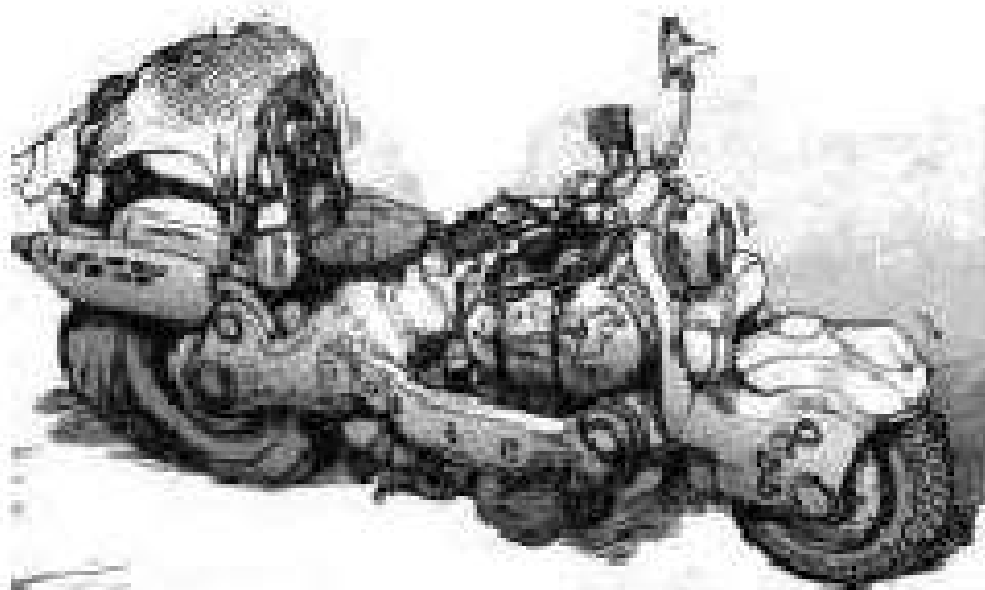


# RISUS IN THE SHELL

LIFE ON THE STREETS



A SOURCEBOOK FOR RISUS: THE ANYTHING RPG BY S. JOHN ROSS

By ZAMIEL AL'SHAITAN

## SOURCEBOOK INFORMATION

Risus in the Shell: Life on the Streets is a sourcebook by Zamiel Al'Shaitan for Risus: the Anything RPG by S. John Ross. In this sourcebook I will present the background information for running a Ghost in the Shell themed campaign, revolving around the characters "on the street" - the street thugs, vigilantes, hackers and the like.

This sourcebook is derived from my Risus in the Shell sourcebook as well as RisusPUNK. Much of the text in this volume comes from those books. For world information, see my Risus in the Shell book, the new edition (v1.2) even contains the "In-Depth look at Japan" as it claimed before ;-)

2029, a dark, gritty future where the crime levels have skyrocketed in the inner cities, and political unrest is at a boiling point in every major nation. A future where the mega-corporations duke it out on the covert battlefield and governments are constantly fending off terrorism. The net has permeated every level of our everyday lives and technology has run rampant through society, bringing about a new era on the verge of information overload.

## CHARACTER CREATION

Characters should be created using 10 dice, plus one for hook and one for tale, double pump cliches are allowed (and encouraged) and funky dice are not used. Characters are "street operatives" - characters without (current) military or police affiliation, and quite often on the wrong side of the law. They may be absolute criminals, or grim vigilantes stalking the streets bringing down the criminals that the law can't.

## THE CONCEPT OF THE "GHOST"

In Ghost in the Shell the concept of the "ghost" is an important one. As the title itself implies, the "ghost" is one's soul or consciousness, and the "shell" is simply where it is housed, be it in the human body or in a machine or computer. In Ghost in the Shell, technology has come to the point where this "ghost" can be manipulated, programmed or even downloaded in to a computer (ghostdubbing). Obviously, this sort of thing has raised interesting questions about the morality of such acts. This concept of the "ghost" and the questions surrounding it is one of the major themes of Ghost in the Shell and they should be played up as much as possible in your game.

