders of the Rauru Block and left the service to investigate. Kojima is completely responsible for the 150 members of the Protection branch, whom he personally assigns to their individual missions. Most of the time, the 50-odd members of the Services branch have no supervision at all — they are merely dumped into the field, given their objectives (destroy the Yakuza and pass any information that might hurt the Kanawa Corporation to the Block directors), and allowed to operate. For these operatives, Kojima usually acts only as a liaison with the Block leadership, though in special cases he will assign missions directly to Services

branch members. It is also Kojima's responsibility to make sure that all of the Services branch members receive the latest intelligence available of relevance to their mission.

The pride and joy of the Services branch is the newly formed band of "samurai." The samurai are young agents with no espionage experience who were recruited and trained for important missions by Kojima and other top espionage experts working with the Block. This training took place in an isolated mountain palace far from Tokyo and was conducted in a manner similar to that by which the ancient samurais received their training. In fact, the young agents were even instilled with samurai values: loyalty, honor, etc., in order to build their morale by appealing to their sense of tradition. Currently, there are 15 active samurai, though the Block is looking to recruit as many more as possible from a wide variety of backgrounds. The only factor that each of the samurai had in common before joining the Block was a resentment of the current situation in Japan.

Note that the Operations Arm never has any sort of official meetings or gatherings. When Kojima wants to assign an operative a mission or pass on information, he usually appears to the appropriate agent in person, though scrambled phone transmissions are also used at times.

It should also be pointed out that unlike the members of the business branch (who have all donated their time because they are concerned about events in Japan's commercial sphere), the members of the Operations branch are on a payroll. Each of the members receives about ¥5 million a year, paid out in 12 monthly installments.

Kazuo Kojima
DEXTERITY 12
Dodge 13, fire combat 15, lockpicking 13, martial arts (seda chen) 18, melee weapons 14, prestidigitation 13, stealth 14
STRENGTH 10
TOUGHNESS 10
PERCEPTION 11
Disguise 14, evidence analysis 14, scholar (espionage techniques) 14
MIND 9
CHARISMA 10
Charm 12, persuasion 12
SPIRIT 9
Intimidation 11, reality 10
Possibilities: 9
Equipment: 13mm Chunyokai, damage 18, ammo 9, range 3-10/40/50; SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; throwing stars, damage value STR+3/13; microtransmitter, personal FAX, Misaki XE laptop
Description: Only a few months ago, Kojima was a top operative in the Japanese Secret Service. After he began to suspect his superiors of corruption, Kojima left the Secret Service to investigate the huge conspiracy which he suspected was behind the changes strangling Japan. During this investigation, he met up with officials of the Rauru Block and agreed to head up the Block's Operations arm.

Kojima has all the qualities people would expect in an experienced government spy: he is dashing, level-headed, and completely fearless. He is a master of the seda chen style of martial arts.

Standard Rauru "Samurai"
DEXTERITY 13
Lockpicking 14, martial arts (varying styles) 16, melee weapons 14, prestidigitation 14, stealth 14
STRENGTH 9
TOUGHNESS 9
PERCEPTION 9
Find 10, tracking 10, trick 10
MIND 9
Test 10, willpower 10
CHARISMA 8
Persuasion 9, taunt 9
SPIRIT 9
Intimidation 10, reality 10
Additional Skills: two at +1 adds
Possibility Potential: all
Equipment: varies

Standard Rauru Block Agent (Operations Arm)
DEXTERITY 9
Dodge 10, fire combat 10, melee weapons 10, stealth 12, unarmed combat 10
STRENGTH 8
TOUGHNESS 9
PERCEPTION 8
Disguise 10, find 9, tracking 9, trick 9
MIND 8
Test 9
CHARISMA 7
Charm 8, persuasion 8
SPIRIT 7
Intimidation 8
Possibility Potential: some (35)
Equipment: varies

Headquarters

For security reasons, the Rauru Block does not maintain official headquarters or safehouses. Meetings are held at members' homes or in isolated hotels, planes, or cruise ships. Though only top Block officials are aware of the identities of all Block operatives, most Block members know two or three of their fellow agents whom they can turn to in an emergency (i.e., if they need a place to hide from pursuing Yakuza soldiers or need to borrow money to slip out of the country in a hurry).

The closest thing to an official Rauru Block safehouse is the summer palace of Ise Samayura, where samurai training and large scale Block gatherings are usually held (See Chapter Seven, "Flash Points"). Most Block members live in common residences and keep their affiliation with the Block a secret.

What the Rauru Block Knows

Currently, the officials of the Rauru Block know that there is a conspiracy involving big business, the Yakuza, and the government in Japan. They know that the Kanawa Corporation is involved in the conspiracy, and they know that other mega-corporations are cooperating with Kanawa (Block members are aware of the identities of the other firms discussed above that make up 3327's empire).

The members of the Rauru Block do not know:

1) that "Ryuchi Kanawa" is an alien High Lord from another cosm and that he plans to absorb the possibility energy of Japanese citizens;

2) exactly which government officials are part of the conspiracy;

3) exactly who controls the Yakuza, although they are reasonably certain

that Sagato is connected with the organization somehow and may be its leader.

Exactly what the Block members are able to discover during the course of any campaign is up to the gamemaster, but it is recommended that they discover all of the above information within the first year of play.

Hantu Limited

In a realm noted for mystery and deceit, the emerging mega-corporation known as Hantu Limited exemplifies both. It sprang into being seemingly overnight in the city of Yokohama from the merger of three smaller firms, Taito Petrochemicals, Archu Pharmaceuticals, and Hantu Steel. Within a matter of months, factories had been rebuilt in much the same manner as Kanawa's had been, and armaments were being produced.

What sets Hantu Limited apart is that it is the only mega-corporation in Japan not controlled by either 3327 or the Rauru Block. Its actual ownership is buried under front companies and dummy corporations, and it seems to be in the business of providing supplies exclusively to High Lords of other realms.

Needless to say, this has both factions in Nippon extremely upset. 3327 fears the technology Hantu is selling may one day be brought to bear against his realm — in addition, much of it has been malfunctioning, and with the other High Lords convinced Hantu is a Kanawa subsidiary, anger is being directed at him.

3327 also suspects that Hantu may secretly be the property of a Marketplace mega-corporation head. He sees the firm's maneuvers as part of a plot to disrupt his operation on Earth and possibly win the favor of the Darkness Device. 7710 has suggested that Hantu may be a tool of Kashi, and has advocated an immediate strike against the firm's facilities.

The Rauru Block members are angered by Hantu's dealings with the High Lords, seeing it as a betrayal of Core Earth and the various resistance forces fighting for freedom. Both the Rauru Block and 3327 have dispatched agents to infiltrate Hantu, but neither has ever received a report from their operatives.



J. Bridges

"Haiku"

Much like Hantu Limited, the identity of the spy code-named "Haiku" is a mystery. No physical description of this master operative, not even with regard to gender or age, has ever surfaced, but the legends have grown at a rapid pace.

"Haiku" has been named in rumors as everything from the Kanawa Corporation's top agent to the true head of the Rauru Block's Operations Arm — some even believe it is a cover for Ryuchi Kanawa himself! A popular theory is that "Haiku" works for both sides as a double agent, but with whom his true loyalties reside is unknown.

The Yakuza

The Yakuza is a gigantic organized crime syndicate that has operated in and around Japan for hundreds of years. It has been one of the most powerful organizations on the island since the late 18th century, and its members are both respected and feared by the populace.

One of 3327's first moves upon arriving on Earth was to infiltrate the Yakuza and unify the entire organization behind him. 3327 saw in the Yakuza the perfect "enforcers" to back up his slow and secret conquest of the whole of Japan. In 3327's eyes, the true jewel in the organization's crown was its secrecy: although every citizen of Japan knows of the Yakuza and its power, very few know any real details about how the organization operates. A sudden change in its leadership or operating parameters would turn very few heads.

"Bloody September"

When 3327 first arrived on Earth, he immediately set about cutting a deal with one of the powerful Yakuza families operating in Tokyo, promising them tremendous profits and new areas to exploit in return for their unquestioned obedience. The leader of the Sagato family at the time, Taki Sagato, refused to accept his conditions — he and his supporters were



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later decimated by gospog samurai. When 3327 returned to repeat his generous offer, he found the new head, Isei Sagato, to be more amenable to the deal.

3327 could soon claim complete dominion over the Sagato family and led it in an all-out war against the other Yakuza families operating in Japan. In the end, through a combination of underhanded diplomacy and brutal violence, 3327's forces prevailed. Although the members of the Rauru Block and other proto-resistance organizations are not even aware of 3327's existence, and only suspect his "Ryuchi Kanawa's" affiliation with the Yakuza, most believe that the "Bloody September" that was a direct result of this massive gang war (54 gang-related murders in a single month) is somehow connected to the odd sequence of events which have so suddenly reshaped Japan.

In the end, the gang war was settled by an unprecedented armistice between all the families that led to a complete restructuring of the Yakuza into a form more conducive to 3327's needs. All the heads of the families first swore fealty to Isei Sagato and then agreed to merge their numerous syndicates into a few large organizations which could be more easily controlled. In place of the 20-odd families that once completely dominated organized crime in Japan, there are now just five large regional syndicates, all of whom are ostensibly loyal to Sagato, who is in turn loyal to 3327. However, as more and more time progresses, these alliances have begun to fray at the edges, and it is unknown how long the various syndicates will stay in line.

Isei Sagato

DEXTERITY 10
Dodge 13, fire combat 13, melee weapons 12, unarmed combat 12
STRENGTH 10
TOUGHNESS 10
PERCEPTION 10
Evidence analysis 11, find 12, trick 13
MIND 9
Test 12, willpower 10
CHARISMA 12
Charm 14, persuasion 14, taunt 14
SPIRIT 9
Intimidation 12, reality 10
Possibilities: 18
Equipment: Kanawa KM11, damage value 18, ammo 12, range 3-10/25/40; dagger, damage value STR+3/13
Description: Isei Sagato is young and ambitious, the perfect tool for 3327. He has long felt that the Yakuza has been unnecessarily hampering itself by clinging to an outmoded code. He sees Kanawa's sponsorship as a chance to cement his personal power and lead the Yakuza into a new era.

Standard Yakuza Soldier

DEXTERITY 9
Dodge 10, fire combat 13, melee weapons 10, unarmed combat 11
STRENGTH 8
TOUGHNESS 9
PERCEPTION 8
Find 9, trick 9
MIND 7
Test 8

CHARISMA 8
Taunt 9
SPIRIT 7
Intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (50)
Equipment: varies

Families and Territory

Like La Cosa Nostra of Sicily, the Yakuza has been traditionally organized into a group of rival gangs known as "families." In Yakuza terminology, a family stretches well beyond filial bounds, though an actual filial family usually sits atop each gang's hierarchy. Most Yakuza families have been around for more than 100 years, though the formation of a new family made up of factions that have chosen to break away from the older, larger families is not an uncommon event.

Each family has its own associated domain known as a "territory." The larger and more powerful the family, the larger the territory. Before 3327 arrived, for example, Tokyo was split between three Yakuza families, while Osaka and the entire island of Shikoku were territories unto themselves. At this time, a large family might have had between 100-150 operatives, while the smallest families had only a dozen or so.

In pre-Possibility War Japan, the leaders of each of the families used to function as miniature heads of state. They would carry on diplomatic negotiations with neighboring families, set policy within their own domains, and even declare the occasional "war" upon their rivals. Most of the alliances in place between the various families had been forged decades earlier.

Under the current system, each syndicate is headed up by a "daimyo" who reports directly to Sagato. The five current daimyos were once the heads of the most powerful Yakuza families in Japan. Under each daimyo are a number of "underdaimyos," who are appointed by the daimyo himself. The exact number of underdaimyos changes from syndicate to syndicate. Typically, the daimyo appoints one underdaimyo for each city or major region within his syndicate's domain (usually between three and 10). Most of the current crop of underdaimyos were once heads of minor families or top advisors to the heads of larger families.

Finally, beneath each underdaimyo is a body of "soldiers," the thugs and assassins who serve as the arms of the Yakuza. Each underdaimyo typically oversees between three and 20 soldiers, raising the total number of Yakuza gangsters currently active in Japan to somewhere between 500 and 1000. Most of the soldiers currently active in the Yakuza were plying their trade before 3327's arrival, though the sudden rapid expansion of the syndicates has forced the Yakuza to begin recruiting new members from the urban street gangs that are springing up all over Japan.

The current heads of the five syndicates are described below:

Sagato: As stated above, Sagato is the grand daimyo who oversees the operations of all five syndicates. He is also a pawn of 3327, to whom he swore complete loyalty in return for great wealth. Sagato is one of the few people allowed to meet with the High Lord directly. Sagato knows 3327 as "Ryuchi Kanawa," the head of the large Kanawa Corporation He is unaware that Kanawa is a Possibility Raider, though he harbors some suspicions, and unaware of 3327's clones (Sagato only meets with one clone at a time).

Sagato is a young and ambitious man who sees his alliance with Kanawa as a way to achieve power and extend his control to legitimate businesses. He keeps the other syndicate heads in line with the threat of once again unleashing the gospog.

Togaru: Togaru runs the syndicate that operates on the islands of Shikoku and Kyushu. Before 3327 arrived, his father was the head of the Kochi-based Yakuza family that dominated Shikoku.

Togaru is by far the youngest of the syndicate heads and his inexperience shows. He is constantly prodding Sagato to expand the Yakuza even faster than its already unbridled rate of growth.

For now, Togaru remains loyal to Sagato, though it is not too difficult to imagine Togaru attempting to swindle or doublecross the organization in the distant future. Sagato is well aware of this tendency and is poised to move against Togaru the instant it becomes necessary.

Tottori: Tottori oversees the syndicate that operates on Honshu, between Osaka and the island's southwest coast. Before 3327's arrival, he was head of the Yakuza family that operated in and around Osaka and Kyoto.

Tottori's most notable distinction is his obsession with wealth. Because he has seen his own personal profits increase by more than 300 percent since the reorganization, he now maintains a fierce loyalty to Sagato, who was once a bitter enemy.

Tottori is 54 years old (young for a Yakuza family head). He has a weakness for beautiful women.

Haragawa: Haragawa's syndicate operates entirely within Tokyo. Sagato hand-picked Haragawa for this role, as he was a trusted lieutenant in that organization prior to the reorganization.

Haragawa is probably the most cunning of the syndicate heads. His ability to concoct lucrative profiteering schemes without attracting the attention of the authorities is legendary. Because of this cleverness and the long-standing friendship between the two men, Haragawa remains one of Sagato's most trusted advisors. Unknown to everyone, 3327 is giving serious consideration to removing Sagato and replacing him with Haragawa.

Although he is but a few years younger than Sagato, Haragawa is much more active. At times, he even ventures out into the field to accompany soldiers who are making important deals or performing vital services.

Ashimotos: The Ashimotos are twin brothers. Before 3327 arrived they ran a Yakuza family out of the eastern city of Sendai for more than 30 years. Now they oversee the syndicate that operates on Northern Honshu.

The Ashimotos are very powerful and very enigmatic. They rarely emerge from the large palatial estate they share on Lake Towada. No one knows exactly where they stand within the organization, though by all indications, they are loyal to Sagato.

Sebaru: In accordance with the Law of Intrigue, Sebaru and many of his followers are the traitors within the Yakuza's ranks. They head up the syndicate operating on Hokkaido. Their discontent springs in part from their feeling that they were given an unproductive territory to oversee, since Hokkaido is a largely rural area, save for a few ski resorts.

Sebaru is bright enough to have deduced that Sagato must be answering to some mysterious superior (a conclusion which none of the other syndicate daimyos have reached). He is also bright enough to have deduced that this superior is most likely responsible for the sweeping changes which have recently taken place in Japan. Sebaru has even begun to suspect that the mysterious superior is somehow connected to the High Lords who have invaded Earth.

For now, Sebaru has chosen to bide his time and follow most of Sagato's orders, but recent events in Japan are beginning to frighten him. He is also beginning to realize that the Yakuza is being used as a pawn in a game aimed at accomplishing some horrible, mysterious goal. Whenever the opportunity presents itself, Sebaru maneuvers to increase his own personal power. When the time is right, he plans to take on Sagato, hoping to lure his mysterious superior from hiding. Many of his underdaimyos and their soldiers are aware of Sebaru's intentions and secretly support them.

Sebaru would prove a valuable ally to the Rauru Block and the Storm Knights if his disloyalty was to be discovered and exploited.

Family Markings

One of the oldest of Yakuza traditions is centered around body tattoos, which signify family allegiance.

Each family has its own special set of markings which distinguishes it from all other Yakuza families. For example, as its symbols, a family might choose the geisha, the cherry blossom, and the chrysanthemum. The dragon, a symbol of the Yakuza as a whole, is a symbol of all Yakuza families as well.

After a new soldier performs his first valuable service for the family, the family head sends him to be tattooed. Each family maintains its own tattoo artist especially for this purpose. This first tattoo covers the small of the soldier's back and colorfully incorporates as many of the family symbols as the tattoo artist sees fit.

As a soldier performs more and more valuable services, he is constantly sent back to the tattoo artist to have the size of the original tattoo expanded. By the time the soldier rises to the top of the ranks, his entire back is covered with the tattoo, into which the symbols of the family have been spun and re-spun many times over.

Even though the rise of 3327's syndicates has lessened the importance of the family structure, the ritual tattooing is still practiced. Usually, soldiers are tattooed with the family symbols of the underdaimyo to which they have

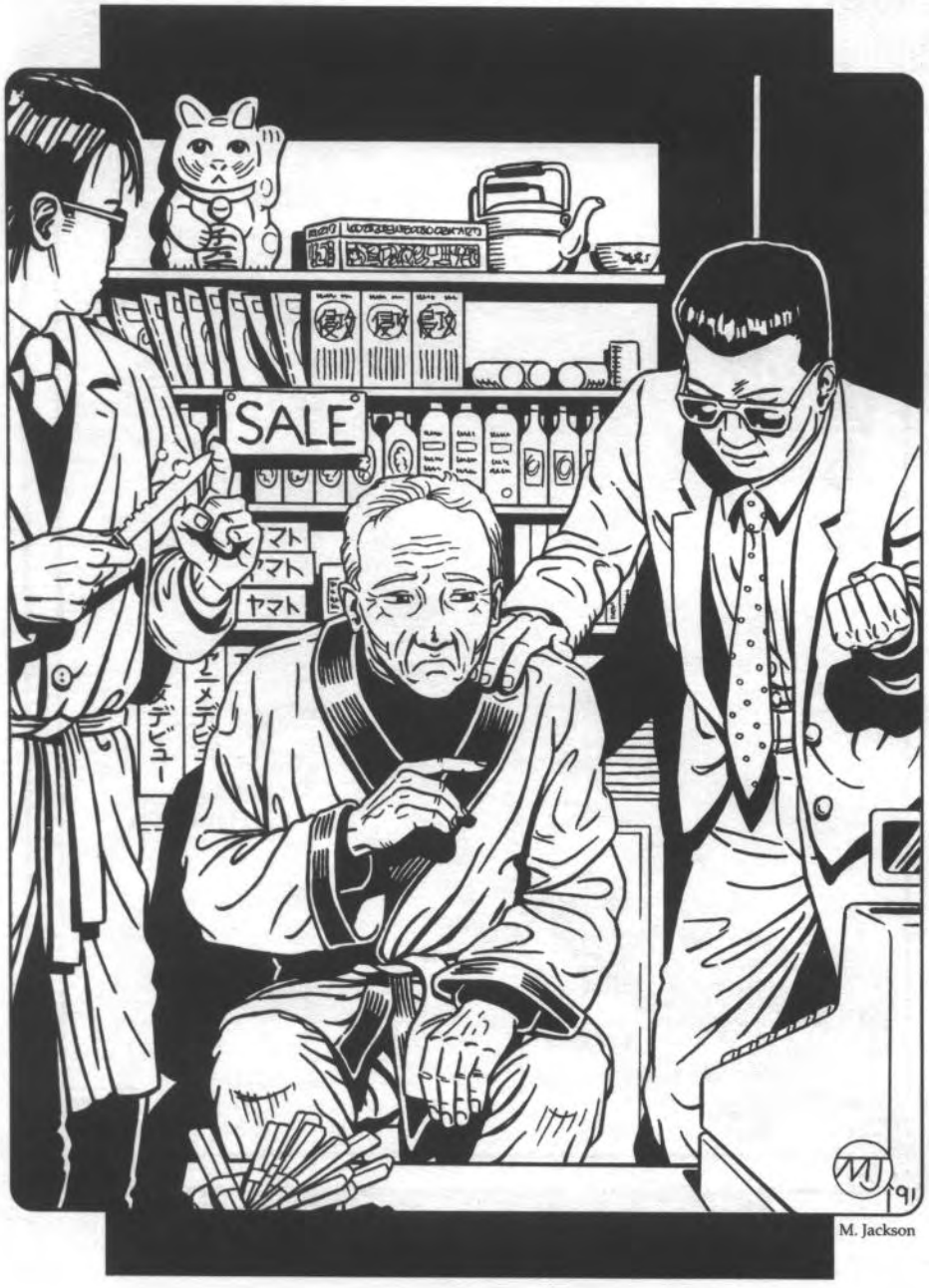


been assigned, though syndicate head Sebaru has created a whole new set of symbols for his followers.

The Yakuza and the People

Although their activities are outside the law, the Yakuza have always been respected by the Japanese people as much as they have been feared. This respect is due to the gangsters' self-appointed role as a supplemental police force, a capacity in which they have served for more than 100 years. This "protection of the populace" manifests itself in two ways.

First, the Yakuza has always used all of its available muscle to stamp out non-Yakuza approved crime. And since the Yakuza code of honor does not approve of random street crimes or common thefts (see below), these types of crimes were once very rare in Japan. Before 3327's arrival, Japan's extremely low crime rate was a testimony to the power of the Yakuza. Those who were foolish enough to attempt to make a living as a common mugger or pickpocket soon found themselves strangled by Yakuza assassins and dumped in the ocean.



M. Jackson

Second, the Yakuza was always available to the average Japanese citizen as "justice for hire." When a citizen believed he had been wronged by another, he could go to the local Yakuza boss (everyone always knew where to find him) and present his case. The boss would then decide whether or not there was any validity to the claim. If the boss decided that the claim was indeed valid, he would order his soldiers to exact justice upon the wrongdoer for a fee, the amount of which was based upon the victim's ability to pay.

Here is an example of how this might work: suppose a crooked businessman had sold a farmer some bad insurance, which later failed to compensate the farmer for seasonal damage to his crops. The farmer would then go to the local Yakuza daimyo, who would hear his case. If the daimyo was convinced that the farmer had been wronged, he'd send out some soldiers to visit the businessman and exact justice. In this case, the soldiers would probably threaten to kill the businessman unless he himself paid the farmer the complete costs of the crop damage plus another 50 percent of the costs for his trouble. Out of this 50 percent, the Yakuza daimyo would get 20 percent for his services. The penalties exacted by the Yakuza soldiers under these circumstances could range from small payments to death.

Before the reorganization, public sympathy for the Yakuza extended all the way up to the authorities, who frequently declined to investigate Yakuza activities and prosecute captured soldiers. In return for this protection, however, the Yakuza had to stay within certain "invisible barriers." Murder was always frowned upon by the authorities, and soldiers who became too violent or uncontrollable would usually end up behind bars.

Since 3327's arrival and the syndicate reorganization, however, respect for the Yakuza has begun to dwindle. In the wake of the strange economic conditions which the High Lord has forced upon Japan, unemployment has driven the rate of random street crime up well beyond the Yakuza's capacity to quell it. In fact, in certain areas of

Tokyo, the street gangs which thrive on random crime have become far more powerful than the Yakuza, who must now try to avoid the gangs' territories. Although 3327 could bring the gangs to heel, he chooses not to, preferring to allow certain sections of the city to fall into chaos.

In most areas, the "justice for hire" aspect of the Yakuza remains operational, but the fees for such services have skyrocketed, preventing most citizens from taking advantage of them.

But the factor that has contributed most to the changing public attitude is the blatant greed with which the Yakuza now runs its day-to-day operations. In the past, the Yakuza refrained from trafficking in certain drugs and engaging in certain activities because they were considered too harmful to the populace. But now, mob business is conducted with no respect for the public whatsoever and all eyes on the bottom line. This, of course, is at the instigation of 3327 himself, who has managed to turn the Yakuza into an obscenely profitable operation, despite its shortcomings.


R. Caswell

The Code of Honor

Ever since it was founded hundreds of years ago, the Yakuza has operated under a strict code of honor very similar to *bushido*, the honor code which governed the behavior of the ancient samurai.

At the center of the Yakuza code is the idea of loyalty to the family head. A Yakuza soldier is supposed to accept the orders of his family head without question and carry them out successfully. Failing to carry out an order issued by the family head means the soldier must pay a penalty. Many Westerners are familiar with the Yakuza practice of having a soldier chop off his own finger to atone for a failure. Almost all veteran Yakuza soldiers have one or more fingers missing due to this traditional method of punishment.

But self-mutilation is not the only way a soldier can make up for a wrong. The family head may call for anything from a fine to death from a failed soldier. The Yakuza code requires the underling to accept the family head's penalty immediately and without question.

Since 3327's reorganization, however, this particular aspect of the code of honor has become rather confused. The honor code binds soldiers only to their family heads, which under 3327's scheme are not necessarily the men who are issuing the soldiers their orders. Some soldiers refuse to accept the penalties demanded by daimyos or underdaimyos with whom the soldier was not affiliated in the past. Sagato has decreed that all soldiers are to accept their daimyos as family heads with respect to the code of honor, but many are still rather reluctant to accept this mandate.

Another important concept built into the Yakuza code of honor was a "respect" for the common man. The code prevented the Yakuza from committing crimes which were deemed overly harmful to the community, and instituted the doctrine of "choice," which made it necessary for the victims of Yakuza crimes to "choose" to be victimized. A man who buys narcotics from the Yakuza or patronizes houses of prostitution or gambling run by the Yakuza, for example, chooses

his own fate. These are the sorts of crimes the code allows. The victim of a simple mugging or theft, however, has no choice, and thus these crimes are prohibited. The reverence with which this second point was observed had already diminished before 3327's arrival, however, and now, after the reorganization, this particular part of the code is frequently ignored entirely.

You may have noticed that the masculine pronoun has been used exclusively to refer to members of the Yakuza throughout this section. This is because one final provision of the Code of Honor prohibits females from joining the organization. Even after 3327's reorganization, this particular provision has remained essentially intact.

Yakuza Operations

As things currently stand, the Yakuza has two basic functions: to act as a sort of "army" at the disposal of 3327, and to make a profit through a wide variety of criminal operations.

As 3327's army, the Yakuza is frequently called upon to deal with groups who are attempting to resist the High Lord's will, ranging from proto-freedom fighters like the members of the Rauru Block and the Sons of the Wind all the way down to the small businessmen who refuse to sell their companies to one of 3327's megacorporations, as well as the Shiki and the priests of Palan. Frequent activities include harassment, burglary, and assassination.

Most Yakuza soldiers have no idea why they are called upon to operate against corporate targets so frequently, a situation which has raised suspicion in some and sparked insubordination in others. Sagato has attempted to keep the activities of the various syndicates secret from each other so that an assassin given a corporate target can assume that the target has some sort of connection to the business holdings of another syndicate, but many of his efforts along these lines have failed. In any case, profits have increased so much under Sagato that most soldiers are willing to overlook these peculiarities, though it was Sagato's choice of seemingly inexplicable targets which first raised suspicion in Sebaru.

Those Yakuza operatives most loyal to Sagato, a group now known as "the Kendokai," are the soldiers 3327 calls upon to perform missions in other realms. Although these soldiers almost never understand the exact purpose of their missions, their loyalty prevents them from questioning their orders. The Kendokai are unaware of 3327's existence, though unlike most Yakuza soldiers, they are aware that Sagato is cooperating with the chairman of the Kanawa Corporation. Currently, there are approximately 75 Kendokai. If more forces are needed for an external operation, 3327 usually hires mercenaries who are placed under the command of the Kendokai.

The Yakuza's primary sources of income are narcotics trafficking, gambling, prostitution, and "justice for hire." In Osaka and some areas of Tokyo, the Yakuza is just now beginning to experiment with Mafia-style protection rackets. 50 percent of the money collected by the Yakuza goes right into 3327's coffers, while 25 percent is passed back to the daimyos, and the other 25 percent is doled out to the subdaimyos, who pay the soldiers out of their own shares. 3327's annual take alone is currently somewhere around ¥300 billion.

The Ninja

Ninja are highly trained warriors who use their knowledge of the martial arts for assassination. In contrast to many other masters of these disciplines, the ninja have involved themselves in the affairs of the outside world for centuries. Japanese history is filled with colorful incidents of assassinations and spying missions carried out by distinctly garbed ninja warriors, though few realize that the legends of the seemingly "magical" powers of the ninja are all true. For centuries, a combination of greed and pure enjoyment of the sport of assassination led the various heads of the ninja temple to accept these missions and conceal them from the membership of the Sons of the Wind.

Ninja work both solo and in groups, clad from head to toe in a lightweight black fabric which allows them great freedom of movement. Ninja assassins, often referred to as "contract ninja," are commonly proficient in the use of all manner of weapons, including firearms, but favor those that can be employed in silence. "Corporate ninja" are those affiliated with a specific company, and many of these are Marketplace natives.

Stealth and speed are a ninja's greatest strengths, far moreso than their knowledge of the martial arts. However, they are required to be skilled in the art of ninjutsu (see Chapter Five, "Nippon Skills.") Striking from the shadows, a single ninja can decimate a force with greater numbers and greater firepower. Even among the Yakuza, the ninja inspire terror — when backed by 3327's gospog samurai, they are virtually unstoppable as a fighting force.

Note: As the elements of ninjutsu training are different from those of other martial arts, there are certain positive and negative game effects associated with being a ninja. A ninja receives three additional attribute points for a total of 69, which are commonly applied to *Dexterity*. However, because the work of a ninja is essentially a perversion of the martial arts (intended for killing rather than spiritual enhancement), a ninja's *Spirit* suffers as a result of his profession. Ninja characters **cannot** spend Possibilities on uses of the *reality* skill, including attempts to reconnect.

> ***Example:*** *Wu Set, a ninja with a* reality *skill of 11, disconnects in Aysle. The total required for reconnecting is an 11. Wu Set rolls a 9 for a skill total of 10. He cannot spend Possibilities to roll again, so he has failed in his attempt to reconnect.*

The above game effects do not apply to practitioners of *martial arts* styles other than ninjutsu.

After Japan's feudal period, the number of assassinations performed by ninja dropped off drastically, though the ninja have retained certain ties with the Yakuza all the way up to the present day. When 3327 arrived and assumed control of the Yakuza, he learned of the ninja and their power and immediately summoned their current master, Gazokai, for a meeting. After a brief discussion, 3327 and Gazokai worked out an arrangement



A. McClellan

whereby the ninja temple would receive exorbitant payments in return for going on permanent retainer to the Kanawa Corporation. 3327 personally presents problems he would like "taken care of" to Gazokai and the warlord dispatches whatever forces are necessary to do the job. 3327 and Gazokai rarely meet face-to-face. The temple of the ninja is the only domain of the art which has its own fully functional FAX machine.

The membership of Sons of the Wind are still not aware that Gazokai and the forty ninja at his disposal are a part of the mysterious conspiracy they are investigating, though now that the Sons of the Wind have dispatched forces into the modern world, it is just a matter of time before the ninja come into conflict with them.

Warlord Gazokai
DEXTERITY 13
Lockpicking 14, maneuver 15, martial arts (ninjutsu) 19, melee weapons 15, prestidigitation 15, stealth 15
STRENGTH 11
TOUGHNESS 11
PERCEPTION 10
Tracking 12, trick 12
MIND 9
Meditation 11, test 10
CHARISMA 8
Persuasion 10, taunt 10
SPIRIT 9
Intimidation 11, reality 10
Possibilities: 18
Equipment: shimsi sword, damage value STR+5/13; electro-stars, damage value STR+5/13, range 3-5/10/15; manriki-gusari, damage value STR+5/13; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; Niyoki camouflage suit (black)

Description: Gazokai is a large, physically powerful man, and his greed and cruelty are legendary. Once given an assignment and paid his fee, however, the warlord will remain completely loyal to his patron and destroy any of his followers who do not do the same.

Like most ninja, Gazokai's ancestors were ninja themselves, going back more than eight generations.

Gazokai has mastered all the disciplines of ninjutsu, the martial arts style practiced by the ninja (see page 82).

Standard Ninja
DEXTERITY 13
Acrobatics 14, fire combat 14, maneuver 14, martial arts 16, melee weapons 14, missile weapons 14, stealth 15, unarmed combat 14
STRENGTH 9
TOUGHNESS 9
PERCEPTION 9
Tracking 10
MIND 9
CHARISMA 8
SPIRIT 9
Reality 10
Additional Skills: three at +1 adds
Possibility Potential: all
Equipment: varies

The Sons of the Wind

Perhaps the strangest combatants in the war for Japan are the mysterious martial arts masters who make up the organization known as the Sons of the Wind. Founded more than 1000 years ago, the Sons of the Wind is a very close-knit brotherhood which has managed to hide its existence from the world at large for centuries. Only now, in the wake of the Possibility Wars, have they emerged from their seclusion to challenge the forces of 3327.

History

It is difficult to understand the foundation of the Sons of the Wind without understanding the foundation of the martial arts themselves. A millennium ago, a man named Cho En Li, a member of the famous Shao Lin temple of China, began to formulate the disciplines that would one day become the martial arts. After a close reading of Buddhist texts, Li began to theorize about the true nature of the power of the human spirit. He believed that there was a powerful storehouse of energy in the soul and that this energy could be brought to the surface, enabling one to perform amazing feats.

Cho En Li spent 35 years of his life experimenting with various techniques for tapping into this energy supply and redirecting its power. During most of this time, his colleagues in the temple found his efforts somewhat dubious, and even considered the possibility that he was mad. Toward the end of his life, however, Li found two young disciples within the temple, Kwang Lo and Ling Tsu, who were willing to listen to him, and he instructed them in his techniques. It wasn't until after Li's death that these two men refined his techniques into the first of the so-called "martial arts."

