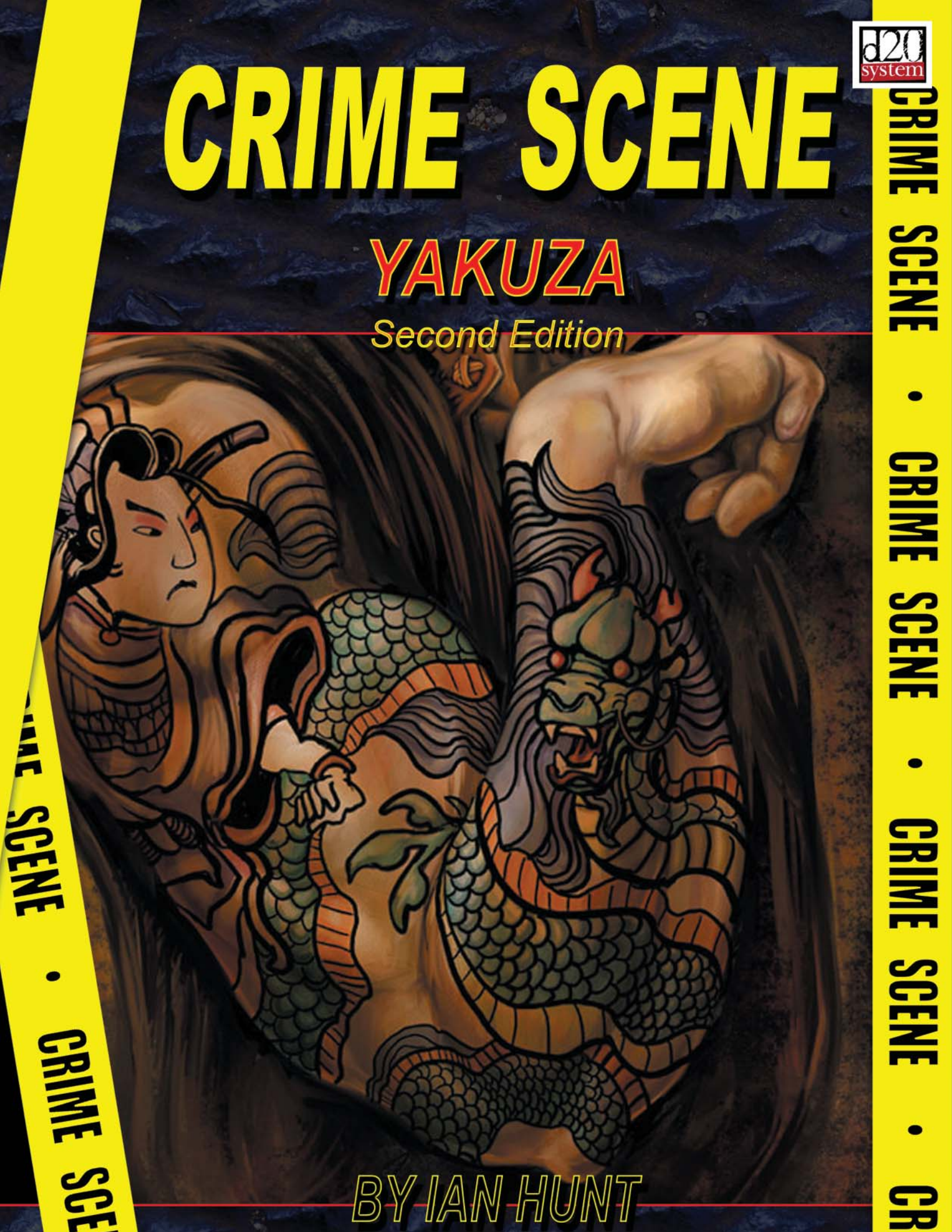




CRIME SCENE

YAKUZA

Second Edition



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BY IAN HUNT

CRIME SCENE

YAKUZA

THE LAST SAMURAI?

CRIME SCENE: THE YAKUZA immerses you in the world of the Yakuza, with all you need to know about their history, culture, traditions and codes of conduct. From tattoos to finger-cutting, motorcycle gangs to protection rackets, it's all here, carefully researched and detailed.

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CRIME SCENE

YAKUZA

by Ian Hunt

CREDITS:

Written by Ian Hunt

Edited by Mark Ricketts and Kerry Lewis

Cover Art by Ursula Vernon

Cover design by Lee Moyer

Interior Art by Jamie Wallis

Interior Design and layout by Jamie Wallis

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Welcome to Crime Scene: Yakuza

Read this First!

First and foremost, **Crime Scene: Yakuza** is a game. In a role-playing game, players engage in the fantasy of portraying someone that they are not, in this case criminal Yakuza members. Through consensual storytelling, players direct their characters to do and say things that they normally would, could, or should not do in real life.

Crime Scene: Yakuza allows players to explore the dark, violent world of organized crime in a safe and harmless way, much the same as many people enjoy their exploits through the many books, movies, and television shows on the subject. Our society seems to be fascinated by tales of organized crime; however, only as fiction. The real-life Yakuza is brutal, terrifying, and lethal — members' lives are often short, unpleasant, and unhappy. Only fiction makes this lifestyle appear glamorous and appealing.

All the materials within are for entertainment purposes only. The author and publisher do not condone any of the actions, attitudes, or lifestyles depicted within this book. Breaking the law is wrong. Those who play this game should not attempt to emulate criminals in any way or to use this book as inspiration to take up a life of crime themselves. This is a game, nothing more.

About this Book

Crime Scene: Yakuza addresses the workings of the modern-day Japanese Yakuza. Real-crime enthusiasts should be aware that this book is not intended to be strictly accurate account of Yakuza history and practice. This is an RPG sourcebook, which means some facts have been sacrificed for the sake of playability and fun. We have included some historical names, locations, and events to provide realism for use as background information only. You can play your Yakuza adventures in Japan, but much of the information documented here covers their activities both worldwide and in the USA.

All NPC characters are entirely fictional. Any similarity to people either living, dead, or fictional is entirely coincidental. In the case of the descriptions of the various Yakuza clans, the names and locations of each family are based on historical information; however, the names we use for current bosses and their crew are fictitious.

How to Use this Book

Crime Scene: is a game for a d20 game license. A copy of the Dungeons and Dragons Player's Handbook is required for play. This book is intended to be cross compatible with all other Crime Scene books.

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Crime Scene: Yakuza enables Game Masters (GMs) and players (PCs) to set games in the world of Organized Crime. It provides rules and background material for both players and non-player characters (NPCs) and can be either used as a stand-alone campaign setting, or a resource for integrating parts into an existing, modern-day game. Players vie for power, status, and position in the criminal underworld. Generally, players begin at the lowest level of influence and then fight and scheme their way up. They recruit criminals and develop networks of informers and associates to work for them.

The Crime Scene series focuses on all aspects of the law and crime in the 21st century. Meticulously researched and highly detailed, these sourcebooks are the perfect compliment to any modern-day game. Packed with background material, each Crime Scene book can be used either independently, or combined with others to suit any needs. Check out other titles in the Crime Scene series:

- Crime Scene: Police Investigation
- Crime Scene: The Mob
- Crime Scene: Supernatural
- Crime Scene: Feds
- Crime Scene: Forensics
- Crime Scene: Sheriff's Office Red Pine Hollow
- Crime Scene: Triads
- Crime Scene: Hong Kong

Chapter 1:

The Yakuza

Origins

In Japan, organized crime and criminals come under the general heading of Yakuza. According to tradition, the name derives from the worst possible score in the Japanese card game, *Oicho-Kabu* (Flower Cards). Similar to blackjack, three cards are dealt per player, but the last digit of a player's score determines the outcome of the game. For example, 9 is the best and 0 the worst possible score. Among the losing combinations of cards is 8-9-3, and the phonetic sound of this sequence is *ya - ku - sa*. This came to mean someone worthless, not necessarily worthless to society, but not quite fitting into it: a misfit.

Who Are The Yakuza?

The Japanese Yakuza is one of the largest organized crime operations in the world. They comprise thousands of small street gangs and petty criminals, who each owe their loyalty to a larger clan. For over 300 years, the Yakuza has been a home to the misfits and violent elements of Japan: they accept whoever wants to join, regardless of class and nationality. Today, there are around 185,000 members. Unlike Yakuza members in other countries around the world, they do not hide their operations or their headquarters. The Yakuza have clubhouses in street corners all over Japan. Each clubhouse displays the badge of the clan and gang that owns it. These badges look like any other brand or logo.



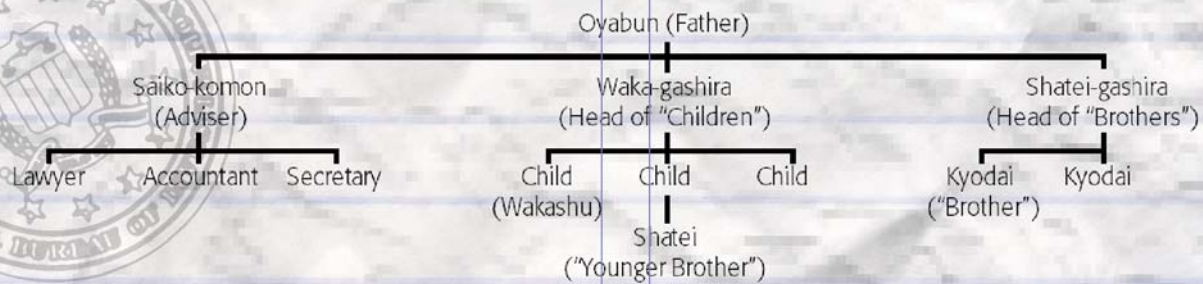
The Yakuza adhere to a strict code of honor and it is this that keeps the Japanese police from prosecuting them. They see themselves as the last Samurai and the upholders of a code similar to the ancient warrior ways of bushido. They provide a home for those on the outskirts of society, and only harm other members — “Civilian” casualties are to be avoided at all costs.

The Yakuza try to portray themselves as heroes of the common people and defenders of those who have nowhere else to turn. Long before any working courts existed in Japan, the Yakuza existed. If your clan's chief couldn't or wouldn't help with a dispute you had with someone, you could turn to the local Yakuza. They solved the problem in return for an amount of money. On a larger scale, when an earthquake struck the Kobe region of Japan in 1995, the Yakuza were

first on the scene, helping people and distributing aid. People can certainly turn to the Yakuza for help. The solution to the problem, however, is frequently a far more brutal affair than if they had gone to the police. And everything comes at a price — they will expect repayment in some form or other.

The reality of the Yakuza is that they are one of the largest, most ruthless organized crime gangs in the world. They make their money from exploiting people's vices and then use it to corrupt politicians and officials. They are one of the world's largest drug cartels, and are involved in prostitution and vice trades across the world. Although they claim that innocent civilians are not targeted, over the last few years alone, scores of people have been shot down by crossfire in brutal turf wars.

Yakuza: "Family" Relationships at a Glance



Who's who in the clan

The clan is structured along the lines of a traditional Japanese family with a strict hierarchical structure. The clan's head is called an Oyabun, meaning Father. Beneath him are the lesser Yakuza, his children (Wakashu) and brothers (Kyodai) — these are not his real blood family.

All the members in the clan obey the Oyabun and in return, he provides them with security and protects them against dangers. Oyabun is all-powerful within the clan and his word is the law. All members of the clan obey him without hesitation, even if it means endangering their own lives. Beneath the Oyabun is an adviser called the Saiko-komon, who has their own staff of lawyers, accountants, secretaries and advisers. The Saiko-mono also has his own gangs.

The children (Wakashu) of the clan have a boss called a Waka-gashira. He is the number two in the clan after Oyabun. He acts as a middleman, who sees that the Oyabun's orders are carried out.

The children (Wakashu) can also be leaders of their own gangs, and the children in these gangs can be bosses over the children in another lesser gang, and so on. Because of this, the clan has a very strong pyramid structure, with many layers between the criminal activities of the clan and the Oyabun.

The "brothers" to the Oyabun are called Kyodai and their boss is called the Shatei-gashira. These are the senior members of the clan. Shatei-gashira is regarded as having a higher rank than the Waka-gashira, but have equal authority within the clan. "The Brothers" have their own "children" or "younger brothers" (Shatei). Shatei have their own gangs in the same way as the children (Wakashu), etc.

Whatever the members' rank within the clan, they are expected to obey those over them through the chain of authority to the Oyabun.

The most famous and powerful clans

The three most powerful clans are:

- Inagawa-kai
- Sumiyoshi-kai
- Yamaguchi-gumi

More than a third of all Yakuza gangs are controlled by these three clans and their revenue is equal to the largest international corporation. Other powerful clans include: Genoyosha (dark ocean), Amur river society (black dragons), and Sumiyoshi-rengo.

Freelance and independents

Freelance Yakuza are Yakuza gangs that exist outside the structure of clans and alliances. They often cannot commit the bigger crimes associated with the Yakuza, and are usually little more than a group of hustlers.

They have extreme difficulties surviving. If the freelance Yakuza earns too much money, the clan Yakuza might kill them, or steal from them — without the backup of a clan, they are extremely vulnerable. The clan based Yakuza forbids anyone else to operate within their territory and if they find out that freelance Yakuza are doing business there, they will take action: they may tip off the police about the freelance Yakuza; frame them for crimes; or simply have them killed.

Clan Yakuza, however, do have a certain use for the freelance Yakuza. If the clan Yakuza need to do something that they do not want to be associated with, they can turn to a freelancing Yakuza to do it. The freelance Yakuza may be paid for the task, or forgiven for something. They might even be allowed to form an alliance with the clan, attaining clan status.

If a freelancer is clever enough, they might form their own clan. This is extremely rare, and no one has managed it in recent years, as the clan Yakuza has sewn up most of the territories and rackets. Instead, a freelancer is usually always on the outside. If they prove themselves good enough, however, they might be allowed to join a clan.

Chapter 2:

History and key figures

This chapter briefly outlines the history of one of the world's most notorious criminal groups. How they developed such a loyalty to each other and to their Oyabun father can be traced back to Japan's martial past. This, however, won't tell you the full story as to why people would risk pain and death for their clan. To understand this, you have to understand Japanese society — and the need to belong and be respected.

History

Kabuki-mono and Machi-yakko Ronin, 1612-1867

The origins of the Yakuza can be traced back over 300 years to the Edo period, a turbulent time of Japanese history when the country was united under the Tokugawa Shogunate. Hundreds of thousands of elite samurai warriors suddenly found themselves as Ronin (Wave Men – because they drifted like the tide). Of these unemployed warriors, bands of men known as kabuki-mono (the crazy ones) began to arise. Their odd style of dress, distinctive haircuts, bad behavior and extremely long, curved, Samurai swords marked them out from other ronin. The Kabuki-mono harassed and terrorized villages and towns, killing whoever opposed them, stealing whatever they wanted.

Villages and towns began to form bands of Machi-Yakko (City Servant) to protect them from the ravaging bands of kabuki-mono. These bands consisted of ronin outside the kabuki-mono, and ordinary townsfolk. They were inferior to the Kabuki-mono in terms of weapons and skills, but fought to defend their homes and became the folk heroes of Japanese myth, developing a status equal to that of England's Robin Hood — they were the underdogs that fought for the people. The Machi-yakko also had the reputation of being ardent gamblers. They were extremely loyal to each other and to their leaders, with an organizational structure that is echoed still in a modern Yakuza organization.

Some Yakuza cite the Machi-yakko as their ancestors, while others say they descend from the bands of kabuki-mono. Whichever is true, it wasn't until the middle of the 17th century that gangs of "Bakuto" (gamblers) and "Tekiya" (street vendors) began to recognizably form Yakuza gangs.



Tekiya (street vendors)

The name Tekiya arose from the traveling merchants of medicine, similar to the American West's snake oil merchants called Yashi. They were peddlers and merchants who used tricks and scams to sell their wares at fairs and markets. The Tekiya united with each other out of mutual interest and to protect themselves from the Tokugawa regime. Their reputation for shoddy merchandise was well known, and their salesmanship was equally deceptive. Not only did they lie about the origins and quality of their products, but they would act drunk and make a show of selling their wares cheaply, so as to appear unaware of what they were doing. The Tekiya followed the usual Yakuza organization: Oyabun (Father/Boss), underboss, officers, enlisted, and apprentices. The Oyabun controlled the kobun (child/lesser member) and the allocation of stalls, along with the availability of the goods. He also collected rents and protection money. In the middle 1700s, the feudal authorities recognized and therefore increased the power of the Tekiya. Oyabuns were given the authority of supervisor, were able to have a surname and carry two swords similar to samurai. However, the Tekiya still embraced some criminal traits, such as protection rackets, the harboring of fugitives and known criminals, and brawling with other tekiya and other gangs.



Bakuto (Gamblers)

While the Tekiya operated in fairs and markets, the Bakuto set up their gambling dens in towns and houses along highways. They set up card and dice games to cheat travelers out of their money, and would attack those who couldn't cover their losses. Bakuto gamblers were first recognized during the Tokugawa era, when the government hired them to gamble with construction and irrigation workers to get back some of the workers' wages. Along with the word Yakuza, the traditions of Yubitsume (finger cutting) and Irezumi (the tattooing of Yakuza members) originate from the Bakuto.

The Meiji Restoration to The Second World War, 1867- 1945

Western influence on Japan ended the Tokugawa Shogunate and began the modernization of Japan, both politically and industrially. Political parties were formed, a parliament created, and democracy introduced. The military also began to expand and grow in strength. The Yakuza moved with the times and quickly adapted to the new Japan. The Bakuto gangs of gamblers found themselves under increased pressure from the police, as gambling was prohibited. The Tekiya traders, however, thrived, because on the surface they appeared to be operating legally: they expanded their operations into the rickshaw businesses; they recruited new members from the docks, and construction industries; they also began to get involved in politics, aiding certain politicians and officials and cooperating with the government in return for a measure of official sanction and freedom from harassment.

The Government began to use the Yakuza as muscle for the ultra-nationalists parties; they wanted a stronger military, and favored an aggressive expansion of Japan's might. In order to achieve this, they formed secret societies of Yakuza members and ultra-nationalists, and gave them training in languages, assassination and blackmail. With the help of the Yakuza, these societies brought in a reign of terror that lasted into the 1930s. This involved several coups d'etat, the assassination of two prime ministers and two finance ministers, along with repeated attacks on politicians and industrialists. The Yakuza acted as muscle for these activities, becoming entwined with the heads of government and industry.

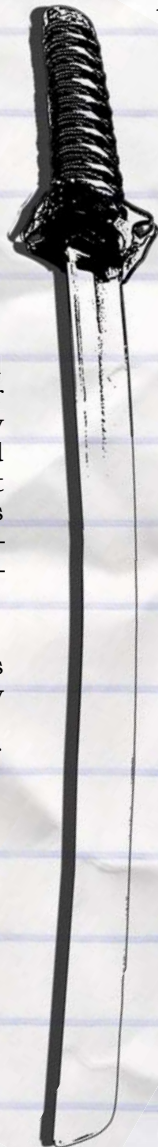
The entry of Japan into the Second World War on December 7th 1941, and the bombing of Pearl Harbor, ended the government's need for the Yakuza and the ultra-nationalists. As a result, it began to clamp down on the Yakuza, giving members the choice of jail or the army. The influence of the Yakuza was not destroyed though, and it surfaced again with the formation of the Opium Monopoly Board. This highly profitable organization controlled the opium produced in occupied China and Burma.

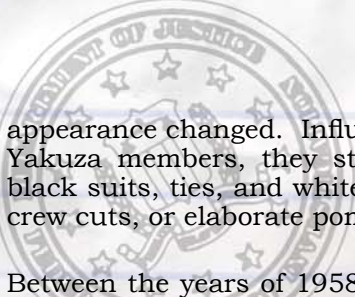
Occupation Years, 1945-1963

When the war ended, American troops remained in Japan to try to rebuild the country and set up a democratic government. The American occupation forces quickly saw the threat the Yakuza represented to their work. They started investigations into Yakuza activities, but called them to a halt in 1948, thinking they had stemmed the problem. However, the rationing of food had created a new black market for the Yakuza, bringing in more wealth and power than ever before. The gangs were able to act almost unopposed, since the civil police were unarmed and underpowered. Some intelligence officials in the occupation even aided the Yakuza — their right-wing connections meant they were the perfect tools to stem the rise of communist groups and the emerging labor unions.

The "gurentai" or hoodlum gangs began to form during the occupation, creating a new branch of the Yakuza. They took advantage of the power vacuum in the government. As the occupation swept away the topmost layer of control in government and business, they drew their members from the mass of unemployed and repatriated soldiers. The gurentai were Japan's version of the mafia, with their leader, Yoshio Kodama, holding a position similar to Al Capone in 1920s Chicago. They dealt in black market goods, using threats, extortion and violence to expand their power. The occupation forces soon saw that the Yakuza was well organized and was continuing to operate under two dominate Oyabuns, supported by high-level government officials. They formally admitted defeat in combating the gurentai at a press conference in 1950; they realized they could not protect the Japanese people from the Yakuza.

After the war, the Yakuza became more violent, both on an individual and collective scale. Swords were out, with guns were now becoming the new weapon of choice for the Yakuza members. They also started choosing ordinary citizens, not just the other vendors or gamblers, as their targets for shakedowns and robberies. Not only this, but their





appearance changed. Influenced by American movies Yakuza members, they started wearing sunglasses, black suits, ties, and white shirts. They also sported crew cuts, or elaborate pompadours.

Between the years of 1958 and 1963, the number of Yakuza members rose by over 150% to 184,000 members, with over 5200 gangs operating throughout Japan. As the new Yakuza gangs began to stake out their territories, a period of bloody and violent turf wars erupted. These conflicts threatened to tear the Yakuza apart until Yoshio Kodama, the fixer and former spy, became godfather to the gangs and ended the conflict. He played the Yakuza members off against right wing extremist groups, using one to balance out the power of the other.

Industrial Japan And The Rise Of The Great Yakuza Clans, 1963-1992

As Japan's post war recovery continued, so too did the rise of the Yakuza. The Yakuza now invested the money made through the black market into legitimate businesses. They set up new operations to take advantage of the wealth the country now enjoyed and to exploit the burgeoning financial and hi-tech industries. This gave the Yakuza the power to start buying off the most powerful politicians and party leaders, using their influence to stop the police from harassing them. Unlike other organized crime groups around the world, the Yakuza's position had always been close to that of the legitimate mainstream, but now it moved closer still. Big business found the Yakuza useful to deal with, as they had the power and connections to circumvent the many levels of Japanese bureaucracy and to get things done. The tribute they asked for was tiny in comparison to the results they could produce and the profits that business could make. They became just another business tool, albeit an illegal one.

In 1987, when Noboro Takeshita was elected prime minister of Japan, rumors of Yakuza member ties began to surround the campaign. When the details finally emerged in 1992, it became clear how strong the Yakuza links were. Takeshita admitted receiving a \$4m donation through a Yakuza front, as well as having demonstrators silenced during one of his speeches.

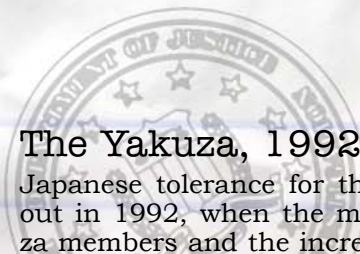
Another incident allegedly involved the uncle of American president George W. Bush — Prescott Bush Jr. In a Time magazine article in 1991, he was linked to the purchase of two American firms by Yakuza front business West Tususho. The company was an arm of the Inagawa-Kai Yakuza clan. Deals such as this allow the Yakuza to channel funds worth billions into legitimate businesses in the US and Europe. For his part, Prescott Bush was to pick up a \$250,000 finder's fee, as well as a further \$250,000 a year for the next three years. It was claimed Prescott Bush was also heavily involved in shady dealings surrounding the construction of the Shanghai Country Club — a partnership between his company, the Chinese government, and the Japanese Aoki Corporation — another Yakuza front company. In the \$18 million construction deal, Bush was to receive 25% of the profits for no outlay or expenses. When asked about the deal, he denied all knowledge of the Yakuza.

Things started to go wrong for the Yakuza when the Asian economic bubble burst. The "Jusen" special housing loan banks started to report trillions of yen (around \$235 billion) of bad debt; much of this hit Yakuza crime fronts. The government was forced to bail out these banks by handing over public money to cover Yakuza loans. This began to turn the public against the gangs. Another area of the concern was the "Sogo" mutual financing banks, where the Yakuza had bought or infiltrated their way into their management, then used the tame banks to approve loans and real estate deals. When these deals collapsed, the debt then had to be written off. The Japanese Ministry Of Finance tried to combat these threats, but before the introduction of new laws, they lacked the power to do so effectively.

The use of "Sokaiya" specialists to disrupt shareholder meetings and extort money from big businesses also soured the relationship between the Yakuza and the business community. The Sokaiya would uncover scandals, or simply spread false rumors, creating boardroom crises. The problems for the company could of course all go away in exchange for a fee, a favor, or even share options.

The other new racket for the Yakuza was the use of "Jiageya" or land turners, who specialized in dropping the real estate value of land, or forcing out families in order to develop the land they lived on. This enabled businesses to buy the land they wanted. The Jiageya would force out old mom and pop businesses that still remained between the skyscrapers of Tokyo, and then sell whole parcels of land for re-development.





The Yakuza, 1992 – Now

Japanese tolerance for the Yakuza appeared to run out in 1992, when the murder of civilians by Yakuza members and the increasing number of casualties caught in the crossfire between gangs began to turn public opinion. This combined with serious financial scandals and allegations of corruption at the highest level of government. The Japanese parliament brought in new laws that specifically targeted the Yakuza e.g., The Act of Unlawful Activities By Boryokudan. It defined a Boryokudan as a group with more than a certain percentage of members with a criminal record, or strong, violent tendencies and stated that the police could now investigate them and seize their assets. This finally helped the police combat the Yakuza's protection rackets and extortion operations, thereby receiving a warm reception from the public. The murder of filmmaker Itami Juzo over an anti-Yakuza film helped further polarize public opinion in favor of the new laws.

The Yakuza was for the first time forced to take a low profile and hide behind front businesses. Even Yakuza gang headquarters that had previously displayed their clan's crest with pride were forced to close, as citizens' groups began filming everyone who went in and out in an effort to force out the Yakuza members. It is in this more difficult environment that our game is set.

The Yakuza Overseas

Back in the early part of the twentieth century, the increase of Japanese nations living in America allowed the Yakuza to set up gangs in the states. By 1910, over 70,000 people of Japanese descent had made a home in the States. Over a third of these lived in the "Little Tokyo" district of Los Angeles, giving the fledgling gangs enough cover to set up their rackets. They established the mainstays of Yakuza income: gambling dens and prostitution. Through a chain of Tokyo Clubs, the Yakuza brought in more than a \$1 million in illegal profit — big money for those times.


As time went on, the Japanese community was seen to be the largest supplier of narcotics in the US. The Yakuza had used the invasion of China to secure the huge opium market, a resource they exploited to its fullest extent. Known as "cotton morphine," this opium flooded across the world. The Yakuza also began to traffic and deal in cocaine; one of the few periods they have had a strong link to the drug. They usually sold on the narcotics to Italian or Jewish mobs, who would handle their distribution. With the internment of Japanese nationals during the war, the narcotic activities of the Yakuza were effectively shut down, as all the supply routes closed.