## COMMON CLICHE

As always, this is only a sampling of possible cliché. Feel free to come up with your own cliché befitting of a dark near-future campaign (with GM approval, of course).

Cliche	Description
Ex-Cop	You used to be with Public Peace, but now you're not. Either you retired, or were kicked off the force, you still have your skills but not the benefits of a Public Peace armory or pseudomilitary status.
Cyborg	<p>Cyborgs are rather common in 2029, from the common prosthetic bodies used to "cure" quadriplegics, to the combat cyborgs created by MEGATECH for use by Section 9. The Cyborg cliché not only gages the power of the cybernetic body, but also the user's skill in manipulating it.</p> <p>The character should also note what abilities the body has, and whether it's a civilian prosthetic body or a blackmarket military cyborg body.</p>
Doctor	You're a medical doctor, whether you have the shiny glass-and-gold framed diploma that says so or not. Maybe you went to Med School, maybe you did a stint in the military, maybe you just practiced until you started getting things right (poor kitties...) - but the point is, now you're not too bad. You're capable of all manner of doctorly-tasks such as diagnosing and treating illnesses (easy task), and stopping the bleeding from a sucking chest wound (moderate) to installing cybernetics (darn difficult). You might be a respected doctor with a storefront practice, or you may be a "street doctor", helping those in need for little or nothing in return.

Cliche	Description
Drifter	You're a drifter - a rover, wanderer, nomad, vagabond – call it what you will. You probably don't have much cash, and might not smell too nice, but you probably have a pack of others like you to watch your back, your bike, and loan you ammo when you run low. You can live off the land.
Engineer	You can build stuff and fix things pretty well. In the field, you can probably get your vehicle to limp back to your hideout (at half dice) or clear a jammed assault rifle pretty easy (easy task), but for more substantial repairs like restoring a heavy weapon to firing order after going full-auto with hv/ex ammo (difficult task) you'll need a shop. You can possibly fix cybernetics, too (very difficult), but it won't be pretty.
Information Broker	The information broker buys and sells information. They know how and where to dig up dirt on people, Public Peace and corporations. These figures often work as middlemen, garnering information on "jobs" from prospective employers, and hiring out street operatives.
Kid	Why is there ALWAYS an annoying kid hanging around? Ok, you might be good as bait, you might be able to go unnoticed where the aforementioned 9' tall combat 'borg can't, but to be really honest, you're rather useless ;-)
Media	You're a journalist – might be for the nightly news, might be a writer for the local paper, either way, you've got a knack for getting the "dirt". You probably have a log of every second of your life for the last 10 years on microdisc – and probably carry it on you – just in case you need to look up a long-gone fact for your latest story.
Mercenary	You're a soldier, loyal to the highest bidder. You know how to use darn near anything that goes "BANG!" Be it a gun, grenade, bomb, or tank. You're also probably pretty tough – otherwise you'd be dead already.

Cliche	Description
Musician	<p>Maybe you're a cyber-hippie, or maybe you're a heavy metal rocker with a chrome-plated skull and a guitar that doubles as an assault rifle.. Whichever.. Your greatest power is in your flocks of followers – you can play them just as easy as that powerchord...</p>
Programmer / Hacker	<p>The typical programmer or hacker is capable of writing complex code quickly, often while sleep-deprived and running on caffeine and adrenaline alone. They are able to find information on the global infonet quickly and easily, break-and-enter into secured systems, and some are even capable of ghosthacking. Most have cyberbrains, and many have multi-sectioned fingers, but few would voluntarily choose to become full-conversion cyborgs, knowing how easy it would be to hijack their bodies. . .</p>
Sneak	<p>Sneaks, thieves, spies, assassins – they're all generally the same – they use stealth (and possibly stealth technology) to fill their roles. Maybe you walk the streets looking for an easy mark, maybe you break into corporate facilities for data or product, or maybe you work for the corporation, as an espionage agent, raiding (and possibly destroying) their competition...</p>
Street Urchin	<p>You know the streets – where to buy or sell drugs, information, or anything else, and you probably have some street cred, but no other type of cred ;-)</p>
Street Vendor	<p>Maybe you sell "Polex" watches on the street corner, or pirate vid copies at a swap meet, maybe you act as a "fence", or even sell the latest tweak to come out of some college student's lab kit – whatever it is, you know how to work the streets, make a profit, and avoid the eyes of the law. You also know how to find information – rumors and the like - which can often be the most valuable "product".</p>