Once Lo and Tsu perfected their art and demonstrated it for their brothers, Li received the recognition he surely deserved and became one of the most revered figures in Shao Lin history. Lo and Tsu were almost immediately charged by the master of the temple with the task of teaching the art to all of the Shao Lin initiates, who were then having problems defending themselves from the soldiers of the Chinese warlords.

In the years that followed, a difference of opinion developed between Lo and Tsu which was eventually responsible for splitting the Shao Lin temple in half. Lo recognized the danger in the art and wanted to isolate the Shao Lin from those who could learn the art and use it for evil, while Tsu wanted to use the art to overrun the corrupt local government so that all could be enlightened. What began as a friendly disagreement eventually erupted into a dispute which pitted the friends and followers of the two masters against each other in an all-out conflict. During the ensuing battle, Lo was killed, but his forces managed to gain the upper hand, prompting Tsu to gather up his followers and flee.

This same conflict erupted into war on two other occasions over the next 500 years. During this time, followers of Lo were roaming about the Chinese countryside, hunting down the followers of Tsu in order to prevent them from fulfilling their stated ambition of founding their own country and bringing the martial arts to the whole world. Eventually, the minor clashes that resulted from this situation escalated into war, severely depleting the resources of both sides.

The final brutal battle between the two factions took place approximately 500 years ago and lasted for more than four decades. By this time, many different initiates on both sides of the issue had formed their own styles of martial arts, weaving their own maneuvers and disciplines into Cho En Li's framework, and the martial arts had spread to Korea, Okinawa, and Japan.

As part of the treaty that ended the final war, all of the remaining martial artists agreed to form a collective organization known as the "Sons of the Wind." The purpose of this organization was to present the practitioners with a forum for communication and negotiation with the specific aim of avoiding future wars.

From that time on, the Sons of the Wind remained isolated in accordance with their laws (see below), hiding in remote temples deep in the mountains of their respective countries. Until recently, nothing has been able to bring them out of their isolation — not the Japanese feudal wars, the Russo-Japanese war, the Japanese invasion of China, the coming of Mao's Communists, nothing.

Over the course of time, other martial arts brotherhoods have sprung up in the Orient, so that while the majority of those skilled in the martial arts still count themselves as Sons of the Wind, a sizeable minority have refused to join the group.

The Sons of the Wind Return

In recent days, various martial artists in Japan began to feel a disturbance in the very reality of things. In response, a meeting of the Sons of the Wind was called, and evidence of the Possibility Wars and a terrible threat hanging over the Far East was presented to the masters by a pair of scouts, who had been sent out into the modern world to investigate. Many of the art's practitioners wished to emerge from hiding to combat this menace, though this sentiment was hardly unanimous. In the end, a vote was taken and approximately half the members (most of whom are followers of the styles which descended from Lo's branch of the art) wished to remain neutral in the conflict, while the other half (followers of the styles descended from Tsu's branch of the art) wanted to get involved. Violence almost erupted between the factions once again, but a compromise was eventually reached — those martial artists who wished to go forward to oppose the changes could do so, while those who didn't would remain in hiding.

The martial artists who were going to war then returned to their respective temples and prepared themselves, finally leaving for the modern world about one week later. Note that the masters did not simply converge on Tokyo as a giant army. Instead, each man or woman followed his or her own path (the idea of strength in numbers doesn't really fit into the martial arts philosophy). Most of the Sons of the Wind (along with members of other brotherhoods and renegade warriors) are now trying to assimilate themselves into the modern world and figure out what is happening. Some have met up with members of the Rauru Block or the priests of Palan and have begun cooperating with the organized resistance to 3327, others are still trying to carry out their investigations and activities solo, while still others have been corrupted and have joined the forces of the High Lord.

Organization and Membership

In actuality, the Sons of the Wind is a very informal group. Most of its members remain isolated in hidden temples and groves for years without contacting any other members outside their own temples. Many members have gone their entire lifetimes without attending an actual meeting.

Currently, there are about 500 members practicing a combined total of about 75 different styles in Korea, Okinawa, China, and Japan. Practitioners of each style maintain their own temple hidden in some out of the way location, usually deep in the mountains or in a heavily forested grove. Most of the new disciples of the art are the sons and daughters of the current masters, though an outsider occa-

sionally manages to gain entry into one of the temples.

Since they have been isolated for so long, the Sons of the Wind are remarkably ignorant when it comes to the outside world. Most of the masters still live life exactly as their ancestors lived over 500 years ago.

As an organization, the Sons of the Wind has few rules:

1. Any member of the organization has the right to call a meeting. Meetings are attended by the entire combined membership of the organization. The masters are usually summoned to a meeting by an elaborate system of messengers and signals. Now, with half the membership floating around in urban Japan, it would be difficult to contact the entire membership to call a meeting, though not necessarily impossible. All members who hear of a meeting and are physically able to attend must do so. Meetings are usually held at the temple of the member who requested it.

During a meeting, anyone who wishes to speak is allowed the opportunity. At the end of all discussions, any member is allowed to call for a vote on any issue (each and every member has a single vote). If the vote is carried by a clear and sufficient majority (there are no firm rules here, but two-thirds is a good rule of thumb), all of the members of the organization are bound by the vote. If neither position wins a majority of the votes, the members must iron out a compromise that pleases such a majority.

During a meeting, all fights and duels are expressly prohibited. A member wishing to duel another member present at the meeting must present her with an opportunity to return to her temple and meditate before the encounter.

Historically, these sorts of meetings have been called very infrequently. Over the last several centuries, the Sons of the Wind have met an average of once every 50 years.

2. The Sons of the Wind are strictly required to keep their abilities a secret from the world-at-large. Recently, of course, the block of martial artists who wanted to intervene in the Possibility Wars voted to lessen this restriction, allowing themselves to travel into the outside world. Even the members who have gone into the modern world, however, take special pains to hide their abilities, calling upon them only when necessary.

3. And finally, the duelling provision discussed on page 81 is actually a rule of the Sons of the Wind. This particular tenet was founded on the idea that such a rule would prevent conflicts between members from escalating into wars.

Until recently, this provision was almost never invoked. It has always been considered cowardly and dishonest to challenge an opponent whose skills are obviously greatly inferior to your own to a duel.

All three of these rules have been incorporated into the spiritual disciplines of all the arts. Any member of the Sons of the Wind who openly disobeys these rules suffers all the same penalties that he would have suffered for refusing a duel (see page 81).

Whether or not a rule has been violated is up to the gamemaster. The only clearcut violation would be deliberately failing to attend a Sons of the Wind meeting. There seems to be a great deal of leeway in living up to the secrecy provision. Basically, anything short of using your abilities to become a movie star or circus act, or deliberately calling attention to your martial arts capabilities in some other way, is acceptable.

The Stelae

Unlike most of the other High Lords, 3327 modifies the appearance of his stelae before each new invasion. Considering that most of 3327's invasion schemes are based around secrecy and stealth, this shouldn't really come as any surprise to anyone — it is very difficult to secretly expand your power base with large Egyptian idols suddenly springing up all over the landscape.

On Earth, 3327 has chosen a particularly clever stelae configuration. The Nippon stelae appear as Bank of Japan Automatic Teller Machines (ATMs). Those stelae that are placed outside of urban areas (primarily in China and South Korea) are disguised to look like telephone line exchangers and are wired into the actual phone lines to prevent anyone from distinguishing them from the real thing.



J. Bridges



M. Jackson

The ATM scheme is particularly clever for several reasons: in Japan, ATMs are common sights, and no one is likely to notice a number of new ones suddenly appearing. In addition, any future expansion will simply look like good business on the part of the Bank of Japan. And best of all, ATMs are naturally protected by the local police. Anyone caught tampering with one of the machines will quickly find himself in a police holding pen. In fact, in 3327's Nippon, police are far more concerned with protecting the interests of the mega-corporations (like the Bank of Japan's ATM machines) than they are with protecting the average citizen. Of course, the fact that the ATM machine is connected with money and profit and therefore appeals to 3327's Marketplace value system was a major factor in deciding how to disguise the stelae as well.

3327 expands his stelae boundaries by economic conquest. Unlike Doctor Mobius in Egypt or Baruk Kaah in the United States, 3327 does not conquer the land upon which he builds his stelae — he buys it.

A typical Nippon conquest proceeds this way: subsidiaries of several top Nipponese mega-corporations are planted within a city. With the help of Marketplace super-technology, these corporations will begin destabilizing industry and prompting bankruptcies and devaluations, allowing 3327's subsidiaries to step in and take over all of the failed businesses and absorb them into the mega-corporations, resulting in two or three unstoppable commercial juggernauts.

At this point, 3327's mega-corporations will begin buying up real estate and the first stelae will be placed, allowing Nippon axioms to wash over the area. Then the mega-corporations will flex their economic might and pressure the local government into making reforms conducive to expansion. 3327 might also take this opportunity to begin infiltrating the government and setting up "muscle" organizations in order to get rid of anyone who opposes his plans quickly and quietly.

Of course, the key ingredient in such a plan is money. Without huge sums of start-up cash, 3327's corporations cannot charge into the market and take over so quickly. In addition, large volumes of cash are needed to finance the massive real estate purchases which pave the way for the invasion. A great deal of this money comes out of the pocket of the Japanese people, who purchase the goods and services offered by 3327's Nipponese mega-corporations and patronize the narcotics, gambling and prostitution operations of the Yakuza.

3327 makes a great deal of money selling his goods overseas as well. Trillions of yen worth of relatively low-tech Nipponese weaponry (i.e., weaponry that will function in realms with lower *Tech* axioms) is sold to powerful international arms merchants each year, who in turn sell the weapons to armies and resistance groups battling other High Lords all over the globe.

Money is extremely important for one other reason: on Earth, 3327's stelae are extremely expensive to produce. Each stelae costs upwards of ¥20 billion to manufacture, a fact which necessitates very careful planning in the placement stage in order to guarantee optimum efficiency.

Eternity Shards

3327 has poured vast resources into the search for eternity shards. Having recently been frustrated in his quest for the Possibility Chalice, he has turned his attentions to the Potala in Tibet, the wrecks of Mongolian ships at the bottom of the Sea of Japan, and the mountains of Manchuria, where the sword of Genghis Khan is reputed to be hidden.

Overall, 3327 has been more successful in his quests than the other High Lords, primarily because he has not encountered the sort of fierce opposition which Mobius, Uthorion, *et al* continue to battle. In fact, Nippon strike teams have been able to steal a few shards out from under the noses of agents of other realms, precisely because those agents were distracted by battles with Storm Knights.

As is his wont, 3327 has even succeeded in turning a handsome profit in the eternity shard business. His common practice is to send a team to another realm, for example, the Nile Empire, and have them steal a shard. He will then take the artifact and offer to sell it to Mobius. The Nile High Lord, unaware the shard should have

been his to begin with, will appreciate the opportunity to purchase it and will pay 3327's price.

Gospog

The monstrous gospog are among the most fearsome creatures to be found in any realm. But when the Gaunt Man first presented 3327 with seeds to grow those mockeries of life, the subtle ruler of Nippon was at something of a loss. What possible use would he have for shambling plant creatures when his plan called for a secretive invasion? How could he employ creatures that fairly shouted "High Lord" to all in sight?

For a brief time, 3327 considered selling the seeds to his colleagues, but was reluctant to allow them an advantage he did not share. Alone in his Ursan offices in the cosm of Marketplace, 3327 pondered.

The plan born that day in that cunning mind was, in its way, more horrifying than any foul creature loosed on the night by the Gaunt Man. After performing some successful preliminary experiments in Marketplace, 3327 was ready to initiate phase one shortly after he arrived on Earth. To do this, he made use of the hydroponics facilities constructed by Toranaga Chemical, converting them into a very unusual gospog field.

Late into the night, Toranaga trucks drove up to the plant, unloading freshly-killed Japanese, the results of a sweep of the poorer districts of Tokyo by 3327's agents. The bodies were dumped into a chemical bath that now filled much of the floor of the plant. The gospog seeds were then added to the bath, and all was ready for the last component of the experiment.

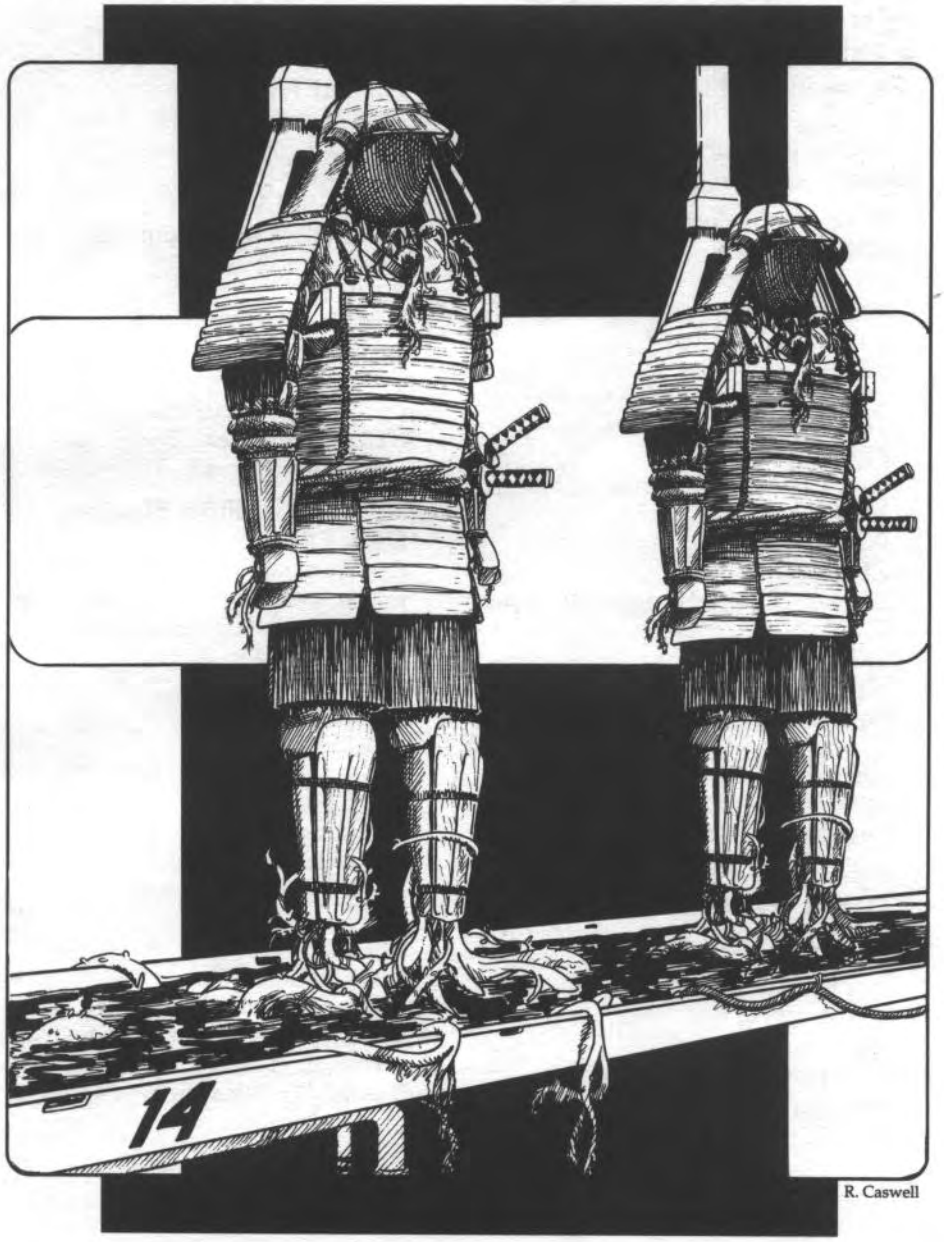
3327 gave a nod, and 10,000 suits of specialized armor, designed to look like that of the ancient samurais, slid on invisible wires over the rows of corpses, chemicals, and seeds. The only opening in the armor was at the feet, which hung suspended just inches above the frothing liquid.

A week later, 3327 returned to view the "harvest." The seeds and bodies had merged into a great, viscous mass, more plant than human, that throbbed and pulsated at the bottom of the pool. Tendrils covered in slime began to sprout from the mass, reaching up into the armor. Once they had reached the chest cavities of the suits, they began to wind around themselves, fusing to form the nerve center of the gospog.

From this nerve center, more branches grew, slipping into prepared slots that would allow the gospog to control the simple mechanics of movement in the suit. As 3327 watched, the suits began to quiver, and then move like hideous marionettes suspended in the air. When they were cut down, they stumbled a bit and then, like unholy infants, took their first true steps.

The Evolution of Gospog

3327's plan allowed for the full use of the gospog's unique abilities, yet did not imperil the concealment of his realm. Each gospog is encased within a suit of advanced Kyoto armor (TOU+7/28). The armor is so designed that only gospog can wear it. As the armor is controlled through the connections between it and the gospog's nerves, it would be virtually useless to a human being. Once the armor is sealed, there is no visible evidence that the inhabitant is a gospog.



R. Caswell

Unlike those of other realms, Nippon gospog retain basically the same form through all five plantings. The major difference from one incarnation to the next is that its nerve center grows larger, the number of nerve branches increases, and its *Toughness* and *Perception* grow stronger. This allows the gospog to control more functions of the armor at once, and thus the armor is upgraded with each planting, with more weapons being added.

Gospog were instrumental in 3327's takeover of the Yakuza, and often serve as the High Lord's personal bodyguards (since they are not affected by the Nippon Law of Intrigue). In addition, they serve as embassy guards in other realms, and as back-up to ninja operations abroad.

Gospog of the First Planting

See page 90 of the *Torg Rulebook*.

Equipment: armor, TOU+7/15; shimsi sword, damage value STR+5/13

Gospog of the Second Planting

DEXTERITY 8
Energy weapons 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9
STRENGTH 8
Climbing 9
TOUGHNESS 11
PERCEPTION 8
Find 11, tracking 9, trick (18)
MIND 8
Willpower 11
CHARISMA 7
Charm (20), persuasion (20), taunt (20)
SPIRIT 7
Intimidation (20)

Equipment: same as First Planting, with addition of two SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150, one mounted on each arm; armor, TOU+7/18

Gospog of the Third Planting

DEXTERITY 9
Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10
STRENGTH 8
Climbing 9
TOUGHNESS 14
PERCEPTION 9
Find 12, tracking 10, trick (20)
MIND 8
Willpower 11
CHARISMA 7
Charm (20), persuasion (20), taunt (20)
SPIRIT 7
Intimidation (20)

Equipment: same as Second Planting, with the addition of chest-mounted flame-thrower, damage value 18, range 3-10/40/100; armor, TOU+7/21

Gospog of the Fourth Planting

DEXTERITY 9
Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10
STRENGTH 8
Climbing 9
TOUGHNESS 17
PERCEPTION 10
Find 13, tracking 11, trick (23)
MIND 8
Willpower 11
CHARISMA 7
Charm (20), persuasion (20), taunt (20)
SPIRIT 7
Intimidation (20)

Equipment: same as Third Planting, with addition of heat-seeking throwing stars, damage value 11, range 3-5/10/15; jet-pack, Toughness 17, speed value 13; armor, TOU+7/24

Gospog of the Fifth Planting

DEXTERITY 9
Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10
STRENGTH 8
Climbing 9
TOUGHNESS 21
PERCEPTION 11
Find 14, tracking 12, trick (25)
MIND 8
Willpower 11
CHARISMA 7
Charm (20), persuasion (20), taunt (20)
SPIRIT 7
Intimidation (20)

Equipment: same as Fourth Planting, with addition of self-destruct mechanism, damage value 32, blast radius 0-5/15/40; armor, TOU+7/28

Adventuring in the Realm

Battles against the High Lord in the realm of Nippon require an approach as stealthy and swift as a ninja. Whether it be combat with the Yakuza and corporate ninja or crossing swords on the floor of the Nikkei Market, 3327 is a cunning, implacable foe who rarely makes mistakes. The Storm Knights who challenge him will need to match him stroke for stroke if they hope to achieve a victory.

Adventure Idea One: Eye of the Dragon

Background

The secret war between Nippon and Orrorsh has flared to life once again. A squad of corporate ninja were recently dispatched to Borneo to secure an artifact known as the Eye of the Dragon from a temple near Pontianak. Capturing it, they returned to Tokyo, seemingly unaware that an Orrorshan vampyre was on their trail seeking to retrieve the gem.

Meanwhile, Kazuo Kojima has asked the help of the Storm Knights, due to a number of apparently purposeless break-ins at the offices of Allied Technologies.

Act One

The Storm Knights are assigned to keep watch on the Allied Technologies building in downtown Tokyo. For three days, unknown intruders have been evading the security system and getting into the building, but apparently not stealing anything.

In the hours just before dawn, five dark shapes are seen short-circuiting the electric fence that surrounds the building. Using infrared binoculars supplied by Kozima, the Knights are able to identify the intruders as some of the top contract ninja in the realm. Along with their weapons, they seem to be carrying a small package, perhaps an explosive device of some sort.

The Knights wait until the ninja are inside the building, and then close the trap. The battle is protracted and furious, but in the end the surviving ninja abandon the package and disappear into the night.

Hesitantly, the Knights open the bag. Within they find a gleaming gem that could only be the fabled Eye of the Dragon—an Orrorshan eternity shard.

Act Two

It seems as if the ninja who have been paying nocturnal visits to Allied have been bringing things in rather than taking them out. Although Kojima is unsure whether he believes in "eternity shards" and such, it is obvious that an attempt was being made to plant stolen goods in the offices of a Rauru Block director.

A search of the building commences. The Knights discover a hidden panel built into the wall recently, behind which are hidden three objects, all eternity shards: the El Kharga Dagger, one of the Rennes le Chateau scrolls, and a Claymore sword used in the Battle of Bannockburn, where the Scots won their independence.

But why go to the trouble of stealing valuable eternity shards from other realms and then place them in the hands of one's enemies? The answer comes with the sound of shattering glass, as a monstrous bat flies into the room. The Orrorshan vampyre has followed the shard's trail to Allied, and he will kill anyone who attempts to stop him from reclaiming it for Thratchen.

Act Three

After narrowly defeating the vampyre, the Storm Knights and a few members of the Rauru Block's Operations Arm find themselves under siege. Nile shocktroopers, cyberpriests, and an Ayslish wizard have converged on the building, perfectly willing to destroy it and all within to get their realm's property back. This, then, was 3327's scheme: to destroy one of the mega-corporations by luring agents of other realms to it, in such a way that it could not be traced to Kanawa.

The Knights must defeat the assembled might of three realms to survive, before turning the shards over to the Operations Arm for disposal. (If the Knights defeat their opponents but keep the shards, they will be marked men in the eyes of both sides in Nippon. It will become virtually impossible for them to function in that realm, and agents of the two opposing groups may well pursue them to obtain the shards, hampering their effectiveness elsewhere as well.)

Adventure Idea Two: Assassin

Background

Internal friction among Yakuza family heads has been increasing in recent weeks, with some, particularly Togaru and Sebaru, pushing for greater mob control of the Japanese government.

The Storm Knights are asked by the Prime Minister to infiltrate the Togaru family and discover if they plan to break ranks and take independent action against Diet members.

Act One

The Knights are able to make contact with the Togaru family, posing as professional killers, some from other realms. They are put through a series of dangerous tests by the syndicate to prove their fitness, including personal combat with Yakuza enforcers.

Accepted into the ranks, the Knights are told that the Togaru family has decided to force Sagato's hand by striking some sudden blows to the powerful in Japan. When a vacuum has been created in the nation, Sagato will have no choice but to allow the Yakuza to fill it.

Togaru refuses to identify who the primary target is, but does tell the Knights that they will be allowed to participate in the first assassination. Five soldiers accompany the Knights to a rooftop in the Kasumigaseki district. It is then that they learn the identity of their quarry — the Prime Minister!

Act Two

At the last second, the Knights turn and attack the Yakuza soldiers, quickly defeating them. One of them mutters something about others watching, so to keep up appearances, the Knights fire a shot in the general direction of the Prime Minister's office and then return to Togaru, claiming that police broke up their operation.

Togaru is skeptical, but finally accepts their story. He compliments them on having evaded the police, and tells them they can have another assignment. Their next target is too well-protected for a direct attack, unless some of his security is removed. They are given the address of a warehouse on the waterfront where many of the guards in question reside — power will be cut to the building, and then the Knights can slaughter the security men.

Again with a Yakuza team for company, the Knights proceed to the warehouse. The power is cut on schedule, and Knights and mobsters crash through the skylight to an exceedingly nasty surprise. The "guards" in the warehouse are second-planting gospog, and they have orders to defend the building to the death.

Act Three

After defeating the gospog, the Knights are told by Togaru that the next target of assassination is the most important to the success of his plan. The Knights are given a helicopter and the coordinates to which to fly.

When they arrive, they spot a frighteningly familiar craft in the air — the copter that ferries Ryuchi Kanawa to and from the Kanawa Corporation offices in Tokyo. Unaware that Kanawa is the Yakuza's mysterious backer, Togaru is plotting to kill the industrialist/High Lord.

Before the Knights can decide upon a course of action, the Kanawa helicopter opens fire. Suddenly, two other choppers emerge from their hiding places behind skyscrapers and join the attack. A Yakuza member betrayed Togaru's plan to Sagato, who informed Kanawa, and the Knights are caught in the crossfire.



Chapter Four

Axioms and World Rules

Once I asked myself
What is real? What is nature?
But I am a ghost.

— Japanese haiku

Each of the High Lords has established an area on Earth where his reality dominates, and many of the natural laws that natives of our cosm accept as everyday parts of life are altered or nonexistent within these realms. The reality of each area is based upon that of the cosm from which the reigning High Lord came, and so each of the realms is vastly different from the other five, as well as from Core Earth. In Nippon, for example, advanced technology is possible, but actions that require the use of *Spirit*-based skills are often extremely difficult to accomplish. It is the many differences between a High Lord's reality and that of Core Earth which allows precious possibility energy to be stolen from our cosm by the invaders.

The invisible boundaries between realities are formed using artifacts known as *stelae*. These stelae are laid out in triangular patterns, commonly with each side 300 miles long, and when activated can transform the reality of the enclosed area to that of their native cosm. The planting of stelae is essential to the expansion of a High Lord's territory and his ability to drain possibility energy.

Stelae manifest themselves in a number of different ways, but normally their physical state will connect them to the cosm with which they are associated. In the Nile Empire, the stelae are stone obelisks, in Aysle they are coins that bear the mark of the dreaded Entity God. Nippon stelae have manifested themselves as Automatic Teller Machines (ATMs), which are a common sight throughout the world, particularly in large cities. Their inconspicuous appearance allows them to be "planted" in plain sight with no one being aware of their true nature.

The Four Axioms

The rules that govern reality in each realm are known as *axioms*. Crossing a stelae boundary into another realm immediately makes one subject to the axioms of that realm. This can radically alter the environment in which a traveler finds herself, and the actions she can successfully take. For example, an Ayslish sorcerer crossing into Nippon Tech would find that his magic was not supported by the realm's axioms. While he could still cast spells, he would run a tremendous risk of disconnecting from his reality, which would make it impossible for any of his arcane arts to work until he reconnected.

Each cosm has four basic axioms that govern the interaction between the living and non-living things within the cosm. These axioms are known as the *Technological*, the *Social*, the *Magical*, and the *Spiritual*; and in *Torg*, each is rated on a scale of zero to 33, zero representing extremely low development and 33 particularly high development. Items, individuals or organizations whose development exceeds the relevant Nippon axiom will not function properly within the realm or the cosm.

Below, each of Nippon Tech's four basic axioms are described in detail. Complete guidelines on axioms in general can be found on pages 91-102 of the *Torg Rulebook*. Note that in *Torg* terminology, most of 3327's realm is classified as a *dominant* axiom zone (see page 85 of the *Torg Rulebook*).

The Technological Axiom: 24

Nippon's *Tech* rating is slightly higher than that of Core Earth, and it was 3327's knowledge of advanced technologies that allowed him to achieve economic dominion over Japan so swiftly and efficiently. By retooling a few small Japanese firms to produce the sophisticated weaponry available in Marketplace, 3327 was able to make a quick profit by selling the arms abroad to those nations embroiled in the bloodier aspects of the Possibility Wars. This allowed him to rapidly expand his financial empire.

Although the technology currently found in Nippon is more advanced than anything available in Core Earth, it is not so far beyond the norm as to arouse the suspicion of the average citizens. Many of the innovations introduced by 3327 seem like logical extensions of things that were in existence prior to the Possibility Wars, and people assume that any new devices are the result of recent scientific breakthroughs. Only a handful of academics and businessmen harbor suspicions about the true nature of the new technology.

Note, too, that the technical knowledge 3327 brought with him from Marketplace is no longer solely in the hands of those corporations which he and his followers directly control. Once the first Kanawa-produced armaments appeared on the market, the techniques employed in their design and construction were studied and disseminated industry-wide.

The best way to sum up the level of technological achievement in Nippon Tech is to break down 3327's achievements field-by-field.

Medicine

One of the most stunning medical advancements fostered by Nippon Tech is the widespread use of artificial limbs and organs. Artificial hearts, kidneys, and lungs are all compact, affordable, and practical. State-of-the-art prosthetic limbs are approximately 85 percent functional (meaning they can perform 85 percent of the functions of their natural counterparts) and are far more life-like than their Core Earth counterparts.

Subsidiaries of Kanawa Corporation are also investigating cybernetic technology, not only for its commercial possibilities but as a potential weapon against the Cyberpapacy. Prototype cybernetic implants are available, but they are few and tend to be prohibitively expensive. As a means of accelerating the progress of this research, Kanawa Corporation has recently purchased a factory in France to take advantage of the higher Cyberpapacy *Tech* axioms.



M. Jackson

The other area in which Nippon has made great progress is cloning. Although virtually no one is aware of the fact that 3327 has five clones of himself in existence, the technique of reproducing humans at will coupled with accelerated growth is seen as an attractive solution to the labor force problem in Japan.

In the realm of more traditional medicine, effective (though expensive) treatments for both cancer and the AIDS virus are in development, though it will be many years before either treatment becomes inexpensive enough for practical widespread employment.

Military

3327 made his first inroads into the Japanese economy in the arena of arms-manufacturing, an industry which remains highly profitable in the post-invasion world. Arms manufacturers have sprung up all over Japan in order to cater to the worldwide demand for weaponry that arose after the outbreak of the Possibility Wars.

State of the art weapons include portable chain guns, rudimentary man-portable battle armor and small, robot combat modules. Although several mega-corporations are currently spending big money on laser and plasma weapon development, energy weapons remain impractical and expensive.

Transportation

The automobile has been vastly improved by 3327's engineers. Most Nipponese cars are easily capable of speeds up to 280 kilometers per hour and feature advanced collision safety devices, satellite road navigation systems, on-board micro-processors, and various electronic accessories (cellular phone, compact-disc player, etc). These cars are sturdy and affordable. According to government statistics, every Japanese family owns 1.6 of them.

Air travel has also improved. Virtually all commercial air traffic in and around Japan is now comprised of supersonic "jump jets." The jump jets eliminate both the need for larger runways and the noise problems associated with the supersonic airliners of Core Earth.

Little development has occurred in the area of rail transport, due to the fact that it has not exhibited the potential profitability of the automobile and aircraft industries, Some effort has gone into improving the quality of tankers and freighters due to the need to export goods and import oil and other natural resources.

Communications

The major breakthrough in the field of communications since the invasion has been the dramatic advance in cellular technology. In Japan, cellular telephones are now found in virtually every automobile, and one of the summer's hottest products was the Sony Talkman,™ a personal cellular telephone the size of an index card that can be worn on a belt.

Microwave communication techniques have also been vastly improved and are now the norm in many areas.

Computers

Approximately 94 percent of Japanese homes are equipped with a personal computer. The typical home computer system features 32 megabytes of user memory as well as hard copy, communications, and storage peripherals. Almost all home systems have access to one or more computer information networks. Computers are used for shopping, banking and a host of other activities, as citizens try to spend as little time as possible out in the polluted atmosphere.

Businesses now rely on supercomputers with 64-bit video co-processors, floating point co-processors, and voice recognition processors. These machines also have up to 256Mb of user memory, and multiple output option module.

Daily Life

Daily life in Japan has naturally undergone changes in reaction to the "new industrial revolution" sweeping Japan, most noticeably in the area of entertainment. Almost every home can now access thousands of recorded films and video programs via home computer. These same homes are all connected via complex interactive cable television systems that allow program viewers to communicate with the programmers and each other.

Computer-aided simulations are the latest fad in the entertainment industry. Popular titles include: *Everest* (a simulated climb of the world's tallest mountain), and *Lizard-Hunt* (a "wargame" based on the US Army's struggles against the edeinos in North America). These simulations combine traditional computer games with thousands of hours of real world laser disc video to produce thrilling adventures. And the more traditional video games have maintained their own popularity, also, with complex home units and portable systems available from a wide variety of manufacturers. *Zelda V*, a video game for Nintendo™'s 32-bit home system, has sold more than 9 million copies in Japan alone.

The Social Axiom: 22

Socially, 3327's realm is slightly more advanced than Core Earth. This is reflected in the relatively rigid organized bureaucracies which have sprung up throughout Japan. The Japanese government has grown to twice its former size almost overnight, and Japanese businesses have implemented their own complex bureaucratic system based upon the Japanese feudal system: corporations are headed up by "daimyos" or "lords," who oversee a court of "vassals" (division heads), etc.

But despite the higher *Social* axiom rating that arrived with Nippon, most of the recent changes in the Japanese social arena have been for the worse. The increased activity by the Yakuza

and the weakening of the Japanese government, both at the High Lord's urging, have created something of a social crisis. Crime, infant mortality, unemployment, homelessness and poverty rates are all roughly three times worse than they were before 3327 arrived. Most of these problems are the result of simple economics: as Japanese industry becomes more and more advanced, laborers without the skills to match industrial developments are driven from the work force, giving rise to unemployment, poverty, and ultimately, crime. All of these problems have been made worse by the fact that the Japanese government is unwilling to do anything about them — mostly because the government itself has been corrupted by 3327's influence. Spending money on social problems would necessitate the elimination of big business incentives, which would reduce the profitability of 3327's corporations.

As it currently stands, Tokyo, Osaka and several other Japanese cities have become urban nightmares. The rates of suicide, drug addiction, and gang violence have skyrocketed, turning entire sections of certain cities into monuments to despair.