Throughout the war years, the Yakuza acted as agents for the ultra-nationalists back in Japan and were a constant problem for the authorities. After the war, many of the ultra-nationalists (and with them the Yakuza) were repatriated to Japan, leaving those left behind without leadership or direction. The Yakuza influence was to all intents and purposes wiped out until their return in the seventies with the waves of Japanese tourists.

The gang wars in Japan during the early '70s and the attractiveness of shifting assets off shore made the Yakuza begin to target foreign countries. Before this, they were a domestic problem solely for Japan. However in 1974, the Yakuza began to move into Hawaii. At first, they took over local hotels, brothels, and bars; and used them to fleece the increasingly large number of Japanese tourists. As the flow of money from these operations increased, so too did their interest. Soon a new market for Asian made "meth-amphetamine" (known as Ice or Speed on the streets) gave the Yakuza a very good income. This income was then used to buy guns for use in Japan. Japan has some of the strictest gun laws in the world, with private citizens forbidden to own any kind of firearm. The Yakuza could sell guns at a ten-fold profit, particularly to other gang members. Yakuza members always like to tote the latest in fashionable firearms, choosing them in the same way they follow the latest fashions for clothes and gadgets.

The expansion into Hawaii was quickly followed by a move into mainland America, with organized crime gangs on the west coast being forced to accommodate the new arrivals. The resident Italian mafia, forced into decline by aggressive FBI and police tactics, could simply not match the money and power of the Yakuza gangs. The Yakuza quickly formed alliances with Korean and Vietnamese gangs, as well as mob groups in New York, Los Angeles, and Las Vegas. They still operated in much the same way as they had in Hawaii: they would steer Japanese tourists into controlled gambling dens and brothels, as well supply drugs. The profits again bought guns and further expansion.

A second level of infiltration occurred at the corporate level, as the massive profits of the Yakuza were channeled into legitimate businesses overseas. The use of dummy and front corporations, along with international banking operations, allowed the Yakuza to infiltrate big business at every level. Their interest might be in buying a business out, threatening assassination or disruption. Whatever their motive, Yakuza offers are very hard to refuse.



Famous Yakuza Figures and Clans

Yoshio Kodama, Godfather of the Yakuza

Following the rise of the gurentai gangs in the occupation years, the obayuns of the Yakuza realized how counterproductive petty turf wars between the gangs were: they were attracting too much attention and diminishing profits. Instead, they began to consolidate the gangs into larger and larger concerns. Under Yoshio Kodama's leadership, the factions eventually united.

Kodama was in prison for the early part of the occupation. He himself was part of the ultra-nationalist group, Kenkoku-kai (Association of the Founding of the Nation). In the late 1930s and early 1940s, he had been an espionage agent for the Japanese government in East Asia, working on a major operation to obtain strategic material needed for the Japanese war effort. His work was simply titled Kuroi Kiri — The Black Mist, effectively asset stripping occupied China. This made Kodama a large personal fortune that he retained, despite being imprisoned by the allies following the Japanese surrender.

By the end of the war, he was a rear admiral and at a mere 34 years' old, an advisor to the prime minister. The American occupying forces classified him as a class-A war criminal, in the same league as army generals and government ministers. He was even placed in the same jail as the country's former cabinet officers, military, and ultra-nationalists.

It was Kodama's connections to rightist extremists and his anti-communist record that secured his release. Despite his activities during the war, he made a deal with the occupation force's G-2 intelligence section. By 1950, he became the principal go-between for G-2, the Yakuza, and his right wing connections. He deplored the warfare between the gangs, seeing it as a threat to anti-communist unity. He used many of his connections to secure a truce between the gangs, forging an alliance between Kazuo Taoka, Oyabun of the Yamaguchi-gumi faction, and Hisayuki Machii, a Korean crime boss in charge of Tosei-kai. Kodama continued to use his influence to mediate the alliance between the Inagawa-kai, its Kanto allies, and Yamaguchi-gumi. As a result of this, Yoshio Kodama became known as the Japanese underworld's visionary godfather. His gift was to balance his affiliations to right wing extremists and the Yakuza, using each faction to keep the other in check. He also mercilessly used both factions to attack socialist and communist groups in the country.

Kodama's fall came in 1976, when it was allegedly revealed he had taken a \$2 million bribe from American aircraft giant, Lockheed. They wanted Kodama to use his influence to steal a contract from rivals McDonald-Douglas and Boeing. Kodama sent in teams of "Sokaiya" (Shareholder Meeting Men) to disrupt shareholder meetings. They spread false rumors about the Managing Director taking illegal loans, forcing him to resign in disgrace. His replacement was hand picked by Kodama, and duly gave the contract to Lockheed. After the president of Lockheed was forced to testify before a senate committee about the affair, the scandal reached all the way back to Japan. Although the police investigation could not uncover Kodama's role in the affair, it did discover he had evaded more than \$6 million worth of tax. Kodama was indicted, but died peacefully of a stroke in 1984 before he could stand trial.



The Yamaguchi-gumi Yakuza Clan

The truces set up by Yakuza godfather Kodama made the Yamaguchi-gumi gang the largest Yakuza clan in Japan. The estimated 31,000 Yakuza members owned or controlled over 2,500 businesses and grossed well over \$460 million per year. Their control stretched to 36 of Japan's 47 prefectures. The Yamaguchi-gumi had 103 bosses of various rank from well over 500 gangs. On average, each of these bosses did very well, making over \$130,000 annually. A syndicate head would make \$43,000 per month. Their symbol is a rhombus-shaped pin worn on the lapel of their suits. The combination of the pin plus the showing of their tattoos could get members anything they wanted.

Kazuo Taoka was the Oyabun to the Yamaguchi-gumi from the mid-1940s until his death in 1981. He was nicknamed "The Bear" after his habit of clawing the eyes from opponents during street fights in his youth. He had survived many assassination attempts, including one in 1978, in which he was shot in the neck. The gunman was a member of the Matsuda, a rival Yakuza clan who had sworn vengeance on the Yamaguchi-gumi for the death of their Oyabun. The would-be assassin escaped from the shooting, but was found dead in some nearby woods a week later. The Yamaguchi-gumi is Japan's most powerful syndicate.

In July 1981, Taoka died from a heart attack, ending his 35-year rule as Oyabun. The funeral was a grand occasion, attended by members from nearly 200 gangs, with even famous celebrities attending. Using the customary Japanese period of three months' mourning, the police raided Yamaguchi-gumi homes and offices across Japan. They arrested 900 members and confiscated firearms, swords, and amphetamines.

Taoka's successor was to be his number-two man, Yakamen. He was in prison, however, and was not due to be released until late 1982. Due to the absence of Yakamen, a surprise move saw Fumiko, the widow of Taoka, being accepted as temporary leader. She was the first woman to have a position of formal power within the Yakuza. Yakamen did not get to succeed Taoka, as he died in prison. This threw the entire structure of Yamaguchi-gumi into chaos.

A council of eight high-ranking bosses took control under the guidance of Fumiko Taoka in 1983. However, the syndicate had to select a new godfather. Masahisa Takenaka became the new Oyabun over bitter rival Hiroshi Yamamoto. In a fit of anger at his loss, Yamamoto took 13,000 men from the Yamaguchi-gumi and created the Ichiwa-kai, becoming one of Japan's top three syndicates. In 1985, Ichiwa-kai assassins murdered Takenaka, starting another a bloody gang war.

Kazuo Nakanishi became the new Oyabun for Yamaguchi-gumi and declared war on the Ichiwa-kai. The Yamaguchi-gumi was desperate to win, and so turned to their operations in the US to fund their war. They had obtained many highly illegal items of weaponry, including rocket launchers and machine guns, in exchange for narcotics; however, the conspirators were arrested, including Masashi Takenaka, Masahisa's brother, and Hideomi Oda, the syndicate's financial controller. Police arrested nearly a thousand Yakuza members during this struggle.

Yoshinori Watanabe filled the vacant position of Oyabun. He split the clan into seven semi-autonomous regional groups and began to forge new alliances with other Yakuza clans. He has also been very active politically, making large donations to politicians and cementing political ties, so that despite being known as the largest and most powerful boss in Japan, the police still have little hope of arresting him.





The Tosei Kai (Voice Of The East) Yakuza Gang

First established in 1948 by Korean Oyabun Hisayuki Machii, the Tosei Kai gang embodies the principle of the Yakuza, offering a home to anyone. In Japan there is a level of discrimination towards those from foreign countries or born to foreign parents; the term “Gaijin” or alien marks them as outsiders. The Yakuza offers a home for all misfits and embraces those born of Korean ancestry just as readily as it accepts those born to Japanese parents.

At the end of the war, many of the big Yakuza bosses were in jail, leaving the stage empty for Machii to make his move. Having worked with the US army’s counter-intelligence section and gained a measure of freedom through this connection, Machii began to take over the black market rackets in Tokyo. He used clever political manipulations and guile, rather than directly rivaling the other big crime bosses, and always remained friendly to figures such as godfather Kodama and Yamaguchi-gumi clan boss Taoka. By these means, Machii was able to take over the Ginza district of Tokyo, the Times Square of the Japanese capital. The Tosei Kai became so powerful they became known as the Ginza Police, due to their control of the district.

The Tosei Kai were a force to be reckoned with and even the largest clans had to treat them as equals. They had fingers in nearly all the rackets in Tokyo, as well as in semi-legitimate operations like real estate deals — deals which made Machii a considerable fortune. The boss also brokered deals between the Korean government and the Yakuza, allowing the Yakuza to set up operations in Korea.

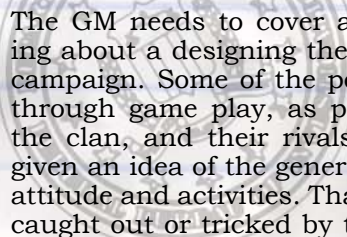
Police pressure in the mid '60s forced Machii to officially disband the Tosei Kai, forming instead two supposedly legitimate companies to front his criminal operations: The Towa Sogo Kigyō (East Asia Enterprises Company) and the Towa Yuai Jigyō Kumiai (East Asia Friendship Enterprises Association). Although both seemed legitimate, they were still just fronts for his criminal activities.

The most famous incident involving Machii was when he arranged to have Kim Dae the opposition leader of Korea kidnapped from his hotel room in Tokyo and drowned at sea. Rumors of collusion with the Korean Intelligence Agency surrounded the affair, and although Kim was bound, gagged and taken out to sea, a plane buzzed the boat, panicking the Yakuza members who returned Kim to his neighborhood in Seoul. The police connected Machii to the incident from the booking records of Kim Dae’s hotel — Machii’s people had booked the rest of the rooms on the floor. Machii retired soon afterwards, and now spends much of his time in Hawaii.

Creating your Clan

GMs planning their Yakuza campaign will need to detail the clan that players belong to, as well as any rival gangs, clans and independents operating in the area. Players should be told where they fit into this clan and who is their immediate superior is as well as any rivals. GMs should seriously consider the following questions when designing the clan their players belong to:

- How large is the clan? Does it owe allegiance to another clan, or is it strong enough to stand outside the network of treaties and alliances? What assets do they have? How many gangs and members are there in the clan? Does it operate out of a single district, a region, across the country, or is it international?
- What is the clan’s name and symbol? The appendix of Japanese names in page 71 will help you come up with some simple clan names, as well as those of the clan’s members, e.g, Akamori (Red forest), Kurogawa (Black river)
- Is the clan conservative/traditional in outlook or dynamic and aggressive? The attitude of the clan will dictate much of the player’s behavior. What activities and actions are permitted, and what the clan would frown on? Players who break the clan’s rules but make a profit may be forgiven in a more aggressive Clan, but punished in a conservative one.
- Is the clan in competition with any other clans? How aggressive is the competition? Is there open conflict and violence, or is it merely a war of words?
- Are the gangs within the clan rivals, or do they work together? How much help are the other members of the clan? Will they try to cut the players out of deals, or ask them for help?
- How stable is the power structure within the clan? Is the Oyabun secure in his position, or are ambitious underlings plotting his fall? Would his fall benefit the players, and if so will they break their oaths of loyalty?
- How does the clan make its money? What rackets are they involved in? Are these enterprises secure/legal/illegal? How much room for expansion is there?
- What is the clan’s attitude to independent Yakuza, and criminals? Does it refuse to deal with them, seek to exploit them, or openly “outsource” work to them?



The GM needs to cover all these bases when thinking about a designing the criminal landscape of their campaign. Some of the points above can be resolved through game play, as players discover more about the clan, and their rivals. They should certainly be given an idea of the general nature of the clan and its attitude and activities. That way, the players won't feel caught out or tricked by the clan's reaction to any of their activities.

Don't feel that you have to do too much work, however the entire clan doesn't need to be written out, along with maps of every location. Just give the players an idea, and see which way they want the game to develop. Crime Scene: Yakuza is a game of cunning and scheming, so no matter how fully you think you've thought everything out, sooner or later the players will take you by surprise with a clever maneuver, or grandiose coupe de grace.

The Clans

At the height of its power, The Yakuza was said to number over 100,000 members and associates. These members formed the thousands of gangs that went to make up the powerful clans. In turn, these clans were formed into alliances, giving loyalty and tribute to the largest of the clans in exchange for political protection and support. Over the years, internal power struggles and fragmentation split the big clans, forming many new more aggressive gangs and small clans.

Major Clans

The Yakuza is still dominated today by the big three clans, the Yamaguchi-Gumi, Ichiwa-kai, and the Tosei Kai. These clans have a presence in nearly every major city in Japan, as well as many international bases of operation. Often, this will be in the form of a smaller clan loyal to them, or a gang that monitors the activities of the other clans. Other major clans to be reckoned with include the Toa Yuai Jigyo Kumiai, and the Sumiyoshi -Kai clans, each having memberships numbering around 8000. The clans listed can be inserted into your Yakuza campaign as either clans for players to belong to, or as rivals for them to compete against.

Tokyo

NAME: Tokyo Eastern Alliance of Business Partners
Size: 250
LOYALTY: Yamaguchi-Gumi
CRIMINAL SPECIALTY: Electioneering, Political and Corporate Extortion, Share Manipulation
LEGITIMATE CONCERNS: Import/Export, Legal, Business Consultants.

NAME: Kita-Hon
SIZE: 380
LOYALTY: Tosei Kai
CRIMINAL SPECIALTY: Water Trade (Ginza District), Vice, Narcotics, Protection
LEGITIMATE CONCERNS: Hotel, Restaurant, and Bar trade

NAME: Aka-Akikazi
SIZE: 200
LOYALTY: Ichiwa-kai
CRIMINAL SPECIALTY: Smuggling, Narcotics, Armaments, Labor
LEGITIMATE CONCERNS: Unions, Shipping, Property

NAME: Association of Loyal Men of Tokyo
SIZE: 400
LOYALTY: Yamaguchi-Gumi
CRIMINAL SPECIALTY: Land Clearance, Protection, Narcotics
LEGITIMATE CONCERNS: Real Estate, Finance, Insurance

NAME: Toyoyoshi
SIZE: 320
LOYALTY: Independent
CRIMINAL SPECIALTY: Vice, Protection, Gambling, Loan Sharking
LEGITIMATE CONCERNS: Hotels, Night Clubs, Retail Stores

Osaka-kobe

NAME: Fukumiya
SIZE: 450
LOYALTY: Yamaguchi-Gumi
CRIMINAL SPECIALTY: Extortion, Money Laundering, Stock Manipulation
LEGITIMATE CONCERNS: Construction, Import/Export, Bars

NAME: Traders Association of Osaka
SIZE: 250
LOYALTY: Independent
CRIMINAL SPECIALTY: Vice, Gambling, Loan Sharking, Narcotics
LEGITIMATE CONCERNS: Trucking firms, Hotels, Restaurants



NAME: Marui-Iwa
SIZE: 320
LOYALTY: Independent
CRIMINAL SPECIALTY: Car Theft, Hijacking, Extortion,
LEGITIMATE CONCERNS: Labor Relations, Business Consultants, Political Fundraisers

Nagoya

NAME: Yoshi-Bashi
SIZE: 240
LOYALTY: Sumiyoshi -Kai
CRIMINAL SPECIALTY: Vice, Gambling, Extortion, Loan Sharking
LEGITIMATE CONCERNS: Nightclubs, Strip Clubs

Aka-Hoshi

NAME: Aka-Hoshi
SIZE: 240
LOYALTY: Independent
CRIMINAL SPECIALTY: Share Manipulation, Corporate Extortion, Blackmail
LEGITIMATE CONCERNS: Grocery and Liquor Stores, Clubs, Restaurants

Sapporo

NAME: Young Men's Association of Sapporo
SIZE: 240
LOYALTY: Independent
CRIMINAL SPECIALTY: Share Manipulation, Corporate Extortion, Blackmail
LEGITIMATE CONCERNS: Hotels, Restaurants, Financial Consultants

Kami-Kuro

NAME: Kami-Kuro
SIZE: 240
LOYALTY: Yamaguchi-Gumi
CRIMINAL SPECIALTY: Share Manipulation, Corporate Extortion, Blackmail
LEGITIMATE CONCERNS: Shipping Companies, Import/Export

Kyoto

NAME: Moto-Zengawa
SIZE: 240
LOYALTY: Toa Yuai Jigyō Kumiai
CRIMINAL SPECIALTY: Land Clearance, Extortion, Protection, Gambling, Vice
LEGITIMATE CONCERNS: Politics, Vending Machines Concession, Construction

Fukuoka

NAME: Dark Storm
SIZE: 240
LOYALTY: Independent
CRIMINAL SPECIALTY: Share Manipulation, Corporate Extortion, Vice
LEGITIMATE CONCERNS: Shipping Companies, Produce Market, Construction

Kawasaki

NAME: Fukuhon
SIZE: 240
LOYALTY: Tosei Kai
CRIMINAL SPECIALTY: Labor Racketeering, Bank Fraud, Stock Manipulation, Political Racketeering
LEGITIMATE CONCERNS: Clothing Stores, Trucking Firms, Warehousing

Kitakyūshū

NAME: Association of Asian Business
SIZE: 240
LOYALTY: Ichiwa-kai
CRIMINAL SPECIALTY: Extortion, Money Laundering, Gambling, Narcotics
LEGITIMATE CONCERNS: Strip Clubs, Bars, Restaurants, Sports Management

Hiroshima

NAME: Friends of the New Japan
SIZE: 240
LOYALTY: Independent
CRIMINAL SPECIALTY: Hijacking, Narcotics, Labor Racketeering, Stolen Cars, Vice
LEGITIMATE CONCERNS: Grocery and Liquor Stores, Clubs, Vending Machines Concession
Chapter 3:



Codes of Practice

Not all Yakuza members work for clans, and there are several independent gangs. These exist between the cracks of the big clans, walking the fine line between making money, and having a racket so profitable that a clan wishes to take it from them. Occasionally, the clans may hire independent Yakuza gangs to do their dirty work.

Joining the Yakuza

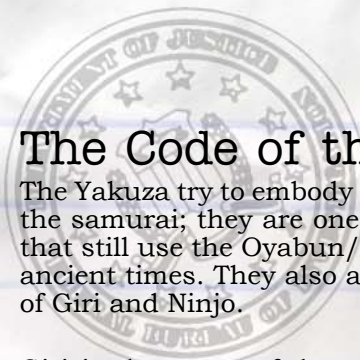
"Having drunk from the Oyabun's cup, and he from yours, you now owe loyalty to the clan and devotion to the Oyabun. Even should your wife and children starve, even at the cost of your life, your duty is now to the clan and Oyabun."

"From now on you have no other occupation until the day you die. The Oyabun is your only parent - follow him through fire and flood."

Traditional sayings about joining the Yakuza (Kaplan)

Compared to other organized crime gangs, the process of joining the Yakuza appears very simple. In the mafia, a ritual bloodletting and burning of a paper representation of the new member's soul is required. For the Chinese Tongs, the killing of a cockerel and the reciting of 36 oaths before a shrine is considered the norm. The Yakuza rituals seem more understated and they favor a deceptively simple ceremony. An azukarinin or guarantor puts forward the name of the new, prospective member of the clan. The new member is taken to a Shinto shrine and offerings of fish, salt and sake made there. The Oyabun will then sit down with the new member in front of the shrine and drink a cup of sake with them. Each person drinks a little sake from the cup of the other. The amount of sake in the cups depends on the social status of the Oyabun and the new member: if the new member comes as an equal, the amount of sake in the cups will be the same; if they are of lesser status, the amount will shift in favor of the Oyabun. By drinking together, the new member accepts the Oyabun/kobun partnership and must now give absolute loyalty to the Oyabun and to the clan.

The Yakuza combine ancient Japanese samurai traditions with extreme loyalty to the clan. Their reputation comes from their close-knit unity and honor. Members must give absolute loyalty to the clan Oyabun; in exchange, he must be the good father to them: he must give them guidance, advice, and protection. If a member makes a mistake, he must show contrition and formally apologize. This apology usually takes the form of slicing off the tip of one of his fingers. The initiated member must show absolute loyalty to their clan and may not leave. If a Yakuza member is expelled or released from a clan, then they are out of the Yakuza. They may not approach another clan, and no clan will try to recruit them. Instead, they can try to form a gang of their own, but this is quite unusual and risky.



The Code of the Yakuza

The Yakuza try to embody the code of honor created by the samurai; they are one of the few groups in Japan that still use the Oyabun/Kobun roles as they were in ancient times. They also adhere to the twin principles of Giri and Ninjo.

Giri is the sense of duty, honor and obligation, and is one of the fundamental ideals of Japanese society. Nowadays, Japan is shifting away from this, but the Yakuza are still expected to follow its tenet.

Ninjo is the sense of human feeling, or human empathy: the sense of generosity and sympathy towards the weak and disadvantaged. By adhering to this, it is forbidden for members of the Yakuza to kill “katagi”, or ordinary people. (This does not mean that they will not harm ordinary people — they are just not supposed to kill them).

The fact that these two tenets are often in direct opposition means that members will find themselves torn between the two. For this reason, the Yakuza need to apologize for not being able to carry out an order properly. The Yakuza member may be ordered to kill a person, and by so doing break with the Ninjo tenet, or they may feel sorry for someone and because they gave them the money due to their Oyabun, have broken the Giri tenet.

Another important aspect is that Yakuza members may not touch the wife of another member. This extends to all female relatives, such as daughters and those under the care of the Yakuza member. This helps prevent fights and arguments over affairs of the heart, thereby reducing internal tensions and disputes.

Lastly, members must not reveal the secrets of the organization to the police. This is viewed as unbreakable, and anyone who disobeys faces execution by the Yakuza. The informant may think that a comment made to the police is in confidence, but the Yakuza web of corruption is such that any attempts at contact are usually found out.

Yubitsume

Yubitsume, the custom of finger cutting, was introduced by the Bakuto. Here, the top joint of the little finger is ceremoniously severed, signifying a weakening of the hand. Originally, it meant that the gambler could not hold his sword as firmly. Yubitsume was usually performed as an act of apology to the Oyabun. Further infractions would either mean the severing of the next joint, or the top section of another finger. It is also used as a lasting punishment just before expulsion.

Typically, Yakuza members are expected to cut off their own finger. Crying out or showing any sign of pain would only serve to further harm their image in the eyes of the clan, and could mean that the apology is not accepted. The severed fingertip is then wrapped and presented to the Oyabun as an act of penitence. If the Oyabun accepts the finger and says nothing, then the Yakuza member’s apology is accepted. The member is sometimes expelled from the clan at this time, but further repercussions or vengeance will not be enacted upon them.

To save the life of a subordinate “kobun/child,” a gang leader or someone of higher rank can use the ritual of yubitsune. By offering this apology, they take responsibility for the actions of their associate. This option is rarely exercised, but sometimes a boss may call for the fingertip of a superior as well, judging that they are partly responsible for the behavior of a kobun.

Characters who have to perform Yubitsume suffer d4 points of damage and if performed often, GMs should consider inflicting penalties on Climb, Open Lock, and other skill checks that require manual strength or dexterity.

Irezumi (Tattoos)

The use of tattoos also comes from the Bakuto. In ancient Japan, captured criminals were usually tattooed on the arm with one black ring for each offence the criminal committed; tattoos thus became a show of criminal experience. The Bakuto also began to use tattoos as a statement of prowess and as a result, they became fashionable for the Bakuto gamblers. This developed into a fashion at all levels of society: tattoos were seen as a test of strength, as they were applied by needle, with around a hundred hours of tattooing required for a complete body piece. As more and more criminals began to have tattoos, however, they became unfashionable in normal society until only the Yakuza continued the practice. The tattoo therefore ended up as the mark of misfits unwilling to adapt themselves to society.

Each tattoo is different, depending on the clan. It might feature a stylization of the clan’s badge, or a dragon, giant carp, or similar creature from Japanese mythology. The Yakuza member is expected to get tattoos on their arms and shoulders at the very least. In fact, many members have tattoos on their torsos and thighs. Some Yakuza still favor the traditional needle tattoos and are given a measure of respect for undergoing the tortuous procedure.



Things are, however, changing from the top down: the removal of leaders creates power vacuums and it is the wives of the arrested or slain leaders that are stepping into power e.g., Fumiko, widow of the Oyabun of the Yamaguchi-gumi Yakuza clan.

Players who wish to play female characters “realistically” would not be able to play an Oyabun’s widow, because this would separate them from the rest of the players. An Oyabun’s widow sits at the heart of the Yakuza, while the low level players cling to the edges. Players who wish to play female characters could only be allowed to select the Ronin character class, and could be regarded as Independent Yakuza, even if through the course of a campaign they are accepted into a clan. This is unfair and discriminating, and the reality of the Yakuza. Feel free to change this if you like.

Public perception of tattoos and mutilated hands in Japan

The Japanese public now connects the loss of fingers and tattoos with membership of the Yakuza. Anyone who displays such marks is assumed to be a member and seen as a poor member of society. This perception extends to foreign tourists and even to cartoons and children’s characters. Several cartoon makers have had to redraw or adapt their characters for the Japanese market, as they did not have five fingers. Tattooed visitors to Japan can also expect to be treated differently, and although with the growth of urban and tribal tattoo fashions this prejudice has abated in recent years, it is still prevalent among older Japanese citizens. Many bathhouses, swimming pools, and other places where the body may be revealed display signs warning that people with tattoos may not come in.

Women and the Yakuza

The Yakuza is an exclusively male organization; the wives and girlfriends of members are never considered part of it. Even the women who work for the Yakuza are simply employees and not members: they are never given positions of power, or allowed to formally join. The Yakuza is extremely old-fashioned, believing that women are weaker and more fragile. They don’t think women can keep secrets, or resist police interrogation. To be a Yakuza member is to be ready to fight and die for your Oyabun, and women they say lack this martial determination.