## COMMON HOOKS

Hook	Description
Bloodthirsty	Death & mayhem is your gig. Sure, you could try TALKING your way out of a situation, but nobody would sprout a sucking chest wound that way. . .
Cyborg Syndrome	You've lost touch with what it was to be human. As far as you're concerned, you and your 'borg body are a totally different animal than those poor, weak 'fleshies'. You might be homicidal, or simply emotionless.
Ghosthacked	The character has been ghosthacked – they may not know their past, or they may have some subliminal conditioning that may make itself evident at some time in the future. The GM may decide to add or change the details of a character's ghosthack – You've been warned <G>
Gun Shy	The character doesn't like guns. Using them, being around them, and especially not being shot (at?) by them. This is not to say the character is a pacifist, they may just prefer to use other means of dismemberment.
Wanted	You're a bona-fide criminal, or at least Public Peace thinks you are. Sure, it might have been a set-up, but not likely.

## TECHNOLOGY

### CYBERBRAINS

Cyberbrains are artificial brains used in AI machines, but the most interesting aspect of the cyberbrain is that of a supplemental brain for human use. When implanted in a cyborg, the cyberbrain acts as a supplemental brain, which processes data, in turn taking the workload off the brain. With a cyberbrain, a human being's mental capabilities are greatly augmented. One can think faster, react faster and even learn faster. Reading skills are greatly increased as the brain takes in pages of data at a time rather than word by word. The cyberbrain also allows a direct interface with computer networks where information can be acquired as fast as the computer can process data. Reading time is cut by 75%. It also allows an interface with computers, computer networks, vehicles, firearms etc.

### CYBORGS

In the world of G.i.t.S. cyborgs are frequently used in the military and police fields because they can greatly enhance a human's abilities. The word cyborg refers to an individual whose body has been partially or almost completely replaced by artificial organs and parts. Most of the G.i.t.S. cyborgs are full-conversion, and almost indistinguishable from humans. The brain and spinal column of a full conversion are housed inside a special shell inside of the artificial body. Special tissues, such as the tongue, and reproductive systems are vat grown, and then transplanted into the body. The skin is then applied and the 'borg is subjected to a "sensory element". This "sensory element" forms a fiber optic film, which is highly sensitive, and allows tactile sensations that far exceed that of a normal human. Many 'borgs are also equipped with a supplemental cyberbrain to handle some of the info processing workload.

### TACHIKOMA

Tachikoma have their own AI and can act as backup or support on their own. They can also act as an assault vehicle, and even stealth missions benefit from the Tachikoma.



The AI of the Tachikoma is actually a learning computer. During a the course of the day, an individual Tachikoma will have its own individual experiences, but at the end of the day all Tachikoma's under the same ownership will assimilate their data into a mainframe, and then extract the information downloaded by their fellow units. When in vehicle mode the driver is strapped much like a small power armor (hence owners often referring to them as their suits). This marvelous machine is able to run along walls and climb trees, are equipped with therm-optic camouflage, and can fire tow/grapple lines, in addition to their assault cannon. See a sample Tachikoma in the SAMPLE NPC's section at the end.

#### THERM-OPTIC CAMOUFLAGE (+2 dice motionless, +1 moving to stealth cliché)

The wearer of therm-optic camouflage becomes virtually invisible when the suit is activated. The suit is very hard to detect, but a slight blur can be seen when the wearer is in motion. As long as the wearer stays still they are virtually impossible to detect. While normally detectable by certain heat imaging optics some suits can be made which reduce IR signature. This suit is usually worn under some type of armor, which must be taken off before use.

#### MULTI-SECTIONED FINGERS (+2 to hacking/programming skills)

Multi-sectioned fingers split at the palm when needed, with each digit branching off into 4 or 5 individual fine digits for typing at increased speed. To function, the user must have a cyberbrain installed.