The Magical Axiom: 2

The *Magical* axiom of 3327's domain is much lower than that of Core Earth, a natural consequence of the cold rationality that pervades Marketplace and now characterizes the economic leadership of Japan.

This has had a peculiar effect upon life in Nippon, one quite the opposite of what would reasonably be expected. Much of the "normality" that Core Earthers perceive in their environment is actually due to the free-floating waves of ambient magical energy that cross the Earth cosm. Thus when a Core Earther is deprived of this energy in a setting like Nippon, everything seems "eerie" and "unusual."

In Nippon, the strangeness that Core Earthers feel manifests itself in a number of seemingly mystical fashions. Nippon seems rife with uncanny conspiracies and coincidences, foes seem to appear out of the woodwork and vanish into thin air, and certain people and organizations have power that is beyond the belief of the typical Core Earther. Add to this the amazing technology that is already beyond the level of Core Earth and Japan's idiosyncratic culture and you are left with a very moody, very "eerie" locale.

The most obvious effect of the low *Magical* axiom is a strange mist which blankets the land. This mist gives all of Nippon, but particularly the cities, a grim, bizarre atmosphere, one many people have been forced to adapt to if they wish to survive.

Again, even though these phenomena *seem* mystical in origin, they are in fact much closer to the way things act and react in an objective reality untainted by magic. In fact, magic barely functions at all under 3327's axiom set.

The Spiritual Axiom: 8

3327's *Spiritual* Axiom is also lower than its Core Earth counterpart, and the lack of spiritual energy in Nippon is partially responsible for the "weirdness effect" described above. Again, the low value is understandable considering 3327's home cosm — there is little room for spirit in a universe governed entirely by the concepts of profit and loss.

The World Rules

In addition to the four basic axioms, each realm has a number of specialized axioms or *world rules* which further sets it apart from all other realities. In many ways, the basic axioms function as reality limits within the realm, while the world rules define how the realm works within those limits.

As with the basic axioms, anyone who crosses into Nippon immediately becomes subject to its world rules, unless he or she is surrounded by a "reality bubble" (as described on pages 101-102 of the *Torg Rulebook*). Conversely, a character who travels from Nippon to another realm must abide by his own world rules, for that is the reality he carries within him.

The Law of Intrigue

A peculiar side effect of 3327's axiom set makes individuals and organizations in Nippon more susceptible to intrigue and deception than their Core Earth counterparts. Remember, 3327's Japan is a very dark and mysterious place. One never knows whom he can trust.

In game terms, this world rule has a number of effects:

- When using the *stealth* skill in Nippon, characters receive a +3 bonus to their attempts. The difficulty numbers of *Perception* checks intended to detect *stealth*-using characters also increase by +3.
- *Charm* attempts based upon lies or deception receive a +3 bonus in Nippon. In addition, *persuasion* attempts receive a +3 bonus if their goal is to convince the target of something untrue. Possibility-rated characters receive a +3 bonus for all *trick* attempts.
- Characters using *persuasion* in an effort to bribe someone in Nippon receive a +3 bonus.

Note: attempts to bribe and deceive at the same time require two separate *persuasion* rolls. For example, Kenji wishes to bribe a guard into admitting him to a party to which he was not invited. He claims to have forgotten the invitation, and generates a *persuasion* total to deceive the guard. If he then offers the guard money to slip him in, he generates a *persuasion* total to bribe him.

Even if he fails to deceive the guard, it is possible the bribe may be tempting enough that Kenji will get his way. But in that case, the guard will know that Kenji is up to something, and might cause problems for him later.

- Using the *disguise* skill is also easier in Nippon Tech. Characters trying to penetrate a disguise using *Perception*



or *find* have their success level reduced by one, i.e., a *Good* success automatically becomes *Minimal*. A *Minimal* success becomes a failure.

• Any group or organization in Nippon with more than 100 members will have at least one spy or traitor within its ranks. If the organization numbers 1,000 or more members, there will be a cell of at least 10 members conspiring to wrest control from the leaders. (This is most common within mega-corporations.) Traitors will commonly be members of a rival organization or working toward goals that are contrary to those of the group being betrayed.

Traitors within the ranks of politically unimportant or innocuous groups may be social deviants or psychopaths (i.e., somewhere within the ranks of the Japanese equivalent of the Boy Scouts there might be at least one future mass-murderer). This rule applies to both honorable and dishonorable organizations. There are traitors within the Rauru Block, the Sons of the Wind, the Japanese government, and the Yakuza.

• Roughly two-thirds of the gamemaster characters the Storm Knights meet during an adventure set in Nippon should be unfriendly, though the majority of them will pretend to be friendly. Note that unfriendly characters are not necessarily connected to 3327.

The Law of Profit

As stated above, the cosm of Marketplace is based entirely upon the concepts of profit and loss. Its axioms are specially configured to favor those with great wealth and penalize those who are poor. All of this has a rather unusual effect upon economies operating under Marketplace axioms, such as Nippon Tech.

According to the Law of Profit, goods and services cost less when purchased by those of means than when purchased by the underprivileged. "Those of means" are inhabitants with an income above that of the realm's average citizen (roughly 3,500,000 Japanese yen or 25,000 American dollars), and the underprivileged are those with an income below this figure. Characters earning more than ¥3.5 million can find goods for 10 percent cheaper than the average Japanese citizen will pay. Characters who earn more than ¥10.5 million can purchase goods at a 25 percent savings.

This law does not mean that the instant a wealthy character steps up to a cash register, all the price tags magically change. Instead, the lower prices are found in the better neighborhoods and in stores maintained by corporations for the benefit of their executives.

If a wealthy player character wishes to take advantage of the Law of Profit when purchasing goods, he may play a *Connection* card to guarantee he can find a store that will sell him what he wants at reduced prices. If he does not play a card, he will have to roleplay finding a source of goods, which may involve convincing a merchant he is indeed worth as much as he claims.

The Law of Vengeance

Finally, the Nippon Tech axioms favor those who claim vengeance for themselves. The personal avenging of a wrong done you, making use of the "eye for an eye" system of justice, is encouraged in Nippon. It is possible that there is some connection between this situation and the high incidence of betrayal in the realm mandated by the Law of Intrigue, but no definite link has been established.

In game terms, a character who takes revenge against someone who has wronged him receives six possibilities at the end of the act in which the vengeance was exacted. In essence, the revenge subplot constitutes an adventure all its own. There are two conditions that must be met to earn the possibility reward at the end of the act:

1. The player character must be responding to a serious wrong. Punching someone back who punched you earlier is insufficient under the Law of Vengeance. The key to determining if a particular wrong qualifies is that it must involve a significant loss: the loss of limb, loved one, fortune, honor, etc.

2. The taking of revenge cannot occur less than 48 hours after the commission of the wrong. This gives the character time to cold-bloodedly plan his actions. Gamemasters can treat a quest for vengeance as a *Personal Stake* subplot for any adventures that take place between the the victimization of the character and his revenge.

Note that only possibility-rated characters can claim this "vengeance bonus."



Chapter Five

Nippon Skills

When the area now known as Nippon Tech fell under the sway of Marketplace axioms, many things changed. Many of the residents of Nippon and Marketplace possess special skills which were not included in the *Torg* boxed set. In this chapter, you will find information on these abilities, as well as details on martial arts combat in Nippon.

Although these skills were designed for residents of 3327's realm and cosm, gamemasters may allow other inhabitants of the *Torg* infiniverse to purchase them as well.

Dexterity-Based Skills

Martial Arts

In the histories of both Core Earth and Marketplace, there came a time when a group of people, forbidden the use of weapons, were forced to defend their homes from powerful armies. With no way to obtain the strength they needed to triumph from the world around them, these wise men learned to look within and find the power to best their oppressors.

In the years since, that ability to draw on one's own spiritual strength and use it in combat has been embodied in a group of fighting styles collectively known as the *martial arts*. In this section, you will find all the rules and descriptions you need to recreate the feats of the masters of these Eastern disciplines in the world of *Torg*.

The Power of Ki

The martial arts should not be confused with judo or karate which, although they are also Oriental styles of combat, rely more on knowledge of one's strengths and an opponent's weaknesses than the individual spirit. These are present in Torg under the designation *unarmed combat*.

The martial arts are combat strategies and maneuvers which cannot be separated from the philosophy of the warrior who practices them. In Core Earth, the schools of thought which gave birth to these arts were founded by a group of Chinese monks known as the "Shao-Lin," just over 1000 years ago. It was the Shao-Lin who first theorized about the existence of an amazing store of energy within each human being (which Japanese masters later dubbed *ki*) and discovered rudimentary methods for tapping these energies and redirecting them into the material world.

The Shao-Lin believed that everyone possessed some of this energy, although some people had far more than others. In fact, the energy stores of most people are far too small to master the disciplines that make up even the earliest, most primitive martial arts, which is why the number of martial arts practitioners has traditionally been small.

What the Shao-Lin did not know is that the "energy store" they had discovered was tied to the very fibers of reality itself. In fact, this power is actually the possibility energy sought by the High Lords.

It soon became apparent that, by using this energy, one could accomplish great feats. But although the Shao-Lin managed to discover possibility energy many hundreds of years ago, they never discovered an easy, efficient way of drawing upon it. The method for tapping it that they did develop has since been copied by many other disciples of the arts, and it involves the intertwining of the disci-

plines with religious symbols and beliefs. By enacting a short ritual or briefly meditating, a master can unlock his possibility energy in much the same way a shaman or priest is able to tap into the spiritual font to cast miracles.

In addition, the creation of martial arts disciplines requires a group of masters to work together closely, sometimes for centuries, and an oral tradition to pass the knowledge down through the generations.

All of this means that the *martial arts* skill and all of its powers and abilities will not function in realms or cosms where the *Spiritual* axiom rating is less than 7 (the lowest point at which rituals can produce a desired effect) or the *Social* axiom is less than 21, unless the master invokes the rules for violating axiom limits found on page 97 of the *Torg Rulebook*. The originators of the martial arts disciplines in Core Earth were able to use their ki energy to raise the *Social* axiom among themselves and allow them to perform these actions.

Also note that the basic methodology that drives the arts prevents non-possibility rated characters from using them. The amount of *ki* within such characters is too small for them to make use of the disciplines.

Martial arts is a *Dexterity*-based skill, and takes the place of the *unarmed combat* value when making an attack. The base damage value of a *martial arts* attack is STR+2, and the skill may be used to defend in *unarmed, martial arts, melee* and *missile* combat. When a martial artist is challenging a non-martial artist, he receives an automatic DEX+1 modifier to any relevant action.

The *martial arts* skill may be used in place of *melee weapons* or *missile weapons* skills when making an attack, but the artist will not receive the base STR+2 bonus when using a weapon. The damage value will be the user's raw *Strength* plus whatever modifier the weapons provides.

Example: *Ed's character, a Son of the Wind, is attacking an opponent with a dagger. He generates a* martial arts *total of 14 and hits his foe, but does not automatically receive the STR+2 minimum modifier to his damage value. Instead, his raw* Strength *receives only the +3 modifier provided by the dagger.*

Martial arts **cannot** be used unskilled.

Learning the martial arts is extremely difficult, so the first add in the skill costs **three** of a character's initial 16 skill points. Each add after that costs one skill point. If a character buys martial arts during play, the cost is three times the normal possibility cost for the first add. All other are purchased at the normal cost.

Example: *Bill wants his character, a Shiki, to have* martial arts *as his tag skill. The first add costs three skill points, and the other two cost one point apiece, for a total of five. Bill now has 11 points left to apportion among other skills for his characters.*

Styles and Training

Over the years, the wisdom of the Shao-Lin was passed down by many different soldiers and sages, many of whom went on to found their own particular versions of the martial arts disciplines. Each of these versions are known as *styles*. The moves and techniques of one style are often completely different from those of another, though many styles share similar maneuvers. The grand masters of the Sons of the Wind estimate that there are over 75 different martial arts styles currently being practiced around the world. Most of these styles were born in China, Japan, Korea, and Okinawa. Each style has its own unique name such as "monkey fist" or "Ben Ton Rai."

Martial arts users are always experts in one individual style, specified by the gamemaster. In *Torg*, a style consists of a few special requirements, eight maneuvers, and eight training methods, all of which can be chosen from the lists below, or new ones can be created to suit the campaign. The gamemaster may require that all martial artists in her campaign practice the same style, or she can create as many different styles as time and desire allow. A number of sample styles can be found at the end of this chapter.

Styles can be learned in any order, but all maneuvers in a style must be mastered before a martial artist can study another, i.e. a Storm Knight studying the Red Lotus style would have to learn all the maneuvers contained therein before he could begin learning those in the Seda Chen style.

Also, not every practitioner of a style is adept at all of the maneuvers and abilities that are a part of it. Gamemaster character martial artists are given any maneuvers and abilities the gamemaster feels are appropriate. Storm Knights with the *martial arts* skill must undergo training to learn their abilities.

Before play begins, each prospective martial artist is allowed six "years" worth of training. During each of these years, she may attempt to become proficient at one of the maneuvers included in her discipline.

Example: *Sun Tzu is investing her six years of training in learning maneuvers in her chosen style, Red Lotus. If she passes a test per "year," she will begin the game having mastered the first six maneuvers contained in that discipline.*

In order to learn a maneuver, the Storm Knight must successfully complete its particular training exercise, a type of test. If the Knight passes the test, she learns that discipline. Prior to the start of play, failing a test means the Knight must attempt to learn the maneuver during the next available "year" (if any). Once play has begun, however, failing a test means the Knight cannot take another one until she gains an additional *martial arts* add.

Tests can be taken any time a Knight gains an add in *martial arts*. One possibility can be expended per test, but no cards may be played during testing that takes place prior to the start of play or between game sessions. If taking a test is part of an adventure, then one possibility and the martial artist's cards *only* may be used in an attempt to pass.

Note that a style's maneuvers must be learned in order, beginning with the minor disciplines and working all the way up to the master disciplines. Once a Storm Knight has expended the six "years" available for training, she is ready for play, whether she managed to learn all available maneuvers or not. Any maneuvers that were not learned before play begins can be acquired later, as explained above.



A. McClellan

Example: *Prior to the start of play, Taka is learning Red Lotus style of* martial arts. *His first available maneuver is the* strike. *The training exercise for that maneuver is the* board break. *In order to successfully complete this training, Taka must generate a* martial arts *total of 9. If he succeeds, he learns the maneuver. If not, he must spend his second year attempting to pass the* board break *test, since he cannot learn any other maneuvers until he has mastered* strike.

The Maneuvers

Martial arts maneuvers are divided into three categories: minor disciplines, major disciplines, and master disciplines. Each style includes five minor, two major, and one master maneuver.

A style's maneuvers are always listed in a set order with the minor disciplines preceding the majors, and the majors preceding the master. This is the order in which the disciplines must be learned during training.

Each of the standard maneuvers is described below. The gamemaster should feel free to supplement these maneuvers with creations of his own, taking care to make sure that all new maneuvers are appropriately classified (i.e., weaker maneuvers are classified as minor disciplines, more powerful maneuvers are classified as master disciplines, etc).

The game effects listed below apply to combat with both martial artists and non-martial artists. **All damage values listed include the base STR+2 bonus**. Also be aware that, unless otherwise specified in the maneuver description or with the benefit of a *flurry* card, a character can never use two *martial arts* maneuvers during the same combat round.

Minor Disciplines

Block/Strike: this maneuver allows the practitioner to both block an opponent's blow and strike himself in a round. In game terms, this means the martial artist can use his skill to deflect an *unarmed combat, martial arts, melee* or *missile* attack, and launch a *martial arts* attack in the same combat round. During *flurry* rounds, a character employing this maneuver blocks once and throws two blows.

To successfully perform a *block/strike*, two *martial arts* totals must be generated. The first would have a difficulty number of the attacker's combat skill (i.e., *unarmed combat* if he is throwing a punch), and success would allow the martial artist to block the blow. The second would concern the *strike*, and would have an opposing value of the opponent's relevant defensive skill.

Crushing Block: the *crushing block* is similar to the *block/strike*, save for the fact that it cannot be used against a *missile weapons* attack. The key to the maneuver is avoiding an incoming blow and then striking the opponent with great force.

To successfully perform this maneuver, the martial artist must prevent an opponent's blow from landing by using his *martial arts* skill to defend. Anyone launching an unsuccessful *martial arts, unarmed combat* or *melee weapons* attack upon a character employing the *crushing block* suffers damage equal to the martial artist's STR+3.

Dagger Dance: this maneuver can only be performed when carrying a dagger or sword. The martial artist leaps, spins, and lands in a combat stance, all the while manipulating his blade so that light reflects off its surface. The difficulty number is the target's *maneuver* skill, and the result of a successful performance of the *dagger dance* can be found on the *maneuver* column of the Interaction Results Table (see page 40 of the *Torg Rulebook).*

If the martial artist fails at the *dagger dance*, he will be *confused* for the next round.

Disarm: this maneuver involves using an opponent's own force against him to cause him to drop a weapon. When performed successfully, the martial artist catches hold of his foe's arm and twists it backwards until the weapon is released. The damage value of this attack is the **target's** STR+2, and the weapon falls to the ground not more than one meter from the site of combat.

Dragon Flight: the dragon flight discipline involves a series of extremely rapid movements intended to disorient a foe. It adds a +1 bonus modifier to the martial artist's *Dexterity* or *maneuver* skill. If successful, the opponent will suffer the effects found on the Interaction Results Table, as well as being unable to *aim* the following round.

Drop Kick: the martial artist drops to the floor and uses his legs to propel a charging opponent over him and throw him a maximum distance of five meters. (Distance is determined by the attack's success level—*Minimal*, one meter; *Good*, two to three meters; *Superior*, four meters; *Spectacular*, five meters).

To calculate the damage from a *drop kick*, add the target character's weight value to the the distance value thrown. Roll a bonus for the damage value and generate a damage total.

Whether or not the maneuver is successful, the martial artist employing the *drop kick* must spend the next round rising, unless he possesses the *instant up* maneuver.

Example: *Cho* drop kicks *a Yakuza enforcer. The enforcer weighs 102 kilos (weight value of 12) and is thrown five meters (distance value of 4). The damage value is 16. The gamemaster rolls a 9 for a bonus of -1. The damage total is 15.*

The target of a successful *drop kick* must spend his next round getting up (unless he knows the *instant up* maneuver). *Drop kicks* cannot be used in two consecutive rounds.

Entangle: a complex maneuver, *entangle* is a combination of a *sweeping kick* and a *throw*. Successful performance results in an opponent suffering a *knockdown* result, one so severe that two rounds are required for the target to rise again. Martial artists who possess the *instant up* maneuver can recover from an *entangle* in one round.

Feint: this is a fake punch or kick that is intended to force the opponent to commit his defenses, opening up a much more effective target.

During the round the martial artist announces a *feint*, she can make no attacks nor can she *dodge*. A feint is considered an attempt to *trick*, and to be successful, the martial artist's roll must beat a difficulty number of her opponent's *trick* or *Perception*. If the *feint* works, the martial artist automatically gains the initiative in the next round.

Felling the Oak: a devastating blow, *felling the oak* involves chopping with both hands at the opponent's sides below the rib cage. Such an attack has a damage value of STR+4. This maneuver can also be used as a *vital blow* attack, as it can do damage to the kidneys and other internal organs if performed properly.

Heart Punch: probably the most potent minor maneuver, an attempt to throw a *heart punch* should be treated like a *vital blow* (acting value reduced by -8, damage value of STR+6). If a *heart punch* is thrown successfully, the target not only takes damage, but is considered to be *setback* for the next round.

Instant Up: martial artists who have mastered this ability can instantly spring to their feet after suffering a *knockdown*. Doing so is automatic and instantaneous, and does not consume a round.

Ki Punch: this is a single punch in which the martial artist invests a great deal of his spiritual power. The martial artist can make no attacks of any sort in the three rounds following the throwing of this punch (while his strength is being restored), but may *dodge*, *test*, *trick*, *taunt* and *intimidate*.

If the *ki punch* is landed successfully, the martial artist does STR+5 damage to his target.

Kick Disarm: this maneuver allows the martial artist to kick a weapon or piece of equipment out of an opponent's hands. Conduct an attempt to do so as a normal *martial arts* attack, substituting the target's *Strength* for his *Toughness* when calculating levels of success. If the attack receives a *Good* success or better, the target is disarmed (roll the die — the resulting number equals the number of meters the weapon has flown in a random direction).

The target of a *kick disarm* does not suffer any physical damage from the attack.

Leaping Kick: this is a powerful springing kick. A martial artist who successfully performs a *leaping kick* does STR+4 damage.

A martial artist cannot perform *leaping kicks* in consecutive rounds.

Lightning Fist: martial artists who have mastered this discipline can make two *martial arts* attacks in the same round, on the same or different targets. If performed against a single target, only one total need be generated (the same bonus can be applied to both strikes). If there are two separate targets, a total must be generated for each attack.

Lightning fist may not be used in consecutive rounds, and may never be used during *flurry* rounds.

Missile Dodge: this discipline enhances a martial artist's ability to avoid arrows, spears, knives, and other muscle-powered missile weapons. *Missile dodge* can be used for either passive or active defense, and provides a DEX+2 bonus to efforts to sidestep an incoming attack.

Missile dodge can only be employed against *missile weapon* attacks.

Sacrifice Kick: this is an all-out running leap at a target. At the end of the leap, the martial artist launches a powerful kick at his target, and then falls to the ground. As with any *all-out attack*, the martial artist receives a +3 bonus to his acting value (*martial arts*) and a +1 bonus to his damage value (for a damage value of STR+3). During the round in which a *sacrifice kick* is performed, any blows aimed at the martial artist receive a +3 bonus to their acting and damage values.

If the *sacrifice kick* is used as part of a *vital blow* attack, the martial artist suffers a -5 penalty to his *martial arts* value and receives a +3 bonus to his damage value. Attacks made against the martial artist in the round have the same effects listed above.

Whether the maneuver is successful or not, the martial artist falls to the ground at its conclusion and is considered to have suffered a *knockdown*. He must spend a round rising to his feet, unless he possesses knowledge of the *instant up* maneuver.

Serpent's Coils: this discipline is designed to aid martial artists in avoiding damage from *missile weapon* or *fire combat* attacks. As an active defense, *serpent's coils* adds +3 to a character's *Dexterity* or *dodge*.

Shout of Warning: the martial artist assumes his combat stance, curls his hands into weapons, and emits a piercing shout. Though the acting value is *martial arts*, the difficulty number of the maneuver is the target's *intimidation* or *Spirit*. If successful, the target is *unskilled* for the next round.

Spring Attack: this is a sudden punch or kick aimed at catching an opponent off-guard. Martial artists who have mastered this discipline automatically receive initiative in the first round of a battle, and receive the benefits of *normal surprise* (see page 79 of the *Torg Rulebook*). After the first round of battle, treat the *spring attack* as a standard *martial arts* blow.

Stone Fist: this discipline allows the martial artist to focus his energies into his fist for a telling blow. If the punch finds its mark, the martial artist causes STR+4 damage to his target.

Stop Thrust: for use as an *active defense* only, this maneuver involves the martial artist thrusting his fist out to block a charging opponent (one making a *melee*, *martial arts*, or *unarmed attack*). If successful, the foe takes no physical damage but is considered to be *unskilled* for the next round.

Strike: this is a basic maneuver, relatively easy to master. While it does not have the awe-inspiring appearance that a *whirling attack* or a *leaping kick* might have, it is a swift and efficient way of downing an opponent.

Stunning Attack: this maneuver gives the martial artist the skill to attack a target and cause *stun damage*. A martial artist attempting a *stunning attack* receives a +2 bonus to his *martial arts* value, but does not do as much damage as he would with another blow.

A successful *stunning attack* does shock and KO damage as a standard blow would, but when checking for the effects of the blow, ignore a *knockdown* result, treat a *wound* result as a *knockdown*, and any #Wnd result has the number reduced by one.

Example: A Son of the Wind launches a successful stunning attack *on a ninja. The attack does 10 points of damage, which would normally be a Wnd K4. However, since a* stunning attack *was used, the damage is reduced to a Knockdown K4.*

Sweeping Kick: This maneuver involves kicking an opponent's legs out from under him, resulting in a *knockdown*. The martial artist receives no bonuses for this maneuver, but if successful, the target must spend the next round getting to his feet, unless he knows the *instant up* maneuver.

Throw: this permits a martial artist to grasp and throw a target. Treat a *throw* as a *martial arts* attack for the purposes of securing a hit. If the attack is successful, the martial artist can throw the target up to five meters in any direction. To determine the distance thrown and the amount of damage done, use the *drop kick* rules above.

A thrown target must then spend his next round standing up (unless he has mastered the *instant up* discipline). A martial artist cannot conduct *throw* attacks in two consecutive rounds.

Weakness Probe: this discipline gives the martial artist the ability to study an opponent and look for weak points in his defense. To use a *weakness probe*, the martial artist spends a round studying his or her opponent (no actions other than *dodge* are allowed during this round). At the end of the round, he then generates a *Perception* total against a difficulty number equal to the target's *unarmed combat* or *martial arts* action values (if the target has neither of these skills, use his *Dexterity* instead). If this roll succeeds, the martial artist can attack the target in the next round with a +1 bonus to his *martial arts* value and a +3 bonus to his damage value.

If the *Perception* roll fails, the martial artist receives no bonus, though he can continue to probe for weaknesses in future rounds. Once found, a weakness gives the martial artist the bonus modifiers on one attack only, though he can then probe for another weakness to gain the bonuses again.

A successful *weakness probe* can allow a martial artist to strike a *vital blow* at an unfamiliar creature (see page 77 of the *Torg Rulebook*).

Weapon Break: *weapon break* is used in conjunction with a normal *dodge* maneuver. Anyone using a melee weapon to attack a martial artist employing a *weapon break* maneuver risks having the weapon broken.

If the *melee weapons* attack fails, the weapon is automatically attacked with a damage value equal to that of a standard martial artist blow (STR+2). If this results in a *Good* success or better against a difficulty number of the weapon's *Toughness*, the weapon is snapped in half, rendering it useless.

The Major Disciplines

Detect Lie: martial artists who have mastered this discipline can tell whether or not someone is telling them the truth. The game effect of this is a +4 to the acting value of the martial artist on a *Mind* or *willpower* roll when someone is attempting to deceive them with *persuasion*.

Hail of Blows: use of the *hail of blows* maneuver grants the martial artist the equivalent of a *haste* action in two consecutive rounds. It is so named because conceivably an attacker could strike four blows in two rounds using this discipline.

Calculate damage in a single round as per the rules listed above under *lightning fist*. In the round following the completion of the hail of blows maneuver, the martial artist who performed it will be *unskilled*, and will also suffer from *fatigue* owing to the amount of energy expended to accomplish the feat.

Healing: masters of the *healing* discipline know how to brew primitive healing solutions from just about any available herbs and spices. These solutions take approximately four and a half hours to blend, but automatically reduce a heavy wound down to a light wound, and a light wound down to no damage (they have no effect upon incapacitations). Since the healing potions lose their potency after 15 minutes, a martial artist cannot brew several and carry them around with him. This discipline provides a +2 bonus to the practitioner's *Mind* value when attempting to create such a potion.

Flashback: when combined with the *meditation* skill, this discipline allows a martial artist to reflect back upon her training, looking for the solution to a current problem or dilemma. This doubles the contemplation bonus received from *meditation*, and at the gamemaster's discretion, may or may not result in a cryptic hint regarding how to resolve the situation.

Flashback is always an approved action. To search your memories in combat, generate a *meditation* total against a difficulty number of the opponent's *Dexterity* or *martial arts* skill. If successful, the character must relate his flashback to the gamemaster, who should treat the situation in the same manner as the playing of an *idea* card.

Only passive defense actions can be taken by a character in a round in which he employs a *flashback*. This discipline cannot be used by a character who does not possess the *meditation* skill.

Invisibility: masters of this discipline can sneak around unseen so successfully that many observers would swear the martial artists have the power to turn invisible. The secret to this miraculous feat involves emptying the mind of awareness of one's own existence, as a result of which others do not notice your presence. All styles that make use of this ability have *stealth* as a required skill.

Anyone mastering the art of *invisibility* gains a +4 bonus to her *stealth* value, but suffers a -2 penalty to all *Perception* and *Mind*-related skills.

Iron Fist: this is a more powerful version of the *stone fist* discipline described above. This blow delivers a damage value of STR+6 to the target. *Iron fist* cannot be used in conjunction with *stone fist* to gain a +10 bonus — they can only be used as separate and individual maneuvers.

Jump: this ability allows the martial artist to make amazing leaps through the air. Anyone mastering this discipline receives a +3 bonus to his *long jumping* action value.

Poison Immunity: masters of this discipline have a greater immunity to both natural and artificial poisons of all types than do others. When calcu-

lating damage from a poison attack, add +3 to the martial artist's *Toughness*.

Once learned, this ability does not require conscious thought to come into play. Thus it is impossible to take a master by "surprise" and poison him.

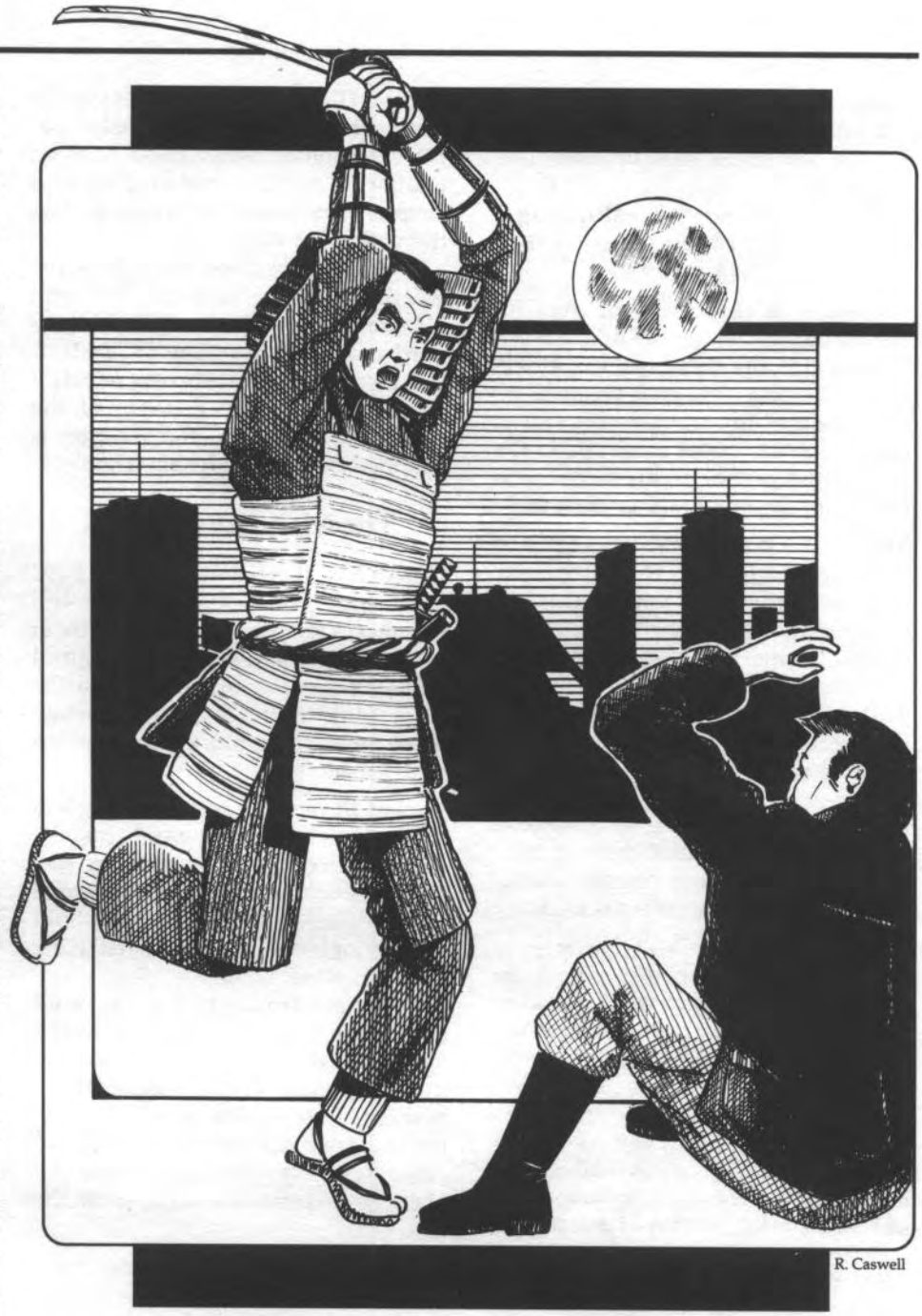
Self-Instruction: martial artists who have mastered this discipline can, during play, teach themselves any maneuvers associated with their style that they were unable to learn during the six-year training period. Complete guidelines for self-instruction can be found below.

Spirit Shout: a master of this discipline can emit a powerful shout once per day that attacks anyone or anything directly in front of the user. The acting value of the *spirit shout* is the user's *martial arts* value +3, and the damage value is equal to the user's *Spirit* value +3. The *spirit shout* has a range of 1-3/5/10 meters. Unleashing such a shout automatically inflicts five points of shock damage upon the martial artist.

Weapon Master: acquiring the *weapon master* discipline allows the martial artist to select a single melee or missile weapon and become an expert at its use. The weapon master receives a +2 bonus to his acting value (*martial arts*) when fighting with the weapon in question.

Whirling Attack: by using this discipline, the martial artist can launch a whirling, flailing attack upon any or all in her immediate vicinity. The attack affects anyone within four meters of the practitioner, and the martial artist can direct it against enemies while sparing allies. The user of a *whirling attack* does not suffer a multi-action penalty — all of the targets are considered to have been attacked separately, and suffer full damage (STR+2) if struck.

Whirling attacks cannot be performed in consecutive rounds.



R. Caswell

The Master Disciplines

Unlike minor and major disciplines, master disciplines cannot be used at any time the martial artist desires. Each master discipline costs a certain number of possibilities to use. In order to invoke the discipline, the martial artist must immediately forfeit this number of possibilities.

Cyclone Attack: this is a rapid spinning attack that allows the martial artist to individually attack many opponents in a single combat round. By expending two possibilities, the martial artist can whip herself into a fury and attack up to five opponents. Like the *whirling attack*, the *cyclone attack* does not result in a multi-action penalty.