Chapter 4:

Criminal Operations and Rackets

The Yakuza make their living through a variety of criminal ventures, both large and small. There are several major categories that have been inextricably linked with the Yakuza — Prostitution, Gambling, Loan Sharking, Protection, Extortion, Blackmail, Theft, Smuggling, Narcotics, Money Laundering and other white-collar crimes. There are, of course, many other possible rackets — as many as there are ways to make money.

This chapter details only the main rackets employed by the Yakuza. Some cling to the edge of legality; however, most are clearly forbidden and heavily prosecuted by American and Japanese law enforcement agencies. In order to stay ahead of the law, the Yakuza tend to shift as much money and resources as possible into legitimate businesses, anything from flower shops and restaurants to real estate and fine art.

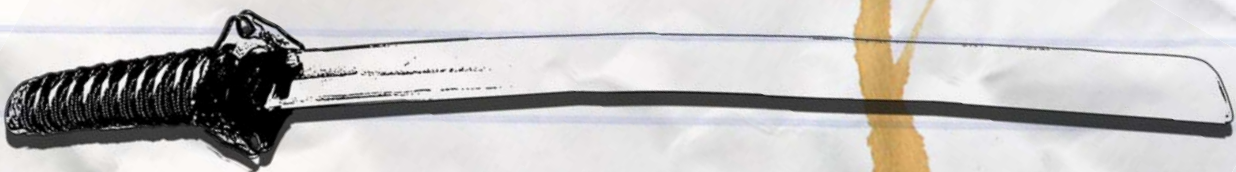
Bosozoku

Existing on the fringes of Japanese society are the Bosozokus. These are gangs of youths on loud, all-terrain motorcycles, who use random violence without any fear of the police. Some Yakuza clans use these gangs as a source of recruits and cheap foot soldiers, and the laws set to curb Yakuza activity specifically include anti-bosozoku laws. The Yakuza try to limit the excesses of the gangs, so as not to harm their own interests and image as protector of the common people. The Yakuza, however, are their own worst enemy — the bosozoku are convenient scapegoats for harassing businesses, neighborhoods, and finding street dealers for their drugs. This love/hate relationship allows the Bosozokus to continue to flourish and grow, with diminishing lines between minor Yakuza gangs and independent Yakuza and the street gangs.

Prostitution

Sex has always made money. For the Yakuza it is has traditionally been a primary source of revenue (and sales). The Yakuza exploit the businessman's need for escape by providing "Comfort Bars" where for a price a hostess will listen to his tales of corporate woe. The Japanese taste for blondes or young women are all catered for by the Yakuza. Hostess bars are common to every Japanese city, with foreign girls lured into contracts that leave them as little more than slaves. The Yakuza dock their wages to cover living expenses and take fees for the privilege of working at the bar — this leaves very little left over. The Yakuza have also been known to seize passports and keep doors locked (in the name of security) to prevent them leaving.

Money from prostitution is made in several ways. First, the Yakuza can demand a cut from the operating pimps and madams, which is just a variant on the protection racket. Yakuza members can also run their own operation, using a strip joint or hostess club as a front. They can make money by supplying drugs to prostitutes, as well as to their patrons. Lastly, video and photo surveillance of johns can form the basis for highly successful blackmail schemes.



Other Concerns

The Yakuza also have a hand in the more legitimate aspects of the sex industry. Many operate strip clubs, which provide a front for money laundering, prostitution, extortion (see Extortion, p. 20), and drug dealing.

Similarly, adult book and video shops, entirely above-board themselves, provide similar opportunities, and give the Yakuza access to a business that has an extremely high profit margin. The rise in adult video production has also led to new rackets for the Yakuza. In Japan, many forms of pornography are illegal, and the smuggling and sale of American produced videos and magazines makes them millions of dollars each year. Phone sex and Internet sex sites have also given them new ways to increase earning potential.

Gambling

Gambling has been an important source of Yakuza income right back to the days of the Bakuto gamblers. The Japanese have an obsession with gambling, from the pachneco machines that line arcades all over the country, to the game of cho ka han ka (odds or evens).

Many forms of gambling are illegal in Japan, so the Yakuza operate card dens and bookmakers. In America, however, gamblers can satisfy their urges at legal casinos in Las Vegas and Atlantic City, as well as with state lotteries and video poker. Despite the legality of these gambling ventures, the Yakuza have still managed to exact a profit from them; they can exploit Japanese tourists by using guides to take them to Yakuza-controlled venues.

The Yakuza often have a controlling interest in legal casinos, either through investments made on their behalf, or through protection rackets on the premises. Often, the casino operators work for the Yakuza, skimming money off the top before the profits are registered. At many racetracks, the Yakuza either own a piece of business or extort a cut from an independent operator. The Yakuza also provide off-tracking betting, which is illegal. Off-tracking betting appeals to lazy gamblers, offering the convenience of placing bets at multiple racetracks from home or work.

The Yakuza control or take a cut in sports betting, which is handled under the table. If the bookmaking is set-up correctly, there is no way for the bookie to lose money. All bets are offset to cover potential liabilities, and include a ten percent fee to the bookie, ensuring that money will always be made.

Also, the Yakuza can make money by fixing sports events — ordering a favored boxer to take a dive, crippling a star quarterback before the big game, or bribing officials to make the “right” calls.

With video poker machines, the Yakuza make money first by renting the machines to businesses, then taking a skim of the profits made. Apart from the methods the Yakuza use to persuade a business to use their machines, this is an entirely legal operation.

Gamblers all over Japan play this game, and huge sums can be wagered on the outcome of a single roll of the dice. A bet of \$10 000 would be considered a small bet among Yakuza members, with some players making \$1 000 000 in a day just on the roll of the dice.

Cho Ka Han Ka - Odds or Evens

This simple game uses two dice in a bamboo cup and players bet on the total of the dice being odd or even. The dice are rattled and the cup turned over on a tatami mat. The gamblers then all place their bets. The dice thrower then announces, “That’s all, gentlemen!” At which point the players must take their hands off the money. He then says “Play,” and reveals the dice roll. Saying either “chou” or “han” the Japanese for odd or even. Gamblers are expected to be professional and the only sound is the money going down and the dice thrower announcing the roll.

Loan Sharking

Loan sharking is directly related to gambling, as down-on-their-luck gamblers always need money fast and tend to have no credit rating. They are also desperate enough not to think of the consequences. As such, the Yakuza make a lot of money out of loan sharking, applying usurious rates to loans — way above any commercially available rate — and unlike many loans, the repayment amount is fixed (e.g., you would owe \$250 on a \$100 loan, payable a month after receiving the money). The Yakuza frequently set the rates so high that the borrower could never hope to repay, even if they hit it big at the track. This gives the Yakuza leverage to exact favors from the unlucky person, be they cops, politicians, businessmen, or rival criminals. The Yakuza enforce their will through violence — usually only hurting a bad payer since a dead payer cannot pay — unless an example is made.

The Yakuza loan rackets extend all the way from the quiet back alleys of Tokyo to the boardrooms of New York, with corporations being lent money in circumstances where they cannot approach a normal bank. Here, the Yakuza do not simply send in the leg breakers when the company can’t pay, but instead call in the lawyers and seize the company.



Protection (Shima)

The Yakuza have always operated protection rackets. Any business that wished to operate on Yakuza turf had to pay money — a cut — to the Yakuza, or face being closed down through harassment or violence. In essence, protection is sustained extortion.

In ancient Japan, the Yakuza did actually protect businesses from thieves, attacks by bandits, and ronin. They also attacked rival shops to preserve a protected shop's monopoly, or protected them from rival Yakuza gangs. These days, protection rackets are more one-sided. Most protection is garnered from outside criminal outfits, who pay a "Fee" just for the privilege of operating unmolested in Yakuza territory — it saves the criminals from Yakuza retribution, but doesn't protect them from rival criminal concerns (See Narcotics, p. 21).

Extortion

Similar to protection, the Yakuza use extortion to force businesses to let them to use their premises for other moneymaking activities; for a fraction of the rent, of course. This is the case with many strip joints, nightclubs and bars (see Prostitution, p.18; Narcotics, p. 21; and Gambling, p. 19, respectively). If the owner refuses, they or their business suffers.

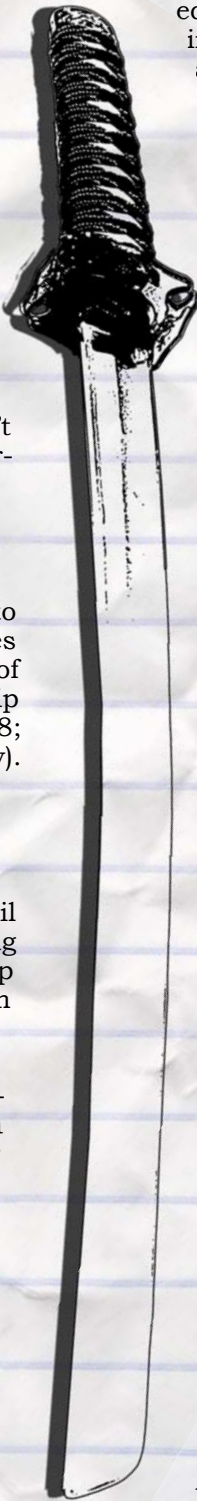
Blackmail and Bribery (Yusuri)

The Yakuza welcome any opportunity to blackmail i.e., extort money, goods, or services by threatening to reveal secrets that the victim would rather keep hidden. This confidential information ranges from the severely illegal to the socially embarrassing.

Typically, the blackmailers have proof of the indiscretion — video footage, for instance. The Yakuza can discover the secret in question through sheer luck, or it they might manufacture the circumstances — for example, going out and getting a highly stressed and vulnerable public official hooked on narcotics.

The Yakuza are also masters of corruption; standard operating procedure is to use kickbacks, finder's fees, and "gifts" to influence a decision, or to get preferential treatment. Behind the gift is always the threat: "Take the money, or we will be offended, and that could get you killed." Once a bribe is taken, people find it very hard to get out of a relationship with the Yakuza. When they know your price, the rest is simply negotiation.

Theft




Unlike common criminals, the Yakuza use considerable organizational power and local knowledge to operate their theft rackets. Rackets include warehouse theft, bank robberies, armed car robberies, goods hijacking, and stolen car rings, among others. Many of these ventures provide Yakuza members with a stable income, provided they keep their efforts hidden. Minor Yakuza members supplement their income with petty theft such as burglary, mugging, office theft, etc. Operations such as these are purely seen as a backup to existing rackets. Operations that skim off money, or have a steady income, have always been more preferable to schemes that attract too much attention.

Theft is seen as the lowest of the low, and among criminals, thieves are low status. The Yakuza never favor theft, preferring to asset strip and embezzle. If theft is involved, it is often in conjunction with other criminal rackets: materials can be stripped from a building involved in a development scam; prostitutes can rob their patrons or pass addresses along for later burglaries; items bought by business can disappear, and so forth.

Any theft resulting in goods can be resold (fenced) through fronts (e.g., pawnshops, retail stores, online retail and auctions), or street vendors. Theft rackets and petty theft are good ways for low-level Yakuza to increase their reputation and money. The Yakuza's size and connections allow them to fence items that no street thief could hope to shift. Thus, the Yakuza can operate car and mobile phone theft rings, bypassing local authorities by moving the goods abroad or to a less problematic area.

Fraud

A subset of theft, fraud has proven increasingly profitable over the years, especially with the rise in credit card use and the stock market. The most traditional form of fraud for the Yakuza is to gain control of a legitimate business, use its credit line to order goods and services, resell the goods to undercut the commercial suppliers, then close the business without paying for them. This kind of scheme is pure profit. Credit card scams



are another common moneymaker these days — stolen or fake cards are used to pay Yakuza expenses, as well as to purchase goods that are then resold. Often cards are extorted from people so they cannot easily report the theft.

At its highest levels, the Yakuza can manipulate stocks and bonds to produce a lucrative source of revenue; colluding with corrupt brokers and CEOs to talk up a stock to drive the price high, then selling at the inflated rate. They can bribe bank employees to cash out stolen bonds, or secure large loans using stolen bonds as collateral. Fraud is a great way for up-and-coming Yakuza to demonstrate their cunning and creativity while making lots of money. Japan now has trillions of yens worth of bad debt on loans taken out by the Yakuza, and the money such schemes brings in is perhaps worth some \$200 billion to the Yakuza.

Smuggling

The importation of goods to avoid tax and legal restrictions has long been a profitable racket for the Yakuza. Largely overshadowed by the drug trade, the Yakuza still make considerable money smuggling other illegal items, such as arms and pornography, stolen gems and jewelry, Cuban cigars, etc. Additionally, the Yakuza import legal items, bypassing tax and duty and then selling them at below-market prices. The Yakuza also participate in smuggling illegal aliens into the country. Such people, desperate to escape miserable circumstances, are willing to accept the Yakuza's high fees, often indenturing themselves to the Yakuza for years. The perception of Japan as a country without a crime problem allows them to smuggle goods far more easily than countries with a reputation for narcotic smuggling, such as Columbia and Burma. Cargos from Japan are seen as more "innocent" and given less scrutiny than those from countries with a bad reputation. The sheer volume of Japanese exports also allows contraband to be hidden more easily.



Narcotics (Shabu)

In the last forty years, the drug trade has become a boom industry for the Yakuza. No other venture creates so much profit — a kilo of cocaine can be grown for a few cents in South America, then smuggled to the US where it is sold for thousands. At present, the sale of narcotics accounts for almost 500 billion dollars a year in profit.

Drugs fall into two categories — natural and synthetic. Natural drugs, like marijuana, cocaine, and heroin, are distilled from plant products and refined into a number of forms. Synthetic drugs, which include ecstasy (MDMA), speed, and LSD (acid), are manufactured from chemical ingredients.

Naturally derived drugs, which rely on very specific growing conditions, are subject to the demands of the supplier. Produced outside the US, these drugs can pass through as many as six separate groups: the grower, the buyer, the smuggler, the distributor, the supplier, and the street dealer. Each party takes a cut, which can eat into the overall Yakuza profit margin and pushes up the drug's street price. This process also dilutes the purity of the original stock as dealers look for a way to increase the final amount of drug they sell to increase profits — this is done by cutting the drugs with inert substances. So for example, a kilo of cocaine from South America, which costs about a dollar to produce, arrives on the street as 4 or 5 kilos, selling for at \$10,000 per kilo.

The drug smuggling trade is riddled with difficulties for the modern-day Yakuza. With such high profits up for grabs, competition is savage. Drug-related shootings kill hundreds every year, and those numbers are on the rise. Many drug producers now wish to consolidate their market and cut out the middlemen by producing, smuggling and controlling street supply. The bloody way in which this “re-structuring” is occurring has claimed thousands of lives across the US. All out turf wars for territory and violence are all too common in American cities.

The synthetic drugs market, on the other hand, can be made to order — they require only a lab, some equipment, and the basic ingredients. Traditionally, the Yakuza have held the position of both supplier and dealer here, using their large financial and local connections to make and distribute the drugs — and reap all the profit. However, the explosion of drugs has created a larger demand for all kinds of drugs. It is easy for an independent operator to make and sell drugs without a lot of cash or influence. Turf and gang wars have erupted in every major city as rival groups vie for control. Desperate police forces have tried to crack

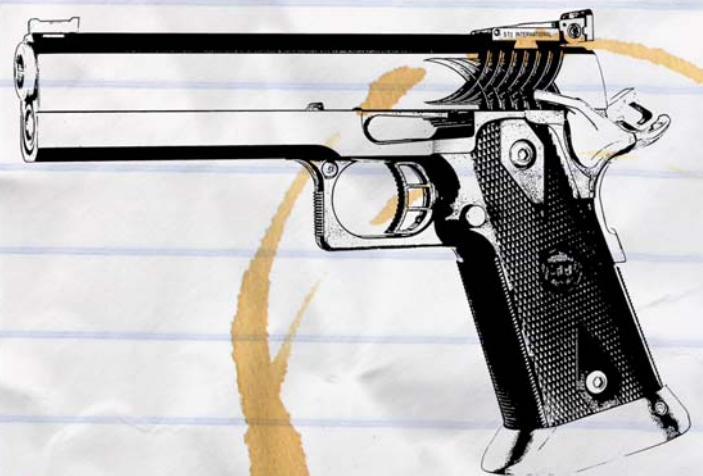
down on the gangs, arresting as many leaders as possible, but this only destabilizes the situation more, forcing gangs into bloody wars over succession.

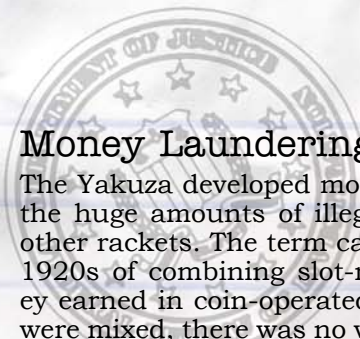
The fast paced life of Japan, coupled with the stress and workload of the average businessman, gave the Yakuza a ready market for meth-amphetamine and other “awakening drugs”. These powerful stimulants lie at the heart of their narcotics empire, with the Yakuza importing it from labs they control in Taiwan, China, and Korea. The drugs are sold on through the thousands of Yakuza gangs, bringing in vast profits. In the Yakuza's expansion into the west, this supply of narcotics has proved their primary asset, selling on Asian made drugs to dealers in the rest of the world. Although the amounts of money involved are huge, it falls into relative insignificance beside the size of the cocaine business in the US.

Surprisingly, although Japan does have a large proportion of drug abusers, they mainly use synthetic drugs, such as ecstasy, ketamine, and amphetamine. When customs officials and police sources started to see connections being between the huge crime organizations of the Columbian Cali and Medellin cartels, it was feared that Japan was to be the target of a Yakuza/Columbian alliance to smuggle huge amounts of cocaine into Japan. These rumors came to nothing though; with the introduction of anti-Yakuza laws, the Oyabuns decided that it was time to keep a low profile, and put on hold the great influx of cocaine into Japan.

Despite the local, state and federal attempts to shut them down, the drugs trade continues to spread — as long as there are profits to be made, people are willing to kill to get them.

For a full description of drugs and their effects, see Drugs ‘Shabu’, p. 67.





Money Laundering

The Yakuza developed money laundering to deal with the huge amounts of illegal cash generated by their other rackets. The term came from the practice in the 1920s of combining slot-machine change with money earned in coin-operated laundries. Once the coins were mixed, there was no way to trace the money back to the illegal slot machines.

Nowadays, the process is a great deal more sophisticated. Many rackets, particularly drugs, receive the profits as bundles of bank notes, many of which are small denomination bills that are hard to shift in great quantities without looking suspicious. One way the Yakuza can conceal such cash is to convert it into possessions, bought in the names of friends and family. However, this is a crime in itself — if discovered, all those involved can be charged. This form of divesting, though, helps to keep people loyal, knowing that once they receive expensive goods, they are linked to dirty money and thus should stay in line.

The best way to process ill-gotten gains, especially cash, is to give the money a legal source. Such operations can be done on a small, medium, or large scale.

Tribute And Debt

All Yakuza are required to make money, as well as provide services for their Waka-gashira, or Shata-gashira and ultimately, the Oyabun. They extract tributes from a range of people, then pay a portion of their earnings to their superiors. At each level, a cut is taken until it reaches the Oyabun. Failure to pay is never a good thing. If the Yakuza are in good standing, they might be allowed a grace period to repay what they owe, naturally at a high rate of interest. Yakuza in less favor may receive a nasty visit from a Keizai, or even a Daisho. They may be asked to perform an act of contrition as a demonstration of their distress. This will usually take the form of a yubitsume (finger cutting). Either way, it is seen as disrespectful and inept to be unable to pay tribute — if it happens too frequently, the member will be removed permanently.

The level of tribute is always set in the Yakuza's favor, with the Yakuza member having to work hard to meet payments. The more they earn, the more they must pay. Of course, in order to earn respect, successful Yakuza must prove themselves capable of consistently earning money for the clan.

Arrest and Prison

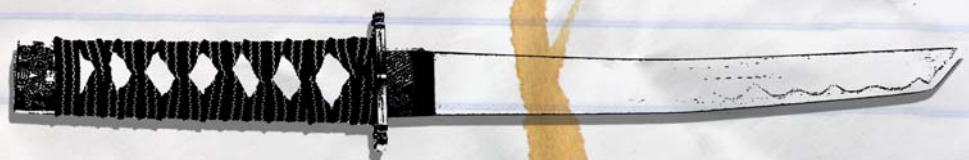
A life of crime carries with it the constant threat of investigation, arrest, and prison. While most Yakuza accept this as an occupational hazard, such investigations do bring heat down onto their cohorts and increase the chance of their rackets being uncovered. More importantly, new Japanese and US laws against organized crime mean that the authorities can now seize any money or properties the police believe may have been made or used in organized criminal activities. The police can instigate tax investigations and banking checks by obtaining warrants from a magistrate. Unless the Yakuza have been clever with the money laundering, such investigations can bring their world crashing down.

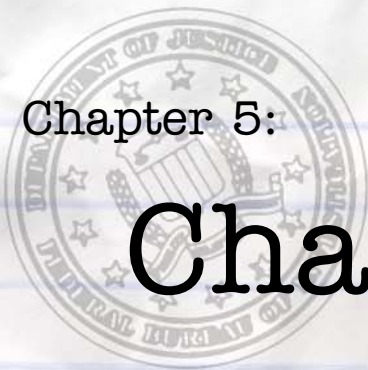
Even if they were arrested for a seemingly modest crime, Yakuza can find themselves facing a hefty sentence based on such financial crimes as tax evasion and money laundering. Such crimes can account for over a half their sentence, regardless of the original charge.

In years past, the Yakuza idea of a member's loyalty to the clan was inviolate — a solemn pledge of honor, considered unbreakable. But times have changed. Before, the Yakuza knew that if they were arrested, they'd be "set up" on the inside, and doing "time" would not be too arduous. In fact, contacts made on the inside could improve a Yakuza career once they got out. However, the rapid increase of crime and the intense pressure put upon law enforcement agencies to crack down on organized crime means that many of the rules have changed.

The Yakuza still exert a great deal of influence within the Japanese prison system, but lack the connections necessary to help minor members in the US. The sentence of a powerful figure would certainly be made more comfortable, but for the ordinary Yakuza member, they can look forward to doing hard time with no outside help. The temptation is therefore greater for those caught to inform on their clan; inside they will be without the support of the clan and probably the only Japanese prisoner in a wing.

The Yakuza will still look after the family and dependants of an imprisoned member; they will pay a fee called a Kagechofu to help them through the sentence.





Chapter 5:

Character Creation

In this chapter, we will explore the various sorts of Yakuza. All Yakuza have to work their way up from the bottom, proving their worth every step of the way. At the same time, they have to constantly look over their shoulder for the long arm of the law. In this book, we introduce two new traits — Face and Heat — to better simulate the whole Yakuza experience from a player standpoint.

Face and Heat

The two most important factors in a Yakuza career are being respected (Face) and staying out of jail (Heat).

Without their reputation, a Yakuza member is just another thug. Without the support of the organization behind them, Yakuza members cannot advance, nor can they hold on to their operations or territories. A weak Yakuza member is prey to any number of other criminal factions, even from within the clan. The Yakuza member must always be alert to slights or signs of disrespect from other Yakuza members — anything that could undermine their efforts or lead people to turn against them must be countered and crushed without mercy or delay.

Being convicted and sent to jail can cripple or end a Yakuza career. Staying ahead of prosecution is vital. However, as the Yakuza member increases their operations, gaining the respect of their peers and the fear of their rivals, they also attract attention from the local law enforcement. Those who are particularly successful will eventually find themselves under federal or Interpol scrutiny and, depending on the seriousness of their exploits, could even land on the FBI's Most Wanted List. Heat is bad for business. A good Yakuza member knows when to push it and when to lay low for a while.

Face

Face determines the level of respect and loyalty a character receives from crewmembers. Face can be further enhanced by a character's actions. The higher a character's Face is, the more they can accomplish. A character's Face cannot fall below zero, regardless of modifiers.

Calculating Face

A character's base Face rating is determined by adding their character level and lifestyle modifier (see p.26).

During the game, acquiring and managing rackets can increase a character's Face — by how much depends on the racket. These are cumulative — the more rackets controlled, the more bonuses. Conversely, losing a racket can lower a character's Face rating.

Also, GMs can award Face points for difficult tasks accomplished or strategic objectives achieved during a session.

Face and Yubitsune

If a Yakuza character is forced to perform the ritual apology of yubitsune, then their Face rating will drop by one for each time they cut off a fingertip.

For example, Shirow the clumsy Yakuza ninja had already cut the tips from both his little fingers and then made yet another mistake, forcing him to apologize again. He would lose another point of Face when he cuts off another fingertip.

Rising in the Yakuza Hierarchy

In the Yakuza, there are many different ranks or titles that a PC can hold, reflecting their place with the family's hierarchy (see Organizational Rank Table on p.25). Attaining a new rank can be handled either during game play, or in "down time" (in between games).

The employee and associate levels merely indicate what they are involved in and how they are perceived, and don't require a special procedure.

Becoming a Kyodia a "Made Man" in the Yakuza ranks requires a vote of all the Wakashu within a Yakuza family.

The Oyabun of a Clan appoints those beneath him and chooses in which positions they will serve. Characters will need to be in his good books, as well as have the appropriate level of Face to hold a higher position within the clan.

To become an Oyabun, the previous incumbent must be either killed or forced to retire. Oyabun is usually a position held for life, and only exposure to criminal charges or revelations of being a “Bad Father” to the clan could remove one.

In the event of a sudden loss of Oyabun, a successor is usually chosen from among the Shatei-gashira, Waka-gahira, and Saiko-komon by a popular vote. Occasionally the positioning and power plays between perspective Oyabuns can become quite fierce, usually forcing Oyabuns to pre-select a successor.

The GM uses the PC’s Face to determine when they become eligible for a new rank. Once a PC attains the minimum FACE required, the GM can decide to begin the process of advancement either off camera among the NPCs, or in game with boss-level PCs. Attaining a new rank should provide many good role-play opportunities for PCs.

If a PC’s FACE rating drops below the minimum requirement, the character may lose the right to hold the title they have earned. It is up to the GM’s discretion to decide how long it takes to lose a title and what happens if they do.

Heat

A character’s Heat score measures the pressure the police and other law enforcement agencies are bringing to bear against the character. The more renowned a character becomes for their criminal activities (the higher the Face), the greater the efforts to bring them to justice (the higher the Heat). A character’s Heat rating allows players and GMs to quickly and easily determine the strength of police pressure on a character at any given time, so that they can react appropriately in role-play situations.

Calculating Heat

A PC’s Heat score is equal to Face plus any relevant modifiers (see table p. 27), which vary depending on actions taken either by the players’ characters, police, or other NPCs.

$$\text{FACE} + \text{MODIFIERS} = \text{HEAT}$$

During game play, characters can avoid heat by not getting caught or witnessed. The GM should secretly keep track of each character’s Heat rating as it evolves. Players should find it hard to establish their actual Heat rating during game time, but they can try to do so using various skill checks.