## DRUGS

Drugs are as much a problem in the Risus in the Shell world, most are simply highly-addictive euphorics, however there are some specialty drugs available to those who know where to buy them and have a lot to spend. When on any drugs, a character suffers a -2 to all rolls involving technical skills (anything requiring great concentration) due to their disconnected state. GM's should feel free to create more as needed.

### Buzzpills (+2 to running/dodging/escaping on foot)

Buzzpills raise the user's heart rate and reflexes to tremendous levels, making them incredibly fast and agile. The major downside being that they "bleed out" faster than normal, with each physical combat round lost resulting in a loss of 2 dice. The effect lasts between 24 and 48 hours, during which the user cannot fall asleep by any means, even by dazing weapons or drugs.

### Laughing Man (Special)

While on "Laughing Man" (named for the infamous criminal) a character's mind is so obfuscated as to make ghosthacking or interrogation impossible. This effect lasts for exactly 24 hours, during which the character laughs or giggles almost constantly, and is at -1 die to all technical skills (instead of the customary -2 penalty).

### Strongman (+2 to melee rolls)

"Strongman" is the future equivalent of PCP. It makes the user incredibly strong and feel no pain, but it only lasts about 4 hours - after that, they crash into a near catatonic state.

## COMPUTERS AND HACKING

Computers permeate every level of human existence in Ghost in the Shell. They are in your car, in your home and in your head, but then you have probably already figured that out.

### COMPUTER NETWORK HACKING

This is your normal, everyday, run of the mill hacking. Breaking into secured computer systems, swiping info, doing a little damage. This type of hacking is usually done by keyboard aided by interface plugs, and if you are lucky, a cyberbrain. Most serious cyborg hackers have also invested in multi-sectioned fingers to keep up with their cyberbrains.

### GHOSTHACKING

Ghosthacking is an entirely different animal. Only the most skilled hackers can attempt this. Basically what this entails is reprogramming someone's brain. This can be done by diving into the persons ghost from an outside computer network (provided they have a full time connection to cyber-net). To do this you must first crack the persons "ghost key", which is extremely difficult. The second method is to interface with the person directly and "ghostdive" into their mind. Special software is required and it is highly illegal on the open market (very rare and expensive, can cost 50,000+ for usable software). So, in short is an extremely difficult process to pull off, but if one can do it the possibilities are endless. You can reprogram people to do your bidding, turn them into different people or replace their memories with new ones. It should be noted that once this is done, there is no going back, the changes are permanent (although they are somewhat shallow). Even if one has the equipment they are up against difficult odds.

## TOOLS OF THE TRADE AND BONUS DICE GEAR

### MELEE WEAPONS

Melee weapons are still quite common on the streets – from metal pipes to chains, knives and baseball bats, street thugs commonly arm themselves with these when there aren't enough handguns to go around. Common melee weapons grant no bonus dice to their use, however there are a few special weapon types.

#### Dazer Club (+1 die)

A dazer can be built into any type of blunt weapon, delivering a powerful electric shock when contact is made. Due to their larger size, a much more powerful dazer can be housed inside a melee weapon than in a bullet, causing additional damage. If a person is successfully defeated in combat with these weapons, they are rendered unconscious rather than dead.

#### Vibroblades (+1 die)

Vibroblades are extremely rare and expensive, but their high-frequency oscillating blade makes them highly prized possessions. A vibroblade will slice through armor at double efficacy, subtracting 2 from medium or heavy armor's value, and slices through light body armor as if it were not there. These weapons are highly illegal.

## HANDGUNS

Handguns are commonplace, most likely anyone found on the street will have some flavor of 9mm or .45 on hand. Here are some of the more notable small arms of 2029.

#### ZASTABA CZ-M100 HANDGUN

The CZ-100 is rigid polymer-frame 9mm handgun manufactured in the Czech Republic. Originally designed for law enforcement personnel, the CZ-100 sports a

hexagonal barrel for better reliability and accuracy. This pistol can also be fitted with a quick release laser aiming system.