A character employing a *cyclone attack* receives a +2 bonus to his martial arts value and does STR+4 damage to those he strikes. In addition, his foes suffer a -2 penalty to their *martial arts*, *unarmed combat* or *Dexterity* skill (depending on which one they are using to try and avoid the blow).

Death Touch: this extremely powerful (and extremely dangerous) discipline allows the martial artist to induce vibrations in an opponent's internal organs which will eventually cause death. Invoking a *death touch* attack costs the martial artist four possibility points, whether the attack strikes the opponent or not (resolve

the *death touch* as a normal *martial arts* attack).

If a *death touch* hits, use the attacker's *martial arts* damage value to generate a damage total as usual. The victim must now make a *Toughness* roll against a difficulty number of that damage total. If the *Toughness* roll succeeds, the target does not suffer any ill effects. If the *Toughness* roll fails, the target suffers the equivalent of 15 points of damage (a 4Wnd KO 15 if he is an Ord, a 3Wnd KO 5 if he is possibility-rated). In the latter case, the target will die within 20 rounds if he does not receive medical attention.

Example: *Master Chen is attacking a possibility-rated Yakuza assassin with a* death touch. *Chen pays his four possibilities and rolls to hit as though it were a normal* martial arts *attack. Chen hits and generates a damage total of 17. The assassin (*Toughness *of 10) must now make a* Toughness *roll against a difficulty number of 17 or suffer damage. The assassin rolls a 13, giving him a* Toughness *total of 11, a failure. Since he is possibility-rated, the assassin suffers 3 Wnd KO 5 from the attack.*

Any martial artist using a *death touch* is himself attacked by the lethal vibrations. Generate a damage total using the attacker's *martial arts* value against a difficulty number of his *Toughness*. The number of result points is equal to the number of shock points the martial artist takes as a result of using the *death touch*.

Example: *Chen now rolls an attack on himself, using* martial arts *as the base. He generates a damage total of 15. Since his Toughness is only 8, he sustains seven points of shock damage.*

Long Life: unlike the other master disciplines presented here, "long life" does not cost any possibilities to use. A martial artist who has mastered this discipline will not die of natural causes for hundreds of years. His life span will extend a number of years equal to his or her *martial arts* skill value x20 (i.e., a *martial arts* value of 15 is 300 years).

The game effect of this is a +10 bonus to *Toughness* when attempting to resist the effects of a natural disease. Note that this discipline does not protect the master from the other possible effects of aging (a loss of some *Dexterity*-related skills, etc.) nor does it make him immune to harm. He can still be killed by poison, a high fall, in combat, or in other unnatural manners.

Power Shout: this discipline is similar to the major discipline *spirit shout* listed above, only much more powerful. The power shout attacks everyone directly in front of the martial artist and no more than 15 meters away. The acting value of *martial arts* receives a +5 bonus, and the damage value, the attacker's *Spirit*, also receives a +5 bonus. Each *power shout* costs the martial artist two possibilities.

Thunder Kick: this is an extremely powerful leaping kick. The martial artist receives a +5 bonus to his damage value when using a *thunder kick*. Each use of the *thunder kick* costs one possibility.

True Invisibility: this is a more powerful form of the major discipline *invisibility*. The effect is produced in the same manner, with the difference that the user receives a +5 bonus to his *stealth* value, and does not suffer a penalty to his *Perception* or *Mind* skills. For every ten minutes during which he remains invisible, the martial artist must generate a new total. If he should fail a roll, he abruptly becomes visible to others again.

Each use of *true invisibility* costs two possibilities.

Wind Running: masters of the *wind running* discipline can run at great speeds, giving the impression that they are not touching the ground. Martial artists who are proficient at *wind running* can exceed the Core Earth character limit for running by +2 without rolling for a power push, giving them a value of 12. This means they can run at a speed of roughly 200 meters per round.

In addition, the master receives a +2 bonus to his *dodge* and *maneuver* skills while *wind running*. The master must spend one possibility for every 15 minutes of game time spent using this discipline.

Training

Like the disciplines, there are three broad categories of training methods: minor training, major training, and master training. Minor training methods correspond with minor disciplines, major training methods with major disciplines, and so on. For each discipline the martial artist wishes to learn, the gamemaster selects a training exercise from the corresponding list. In order to master the maneuver, a Storm Knight must successfully complete the exercise. Only those characters with the *martial arts* skill can attempt to learn disciplines by taking these tests.

Note that these rules do not mean that a potential martial artist must spend an entire year of her life attempting to snatch a pebble from the hand of the master, or walking across floating logs. Presumably, if she attempts the test and fails, she will spend time developing her inner discipline before retaking the test. Passing the test is a signal that the martial artist has learned the maneuver; it is not the exercise which actually teaches it to her.

Note also that while attempting these tests, the martial artist may spend only one possibility on any given test, and may or may not be allowed to make use of her cards (see above). Martial artists are allowed extra rolls on results of 10 or 20.

Again, the list of training methods presented here is by no means exhaustive. Gamemasters should feel free to create their own.

Minor Methods

Board Break: to signal that he has learned the corresponding maneuver, the martial artist must break a wooden board in half with his fist or foot. To break the board, the student must generate a *martial arts* total of 9.

Bucket Walk: in this test, the martial artist runs up a steep hill carrying full containers of water at the end of her outstretched arms. The trainee begins with tiny cups and graduates to pitchers, pails, and buckets. To pass the final test, the martial artist must carry two large buckets in each hand with-

out dropping her arms once for the duration of the run. This requires a *Strength* total of 9 to accomplish successfully.

Cherry Blossom: to successfully complete this test, the martial artist must pluck a cherry blossom from the waters of a small pond without causing a disturbance in the liquid. This requires a *martial arts* total of 11.

Count the Grasses: passing this test requires the martial artist to count the blades of grass in a field. This requires a *Perception* total of 12 to accomplish successfully.

Log Run: in this test, the martial artist must run across a series of small logs floating in a river. To pass the test, she must cross the entire river without falling in the water. This requires a *Dexterity* total of 9.

Lure Lark: successfully completing this test requires the student to empty his mind of all thought and so dampen his aura. If he is successful in doing this, a lark will alight upon him, not recognizing him as another living creature. This requires a *Mind* total of 11 to accomplish.

Memory: to complete this test, the martial artist must memorize lengthy portions of ancient religious scrolls. This requires a successful *Mind* total of 9.

Pebble Snatch: in this test, the pupil attempts to snatch a pebble from the hand of his master, and it is much more difficult than it sounds. The pebble snatch requires a *Dexterity* total of 10.

Rabbit Chase: this is another test of the student's quickness. A rabbit is unleashed at one end of a long field. To pass the test, the student must successfully run down the rabbit and pick it up overhead. This requires a successful *Dexterity* total of 10.

Riddle of the Candles: this test requires the student to enter a carefully mirrored room. In one portion of the room, a lit candle is placed. To pass the test, the student must choose the real candle from all its hundreds of reflections and knock it over. The student only gets one choice. If he selects a reflection instead, he has failed. This requires a successful *Perception* total of 9.

Water Test: in this test, the student holds his or her breath and dives underwater in a pond with a large turtle. To pass, the student must stay underwater as long as the turtle remains submerged. This requires a *Toughness* total of 10.

Major Methods

Arrow in the Air: the martial artist must pluck from the air an arrow which has been fired at him. This requires a successful *martial arts* total of 13. Failure means the arrow strikes the martial artist (the arrow has a damage value of 12).

Blind Log Run: this is the same as the log run minor method, but this time, the student runs across the logs blindfolded. This requires a *Dexterity* total of 12.

Break Brick: to pass this test, the student must smash a brick with her hand, foot, or fist. To break the brick, the student must generate a *martial arts* total of 12.

Catch Pigeon: this test is similar to the rabbit chase described above, only a pigeon is the quarry. A successful *Dexterity* total of 12 completes this test.

Immobility Test: in this test, the student tenses all the muscles in his body and stand perfectly still. The master then strikes the student, first with his fist, then with his foot, and then with a board. To pass the test, the student must remain completely immobile through all three blows. Flinching even a fraction of an inch constitutes failure. This requires a *Toughness* total of 12.

Parry Staff: the martial artist is blindfolded and given a staff. His master then attempts to strike him with a staff and the student must parry the blow. The purpose of the test is to teach the student to rely on senses other than sight in combat, and requires a *Perception* total of 10 to complete successfully.

Note: if this test is taken by a martial artist who has mastered the *self-instruction* discipline, the challenge is to stand beneath a tree and, blindfolded, strike a falling leaf with a staff.

Rice Paper Test: in this traditional exercise, the student must attempt to walk across three meters of rice paper without leaving a trace of her movement. Leaving the slightest impression in the paper is considered failure. This requires a *Dexterity* total of 13.

Master Methods

Appreciate Sunrise: to complete this test, the master sits out and watches the sunrise every morning until she feels one with nature. This requires an ability to be at peace with one's self and the world around one, and a successful *Spirit* total of 13 to accomplish.

Break Steel: to pass this test, the student must smash a steel plate with her hand, foot, or fist. To break the plate, the student must generate a successful *martial arts* total against a difficulty number of 13.

Conquer Death: for this test, the martial artist ingests a strong poison which leaves her at the brink of death. The measure of success is survival, and failure can have permanent consequences. Passing the test requires a *Toughness* total of 13. Unlike all other training methods, a master IS allowed to spend more than one possibility to augment her *Toughness* roll during this test. If the test is failed, the student takes 3Wnd KO5, and must obtain medical attention or die within 20 rounds.

Conquer Fear: the student must allow himself to be exposed to that which he fears most, no matter what it may be. He must then face that fear and defeat it to signal his mastery of the corresponding discipline. This requires a successful *Mind* total of 12.

Write a History: to pass this test, the master must write a complete and detailed history of his style. A *Perception* total of 13 is required to complete this test.

Learning Maneuvers During Play

Any maneuvers that a martial artist fails to learn during the six year "pregame" training period, she can learn during actual play. Any time the martial artist improves her *martial arts* value using the skill improvement rules found on page 20 of the *Torg Rulebook*, she can attempt the test for

another maneuver. If she succeeds at the test, she immediately learns the maneuver. If she fails the test, she must wait until the next time she raises her *martial arts* value before trying again.

In order to take a training test, the martial artist must seek out a master of her style. Exactly where the master is located and how hard it is to find him is up to the gamemaster, based upon the needs of his campaign. Once the test has been completed (whether successfully or not), the martial artist may again leave the master and needn't return unless she wishes to take another test in the future.

If a martial artist has mastered the major discipline *self-instruction*, however, she need no longer seek out the master to administer new tests. These martial artists are capable of administering all future tests on their own. Gamemasters who design styles featuring the *self-instruction* discipline may want to adjust their choice of training exercises for those styles accordingly (i.e., no "immobility test" after the student acquires the *self-instruction* discipline since there is no longer a master to actually strike the student, etc).

Unlike most skills, *martial arts* is very difficult to acquire once play has begun. Almost all Storm Knight martial artists begin play with the *martial arts* skill. For a non-skilled character to acquire *martial arts* during play, she must first find the master of a style and then spend the next year training with that master for at least ten hours a day. At the end of the first year of training, the character may purchase the *martial arts* skill and may make an attempt to acquire the first maneuver of her style. From that point on, she may leave the master and acquire new maneuvers using the guidelines for acquiring maneuvers during play detailed above.

Special Requirements

When designing a style, the gamemaster should feel free to invent all sorts of special restrictions and requirements which martial artists must meet in order to practice that style. Many styles have required skills, for example, which practitioners must purchase before training (*meditation, stealth,* and various weapons skills are common). Others prohibit their practitioners from acquiring certain skills (*fire combat* and *science* are most common in this regard). Still other styles have more unusual requirements: vows of celibacy, mandatory dress codes or weapon choices, etc.

A martial artist who voluntarily breaks one of his special requirements automatically loses all of his *martial arts* adds and all maneuvers he has learned. To become a martial artist again, he must take up a new style and begin from scratch using the rules for acquiring *martial arts* maneuvers during play.

One special requirement shared by all *martial arts* styles is the inability to refuse a fair "duel" (see "Martial Arts Duels," below).

Fighting With *Martial Arts*

In addition to providing characters with an opportunity to learn exotic and potent combat maneuvers, the *martial arts* skill also serves as a modified version of the *unarmed combat* skill.

When engaged in hand-to-hand combat, all martial artists may use their *martial arts* value as their acting value (with a DEX+1 bonus when fighting a non-martial artist). Any attacks that hit have a damage value equal to the practitioner's *martial arts* damage value. To find a martial artist's damage value, start with his base STR+2 bonus, and then add any bonus provided by the maneuver he is performing and the bonus generated on the *Torg* chart.

Note: Damage values listed under maneuvers above include the STR+2 bonus.

Example: *Hokuto has a* martial arts *skill value of 12 and* Strength *of 9, and is attempting a* martial arts *attack using the* felling the oak *maneuver. He rolls a 9, for a bonus of -1 on the chart, and generates a total of 11 to hit. The attack is successful — the maneuver has a damage value of STR+4, and with the -1 bonus modifier from the die roll, a total of STR+3 damage is done.*

Martial Arts Duels

One of the rules that has been incorporated into every *martial arts* style dating all the way back to Shao-Lin holds that any martial artist who encounters another martial artist has a right to challenge her to a "Grand Duel" to the death. The martial artist who has been challenged has no choice but to accept it. If she declines, she is treated as though she failed to uphold a special requirement, as detailed above.

As in antiquity, duels in Nippon are fought to settle long-standing disputes or arguments. Now that many members of the Sons of the Wind have turned traitor and joined the ranks of 3327's operatives, and other wielders of the martial arts from cosm and realm have set themselves against each other, duels have become a frequent occurrence.

A *martial arts* duel is distinctly different from other forms of combat using this skill. A duel must be declared in the form of a challenge, and must be accepted. Etiquette forbids the use of weapons in a duel, and also states that one's allies cannot provide aid in such a circumstance. Violation of either of these tenets will result in the martial artist losing his skill adds and maneuvers.

Save for the rules listed above, *martial arts* duels can be run in the same manner as standard *Torg unarmed combats*, even within the framework of a larger, ongoing battle. The two martial artists will restrict their combat to each other until one or the other is defeated.

All card results apply to the duelists as well as other participants in a fight. The only case in which conflict lines may not always have their normal effects on play is the *flurry* result, due to the fact that certain maneuvers, such as *lightning fist*, cannot be used in such rounds. When conducting a *martial arts* duel, it would be wise to make note of which maneuvers cannot be used in consecutive rounds and make sure the players are aware of them to avoid confusion.

Approved actions can also be used during *martial arts* duels. For instance, a combatant may wish to spend a round *taunting* his opponent — an *unskilled*

result when battling a martial artist can tilt the odds decidedly in your favor.

All possibility costs for the use of master disciplines continue to apply in duels, and damage can be dispelled by characters in the same manner as in regular combat.

Cards can be played as usual during *martial arts* duels, with one exception: a martial artist cannot trade cards during a duel, but must use only those he has earned, since a duel must be won or lost on your own. Accepting aid in resolving a duel is dishonorable and will violate the tenets of most styles.

A duel continues until one combatant is defeated, or surrenders. If a combatant surrenders, his opponent has the right to decide his fate (life or death), or ask a boon of him (perhaps a piece of information the victor has been seeking). A martial artist will not lose his *martial arts* skill adds if he loses a duel, but will lose them if he convinces his opponent to lower his guard by surrendering, then strikes at him.

Normally, martial arts duels are considered to be to the death, but there have been instances when they have been used as "introductions" between potential allies, and a victor has been proclaimed based on the scoring of a KO.

Sample Martial Arts Styles

NINJUTSU

Maneuvers

1. Minor — block/strike (training: board break)
2. Minor — lightning fist (training: rabbit chase)
3. Minor — stun attack (training: bucket walk)
4. Minor — missile dodge (training: pebble snatch)
5. Minor — felling the oak (training: cherry blossom)
6. Major — invisibility (training: immobility test)
7. Major — weapon master (training: break brick)
8. Master — true invisibility (training: appreciate sunrise)

Requirements: practitioner must have the *stealth*, *lock picking*, and *prestidigitation* skills. Practitioner must also take an oath of secrecy — divulging the secrets of the style or revealing the true identity of another practitioner instantly causes the erring master to forfeit all his *martial arts* skill adds and maneuvers.

Comments: This style originated in Japan approximately 500 years ago. Its practitioners are commonly called "ninja," and act as highly paid assassins.

For drawbacks connected to use of the ninjutsu style, see Chapter Three, "The Realm."

RED LOTUS STYLE

Maneuvers

1. Minor — strike (training: board break)
2. Minor — kick disarm (training: memory)
3. Minor — ki punch (training: riddle of the candles)
4. Minor — drop kick (training: water test)
5. Minor — sweeping kick (training: log run)
6. Major — healing (training: catch pigeon)
7. Major — iron fist (training: break brick)
8. Master — cyclone attack (training: conquer fear)

Requirements: practitioners must have the *meditation* skill.

Comments: This is another Japanese style. It was developed by a group of renegade Shinto priests who lived in a sacred grove south of Edo (the ancient name for Tokyo). Today, Red Lotus is practiced by as many as 50 individuals.

ANCIENT SHAO-LIN STYLE

Maneuvers

1. Minor — leaping kick (training: bucket walk)
2. Minor — instant up (training: count the grasses)
3. Minor — crushing block (training: rabbit chase)
4. Minor — dagger dance (training: pebble snatch)
5. Minor — heart punch (training: cherry blossom)
6. Major — whirling attack (training: rice paper test)
7. Major — spirit shout (training: blind log run)
8. Master — thunder kick (training: break steel)

Requirements: the practitioner must have the *meditation* and *faith* skills and must take a vow of celibacy.

Comments: This is the oldest form of the martial arts. It was developed by Shao-Lin monks over 1000 years ago. Today, it is practiced by between 75 and 100 individuals.

SEDA CHEN STYLE

Maneuvers

1. Minor — stone fist (training: bucket walk)
2. Minor — weakness probe (training: pebble snatch)
3. Minor — lightning fist (training: rabbit chase)
4. Minor — serpent's coils (training: log run)
5. Minor — sacrifice kick (training: water test)
6. Major — self-instruction (training: immobility test)
7. Major — spirit shout (training: blind log run)
8. Master — death touch (training: conquer death)

Requirements: practitioner must have the *evidence analysis*, *find* and *test* or *willpower* skills.

Comments: This style was brought to Nippon by Shiki members, who have used it to good effect against MarSec agents in the past.

TAI CHI

Maneuvers

1. Minor — strike (training: board break)
2. Minor — stunning attack (training: bucket walk)
3. Minor — entangle (training: rabbit chase)
4. Minor — weapon break (training: memory)
5. Minor — sweeping kick (training: log run)

6. Major — hail of blows
(training: arrow in the air)
7. Major — iron fist
(training: break brick)
8. Master — wind running
(training: conquer fear)

Requirements: practitioners must have the *meditation* and *maneuver* skills.

Comments: an ancient Chinese style, martial artists using Tai Chi have only recently begun operating in Nippon.

AKIDO

Maneuvers

1. Minor — block/strike
(training: board break)
2. Minor — throw
(training: bucket walk)
3. Minor — feint
(training: rabbit chase)
4. Minor — shout of warning
(training: lure lark)
5. Minor — disarm
(training: memory)
6. Major — flashback
(training: blind log run)
7. Major — detect lie
(training: parry staff)
8. Master — power shout
(training: appreciate sunrise)

Requirements: practitioners must have the *scholar* and *meditation* skills.

Comments: A Japanese style based on the concentration of one's energy and taking advantage of an opponent's strength. There are only 25 true masters of this style in the world.

ATEMI-WAZA

Maneuvers

1. Minor — strike
(training: board break)
2. Minor — crushing block
(training: rabbit chase)
3. Minor — stop thrust
(training: pebble snatch)
4. Minor — sweeping kick
(training: log run)
5. Minor — stunning attack
(training: bucket walk)
6. Major — poison immunity
(immobility test)
7. Major — whirling attack
(training: rice paper test)
8. Master — thunder kick
(training: break steel)

Requirements: *maneuver* skill and vow of secrecy regarding style

Comments: The ancestor of modern karate, atemi-waza combines speed and devastating power in one lethal package.

JUJUTSU

Maneuvers

1. Minor — throw
(training: riddle of the candles)
2. Minor — leaping kick
(training: bucket walk)
3. Minor — dragon flight
(training: memory)
4. Minor — lightning fist
(training: rabbit chase)
5. Minor — weakness probe
(training: pebble snatch)
6. Major — iron fist
(training: break brick)
7. Major — healing
(training: catch pigeon)
8. Master — death touch
(training: conquer death)

Requirements: practitioner must have *meditation* skill.

Comments: A forerunner of judo, a mixture of meditative practices and powerful maneuvers.

Perception-Based Skills

Disguise

A character who is skilled in *disguise* can use makeup, wigs, and costumes to appear as another person. Note that the *disguise* skill does not give one the ability to speak or act like the individual he or she is mimicking, only the ability to appear as that person. Doing a convincing imitation of the character in that manner would require use of the *artist (actor)* skill.

To create a disguise, the user must first have access to the appropriate makeup and equipment. She then generates a *disguise* total against a difficulty number of 8 and the gamemaster records the success level earned. This in part determines the difficulty of another character penetrating the disguise.

The following difficulty modifiers apply to the use of the *disguise* skill:

Modifier	Circumstance
+5	copying a specific individual
+3	opposite sex
+3	different race
+3	great age difference
+3	disguised as much larger build
+5	disguised as much smaller build

All difficulty numbers are cumulative. By "specific individual," we are referring to disguising yourself as Isei Sagato instead of a typical Yakuza member. "Great age difference" is equal to about 30 years. A substantial difference in build would be a larger character who is at least 120 percent as tall as a shorter character, and/or a heavier character who is at least 150 percent as heavy as a lighter character.

Example: *Fong, a Rauru Block agent, wishes to disguise himself as CEO Ise Samayura. The difficulty number of the attempt is increased by +5 because Fong is trying to appear as a specific individual, and an additional +3 because there is at least a 30 year age difference. That makes the difficulty total for the* disguise *attempt 16.*

Individuals who encounter a disguised character are allowed a *Perception* check to see through the disguise. The difficulty number of this check is 8, and the success level needed to penetrate the disguise is equal to that achieved when donning it. A *Perception* check is granted automatically when an individual first sees a disguised character, and thereafter one is allowed every time the disguised character says or does something which does not match his role. There is no limit to the number of secondary checks allowed.

Disguise can be used unskilled with all the normal penalties.

Mind-Based Skills

Business

This skill allows a character to understand and operate within the business environment. Skilled businessmen can predict future market trends, uncover hidden corporate connections, and manipulate the prices of stocks and bonds. Perhaps the most useful ability the *business* skill bestows upon a character is the power to make huge sums of money through investment and development. Indeed, operating a successful mega-corporation in Nippon or Marketplace is virtually impossible without the aid of the *business* skill.

Business is an important skill in 3327's Nippon, since most of the High Lord's attempts at conquest are conducted within the financial arena. Complete guidelines for use of the *business* skill in play can be found in Chapter Six, "Corporate Wars."

Business **cannot** be used unskilled.

Meditation

A character skilled in *meditation* has gained complete control over her mind and body, and has the ability to enter a meditative trance. A roll is generally not required for a skilled character to enter such a trance, with two exceptions. If a character is in a stressful situation, entering a trance requires a successful *meditation* roll against a difficulty number of 8. If a character is in a violent situation where he might be in peril, the difficulty number is increased to 13.

The process of entering the trance requires complete concentration from the skill user and takes approximately 15 minutes. A character in a meditative trance gains several benefits:

1. She can substitute her *meditation* value for her *Perception* or *Mind* values when trying to solve a riddle or problem. The puzzle must be one that raw *Perception* or *Mind* would be called upon to solve, and problems that require use of the *science* skill could not be solved by *meditation*.

> ***Example:*** *Chen Le encounters a riddle on an ancient temple wall. The gamemaster decides that Chen can solve the riddle with a successful* Perception *roll against a difficulty number of 12. Chen's* Perception *is only 8, but her* meditation *value is 10. She goes into a meditative trance and contemplates the riddle, allowing her to substitute her* meditation *value for her* Perception.

2. Her healing is accelerated. All shock and KO damage is healed at twice the normal rate while the character is in a trance. If a character meditates for at least three hours, she may eliminate an additional wound level is she succeeds in healing herself that day.

3. All metabolic functions are slowed while in a trance. She need not eat or drink, and may go for a number of days equal to her *meditation* total without ill effect (although she will be hungry and thirsty when she emerges from meditation). She also requires a minimal amount of air to survive. If a character is trapped in an area with a limited amount of oxygen, add their *meditation* adds to the time value of the available oxygen to obtain the time value the meditating character can survive.

> ***Example:*** *Chen Le has been locked in cell with only 15 minutes worth of oxygen left. She has* meditation *at +3, however, and adding +3 to 15 gives a time value of 18, that of one hour. Chen Le can survive for an hour in the cell.*

A character with the *meditation* skill cannot remain in a trance longer than her *meditation* total in days. Once out of a trance, the character must find adequate food and water before entering meditation again.

Meditation cannot be used unskilled.



Chapter Six

Corporate Wars

Along with the battles in the streets and alleys of Nippon Tech — ninja versus ninja, ronin versus gospog — there is another kind of war being fought in the realm. It is a quiet struggle, one fought not with guns and knives, but an even more devastating weapon — money.

To the victors in such conflicts go wealth and power; to the losers, financial destruction and complete absorption by the conquering entity. The corporate duelling which takes place between the Business arm of the Rauru Block and 3327's mega-corporations is quite different from any other type of combat in *Torg*, and thus requires some special rules. Refer to these rules if one of your players chooses the role of a Mega-Corporation CEO, or a Storm Knight obtains control of a mega-corporation at some point in your campaign.

The rules in this chapter make it possible for one mega-corporation to square off against another. If the Storm Knight-controlled corporation does well in this struggle, it will reduce 3327's profits and slow down the rate of stelae expansion. If the Storm Knight's corporation emerges triumphant, it can assume control of its opponent and move on to a larger takeover target. Each mega-corporation which can be removed from 3327's holdings increases the cost of the High Lord's investment in Earth, and raises the possibility that he will be forced to abandon his operations in this cosm.

Note that the "one corporation vs. another" structure does not truly capture the extent of 3327's activities or the Rauru Block's opposition, since both sides control several cooperating corporations and have a combined strength that is much greater than the sum of their parts. But in corporate wars, every victory can be a key one, and every defeat a financier's loss.

Building a Mega-Corporation

Before beginning play, the gamemaster should draw a "corporate structure" diagram for each of the two competing mega-corporations. This diagram is a list of all the firms which make up the mega-corporations, drawn in such a way as to indicate their relationships to one another.

In the diagram, represent each corporation with a rectangle and write the name of the corporation inside that rectangle. Then write the name of the holding company at the top of the page, and beneath it, list all the company's direct subsidiaries and draw a line between the subsidiaries and the holding company. Then put down all of the undersubsidiaries and lines connecting them to the subsidiaries that own them. (For an example of such a diagram, see the "Kanawa Corporation — Structure and Holdings" chart in Chapter Three.)

How large the mega-corporations in your campaign will be is up to you. A recommended starting size for the corporation controlled by the Storm Knights is a holding company and two subsidiaries. At first, you should pit the Storm Knights against Windigo, Inc., the smallest of 3327's mega-corporations, which consists of a holding company and three subsidiaries (assume the head of Windigo has a *Mind* of 9 and a *business* skill of 11). If you would like to run things on a larger scale, however, feel free to give the Storm Knights a more powerful mega-corporation at the start and pit it against one of 3327's larger holdings.

If there is more than one Mega-Corporation CEO in your group, assign them all to the same mega-corporation and appoint one to be the head. The other Storm Knights can then oc-

cupy seats on the Board of Directors, and aid in the plotting of strategy, though the actual CEO performs all die rolls.

Debits and Credits

For the purposes of corporate wars in Nippon, each corporation has four associated values: a "stock price," which is an abstract representation of the value of investing within the corporation and the difficulty of acquiring the corporation; "assets," which represents all of the property (cash, inventory, stocks, etc.) owned by the corporation; "income," the money taken in by the corporation per month; and "debt," which indicates the amount of money the corporation owes to creditors and the minimum monthly payment.

It is best if the information about each firm is kept on a separate index card. This will make it easier for players to keep track of their holdings, as well as restructure their mega-corporations.

You can generate the beginning values in each of these four areas by rolling on the appropriate tables. There are no rerolls on 10s and 20s when determining business values, nor can cards be played. All four figures must be generated for the mega-corporation's holding company and each subsidiary. (To convert yen to dollars, an easy way to do the measure conversion is to use the value modifier system for *Torg* Values detailed on page 42 of the *Torg Rulebook*. The value modifier for dollars is 0; for yen, it is +11. Using this formula, the Value Chart can perform the conversions.)

Example: *Ed's character owns a mega-corporation whose holding company makes ¥25 million a month in income. To convert this to dollar amounts, Ed finds the* Torg *Value for 25 million, which is 37. Applying the measure conversion value modifier to change yen to dollars (-11), Ed gets a Torg Value of 26, or $150,000.*

Another way to perform the conversions is simply to divide the yen amount by 140. This is a more accurate, but more time-consuming, method.

Beginning Stock Value Table

Die Roll	Stock Value
1-2	¥7,000
3-4	¥8,000
5-6	¥9,000
7-8	¥10,000
9-10	¥11,000
11-12	¥12,000
13	¥13,000
14	¥14,000
15	¥15,000
16	¥16,000
17	¥17,000
18	¥18,000
19	¥19,000
20	¥20,000

The first value which must be determined is the beginning stock value, which reveals how much each individual share is worth. To determine this, the CEO rolls against the Stock Value Table below.

Example: *Bill's character owns a mega-corporation in Osaka, and is generating the beginning stock value for his holding company, Osaka Power and Light. He rolls a 9 on the table, for a stock value per share of ¥11,000.*

All firms (holding companies, subsidiaries and undersubsidiaries) start out with one million shares of stock. Of this, 20 percent of each company's stock (200,000 shares apiece) is owned by the CEO, while the rest is owned by shareholders.

The second important value is the assets of each firm making up the mega-corporation. To find this value, consult the Beginning Assets Table below. Assets include stock, land, product lines, factories, patents, etc.

Total assets always equal the stock value multiplied by one million.

Example: *Bill looks on the Beginning Assets Table, and finds that Osaka Power and Light's stock value of ¥11,000 equals total assets of ¥11 billion.*

Next, the CEO rolls on the Income Table to determine the monthly income of each of his companies. To do this, he finds a company's assets in the left hand column, rolls the dice, and cross-references to find the amount the firm takes in each month.

Beginning Assets Table

Stock Value	Assets
¥7,000	¥7 billion
¥8,000	¥8 billion
¥9,000	¥9 billion
¥10,000	¥10 billion
¥11,000	¥11 billion
¥12,000	¥12 billion
¥13,000	¥13 billion
¥14,000	¥14 billion
¥15,000	¥15 billion
¥16,000	¥16 billion
¥17,000	¥17 billion
¥18,000	¥18 billion
¥19,000	¥19 billion
¥20,000	¥20 billion

Example: *Bill finds Osaka Power and Lights assets of ¥11 billion on the Income Table, and rolls a 13. Cross-referencing, he determines that the company's monthly income is ¥70 million.*

Finally, the CEO determines the total debt of each firm, and the minimum monthly payment required on it. To do this, he finds the firm's assets on the Debt Table, then rolls the dice and cross-references to find the total debt and minimum payment.

Example: *Bill finds OPL's assets of ¥11 billion on the Debt Table, and rolls an 8. Cross-referencing, he finds that the total debt for this firm is ¥8 billion. The figure beneath that is the minimum monthly payment on this debt, ¥80 million.*

This process should be repeated for all of the mega-corporation's subsidiaries to determine the financial strength of each.