Title of Rank	Min FACE	Effect
Employee	0	You work for Yakuza in one of its legitimate businesses or fronts (e.g., Yakuza lawyer, bouncer) you do not have a criminal record.
Associate	3	You work for Yakuza in one of its legitimate businesses or fronts (e.g., Yakuza lawyer, bouncer) you do not have a criminal record.
Shatei “Child”	8	You are a full member of the clan. You have sworn to uphold the rules of the Yakuza. You enjoy the Yakuza’s protection — only other Kyodia can mess with you without facing Yakuza retaliation. You can run operations with the Oyabun’s permission. You report to the Waka-gashiri.
Kyodia “Brother”	10	You are in charge of crews of Shatei, associates, and employees. You are entitled to take a cut before passing on the bulk to your superiors.
Saiko-komon	15	You are an elder Yakuza member who acts as advisor to the don. You act at the same level as the Shatei-gashiri.
Waka-gashira	15	You advise and develop new members: keeping an eye on them and providing opportunities within the clan. You act at the same level as the Shatei-gashiri.
Shatei-gashira (Number two)	15	You oversee all the Kyodia and you settle minor differences. You are entitled to take a cut from the income passed to you by the Kyodia before passing it on to the don.
Oyabun (Boss)	20	You run the whole show. Everyone pays tribute to you and you get the biggest cut. All power rests with you.

Special rule: Players can make a Knowledge: Street Sense or Gather Information check at DC 10 in order to try to get an update on their Heat rating.

- Success: The character is able to determine the exact Heat rating.
- Failure: The character hears too many conflicting reports to correctly work out the current rating.

Heat Modifiers

Modifier	Action
+3	Caught on CCTV or witnessed by a cop committing a crime.
+2	Evidence links you to a crime.
+2	Filmed while committing a crime.
+2	Witnessed while committing a crime.
+1	Discharging a weapon in a public place.
+1	Spending significant time in the company of a Yakuza with a 10+ HEAT rating.
+1	Flagrant display of sudden increased wealth.
+1	Any conviction for a petty offense — drug possession, DUI, minor assault, etc.
-1	Successful bribery of authorities. The bribe cost is equal to HEAT x \$500 per point of HEAT reduced.
-1	Successful intimidation of authorities.
-1	Manipulation of appropriate contacts.
-2	Charges are dropped — witness retracts statement or no evidence is found.
-2	Acquitted in a trial.
-2	Courting the media to improve your image.

Effects of Heat

A character's Heat rating directly affects their relationship with the police. The higher the rating, the more problems they will face in their everyday lives. See the Effects of Heat table for details.

At first, the rating reflects only an increased interest in the character's actions. Once it reaches 10 or above, the character risks arrest and prosecution, depending on how well they've hidden their illegal activities.

The GM uses the PCs' Face to determine when they become eligible for a new rank. Once a PC attains the minimum FACE required, the GM can decide to begin the process of advancement either off camera among the NPCs, or in game with boss-level PCs. Attaining a new rank should provide many good role-play opportunities for PCs.

If a PC's FACE rating drops below the minimum requirement, the character may lose the right to hold the title they have

earned. It is up to the GM's discretion to decide how long it takes to lose a title and what happens if they do.

Effects of Heat

Heat Rating	Effects
1-2	No game effect.
3	Locals know who you are.
4	You are known to local police
5	Subject to occasional police shakedowns — operations raided, employees questioned.
6	Featured in news stories and exposés.
7	Local police initiate surveillance.
8	Placed on the "usual suspects" list. Hauled in regularly. Operations routinely raided; employees questioned.
9	Suspected of high-level involvement in the Yakuza. Feds start surveillance.
10	You are wanted for questioning. Police actively searching for you. Operations are staked out and employees subpoenaed.
15	A federal arrest warrant is issued.
20	Focus of a federal task force. Placed on 10 Most Wanted list. Photo and vitals circulated to all law enforcement.
30	You are public enemy number one.
50	The president of that country has made a public appeal for your arrest.



wealth & Money

As stated before, money is the be all and end all of Yakuza activity. As such, there is an awful lot of money, from small change to billions being tossed around in a Crime Scene: Yakuza game. Therefore we suggest some new rules for handling the money, so the game doesn't turn into an accounting exercise.

PCs have access to two kinds of money: petty cash and income. The amount of the money they have access to depends on their lifestyle, which has to be maintained from session to session. One PC may prefer living the high life, always dining out and taking taxis everywhere, while another may wish a more furtive existence, living in seedy hotels and eating cold tins of food. If they both have the same income.

Petty Cash

Cash is a regular part of a Yakuza existence. The player characters could find themselves handling anything from coins from slot machines to bill-filled suitcases. How much these smaller amounts of money affect individual PCs depends largely on the amount of money they have access to. After

all, bribing small time hustlers with a few bills will hardly dent the income of a crime lord, but might greatly impact a lowly associate thug.

GMs should be careful about how they use money in the game. If they are too pedantic, the game will bog down in bookkeeping and accounting; too liberal and the game might lack grittiness and a sense of reality.

Dollars to Yen

For those who want to run games in the US and/or in Japan, the Dollar to Yen exchange rate in Crime Scene: Yakuza is about one Dollar to one hundred Yen. This ratio can be used for rackets, income, or purchases.

Lifestyle

Lifestyle contributes to a PC's Face. Spending money on one's clan increases their regard for the character. A respected Yakuza member is expected to invite the clan out for meals or card games, to give out presents for their relations, and to spend lavishly on clothes and cars. If they don't, it may look as if they're struggling or unsuccessful.

GMs should decide how much they wish the characters to role-play their lifestyle in game.

Lifestyle Table

Lifestyle	Cost	Possessions
Bum	0	A few clothes and personal effects, nothing nice or new. No fixed residence.
Poor	1	Some clothes and personal effects, clean but often second-hand or homemade. Rents a small room with very basic comforts.
Moderate	2	Decent clothes, a basic economy car, and enough money to support a partner. Rents a flat or small house with ordinary consumer goods.
Comfortable	3	Some designer clothing and accessories. Drives a new, mid-sized car, plus a minivan for their partner. Owns a house or well-positioned apartment that is well furnished with all modern amenities. Enough money to support a family.
Wealthy	4	Expensive, designer clothing and kit - cell phone, designer shades, etc. Owns a large house or centrally positioned apartment furnished with antiques and expensive possessions. Employs a cleaner or maid. Has an expensive car for each family member. May own a boat or other recreational vehicle.
Luxurious	5	Custom-made clothing from top designers, all the best accessories and technology. Owns houses or apartments in several cities, all furnished to the highest level. Owns several luxury cars. Employs a chauffeur. Maintains a yacht and a private jet or helicopter.

Chapter 6:

Character Classes

The world of the Japanese Yakuza fashions a unique set of individuals that are unlike other criminal professions. Each character class fulfills a specific function within the Yakuza, tailored to their specialized tasks.

The character classes have been designed to reflect the unique and volatile nature of the Japanese Yakuza. The six basic character classes cover the fundamental types of Yakuza members that make up a clan. These classes allow players to start at a low level and develop their characters over time into fully-fledged and powerful members of the clan.

Multiclass Rules

Yakuza character classes are designed to reflect the changing nature of the roles a Yakuza member might fulfill within the organization — roles change frequently and this accumulation of skill and responsibility should be present in the character. The best way to do this is for GMs to encourage players to multiclass their characters, taking levels in new classes that better represent their new duties.

Players can multiclass using any basic class; however, the GM should discourage players from electing to rise in a class that their character hasn't had any experience in.

AC Bonus

Characters and objects receive an AC bonus ability in the game; this represents how easily they can be hit in a fight, or how vulnerable they are to damage.

Player characters in *Crime Scene: Yakuza* who are attempting to hit something or someone, roll their attack with the target's AC bonus as a bonus to a normal DC 10, plus any ability or circumstance modifiers.

Example: A Keizai who has never handled a weapon should not be allowed to multiclass into a ninja just to gain higher hit die. If the Keizai truly wants to become a ninja, they should either attempt doing a job at a low, unskilled level, or find a mentor in the game to teach them before adding levels to their character.

Basic Character Classes:

Dosu: A heavy who uses threats and violence to carry out the wishes of the Yakuza leadership.

Daisho: A Yakuza member who is assigned to protect the clan's interests and act as a bodyguard for its members.

Ninja: A highly skilled infiltrator who silences anyone who stands against the Yakuza.

Keizai: A white-collar criminal who presents the false, legitimate face of the Yakuza; often used to launder money.

Gurentai: A gambling den owner and racketeer for the Yakuza.

Ronin: A Yakuza member without a racket base, often freelance.

Note: All character classes receive an AC bonus. Skills not listed as class skills are considered cross-class skills.

Japanese or Western characters?

Players can choose which ethnic origin they wish their character to have. They may decide to play someone who was born and raised in Japan; and is therefore fluent in Japanese and has an understanding of the culture. In turn, they may wish to play a Japanese national who has been brought up in the west. Although they may look and act like someone from Japan, they will not know all the correct forms of behavior. Lastly, the player may choose to play someone who has found a home with the Yakuza, and is Caucasian, Afro-American etc.



Dosu – The Sword

Arising from the black markets of occupied post-war Japan, the Gurentai street hustlers broke with the traditions of the Yakuza. They engaged in crimes that in the past were seen as acting against the spirit of ninjo. Progressing on from them are the Dosu, the most aggressive of the Yakuza roles. They robbed, stole and intimidated their way to power and in so doing, created a golden age for Japanese organized crime. They were the ones who made the money for the Oyabuns to corrupt politicians and to insinuate their way into the corporate world. They are the brutal face of the Yakuza and although their influence is played down now, it is the Dosu's threat of violence that makes businesses dealing with the Yakuza prefer to capitulate rather than face their displeasure.

It is the task of the Dosu to be the muscle of the Yakuza: they are the bullet that their Oyabun will fire. It is their job to extort the protection money, and remind people that the power of the Yakuza lies not in its wealth or political connections, but the fear that these people instill.

The Dosu specialize in the more violent and aggressive Yakuza rackets, they run the Shima (protection rackets), Kiritori (debt collecting), and Yushri (blackmail). They are adept at tracking down people, so that no matter where they run, they will face the wrath of the Yakuza.

Hit Die: d8

Class Skills: Bluff (CHA), Drive: Chase (DEX), Drive: Tailing (WIS), Forced Entry (STR), Gather information (CHA), Intimidate (CHA), Knowledge: Street Sense (INT), Listen (WIS), Meditate (WIS), Profession: Criminal (WIS), Research (INT), Search (INT)

Skill points at first level: (4+ INT Modifier) X 4

Skill points at each level: 4+ INT Modifier

Class Features:

urban Track

Dosu are able to find and locate an individual despite their efforts to hide (unless they leave town). Bear in mind that targets may not know they are being hunted, and even if they do, they may not be aware of all locations that the Dosu is familiar with. Dosus know all the local bolt holes and favored hiding places — they are skilled at plying informants and snitches in order to locate a target.

Firstly, this ability allows the PC to track in an urban environment using Knowledge: Street Sense. The tracking is modified by a number of factors (see Complications table). Other classes do not get any benefits from these modifiers when trying to find people, but they can receive penalties.

The second aspect of this ability is that the PC receives specialized area knowledge covering a neighborhood or district within the city they reside. Each time the PC chooses this ability, they select a specific area to know well, consulting the GM to determine the size and relevance of the area.

Special: When searching for a target within one of their specialized areas, Dosus get a +4 bonus to their Knowledge: Street Sense roll, before complications.

Check: The Dosu make a Knowledge: Street Sense skill check at either DC 20. The roll is modified by the Complications table. Note: Some of these conditions may contradict or overlap. In such cases, all relevant modifiers apply cumulatively.

Note: The Dosu gets a better modifier to their Urban Track at higher levels. They get + 2 at eighth level for instance.

Time: Trying to locate someone in this way takes 2d4+1 hours plus any modifiers, at the GM's discretion.

Failure: If the PC fails the check, then they have been unable to locate the target. Depending on how much the check was failed by, the GM decides whether or not the target is tipped off by friends and associates that the Dosu is asking questions about. This may cause the target to leave town or conversely, come after the Dosu.

See complication table on next page

Complication	Modifier
Target is a close friend of Dosu.	+8
Target is a casual acquaintance.	+3
Full background dossier on target.	+3
Target follows a usual routine.	+2
Dosu has recent photo of target.	+1
Every INC x target's FACE Dosu bribes for information.	+1
For every additional week the search.	+1
Physically distinctive (target's CHA modifier).	+0 to +4
Target has a reputation.	+1 for every 4 pts of face, rounding down
Target is aware of being hunted.	-1
Target has altered appearance.	-2
Target has a good false identity or hiding place.	-2 to -4
Dosu has never met target.	-3
The community loves the target.	-4
Target has radically altered appearance.	-4
Dosu unfamiliar with search area.	-5
Dosu only has a vague description of target.	-8

Face of a Killer

The Dosu projects an aura of violence so strong that when a successful Intimidate check is made against an individual, that individual is at -2 for all Attack and Save rolls. No prerequisite required.

Extract The Truth

In a world where criminals are prepared to die for their clan and their honor, the Dosu must be able to not only find the enemies of his clan, but also to extract the information they need. This distasteful task is perhaps the hardest job they undertake, putting aside all that is humane within them and forcing a man to betray his principles by force.

Check: The Dosu can inflict a d4 pts of damage equal for every ten minutes of questioning to a target. After which an intimidate skill check is made with a circumstance bonus equal to the damage the Dosu has inflicted in his questioning. If the intimidate check is high enough, even the most stubborn and loyal yakuza gangster will tell all they know. However, if the damage kills the target, then the Dosu has gone too far and can get no information at all. This skill cannot be applied to player characters.

Special: Non-Dosu Characters attempting to torture information from characters in this way receive only a +1 bonus for each d4 damage they inflict.

Bonus Feats: Alertness, Black Belt, Dragon Marked, Drive-By Hit, Driving License, Emergency Medic, Endurance, Gaijin, Face of a Killer, Fight Dirty, Improved Initiative, Iron Will, Lightning Reflexes, Martial Artist, Prison Record, Ready Weapon, Respected, Samurai, Second Story Man, Simple Weapon Proficiency, Strong Stomach, Toughness, Unrecognized, Weapon focus, Weapon Proficiency, Weapon Specialization, Automatic Firearm Proficiency.

Dosu Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Bonus Feat	+0	+1	+1	+0	+0	+0
2	Urban Track 1	+1	+2	+2	+0	+0	+1
3	Bonus Feat	+2	+2	+2	+1	+1	+1
4	Extract The Truth	+3	+2	+2	+1	+1	+1
5	Bonus Feat	+3	+3	+3	+1	+1	+2
6	Face of a killer	+4	+3	+3	+2	+2	+2
7	Bonus Feat	+5	+4	+4	+2	+2	+2
8	Urban track 2	+6/+1	+4	+4	+2	+2	+3
9	Bonus Feat	+6/+1	+4	+4	+3	+3	+3
10	Urban track 3	+7/+2	+5	+5	+3	+3	+4

Ninja - The assassin

If the Dosu is the bullet of the Oyabun, then the Ninja is the knife. They are the silent killers who remove the threats to the Yakuza. Whether it is the silencing of an informer, or the intimidation of another gang leader, it is the duty of the ninja to deal with these problems. They are the ultimate sanction of the Yakuza's displeasure. They take their names from the clans of silent assassins and infiltrators of ancient feudal Japan, but in this modern age, it is just as likely to be the bomb or the rifle that eliminates their target as it is the sword. They are the masters of stealth and infiltration, learning how to pass unobserved, and unobtrusively. For some, this means using the skills of camouflage and stealth, like the ninja of old; others use disguise and bribery to give them access to their targets. The ninja is no simple assassin, however. They are charged with getting the inaccessible and finding solutions to the insolvable. This could be stealing company documents from a safe, or planting evidence to frame someone, whatever solution the problem requires.

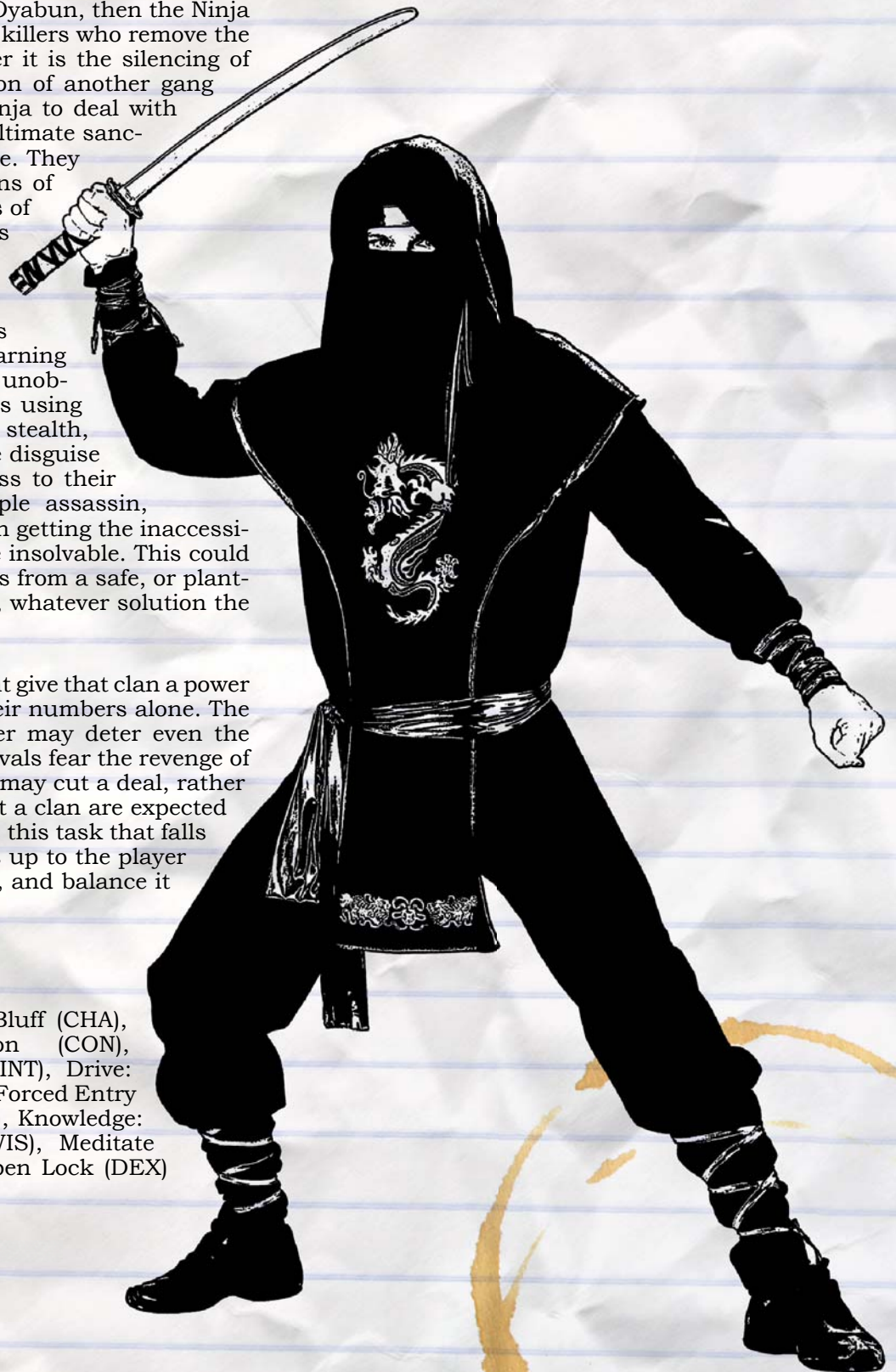
The ability of a clan's ninja might give that clan a power they would never have from their numbers alone. The possession of a dedicated killer may deter even the most ambitious of Oyabun. If rivals fear the revenge of one of these silent killers, they may cut a deal, rather than kill a gang. Sights against a clan are expected to be avenged in blood, and it is this task that falls most frequently to the Ninja. Is up to the player how they bare this debt of Giri, and balance it with the requirements of Ninjo.

Hit Die: d6

Class Skills: Balance (DEX), Bluff (CHA), Climb (STR), Concentration (CON), Dodge (DEX), Disable Device (INT), Drive: Chase (DEX), Explosives (INT), Forced Entry (STR), Hide (DEX), Jump (STR), Knowledge: Street Sense (INT), Listen (WIS), Meditate (WIS), Move Silently (DEX), Open Lock (DEX) Spot (WIS), Tumble (DEX)

Skill points at first level:
(5+ INT modifier) X 4

Skill points at each level:
5+ INT modifier



Class Features:

Evasion

Ninja are skilled at moving fast and avoiding hazards. They have almost a sixth sense when it comes to danger and this means they are able to act swiftly to escape from harm.

Check: If unencumbered by goods or armor, the Ninja can dexterously evade any attack that requires a Reflex save to dodge. Instead of taking half damage in such circumstances, they completely avoid the effect.

Observe

At a glance, Ninja can assess an area for traps, alarms, escape routes, and vantage points. They get a +2 circumstance bonus to any Search or Spot checks to locate alarms, traps, hidden surveillance devices, or guards.

Ki - The Will Made Manifest

Ninjas know how to focus their minds to deliver a deadly blow that carries, not just the power of their body, but the full force of their will.

Check: Once per day they focusing their mind through Meditation, the Ninja can channel their "Ki" or body's energy into a full melee attack. This must be declared before rolling to hit, and if successful, it delivers an additional d4 of unarmed damage.

At 8th level, Ninja gain an additional d4 of Ki damage, this power can be used for a single attack or two separate attacks.

Disappearing Mist

If the Ninja made a successful search of a location using the Observe feat, they receive a +4 bonus to any Hide or Move Silently checks to leave that site following a successfully resolved task or assassination.

Bonus Feats: Ambidexterity, Athlete, Black Belt, Doctor, Dodge, Dragon Marked, Drive-By Hit, Driving License, Endurance, Exotic Weapon Proficiency, Face Of A Killer, False Sincerity, Gaijin, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Long Arm Proficiency, Marksman, Martial Artist, Martial Art Weapon Proficiency, Ready Weapon, Respected, Samurai, Second Story Man, Shinobi, Skill Focus, Toughness, Two Weapon Fighting, Weapon Proficiency, Weapon Specialization, Unrecognized.



Ninja Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Bonus Feat	+1	+1	+0	+2	+0	+1
2	Ki	+2	+2	+0	+3	+0	+1
3	Observe	+2	+2	+1	+3	+1	+1
4	Evasion	+3	+3	+1	+4	+1	+2
5	Bonus Feat	+3	+4	+1	+4	+1	+2
6	Weapon focus	+4	+4	+2	+5	+2	+2
7	Bonus Feat	+4	+5	+2	+5	+2	+3
8	Ki	+4	+6	+2	+6	+2	+3
9	Bonus Feat	+5	+6	+3	+6	+3	+3
10	Disappearing Mist	+6/+1	+7	+3	+7	+3	+4

Daisho – The Protector

The Japanese word for castle is Daisho, and it is the men around the bosses that form their castle. They are the walls that keep the assets and employees of the Yakuza safe. In the world of organized crime, murder is often the easiest way to solve a problem, and it is the function of Daisho to guard against such moves. It is the job of the Daisho character to act as bodyguard and protector of the Yakuza's interests. They are selected for their diligence and alertness, as well as their physical prowess. The Daisho character needs to be alert and ready to combat and neutralize any threat.

In this role, the Daisho may have to guard a clubhouse one day, and accompany an Oyabun to a meeting the next. They might have to keep an informer safe, or provide a show of strength at the signing of an alliance. Often, the Daisho become the most trusted of the Oyabun's agents: they after all are the ones who guard his life. Daisho are the most loyal of members and have to be ready to lay down their own lives without hesitation to save their Oyabun.

Hit Die: d10

Class Skills: Concentration (CON), Diplomacy (CHA), Drive: Chase (DEX), Intimidate (CHA), Japanese Etiquette (CHA), Knowledge: Listen (WIS), Search (INT), Sense Motive (WIS), Spot (WIS) Street Sense (INT)

Skill points at first level: (4+ INT modifier) X 4

Skill points at each level: 4+ INT modifier

Class Features:

Bodyguard

The Daisho can step into the path of danger to protect another person within reach as a half move action. This can only be performed against attacks that the Daisho is aware of and can counter, based on rolled Initiative. Any direct attack made against that person is executed against the Daisho using the Daisho's AC. If the attack hits, the Daisho suffers the damage or effects. If it misses, then it misses both the Daisho and their charge. Area effect or surprise attacks cannot be defended against using this skill. This can be done only once per combat



Watchful

The Daisho has enough experience now to spot bad situations

and ambushes. They can perceive the impending threat far more clearly than anyone else. A room is no longer a mere structure, but a series of avenues of attack and escape. Sources of possible danger both real and imagined confront them all

the time, allowing them to detect traps and ambushes far more readily.

Check: The Daisho can add his level as a bonus to any Spot, or Search check to detect a trap or ambush.



Cover


Daisho can produce a burst of speed to protect one person. This enables them to use their Bodyguard ability regardless of Initiative. This can only be done once per combat.

Bonus Feats: Athlete, Black Belt, Dragon Marked, Driving License, Emergency Medic, Empathic, False Sincerity, Fight Dirty, Gaijin, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Prison Record, Ready Weapon, Respected, Second Story Man, Strong Stomach, Toughness, Weapon Specialization, Unrecognized.



Daisho Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Bonus Feat	+0	+1	+0	+1	+0	+0
2	Bodyguard	+1	+2	+0	+2	+0	+0
3	Bonus Feat	+2	+2	+1	+2	+1	+1
4	Watchful	+3	+2	+1	+2	+1	+1
5	Bonus Feat	+3	+3	+1	+3	+1	+1
6	Dodge	+4	+3	+2	+3	+2	+2
7	Bonus Feat	+5	+4	+2	+4	+2	+2
8	Alertness	+6/+1	+4	+2	+4	+2	+2
9	Bonus Feat	+6/+1	+4	+3	+4	+3	+3
10	Cover	+7/+2	+5	+3	+5	+3	+3



Keizai - businessman

In the world of corporate Japan, the Yakuza hold more power than ever before and the profits made from crime are shifted into the legal world of finance. Dummy companies and front corporations mean that businesses are often not sure who they're doing business with. All too easily they engage in deals with what are to all appearances an honest company, only to find out it is a Yakuza-controlled front. Here, it is the white-collar criminal that makes the money. From the real estate land scalpers to the scandals and share manipulations of the Sokaiya, the Yakuza employ only the sharpest minds. For big business, all too often their silent partners are Yakuza members who use threats of exposing scandals and bribery to the press to force directors into taking them into partnership. If the directors prove too honest, then a scandal can be manufactured, or simply more direct means employed. Even the largest corporations find that once you've accepted a deal with the Yakuza, there's no backing out, and that the terms shift more and more in the criminal's favor.