### JERICHO 942FS HANDGUN

The Jericho 942FS is an Israeli manufactured handgun. It may, in fact, be a direct descendant of the IMI "Desert Eagle". This weapon is chambered to .50AE (12.7mm), so it packs one hell of a punch. The Jericho 942FS seems to be a popular large frame handgun, and it is used in several organizations throughout Japan. This autoloader also sports hexagonal shaped rifling for greater control.

### MATEBA MODEL 207 HANDGUN

This strange revolver, built sometime in the 1990's, is Togusa's weapon of choice. It is chambered for the 9mm Parabellum cartridge and it's six round cylinder is hinged at the top of the frame rather than the bottom. The M207's hexagonal barrel is lined up with the bottom-most chamber for greater accuracy and the weapon's strange design is counter-balanced by a top mounted weight. It should be noted that the Mateba's greatest feature is its accuracy. Unfortunately, it is not as quick or as high powered as most automatics. Additionally, its design causes problems with loading, making it less than an ideal choice in situations where a lot of ammo is being expended. Features ergonomic grips and interchangeable barrels.

## SUBMACHINEGUNS

Submachineguns are carried (openly) only by law enforcement and military units – they are restricted weapons, illegal for private use.

### STEAR TMP SUBMACHINE GUN (+1 die)

A standard light SMG used by Section 6. It is a rugged 9mm SMG with many features, such as ambidextrous cocking. It is a common SMG and it is used the world over. The Section 6 version includes a laser aiming system.

## ZASTABA NOSLE C Z N - M 22 "9WEAPON" (+1 die)

The CZN-M22 is Section 9's standard issue weapon. It appears to be a direct descendant of the FN P90 and like its predecessor it is chambered to the 5.7mm round. It features a selector switch that allows you to choose between single shot, three round bursts and full-auto. The "9Weapon" also comes with a field kit which includes interchangeable barrels for firing HV loads without adverse effects, and a single shot 25mm grenade launcher.

## CAMOUFLAGED SMG

The briefcase weapon in the manga was a camouflaged 5.56mm weapon that was built into the briefcase, while the one in the film is a smaller SMG that comes completely out of the briefcase. A switch on the handle drops the bulk of the briefcase off revealing a Stear TMP with two attached 15 round clips of ammunition. The case itself is armored for use as a sort of last ditch effort shield (+1 die to defend). Although the Stear TMP was used, many other SMGs can be used for this type of concealment.

## RIFLES AND HEAVY WEAPONS

Rifles are commonplace, 5.56 and 7.62 being the most common caliber encountered. Used for hunting and sport, they may be purchased openly and owned by any citizen.

Heavy weapons are normally only available to military personnel (including S-9) upon special request, authorized by a division leader. These are large weapons of war, not intended for ordinary skirmishes.

### WOLF WEAPONWORKS J4 RIFLE (+1 die w/ targeting system)

The J4 rifle is a cheap, mass-produced over/under 5.56mm/7.62 rifle featuring a magazine holding 5 rounds of each ammunition type. Options include standard ironsights, magnified scope, and computer targeting system for interface with plugs. These rifles are available worldwide, and are cheap, but are also relatively fragile.

### SIG 541 ASSAULT RIFLE (+1 die)

The SIG 541 is the standard assault weapon of NATO special forces (and section 6). It uses standard 5.56mm rounds, and features a shorter length than most full size assault rifles. The SIG 541 also features a selector switch that allows you to choose between single shot, three round bursts and full-auto. This is a common weapon the world over, and can be found in most major countries.

### ULTIMA RATIO (+1 die Standard, +2 dice "Full Sensing")

The "Ultima Ratio" is Public Security's premier sniper system. This weapon fires 7.62mm Armor-Piercing Fin-Stabilized Discarding Sabot ammo, which consists of a depleted uranium sub-caliber round that easily punches through armor. It also features a recoil absorbing stock and a gyrostabilized mount. However, the real beauty of this weapon is its targeting system. The "Full Sensing" version is equipped with a full spectrum, computer controlled targeting system which offers unparalleled accuracy. This

system can see through walls as well as detect therm-optic camouflage. The "Full Sensing" scope must be interfaced with the sniper via cyberbrain and interface plugs.