In addition to the four values for each company, the CEO must keep track of the amount of "liquid cash" available to each firm. This is the money that can be used for corporate maneuvers each month. Liquid cash is all monthly income left after stock

Income and Debt Tables

Income Table

ASSETS	DIE ROLL 1-2	3-4	5-6	7-8	9-10	11-12	13	14	15	16	17	18	19	20
7E+09	6E+06	1E+07	2E+07	2E+07	3E+07	4E+07	5E+07	5E+07	6E+07	6E+07	7E+07	8E+07	8E+07	9E+07
8E+09	7E+06	1E+07	2E+07	3E+07	3E+07	5E+07	5E+07	6E+07	7E+07	7E+07	8E+07	9E+08	9E+07	1E+08
9E+09	8E+06	2E+07	2E+07	3E+07	4E+07	5E+07	6E+07	7E+07	8E+07	8E+07	8E+07	1E+08	1E+08	1E+08
1E+10	8E+06	2E+07	3E+07	3E+07	4E+07	6E+07	7E+07	8E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08
1.1E+10	9E+06	2E+07	3E+07	4E+07	5E+07	6E+07	7E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	1E+08
1.2E+10	1E+07	2E+07	3E+07	4E+07	5E+07	7E+07	8E+07	9E+07	1E+08	1E+08	1E.08	1E+08	1E+08	2E+08
1.3E+10	1E+07	2E+07	3E+07	4E+07	5E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08
1.4E+10	1E+07	2E+07	4E+07	5E+07	6E+07	8E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08
1.5E+10	1E+07	3E+07	4E+07	5E+07	6E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08
1.6E+10	1E+07	3E+07	4E+07	5E+07	7E+07	9E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08
1.7E+10	1E+07	3E+07	4E+07	6E+07	7E+07	1E+08	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08
1.8E+10	2E+07	3E+07	5E+07	6E+07	8E+07	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08
1.9E+10	2E+07	3E+07	5E+07	6E+07	8E+07	1E+08	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08
2E+10	2E+07	3E+07	5E+07	7E+07	8E+07	1E+08	1E+08	2E+08	2E+08	2E+08	2E+08	2E+08	2E+08	3E+08

Debt Table

ASSETS	DIE ROLL 1-2	3-4	5-6	7-8	9-10	11-12	13	14	15	16	17	18	19	20
7E+09	1E+10	7E+09	6E+09	5E+09	5E+09	4E+09	3E+09	2E+09	1E+09	1E+09	1E+09	7E+08	4E+08	0
	1E+08	7E+07	6E+07	5E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	1E+07	7E+06	4E+06	0
8E+09	1E+10	8E+09	7E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	2E+09	1E+09	8E+08	4E+08	0
	1E+08	8E+07	7E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	2E+07	1E+07	8E+06	4E+06	0
9E+09	1E+10	9E+09	8E+09	7E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	1E+09	9E+08	5E+08	0
	1E+08	9E+07	8E+07	7E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	7E+06	5E+06	0
1E+10	2E+10	1E+10	9E+09	8E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	2E+09	1E+09	5E+08	0
	2E+08	1E+08	9E+07	8E+07	7E+07	6E+07	4E+07	3E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.1E+10	2E+10	1E+10	9E+09	8E+09	7E+09	6E+09	4E+09	3E+09	3E+09	2E+09	2E+09	1E+09	6E+08	0
	2E+08	1E+08	9E+07	8E+07	7E+07	6E+07	4E+07	3E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.2E+10	2E+10	1E+10	1E+10	9E+09	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	1E+09	6E+08	0
	2E+08	1E+08	1E+08	9E+07	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	1E+07	6E+06	0
1.3E+10	2E+10	1E+10	1E+10	1E+10	8E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	1E+09	7E+08	0
	2E+08	1E+08	1E+08	1E+08	8E+07	7E+07	5E+07	4E+07	3E+07	3E+07	2E+07	1E+07	7E+06	0
1.4E+10	2E+10	1E+10	1E+10	1E+10	9E+09	7E+09	6E+09	4E+09	4E+09	3E+09	2E+09	1E+09	7E+08	0
	2E+08	1E+08	1E+08	1E+08	9E+07	7E+07	6E+07	4E+07	4E+07	3E+07	2E+07	1E+07	7E+06	0
1.5E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	8E+08	0
	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	8E+06	0
1.6E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	2E+09	8E+08	0
	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	2E+07	8E+06	0
1.7E+10	3E+10	2E+10	1E+10	1E+10	1E+10	9E+09	7E+09	5E+09	4E+09	3E+09	3E+09	2E+09	9E+08	0
	3E+08	2E+08	1E+08	1E+08	1E+08	9E+07	7E+07	5E+07	4E+07	3E+07	3E+07	2E+07	9E+06	0
1.8E+10	3E+10	2E+10	2E+10	1E+10	1E+10	9E+09	7E+09	5E+09	5E+09	4E+09	3E+09	2E+09	9E+08	0
	3E+08	2E+08	2E+08	1E+08	1E+08	9E+07	7E+07	5E+07	5E+07	4E+07	3E+07	2E+07	9E+06	0
1.9E+10	3E+10	2E+10	2E+10	1E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	1E+09	0
	3E+08	2E+08	2E+08	1E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+-07	3E+07	2E+07	1E+07	0
2E+10	3E+10	2E+10	2E+10	2E+10	1E+10	1E+10	8E+09	6E+09	5E+09	4E+09	3E+09	2E+09	1E+09	0
	3E+08	2E+08	2E+08	2E+08	1E+08	1E+08	8E+07	6E+07	5E+07	4E+07	3E+07	2E+07	1E+07	0

Note: "E+n" is an engineering notation, meaning move the decimal point "n" places to the right to get the full number. 2.5 E+10 would be 25,000,000,000 when written out.

value, asset and income adjustments have been done in a turn and the minimum debt payment has been made (see below).

Corporate Duels

Once all of the beginning values have been determined, struggles between businesses can begin. One "turn" of business activities must take place every month of game time. Corporate duelling does not involve rounds played in succession until someone loses, as physical combat does. As a result, a great many things may occur in a campaign in between corporate maneuvers: the Storm Knights may have adventures, 3327's empire may expand, etc.

At the beginning of each "corporate turn" (i.e., at the beginning of each month of game time), the following steps should be taken:

Stock Fluctuation

Stock prices fluctuate up and down over time. The stock values of each of the mega-corporations involved in a corporate duel can go up or down at the beginning of each month, depending upon how well the corporation is managed and current market needs. To learn the extent and direction of this change, first the "mood of the Nikkei market" must be determined. The gamemaster rolls against the table below:

Mood of the Market

Roll	Market State
1-5	Bear market
6-15	Neutral market
16-20	Bull market

A "bear market" is bad for business, a "bull market" indicates economic optimism, and a neutral market does not tilt either way.

Market conditions are determined once for all mega-corporations in the game, and affect all firms within a mega-corporation.

Example: *Tom, the gamemaster, is running a Kanawa-aligned corporation, Taiko Marketing and opposing a Rauru Block firm, Yemano Petroleum, run by Sam. Tom rolls a 16 on the Mood of the Market Table, for a "bull" result. This result can now be applied toward new stock, asset and income values for all companies in Taiko and Yemano.*

Stock Fluctuation Table

Success Level	Market: Bear	Neut.	Bull
Failure	-30	-15	-5
Minimal	-15	-5	Even
Average	-10	Even	+5
Good	-5	+5	+10
Superior	Even	+10	+15
Spectacular	+5	+15	+30

Once the state of the market has been determined, have each CEO generate a *business* total against a difficulty number of 9. Cards and possibilities can be spent (and cancelled) in this effort. On the "Stock Fluctuation Table," cross-index the level of success of this roll with the mood of the market to find the percentage the company's stock rose or fell during the past week.

Note: A company's stock falls five percent for every month in which minimum debt payments are not made.

Example: *A firm with no debt has a current stock value of ¥7,000. At the beginning of the week, the gamemaster determines that there is a bear market. The CEO of the corporation generates a business total against a difficulty number of 9 and receives an Average result, meaning the stock value drops by 10 percent, or ¥700. The new stock value is ¥6,300.*

Asset/Income Adjustment

Once new stock values have been computed, figure new asset and monthly income figures for each firm in the mega-corporation.

Example: *Aaco Software has a stock value of ¥13,000, assets of ¥13 billion, and monthly income of ¥200 million. Stock fluctuation results in a 10 percent rise in Aaco's stock value, brings it to ¥14,300. The new asset total is thus ¥14.3 billion (see the formula for determining assets above), and monthly income is increased by 10 percent to ¥220 million.*

Transfer Funds

CEOs may, if they wish, now transfer liquid cash between firms in their mega-corporation. This is commonly done when one company requires financial assistance to meet its minimum debt payment.

Make Minimum Debt Payment

Each company in a mega-corporation must now pay at least the minimum required installment on its debt. This monthly payment covers the interest earned on the debt only, and does not lessen the principal. The minimum monthly payment is always one percent of the total debt. (Payments can be made on the principal during the "Corporate Maneuvers" phase — see below.)

If a subsidiary or undersubsidiary cannot make its minimum debt payment, its stock value will automatically drop five percent (see below). If a holding company cannot meet its debts, a subsidiary or undersubsidiary of the CEO's choice must be put up for sale to raise the money. If only the holding company is left and it cannot afford to make its minimum payment, the entire mega-corporation goes bankrupt and folds.

Example: *Sugei owns a holding company and a subsidiary. The holding company has debt of ¥2 billion, with a minimum monthly payment of ¥20 million. The subsidiary has debt of ¥7 billion and a minimum monthly payment of ¥70 million.*

Sugei's holding company makes its payment, but does not have the liquid cash on hand to transfer to the subsidiary, and that firm does not have the capital to make its payment. The subsidiary's stock value automatically drops five percent.

Had the holding company been unable to make its debt payment, Sugei would have had to sell the subsidiary to raise the needed cash.

Corporate Sales

The gamemaster can determine if any firms are for sale by rolling the die and consulting the chart below:

Corporations For Sale

Roll	Corps. for Sale
1-5	None
6-15	One
16-20	Two

If a corporation is on the market, it is possible to determine what type of firm it is by rolling on the "Corporation Type Table":

Corporation Type Table

Roll	Corp. Description
1	Metals/Oil/Lumber
2	Electronics
3	Construction
4	Agro-Ecosystems
5	Biomedical
6	Computers
7	Imaging systems
8	Aero-space
9	Tele-communications
10	Entertainment
11	Textiles
12	Software
13	Publishing
14	Television/Radio
15	Food
16	Automobile
17	Weapons
18	Imports/Exports
19	Military/Security
20	Investment/Banks

Corporations that go up for sale can be purchased by either competing mega-corporation during the "Corporate Maneuvers" phase. The gamemaster should give these corporations a name and determine all their beginning values using the tables above. In addition to corporations that randomly go up for sale, one of the competing mega-corporations might be forced to put one of its subsidiaries up for sale if it defaults on debt payments as described above.

For details on auctioning corporations, see "Purchasing Firms," below.

Corporate Espionage

In any given turn, a Rauru Block, independent or Kanawa-affiliated CEO may use the techniques of corporate espionage to gain information about the competition. When this happens, the gamemaster should roll on the table below:

Corporate Espionage

Roll	Result
1-5	No information
6-10	Misinformation
11-15	Evidence of major stock purchase
16-17	Evidence of bond issue
18	Evidence of bribe to rival corporation
19	Evidence of bribe to government official
20	Plans for hostile takeover discovered

The CEO who discovers this information is then free to act upon it, perhaps by notifying Storm Knights (if he is connected with any) to investigate the situation. This information could serve as an adventure hook resulting in the destruction of a competing corporation's assets and a possible drop in its stock value and income.

Insider Trading

If a CEO gathers "inside information" about an opposing firm — either through corporate espionage or adventuring — he can use it to his advantage when purchasing stock in that firm. A CEO with data regarding a particular company will receive a +5 bonus modifier to his *business* roll when attempting to buy stock in that firm.

Allocate Funds

The competing CEOs must now decide which, if any, of the corporate maneuvers listed below they wish to undertake in this turn and allocate money for their performance. The CEOs should write down what they wish to do and how much of their available liquid cash they wish to spend in each area.

This means that the gamemaster should decide on the allocations for the Kanawa-controlled firm involved, while the players decide upon what actions the Storm Knight-controlled corporation will take. If the players cannot agree upon a course of action, the decisions of the corporate CEO will be considered final.

Corporate Maneuvers

Once all of these preliminary steps have been carried out at the beginning of the corporate turn, each of the competing mega-corporations can perform any or all of the following maneuvers. A CEO can perform as many operations as he desires, providing his firms have the liquid cash to cover the costs (all costs come out of liquid cash, while, in most cases, money earned goes into liquid cash reserves).

The most common maneuvers are:

Invest in Capital

For every ¥100 million spent on capital investment, a company can increase its total assets by 10 percent. This causes a corresponding increase in stock value and income which will take effect at the end of the business turn.

Purchase Stock

Stock can be purchased in any of the corporations in either side's structure at a cost per share equal to that corporation's stock value. A mega-corporation can purchase as many shares in a company as are available for sale in that turn. Attempting to purchase more than is available is considered a "hostile takeover" and is governed by rules listed under that heading below.

To determine availability, consider the total amount of stock currently held by a firm's CEO and shareholders, then match the mood of the market to the following table:

Stock Availability

Market	Percentage of stock available
Bear	30 percent
Neutral	20 percent
Bull	10 percent

Example: *Sugei wishes to purchase stock in the Nagara Corporation. The CEO of Nagara holds 200,000 shares and shareholders own 800,000 for a total of 1 million. It is a neutral market, meaning 20 percent of the extant stock, or 200,000 shares, is available for purchase. Sugei cannot attempt to purchase more than 200,000 shares in Nagara unless his wishes to try for a hostile takeover.*


その他の飛行メカ
スタンの直オリュンポス総合管理局を企画設立した機関。「統」ということからより巨大な休み無く、対象の監視を続けることであり、通常の2から3チームが監視のような多額の費用と人材が監視方はとくに必要なもの以外では実施されなくなった。24時間監視の対象だけで大変まず像される。
オリュンポスグループ
オリュンポス

M. Jackson

A mega-corporation can attempt to buy stock in differing firms at once. A *business* total must be generated when purchasing or selling stock (see below), and possibilities can be spent on the roll. Also keep in mind any bonuses earned through the possession of "inside information." The "Stock Transaction Table" lists the difficulty numbers that must be beaten to purchase a given amount of shares.

Example: *Of the 200,000 Nagara shares available, Sugei wishes to purchase 50,000. Consulting the table below, he sees that he must generate a* business *total of 7 to succeed.*

Failing a roll does not necessarily mean that no stock can be purchased. If a CEO allocates sufficient funds to buy 100,000 shares of a firm's stock, but is only able to generate a *business* total of 8, he can still purchase 50,000 shares.

But no matter how successful the roll, a CEO cannot purchase more stock than he originally intended to buy. The reason for this is that a set amount of money must be allocated for stock purchases, as with all other corporate maneuvers, and thus a CEO would not have the funds to buy 600,000 shares when he had planned to buy 50,000.

Stock Transaction Table

No. of Shares	Difficulty
50,0000	7
100,000	9
150,000	11
200,000	13
250,000	15
300,000	17
350,000	19
400,000	21
450,000	23
500,000	25
550,000	27
600,000	29
650,000	31
700,000	33
750,000	35
800,000	37
850,000	39
900,000	41
950,000	43
1,000,000	45

The money used to buy stock is NOT received by the mega-corporation that owns the company associated with the stock, unless it was the CEO's own stock that was sold. Instead, the cash is simply forfeited to mythical "shareholders." A purchaser's assets will be increased by the combined value of the shares bought.

Sell Stock

Stock can be sold at a price per share equal to its stock value. A CEO may sell only his own stock (comprising 20 percent of the company), and not any shares owned by shareholders. Money earned through selling personal stock will go into the seller's liquid cash fund, and the cost of it is deducted from the purchaser's reserves. The seller's assets will drop by the same amount.

Stock sales take place in much the same manner as stock purchases, with a *business* total generated against the Stock Transaction Table. It is more difficult to sell large blocks of stock in a company all at once, as investors may take this as a sign that the firm is failing. Thus a CEO must use his business acumen to successfully make a sale.

As with stock purchases, generating a lesser total means that a smaller amount of stock is sold than the CEO had originally intended.

Purchase Bonds

The corporation can spend as much money as it likes on "bonds." Both "blue chip" and "junk" bonds are available for purchase.

Money spent on "blue chip" bonds is tied up for six months (i.e., the corporation cannot touch it). At the end of this time period, the money is returned with 10 percent interest.

"Junk bonds" work like "blue chip" bonds, only just before the bond money *is returned, the corporate head must* generate a *business* total against a difficulty number of 14. Possibilities can be spent on this roll. If this roll is successful, the money is returned with 20 percent interest. If the roll is failed, it means the firm which issued the bonds has defaulted and the bond money is lost. The *business* roll represents the ability to choose a wise investment.

Issue Bonds

Any firm within a mega-corporation can issue either regular or "junk" bonds, with the money earned going into liquid cash reserves. Regular bonds can be issued up to the point where liquid cash equals the minimum monthly debt payment. Beyond that point, only "junk" bonds may be issued.

The amount of a bond issue plus 10 percent interest is added to the corporation's total debt for regular bonds, and the amount of the bond issue plus 20 percent is added to the corporation's debt for "junk" bonds.

Pay Off Debts

The mega-corporation can pay off any of its debts by forfeiting an appropriate sum and lowering any of its corporation's debts by that total (i.e., paying ¥120,000 allows you to reduce three firm's debts by ¥40,000 each, two firm's debts by ¥60,000 each, or one firm's by ¥120,000). Payments above and beyond the minimum required per month are always subtracted from the principal of the debt.

Stock Assault

For every ¥100 million spent toward a stock assault, a CEO is allowed to generate a *business* total against a difficulty number of 8 (possibilities can be spent on this roll). Match the level of success against the table below

Stock Assault Table

Level of Success	Stock Value Decrease
Minimal	¥100
Average	¥200
Good	¥400
Superior	¥600
Spectacular	¥1000

to determine the amount by which the assaulted firm's stock value drops. The stock being attacked must be specified at the time the money is allocated for this operation.

Example: Rijato Electronics allocates ¥100 million for a stock assault on Windigo, Inc. The CEO generates a business *total of 11 for a* Good *result. Windigo's stock value drops ¥400.*

Stock Defense

Any money spent on a stock defense can be used to cancel out money spent by a competitor on a stock assault on a one-for-one basis (funds must be allocated in ¥100 million increments). Unlike stock assault, exactly which company's stock is being defended does not have to be specified at the time the order is written. The CEO can wait and see which stocks his opponent is attacking and decide which to defend at that time.

Funds allocated for a stock defense which are not spent to cancel out assaults are returned to a company's liquid cash fund and will be available for use in the next turn.

Hostile Takeover

This is an attempt to wrest away one of your opponent's companies by purchasing more stock in the firm than is available for sale. As with any corporate operation, money must be allocated at the start of the turn for a hostile takeover. These funds must be sufficient to cover money spent by the target corporation on takeover defense, as well as the cost of the stock to be purchased.

The raiding CEO must generate a successful *business* total against a difficulty number of the defending CEO's *business* skill. Possibilities and cards may be spent on this roll. If success if achieved, the raiding CEO can now attempt to purchase the stock on the Stock Transaction Table.

Once a CEO owns more than 500,000 shares of stock in a firm, he takes control of it and any subsidiaries of it and can add it to his corporate structure. Corporations that are acquired together need not remain linked after they are acquired (i.e., both an acquired firm and its undersubsidiary could be assigned to the victorious corporation's holding company as independent subsidiaries.).

Note that exactly which corporation a CEO is attempting to take over must be specified at the time the order is written. A mega-corporation may attempt takeovers against more than one target on the same turn if it can afford it.

Example: A Rauru Block businessman with a business *skill of 14 wishes to attempt a hostile takeover of a subsidiary of Windigo Inc., to which one undersubsidiary is attached. The Windigo subsidiary's stock value is ¥10,000, in addition to which the firm has spent ¥100 million on takeover defense this turn.*

The Rauru Block firm wants to purchase 400,000 shares of stock, at a total cost of ¥4 billion, and has allocated an extra ¥100 million to cover possible takeover defenses by Windigo. The Rauru Block CEO generates a business *total against a difficulty number of the Windigo CEO's* business *skill (15), and is successful. The attempted takeover can proceed.*

The Rauru Block firm spends ¥100 million to counter Windigo's takeover defense, and then turns to the Stock Transaction Table. The difficulty number of purchasing 400,000 shares of stock is 21 — the Rauru CEO must generate a successful business *total against that difficulty to make the stock purchase.*

Takeover Defense

Money spent on takeover defense can be used to cancel out money spent by a competitor on a hostile takeover on a one-to-one basis. As with a stock defense, which corporation is being protected from takeover does not have to be specified at the time the money is allocated. If no takeover is attempted in a turn in which takeover defense money has been set aside, that cash returns to the defending corporation's liquid fund.

Corporate Restructuring

By paying ¥100 million, a mega-corporation can reshuffle its corporate structure at will, changing the positions of subsidiaries and undersubsidiaries as it sees fit. For each additional ¥100 million spent, the CEO can reroll for the four basic values for one firm.

Purchasing New Companies

As noted above, new companies periodically become available for purchase. Before the corporate operations phase has begun, mega-corporations are allowed to bid on these companies. The bidding begins at a figure equal to one-half the company's net assets (no corporation can ever be purchased for an amount less than this figure). The CEO who generates the highest *business* skill total is allowed to bid first. The bidding then goes back and forth until one side drops out. Whoever has the highest bid at the end of all the jockeying adds the company to his corporate structure.

Any corporations that are for sale that are not purchased at this time "disappear" and are out of play (i.e., they are snatched up by an independent mega-corporation).

Stock and Asset Adjustment

After all corporate operations have been performed, all companies should refigure their stock value, assets, income, total debt, monthly debt payment and liquid cash reserve based on the results of those operations. Note that this does not involve rerolling on the income and debt tables, but simply adding and subtracting from those values affected by particular maneuvers.

Also, if Storm Knight action has had an effect on a company's assets, this should be factored into the equation. For instance, a team of Knights destroys a Toranaga Chemical factory — the

gamemaster should affix a yen value to that factory, and subtract that amount from Toranaga's assets. If Toranaga will try to rebuild the factory, money will have to be taken out of its liquid cash reserves to do so, and that too should be considered.

Example: *Khigh's holding company paid its monthly debt payment, sold ¥100,000 worth of the CEO's personal stock, and paid an additional ¥2 million toward the principal of its debt. Thus, at the end of the corporate turn, the company's assets have dropped by ¥100,000, its liquid cash reserves have gone up by ¥100,000, and its total debt has dropped by ¥2 million.*

Dividends and the Darkness Device

Every quarter of the fiscal year (or every three corporate turns) all companies in a mega-corporation must pay dividends to their shareholders. A dividend payment amounts to one percent of a company's income.

Failure to pay a dividend may harm investor confidence in the firm. The game effect of this is a +10 modifier to the difficulty of rolls against the Stock Fluctuation Table until the dividend payment is made.

Money paid in dividends by Rauru Block corporations helps to keep shareholders content and lessens the chance they will be swayed by Kanawan entreaties into selling their shares. Kanawa-aligned corporations pay dividends also, and their ability to do so is of particular importance not only to the High Lord, but to Daikoku, his Darkness Device.

Coming from a cosm like Marketplace, Daikoku regards profitability as the sole reliable indicator of success. Failure to pay dividends or debt payments, or the allocating of large amounts of yen to repair damage done by Storm Knights, could undermine Daikoku's confidence in a corporation, and eventually perhaps 3327 himself. In this manner, every victory for the Knights in a corporate war makes 3327's relationship with his Darkness Device more unstable and his chances of success a little less likely.

Of course, it goes without saying that if the Knights are consistently costing 3327's corporations yen, he will take notice. The Knights may find themselves the targets of assassination teams or saboteurs as a result of their actions.

Vanquishing a Mega-Corporation

Once a mega-corporation's holding company goes bankrupt or is acquired by the competition, that mega-corporation is no longer in business. If the Storm Knight's corporation is defeated in this manner, they will have to find other methods with which to strike at 3327 and his empire.

If one of 3327's mega-corporations is bankrupted in this manner, move up the ladder and pit the Knights' victorious corporation against another of the High Lord's organizations. As the Storm Knights prepare to tackle each new mega-corporation, decide how many subsidiaries and undersubsidiaries comprise that company based on the size of the Knights' own organization. The new opponent should always start out roughly one-third larger than the Knights' organization. If the Storm Knights' mega-corporation consists of six corporations after defeating Windigo, for instance, the new opponent should consist of eight.

Adventuring Against a Corporate Backdrop

Of course, not all of your playing time will be spent trading stocks and rolling for takeover attempts. The above rules bring plenty of traditional *Torg* adventures to mind which can have a dramatic impact upon the corporate situation, such as:

Industrial Espionage: The Storm Knights try to break into the enemy's corporate headquarters. If they succeed, you might allow them to see all of the enemy's written corporate orders for the next month before they must plan their own.

Loyalty of Corporate Directors: If there are gamemaster characters among a mega-corporation's board of directors, the Law of Intrigue states that one might be a traitor. Will he betray secrets to opposing firms? Can he be stopped? The Knights will have to make every effort to expose him or risk losing their next corporate struggle.

Sabotage: The Storm Knights could use knowledge contained in a newly acquired firm's computers to stop 3327's plans to design a new weapon that would help him strengthen his hold on South Korea and China.

These are just a few examples of the types of adventures you can run within the framework of Nippon corporate wars. Feel free to explore other ways to put the Storm Knights' financial wizardry to use in the battle against the Kanawa Corporation.



Chapter Seven

Flash Points

The High Lord takes great pride in the fact that his invasion has taken place so swiftly and silently. But the large percentage of Storm Knights in Nippon, and the undeniable presence of resistance groups from Marketplace, has left 3327 well aware that tensions are simmering just below the surface of his domain, waiting to explode.

In this chapter, you will find a number of possible sites of Storm Knight activity, any one of which could hold the spark that sets off a realm-wide conflagration.

Yakuza Armory/ Safehouse

Long before 3327 arrived in Japan and took control of organized crime, the Yakuza maintained a number of combination armory/safehouses in the major cities of Japan. Most of these were located in warehouse districts within abandoned buildings that had been purchased by the Yakuza and converted for their use. The facility pictured in *Map 5* on page 95 is located on the waterfront in Osaka.

These structures serve a number of different purposes for the Yakuza. First and foremost, they are effective hideouts for members who have run afoul of the law. Generally, the safehouses are used only for high-ranking lieutenants, for common soldiers are expected to face the consequences of their sloppiness. Often, exceedingly violent members, those who have gone rogue and ceased to obey the orders of their daimyos, are turned over to the police by the Yakuza as a gesture of "good faith."

In addition, the safehouses are also used to secrete kidnap victims until the requested ransom is paid. Hostages are always blindfolded on their way in and out of the building to prevent their identifying its location later.

With the overall increase in crime in 3327's Japan, the Yakuza needs greater access to high-powered (and in most cases, illegal) weaponry to compete with the ninja, Shiki and Rauru Block operatives it goes up against each day. Such weapons are legally shipped to warehouses belonging to distant and almost untraceable subsidiaries of one of 3327's mega-corporations, where they are then cataloged and stored by Yakuza soldiers. A soldier in need of specialized equipment can stop in at the nearest armory and pick up anything he needs, providing he has signed authorization from his daimyo.

The armories are also used to store stolen goods and illegal narcotics until they can safely be moved on the street. When such things are present in the building, security will normally be tightened.

Each facility operates differently, but in order to enter the armory depicted on the map, a soldier must present an ID card at the front entrance which identifies him as an employee of Rijato Electronics (one of the many covers for Yakuza activities in Japan) and an invoice signed by the local Yakuza daimyo. All Yakuza soldiers in the area are presented with a number of pre-signed invoices. When they need equipment, they can simply fill in a description of the item and present the invoice at the armory.

The armory is normally guarded by 10 Yakuza soldiers and there are always another 10-15 soldiers just hang-

ing around. Security cameras are mounted on all four corners of the building, and broadcast their images to televisions in the meeting room. The guard monitoring those screens is in radio contact with the perimeter guards, and will notify them if the visitor is unfamiliar and should be given closer scrutiny or turned away.

Roughly half the building serves as an armory. The other half is given over to a meeting/security room, six to eight dormitory-style rooms which serve as living quarters for the guards and other gang officials, a kitchen and a bathroom.

Yakuza armories are normally designed to look like legitimate industrial warehouses to the casual observer. The "guards" are all licensed security personnel and carry concealed small arms. The weaponry is shipped in crates marked "Electronics Equipment" so as not to arouse undue suspicion.

Armory/Safehouse Adventure Hook

The Storm Knights receive a tip from a Shiki member — a huge shipment of cocaine has arrived in Osaka, and been stored in the Yakuza safehouse on the docks. The guard has been doubled on the building, and within two days, representatives of all the Yakuza families will arrive to negotiate their cuts and resolve distribution problems. The Osaka police have expressed minimal interest in the story, and it is possible the head of the narcotics division has been bribed to look the other way.

The Knights could score a great coup and deal a severe blow to the Yakuza's first-quarter earnings if they could capture the shipment and the family members. Doing this will require obtaining Rijato ID cards and invoices, and some successful *persuasion* attempts, as the guards will be especially wary of letting anyone into the building whom they do not recognize.

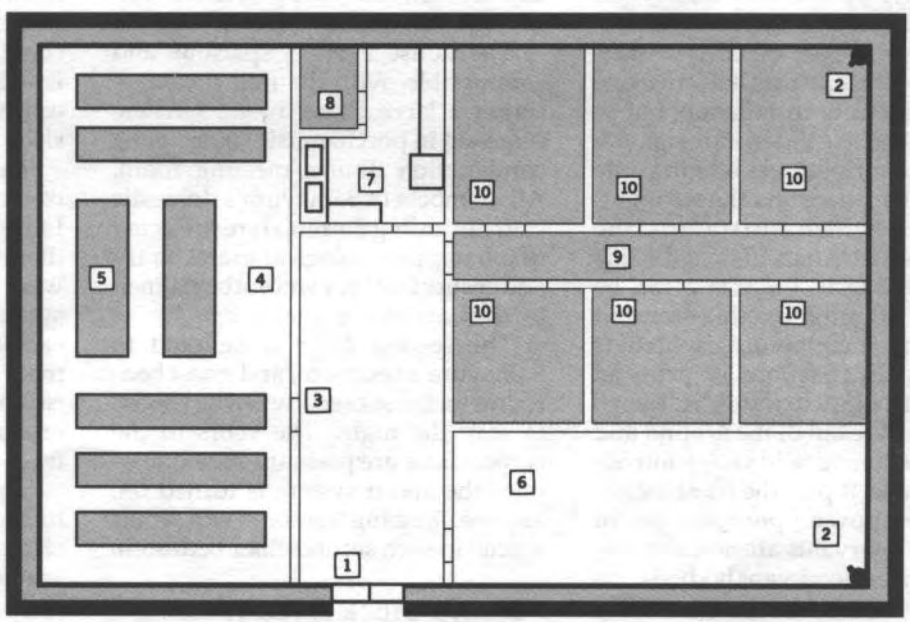
Once inside, the Knights will have to make their way to the armory, not only to destroy the drugs but to get enough firepower to hold off the soldiers who will surely pursue them.

Rauru Block Headquarters

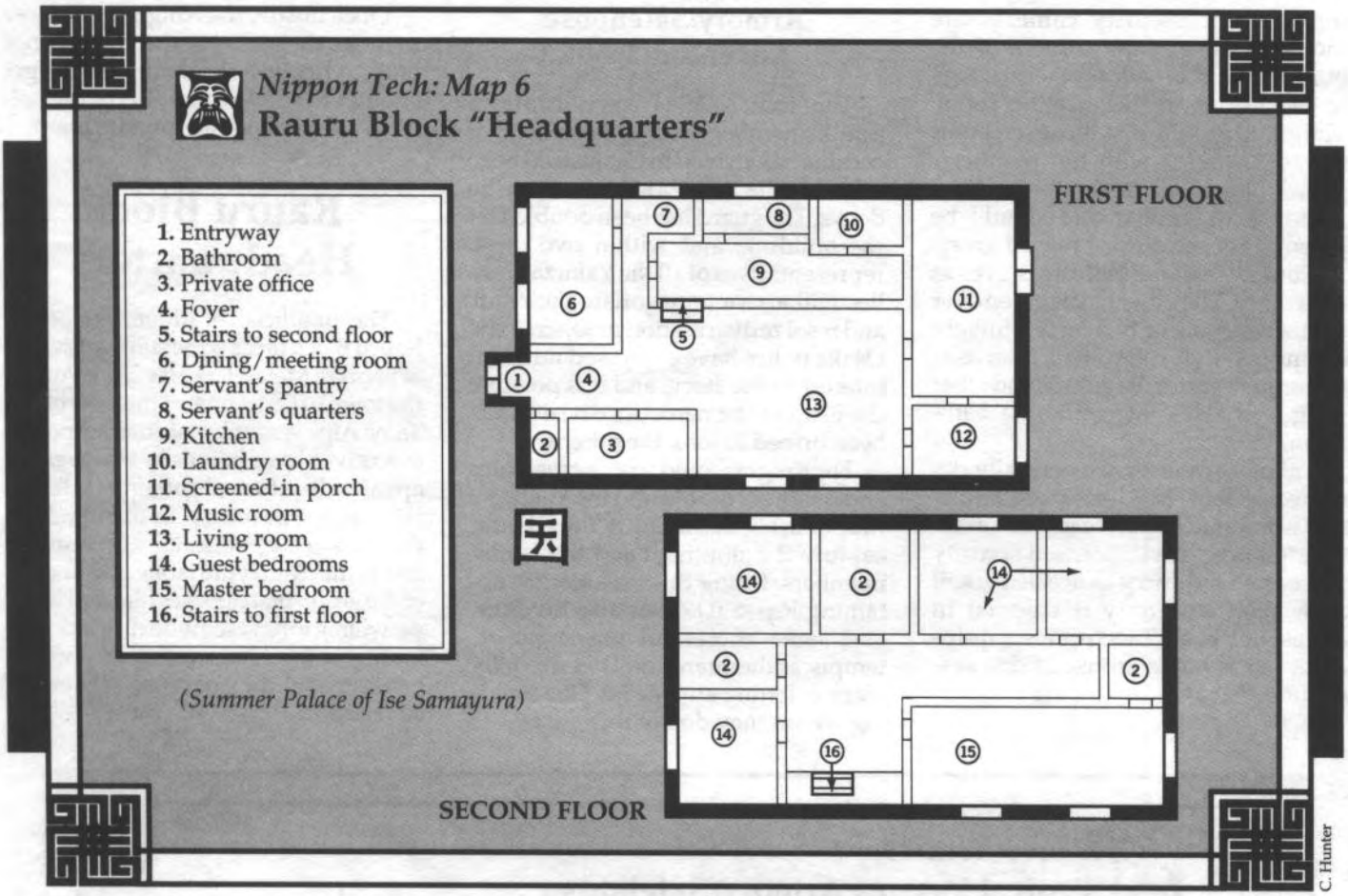
The unofficial headquarters of the Rauru Block firms is the summer palace of Shodan Metals CEO Ise Samayura in the town of Okutama, at the base of the Tama Alps. A number of other corporate executives have homes in that area, so apparently informal gatherings do not raise undue suspicion in the minds of the press or the public. 3327, of course, is aware that Samayura is one of the heads of the group that opposes him, but is not yet willing to have the industrialist killed for fear of the intense publicity it might generate and the questions that might be raised.

Nippon Tech: Map 5
Typical Yakuza Armory/Safehouse

1. Main Entrance
2. Security Cameras
3. Entrance to Armory
4. Armory
5. Racks of Weapons
6. Meeting Room
7. Kitchen
8. Bathroom
9. Corridors
10. Living Quarters



C. Hunter



Samayura's palace is located on the northern shore of Lake Okutama, surrounded by groves of cherry trees. From the outside, it does not strike one as a high-security installation, but in many ways it is. Video cameras are mounted in various trees within a mile radius of the palace and the wrought-iron fence which surrounds the grounds is electrified (damage value 13). Admission to the estate can be gained only through a retina-scan and the use of a codeword, which is changed daily. Sections of artificial turf on the front lawn conceal SC Kyogo 144s which rise out of the ground and open fire automatically on any intruders who make it past the front gate.