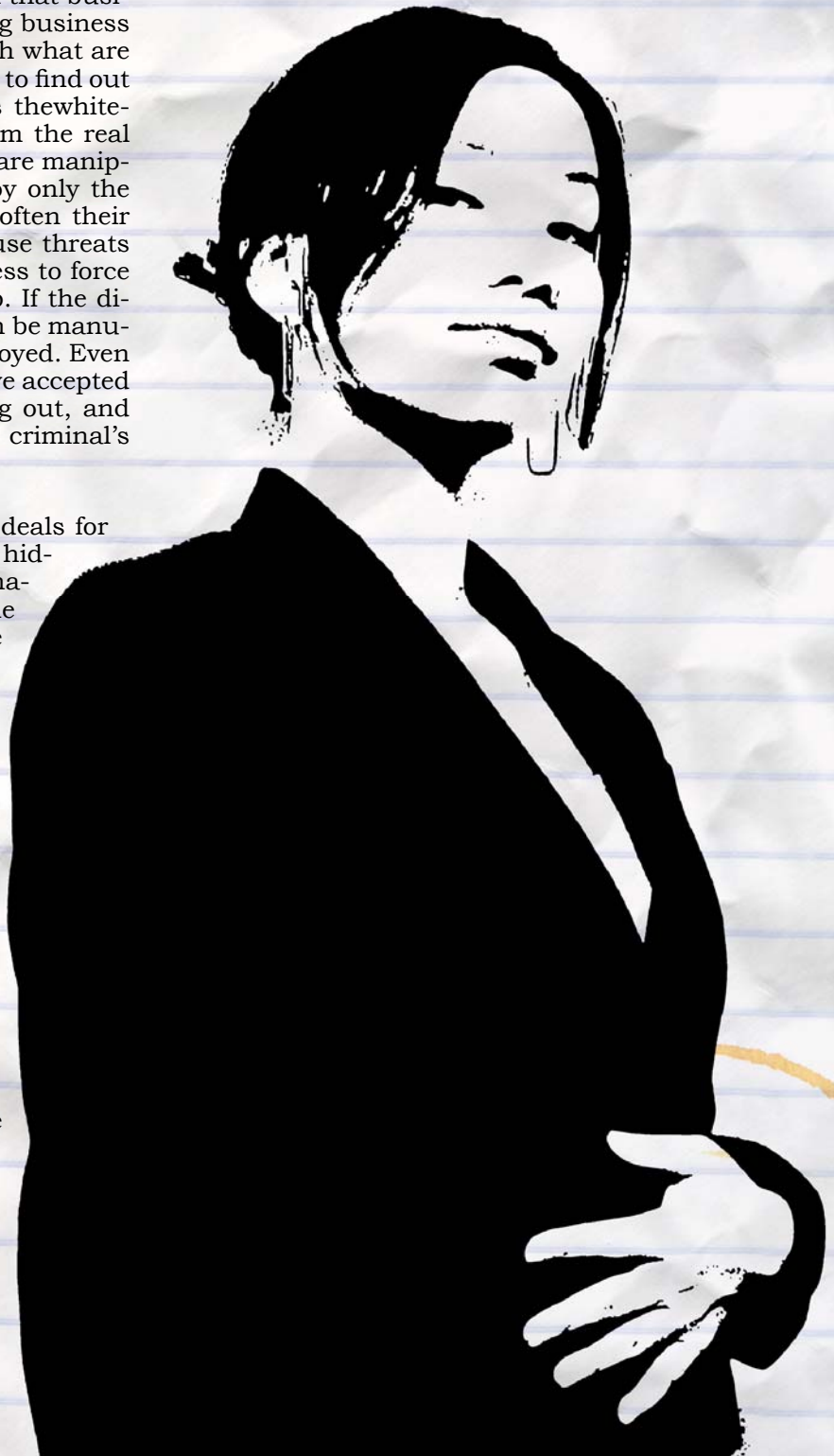
It is the task of the Keizai to make business deals for the Yakuza by laundering their money and hiding their profits overseas. By using international tax, banking and finance laws, the profits from drugs, vice, and extortion are hidden from police authorities and invested into legitimate businesses. Keizai need to know how the financial systems work and how to use the law against the investigators. As lawyers for the Yakuza, they also provide the front for their criminal activities, hiding their crimes behind lawsuits and class actions.

Hit Die: d6

Class Skills: Appraise (INT), Bluff (CHA), Diplomacy (CHA), Drive (DEX), Japanese Etiquette (CHA), Knowledge: Clan Lore (INT), Knowledge: Finance (INT), Knowledge: Law (INT), Meditate (WIS), Profession: Entrepreneur (WIS), Research (INT), Sense Motive (INT), Speak Language (none)

Skill point at first level:
(6 + INT modifier) X4

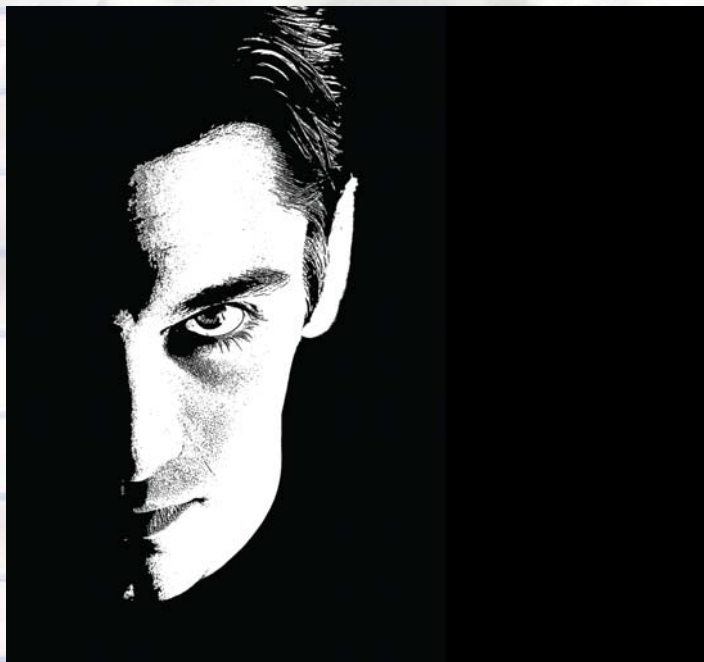
Skill points at each level
6 + INT modifier



Class Features:

Legitimize

The Keizai do this by using their position in society to add credibility to their version of events, offering alibis and cover stories so as to cloud the truth. As a result, police investigations are confused and stalled, as threats of lawsuits and injunctions bog down even the most dogged detectives. Once per session, the Keizai can lower the Heat on themselves or on another individual by the number of ranks of Legitimize they have. This takes effect instantaneously.



Insider Whispers

The Keizai are adept at picking up rumors and gossip that they can use to attack a company or organization. These can be used to create scandals, or to blackmail directors or other key players. In this way, the Keizai build circles of informers and contacts --- figures keen to be in his good graces, as well as those who fear their wrath. The Keizai will receive random communications from these contacts determined by the GM.

Each new Insider whispers feature builds a new circle of connections and informers.

Bonus Feats: Alertness, Business Acumen, Dragon Marked, Driven, Driving License, Empathic, Endurance, False Sincerity, Fight Dirty, Gaijin, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Prison Record, Ready Weapon, Respected, Skill Focus, Smart, Technical Expertise, Unrecognized, Weapon Focus, Weapon Specialization.

Keizai Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Bonus Feat	+0	+0	+0	+0	+1	+1
2	Legitimize 1	+1	+1	+0	+0	+2	+1
3	Bonus Feat	+1	+1	+1	+1	+2	+1
4	Insider Whispers	+2	+1	+1	+1	+2	+2
5	Bonus Feat	+2	+2	+1	+1	+3	+2
6	Bonus Feat	+3	+2	+2	+2	+3	+2
7	Insider Whispers	+3	+2	+2	+2	+4	+3
8	Bonus Feat	+4	+3	+2	+2	+4	+3
9	Legitimize 2	+4	+3	+3	+3	+4	+3
10	Bonus Feat	+5	+3	+3	+3	+5	+4

Gurentai – Racketeer

Of all the Yakuza roles, the Gurentai is by far the most central, as they are the ones who manage the day-to-day operation of the Yakuza's illegal activities. Gurentai control the rackets that sell the drugs, export the money, and take the bets. It is their efforts that the Daisho protects and the Keizai enforces. Gurentai live outside of the law, making money solely through criminal efforts. Gurentai can run any number of rackets, from gambling to smuggling.

Whatever rackets they run, Gurentai are expected to give much of their earnings to their bosses as a tribute.

Hit Die: d6

Class Skills: Bluff (CHA), Craft: Narcotics (INT), Diplomacy (CHA), Disable Device (INT), Drive: Chase (DEX), Fence (INT), Gamble (WIS), Hide (DEX), Knowledge: Clan Lore (INT), Knowledge: Street Sense (INT), Profession: Criminal (WIS), Profession: Dealer (WIS), Sense Motive (WIS), Spot (WIS).

Skill Points at 1st Level:
(6 + INT modifier) x 4

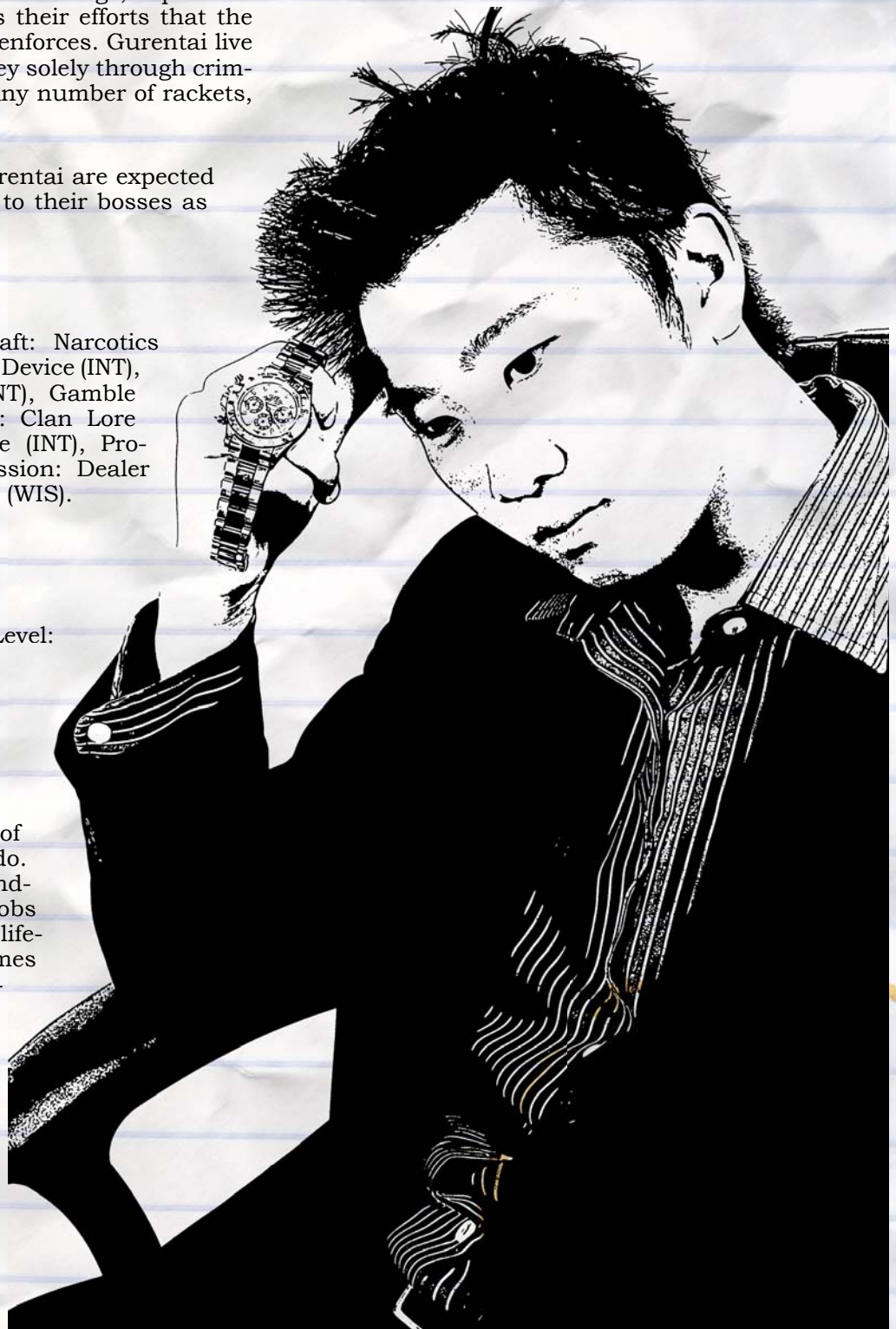
Skill Points at each additional Level:
6 + INT modifier

Class Features:

Colorful Life

Gurentai draw on all sorts of experiences to do what they do. Their life is littered with an endless progression of criminal jobs and encounters. Their diverse lifestyle is very handy when it comes to understanding and controlling a wide variety of rackets.

Gurentai can select an additional starting origin (see p. 41), gaining the applicable skills and feats, to reflect their broad experience. They must meet any prerequisites for the additional origin, and they do not receive that origin's starting money.



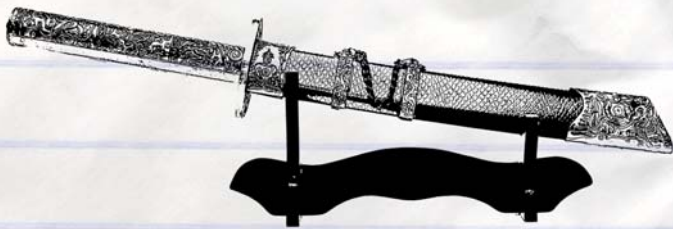


Bosozuku Favors

The Gurentai are owed increasing favors by local Bosozuku (or regular) street gangs within their clan's territory. Perhaps the Gurentai sell them drugs cheaply, collecting the favors in lieu of small debts, or maybe they buy goods they have stolen. Once per session these street gangs can be called in, and the gang will perform a favor for the Gurentai. The level of cooperation depends on the inducements the Gurentai can offer, as well as the inherent threat involved. If the gang feels underpaid by the endeavor, or in too much danger, they may well put in a halfhearted effort, or refuse to get involved at all. This ability merely grants the Gurentai a resource to call upon, and does not guarantee a successful outcome for any tasks the Gurentai persuades the Bosozuku to undertake. The PC gains access to the news street gang at 6th and 10th levels.

Bonus feats: Alertness, Black Belt, Business Acumen, Dodge, Dragon Marked, Driven, Driving License, Endurance, False Sincerity, Fight Dirty, Gaijin, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Artist, Ready Weapon, Respected, Side Arm Weapon Proficiency, Simple Weapon Proficiency, Skill Focus, Smart, Technical Expertise, Unrecognized.

Takeshi knows that rival Yakuza gangster Eiichi has gone to ground somewhere in his territory. He decides the best way to find him is to have the local Red Dragon Bosozuku gang comb the area. He offers them a discount on their next drug buy, and helps take the pressure off them after their last round of street robberies. The gang knows that Eiichi is a dangerous killer, but agree to help find him — that's all. Takeshi instructs the gang to stake out train, bus, and underground stations, as well as keep watch on the cheap dives and hotels in the area. The GM, however, determines that as Eiichi is being kept in a private apartment, and is being supported by his girlfriend who buys food and supplies for him. The Red Dragons fail to find him. However, without the Red Dragons' help, Takashi would not have been able to check out all these places.



Gurentai Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Prison Record	+0	+0	+0	+0	+1	+1
2	Colorful Life	+1	+1	+0	+0	+2	+1
3	Bonus Feat	+1	+1	+1	+1	+2	+1
4	Bosozuku Favors	+2	+1	+1	+1	+2	+2
5	Bonus Feat	+2	+2	+1	+1	+3	+2
6	Bosozuku Favors	+3	+2	+2	+2	+3	+2
7	Bonus Feat	+3	+2	+2	+2	+4	+3
8	Iron Will	+4	+3	+2	+2	+4	+3
9	Bonus Feat	+4	+3	+3	+3	+4	+3
10	Bosozuku Favors	+5	+3	+3	+3	+5	+4

Ronin – Independent

Not all the misfits within the Yakuza find a home; the Ronin is a Yakuza member that refuses to fit in even here. They are the loners and rebels within the clan, using their instincts and guile to forge respect and position. Instead of working just one angle, they are skilled at adapting quickly to any opportunity. One day they may be a gambler, the next an assassin, each day defining themselves anew.

For some Ronin, the clan is still the parent to whom they owe their loyalty and their devotion. It may be the one place that will accept them and give them a home; within the ranks of the Yakuza, they have a place and a position within society.

For other Ronin, the clan is too restrictive; these are the independent Yakuza who live without the backup of the clan. They pay no tribute, and are not protected by the power of the clan. Players must decide what sort of Ronin they wish to play. If they choose an independent Yakuza, then although they might keep all that they make, they cannot enact certain downtime actions, or turn to a clan for help. Players can find themselves inadvertently pushed into this class if they are expelled or forced to leave a Yakuza clan.

Hit Die: d6

Class Skills: Appraise (INT), Bluff (CHA), Disable Device (INT), Fence (INT), Forced Entry (STR), Gamble (WIS), Gather Information (CHA), Hide (DEX), Intimidate (CHA), Knowledge: Street Sense (INT), Move Silently (DEX), Open Lock (DEX), Profession: Criminal (WIS), Search (INT), Sense Motive (WIS), Spot (WIS).

Skill Points at 1st Level:
(6 + INT modifier) x 4

Skill Points at each additional Level:
6 + INT modifier



Class Features:

Useful to Know

Ronin depend on their ability to make themselves useful and too awkward to kill. They have to quickly weave webs of friends, favors and contacts around themselves, hoping this will keep them safe from the predatory Clan Yakuza. As the Ronin gain experience and power, the more solid this safety net becomes. People will call on them to their dirty work, or to rectify a situation they cannot be involved in directly themselves. As a result, the Ronin pick up more contacts, receiving a randomly rolled contact from the GM.

Gut Instinct

Ronin characters learn to trust their instincts and hunches. Before performing an action, the PC can make a Will save versus DC15+ to gauge their feelings about a subject or situation. The GM should increase the check DC if the situation is complex or unfamiliar to the PC.

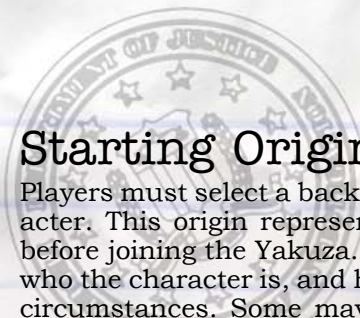
If successful, the GM tells the PC whether or not they feel uncomfortable and how much so, although the source, reason, or cause is not revealed to them. Ronin can do this a number of times per day equal to their Level.

Bonus feats: Alertness, Black Belt, Business Acumen, Dodge, Dragon Marked, Drive-by Hit, Driving License, Emergency Medic, Face of a Killer, False Sincerity, Fight Dirty, Gaijin, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Marksman, Martial Artist, Prison Record, Ready Weapon, Second Story Man, Shinobi, Skill Focus, Side Arm Weapon Proficiency, Simple Weapon Proficiency, Strong Stomach, Unrecognized, weapon Focus, Weapon Specialization.



Ronin Progression Table

Level	Special/Additional Feat	Att	AC Bonus	Fort	Ref	Will	Face
1	Bonus Feat	0	+1	+1	+1	0	+0
2	Useful to Know	+1	+2	+2	+2	0	+1
3	Bonus Feat	+2	+2	+2	+2	+1	+1
4	Useful to Know	+3	+3	+2	+2	+1	+1
5	Bonus Feat	+3	+3	+3	+3	+1	+2
6	Gut Instinct	+4	+3	+3	+3	+2	+2
7	Bonus Feat	+5	+4	+4	+4	+2	+2
8	Toughness	+6/+1	+4	+4	+4	+2	+3
9	Bonus Feat	+6/+1	+5	+4	+4	+3	+3
10	Useful to Know	+7/+2	+5	+5	+5	+3	+3



Starting Origins

Players must select a background origin for their character. This origin represents the PC's formative time before joining the Yakuza. This choice affects much of who the character is, and how they react to people and circumstances. Some may have always had an easy life, while others may have had to fight hard to get where they are. Similarly, depending on what they did before, joining the Yakuza may be a culmination of all their efforts, or simply the next step in a life filled with bad choices. The starting origins grant bonus feats or skills, in addition to those acquired through the character class. If a chosen skill is already class skill, they receive a +1 bonus to all checks made with them.

Note: Income is in \$1,000 or ¥10,000 increments.

Arms Dealer

People with this origin know how to import, sell, and even rent unregistered or stolen weapons. They often have connections with international smugglers or transportation, using these routes to obtain firearms.

Prerequisite: CHA 10+

Advantage: Choose any 2 as permanent class skills: Appraise, Hide, Fence, or Profession: Dealer.

Starting Income: d4+2

Blue-Collar Worker

From a lower to lower-middle class family, they may well have joined the Yakuza as a way to gain power and respect. The PC should decide what kind of work they did: construction, trucking, dock work, shop work, garment work, factory work, etc.

Prerequisite: Age 18+

Advantage: Choose any 3 as permanent class skills: Craft (choose type), Climb, Drive: Chase, or Intimidate.

Starting Income: d4+2

Bakuto/Gambler

This kind of character has been making bets since childhood. Coming from almost any walk of life, gamblers tend to move around a lot, always looking for the big score.

Prerequisite: WIS 13+

Advantage: Choose either Alertness or Driven as bonus feats. Also gain as class skills: Gamble and Bluff

Starting Income: d6

Bosozuku

The PC was a member of a Japanese “speed tribes” or bosozuku. Ostracized from society, they spent their teenage years raising hell, riding around the cities on powerful bikes. As they grew older, they became involved with the Yakuza and were finally accepted as a member.

Prerequisite: Age 15+

Advantage: The PC begins play with the feat Driving License (motorcycle) and receives Drive: Chase as a permanent class skill.

Starting Income: d4

Convict

The PC has spent a lot of time in care and correctional institutions. Life behind bars has toughened them immensely, and has also made them well known to the police.

Prerequisite: Age 19+

Advantage: Choose any 2 as permanent class skills: Hide, Search, Intimidate, Listen, or Profession: Criminal as permanent class skills. Also receive a bonus feat: Toughness.

Starting Income: d4

Debt Collector

A person with this origin knows all the tricks to reclaim money or goods from people who fail to pay their debts.

Prerequisite: STR 13+

Advantage: Choose any 2 as permanent class skills: Appraise, Fence, Intimidate, or Research.

Starting Income: d4+2


Drug Dealer

The PC has worked for the Yakuza as a minor employee — a small-time dealer, lookout, or chemist. They are likely to possess a criminal record.

Prerequisite: CHA 9+

Advantage: Choose any 2 as permanent class skills: Craft: Narcotics, Hide, Knowledge: Street Sense, or Profession: Dealer.

Starting Income: d4+2



Honored Son

Born into the world of underworld crime, they are the blood relatives of other Yakuza. In days gone by, only those of familial blood could advance through the Yakuza ranks. While no longer true, their blood and heritage still carries great weight with many.

Prerequisite: None

Advantage: Begin with Knowledge: Underworld Lore and Speak Language: Japanese as permanent class skills. Also gain +1 FACE at the start of play.

Starting Income: d4+2

Mule

A mule is employed to take small, concealable amounts of contraband across borders to avoid customs. They are familiar with all well-established travel routes such as ports or airports.

Prerequisite: Age 15+

Advantage: Choose either False Sincerity or Alertness as a bonus feat

Starting Income: d4+2

Petty Criminal

The PC started as a petty criminal and has a number of skills and specialties. They may have worked with the Yakuza in the past. They probably had a criminal record since childhood.

Prerequisite: Age 15+

Advantage: Choose any 2 as permanent class skills: Disable Device, Gamble, Hide, Knowledge: Street Sense, Move Silently, or Profession: Criminal.

Starting Income: d4+1

Smuggler

The PC knows how to carry contraband goods across borders and evade detection. They rely on speed, stealth, and cunning, and are often adept at using many modes of transport.

Prerequisite: Age 16+, DEX 13+

Advantage: Choose 1 feat from Alertness, or Driving License to be taken as a bonus feat.

Starting Income: d4+2

Tekiya (Entrepreneur)

The character has been working as a semi-legitimate businessperson. The player should consider what kinds of businesses they have run in the past, which were successful and which were not, and why.

Prerequisite: Age 18+

Advantage: Choose any 2 as permanent class skills: Bluff, Diplomacy, Gamble, Knowledge: Finance, or Profession: Entrepreneur.

Starting Income: d4+2

White-Collar Worker

The character is educated. The player should decide what kind of degree/diploma(s) they hold and what sort of white-collar jobs they have held.

Prerequisite: Age 23+, INT 13+

Advantage: Choose any 2 as permanent class skills: Computer Operations, Diplomacy, Knowledge: Finance, or Profession: Entrepreneur.

Starting Income: d4+3



Skills and Feats

Being a Yakuza criminal draws upon a multitude of very unique and specialized abilities that they have either picked up on the street, or learned from their more experienced cronies. To be successful in the Yakuza, a character must not only master various criminal skills, but also be able to understand the nuances of Yakuza life and culture. Players may decide to adjust their skill and feat mix depending on the location of the game. This might be Japan, The USA, world-wide or all three.

In Crime Scene: Yakuza we have developed many new skills and feats that reflect the singular needs and talents of the Japanese Yakuza.

skills

The following new and existing skills are used in Crime Scene: Yakuza. Some remain unchanged and can be found in the Dungeons & Dragons Player's Handbook. New skills and existing skills that have been altered to reflect the genre are detailed in the Skills table on p. 44. GMs should feel free to adapt the rules and skills as needed for their own campaigns. Skills not listed as class skills are considered cross class.

New Skills

Computer Operations (INT)

Description: This skill governs the use of computers and their applications, as well as security and data management. Characters can use this skill to hack into computer systems and to dig out data from a person's files. This skill also covers setting up security measures for computer systems.

Locating Data: The difficulty for this check is based on the size of the system involved — the larger the file base, the longer it takes to sort through. For every 5 points the character exceeds the DC, they can reduce the time required by one rank (see table below), to a minimum of one round.

Size of System	DC	Time
Street/Personal	10	5 rounds
Club/Small Business	15	2 minutes
Financial/Big Business	20	10 minutes
International/Corporate	30	1 hour

Hacking and Security: Characters can attempt to access a secure system or try to secure a system against hacking. The PC makes the check against a DC determined by the level of security present.

Level of security	DC
Weak/negligible	20
Minor	25
Strong	35
Secure	40



CRAFT: Narcotics (INT)

Description: This skill covers the manufacture of narcotics. Use this skill to create saleable narcotics and increase profits by diluting or “cutting” the drug (a process which weakens it, but increases its volume). The skill also covers the analysis of narcotic substances to establish chemical formulas, purity, and likely effects.

Check: Analysis: The difficulty is determined by the resources available to the PC, from their own senses to a child’s chemistry set to a full laboratory. The more sophisticated the equipment, the more accurate the results, but the longer it takes. A PC can elect to perform the test either quickly or accurately. For every 5 points the PC exceeds the DC, they can choose to have performed the analysis more quickly or accurately (and gain more information about the tested substance).

Failure: The sample is either lost or misinterpreted, due to a tainted sample or carelessness.