### SPIW MINI 14 "PENETRATOR" (+3 dice)

Known affectionately by Batou as "Your standard issue big gun", the "Penetrator" is truly a monstrous weapon. Basically, this weapon is an armor buster, for taking out even the toughest of opponents. This semiautomatic fires 14.5mm HEAT shells from an over-the-shoulder position. It uses an advanced longtravel recoil absorption system, but even still, the recoil for this weapon is tremendous, and only the toughest troops can manage it.

## SPECIAL AMMUNITIONS

Special ammunition can give you an edge in combat, however it's often "shady" at best and outright illegal in many cases, not to mention damaging to the firearms it's used in. Most types of special ammunition add points to cliche rolls, rather than whole dice. For combination ammunition totaling +3 or more (such as AP/HV/AT) add 1 die.

### Dazer (DZ) (Special)

Dazer rounds are soft munitions loaded with an electronic charge that attempts to neutralize a subject rather than kill them. If a person is successfully defeated in combat with these rounds, they are rendered unconscious rather than dead.

### Hyper Velocity (HV) (+1)

HV Ammunition adds an additional +1 to combat rolls. If used in a single-shot weapon, a roll of all 1's will render the weapon inoperable (jammed). If used in a rapid-fire weapon, a roll of all 1's and/or 2's will render the weapon useless (destroyed).

### Armor-Piercing (AP) (+1 vs Armored targets, -2 vs unarmored)

New-breed AP ammo consists of high-velocity, hardened point ammo. Against targets wearing body armor, a bonus of +1 is added, however if used against an



unarmored opponent a penalty if -2 is incurred. A note: "old-style" teflon-coated ammunition is practically worthless against newtype body armor and presents no bonus.

### Acid-Tipped (AT) (+2)

Acid-tipped ammo is illegal in all countries, being a felony to own. Depending on the location, penalties may range from a stiff fine, to a life sentence of hard labor. Particularly gruesome, this ammunition scars and maims those hit by it. On a roll of all 1's, the weapon has jammed, destroying the weapon as the acid leaks from the round. If AT ammunition is loaded into a rapid-fire weapon, it will immediately jam upon firing, destroying the weapon.

### Explosive-Tipped (EX) (Special)

Explosive-tipped ammunition is the most dangerous ammunition found, both to the target and the attacker. When struck by explosive-tipped ammo, a target suffer 2 dice of "damage", rather than the traditional 1 die, however, if an attacker's roll shows all 1's and/or 2's, the ammunition has exploded inside the weapon, causing 2 dice of damage for each round remaining in the weapon, likely killing or incapacitating the firer. The high heat of a rapid-fire weapon will IMMEDIATELY cause these rounds to explode, with identical results.

## SPECIAL WEAPON FEATURES

### SILENCERS (Special)

Silencers are illegal, except for covert operatives from S-6 and S-9. The current silencers use inverse sound wave technology to electronically baffle weapon report, making them effectively silent, even for large-caliber weapons.

### WEAPON INTERFACE (+1 Handgun/SMG or +2 Rifle)

Using a cyberbrain and interface plugs, a sharpshooter may gain a bonus of +1 to handgun and submachinegun use, or +2 for single-fire rifles. Weapon interfaces are legal to own and use, and are popular among sport hunters.

## ARMOR

Common body armor is made from synthetic fibers that are stronger than steel yet lightweight, often over a ceramic plate core to foil "old-style" armor-piercing ammunition. When a character wearing body armor is "injured" (loses a round of a lethal cliché contest) the dice are deducted from the armor value first. Once the armor is depleted, dice are then lost normally. Normally anything heavier than light armor is illegal for public use.

### LIGHT BODY ARMOR (1 die)

This is the armor commonly used by Section 5 and other police forces. It is as light as a regular synthetic linen shirt, but provides a good level of protection. There are no rigid plates in this armor.

### MEDIUM BODY ARMOR (2 dice)

This is 2 layers of light body armor, with a layer of ceramic plate inbetween. This is often the armor worn by Section 1 and Section 5 teams.