An unknown percentage of Samayura's servants are actually corporate ninja, who serve as bodyguards to the industrialist and the other CEOs who visit the palace. All doors and windows can be sealed automatically using a controller that Samayura carries on his person at all times — doors are steel painted to look like wood, and steel shutters drop over all windows (*Toughness* 27).

The house itself is spacious and comfortable, with the first floor featuring a large living room, kitchen, screened in porch, music room, and a combination dining/meeting room. All members of Samayura's domestic staff (including the ninja) are subjected to intense psychological exams to try and ensure that they will not be claimed by the Law of Intrigue.

The second floor is devoted to Samayura's bedroom, and guest bedrooms for those executives who choose to stay the night. The stairs to the second floor are pressure-sensitive — once the alarm system is turned on, anyone climbing the stairs will set off a siren in each second-floor bedroom.

Rauru Block Headquarters Adventure Hook

A group of Storm Knights in charge of a relatively small mega-corporation have been invited to Ise Samayura's summer palace for a conference with other Rauru Block CEOs. At the end of the first evening's meetings, the Knights, Samayura and the other executives retire to the second floor to sleep.

The next morning, the Knights discover that Ishida Sotaro, CEO of Sotaro Industries, has been murdered, his throat cut. Mysteriously, no alarms went off during the night, and the system was not tampered with. That can only mean someone with an intimate knowledge of the house's security precautions did the deed, or else one of the Rauru executives has betrayed the group.

Samayura adds a second mystery to the brew: his controller has been stolen, and cannot be found. But the windows and doors have been sealed shut, making it impossible for anyone to leave the house. The Knights must assume the killer is still in the house, and ferret him out before he claims more victims.

Ueno Park

This park, located in the Taito ward of Tokyo, has proven ideal as a realm headquarters for the Shiki. Vast (over 200 acres), with a ready supply of weapons and scientific equipment nearby, Ueno Park has become one of the major sites of resistance to 3327's domination of Nippon.

The park was, prior to the invasion, one of the major tourist attractions of Tokyo. But with the increasing economic polarization in the wake of 3327's arrival, the Ueno area became a haven for criminals and street gangs, making it far too dangerous for unarmed citizens to visit the park. 3327, feeling that the people's time is better spent working to help increase his profit margin, has not bothered to unleash the Yakuza and reclaim the park.

Ueno is bordered on the southeast by the Ueno subway station. To the right as one enters the park are the remains of the Ueno-no-mori Museum of Art and the Japanese Academy of Art, which were burnt to the ground during a turf war between rival gangs. Clockwise from that site is the Shogitai Monument (dedicated to followers of the Shogunate), which is now used as one of the Shiki observation posts. To the west are the Ueno-Tokyu Theater, also heavily damaged in gang fighting, and Lake Shinobazu, which boasts a water zoo and aquarium and borders the larger Ueno Zoo. Many of the animals which were contained here have been slaughtered for food, while others have escaped and now roam the park preying on the lost and unwary.

North of the lake are the Toshogu Shrine and the Gojoten Shrine, both of which survived the riots relatively untouched. In the center of the park is a five-story pagoda which serves as living quarters for the Shiki, and beside that there is a bell-tower which acts as a second observation post.

Other features of the park include the Horyu-Ji Museum, which is filled with ancient weapons; a library; the National Museum; and the National Museum of Natural Science, many of the exhibits of which have been plundered to aid the Shiki in their construction of gadgets like the retina-pattern recorders.

Their fighting skills have allowed the Shiki to carve a large niche for themselves in the park, but it is not theirs alone. Other, more unsavory elements also congregate there, particularly after dark, and Storm Knights visiting the park to seek out the Shiki must beware that they are not led astray by human predators seeking victims.

Ueno Park Adventure Hook

A number of Shiki warriors have been found dead in remote areas of the park in recent days, deep claw marks on their bodies as if they had been ripped apart by a wild animal. There is certainly no shortage of those in Ueno, and the members and their Storm Knight allies have been told to keep alert for any intruders of the four-legged variety.

But the creature that stalks Ueno Park is all too human. A ronin hired by the local Yakuza family, equipped with clawed gloves, has been sent to slay the leaders of the Shiki movement. It is hoped this will weaken the group sufficiently that turf wars will break out again, eventually allowing the Yakuza to reassert control of the area. This project has been undertaken without the authorization of Sagato or 3327, but the local Haragawa lieutenant is hoping that success will force his superiors to reward his achievement.

Gospog Factory

In line with the secretive nature of his invasion, 3327 does not make use of gospog fields as do the other High Lords. Instead he relies on a series of hydroponics plants, where vegetation is grown in nutrient solutions rather than soil. (For a full explanation of the cultivation and properties of Nippon gospog, see Chapter Two, "The Realm.")

These factories tend to be nondescript on the outside, often without even a sign out front to identify their function. The most obvious clue to the presence of a gospog factory is the large number of trucks hauling chemicals and bodies to the site.

A security camera is mounted at the front entrance, and the door is opened electronically via controls in the security room. The only other entrance to the plant is the loading bay in the rear used by the trucks, which opens into the hydroponics lab.

To the right as you walk in the front door are two large research labs in which 3327's scientists work to refine the process of gospog-creation. To the left is the security room, normally manned by three to four guards, which features a bank of television monitors broadcasting the images captured by the factory's security cameras. Next to the security room is a storage closet used by maintenance crews.

Down the corridor to the right is the conference room, in which representatives of 3327 meet on a regular basis with factory researchers. At the end of the hall is the factory administrator's office.

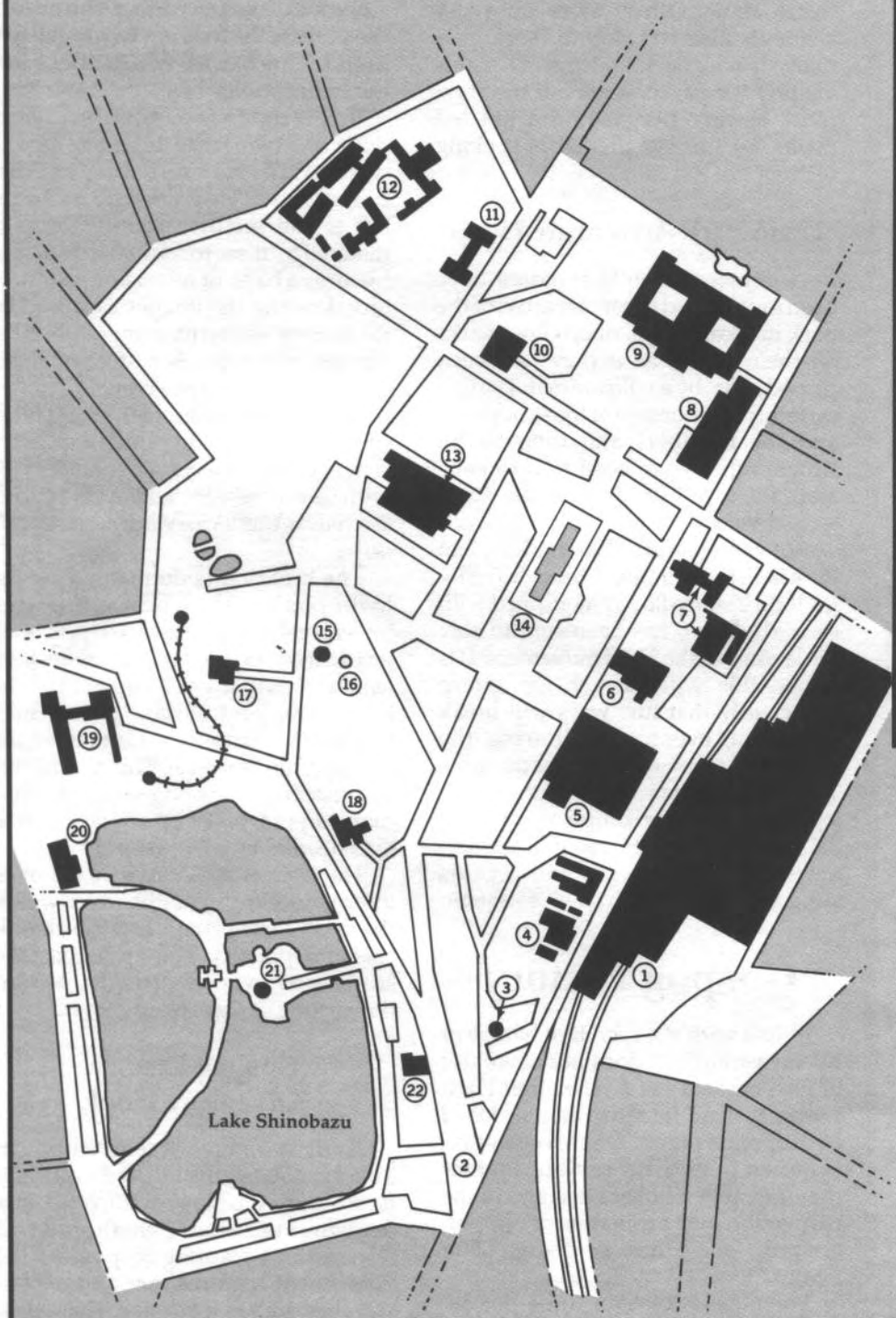
The building is dominated by the hydroponics lab, which occupies a lower level. Doors at ground level open on to catwalks, and two flights of stairs lead to the lab floor. At the rear of the lab are two large storage tanks which contain the nutrient fluids used in the hydroponic process. The chemicals, along with the gospog seeds and human corpses, make up all the ingredients needed to grow gospog.

The floor is taken up by a series of interconnecting troughs, into which the bodies are placed and the chemicals and poured. The armor is then suspended over the troughs, so that the gospog can grow up into it.

Gospog Factory Adventure Hook

Hydroponics researchers in Yokohama have discovered a nutrient formula they believe will result in a doubling in size and strength of second through fifth-planting gospog. But the experiment requires rare and expensive chemicals to work, and it has taken a great deal of time to gather all the

Nippon Tech: Map 7
Ueno Park



1. Ueno Subway Station
2. Main Entrance
3. Shogitai Monument
4. Ruins, Japanese Academy of Art, Ueno-mori Museum of Art
5. Civic Hall
6. National Museum of Western Art
7. National Museum of Natural Science
8. Gallery of Far East Art
9. National Museum
10. Horyu-ji
11 Library
12. Academy of Art
13. Municipal Gallery of Art
14. Fountain
15. Five-story pagoda (Shiki headquarters)
16. Bell-tower
17. Toshogu Shrine
18. Gojoten Shrine
19. Zoo
20. Aquarium
21. Benzaiten Shrine
22. Ueno-Tokyu Theater

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C. Hunter

necessary ingredients together. Now, at last, they are ready to undertake a test of their theories.

The Storm Knights are made aware of this situation by the Rauru Block's Operations Arm. Unfortunately, the information has arrived late — three and a half weeks have already passed since the start date of the experiment, and that leaves only days before the second-planting gospog are harvested.

The Knights must destroy the gospog and the formula and either capture or kill the scientists to ensure that the experiment is never repeated, and they must do it before enhanced gospog are outfitted and added to 3327's forces.

Sons of the Wind Temple

The Sons of the Wind maintain a number of temples throughout Japan and the Far East. The largest by far is the temple at Toda-ji, built on the site of a famous Buddhist precinct which burned in 1180.

Simply finding the site is itself a task. Situated in an isolated valley, the mountains which surround it require a *climbing* roll against a difficulty number of 15 to scale. If the traveler makes it that far, he will see what appears to be a common, if fairly large, Shinto temple. There is nothing on the outside to connect the edifice with the Sons of the Wind, but the surrounding woods are filled with ninja who keep a keen eye out for unwanted visitors.

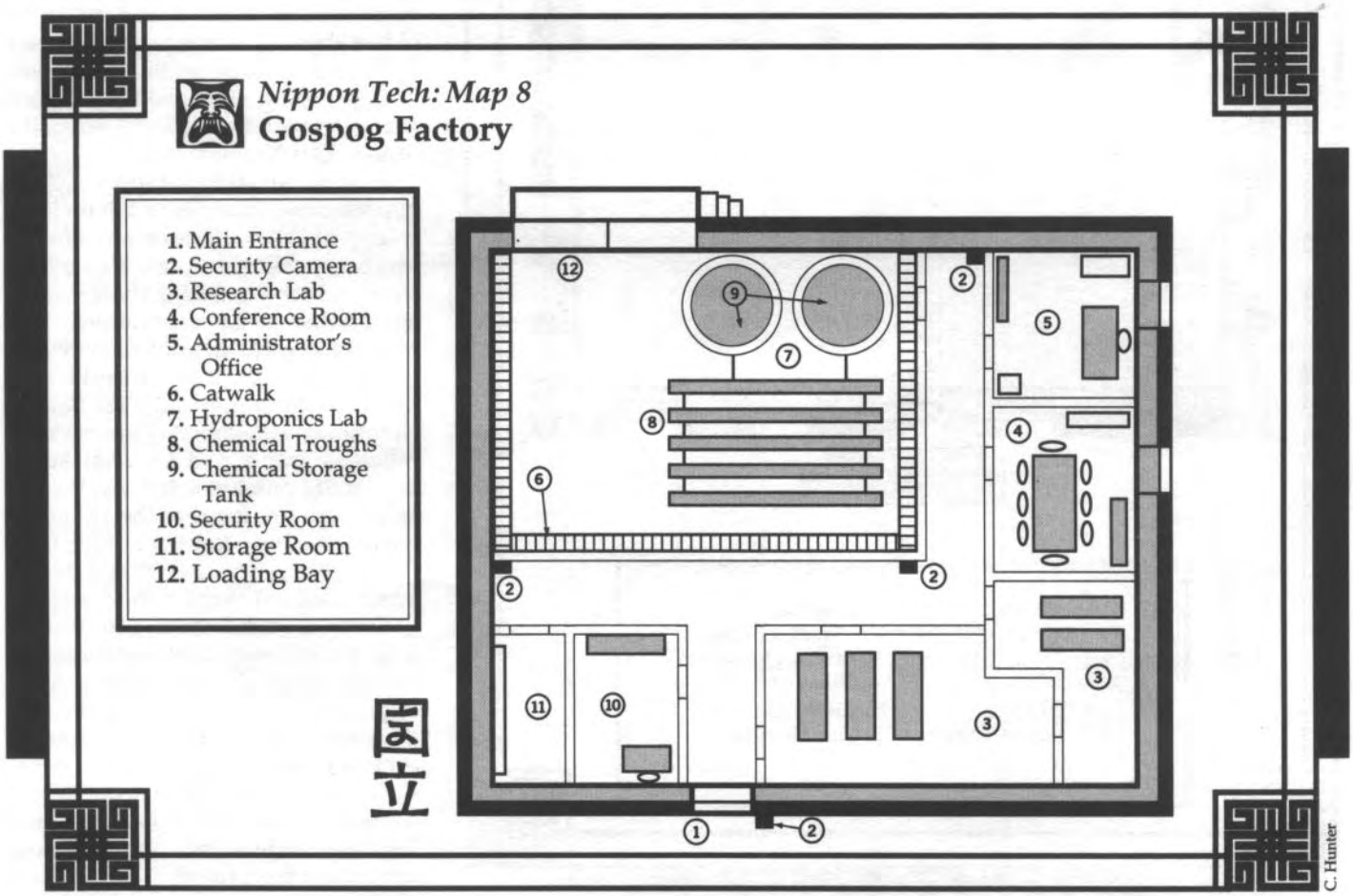
Travelers who wish to stop at the temple must first pass beneath the *torii*, a wooden arch which is one of the primary symbols of the Shinto religion. Beneath the arch is a basin of clear water and a group of wooden spoons — pilgrims must rinse their mouths as part of a ritual of purification before approaching the temple.

The temple's main doors open on to a long wooden corridor. At the end of that corridor are two golden doors which lead to the main ceremonial hall, which is bare except for a huge altar at the far end. Most of the room's illumination comes from candles, although there are two small windows on either side of the altar. This room was traditionally used for weddings and funerals, and still serves that purpose occasionally. More often, it is used for meetings of the Sons of the Wind.

The ceremonial hall is flanked by a storage room and the priest's quarters. Adjoining the priest's quarters is the meditation room, where members of the order sit on long platforms facing the wall, performing *zendo*, an exercise in concentration.

Next to the storage area is a large, empty room which serves as the martial arts training area. This room has no windows, so that intruders on the grounds will not be able to discover the temple's true purpose.

Two other large rooms serve as living quarters for the Sons of the Wind and novices in the martial arts. These



rooms are furnished with straw mats, which serve as beds.

The Sons of the Wind disdain electronic security devices, relying on their ninja security force to spot and dispatch intruders. If attackers made it past the ninja, they would no doubt meet their match at the hands of the masters of the martial arts.

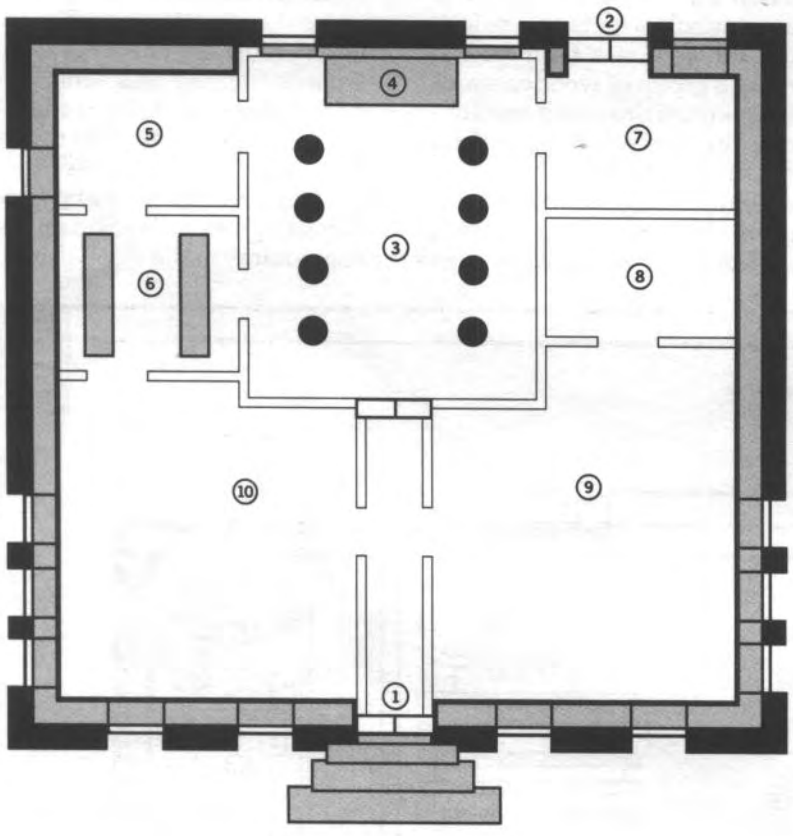
Sons of the Wind Temple Adventure Hook

Kanawa Enterprises has hired ronin to trace a recent raid on their facilities back to its source, which is the Sons of the Wind Temple at Toda-ji. The ronin have made remarkable progress in a short time, and are closing in on the valley in which the temple resides.

The Storm Knights have been contacted by the temple masters to lure the ronin away from the valley (if the Sons of the Wind handle the matter themselves, they will betray their presence in the area). The Knights accept, but their initial efforts turn up evidence that one of the ninja in the temple security squad is a traitor who is providing the ronin with information. Simply driving off the ronin will leave this threat to the temple in place, and any safety won will be only temporary.

The Knights must allow the ronin to get close enough to the temple that a face-to-face meeting will be held with the traitor, and then they must strike quickly and efficiently. If one opponent escapes with his knowledge, the Sons of the Wind will have to abandon this site or risk destruction.

Nippon Tech: Map 9
The *Sons of the Wind* Temple



1. Main entrance
2. Rear Entrance
3. Ceremonial Hall
4. Altar
5. Priest's Quarters
6. Meditation Chamber
7. Storage
8. Martial Arts Training Area
9. Living Quarters for Sons of the Wind
10. Living Quarters for Novices

C. Hunter

Izumo-Taisha Shrine

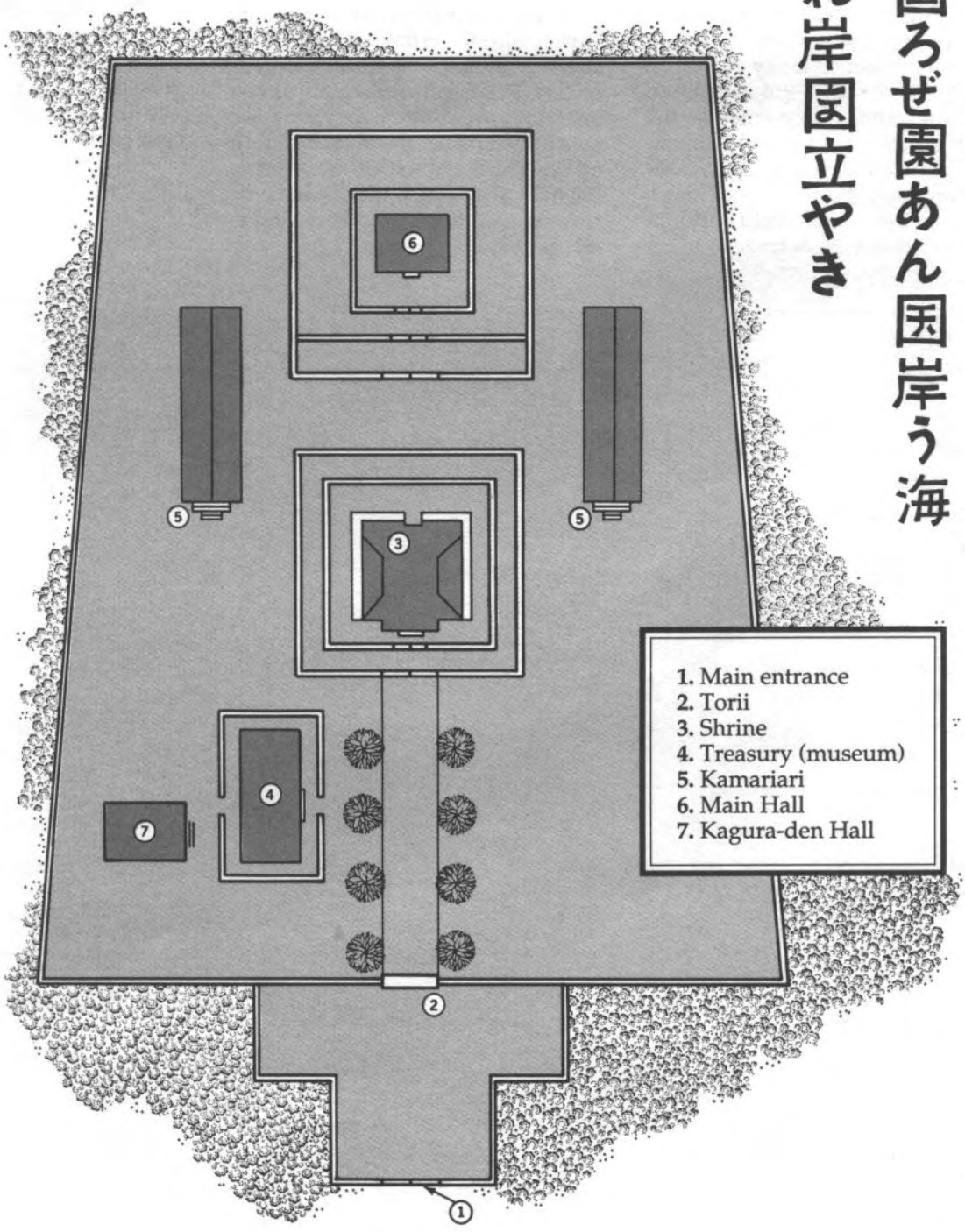
Izumo-Taisha, located on the northwestern coast of Honshu, is the oldest Shinto shrine in Japan. It covers 40.5 acres and is believed to be the site of a gathering of all the Shinto gods every October. The shrine is part of the Daisen-Oki National Park.

Its newfound importance in 3327's Nippon arises from the fact that a large colony of Palanic priests have found sanctuary there, and use it as a base from which to make their forays against the mega-corporations. This requires a great deal of secrecy and stealth, as the Shinto priests who maintain the shrine know the Palanic clerics only as members of a persecuted religious group, and are unaware of their more militant activities. Were it to become known that the priests of Palan have been known to turn from the ways of peace, they would doubtless be cast out of the holy place.

Once through the main gate, visitors must pass through the *torii* to enter the grounds of the shrine. A walk down a cedar-line boulevard brings them to the shrine, surrounded by a double-enclosure stone wall. To the left of the shrine is the Treasury museum, which contains various holy artifacts, and the Kagura-den Hall, where sacred dances are performed.

Nippon Tech: Map 10
Izumo-Taisha Shrine

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れ岸国立やき
せ公園立や国きぶ国



C. Hunter

Behind the shrine is the large Main Hall, and flanking it are the two Kamariari Halls, long buildings in which the gods are supposed to reside in October.

Various other small buildings dot the grounds, and wooded hills surround the entire area. The Izumo-Taisha Shrine is one of the largest Shinto pilgrimage centers in Japan, visited by thousands every year.

While the shrine is not as close to Tokyo and other major cities as the Palanic priests would like, it is of sufficient renown that it is unlikely 3327 would order an attack in force. Such a violation of the shrine would no doubt produce nationwide outrage.

Izumo-Taisha Shrine Adventure Hook

Kanawa Corporation intelligence agents have informed 3327 that the priests of Palan responsible for the recent destruction of a "maelstrom market" bridge have escaped to Nippon and taken refuge at the Izumo-Taisha Shrine. Frustrated at his inability to mount a direct attack on the priests, 3327 orders a squad of contract ninja to penetrate the grounds of the shrine and set the main buildings on fire. They can then kill the priests of Palan as they flee and will have destroyed any hope of others finding refuge there.

Unfortunately for 3327, the payment orders have been spotted by a Kashi hacker, who is concerned by the large number of contract ninja employed at the same time. The identical rates of pay hint that they may all be assigned to the same target, and the hacker gets the information to the Storm Knights.

The Knights pick up the trail of one of the ninja, and follow him to Izumo-Taisha. With no way to warn the priests, it's up to the Knights to stop the ninja from destroying a holy place and committing mass-murder.



Chapter Eight

Miracles of Faith

Though magic is virtually nonexistent within the cosm of Marketplace and the realm of Nippon, the *Spirit* axiom is only slightly lower than that of Core Earth. This means that miracles are possible, but several years of training are required to perform even the simplest rites. Within the cosm, the priests of Palan are the only ones capable of performing miracles or training others in how to do so. In the realm, they are joined by Shinto priests in carrying out these functions.

In addition to those listed below, Shinto priests can perform all Core Earth miracles (see pages 127-131 of the *Torg Rulebook*) and priests of Palan can perform those whose spiritual rating is less than or equal to 8.

Bow Master

Spiritual Rating: 8
Community Rating: 9
Difficulty: 11
Range: touch
Duration: 25 (one day)
Effect: betters target's skill with a bow or other missile weapon

The cleric lays hands upon the target and his weapon while reciting the proper incantation. If the rite is successful, the target will find his ability to handle the weapon improved (+3 increase to *missile weapons* skill).

Call Animals

Spiritual Rating: 8
Community Rating: 8
Difficulty: 10
Range: 14 (600 meters)
Duration: 20 (two hours)
Effect: summons animals within range

This miracle allows a cleric to call animals to him. The cleric can specify which species of animal he wishes to summon, but will not have control of them once they arrive. Conveying complex commands to them would require a *communicate with animal spirit* or *animal speech* rite.

Captivate

Spiritual Rating: 8
Community Rating: 10
Difficulty: target's *willpower* or *Mind*
Range: voice
Duration: performance
Effect: cleric's words command the undivided attention of target

To cast this miracle, the cleric must speak without interruption for a full minute. If successful, the target will be enthralled by the cleric's words, and unable to take any action save listen to him. The effects of the miracle will last as long as the cleric is able to speak without interruption, but if the target is attacked, the miracle will be immediately dispelled.

The Death of Sound

Spiritual Rating: 8
Community Rating: 9
Difficulty: 12
Range: 11 (150 meters)
Duration: 13 (five minutes)
Effect: causes silence to prevail in 150 meter radius around caster

This miracle makes sound impossible within the radius of effect. No noise is possible within that area, including the casting of spells which require a voiced chant or incantation.

The miracle is centered on the caster, and will move with him as he moves. Anyone who enters the zone of silence will be affected by the miracle.

Detect Deception

Spiritual Rating: 7
Community Rating: 8
Difficulty: 9
Range: 7 (25 meters)
Duration: 18 (one hour)
Effect: allows cleric to tell if a person is knowingly speaking a lie

Once cast, the cleric can detect the telling of an intentional lie by anyone within range. This miracle will not reveal unknowing lies, unintentional inaccuracies, or lies contained within written material.

Flame Burst

Spiritual Rating: 7
Community Rating: 9
Difficulty: 9
Range: 12 (200 meters)
Duration: 9 (one minute)
Effect: causes an existing flame to burst into a blaze

To cast this miracle, there must be a flame extant within range. If the miracle is successful, the flame will suddenly explode into a larger fire, taking up a volume 20 times greater than the original source.

Ghost Walk

Spiritual Rating: 8
Community Rating: 9
Difficulty: 12
Range: touch
Duration: 18 (one hour)
Effect: allows cleric to walk without leaving traces

When this miracle is cast, the cleric can walk across any terrain — dust, sand, mud, snow, etc. — and leave no trace of his passage. It will be impossible to follow the cleric's trail using the *tracking* skill.

It will be possible to follow the residual spiritual energy the cleric leaves behind using the *detect miracle* rite. In addition, searching in ever-widening circles might turn up the track at the point it resumes (after the duration of the miracle has expired).

Kamikaze

Spiritual Rating: 8
Community Rating: 13
Difficulty: 13
Range: 15 (one kilometer)
Duration: 13 (five minutes)
Effect: caster can call upon "divine wind"

Using this rite, the cleric can call down a windstorm upon his enemies. The winds can reach gale force, lifting objects which are not secured and hurling them with tremendous force (damage value 6/15). For greater accuracy in calculating damage values, use the object's weight value +6.

Pathway

Spiritual Rating: 7
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 20 (two hours)
Effect: enables target to find correct path

This miracle allows the target to find the proper path to his chosen destination. This rite can be used only with a geographic location in mind (i.e., "Yaesu-dori in Tokyo" or "the outside of this building"). It cannot be used to find a specific person or object.

Purify Poison

Spiritual Rating: 8
Community Rating: 11
Difficulty: 10
Range: touch
Duration: permanent
Effect: neutralizes any toxic substance

This miracle is cast by mouthing the proper incantation and touching the poisoned person or substance. If the rite is successful, the toxin will be rendered harmless. This miracle can prevent the death of a poisoned character, but it does not confer permanent immunity — it is effective only on the poison currently contained within the target.

Spirit Flight

Spiritual Rating: 8
Community Rating: 15
Difficulty: 12
Range: self
Duration: performance
Effect: looses priest's astral form

One of the more difficult and dangerous sacred rites, this miracle allows the priest to set his spirit free. In this state, no physical obstacle can hinder him, and he can travel anywhere within 300 meters in seconds. His spirit is invisible to all save those using a *detect miracle* spell or rite. He cannot be harmed by physical attack, nor can he initiate any physical action — he can suffer damage from spiritual or mystical attacks.

Attempts to exceed the 300-meter limit require the generation of an additional *Spirit* total for each meter traveled. Each meter beyond 300 which the cleric's spirit travels adds +1 to the difficulty of sustaining the miracle.

Free of the body, the spirit cannot communicate except with other disembodied spirits. In addition, the priest's physical body must be protected while his spirit is loosed, as it will be little more than an empty shell, extremely vulnerable to attack. If his body is killed, the priest's spirit must wander forever.

The miracle lasts until the priest sees fit to return to his body, or is forced to return by magical means.

Spirit Quest

Spiritual Rating: 8
Community Rating: 6
Difficulty: 10
Range: self
Duration: 18 (one hour)
Effect: increases caster's *Spirit* value

To cast this miracle, the cleric must sit alone in the center of a dark room. He allows his mind to turn inward, shutting out all outside stimuli, seeking the center of his being.

If the miracle is successful, the caster receives a +3 bonus to all *Spirit*-related skills for its duration.

Staff of Palan

Spiritual Rating: 8
Community Rating: 8
Difficulty: 9
Range: touch
Duration: 18 (one hour)
Effect: strengthens priest's staff

A slightly weaker version of the traditional *bless weapon* miracle, this rite allows a priest of Palan to increase the damage done by his staff. The cast involves laying hands upon the weapon and praying that it will be as strong as the spirit of its wielder. Success results in a +1 to the staff's damage value.

Sword Master

Spiritual Rating: 8
Community Rating: 9
Difficulty: 11
Range: touch
Duration: 25 (one day)
Effect: betters target's skill with a sword or other melee weapon

To cast this miracle, the cleric first lays hands upon the target, and then his weapon. When the rite is done, the target will find he can handle his weapon like a master (+3 increase to *melee weapons* skill).

True Vision

Spiritual Rating: 8
Community Rating:12
Difficulty: 11
Range: touch
Duration: 15 (15 minutes)
Effect: enables cleric to see things as they truly are

When successfully cast, this miracle enables the target to see things revealed for what they are — hidden panels are revealed, disguises can be pierced, and the target's sight cannot be affected by magical or normal darkness. This miracle does not allow the target to see through solid objects or detect dishonesty.

Voices of Stone

Spiritual Rating: 5
Community Rating: 12
Difficulty: 12
Range: touch
Duration: performance
Effect: allows caster to speak with stones

The forces of nature observe all, and this miracle allows the cleric to seek out the information possessed by the stones, whether they be strewn on a hillside or part of a building. The cleric must be touching the stone with which he wants to communicate, and there is, of course, no guarantee the rock will have anything of use to say, or any inclination to talk at all. Anything it does comment on will naturally be colored by its particular perspective.

Wings of Sparrow

Spiritual Rating: 8
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 18 (one hour)
Effect: improves target's *dodge*

The sparrow, it is said, was gifted by the gods with the ability to sense the approach of danger and fly before it arrives. This miracle conveys part of this advantage to the target, helping him to better anticipate, and thus avoid, blows.