Manufacture: The PC can turn constituent ingredients, either natural or chemical, into the drug itself. Doing so creates a quantity of the drug in its pure form at a wholesale price. PCs require a laboratory to create narcotics, with each rating point being able to create one ingredient point’s worth of drugs per session.

Failure: The narcotic is corrupted — its value is 0.

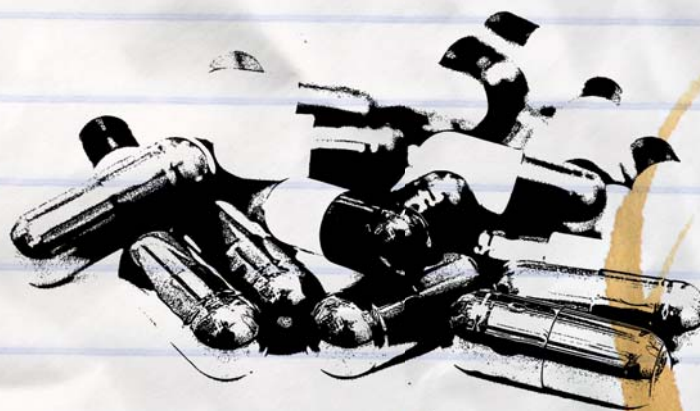
Dilution: In order to turn pure drugs into street-sellable drugs they must be diluted, or cut, to produce a compound weak enough to be consumed by a user. This process also increases the amount, bulking it out so that its sale weight is higher, thus increasing its sale value.

The DC for dilution is the same as for manufacture, but doubles the wholesale value.

Failure: The narcotic is corrupted — its value is 0.

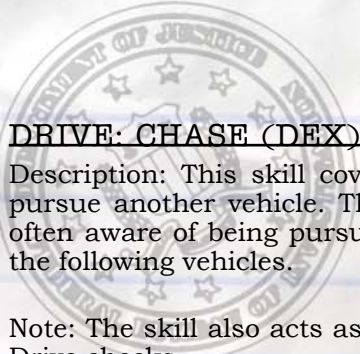
Narcotics Analysis Table

Level of Facility	DC	Time	Accuracy
None	30	1 round	SCANT: Only simple guesses as to substance type.
Chemistry Kit	25	5 minutes	BRIEF: Identification of the narcotic using a reagent.
Amateur Lab	20	1 hour	DETAILED: Identification plus purity level using methods to test and isolate basic ingredients.
Professional Lab	15	6 hours	COMPLETE: Identification plus purity and likely effects using above methods plus limited testing.
Expert Lab	10	2 days	PROFESSIONAL: identification, purity, likely effects, composition, and origins of ingredients using cutting-edge methods and equipment.



Skills Table

Skill	Ability	Untrained	Description	Dosu	Ninja	Diasho	Keizai	Gurentai	Ronin
Appraise	INT	Yes	Unchanged. See Skills chapter in PHB.	X			X		X
Balance	DEX	Yes	Unchanged. See Skills chapter in PHB.		X				
Bluff	CHA	Yes	Unchanged. See Skills chapter in PHB.	X	X		X	X	X
Climb	STR	Yes	Unchanged. See Skills chapter in PHB.		X				
*Computer Operations	INT	No	Using computers, including security and data management.						
Concentration	CON	Yes	Unchanged. See Skills chapter in PHB.		X	X			
*Craft: Narcotics	INT	No	Manufacturing and analyzing narcotics.					X	
Diplomacy	CHA	Yes	Unchanged. See Skills chapter in PHB.			X	X	X	
Disable Device	INT	Yes	Unchanged. See Skills chapter in PHB.		X			X	X
*Drive: Chase	DEX	Yes	Pursuing one vehicle from another. Also driving in general.		X	X	X	X	X
*Drive: Tailing	WIS	Yes	Pursuing another vehicle without being seen. Also driving in general.	X					
*Explosives	INT	No	Creating and placing explosive devices and bombs.		X				
*Fence	INT	Yes	Buying and selling illegal or stolen goods.					X	X
*Forced Entry	STR	Yes	Gaining access to a secured area or object by force.	X	X				X
Forgery	INT	No	Unchanged. See Skills in PHB.						
*Gamble	WIS	Yes	Playing games of chance, betting and identifying gamblers and rigged games.					X	X
Gather Information	CHA	Yes	Unchanged. See Skills chapter in PHB.	X					X
Hide	DEX	Yes	Unchanged. See Skills chapter in PHB.		X			X	X
Intimidate	CHA	Yes	Unchanged. X	X			X		
Japanese Etiquette	CHA	Yes	Knowing what to do in a formal Japanese setting.			X			
Jump	STR	Yes	Unchanged. See Skills chapter in PHB.		X				
*Knowledge: Clan Lore	INT	Yes	Knowledge of the figures and practices within the world of Yakuza.				X	X	
*Knowledge: Finance	INT	Yes	Knowledge of the business world.				X		
*Knowledge: Law	INT	Yes	Knowledge of all aspects of legal skill and training.				X		
*Knowledge: Street Sense	INT	Yes	Awareness of trends, personalities, customs, etc. in an urban environment.	X	X	X		X	X
Listen	WIS	Yes	Unchanged.	X	X	X			
*Medical Assistance	WIS	No	Ability to treat of any kind of injury, including surgery.						
*Meditate	WIS	Yes	The skill in calming ones mind focusing thought.	X	X		X		
Move Silently	DEX	Yes	Unchanged. See Skills chapter in PHB.		X				X
Open Lock	DEX	No	Unchanged. See Skills chapter in PHB.		X	X			X
Pick Pocket	DEX	No	Unchanged. See Skills chapter in PHB.						
*Profession: Criminal	WIS	Yes	Ability to make money from criminal acts.	X				X	X
*Profession: Dealer	WIS	Yes	Ability to make living selling illegal goods or services.				X	X	
*Profession: Entrepreneur	WIS	Yes	Ability to make living selling legal goods and services.						
*Research	INT	Yes	Researching using library, Internet, or neutral resources.	X			X		
Search	INT	Yes	Unchanged. See Skills chapter in PHB.	X		X			X
Sense Motive	WIS	Yes	Unchanged. See Skills chapter in PHB.			X	X	X	X
Speak Language	N/A	No	Unchanged. See Skills chapter in PHB.				X		
Spot	WIS	Yes	Unchanged. See Skills chapter in PHB.		X	X		X	X
Swim	STR	Yes	Unchanged. See Skills chapter in PHB.						
Tumble	DEX	Yes	Unchanged. See Skills chapter in PHB.			X			



DRIVE: CHASE (DEX)

Description: This skill covers the use of vehicles to pursue another vehicle. The vehicle being chased is often aware of being pursued it and will try to evade the following vehicles.

Note: The skill also acts as a default for any ordinary Drive checks.

DRIVE: TAILING (WIS)

Description: This skill governs the surreptitious pursuit of another vehicle. It involves using various techniques to keep the target vehicle's driver or occupants from spotting the pursuing character. The Drive: Tailing skill is used in opposition to the target's Spot skill to avoid being noticed.

Failure: The PC has been spotted by the target or has lost their trail.

Note: The skill also acts as a default for any ordinary Drive checks.

EXPLOSIVES (INT)

Description: Use this skill to create and place bombs and explosive charges for mining, demolition, or anti-personnel purposes. Characters with this skill can construct such devices and use them with a degree of safety.

To construct an explosive the character must first obtain or make the explosive (DC listed by explosive type). They then To construct a device, choosing a blast effect type and method of detonation (timer type). Finally, a single check is made against the combined DCs to see if the PC was able to construct the device. The GM should note down the result of this roll, as it will also be the DC of any attempt to use the Disable Device skill to disarm the explosive.

Failure: The margin by which the roll has failed determines the level of failure.

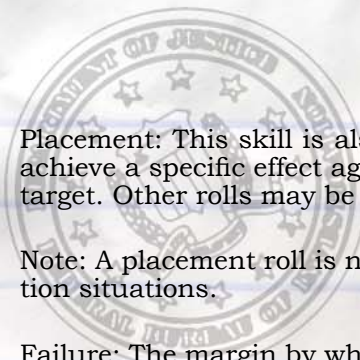
By 5: The device has a less explosive effect than expected — damage and radius are reduced by a half.

By 10: The device has been improperly made, and will detonate late, prematurely, or not at all.

By more than 10: Catastrophic failure. The device explodes. The PC must make a Reflex save to avoid taking the full effects — if made; the damage is reduced by half.

Explosives Table

Explosive Type	DC	Damage	Notes
Dynamite/Nitroglycerin	20	2d6	The most primitive of the explosives family, it is fairly unstable and is susceptible to heat and damp if stored incorrectly.
Industrial/Mining	25	3d6	Simple plastic explosives used in the demolition and mining industry. Their stability and longevity make them safe to handle.
Military	30	4d6	These advanced plastic explosives combine the stability of industrial-grade explosives with a more compact formula. The more advanced types are also almost scentless, making detection extremely hard.
Timer Type	DC	Notes	
Fuse	5+	The simplest of detonators, it consists of a fire source that burns down to the explosive. It cannot be used with industrial or military explosives.	
Timer	10+	The explosive can be set to detonate at a chosen time or after a set delay.	
Tilt	15+	The explosive will detonate if moved or tampered with.	
Remote	15+	The explosive will explode upon a signal from a remote source.	
Wire	5+	The explosive will detonate upon a signal sent down a wire leading between the detonator and the explosive.	



Placement: This skill is also used to place a device to achieve a specific effect against a large or complicated target. Other rolls may be needed (e.g. Move Silently).

Note: A placement roll is not needed in typical demolition situations.

Failure: The margin by which the roll has failed determines the level of failure.

By 5 or less: The PC incorrectly positions the device; its effect is lessened by half.

By more than 5: The device has been incorrectly hidden and is out of position. Anyone trying to discover it receives a +2 to check; the effect of the explosive is halved.

FENCE (INT)

Description: This skill covers shifting black market or stolen items. The character uses this skill to locate prospective buyers. The skill also includes the purchase of illegal items from sources known to the character; however, it does not cover the discovery of such sources.

KNOWLEDGE: LAW (INT)

Description: This skill covers the local legal education and experience. The character thoroughly understands the and bonds, accountancy, banking, bureaucratic procedure, and corporate terminology and practices. They also know all about the performance of leading companies and the people who

They also know all about the performance of leading companies and the people who run them.

KNOWLEDGE: LAW (INT)

Description: This skill covers the local legal education and experience. The character thoroughly understands the law and the courts, both civil and criminal. They know how to serve writs, plea-bargain, and coach witnesses. This skill can also be used to dig up information about the local legal system — who's who (lawyers, judges, etc.), major cases, and so on.

KNOWLEDGE: STREET SENSE (INT)

Description: This skill reflects a PC's knowledge of urban culture. It covers customs and practices, as well as criminal fraternities. PCs recognize and understand aspects of the scene — music, media, personalities, etc. This skill is also used to determine a PC's current Heat rating (see p. 25).

MEDICAL ASSISTANCE (INT)

Description: This is a trained skill that allows a PC to tend to injuries and ailments. The skill is broken down into three aspects: stabilization, long-term treatment and surgery.

Note: Unless the character has the Emergency Medic feat for patching wounds or the Doctor feat for surgery, all checks are at -4.

Also, in order to use this skill effectively, the character needs the correct medical equipment to hand and a commitment of time. Without the proper equipment, stabilization and long-term treatment skill checks are made at an additional -4 penalty.

Stabilization: This aspect prevents a wounded character from deteriorating further. The skill can also be used to arrest the spread of poison.

Check: A character performs a check at DC 15. This can only be done once per injury.

Success: The patient is stabilized, if they have negative Hit Points, or recovers d4 Hit Points, if they still had positive Hit Points. For poison, effects have been slowed, but only long-term treatment can cure the patient.

Failure: The patient receives no benefit from the attempt at healing.

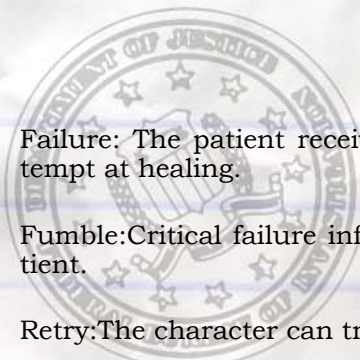
Fumble: Critical failure inflicts d6 damage on the patient.

Retry: No, patient must receive care from other specialists.

Long-term Treatment: This covers all attempts to restore a PC back to full Hit Points. Such care requires both rest and attention. Since most Yakuza members cannot seek professional care in a public hospital (all violent injury must be reported to the police), they must rely on unofficial specialists for medical treatment.

Check: The PC makes a skill check at DC 15 at the end of each day's rest. There is no take 20.

Success: The patient recovers another 3 HPs plus their CON modifier to a minimum of 1. They also recover 1 point of ability plus their CON modifier to a minimum of one.



Failure: The patient receives no benefit from the attempt at healing.

Fumble: Critical failure inflicts d6 damage on the patient.

Retry: The character can try again the following day.

Surgery: Surgery is most often used in the removal of bullets, but could apply to any number of other treatments. Surgery helps patients recover more quickly from serious injuries or conditions.

Check: The surgeon makes a check against DC 20.

Success: Surgery increases the amount of base HPs that the patient recovers during long-term treatment, giving them a base of 5 instead of 3 (see Long-Term Treatment). This effect lasts for a number of days equal to the amount by which the surgeon succeeded the check. Damage to ability is also recovered at a faster base rate (2 instead of 1).

Failure: The surgeon inflicts d6 damage.

Fumble: Critical failure inflicts 2d6 points of damage on the patient.

Retry: The character can try again the following day.

Meditate (WIS)

The Yakuza can turn to the Shinto and Buddhist practices of meditation to calm the conflicts between Giri and Ninjo that can rage in their lives. In this way, they echo the Samurai, and the teachings of ancient warriors, removing doubt and creating a focused, determined mind.

Check: A Meditation skill check at DC 10 will allow the character to calm their mind, and balance their emotions. This has little numeric value, but creates a more compelling character. GMs should look to reward those characters that practice their meditation.

PROFESSION (INT)

These skills cover a character's ability to make money from their occupations, whether they are legal or illegal. This consists of either Profession: Criminal, Profession: Dealer or Profession Entrepreneur.

PROFESSION: CRIMINAL

Description: This Profession skill pertains to characters who make their money through individual acts of theft, blackmail, extortion, and fraud. Characters with this skill have experience with a wide variety of petty criminal activities, including confidence tricks (cons) and scams. They know how to make a profit from just about anything illegal, but lack the organization or skill to manage a large operation on their own.

PROFESSION: DEALER

Description: Characters with this Profession skill know how to make money through the sale of illegal goods and services. They understand the workings of the black market and illegal auction houses. This skill helps with the operation of rackets, providing knowledge of the practices and nature of such businesses, as well as the various tricks of the trade.

PROFESSION: ENTREPRENEUR

Description: This Profession skill covers all acts of normal commerce and trade that stay within the law. PCs with this skill have experience of the world of business and how to turn a profit. They know how to start up new companies, as well as improve and expand existing ones. They can handle all the paperwork and bureaucracy running a business requires.

RESEARCH (INT)

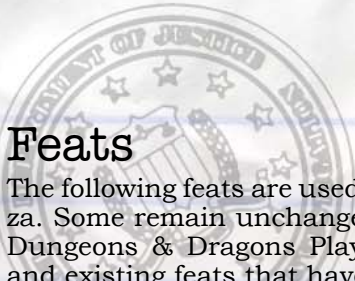
Description: Use of this skill covers gathering information from the Internet or library, or other information resources, such as microfiche, universities, newspaper morgues, etc.

Check: The DC for using this skill is largely up to the GM — some subjects may be concealed or harder to research. Basic facts are DC 10, obscure facts are DC 20, hidden or illegal information is DC 25, and information on government secret projects and covert operations is DC 40.

Failure: The sought-after information one of the following: unavailable, unclear, contradictory or conflicting, or even non-existent.

Fumble: The PCs pick up either erroneous or misleading information.

The following feats are used in Crime Scene: The Yakuza. Some remain unchanged and can be found in the Dungeons & Dragons Player's Handbook. New feats and existing feats that have been altered to reflect the genre are detailed in the Feat table on pp. 49-50. GMs should feel free to adapt the feats as needed for their own campaigns.



Feats

The following feats are used in Crime Scene: The Yakuza. Some remain unchanged and can be found in the Dungeons & Dragons Player's Handbook. New feats and existing feats that have been altered to reflect the genre are detailed in the Feat table on pp. 49-50. GMs should feel free to adapt the feats as needed for their own campaigns.

Notes: The Dungeons & Dragons Player's Handbook has been abbreviated to PHB in the references.

Weapon/Armor Proficiency Feats

The Weapon and Armor Proficiency feats have been pulled out into a separate section since they are quite different in Crime Scene: Yakuza. Not only are there several new firearm-related proficiency feats, there are new feats for simple, ancient, exotic, and martial arts weaponry. These feats are intended to replace the Weapon and Armor Proficiency feats listed in the Dungeons & Dragons Player's Handbook.

Note: Possession of the following proficiencies negates the -4 penalty for using a weapon untrained.

Simple Weapons Proficiency

This covers a limited range of melee weapons typically available. The majority is easy to locate and requires little training or experience to use with a degree of proficiency.

- Unarmed: Reinforced gloves, brass knuckles
- Armed: Knives, switchblades, straight razor
Clubs, saps, night sticks, Canes, batons
- Improvised: Pool cues, baseball bats, heavy chains, broken bottles, chairs

Side Arm Firearm Proficiency

This proficiency covers all bullet-loading pistol and handgun weapons, whether they are automatic or cylinder in loading design. Training or instruction for the use of such weapons comes from military, police, or civilian firing ranges.

Martial Art Weapon Proficiency

Weapons associated with Asian martial arts disciplines are covered by this feat. Most users of such weapons have received some formal training through a club or instructor, although self-instruction is possible.

- Armed: Dando (a Chinese broad sword), Jiann (a Chinese long sword)
Katana and wakizashi, ninjato
Nunchuku
Kama (a type of sickle)
Tonfa (similar to a police baton)
Jo staff, escrima sticks (paired batons)
Bo stick (a type of staff)
- Ranged: Darts, shuriken

Automatic Firearm Proficiency

This feat covers all bullet-loading firearms capable of firing single shots, three round bursts, or full automatic bursts and sprays. Automatic firearms range from small machine pistols to submachine guns to assault rifles.

Long Arm Firearm Proficiency

This feat covers all rifle-like weapons that fire single shots whether through bolt, pump, or automatic action. It also includes shotguns, hunting rifles, sniper rifles, and older military rifles.

Exotic Firearm Proficiency

Any firearms not covered above fall into this category. Each weapon requires a separate feat slot to purchase.

Exotic firearms include all heavy machine guns and other large ordinance weapons, as well as archaic black-powder weapons and flame-throwers.

Feats Table

Feat	Prerequisites	Details
Alertness		See Feats Chapter in PHB
Ambidexterity		See Feats Chapter in PHB
Athlete rolls.	STR 10+, DEX 10+	PC receives +2 on all Jump, Climb, and Swim Running speed is also higher — to times 5 rather than times 4 base Speed.
Black Belt	Martial Artist, +1 base attack	PC gains +1 damage in unarmed attacks. This can be stun or lethal damage.
Business Acumen		PC can increase the profits of any front they run. They get +2 circumstance bonus when trying to understand or manage business issues.
Dodge		See Feats Chapter in PHB
Doctor	INT 14+, 4+ ranks of Medical Assistance	PC received extensive medical training and can perform surgery without incurring a —4 penalty.
Dragon Marked		The PC has undergone extensive tattooing, proving his ability to cope with pain. Among other Yakuza he gets a +2 bonus to any saves to resist pain.
Drive-by Hit	None	PC only suffers a —2 penalty when shooting a target while driving a moving vehicle, provided the target is within range.
Driven	WIS 10+	PC receives a +2 bonus on all Concentration and Diplomacy skill checks.
Driving License	Age 16+	PC is proficient in driving a class of vehicle and no longer incurs a —4 penalty for their use. This feat can be chosen multiple times each time the PC selects one of the following: Cars, Motorbikes, Trucks, Vans, Military Vehicles, Aircraft, Maritime Vehicles, or Helicopters.
Emergency Medic	WIS 10+	PC has training in first aid and treating injuries. They gain a +2 bonus to all Medical Assistance checks when attempting to stabilize a patient.
Empathic	WIS 10+	PC receives a +2 bonus to all Sense Motive and Gather Information checks.
Endurance		See Feats Chapter in PHB
Face of a Killer ing	4 ranks of Intimidate	PC projects a strong aura of violence. Upon making a successful Intimidate check, the target is a —2 To Hit and to all saves in any resultant combat.
False Sincerity	CHA 10+	PC receives a +2 bonus to all Bluff and Japanese Etiquette checks.
Fight Dirty		PC knows how to fight dirty, slipping in nasty moves, such as head butts and eye gouges. PC can take an additional attack unarmed. The attack now counts as a full attack, with both attacks at —2 To Hit. This feat does not provoke an attack of opportunity.
Gaijin	Western only characters	The PC has managed to span the cultural gulf between the east and west. They get +2 on all Speak Language and Japanese Etiquette checks.
Great Fortitude		See Feats Chapter in PHB
Improved Initiative		See Feats Chapter in PHB



Feats Table Cont.

Feat	Prerequisites	Details
Iron Will		See Feats Chapter in PHB
Lightning Reflexes		See Feats Chapter in PHB
Marksman		The range increment for a ranged weapon is increased by 1.5 for any full attack taken.
Martial Artist	STR & DEX 10+	PC is always considered armed and does not provoke an attack of opportunity when attacking an armed opponent.
Prison Record	Can only taken at 1st level.	The PC has served time in prison for the Yakuza. Although they have a criminal record, they gained respect as a result, starting play with +2 Face.
Ready Weapon or	Base attack +1 or higher	PC can ready a weapon as a free action, or reload clear a jammed firearm as a half action.
Respected	+1 base attack	PC can increase their Face by +1. Can be taken multiple times.
Samurai	Ancient weapon proficiency, weapon specialization	The character has become a master of the katana and wakasachi. When using these weapons they receive +1 to hit and damage.
Second-Story Man	DEX 10+	PC receives a +2 bonus to all Open Lock and Move Silently skill checks.
Shinobi	DEX 14+	The PC has studied ninjitsu and other stealth tactics, giving them +2 on all Climb and Hide checks.
Skill Focus		See Feats Chapter in PHB
Smart	INT 10+	PC receives plus a +2 bonus to all Knowledge and Profession checks.
Strong Stomach		PCs receive a +2 save on any attempt to intimidate, shock or startle them.
Technical Expertise	WIS 10+	PC gains +2 on any Craft or Disable Device check.
Toughness		See Feats Chapter in PHB
Two Weapon Fighting		See Feats Chapter in PHB
Unrecognized	N/A	PC can lower their Heat by 2. Can be taken multiple times.
Weapon Focus		See Feats Chapter in PHB
Weapon Proficiency		See Feats Chapter in PHB
Weapon Specialization		See Feats Chapter in PHB

Armor

Possession of the appropriate feat allows a character to be agile while wearing armor. The feat reflects their ability to cope with the weight and encumbrance imposed by such protective gear.

Modern Ballistic Armor Proficiency

This feat covers the use of all modern forms of body armor, which range from light, concealable vests to heavy, tactical response armor.

The feat allows the players' characters to ignore the penalties associated with the wearing of such protection.

Paying Tribute

All Yakuza have to pay tribute on the money they earn. The amount of tribute is usually equal to one third of total income; however, an Oyabun boss can decide to increase the percentage to be hard on a particular Yakuza member, or decrease it to go easy on someone they favor. The tribute money is paid to the next ranking superior — usually the Kyoudai, depending on rank.

The PC's superior sets the amount of tribute, which is often a source of friction. The Waka-gashira or the Oyabun settle any disputes regarding tribute. For instance, a Yakuza member may object to having to pay another Yakuza member part of a robbery haul, just because the crime was committed on that Yakuza member's turf.

Kyoudai Gifts and Right

Occasionally, when a Yakuza member becomes a Kyoudai or is promoted to a similar high rank, they have to give a "gift" to say thank you to the Oyabun for each operation they are granted, equivalent to a franchise arrangement. This gift is often just a simple fee, or an expensive item that the Oyabun might like. Once characters give this gift, they are responsible for running that operation and in return, they are granted the Yakuza's aid and protection, as long as they continue to pay tribute on time.

The value of the gift is usually set at half of what an operation should earn in a normal month. Again, this can be set higher or lower at the GM's discretion.

Debt

Occasionally a Yakuza member falls into debt, which is unfortunate, because failure to pay a tribute can shorten a Yakuza life considerably. A Kyoudai still has to pay the tribute from his crew even if his associates default, so it's in the Kyoudai's best interest to recover the money as fast as possible from the dead-beat underling, or they will have to pay it out of their cut.

Needless to say, defaulters soon find themselves under a lot of pressure to pay the money back. A person in this kind of situation has only three options: go into hiding and hope they're not found; become an informer and hope the police will protect them; or borrow the money from somewhere else. Since Yakuza members have no steady income and poor credit histories, they have little choice but to turn to loan sharks that charge extortionate amounts of interest on any money lent. The more desperate the client, the higher the interest (since it's being squeezed from the unfortunate). Rates usually start at ten percent a week and then rise, depending on what they think they can get.

Failure to repay a debt to a loan shark is met with undisguised hostility. Reminders include: having one's property seized; facing faked executions; and bodily harm, from kneecapping to finger breaking to scaring. If the debtor fails after such encouragement, the loan shark is likely to have the debtor killed in a painful, public manner so as to deter others from defaulting on loans.

By this time any hope of Yakuza respect is a thing of the past. For each week beyond the first that a character owes another Yakuza money, the character's Face drops by 1, until it reaches zero and no other Yakuza would consider consorting with him.



GM's Resources

Yakuza Style Notes

The high profile public image of the Yakuza means that in Japan, there are numerous websites and style magazines dedicated to their exploits. The Nihon Yakuza Chizu (Japan Yakuza Map) is a quarterly publication aimed at young males who are interested in the world of organized crime. It has detailed information about all of the 24 major clans in Japan, detailing their history and leadership. It even includes addresses and pictures of their headquarters. There are quotations from famous Yakuza throughout history, and of course, an eight page full-color photo spread on what's new in Yakuza fashion. The flashy, almost "retro" styles of the Yakuza used to make them instantly recognizable: suits had to sharp, and hair quaffed into bizarre, '50s pompadours. The shoes were always pointed and naturally, everything was a statement about how much money they had.

The Yakuza have a saying: "Shiro nara shiro. Kuro nara kuro." This means, "If you wear white, wear all white from your hat to your shoes. If you wear black, wear all black." Although the loud suit with white belt and matching shoes (the Herb Tarlek look) of the '80s and '90s has died a merciful death, it has been replaced by the equally tacky, sensibility of designer leisure wear. The Yakuza love faux-designer brands like Castelbajac, Valentini, and Valenza. Bags should be made from crocodile, snake, or ostrich — the more endangered the better.