### HEAVY BODY ARMOR (3 dice)

This is hard armor, a thick ceramic plate covered by ballistic cloth. This is the heaviest armor, normally only used by Section 9 when heavy combat is expected. Due to the rigid nature of this armor, one die is deducted from any athletic cliché attempted while it's worn.

## VEHICLES

Typical cars, trucks and motorcycles will generally be 1 to 4 dice, representing their speed and agility. Non-armored vehicles will do no good in protecting the drivers if struck by weapons fire – your best bet is to drive fast and pray, kiddo. Armored vehicles will protect those inside, but may prove to be more tempting targets – after all, what goodies must be inside for them to protect it so?

### QUICKIES:

Junk Car or Truck(1), Typical Car or Truck(2), Sports Car(3)

Junk Motorcycle(1), Typical Motorcycle(2), Sports Bike(4)

Armored Car(2), Armored Truck(3), "Old-style" Tank(3)

### STANDARD LIGHT TANK(6)

This is a state of the art light weight tank designed for urban deployment. It utilizes "crab-type" running gear for high speed and maneuverability over almost any terrain. It is filled to the brim with options, and it comes equipped with therm-optic camouflage and a cybernetic linkage. Standard weapons include 2 rapid-fire gatling-style machineguns that are capable of firing HV ammunition with no ill effects, as well as 2 smaller caliber machineguns for anti-personnel usage.

### SECTION 6 SNIPING HELICOPTER(4)

The unique sniping helicopter is Section 6's premier piece of equipment. This chopper is designed specifically for sniping targets at extreme ranges from an airborne position. When the helicopter is in position, the sides fold out and the floor lowers creating a platform for four snipers, two on each side. The snipers jack into "device drivers" which control their cardiovascular functions and ensure weapon stabilization.

Once jacked in, the snipers and their "Ultima Ratio" rifles become a part of the helicopter. There is no more precise sniping system in the world.

### SECTION 6 AWACS HELICOPTER(3), SENSOR SYSTEMS(5)

This vehicle is the helicopter equivalent to the AWACS airplanes. It is loaded with every sensor, radar type and ECM device imaginable. It can be used for a variety of applications such as locating ground based drug labs, hidden chemical weapons etc. It can also be used as ECM and ECCM support for a ground or air based team. One of its most prominent roles is that of an airborne command and support center. This can be seen at the end of the film as it acts as the command and support center for the two sniping helicopters.

### POLICE APC(3)

This is a typical APC used by many police agencies and public defense sections. It is a fast armored vehicle with good armor, though it is unarmed.

### 2029 TOYOTA SEDAN(2)

The average car of 2029. Alcohol powered, all-wheel-drive and steering, cybernetic linkage, GPS, heads-up display and cup holders.

## SAMPLE NPC'S

Here are some sample NPC's for your perusal/use. These were quickly written up to give you an idea of a "typical" RiTS:LoTS character.

Alex "Brighthand" Saunders

Musician[3], Information Broker[2], Cyborg(1)

"Brighthand" as he is known on the streets, is a popular technoindie musician, his nickname derived from his chromed prosthetic arm. Unknown to many, he is also a rather central figure in the underworld, acting as an information broker to dozens of street operatives.

Jimmy the Knife

Mercenary(4), Sneak(4), Street Urchin(3)

Jimmy the Knife is a rather typical street operative in Brighthand's employ. He has a distinct fondness for using bladed weapons, which earned him his nickname. Jimmy is not a person to take lightly, as he is often armed with vibroknives that shear through armor with little or no reduction in efficacy and is quite adept at thrown blades.

## SOURCES AND CREDITS

Risus: the Anything RPG by S. John Ross

[risus.cumberlandgames.com](http://risus.cumberlandgames.com)

Without Risus, there'd be no Risus in the Shell: Life on the Streets ;-)

LordZamiel.is.Dreaming

[lordzamiel.is.dreaming.org](http://lordzamiel.is.dreaming.org)

You can find all my works here, free. Enjoy.

Ghost in the Shell, and Ghost in the Shell: Stand Alone Complex, episodes 1-22.

And various other websites and fanworks I've collected, downloaded and printed over the past few years. I would have listed them here if ANY of them still had working URL's  
\*DOH!\*