The cleric lays hands upon the target with the prayer that, like the sparrow, death will not be able to easily approach him. If successful, the target gets a +1 increase to his *dodge* value.



Chapter Nine

Equipment

The technological revolution that swept over Japan after 3327's arrival made possible a number of startling scientific leaps. So successful were some of these new inventions that they have become an integral part of daily life in the Nippon realm.

With commerce being his preferred method of conquest, 3327 has researchers and marketing specialists constantly working toward the development of cheaper and more efficient goods that can generate even greater profit for the mega-corporations. In addition, Nippon has taken the lead in the production of goods for export to other realms.

In this chapter, you will find the descriptions and statistics you need to incorporate Nippon equipment into your campaign.

Buying Goods in Nippon

Goods produced under the Nippon axioms can now be found in Japan, Taiwan and portions of China and Korea. Local currency is required to purchase items in these countries, but money can easily be transferred from one unit to another at any bank (a five percent fee is commonly charged for this transaction).

In Japan, the monetary standard is the *yen* (symbolized ¥). At the start of the campaign, the rate of exchange is ¥140 = $1. There are five coin denominations: 100 yen silver, 50 yen nickel, 10 yen bronze, 5 yen brass and 1 yen aluminum. (The Taiwanese monetary system has been scrapped in favor of the Japanese model, a result of 3327's pressures on the Taiwan government.)

In China, the economy is based on the *yuan*. Roughly 2.5 yuan have the equivalent buying power of one US dollar. Each yuan is subdivided into 10 *chiao* or 100 *fen*. All Chinese money is in the form of paper currency.

In Korea, the monetary unit is the *won*, and here also all money is circulated as paper currency. Twenty-five won equal the buying power of one US dollar.

All prices given in this chapter will be in yen, with the *Torg* value following in parentheses. If you need to convert to any of the other units, you can use the following formulas:

DOLLAR = PRICE IN YEN/140
YUAN = PRICE IN YEN/58
WON = PRICE IN YEN/6

Deflation

Due to the changes wrought by 3327, the countries encompassed by his realm are enjoying an economic boom which is slowly strengthening the monetary systems of Japan, China and Korea. As the campaign progresses, the yen, yuan and won will grow more valuable, gaining 25 percent more buying power when compared to the American dollar. This will not change any of the prices listed in this chapter, but will make it more expensive to purchase Nippon goods with foreign currency, such as dollars.

The following table should help explain this progressive economic change:

Deflation Table

Time	Value	Formula
Start	¥140	$=¥/140
1 year	¥105	$=¥/105
2 years	¥79	$=¥/79
3 years	¥59	$=¥/59
4 years	¥44	$=¥/44
5 years	¥33	$=¥/33

Example: *As the campaign opens, 140 yen are worth one dollar. At the end of the year, the yen has increased by 25 percent, one dollar is now equal to ¥105 yen (140 - (.25 x 140) = 105).*

An item that cost ¥10,000 at the beginning of the year will still cost ¥10,000 at the end of the year. However, the same item cost roughly $71 at the start of the year, and will cost $95 at its end, using the formula above. Note that as the yen/dollar equivalency changes, you must adjust the conversion formula.

For simplicity's sake, do not change the relative worth of the currencies until the end of the game year (i.e., on December 31st of game year one, $1 = ¥140; on January 1st of game year two, $1 = ¥105). This is obviously unrealistic — the actual change in value would be a gradual one, spread out through the entire year. But calculating these changes every day of game time would rapidly become wearisome and confusing.

Information Networks and Computer Shopping

As you read in Chapter Four, approximately 94 percent of all Japanese households are now equipped with a home computer. One of the most common uses of the personal computer in Nippon Tech is the accessing of the computer information networks available to the public. Such networks are accessed over the telephone lines via a modem, and provide news, libraries of computer programs and videos, and an interactive "tele-shopping" system which allows the consumer to purchase virtually anything without leaving his or her home.

There are currently three major computer networks operating in Japan, each with well over 7 million subscribers. Users pay no fee for the networks — they are supported by advertisers and merchants who use them to sell goods.

The major networks are always engaged in heated competition. The more users the network attracts, the more advertisers and merchants become interested in using that network. Ploys often used involve special rates on goods purchased through the networks, rarely more than a 10 percent discount from the normal price.

Currently, approximately 65 percent of all the goods sold in Japan are purchased through computer networks (with the remainder being sold in shops or on the black market). To purchase an item, the user accesses his computer using a retina-pattern scanner, and then selects an item from the appropriate computer display. The instant the item is selected, its purchase price is automatically subtracted from the user's bank account (it is impossible to shop via computer without a bank account). The item is then delivered to the user's home.

All of the prices given in this chapter reflect computer network prices (i.e., certain discounts and premiums have already been factored into the item's cost). Goods not purchased over a computer network cost 10 percent more — in addition, keep in mind the Law of Profit, which allows the wealthy to find goods at cheaper prices.

Exports

The Nippon mega-corporations have made huge investments in the construction of goods for shipment to other realms. These include weapons and goods which can be used in Core Earth, the Cyberpapacy, Aysle and the Nile Empire. Nippon firms have not attempted to produce goods which can be put to use in the Living Land, nor do they deal in goods which require magic or miracles to make them function. Finally, Dr. Mobius has been careful not to allow 3327 to get his hands on many examples of "weird science" experiments, so that discipline is still beyond the reach of Nippon manufacturers.

In cases such as that of Aysle or the Cyberpapacy, where axiom differences would seem to make profitable manufacture difficult, the mega-corporations retain the services (or kidnap) engineers from these realms to enable their axioms to be brought to bear in the construction process. Also, the Kanawa Corporation has begun purchasing factories in other realms, including the Cyberpapacy, for the production of goods. Whenever possible, Nippon engineers use automation to build goods, allowing the mega-corporations to sell them cheaper than handcrafted versions.

Firearms

Hachiman KM11: One of the top sellers, both within Nippon and as an export to Core Earth troops, this 12mm Auto-Mag. has excellent stopping power. This weapon, produced by Kanawa's Hachiman division, made the firm's reputation in the arms field.

LOV 9mm: This weapon is noted more for accuracy than its ability to do damage. Roughly as powerful as the Beretta, the LOV features laser-optic sights which enhance the ability of a marksman (add +3 to *fire combat* when attempting a *vital blow*).

ZIIP77z: A standard 9mm much in favor with the intelligence services, including the Rauru Block's Operations arm. It holds 12 rounds and its plastic casing allows it to slip past metal detection systems.

Chiang 67: A pistol of Chinese manufacture, the Chiang 67 is designed to kill in virtual silence. This is done through the use of a Maxim silencer which traps the gases emerging from the barrel and lower their escape velocity to the point that no noise is made. The downside of the Chiang is that it requires special 7.65mm ammo, although this can often be found on the black market.

13mm Chunyokai: The most advanced pistol yet to come out of the Nippon arms factories, the Chunyokai's primary appeals lie in its ability to do damage and its increased range, but owing to its *Tech* level (24), it is rarely exported. A number have found their way outside of Nippon on the persons of corporate ninja on both sides, however.

7mm Brandeis Rifle: A bolt-action rifle in popular use among the Yakuza, the Brandeis features laser-optic sights for ease in targeting, and greater range than most weapons of its type. The Brandeis has proven an ideal weapon for assassinations.



J. Bridges

SC Kyogo T11: Automatic, powerful, with four times the ammo per clip as the AK-47 or the M-16, the SC Kyogo has been put to use both as an assault weapon and as part of automated security systems. A devastating weapon in the correct hands.

Sansu 11mm: Another popular export, this submachine gun has been used with great effect by US forces against edeinos warriors in several recent battles. The Sansu features a large magazine, easy to control fully automatic fire, and durable lightweight aluminum construction.

SC Kyogo 144: With more ammo, greater damage capacity and an edge in range, the Kyogo 144 is a more effective weapon than the Sansu 11mm, yet only slightly more expensive. The Kyogo is an extremely accurate weapon, and is in widespread use throughout the realm.

Impala Chain Gun: Another weaponry triumph for the Kanawa Corporation, the Impala virtually revolutionized Japanese gang wars overnight. By supplying Isei Sagato's mob with Impalas, 3327 was able to ensure the cooperation of the other families. A six-hundred round magazine, lightweight plastic construction, and a minimum cyclic rate of 360 rounds per minute (maximum 600) makes this a powerful deterrent to rebellion. Chain guns can only fire on full-auto, and despite efforts at miniaturization, are still so large and heavy that two hands are required to carry this weapon.

Melee Weapons

Manriki-Gusari: One of the earliest known Asian weapons, the manriki-gusari consists of a short chain, weighted on one end and with a hook attached to the other. This can be used to kill or simply disarm, depending on the goals of the wielder. Relatively easy to conceal, the manriki-gusari is an effective weapon in close-quarters combat, particularly if used to catch an opponent's sword in mid-stroke.

Palanic Staff: Used exclusively by the priests of Palan, this bamboo rod by itself is roughly as effective as the standard Ayslish staff. However, blessed with Palanic miracles and handled by trained fighters, it has been used to hold off accomplished swordsman and disarm MarSec agents wielding chain guns.

Katana: The original "samurai sword," the katana is easier to wield than a broadsword but causes as much damage. However, like the shimsi, it is impossible to conceal this weapon. The katana is favored by ronin and Rauru Block samurai.

Nunchaka: Two short clubs joined by a length of chain, the nunchaka is used by holding one club and whirling the other at tremendous speed. This allows the user to strike several blows at once. A possessor of the *melee weapons* skill using a nunchaka can strike two blows per round.

Shimsi Sword: Also known as "breath of the ninja," the shimsi is a lightweight sword that can be easily car-

ried on the back. When in the hands of an adept warrior, shimsi strokes can be made with such blinding speed that the victim sees only a blur as his life is cut from him.

Electro-Sword: A shimsi sword with a chip embedded that causes an electric shock to the victim when struck by the blade. This result in an automatic "K" result, double shock damage, and an additional wound level if a wound is inflicted. The electric charge can be used only once.

Spring-Loaded Stiletto: A weapon of assassination. The stiletto and spring mechanism are affixed to the wrist of the attacker, usually concealed under a sleeve, with only the small palm trigger protruding. When the trigger is pushed, the stiletto is thrust forward by the spring. This weapon is, naturally, only useful at extremely close quarters, and is associated with treachery and deceit.

EMP Sai: The sai is a lethal-looking weapon in normal circumstances — an iron spike fitted with curved, sharp quillons. Nippon engineers have turned it into far more than a standard melee weapon, however. When held so that the spike points upwards, the sai acts as an antenna to project an electro-magnetic pulse with an effective range of 10 meters. This acts to shut down any electronic gear — sensors, communication devices, computers, etc. — for two minutes. It has been used both in combat and for sabotage.

Missile Weapons

Throwing Stars: The dreaded "shuriken," in use for over 400 years, these are small metal discs with sharp blades emerging from the sides. They are designed to whirl as they fly through the air and then bury themselves in the target. Throwing stars are extremely easy to conceal on one's person, and kill with lightning speed and in utter silence.

Electro-Stars: Shuriken with a chip that provides an electric charge to victim. Effects and limitations are the same as with electro-sword.

Heat-Seeking Throwing Stars: Essentially the same as above, with the addition of small heat sensors, courtesy of Omi Electronics. This allows the shuriken to track their target by his body heat, and adds +2 to *missile weapons* skill when making *vital blows*. These shuriken are aerodynamically designed to enable them to alter course while in flight.

Heavy Weapons

Flamethrower: A weapon used extensively in jungle warfare, the flamethrower operates by mixing volatile chemicals and adding heat, then shooting the flames out of a nozzle attached to a long hose. In most instances, it is a cumbersome weapon, but Kanawa researchers have redesigned it for use in gospog armor. It is now small enough to be chest-mounted in the suit.

Impala Mounted Chain Gun: A large, tripod-supported weapon, the Impala mounted chain gun was used by MarSec agents against food rioters in Marketplace prior to its production in Nippon. This weapon, with its 800 round magazine, can wipe out an entire platoon in a matter of seconds.

Kanawa Sprite Missile: A short-range missile that packs a strong punch, the Kanawa Sprite was developed exclusively for use with the Nagara Security 44TS Robot. It has the same range as the LAW missile, but is capable of slightly more damage.

Energy Weapons

Electroshock Grips: These finger-less gloves are wired to a powerful battery worn in the small of the back. When activated, the gloves are capable of delivering a non-lethal stunning charge to anyone touched.

Hand Laser: On the cutting edge of Nippon technology, miniaturized hand lasers are not available on the open market, and are far too expensive for most people on the black market, due to their scarcity. Hand lasers are primarily found on security robots.

Armor

While virtually every type of armor (save enchanted) is manufactured within the Nippon realm, very little besides Kyoto RKD is in use there. The reasons are simple: bronze, leather, chain mail, etc. is of little use against automatic weapons fire or chain guns, which is what the average Nippon warrior will encounter. For descriptions of the varying types of armor available in Nippon, see pages 132-133 of the *Torg Rulebook*. Armor below *Tech* level 24 is offered at 10 percent off the listed price within Nippon.

Kyoto Police RKD: Often abbreviated to "Kyoto RKD" or just "RKD," this is the first and only armor to come out of the Kanawa manufacturing plants. It is used by ronin, gospog, MarSec agents and any number of others within Nippon.

Kyoto armor features small biocams which augment the wearer's motion and help him overcome the traditional clumsiness of battle armor. H-cross units dispose of heat, also serving as a miniature thermo-couple device to convert the heat to energy for the armor.

RKD is dangerous only if used when disconnected. It has a normal *fatigue* penalty in this case, and an additional *Dexterity* penalty (any character wearing Kyoto armor on torso and limbs has their *Dexterity*-based skills reduced by 1).

Rijato Battlesuit: One of the most sophisticated suits of armor in the realm, the Rijato is solar-powered and equipped with wrist-blasters, magnesium flares, and magnetic repellors which allow it to fly. It is not intended to be worn, but can be controlled from afar via a cybernetic helmet. This armor is beyond even the *Tech* axioms of Nippon, and at present only the prototype is known to exist (it was stolen by its inventor before 3327 could appropriate it). It is not available on the open market, and there is no way of knowing if it could ever be duplicated.

Due to the strain of maintaining cybernetic control of the armor, for every hour in which the armor is in use, there is a -1 penalty to all of the controller's *Mind*-based skills. These skills can be returned to normal by

resting for a number of hours equal to the time spent operating the armor.

The wrist-blasters do damage value 18 (range 3-40/200/500) the magnesium flares damage value 9 (range 1-6/15/40 —unprotected eyes only), and the armor can fly at a speed of 70 kmh.

Vehicles

More than any other realm, Nippon has made great strides in vehicular technology, including air, land, water and space vehicles. Save for the latter, samples of virtually all are available on the open market, providing one has enough yen.

Air Vehicles

Rotary Wing

Oda Butterfly: A helicopter designed for the executive on the go, the Butterfly was developed by Oda shortly after 3327's arrival. After the corporate wars began, the Butterfly was modified using Kanawa Corporation schematics (see below).

The Butterfly can attain speeds of 150 kmh, and onboard features include cellular phones, satellite navigation system, personal FAX and video transfer units, onboard computer (8 Mb memory block, 40 Mb storage), compact disc quadrophonic sound and a wet bar. The Butterfly can seat eight, and is still used by more trusting CEOs.

Oda-Kanawa Hornet: A more lethal version of the Butterfly, the Hornet is faster and more dangerous. "Ryuchi Kanawa's" personal air transport is a Hornet, and his pilots have notched several kills of independent CEOs who have had the audacity to try to share the skies with the High Lord. (3327 refers to this as "tearing the wings from the Butterflies.")

The Hornet has the distinction of being the most heavily-armed private aircraft ever produced. Combining the armaments of the Apache with the speed of the Mi-24 Hind A-10, the Hornet can fly as fast as 400 kmh, and is armed with two Impala mounted chain guns, as well as two rocket launchers which can fire up to 100 2.75 inch rockets.

Jet-Powered Aircraft

Oda-17: Built purely for speed, the Oda-17 is the fastest jet on the planet. The plane can travel at 3,750 kmh, easily outdistancing the SR-71. To do this, of course, the jet had to sacrifice armament, but the combination of its speed and stealth technology makes instances of combat rare. The Oda-17 is used largely for reconnaissance work, particularly in the region dominated by the Cyberpapacy.

3327 has researchers at work attempting to find a way to retain the speed while adding armament, but no progress has been reported as yet.

Jet Pack: A unit commonly found only as part of Nippon gospog armor, a personalized jet pack can travel at speed value 13 and has a *Toughness* of 17. It emits a high-pitched whine when in use, and so detracts from any attempt at surprising an enemy (-1 to *stealth* skill when in use).

Hovercraft

Hoversled: A two-man version of the Oda Attack Platform, the hoversled can reach speeds of 150 kmh. It does not have weaponry installed, but is faster, more maneuverable and less expensive than the attack platform. It is frequently used by ronin and ninja for surprise attacks, since its only noise is a slight hum.

Oda Attack Platform: Produced by Oda Aircraft for supposed sale to the Japanese government, the Oda Attack Platform is a fully armed hovercraft capable of speeds up to 100 kmh. It seats four, and comes armed with an Impala mounted chain gun. It also features a satellite navigation system, cellular phone, and onboard computer. Mysteriously, many of these vehicles have found their way into the hands of the Yakuza, and Oda claims no knowledge of how this occurred.

Self-Powered Land Vehicles

Mitsuyana Sedan: A combination luxury car/armored personnel carrier is the best way to describe the Mitsuyana Sedan. The car seats four and contains a CD stereo system, cellular phone and satellite navigation system. The auto body is armored and the exhaust system is equipped to emit a chemical smoke screen to confuse pursuit. In addition, the car is coated with a refractory material similar to that used in jet aircraft which prevents radar detection.

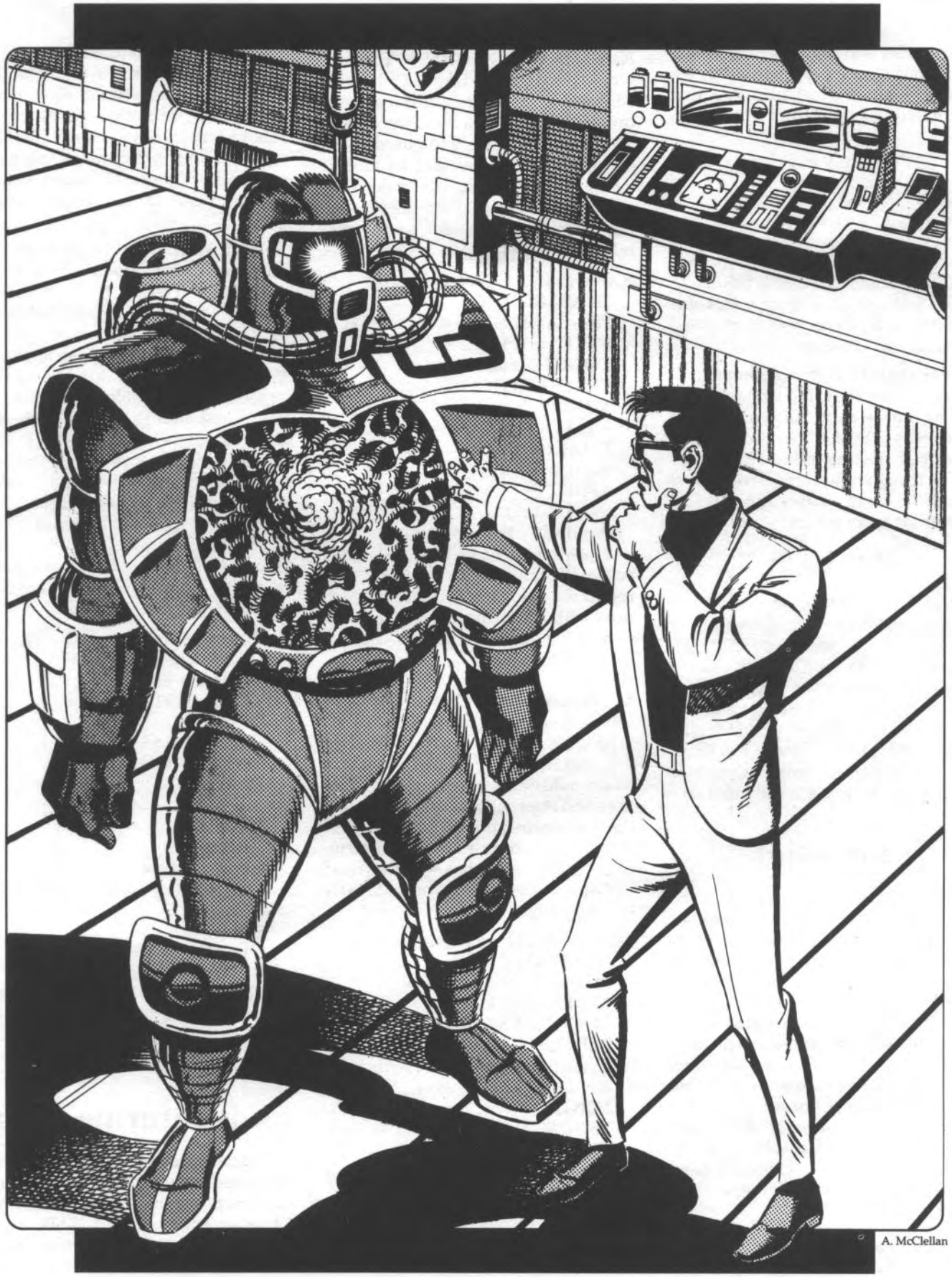
Kokoru Avenger: The auto company's top-of-the-line motorcycle. Smooth acceleration, excellent handling, and standard features include wind screen, sidecar, satellite navigation system, CD stereo sound, and cellular phone (with optional personal FAX).

Kanawa-Mitsuyana Mikado: A smooth, sleek vehicle for the '90s, the Kanawa-Mitsuyana Mikado combines jump-car technology with aerodynamic engineering to produce a vehicle unlike any other on the road. Standard features include satellite navigation, onboard computer (1 Mb memory block, 2 Mb storage), quadrophonic compact disc, and triple strut suspension.

The Mikado makes use of a nitrous oxide supplemental drive system that allows a standard piston engine automobile to accelerate from zero to 125 kmh in just under four seconds, and to sustain speeds of up to 480 kmh for five minute bursts. This system was developed through a joint Kanawa-Mitsuyana research project.

Military Vehicles

Kanawa-Mitsuyana X4 Tank: A joint venture between Kanawa's arms division and Mitsuyana Motors, the X4 is the latest in tank design. Able to reach speeds of up to 80 kmh, packing a redesigned 125 mm gun, and shielded with armor that cannot be penetrated by any extant anti-tank rifle, the X4 has been marketed as the answer to the technical problems of the


A. McClellan

M1. Its *Tech* level has made it impractical as an export, but it is believed in some circles that 3327 may be having them produced to prepare for the possibility of taking overt military action against a rival High Lord in the future.

Water Vehicles

Kokoru Ninja: A small but powerful boat for plying the harbors around Japan, the Ninja can carry up to four passengers, and features a satellite navigation system. In addition, the Ninja is fitted with stealth technology, making it invisible to radar, and comes with a mounted chain gun for protection.

Oda Jet-Ski: Built using elements of aircraft technology, the Oda Jet-Ski is among the fastest in the world, reaching speeds of 110 kmh. In addition, the improved steering system allows for tighter turns, while the relatively small size of the craft allows it to outmaneuver larger pursuers.

Space Vehicles

Mitiya Low Orbital: Nippon's contribution to the space race, courtesy of an Oda Aircraft subsidiary. 3327 envisions the LO as a hedge against Cyberpope Malraux's satellite programs. For now, it is being used primarily to cut the travel time between Tokyo and 3327's Chinese holdings. Turnaround time from takeoff to landing can be less than 40 minutes.

Robotics

Nagara Security 44TS Robot: Used throughout Nippon Tech, popular largely because it is immune to the effects of the Law of Intrigue, the Nagara Security 44TS is equipped with a belt-fed shotgun, pincers, and two Kanawa Sprite missiles. Its sophisticated sensor arrays allow it to detect movement up to 750 meters away, and its communication network enables it to contact any other units on security patrol and have them converge on an intruder. Built with neural net technology, it is able to "learn" and remember the techniques used against it so that they will not be effective in future.

For further information, see page 52 of the *Torg World Book*.

Kanawa R-1 Defense Robot: This unit would be considered the 44TS' biggest competitor, if Nagara was not already owned by the Kanawa Corporation. The R-1 is used solely to guard property owned by Kanawa or its subsidiaries, and is not available on the open market. The R-1 also features neural net technology, with the same capabilities as the 44TS.

Kanawa R-1 Defense Robot
DEXTERITY 12
Fire combat 14, unarmed combat 14
STRENGTH 14
TOUGHNESS 20
PERCEPTION 13
MIND 7
Test (17)
CHARISMA 3
Taunt (17)
SPIRIT 3
Intimidation (17)
Possibility Potential: none
Equipment: hand-lasers (damage value 17, range 3-30/100/200). The robots are able to fire both lasers each turn without taking the multi-action penalty (computer processing accounts for that).

Mitsubishi Home-Domo: The best-selling domestic automaton, the MHD is programmed for cooking, cleaning and routine maintenance. Its memory banks hold countless recipes for Japanese and international cuisine, its tactile and chemical sensors can detect impurities in the air or dust on furniture. Its sensor web has also been used by Nippon executives to provide early warning of gas attacks.

Mitsubishi Home-Domo
DEXTERITY 9
Maneuver 10
STRENGTH 11
TOUGHNESS 10
PERCEPTION 10
Evidence analysis 11, find 13, scholar (culinary arts) 12, trick (20)
MIND 8
Test (18)
CHARISMA 5
Charm (18), persuasion (18), taunt (19)
SPIRIT 0
Intimidation (20)
Possibility Potential: none
Equipment: armor (TOU+2/12), two tanks of cleaning solution, which is released through nozzles on the robot's wrists (range 1-6/10/30). The solution does not damage inorganic matter, but its caustic nature can do damage value 13 to anything organic.

Tatomi WKR-3: A more advanced version of the traditional robot laborer, the Tatomi WKR-3 is infamous for forcing 300,000 people out of jobs in its first month on the market. Though incapable of "learning" as such, the WKR-3 is tough and durable, and yet capable of extremely delicate work. From assembling automobiles and other large vehicles, WKR-3s have advanced to the point where they can now manipulate microchips. In addition, they do not grow fatigued, and while the cost of their batteries is high (¥2.8 million per year), it is still cheaper than paying the salaries of human workers, along with health benefits, vacation pay, etc.

Tatomi WKR-3
DEXTERITY 10
Maneuver 11
STRENGTH 13
Lifting 16
TOUGHNESS 16
PERCEPTION 9
Air vehicles 11, land vehicles 11, water vehicles 11 trick (18)
MIND 7
Test (19)
CHARISMA 4
Charm (20), persuasion (20), taunt (20)
SPIRIT 0
Intimidation (25)
Possibility Potential: none
Equipment: Fingertip welders (damage value 10, range 0-.5m/1-3/5-7), manipulatory digits (DEX+3 when in use).

Adventuring Gear

Grapple Gun: Built to resemble a small bazooka, the grapple gun fires a large iron grappling hook with 1200 meters of nylon rope attached. This can be used to stretch lines between build-

Adventuring Gear Chart

Item	Tech Level	Price (Value)
Grapple Gun	23	28k (12)
Retina-Pattern Recorder	24	700k (19)
Optical Helmet	24	10.5 m (25)
Electronic Lockpick	24	70k (14)
Electronic Safecracker	24	56k (13)
Omi Signal Scrambler	24	27.3k (12)
35mm Microcamera	23	112k (15)
Allied Camcorder	23	35k (12)
Omi Tracer	23	42k (13)
Allied Micro-Transmitter	24	420k (18)
Smoke Screen Pellets	23	10.5k (10)
Smoke Screen Lenses	24	28k (12)
Satellite Navigation System	24	350k (17)
Personal Radar Vest	24	175k (15)
Niyoki Camouflage Suit	24	210k (16)
Sorubu Gloves, Boots	24	56k (13)
Breather	23	10.5k (10)
Eye Shield	23	14k (10)
Pure-All Chemical Kit	23	6.3k (9)
Toranaga MedKit	24	8k (9)
Zamftech Monolith	24	500k (18)
Allied PPC H111	24	750k (19)
Misaki XE Laptop	24	120k (15)
Zamftech Personal FAX	24	450k (18)
Omi Video Transfer	24	600k (19)
Allied Video Phone	23	70k (14)
Sony Talkman	24	120k (15)
Sony Talkman Scrambler	24	200k (16)
Sony Talkman Descrambler	24	175k (16)
Nintendo 32 NES III	24	58k (14)

ings for an assault, or as a means of scaling various heights. Larger units, with up to 3000 meters of cord included, are also available at a slightly higher price.

Retina-Pattern Recorder: Smuggled to Nippon from Marketplace, this item is highly illegal and MarSec is authorized to use deadly force in apprehending possessors.

The RPR works in this manner: a victim is subdued, and the recording beam of the unit is shined into their right eye. The beam captures a holographic image of their retina pattern and stores it in its memory banks. Later, the image can be transmitted into a building's retina scanner, convincing the security system that the genuine owner of that pattern is requesting access.

No side effects have been reported among the victims, although once their retina patterns are placed in a security system's "suspect" file, it is far more difficult for them to conduct business or do anything else that requires passing through scanners. RPRs are extremely expensive, and are commonly only available from members of Shiki. As yet, the mega-corporations have found no defense against this device.

Optical Helmet: Not a weapon in itself, but a sophisticated targeting unit which improves accuracy with both firearms and melee weapons of all descriptions. Resembling a jet pilot's helmet, this device contains a complex combat computer which analyzes a target weaknesses and projects a schematic of them on to the helmet's visor. The computer will signal when the weapon is correctly aimed for a strike at one of those points, and give a rough estimate of the amount of damage caused by a hit. (*Fire combat* and *melee weapons* skills are increased +4 when helmet is used.)

Optical helmets have not yet been released for sale even to the government, so they are not in widespread use. There are, however, rumored to be some extant on the black market.

Electronic Lockpick: A pocket-sized device equipped with a sophisticated array of electronic sensors and baffles, virtually any lock, electronic or mechanical, can now be opened. It is normally used by espionage agents and Yakuza members.

The electronic lockpick has a *Toughness* of 9 and the *lock picking* skill at 16. It takes one round to successfully open a lock.

Electronic Safecracker: Slightly bulkier than its cousin mentioned above, the electronic safecracker can be used only against combination locks. The unit is attached to the door of the safe via suction cups, and tiny electrodes are attached to the safe's dial. The electric impulses whirl the dial at amazing speeds, while the unit's sensors listen for the sound of the clicking tumblers. Each time a correct number is found, it is flashed on the unit's screen, until the complete combination is detected. The user can then open the safe using this information.

The electronic safecracker takes one round to work, and has the *lock picking* skill at 15.

Omi Signal Scrambler: A security device perfected by Omi Electronics, the Signal Scrambler is attached to the inside of a door and activated with the flick of a switch. Once in operation, it causes interference with the sensor signals received by electronic lockpicks and safecrackers, effectively negating their effects. Efforts are underway to recalibrate the anti-lock devices to compensate for such interference, but apparently without any success as yet.

The Signal Scrambler is relatively inexpensive, and is available to the general public.

35mm Microcamera: A product of Allied Technologies, this device can fit easily into the palm of your hand, and comes equipped with auto-focus and auto-advance. It holds a 30-exposure roll of film, and can be triggered with the slightest movement of the palm. Primarily used for espionage, this is a popular item among members of the Rauru Block Operations Arm.

Allied Camcorder: A miniaturized camcorder, small enough to be fitted in an earring and absolutely silent while in operation. Tapes are good for up to 12 hours of recording. A prime espionage tool.

Omi Tracers: These tiny "bugs" allow a hunter to keep track of his quarry at a range of up to four kilometers. No larger than ants, the bugs can be magnetized or attached using most adhesives. Signals are beamed back to a receiver, but will grow fuzzy or distorted if the tracer is near a strong electrical source.

Allied Micro-Transmitter: Designed for use by covert operatives, the Allied micro-transmitter can be implanted beneath a fingernail (commonly that of the thumb), and agents can send messages in Morse code simply by applying pressure to the nail. Receivers built along the same lines have proven notoriously unreliable, however, and so all communication using the micro-transmitters is one-way only.

Smoke Screen Pellets: An excellent diversion when an escape is required, one smoke pellet emits a gaseous cloud which covers an eight meter area around the impact point. Finding someone with the cloud requires a *find* or *Perception* total of 20.

Smoke Screen Lenses: Special pairs of lenses which negate the effects of smoke screen pellets, and allow the wearer to operate normally. These lenses do not confer any benefit on the wearer when there is no smoke screen present.

Satellite Navigation System: Now a standard feature on most vehicles in Nippon Tech, SatNav systems allow drivers to take advantage of the information obtained by orbital satellites. Using an easy-to-operate computer built into the dashboard, the driver can access mega-corporate satellites, which will beam photographic information regarding the area through which the car is traveling. In addition, drivers can call up information regarding other geographic areas if they so desire. This allows for the plotting of the most direct course to a given destination, and cuts down on traffic problems and the taxing of a region's infrastructure.

Personal Radar Vest: A lightweight vest worn under a coat or sweater, the PRV can detect any moving object larger than a baseball within 200 meters regardless of intervening obstacles. A cord connects the unit to a wristband, which displays a visual readout.

Niyoki Camouflage Suit: Manufactured by a Chinese firm under license from Borubokan Textile, the Niyoki camouflage suit features loose-fitting shirt and pants, a scarf that can be worn around the head and a full facemask with built-in breather. The Niyoki comes in a variety of colors, but the two predominant choices of Nippon residents are black and white.

The Niyoki is designed to afford maximum freedom of movement, and the material is a synthetic which makes virtually no noise that could alert others of the wearer's presence. The black suit, commonly worn by corporate and contract ninjas, does not reflect light, so it is possible for the user to simply fade into the shadows. The black Niyoki provides a +1 to the wearer's *stealth* value.