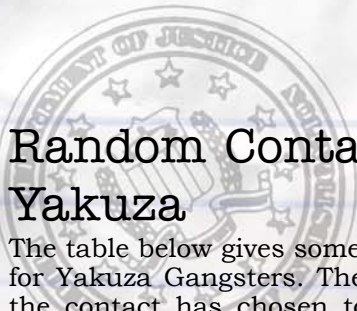
The Yakuza are said to be the only group in Japanese society that uses keitai's (mobile phones) more than schoolgirls. The cell phone is an essential tool and fashion accessory, whether they're calling in reinforcements to help beat up a shop-keeper who's a few days behind in his payments; checking results at the track; or reporting to the Oyabun. Daily conversations of three or four hours with gang bosses are very common and Yakuza higher-ups carry as many as five or six cell phones at one time. As with all criminals, they prefer phones that take pre-paid phone cards; they are more difficult to trace, and unless an investigator sees them buy a phone and contacts the shop to get the number and call provider, it is untraceable. Japanese mobile phone technology leads the world and mobile videophones are even seen as de rigueur, rather than something new or innovative.

In Japan though, the flamboyant styles of the Yakuza are on the out. Some Oyabuns have reportedly issued orders to dress down and to no longer stand out. Younger members are now supposed to dress like college students or street kids, with the older members taking on the appearance of a regular executive. Yakuza no longer wear their gang pins in public. Some Yakuza, particularly the low ranking ones, still dress in the old style, as do those overseas, where the clan restrictions are less rigidly enforced.

The Yakuza love their possessions. What one wears and what one owns is a clear sign of a member's money, prestige, and power. Characters should be encouraged to describe their belongings in detail.

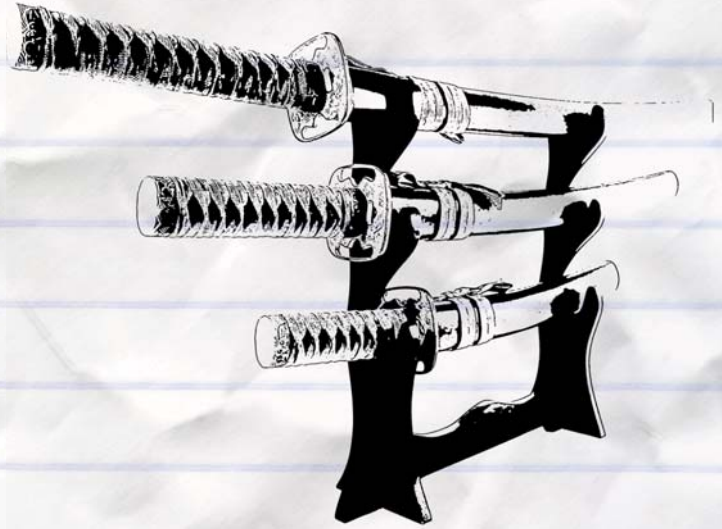
Most items that a character would want — clothes, jewelry, accessories, even computers — can be easily acquired by just walking into a store and laying out some cash. And most Yakuza have more than enough money to throw around.





Random Contacts for the Yakuza

The table below gives some ideas for random contacts for Yakuza Gangsters. The GM must determine why the contact has chosen to associate them with the character. Did the contact seek out the Yakuza criminal because they had a score to settle? Or were they bribed, or even blackmailed? Is the character the driving force in the relationship, or are they at the beck and call of the contact? What does the contact expect in return for helping the character?



01-10 Unusual Skills:

Retired Yakuza Gangster

knows the history and players in the clans

Chemist

can provide specialist Craft: Narcotics help (+2 to checks)

Smuggler

can get people in and out of the country for a price

Fence

will buy/sell stolen goods from you (+2 Fence checks)

Hacker

can help access computer files and records (+2 Computer Operation)

Private Investigator

can help find individuals and also conduct surveillance work.

11-50 White Collar:

Lawyer

can settle legal questions (+2 to Knowledge: Law Checks)

Insider Trader

provides knowledge of city, and corporate institutions

Company Director

knows the boardroom secrets and power struggles going on in their company.

Insider

has access to privileged information

Disgruntled employee

will reveal everything about the company, and their competitors

Corporate Lawyer
Personal Assistant

51-60 Police Informer:

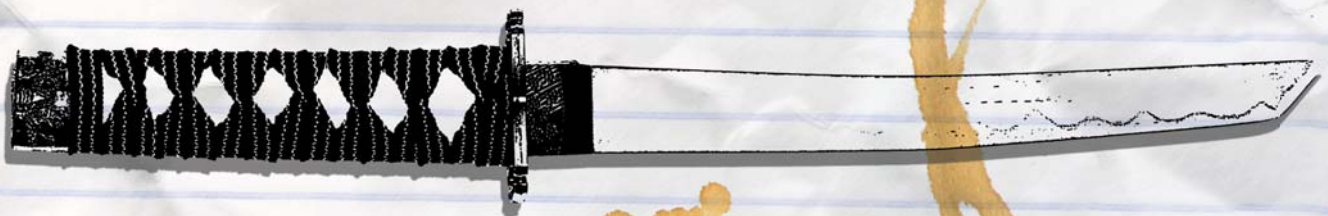
Prosecutor/DA's Office
Corrupt Officer in Homicide
Corrupt Detective
Vice/Narcotics Detective
Local Station/Patrol Officer

61-80 Criminal Informer:

Someone of equal position within a rival Yakuza clan
Someone of lesser position within a rival Yakuza clan
Yakuza gangster in prison

81-00 Useful Professional:

Medical help a doctor or vet prepared to work for cash
University Chemist drug/chemical analysis
Art Dealer appraisals of art and antiques
Jeweler appraisals of gems and precious stones





Yakuza Possessions

Item

Description

Anonymous Car

A car that has no direct connection to the gangster — used for illegal activities, such as robberies and getaway driving. Also their trunks make handy-sized coffins. These items are either stolen directly, or bought from a fence, petty thief, or stolen car racket.

Cell Phone

Possibly the greatest asset and liability of a criminal. While they cannot be tapped directly, they can be intercepted. Also, each phone contains a record of all calls made and received, as well as a list of contacts and their numbers. The more expensive the phone, the greater the range of accessories, such as international calling or picture messaging.

Drug Laboratory

Gives the PC access to a facility that can create, analyze, and dilute narcotics. Labs are ranked by size, at each level of operation.

Fake ID

Vital for Japanese born Yakuza members, they face arrest and deportation for just working in America illegally. The complexity of the paperwork determines the price — from just a fake driver's license to an entirely new life

Money Counter

An important piece of equipment for those who deal with large amounts of cash.

Pharmacist's Kit

Drug dealers need to know what they're buying. For that, he needs a pharmacist's kit, which contains reagents and other chemical devices. See Craft: Narcotics

Silencer

Hard to acquire, these devices fit onto specially adapted guns. They muffle the sound of a shot, enabling the shooter to go unnoticed. A Listen check at DC 15 is required to hear a shot.





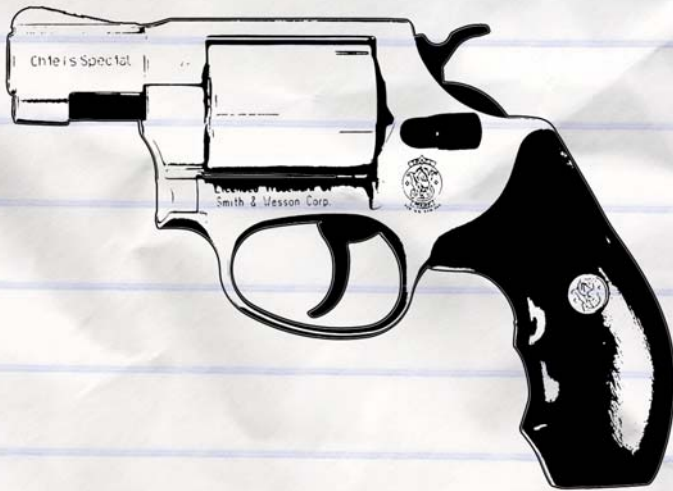
Weapons

Today, the Yakuza gang members continue to use weapons with high rates of fire that can spray large amounts of lead into a combat to compensate for lack of ability. Unlike military and police forces, there are no training courses for criminals. Yakuza have to rely on natural talent, and the willingness to open fire, rather than training and tutoring in shooting techniques. Their only option for practice is a trip to a deserted area of woodland or similar wasteland, where they can try out a weapon without interference.

Conversely, when it comes to fist fights, the rough and brutal world of the Yakuza has equipped them handsomely; from developing the intricate skills and control of the martial artist and to channeling it into the raw aggression of a street brawl. Here, stance and footwork are complimented by sheer force, as exhibited in the head butt and eye gouge. The weapons Yakuza employ are similarly unpleasant: a mixture of classical samurai, movie-inspired martial arts weapons and those designed to mutilate and incapacitate. Most are easy to conceal, helping the gangster maintain the element of surprise.

Colt Detective Special (.38)

A common police side arm of its day. Its snub barrel and power make it a firm choice for criminals too.



Colt M1911 (.45 ACP)

First produced over ninety years ago, this pistol has been the American officer's side arm through two World Wars, only being replaced in 1990. The pistol is still issued to SWAT teams, its rugged build-making it a favorite still.

Glock 17 (9mm)

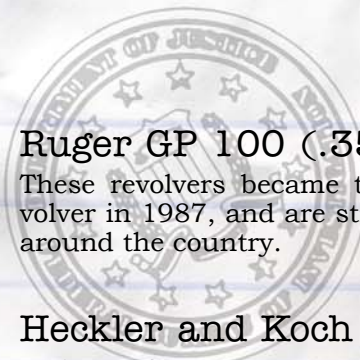
This Austrian-made pistol set the standard for modern gun design. It features many plastic components leading to unsubstantiated fears that it could slip through a metal detector. The pistol is extremely reliable and has a high ammunition capacity.



Desert Eagle (.50 Action Express)

This large bulky pistol gained many fans due to the sheer size of its caliber. Although originally released in .357 by Israel Military Industries, it has been adapted to fire even larger calibers, including .44 Magnum and .50 Action Express rounds. This pistol is very heavy and produces an exceptionally loud report when firing.





Ruger GP 100 (.357 Magnum)

These revolvers became the standard US police revolver in 1987, and are still in service in many forces around the country.

Heckler and Koch MK.23 SOCOM (.45 ACP)

Designed for the American Special Forces, limited numbers of these weapons have filtered out into the black market. Made from tough polymers and steel, the gun can accept silencers, and laser aiming devices (this increases the critical range to 19-20).

Heckler and Koch MP5 (9mm)

One of the most famous submachine guns in the world, this German-made weapon has numerous variants used by many police and military forces.



PP-90 (9x18mm)

Built in the '90s by the KGB as a clone of the equally failed Ares FMG, this small compact machine gun folds into an innocuous looking rectangular box approx (10x 3 x 1). It can be deployed in around 3 seconds, and can only fire automatically. The weapon is also hard to aim and control, receiving a -2 to hit modifier. The weapon appears now and again as a novelty, with its concealability being the only thing in its favor.

Kalashnikov AK47 (7.62)

Possibly the most common assault rifle, its Russian designer envisioned it ending oppression for the poor since it was cheaply produced and easily operated. In reality, it is the armament of choice in nearly all third-world countries in countless border and civil wars. Many copies and updates of this weapon exist with most Eastern Block and former Soviet satellite states producing their own model.



Colt M16 A2 (5.56 NATO)

Similar in configuration to the weapon used by the US in Vietnam, this modern update is more rugged and durable, serving as a standard military and police assault rifle.




Uzi (9mm)

Produced in Israel in the 1953, it was the first of a new type of post-war machine pistol. Easy to use and reload, it remains popular around the world to this day. Smaller variants exist featuring higher rates of fire, but these are less reliable.

Val Silent Sniper (9 x 39mm)

This Russian rifle is the latest in covert anti-personnel rifles, firing armor-piercing rounds accurate to around four hundred meters. It has an integral silencer and flash suppression system, and can accept a variety of telescopic or night vision sights.



Franchi Spas 12 (12 gauge)

This is a military-grade, pump-action shotgun that was derived from a riot gun commissioned for the Italian police (the Franchi SAS). Both versions are widely available and very popular with gun enthusiasts, and have appeared in numerous films and television action shows.



M72A3 Light Anti-Vehicular Weapon

This is the US army's answer to jeeps, troop carriers, and helicopters on the battlefield. The M72 is a lightweight, disposable rocket launcher that can be carried by any soldier. It is housed in a telescopic tube, which is opened out before firing. Huge numbers of these have been produced and see service worldwide, showing up in terrorist hands in Ireland and Sweden. Players must find an "In Game" way of obtaining one: they cannot be purchased.

The rocket requires at least a 30 flight to arm itself. If it impacts after that, it will explode with the force of a 2kg military explosive with a 10-foot range (See Explosive skill for details pg 45)



Melee Weapons

Brass Knuckles

Made from metal, this device fits over the fighter's knuckles, reinforcing them and weighting his fist. This weapon enhances the damage delivered from a punch attack and requires the Martial Artist feat to employ. Otherwise, attacks using this weapon suffer the unskilled -4 penalty. The listed statistics are for one weapon only.

Baseball Bat

Another club frequently used in fights is the baseball bat. The advantages of its size and weighted design allow tremendous force to be inflicted at the point of impact. Its widespread availability and cheap price make it easy to obtain and dispose of.



Kama

This martial art weapon originates from the rice sickles used by peasants in ancient Japan. As it was illegal for anyone but a samurai to carry weapons, agricultural tools were adapted into martial arts use. The weapon has a handle around 18 inches long with a side-mounted blade.

Nunchaku

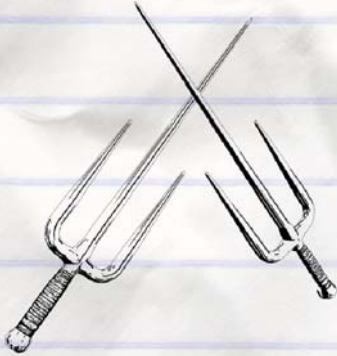
Made from two batons joined by either a piece of cord or chain, this weapon was originally a flail for beating the husk from rice. It is found in Chinese and Japanese martial arts, and was most famously used by Bruce Lee in his movies.





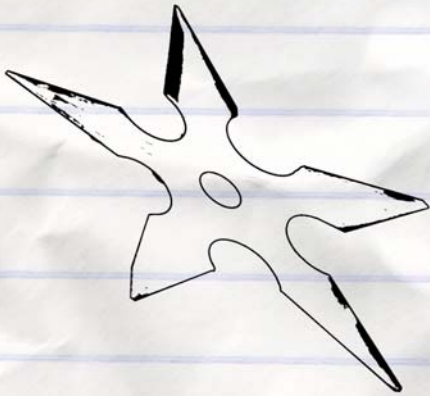
Sai

Commonly used in pairs, the sai consist of a short trident-like knife with a longer central spike. The weapon was designed as a sword catcher and disarms opponents with bladed weapons. When attempting to disarm such an opponent, the character using sai doesn't provoke an attack of opportunity: this weapon is difficult to use effectively, requiring both martial art weapons proficiency and two weapon proficiency.



Shuriken

Originally wielded by the Ninja, these small, metal sun-shaped throwing weapons achieved popular status, due to the many marital arts films featuring their use. They come in a wide variety of designs and are relatively easy to use, requiring only simple weapon proficiency to use them.



Katana

The ancient weapon of the samurai, this weapon formed the peak of ancient sword making technology. The metal of the blade is layered and folded to create a sword that is both incredibly sharp and flexible. The drawing and striking of this sword form the basis of the martial arts of kendo and iaido. While good quality reproduction swords are relatively easy to acquire, there are also prized antique katanas that are far superior.

Wakizachi

This short Japanese sword is usually paired with a katana to form a diasho, the mark of the Samurai. The blade is typically around 14 inches long and has the similar single edge and curvature as the katana.



Tanto

This is the traditional accompaniment to the daisho. It has a single edge, but lacks the round guard or tsubo of the katana and wakizashi.



Tonfa (police baton)

Used by police forces around the world, this side handle baton descends from the handles of rice mills used by peasants in ancient Japan. As it was illegal for any one but a samurai to carry weapons, so agricultural tools were adapted into martial arts use.



Yakuza Melee Weapons

Weapon	Damage	Critical	Type	Range	Size	Weight	Income
Brass Knuckles	+1	20	Bludgeon	-	S	1 lb	.2
Baseball Bat	d6	19-20	Bludgeon	10 feet	L	3 lb	.1
Kama	d8	19-20	Pier/slash	-	M	1.5 lb	.3
Nunchaku	d6	20	Bludgeon	5 feet	M	1.5 lbs	.1
Sai	d4	20	Piercing	-	S	1.5 lbs	.2
Shuriken	d2	19-20	Piercing	10 feet	T	.1 lbs	.01
Katana	2d6	19-20	Slashing	5 feet	L	6 lbs	1
wakasachi	d6	19-20	Slashing	-	M	2.5 lbs	.5
Tanto	d4	19-20	Slashing	-	S	1 lbs	.3
Tonfa/police baton	d6	20	Bludgeon	-	M	2.5 lbs	.1

Modern Firearms

Model	Damage	Critical	Type	Range	Capacity	Weight
Colt Detective Special (.38)	2d4	20	Ballistic	20 ft	6 round	1.5 lb
Colt M1911 (.45 ACP)	2d6	20	Ballistic	30 ft	7 round box	3.0 lb
Glock 17	2d6	20	Ballistic	30 ft	17 round box	2.0 lbs
Desert Eagle (.50 AE)	2d8	20	Ballistic	20f ft	9 round box	4.5 lb
Ruger GP 100 (.357)	2d6	20	Ballistic	20 ft	6 round	2.0 lb
H & K Mk 23 (.45)	2d6	20	Ballistic	20 ft	12 round box	3.2 lbs
H & K MP5	2d6	20	Ballistic	20 ft	15 or 30	7.0 lb
UZI (9mm)	2d6	20	Ballistic	20 ft	25, 32, 40	7.5 lb
PP-90	2d6	20	Ballistic	20 ft	30 round box	4.1 lbs
Kalashnikov AK 47 (7.62)	2d8	20	Ballistic	70 ft	30 round box	10.0 lb
Colt M16 A2 (5.56)	2d8	20	Ballistic	80 ft	30 round box	7.5 lb
VAL Silent Sniper (9 X 39mm)	2d8	20	Ballistic	90 ft	20 round box	6.0 lb
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20 ft	8 shell internal 10	.0lb
M72A3 Law	See notes	N/A	Explosive	Min 30 ft, max 150 ft	1 shot	5 lbs

Chapter 9:

The Sound of Distant Thunder

This is an adventure for 1st to 3rd level Yakuza Characters, and involves dirty deals, political maneuvering, and eliminating the competition. This game is set for 3 to 6 Players. The players are instructed to obtain illegal weapons to increase their clan's power, status, and position in the criminal underworld. The adventure is set in southern Japan.

- First, the PCs make contact with a corrupt CIA goon. They realize that they are not the only ones interested in the weapons.
- In Chapter 2, PCs must outsmart the competition to get the weapons. They have to think mean and play dirty, or they'll end up as dead meat....

Plot Synopsis

The Sound Of Distant Thunder is set in the city of Fukuoka in southern Japan. The players are members of the Kobe-Kai Yakuza, fighting and scheming their way up the hierarchy of the criminal underworld.

Ex-CIA spy Simmons has smuggled a consignment of illegal weapons into Japan and is looking to sell them. There's more than one interested party though, and none of them has enough money to buy the guns outright. PCs will need to take an active, imaginative approach to get the guns and get out alive.

The Guns

The weapons up for sale are some of the latest production assault rifles available. The only way to own one is to have government connections — this is unlikely, considering that all guns are illegal in Japan. The arrival of a consignment of such modern firepower is therefore big news.

The Fabrique Nationale Herstal F2000 is the latest production infantry rifle from one of the world's leading weapons manufacturers. It is light, durable, and both right and left-handed firers can use it. If you could buy the F2000 legally, it would cost around \$3000 so the price of \$10 000 per weapon that Mr. Simmons is asking is not unreasonable.

The Toyo Corporation

The Kobe-Kai Clan has secretly bought the Toyo Corporation out in a subtle boardroom coup. Their office will serve as the party's base and is currently unoccupied due to "refurbishment". The characters will be relatively safe here, and all phone and communication lines are secure. The characters will have the full run of the building and some unmarked cars have been made available for them.

The only downside is that the Toyo Corporation is deep within the territory of the rival Dark Storm Clan; not only this, but the meeting with Simmons is also in the clan's neighborhood. If they find out about the deal, they may kill the party and take the guns for themselves.

The Factions and the Players

Mr. Woe and the Dark Storm Clan

This clan is extremely powerful and has a firm grip on the city. The Oyaban of the clan is an aging traditionalist called Hiroyasu Goro. He insists the clan follows the old ways of the Yakuza, and is proud of the clan's heritage and customs.

The Dark Storm Clan has corrupt policemen in its pocket and informers everywhere in the city. Fortunately, the players are all relative unknowns in the Yakuza, and no one should recognize them. If they keep their heads down and do not do anything too noticeable, they should be able to go in and out without being spotted.

If the party is discovered, the Dark Storm Clan will dispatch Mr. Woe, a Chinese born killer and ninja. A group of heavies will back him up and make sure the party all die. He is not Superman, but at this low level he is certainly a powerful adversary.



Mr. Woe

Hit Dice: 8 (51 hp)

Initiative: +7

Speed: 30 ft

AC: 21 (Class plus Def & Dex bonus)

Attacks/Damage: Melee: +10/+4 (unarmed strike d3+2)

Melee: +12/+6 (Katana 2d6+3)

Ranged: +12/+6 (Silenced Walther PPK 2d4)

Abilities: STR 15 / DEX 17 / CON 13 / INT 12 / WIS 16 / CHA 12

Skills: Balance +7, Bluff +4, Climb, +7, Drive: Chase +4, Knowledge: Street Sense +4, Hide +5, Listen +6, Move Silently +8, Spot +7, Sense Motive +4

Feats: Side Arm Firearms Proficiency, Martial Art Weapon Proficiency, Driving License, Martial Artist, Weapon Focus (Katana)

Challenge Rating: 8

Typical Dark Storm Clan Yakuza Clan Members

Hit Dice: 2 (16 hp)

Initiative: +2

Speed: 30 ft

AC: 13 (Class plus Def & Dex bonus)

Attacks/Damage: Melee: +2 (unarmed strike d3+1)

Ranged: +3 (9mm pistol 2d6)

Abilities: STR 13 / DEX 14 / CON 11 / INT 13 / WIS 12 / CHA 10

Skills: Diplomacy +3, Knowledge: Street Sense +2, Listen +3, Spot +4, Sense Motive +3

Feats: Side Arm Firearms Proficiency, Driving License

Challenge Rating: 2

Mr. Woe

Mr. Woe is a quiet, intense man, who on the surface seems harmless enough; he looks more like a butler or a servant. His true ability is only revealed to those who see him in action.

disposing of any competition. He is also unaware of the situation between the Yakuza clans, and has no appreciation for their politics and subtleties. He is in the city with four His

His true ability is only revealed to those who see him in action, disposing of any competition. He is also unaware of the situation between the Yakuza clans, and has no appreciation for their politics and subtleties. He is in the city with four guards/interpreters, and if given the time, can call in more reinforcements and get hold of some serious firepower. He has brought dollars to pay for the weapons, as this is usually one of the most transferable currencies.

Ivan "The Terrible" Ferenchik of the Russian Consortium

In days gone by, this former KGB officer would have been hunting the CIA spy for his Russian masters. Following the collapse of the Soviet Union, however, he has found more profitable work as a fixer for the Russian underworld. He was contacted by Simmons and has come to conduct what he thinks will be a simple weapons buy. He knows nothing of the other potential bidders and will be extremely ruthless indisposing of any competition. He is also unaware of the situation between the Yakuza clans, and has no appreciation for their politics and subtleties. He is in the city with four guards/interpreters, and if given time can call in more reinforcements and get hold of some serious firepower. He has brought dollars to pay for the weapons, as this is usually one of the most transferable currencies.

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Ivan

Hit Dice: 9 (39 HP)

Initiative: +1

Speed: 30 ft

AC: 16

Attack/Damage: Melee: +6 (+7 unarmed strike, d3)

Melee: +6 (+9 Knife, d4+5)

Ranged: +5 (.44 Revolver, 2d8)

Abilities: STR 16 /DEX 12 /CON 16 /INT 15 /WIS 14 /CHA 13

Challenge Rating: 2

Skills: Bluff +4, Drive: Chase +8, Fence +5, Intimidate +8, Knowledge: Street Sense +4, Listen +5, Profession: Criminal +4, Spot +6, Sense Motive +3

Feats Side Arm Firearms Proficiency, Simple Weapon Proficiency, Face of a Killer, Weapon Focus (Knife), Weapon Specialization (Knife), Driving License (Car)

Challenge Rating 9

Typical Russian Goon

Hit Dice: 2 (18 HP)

Initiative: +1

Speed: 30 ft

AC: 12

Attacks/Damage: Melee +3 (+3 unarmed strike, d3+1)

Ranged +2 (9mm pistol 2d6)

Abilities STR 14 /DEX 12 /CON 14 /INT 13 /WIS 9 /CHA 10

Skills: Diplomacy +3, Knowledge: Street sense +2, Listen +4, Spot +4, Sense Motive +3

Feats Side Arm Weapon Proficiency, Simple Weapon Proficiency

Challenge Rating 2

Dealers from of the Neiva cartel

Arriving from Columbia are representatives of the Neiva Cartel. This is an up-and-coming pack of drug producers and dealers. They have made up for not having the firepower of their rivals by playing their rivals off against each other. Now they are ready to move up in the pecking order and to do this, they need those guns. The problem for the cartel boys is that they do not actually have any money. All they have is cocaine and they are willing to trade this for the guns. Of the three potential bidders, they are the weakest and can be influenced quite easily. Mr. Simmons and his Associate

This aging spy is highly intelligent and ruthless. He has decided to exploit his employers and is not afraid of the interested parties. He remains calm and collected at all times. He dresses very smartly and is a dangerous man to mess with. The CIA have no idea about what he's done, so he can use them to threaten anyone who tries to trick or attack him.

A fellow corrupt CIA goon has accompanied Mr. Simmons to Japan. This mysterious figure remains unseen unless the bullets start to fly. He is a trained sniper and it is his job to watch over the meetings and safeguard his employer. He is always at a vantage point ready to shoot anyone who draws a gun, or tries to attack Mr. Simmons.