The white suit is designed for winter expeditions, and while bulkier, it serves the dual purpose of keeping wearers warm and helping them to blend into the snow. This suit is fur-lined, and features a coat, pants, gloves, shoes and facemask with breather. The white suit is designed to reflect light in such a way as to produce a condition similar to snowblindness, and thus provides a +3 to the user's *stealth* value.

Sorubu Gloves, Boots: Also a product of Chinese industry, these accessories are designed for use with all of the Niyoki camouflage suits. Both the gloves and the boots are made from a new type of rubber which helps users adhere to solid surfaces, such as buildings and mountain peaks. The Sorubus will not work if there is any liquid between the glove and the surface, however, nor can they allow the user to scale an utterly smooth plane.

Use of Sorubu gloves and boots adds +2 to *climbing* ability. Use of gloves or boots alone adds +1 to *climbing*.

Breather: A Marketplace item that has begun to come into its own in Nippon and other realms, the breather mask protects the wearer from toxic fumes and other impurities, as well as gas attacks. The breather mask is fitted over the nose and mouth, and the filtration system built into it collects dust and smoke particles, ash, and other foreign elements and allows clean air to be inhaled (the breather has been estimated to provide 80 percent cleaner air, although some believe this figure to be inflated by the anti-pollution device manufacturers).

Eye Shields: These protective goggles perform essentially the same service as do breathers, only they guard the eyes rather than the lungs. Their rate of success if higher than that of breathers (approximately 92 percent), but the plastic lenses deteriorate and become useless after only a few weeks. Available with UV-resistant coating.

Pure-All Chemical Testing Kit: Ideal for testing the purity of water, the Pure-All is a "must have" for those planning to spend any time on the streets of Marketplace. A water sample is poured into a test tube, a drop of Pure-All formula is added, and the results are immediately apparent: if the solution turns a dark blue, the water is relatively pure; if it turns red, the water has been contaminated.

The Pure-All works in one round, and no skill is required to use it.

Toranaga MedKit: A product of Toranaga Chemical, the MedKit contains a variety of concentrated antibiotics, mini-lasers for wound cauterization, and antidotes to most known poisons. Possession of a MedKit provides a +3 bonus to the *first aid* skill.

Zamftech Monolith: The RISC17-based Monolith computer features a single chip containing the 64 bit video co-processor, floating point co-processor, and voice recognition processor. Comes

bundled with touchpad, 32Mb memory, multiple output option module, including both color and tactile compatibilities and a 1 Gb optical drive. Memory can be increased to 256 Mb and up to seven additional optical drives can be daisy-chained to the primary drive.

Allied PPC H111: Based on a combination of RISC architecture and neural networks, this business computer has a cellular connection to the Nikkei market computers, and is continuously updating the market information. Uses neural net technology to learn its owner's preferences in business decisions with RISC processing of numerical trends to support buy and sell orders appropriate to the owner. Comes with the latest in security features, including retina scanner.

Misaki XE Laptop Computer: The hottest selling portable in Marketplace and Nippon, this unit features a fast RISC15 processor — a single chip containing the 16 bit video coprocessor, floating point co-processor, and voice recognition processor. Comes with 16 Mb memory, 100 Mb storage, and weighs less than four pounds.

Zamftech Personal FAX: A major leap forward in FAX technology, this Zamftech unit can fit into the pocket of a jacket. Pull out the point and shoot scanner and scan any document or scene, then call in the image to any accessible FAX machine over any available phone line. No special phone connections are needed. 5-25 images can be stored to transmit depending on the resolution used to scan the document or scene.

Omi Video Transfer: This unit combines the convenience of FAX technology with the precision of real-time video. VHS or optical laser format video images may now be FAXed over phone lines to any other video transfer machine and output as a VHS cartridge or optical disc.

Allied Video Phone: A standard telephone with a video unit and automatic call tracer built in. Users can see the number of their caller before picking up the phone, and once connected, can see the face of the person to whom they are speaking. An invaluable tool when dealing with CEOs who may, or may not, be telling you the truth.

Sony Talkman: The latest revolution in cellular technology, the Talkman is a personal telephone no larger than a wallet. It can be worn on a belt or inside a suitcoat to receive calls at any time, and can also be used in conjunction with the Zamftech Personal FAX.

Sony Talkman Scrambler: A small device which can be attached to a Sony Talkman, it effectively scrambles the signals and prevents electronic eavesdropping on conversations.

Sony Talkman Descrambler: A companion device to the above, Talkmans must have this device to decode the scrambled signals of another such cellular phone.

Nintendo 32-Bit NES III: Nippon's most popular home entertainment unit, available cartridges include *Zelda V*, *Ninja Castle*, *Mega-Corporate Wars*, *Ronin Rampage*, and *Evander Holyfield Ten Count*. Unit comes standard with stereo headphones and 6" 64-bit color display.

Sony and Nintendo are trademarks of their respective owners.

Equipment

Firearms

All prices are in yen (¥).

	Tech	Damage Value	Ammo	Range (meters) Short	Medium	Long	Price(Value)
Pistols							
Chiang 67	23	16	8	3-10	25	50	25k (12)
Kanawa KM11	23	18	12	3-10	25	40	30k (12)
LOV 9mm	23	15	12	3-20	30	50	70k (14)
ZIIP77z	23	16	12	3-10	25	40	90k (15)
13mm Chunyokai	24	18	9	3-10	40	50	140k (15)
Submachine Guns (Auto)							
Sansu 11mm	23	17	10	3-15	35	100	65k (14)
SC Kyogo 144	24	18	15	3-15	40	150	70k (14)
Rifles							
7mm Brandeis	23	20	18	3-75	220	550	160k (16)
SC Kyogo T11 (auto)	24	21	40	3-40	150	400	280k (17)
Impala Chain Gun	24	23	600	3-40	150	400	1 m (20)
Heavy Weapons							
Flamethrower (min.)	24	18	10	3-10	40	100	90k (15)
Mounted Chain Gun	24	27	800	3-60	250	550	3 m (22)
Kanawa Sprite	24	29	1	10-100	250	400	18 m (26)
Energy Weapons							
Hand Laser	24	17	20	3-30	100	200	28 m (27)
Electroshock Grip	24	9	10		touch		200k (16)

Melee Weapons

	Tech	Maximum Damage Value	Plus to Damage Value	Price (Value)
Manriki-Gusari	8	+5	19	17k (11)
Palanic Staff	7	+3	18	250k (17)
Katana	9	+7	21	29k (12)
Nunchaka	9	+5	19	35k (12)
Shimsi Sword	15	+5	19	70k (14)
Electro-Sword	24	+8*	22	400k (18)
S-L Stiletto	23	+6	20	150k (16)
EMP Sai	24	+5	19	300k (17)

Missile Weapons

	Tech	Damage/ Maximum Value	Range (meters) Short	Med.	Long	Price (Value)
Throwing Stars	15	+3/17	3-5	10	15	28k (12)
Electro-Stars	24	+5/18*	3-5	10	15	70k (14)
Heat-Seeking Stars	24	+3/17	3-10	15	20	80k (14)

Armor

	Tech	Value/Max.	Fatigue?	Price (Value)
Kyoto Police RKD	24	+7/25	no*	14 m (25)
Rijato Battlesuit	25	+8/26	no*	14 t (55)

Vehicles

	Tech	Speed kmh/mph/value	Passengers	Toughness	Price (Value)
Rotary Aircraft					
Oda Butterfly	23	150/90/13	8	17	84 m (29)
Oda Hornet	24	400/250/15	8	21	210 m (31
Jet Aircraft					
Oda-17	24	3750/2345/20	2	22	4.2 b (38)
Personal Jet Pack	24	140/90/13	1	17	2.1 m (21)
Hovercraft					
Hoversled	24	125/80/13	1	14	2.8 m (22)
Oda Attack Platform	24	100/60/12	4	18	4.2 m (23)
Self-Powered Land Vehicles					
Mitusyana Sedan	23	192/120/14	4	25	11.2 m (25)
Kokoru Avenger	23	160/100/13	1	13	2.52 m (22)
K-M Mikado	24	480/300/16	4	15	14 m (25)
Military Vehicles					
K-M X4 Tank	24	80/50/12	4	35	280 m (32)
Water Vehicles					
Kokoru Ninja	23	100/60/12	4	21	7 m (24)
Oda Jet-Ski	24	110/70/13	1	19	2.1 m (21)
Space Vehicles					
Mitiya Low Orbital	24	28k/18k/24	20	28	84 b (44)

Robotics

	Tech	Price (Value)
Nagara Security 44TS	24	105 m (30)
Kanawa R-1	24	210 m (41)
Mitsubishi Hom-Domo	24	2.1 m (21)
Tatomi WKR-3	24	1.68 m (21)

*See note in text.

Corporate Ninja

Player Name: _____

Character Name	Home Cosm: Marketplace	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 2	Social: 22
Height	Wound			
Weight	Hvy Wound Mortal Dead	K O	Spiritual: 8	Tech: 24

Skill	Add	Attribute	Value
Arrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Maneuver		DEX	
Martial Arts	3	DEX	16
Melee Weapons		DEX	
Missle Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Disguise		PER	
Find		PER	
Tracking		PER	
Charm		CHA	
Persuasion		CHA	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	13	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	8	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Shimsi sword +5	14	15			
Ursan h-s Stars	12	24	3-5	10	15
13mm Chunyokai	18	24	3-10	40	50

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Corporate Ninja

Player Name: _____

Cosm: Marketplace

Background: In Marketplace, you were a corporate ninja of some renown — it was said that you would join the firms no one expected to survive, and within three months, they would be giants.

As the Triad began to exert greater and greater control, you found the only challenge left was to work for the independent corporations against their mammoth cousins.

It was during one such job that you encountered a band of strangers that called themselves "Storm Knights." They helped you to fight off a MarSec raid, and then told you a story about a group of companies, called the Rauru Block, badly in need of protection. They were willing to pay handsomely for experience, but the Knights warned that the job could get bloody.

You accepted the offer, and journeyed down the maelstrom bridge to Earth. There you found major cities torn apart by corporate warfare, organized crime running rampant, and even encountered a few contract ninja you had battled in Marketplace. In short, this place seems ideal for a man of your talents.

Personality: Your dominant trait is a serene self-confidence. You work more for the challenge than the money, and have always preferred a steady employer to the unstable life of the contract ninja.

Equipment: shimsi sword, (damage value STR+5/14), 13mm Chunyokai (damage value 18), heat-seeking throwing stars (damage value STR+3/12), Niyoki camouflage suit black, ¥32,000.



Quote: "I do what I'm paid to do. If I happen to enjoy it as well, that's no one's business but mine."

Skill Notes: Your tag skill is *martial arts*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five). You have 11 points to spend on skills at the start, and must choose *lock picking*, *stealth*, and *prestidigitation*.

You cannot spend Possibilities toward uses of your *reality* skill (see Chapter Three).

Kashi Hacker

Player Name: _____

Cosm: Marketplace

Background: You were a member of Kashi in spirit long before you were in fact. Your grandfather used to tell you stories about Marketplace before the mega-corporations took over, and it all sounded so beautiful that your heart ached at the thought it was gone forever. You decided then and there that, somehow, the corporations had to be overthrown and the world returned to what it used to be.

When you grew up and joined a Kashi cell, your computer aptitude made you an ideal choice to serve as a "hacker." You took a job with a corporation in Sebat, and from there you tapped into computers throughout the megaplex, rearranging financial projections, undermining stock deals, and driving several undersubsidiaries into bankruptcy. It was dangerous work, but invigorating, and you felt a part of something important.

Still, it did not seem as if a great deal was changing in Marketplace. But you had heard rumors through the computer networks of a major deal involving a place called Earth, and were able to get yourself assigned to that project. This was a place that could still be saved, and you knew Kashi had the ability to throw the mega-corporations into disarray and pave the way for their final defeat.

Through your Kashi contacts, you met with executives of the Rauru Block, as well as small groups of Storm Knights.



Personality: Despite the cold, sterile nature of your work, you are really a very outgoing person. You revel in being able to go outdoors without a breather on, and you have great admiration for the Storm Knights, who have the courage to stand up to the mega-corporations.

Equipment: business suit, dagger (damage value STR+3/12), Misaki XE laptop computer, Talkman, personal FAX, Omi Tracer, retina-pattern recorder, ¥70,000

Quote: "Destroying the company is easy. It's finding the access code which lets you do it that's hard."

Skill Notes: Your tag skill is *science*.

Kashi Hacker

Player Name: _____

Character Name		Home Cosm	Marketplace	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		2	22
Height	Hvy Wound		Spiritual	Tech
	Mortal		8	24
Weight	Dead	K O		

Skill	Add	Attribute	Value
Dodge		DEX	
Lock Picking		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis		PER	
Find		PER	
Scholar		PER	
Trick		PER	
Business		MIN	
Science	3	MIN	13
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Stiletto +3	12	8			

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	10	Test
Charisma	10	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Mega-Corporation CEO

Player Name: _____

Character Name	Home Cosm: Nippon Tech	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 2	Social: 22
Height	Wound Hvy Wound Mortal Dead		Spiritual: 8	Tech: 24
Weight		K O		

Skill	Add	Attribute	Value
Dodge		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Business	3	MIN	15
Meditation		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	11	Trick
Mind	12	Test
Charisma	10	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
LOV Beretta	15	23			

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Mega-Corporation CEO

Player Name: _____

Cosm: Nippon Tech

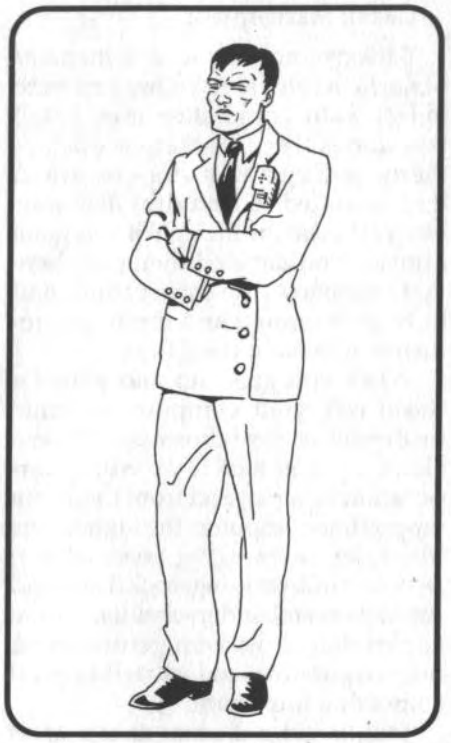
Background: Your life has been your business, to the exclusion of all else — you have eschewed a home life to set an example to your employees, working 16-hour days and countless weekends to build your corporation into a power in Japan. Your success was measured in yen, and you were very successful indeed.

Then things began to turn sour. Small companies you had planned to acquire were snatched away by the Kanawa Corporation and its subsidiaries. Suddenly, firms you had done business with for years were treating you like a pariah, and one CEO you played golf with confided in you that Yakuza enforcers had been intimidating executives throughout Tokyo into cooperating with Kanawa.

His words proved prophetic. Your factory was firebombed, five of your top employees murdered.

You knew Kanawa would not give up easily, and the survival of your corporation was at stake. You therefore joined with other companies in forming the Rauru Block to oppose the maneuvers of the new mega-corporations. With this new capital behind you, you turned your firm into a mega-corporation, and now do battle with your enemies on the floor of the Nikkei, in corporate boardrooms, and sometimes in the streets of Tokyo.

Personality: Your gentle manner hides a spirit of steel. You believe that business must be conducted with honor and some concern for the welfare of society as a whole, and are determined to see those ideals restored if it costs every yen of your fortune.



Equipment: Brooks Brothers suit, LOV Beretta (damage value 15), Talkman, K-M Mikado, ¥1 billion.

Quote: "I know the Nikkei, I've spent a good deal of my life there. Its behavior of late has been akin to that of a trusted friend who has taken to drink. I need no more proof than that of the changes in my country."

Skill Notes: Your tag skill is *business*.

Priest of Palan

Player Name: _____

Cosm: Marketplace

Background: You were a low-level executive in a Donglin mega-corporation when you first heard the words of Palan. They spoke of men being equal, no matter their income bracket or their position on the corporate ladder; of the beauty of fresh air and sunsets, things that had been lost in the rush for profit; of the malicious lie that credits were all that there was to life. In this creed, you found what had been missing in your life all these years — without a second thought, you erased the program on your laptop (costing your firm 300,000 credits in the process) and walked out of the building to join the priests of Palan.

The order was happy to take you in, and your life was a peaceful and content one until the day of the Termination. You lost thousands of spiritual brothers and sisters on that day, and it is a shock from which you still have not recovered. Suddenly, your love for Palan and his teachings was matched by a hatred for the Marketplace mega-corporations and the insidious poison they had introduced into society.

At the direction of your superiors, you disguised yourself as a bureaucrat and made your way to Earth. The destruction of 3327's operations in this cosm could deal a mortal blow to his empire, and with his collapse, the rest of the mega-corporations are sure to follow (or so you believe).

Personality: You are a fanatic, totally dedicated to the principles of the Palanic religion (which amount to "the spirit is good, all things material are evil.") Due to this state of mind, you can act very self-righteous at times.



Equipment: monastic robes, staff (damage value STR+3/11).

Quote: "How can anyone deny that profit is evil, when he sees what has happened here? I am Palan's agent in this place, and his will shall be done."

Skill Notes: Your tag skill is *focus*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).

Priest of Palan

Player Name: _____

Character Name		Home Cosm	Marketplace	Possibilities
				10

Age	Wound Level	Shock Damage		Magic	Social
	Wound			2	22
Height	Hvy Wound			Spiritual	Tech
	Mortal			8	24
Weight	Dead	K	O		

Skill	Add	Attribute	Value
Dodge		DEX	
Maneuver		DEX	
Martial Arts		DEX	
Melee Weapons		DEX	
Missle Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Find		PER	
Scholar		PER	
Meditation		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Focus	3	SPI	14
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Staff +3	11	7			

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	10	Taunt
Spirit	11	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Rauru Block Agent

Player Name: _____

Character Name	Home Cosm: Nippon Tech	Possibilities
		10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		2	22
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	8	24

Skill	Add	Attribute	Value
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Martial Arts		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis	3	PER	15
Find		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Business		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	9	
Toughness	9	
Perception	11	Trick
Mind	9	Test
Charisma	10	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
13mm Chunyokai	18	24	3-10	40	50
S-L Stiletto	15	23			

Bonus Chart

	21	26	31	36	41	46		
	25	30	35	40	45	50	+5	
	8	**9**	**10**	**11**	**12**	**13**	**+1**	

Rauru Block Agent

Player Name: _____

Cosm: Nippon Tech

Background: It took you a long time to accept the fact that something strange was going on in Japan, something connected to the Possibility Wars sweeping the globe. But soon the evidence grew too great to be ignored.

You wanted to get to the truth of the matter, and this led you to an alliance with others who felt the same. The Rauru Block needed the skills and experience you developed as a police officer and private security analyst, and assigned you to work with their newly-created Operations Arm.

The discoveries you have made thus far have shocked you, leaving you with the impression that the Kanawa conspiracy extends far beyond Japan — the industrialist may well have designs against the entire world. You are unsure whether to accept the theory that Kanawa is a High Lord, but whatever he is, you are convinced he poses a great danger to your nation.

The war has grown deadly, and you have seen a number of friends and colleagues killed. This has merely strengthened your determination to expose Kanawa's secrets and bring him to justice.

Personality: You are cool and collected, a consummate professional. Any reluctance you ever felt about using deadly force against opponents has long since been washed away by the blood of fellow agents.



Equipment: three-piece suit, micro-transmitter, retina-pattern recorder, 13mm Chunyokai (damage value 18), spring-loaded stiletto (damage value STR+6/15), 35mm microcamera, personal radar vest, ¥15,000.

Quote: "If you have no stomach for treachery and violence, you don't belong in this business."

Skill Notes: Your tag skill is *evidence analysis*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).

Rijato Armored Warrior

Player Name: _____

Cosm: Nippon Tech

Background: For years, you were an integral part of the crack research and design team in a South Korean electronics firm. Shortly before the Possibility Wars broke out in various nations, you and your crew were working on plans for an armored battlesuit, something beyond the limits of current technology. So absorbed were you in your work that you took no notice of the purchase of your firm by the Kanawa Corporation.

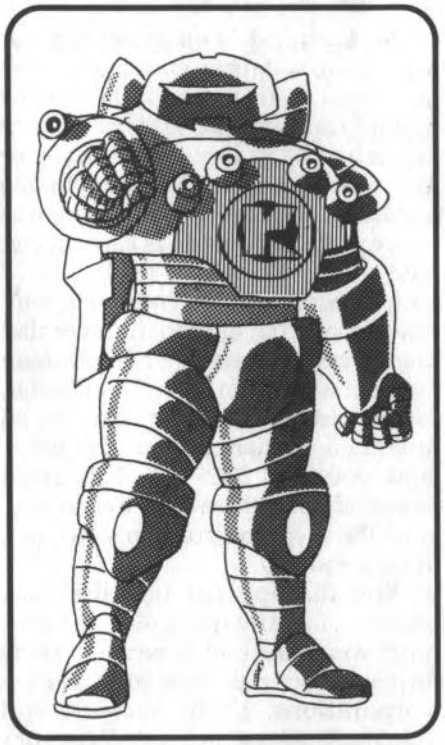
Finally, it was ready, a prototype suit of armor that might never be duplicated. Devastating wrist blasters, magnetic repellors for flight, and various other devices made it virtually priceless on the open market.

Then the word came down from the 75th floor of the Kanawa Building in Tokyo: the Rijato belonged to the mega-corporation. You didn't want to see your work turned into a weapon of destruction. You slipped past the guards at the research center, altered the helmet so it would respond only to your mind, and stole the battlesuit.

Personality: You are an inventor almost without peer, who loves tinkering with any gadget he comes across.

Equipment: Rijato battlesuit (armor value TOU+8/16), cybernetic controller, wrist-blasters (damage value 18), magnesium flares (damage value 9, unprotected eyes only), ¥14,000.

Quote: "I knew what they wanted to do with this suit. I decided to do it to them first."



Skill Notes: Your tag skill is *science*. For every hour in which you control the armored suit cybernetically, your *Mind*-related skills will suffer a -1 penalty. Skills can be restored by resting for an amount of time equal to that spent operating the armor.

The additional attribute points noted on the template are provided by the battlesuit, and need not be purchased.

Rijato Armored Warrior

Player Name: _____

Character Name		Home Cosm	Nippon Tech	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		2	22
Height	Hvy Wound		Spiritual	Tech
	Mortal		8	24
Weight	Dead	K O		

Skill	Add	Attribute	Value
Dodge		DEX	
Energy Weapon		DEX	
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missle Weapons		DEX	
Unarmed Combat		DEX	
Lifting		DEX	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Scholar		PER	
Science	3	MIN	15
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Rijato Armor +8	16	25			
Weapons					
Wrist Blasters	18	24	3-40	200	500
Magnesium Flares	(9)	24	1-6	15	40

Attributes		Approved Actions
Dexterity	8/9	Maneuver
Strength	8/14	
Toughness	8/16	
Perception	11	Trick
Mind	12	Test
Charisma	10	Taunt
Spirit	9	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ Ronin

Player Name: _____

Character Name	Home Cosm: Marketplace	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 2	Social: 22
Height	Wound Hvy Wound Mortal Dead		Spiritual: 8	Tech: 24
Weight		K O		

Skill	Add	Attribute	Value
Fire Combat		DEX	
Maneuver		DEX	
Martial Arts		DEX	
Melee Weapons	3	DEX	13
Missle Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Evidence Analysis		PER	
Find		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	11	
Toughness	11	
Perception	9	Trick
Mind	8	Test
Charisma	9	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Kyoto Armor +7	18	24			
Weapons					
13mm Chunyokai	18	24	3-10	40	50
Shimsi Sword +5	16	15			
Dagger +3	14	7			

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ Ronin

Player Name: _____

Cosm: Marketplace

Background: You inherited the samurai mantle from your father, who inherited it from his father. Your family tradition has always been to serve a master, be he landowner or business owner. But with the climate in Marketplace, you decided there was more profit to be made as a free agent, and struck out on your own.

You accepted a high-paying contract from 3327, only to discover that the target was an aged burakumin woman whose son was a Shiki leader. You couldn't bring yourself to slay an unarmed woman, even at that price, and you told 3327 so. The Triad branded you a threat to the economy, and the mega-corporations stopped hiring you.

You disappeared into the back streets of Marketplace for months, until you found that there were others in need of your services. Independent corporations, Kashi hackers, and others all had use for a warrior of your skill.

When 3327 opened a new "maelstrom market" on a planet called Earth, you made it your business to pay the place a visit. There has been no lack of clients, particularly among the Rauru Block, and you have even broken your own rule and done some jobs for free, if you felt the task was important enough and you liked the people involved.

Personality: You love your work, and you consider yourself the best at what you do. You take a great deal of pride in your performance, and the fact that you have survived so long in such a dangerous business.



Equipment: Kyoto armor (armor value TOU+7/18), 13mm Chunyokai (damage value 18), shimsi sword (damage value STR+5/16), dagger (damage value STR+3/14), ¥700,000

Quote: "Yes, I can find a way in. I've seen that security system before; it poses no challenge. How much are you willing to pay?"

Skill Notes: Your tag skill is *melee weapons*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).

TORG™ Shiki

Player Name: _____

Cosm: Marketplace

Background: You were born into a burakumin family in the Donglin Megaplex, and your life has been one long struggle for survival. At the age of 16, you saw your parents shot down by MarSec troopers during a food riot, and narrowly evaded their bullets yourself.

Alone and desperate, you turned to crime. Then one night you accosted an executive type, and to your surprise, he easily defeated you. But rather than turn you in, he took you to meet others like yourself, people who had suffered the cruelties of MarSec. The man, Shuko Matsadaira, explained that he was forming an army to fight back on behalf of the burakumin, and offered you the chance to join. You accepted, and for months helped carry the fight to the doorsteps of the mega-corporations.

A few short months ago, Matsadaira asked you to go on an important and dangerous mission. 3327 was expanding into another new market, one rumors said could make him more powerful than ever before. But the people there were resisting, and the Shiki had the opportunity to deal the Triad and MarSec a crushing blow. You volunteered to disguise yourself as an executive and travel down the bridge to this new world, and fight on until the rule of the mega-corporations was overthrown.

Personality: You are a survivor, and feel confident that no challenge on this new world can overcome you. You are proud to be a Shiki, and look on Matsadaira as a father figure.



Equipment: torn denim vest, jeans, retina-pattern recorder, chain (damage value STR+3/12), 13mm Chunyokai (damage value 18), knife (damage value STR+3/12), Pure-Al Chemical Kit.

Quote: "I've seen worse than this ... a lot worse."

Skill Notes: Your tag skill is *fire combat*. Initial *martial arts* add costs three skill points, and each additional add costs one point (see Chapter Five).

TORG™ Shiki

Player Name: _____

Character Name		Home Cosm: Marketplace		Possibilities
Age	Wound Level: Wound, Hvy Wound, Mortal, Dead	Shock Damage: K	O	Magic: 2	Social: 22	10
Height				Spiritual: 8	Tech: 24	
Weight						

Skill	Add	Attribute	Value
Dodge		DEX	
Fire Combat	3	DEX	13
Lock Picking		DEX	
Maneuver		DEX	
Martial Arts		DEX	
Melee Weapons		DEX	
Missle Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Find		PER	
Trick		PER	
Survival		MIN	
Test		MIN	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
13mm Chunyokai	18	24	3-10	40	50
Chain +3	12	7			
Knife +3	12	8			

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	9	
Toughness	10	
Perception	10	Trick
Mind	9	Test
Charisma	9	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Son of the Wind

Player Name: _____

Character Name	Home Cosm: Nippon Tech	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 2	Social: 22
Height	Wound Hvy Wound Mortal Dead		Spiritual: 8	Tech: 24
Weight		K O		

Skill	Add	Attribute	Value
Arrobatics		DEX	
Dodge		DEX	
Lock Picking		DEX	
Martial Arts	3	DEX	15
Melee Weapons		DEX	
Missle Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Disguise		PER	
Find		PER	
Scholar		PER	
Tracking		PER	
Meditation		MIN	
Survival		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	12	Maneuver
Strength	9	
Toughness	10	
Perception	9	Trick
Mind	10	Test
Charisma	8	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Nunchaka +5	14	9			

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Son of the Wind

Player Name: _____

Cosm: Nippon Tech

Background: You sensed the changes in Japan long before any news reached your temple regarding them. Nature's voice had altered slightly, balances had been upset. Something dark was taking place, and unopposed, it would surely conquer all.

You knew the time had come to use the skills you had been taught, but not all of your fellow Sons agreed. Many felt it wiser to remain in seclusion and let the outside world handle its own problems, but you argued that it would only be a matter of time before the dangers without threatened the temple itself. Finally, you led a small contingent out of the place in which you had spent your entire life, and set out to confront and defeat the evil you knew was waiting.

Since that time, months ago, you have learned much about the world, and much about yourself. You have fought many battles, and made noble friends called "Storm Knights" who honored you by counting you among their number. You have fought many battles, both in Japan and in strange, faraway places you never dreamed could exist. You have seen the true face of evil, and now know you were right to leave the temple to combat it.

Personality: You are intense and serious, and despite your travels in recent weeks, still quite unworldly. You speak quietly, when you speak at all, and though not quick to anger, you can strike with the swiftness of a serpent and the devastating power of a lion. Even those who do not understand you respect your fighting skill.



Equipment: ceremonial robe, nunchaka sticks (damage value STR+5/14).

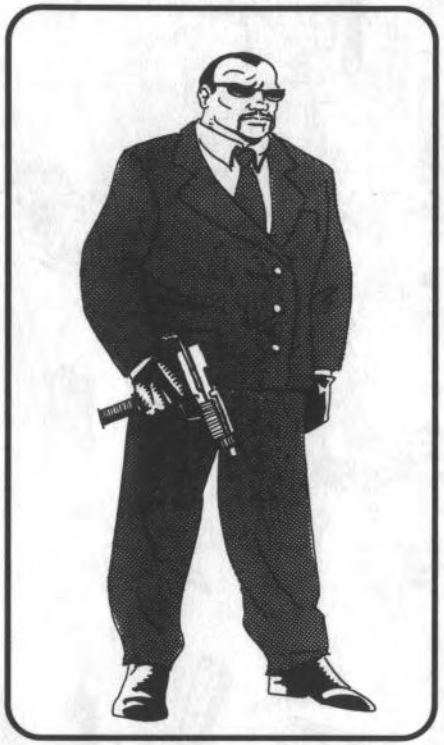
Quote: "His aspect is that of a man born to violence, and so we must respond in kind."

Skill Notes: Your tag skill is *martial arts*, with the initial add costing three skill points and the others one skill point. You have 11 points to spend on skills at the start. Be sure to check the skill requirements for the *martial arts* style you wish to be proficient in.

Yakuza Enforcer

Player Name: _____

Cosm: Nippon Tech



Background: You had a very profitable career in the Tokyo syndicate seeing to it that Diet members remembered who was paying them so handsomely for their services.

Then came the gang war, and the reorganization of the Yakuza. Without warning, you were under the leadership of a different daimyo, and getting sent to threaten businessmen and raid corporations. The profit margin of the Yakuza kept going up, but you didn't understand this new method of operation. How did bringing electronics firms into line help established syndicate operations?

Something didn't feel right. You did a little checking, enough to convince you that Isei Sagato wasn't the real power behind the Yakuza. Someone was using the syndicate for his own purposes, and was willing to destroy the code of honor the mobsters had lived by for centuries to achieve his ends.

You encountered a group of Storm Knights, and realized that the foe they were fighting might well be the same person who had usurped control of the Yakuza. Retaining your position in the syndicate for the valuable information it provides, you began secretly aiding the Knights, with your eye on one day taking over the Yakuza yourself.

Personality: You are tough and violent, but with a strict code of behavior you adhere to. You have little patience with people who can't see that gunplay is the most direct way to settle a situation. Subtlety is not your specialty.

Equipment: dark suit, sunglasses, SC Kyogo 144 (damage value 18), ZIP77z, electronic lockpick, 28,000 yen.

Quote: "I would advise you to reconsider your position, while you still have one working limb."

Skill Notes: Your tag skill is *fire*

Yakuza Enforcer

Player Name: _____

Character Name		Home Cosm	Nippon Tech	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		2	22
Height	Hvy Wound			
	Mortal		Spiritual	Tech
Weight	Dead	K O	8	24

Skill	Add	Attribute	Value
Dodge		DEX	
Fire Combat	3	DEX	13
Melee Weapons		DEX	
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Lifting		STR	
Find		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
SC Kyogo 144	18	24	3-15	40	150
ZIP77z	16	23	3-10	25	40

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	10	
Toughness	9	
Perception	9	Trick
Mind	9	Test
Charisma	10	Taunt
Spirit	9	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™

THE SOURCEBOOK OF MEGA-CORPORATE REALITY

Nippon Tech™

by Greg Farshtey and Ray Winninger



A realm of intrigue, deception and death comes to Earth ...

The Possibility Wars™ spread across the face of Earth in the Near Now, twisting and transforming our reality into that of *someplace else*.

In the mysterious realm of Nippon, a new kind of High Lord™ holds sway—one who relies on secrecy and stealth rather than open warfare to achieve his ends. With much of the world still unaware of his very existence, the Possibility Raider™ known as 3327 now controls much of Asia and part of the United States. His weapons are many: wealth, influence, and a private army of the deadliest warriors the Orient has ever seen. In the guise of Japanese industrialist "Ryuchi Kanawa," the High Lord's power grows with each day.

Nippon Tech is a realm that mixes futuristic technology and the ancient martial arts, where ninja challenge samurai and mega-corporate executives plot the financial ruin of their rivals. It is a land where deceit is prized, death is sudden, and betrayal lurks around every mist-shrouded corner ...

Only the Storm Knights™ can stop 3327's conquest of an unwitting world.

A Companion Volume to the *Torg* Roleplaying Game

The *Nippon Tech Sourcebook* is part of *Torg*, an epic game of adventure, magic and altered reality. This volume describes the mega-corporate reality of Nippon Tech, the realm of high finance, corporate espionage, and advanced technology. It features source material on the realm of Nippon, the cosm of Marketplace,™ and the rapid rise of the cunning 3327. Included is gamemaster material on martial arts combat, corporate wars, world laws, locations and equipment, and new character templates.

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