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Mr. Simmons

Hit Dice: 5 (16 hp)

Initiative: +2

Speed: 30 ft

AC: 14 (Class plus Def & Dex bonus)

Attacks/Damage: Melee: +3 (unarmed strike d3+1)

Ranged: +2 (.38 Special 2d4)

Abilities: STR 12 / DEX 14 / CON 11 / INT 17 / WIS 15 / CHA 16

Skills: Bluff +3, Diplomacy +8, Hide +4, Knowledge: Street Sense +2, Listen +4, Move Silently +4, Spot +5, Sense Motive +4

Feats: Side Arm Firearms Proficiency, Driving License, False Sincerity, Empathic

Challenge Rating: 5

Sniper

Hit Dice: 4 (26 hp)

Initiative: +8

Speed: 30 ft

AC: 16 (Class plus Def & Dex bonus)

Attacks/Damage: Melee: +5 (unarmed strike d3+3)

Ranged: +6 (9mm Pistol 2d6)

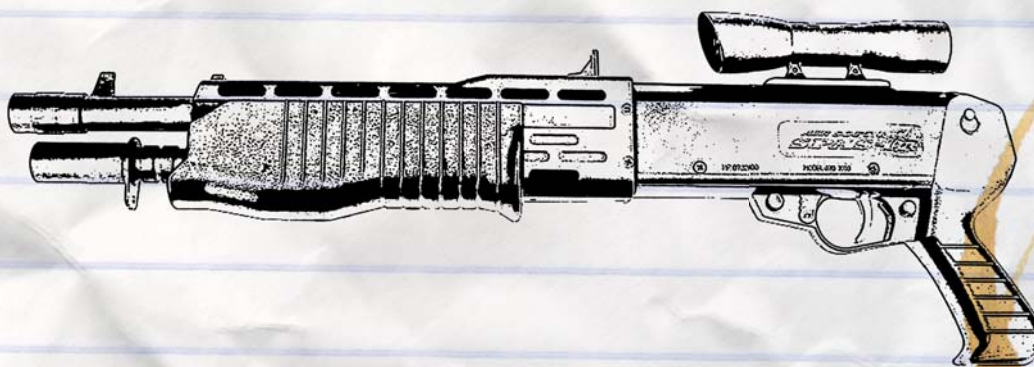
Ranged: +6 (Val silent sniper 2d8)

Abilities: STR 16 / DEX 17 / CON 15 / INT 13 / WIS 12 / CHA 8

Skills: Bluff +3, Hide +8, Knowledge: Street Sense +3, Listen +4, move silently +7, Spot +6, Sense Motive +2

Feats: Long Arms Firearm Proficiency, Side Arm firearms proficiency, Simple Weapon Proficiency, Driving License, Marksman, Second Story man.

Challenge Rating: 3



Introduction

You lift the noren hanging in front of the doorway. It's a common enough design — white bamboo canes against an indigo blue background. It holds no clues as to what's behind it.

You pass through and enter a typical, traditional Japanese room — one that you would find in any home. A movable wall divides the room in half. This one is made of paper and on it is painted exquisite mountain scenery. It costs money. The lanterns are cleverly placed: there's no way of knowing who might be on the other side of the wall. In the corner of the room is an alcove, which contains a simple flower arrangement, a porcelain Iro-Nabeshima bowl, and a picture of a koi carp. You admire the bowl. It's decorated with red, yellow and green against a pure white background. So traditional: It's almost as if time has stood still in this one room. The overhead sound of a plane from the nearby Tokyo airport brings you back to reality.

You hear the sound of footsteps and turn to see the Oyabun Fujita Takaoka. He is a thin, wiry man in his late 50s, but compactly built. Solid muscle. He walks with authority. There's an ugly scar on his right forearm and the end of his little finger is missing. It obviously wasn't an easy rise to the top.

You immediately bow as low as you are able, to show your deep respect. This man has control over your destiny, after all. He bows back, as a superior would to a humble inferior. You offer him a gift. It's a picture of a crane. You carefully chose it when you knew he wanted to see you. Cranes stand for peace, happiness, and long life. He face reveals nothing, but a flicker in his eyes shows that he likes the gift.

You kneel on the tatami floor. It looks like a simple straw mat, but you can tell that it's of the highest grade. You exchange pleasantries and it takes a while to get to the point. He tells you to go to the city of Fukuoka in southern Japan. In the center of the city is the Plaza where you will meet Mr. Simmons, an American businessman. The Oyabun wishes to buy a consignment of guns from him and you will negotiate the purchase price. He expects that the guns are worth around Y 10,000,000 or \$100,000. He'll provide you with a bearer bond for this amount, and will authorize negotiations to rise as high as Y 15,000,000 or \$150,000. Should costs rise this high, you are to contact him for another banker's draft. There is, however, one drawback: the negotiations will take place in Dark Storm Clan territory. If they find out about the guns, they will want to take them for themselves. If they find about you, you will be assassinated for operating in their area. Why you? No one knows who you are, not even the cops. This is why he's not sending one of his more experienced Kobuns. Your face will blend in with the crowd.

With effort, you contain your excitement. This is the greatest career opportunity you've ever had. If you succeed, you'll gain recognition from the Oyabun and all of the Kobe-Kai Yakuza. If you fail...well, best not to think about that. You take a deep breath and you look again at the koi print in the alcove. The koi carp represents strength and determination for its ability to swim upstream and to overcome obstacles. This is a fortuitous sign. You know you can do it. In a cloak of anonymity you'll pull the job off.



The characters have an uneventful journey to Fukuoka; in fact, the flight is long and boring and they arrive early in the morning, feeling rather worse for wear. They make their way to the Toyo Corporation offices and prepare for the meeting the next day.

Chapter 1: Checking Out The Competition

Research And Preparation

If the PCs wish to do some background work researching Simmons or any other aspect of the deal, they will have ample opportunity at the offices. A Research Check with a DC of 25 will reveal rumors of CIA links with Simmons. He is officially a government advisor to the new Regime in Afghanistan, and the weapons appear to be part of a sweetener to coerce ministers in the new government.

The First Meeting

The Plaza Hotel is a modern, western style hotel that looks like any other modern, western style hotel anywhere in the world. The PCs can enter it through the front door or the underground car park; and unless they cause a scene, can quite happily arrive without the Dark Storm Clan noticing them.

If the PCs ask at the front desk for Mr. Simmons, they will be directed to the restaurant area. A man in his late forties is sitting alone at a table. He has positioned himself so that his back is against the wall and he has a full view of the empty room. This should rankle some players, as it puts them in a position of lower status than would be usual in a Japanese meeting. Mr. Simmons will, however, carry himself well: with a polite bow, he uses both hands to present each of them with a business card.

After studying Mr. Simmons' card for a polite length of time, the players seat themselves. Then to their surprise, the other bidders start to arrive: the Columbians first; then the Russians. Both groups are of a similar size to the PCs' group and it is clear that each of these groups has a definite senior member. No doubt the PCs will start threatening everyone and so to will the Russians and the Columbians. The Russians are the most aggressive, with the Columbians holding back and seeing who's who.

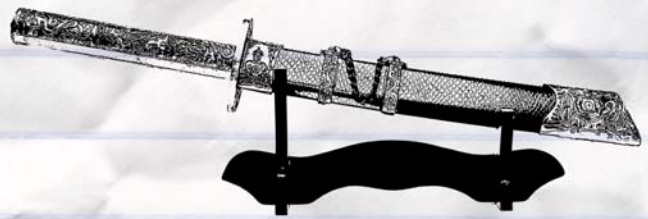
Mr. Simmons then introduces the other groups and explains that he never promised exclusive rights to the guns. He will sell to the highest bidder and is only interested in selling the consignment as a whole. If drawn, he explains that the exchange is simpler this way and less risk to him. He hasn't got any guns with

him, but has an arms catalogue featuring the weapon in question, and a promotional video of it in action. If the players don't object to buying arms unseen, the Russians certainly will. As a result, Mr. Simmons offers a demonstration that evening. He suggests that the groups meet at the hotel, and then travel on to somewhere quiet to view the guns in action.

This gives the party about 12 hours to do their own thing. They have several options open to them now and the basic moves are listed below:

Courses open to them:

- Investigate the Russians
- Investigate the Columbians
- Investigate the Dark Storm Clan
- Investigate Mr. Simmons



Investigating the Russians

The Russians are quite hard to find. Unless the party follows them back to their base of operation, they have little chance of tracking them down. The Russians are holed up on an old trawler in run down docks in the northern extremes of the city. The ship is derelict and clearly displays a Russian registry, although rust has claimed much of its hull. It lies beached at an angle on the high tide bar. A single ladder appears to be the only way in and a lone guard patrols the deck. The two cars belonging to the group are parked within sight of the ship and unless the party is extremely cunning, the guard will see anyone coming from a long way off.

As the sun goes down, the guard is less subtle. He patrols in night vision goggles and holds a well-concealed AK-47. If the party does get aboard, they will find a nightmare of rusted bulkheads and decay. The rest of the Russians are holed up in what was once the captain's cabin. They have weapons and food, along with a quantity of vodka, which they swig like water. The Russians are all ex-military or KGB; they are used to waiting and are combat experienced. If trouble starts, they will respond well and in a professional manner.

Investigating the Columbians

The Columbians are the easiest to find: their Japanese is appalling and they are very distinctive. Tracking them is a simple affair, with anyone they've met quite happy to go on at great length about their dreadful manners. They have chosen the top floor of the nearby Grand Hotel as a base. Here, they are doing a lousy job of lying low. They are snorting their way through the drugs they were supposed to be trading, and making the most of room service. As yet, they haven't threatened a bellboy, or argued with any of the "ladies" they invited up to their room to help them pass the time.

The only problem is the fact that the Dark Storm Clan is also watching the Columbians; naturally, it has noted the arrival of a group of drug dealers. At present, the Dark Storm Clan does not know what they are doing in Futuoka and has sent a Kobun to watch over them.

The Dark Storm Clan Watcher

Wearing a voluminous raincoat, he is well armed. He is also paranoid. If he finds out that there is a group of Yakuza from another clan, he will call in Mr. Woe to kill everyone.

Hit Dice: 5 (32 hp)

Initiative: +2

Speed: 30 ft

AC: 15 (Class plus Def & Dex bonus)

Attacks/Damage: Melee: +5 (unarmed strike d3+1)

Melee: +5 (katana 1d10 +1)

Ranged: +2 (H & K MP5 2d6)

Abilities: Str: 14 / Dex: 15 / Con: 11 / Int: 16 / Wis: 14 / Cha: 15

Skills: Bluff +4, Hide +4, Knowledge: Street Sense +6, Listen +4, Move Silently +3, Spot +5, Sense Motive +2

Feats: Driving License, Martial Art Weapon Proficiency.

Challenge Rating: 5

Investigating the Dark Storm Clan

This is the most dangerous course of events. Surreptitious observation of the headquarters allows the party to see Mr. Woe and his men entering. This gives them an idea of how many people they are up against. The building is a far grander affair than the party's own clan building, and there is a constant flow of sleek cars and men in expensive suits coming in and out. Any attempts to find out more will reveal the stranglehold the group has on the city. Under the threat of Mr. Woe, the clan has risen to be top dog in the city and is feared by all. If the party is not subtle and stealthy about their investigation, they will attract the attention of this ruthless Yakuza clan. They do have one hope, however: the Oyabun of the Dark Storm insists his members follow the old ways, and if a player in trouble can make a Japanese Etiquette check of 25, they will remember the old ritual greeting of a visiting Yakuza gambler. If they say this to a senior member of the clan, they will conduct them to the clan's Oyabun, who must allow them to stay in his headquarters.

'I was born in __ . I am __ of the Kobe-Kai Clan. I am a humble man, and as we have now made acquaintance, I would like you to support me from today onwards.'

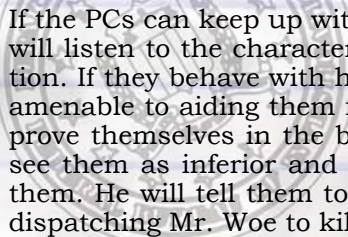
You must then present the Oyabun with a gift. The Oyabun will take this and reply: 'Your courtesy is enough appreciation.'

From this point on, you are to be under the protection of the Oyabun and will reside in his house. You must, however, perform tasks for the Oyabun in exchange for lodging.

If the PCs wish, they can also formally request an audience with the Oyabun and try to negotiate a truce with the Dark Storm Clan. The Oyabun will arrange the meeting in the Fukuoka Tower, the premier building in the city, a 234 meter high mirrored sky scraper that dominates all around it.

He has set up the meeting in a conference room on the top floor of the tower. The whole meeting is a test of Japanese power play and status, with the Oyabun making it clear that although the PCs carry their Oyabun's mark, he is the boss here.*

If they have brought gifts, he will give them baseball shirts from the local team, etc. He will proffer his business cards the moment they step through the door. He will also allow the bearer of a mysterious box to sit in the position of honor opposite him, near the door. If the Oyabun shows the box to the PCs, or the PCs ask what's in the box, it will contain finger bones from previous Yakuza members who failed the Oyabun.



If the PCs can keep up with the etiquette, the Oyabun will listen to the characters' explanation of the situation. If they behave with honor and dignity, he will be amenable to aiding them for a 50% cut. If they fail to prove themselves in the boardroom, however, he will see them as inferior and refuse to make a deal with them. He will tell them to immediately leave the city, dispatching Mr. Woe to kill them if they try and stay.

* GMs should check out the etiquette section at the back of this book to see tips on Japanese business etiquette and power play.

Investigating Mr. Simmons

After the meeting, Mr. Simmons retires to his room on the 10th floor. If the party sets someone to watch him, or the whole group chooses to remain, they will have a boring time. Mr. Simmons remains in his room, apparently doing nothing until it is time for the meeting that night. If the party bribes a hotel employee, they will find out that two rooms are booked by Mr. Simmons: the one he's staying in and the one next door where his "son" is staying. His son will sneak out of the hotel half an hour before Mr. Simmons leaves to meet the three groups for the demonstration. While Mr. Simmons slowly leads the party to a quiet beach, miles from the city, his partner sets up position overlooking the meeting; if anyone tries anything, he will kill the transgressors.

The bulk of the guns are hidden in a hangar at the airport. Mr. Simmons has bribed a landing crew to keep the boxes hidden away until needed, taking only one of the guns for the demonstration. If required, he can contact the landing crew and arrange to get to the rest, but this would take around three hours to set up, and would be inside the airport perimeter and so amid tight security.



Chapter 2: Wheeling & Dealing

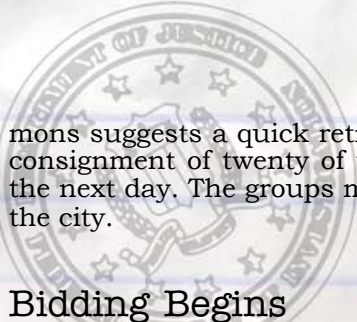
Putting the fix in

Players may not want to deal fairly in this meeting. They may well try to make one or more of the factions put out of the running. This can be achieved in a variety of fashions. Below are some of the simple ones and their outcomes, and no doubt some parties will uncover far more subtle and shifty tactics than those listed here. GMs should adapt their games accordingly.

- Attack the Russians – this is exceptionally dangerous. The Russians are all well trained and very professional. They have little chance of taking them by surprise.
- Attack the Columbians – this has a greater chance of success. The Columbians are relaxed and careless; however, they have lots of guns and aren't afraid to use them. With them it's shoot first and ask questions later.
- Attack Mr. Simmons – this will realistically only get them one gun: the demonstration one he has in his car. Unless they can take him alive and then extract the information about the whereabouts of the guns, there's not much point. They will also need to neutralize his associate, or he will come after the party.
- Get the Police Involved – Using anonymous phone calls to get the police to arrest the Russians and the Columbians is an obvious move, and one that will certainly result in a blood bath. This will also alert the Dark Storm Clan to the fact that something is going on, and increase their watchfulness.
- Make a Deal with One Party to Cut Out Another – Both the Russians and the Columbians are prepared to go along with this. They are likely to try to double-cross the party though, when the deal goes through.

The Demonstration

That night, the three groups meet up with Mr. Simmons in the lobby, then drive out to a deserted stretch of beach on the outskirts of town. Mr. Simmons drives down onto the sand and using the headlights of his car, illuminates a buoy floating out in the water. He opens the trunk of his car and takes out a single assault rifle, a Fabrique Nationale Herstal F2000, one of the most advanced rifles in the world. The rifle has a silencer, which he duly screws in, then fires a clip's worth of ammunition at the buoy. He invites members of each group to have a go. After everyone has had a shot, there is not much left of the buoy and Mr. Sim-



mons suggests a quick retreat. Initial bidding on the consignment of twenty of these guns begins at noon the next day. The groups make their own way back to the city.

Bidding Begins

Unless the party wishes to engage in a little night-time excitement, they all meet up the following day at noon. Two members of the Columbian delegation are missing, and so is one of the Russians. It soon materializes that on the way back to the city, the Russians decided to trim down the competition and as a result, tensions are running high. Consequently, the meeting gets off to a rocky start, with Mr. Simmons trying to reconcile the groups. When he returns to business, he explains that he has twenty guns and that they are in the city ready for collection. He is selling the whole lot, with bidding starting at an extortionate \$ 200,000. This stuns all the groups: no one has enough money. The meeting breaks up with everyone looking for fast cash.

An approach by the Columbians

After the meeting, the Columbians approach the PCs. The drug dealers are dispirited and annoyed. Mr. Simmons wants cash and they only have cocaine. The drugs are worth around \$250,000 on the street, but they haven't got the contacts here to shift them, or the time to set up a deal. The party can happily buy the drugs off them at a steal at this point, using the Oyabun's money, or setting up a meeting with the Dark Storm Clan if they feel brave. Equally, they could turn down the Columbian's offer, or even double-cross them, kill them and take the coke. If the party does nothing, however, the Columbians withdraw and try to cover their losses.

A Lesson In Ruthlessness

If the party returns to the Toyo Corporation, they find a Russian sniper hidden in a parked car, waiting for them. He opens fire with a silenced pistol in an attempt to kill as many of the party as possible before driving off. What he wants is for the party to chase him into an ambush and if they follow him, that's exactly what will happen. In a side street two blocks away, the rest of the Russians are in position lying in wait. When the sniper drives turns down the street, he will stop at the end, blocking off the exit. If the party drives down after him, they will hit a dead end and from all around them, the Russians will open fire. This encounter is incredibly dangerous for the PCs, and GMs should be careful not to make them feel too Gung Ho, or victimized by it.* GMs can also use the arrival of Mr. Woe to scare off the Russians to save the party. If Mr. Woe does this, then they will be taken to the meeting with the Dark Storm Oyabun as described in "Investigating the Dark Storm Clan."

By now, it should be clear to the party that dirty tricks are called for and they may well wish to strike back against the Russians. The Dark Storm Clan will not aid them in this, but will not interfere, either. Go to "Putting the Fix in" for some idea of how they may go about this.

*Remember the point of an adventure is not to kill the party, but to give the players a fun time. They should, however, realize that if they are caught in a gunfight, it will be a brutal affair. This is a delicate balancing act between reality and fun.

A Last Meeting

That night, the final round of bidding starts. The Russians have no more money, but hope to steal the PCs' funds to boost their own. Unless the PCs have found a way to raise more cash, they risk failure and loss of face with the Kobe-Kai Yakuza. At this point, the obvious thing to do is each put in 50% and buy half of the guns, but animosity may well prevent the party from doing so.

If no one has the cash, then Mr. Simmons will simply walk away and say how disappointed he is with the respective parties.

Finale

Winner Takes All

If the party can somehow get enough money together, then the Russians will try to make a clean sweep of everything. They will attack both Mr. Simmons and the PCs at the airport in an effort to get both money and guns for free. This will provide a climactic finale to the adventure, as it is a dangerous and bloody encounter.

Mr. Simmons will take the PCs to the airport and lead them to the place where the guns have been hidden. They are stored in five crates, and are all unloaded. There is no ammunition. Once the money and crates are revealed, the Russians attack. Their tactics are very simple: drive guns blazing to the hangar where the exchange is taking place, then get out and finish everyone else off before making their getaway with the loot. If he's still alive, Mr. Simmons' associate will give covering fire and do his best to protect Mr. Simmons.

If the Russians are killed, the party will need to make a quick getaway. Mr. Simmons and his associate, unencumbered by lots of guns, have plane tickets already and will simply blend into the travelers. The party should dump the guns at the corporate offices and then get out of the



Appendices

Appendix A: DRUGS “shabu”

With so much of the Yakuza’s money coming from the sale of narcotics, Yakuza characters need to have a familiarity with the types and effects of regularly available drugs. This experience comes from hanging around dealers or drug users, and many Yakuza themselves end up addicted. It is up to the players and the GM whether they wish to incorporate drug use into their campaign setting and characters.

This appendix lists the types of drugs available, along with their costs and effects. The first section outlines rules to determine a character’s drug dependency.

NOTE: In compiling this information, we are in no way endorsing the use or sale of narcotics. This information is included, because the world of the Yakuza is so entwined with the narcotics trade that it is impossible to separate the two. Drugs kill, not just through overdose or allergic reactions, but through the crimes that drug dependency inspires.

Addiction Risk

The intense physical and emotional nature of the high/low cycle can cause users to become dependent on narcotics. Usually an addict is only dependent on one drug; however, multiple addictions can and do happen. Addicts suffer withdrawal symptoms when not regularly using the substance to which they are addicted. The levels of addiction range from recreational/social addiction to a life-consuming, single-minded craving.

In game terms, each time PCs take narcotics, they must make a roll using the modifier for the ability that corresponds to relevant drug. Drugs that cause physical dependence use CON, drugs that are psychologically addictive use WIS. The check is made against a DC equal to the Addiction Risk as listed for the drug.

- Success: PC resists addiction. If already addicted, they don’t advance their addiction.
- Failure: PC succumbs to the drug’s addictive effects and gains a level of addiction.
- Fumble: PC not only gains addiction levels, but must make an Overdose Risk check as well.

Addiction levels represent the detrimental effects of having a drug habit. First of all, sustained drug use adversely affects one’s ability to function. In game terms, an addicted character loses a rank of FACE for every level of addiction.

Overdose Risk (ODR)

With any drug use, there is always a risk of miscalculating the strength or effects of a drug, and this can cause an instant overdose. A poorly produced drug, cut with impure substances to boost profit, could fool even the most discerning addict. Common cutting agents are glucose powder or starch, but dealers have been known to use any powdery substance from sugar to caustic soda (like drain cleaner). The final factor in overdose is either the user unwittingly takes an extra concentrated dose, or simply the addition of another regular dose pushes their system too far and exceeds their tolerance.

Either effect can lead to the suppression of a person’s breathing, causing anaphylactic shock, or to organ failure, usually in the liver or kidneys. Either situation requires urgent medical attention.

Basic ODR Check: The character makes a Fort save versus the DC of the Overdose Risk listed for the drug.

The Craft: Narcotics skill provides a +2 synergy bonus for every 6 ranks a PC has in the skill — the bonus is cumulative.

Allergy Check: The first time a character uses a particular drug, they should make a Fort save versus DC 5 to determine if they have a natural allergy to the drug.

Impurity Check: GMs may institute additional Fort saves at higher DCs if they know a certain drug is cut with bad ingredients, assigning modifiers based on the danger of the agents involved. Craft: Narcotics provide a +2 synergy bonus for every 6 ranks a character has in the skill.

- Success: No overdose or allergic reaction.
- Failure: PC counts as having been poisoned, with their HPs dropping to -1. They continue to lose HPs at the rate of 1 per minute until they reach -10 and die. Attempts to resuscitate the PC follow the rules as detailed under the Medical Assistance skill (see p. 47).

Multiple Doses

Characters who take doses of different drugs at the same time are under the effect of all the drugs combined. Taking a higher dose of a single drug doesn't increase its effect, but does increase the likelihood of overdose and requires an ODR check (see above). Bonuses and penalties across a variety of drugs are not strictly cumulative — if a second drug features the same effect as the first drug, then the other one merely adds +1 to the effect.

Example: A dose of Amphetamine and Cocaine gives a user a +3 Fort save vs. fatigue, not +4. PCs need to make a Craft: Narcotics check at DC 15 to avoid making an ODR Check.

Kicking the Habit

Addicted characters can choose to end their addiction by no longer taking the drug in question. The character suffers withdrawal for 10 weeks minus their CON bonus. For drugs that are psychologically addictive, GM should require the character to make an Addiction Risk check to resist taking the drug if they come into contact with it again. The GM can grant the character bonuses to resist, based on how they have roleplayed breaking their addiction in game (i.e., attending a 12-step program, receiving psychological counseling, avoiding drug-using associates and friends, and so on).

The Drugs

Each drug is outlined below, including a basic description, how it is reflected in game mechanics, and a nominal in-game street price. The more intelligent readers may notice that the bad sides of these drugs often outweigh the supposed positive stimulation.



Drugs: Nature and Effect

Substance	Street Name	Nature	Effect	Addiction Risk	OD
Amphetamine	Speed, Crank, Uppers, Diet pills	Off-white powder or yellow pill	Stimulant	5 (WIS)	5
Cocaine	Charlie, Snow, Coke, Blow, Toot	White powder	Stimulant,	8 (CON)	8
Crack Cocaine	Crack, Rocks	Small crystalline lumps	Euphoric	0 (CON)	10
Ecstasy	E, MDMA, Adam, Eve	Off-white pills	Euphoric	(WIS)	5
Heroin	H, Horse, Junk, Smack	White or dirty-brown powder	Euphoric	10 (CON)	15
Ketamine	Sitting ducks, GBH, PCP,	Off-white powder or pills; Can be in solution	Sedative	8 (CON)	10
LSD	Acid, Trips, Blotters, Microdots	Liquid, soaked into paper or sugar cube, or pill	Hallucinogenic	3 (WIS)	8
Marijuana	Dope, Mary Jane, Hash, Hashish, Grass, Weed, Skunk, Smoke or dried leaves	Greenish-brown resin blocks	Depressant,	5 (CON)	N/A



Meth-amphetamine

This drug acts on the nervous system of the user, producing a massive surge of adrenaline that tricks the body into “fight or flight” response. Users become excitable, paranoid, and irritable. The drug was once prescribed for weight loss as it suppresses appetite and the need for sleep. Prolonged use can lead to psychosis and heart problems, as well as dental problems as users grind their teeth. The drug can be injected, but most users either inhale it or swallow it in pill form.

A typical drug purchase gives the user 6-12 hours of effects before the inevitable crash. After the crash, the user becomes lethargic and depressed, but remains paranoid for some time afterwards. The drug is synthetic in nature and physically addictive.

- High: Effects last 6+d6 hours, +2 Spot and Listen, +2 Fort save vs. fatigue, -2 Concentration
- Low: Effect lasts 12+d4 hours, -2 Fort save vs. fatigue, -2 Concentration.
- Cost: \$10 per dose

Cocaine

Cocaine is a non-volatile salt derived from cocoa leaves. Cocaine is both a painkiller (analgesic) and a powerfully euphoric stimulant that directly affects the brain. Users become alert and excitable while gaining a false sense of confidence and well-being. The drug can be smoked in hand-rolled cigarettes, or injected, or swallowed. The majority of users, however, inhale it as powder.

Each hit lasts between 2 to 3 hours, after which the user becomes sullen and paranoid. Both physically and psychologically addictive, the impulse to take more is immediate. Prolonged use deadens the user’s receptor sites in the brain, meaning larger doses are required to achieve the same high. Heart problems and damage to the nasal passage are common— users have nearly continuous nose bleeds due to laceration of the tissue by the sharp crystals they inhale.

- High: Effects last for 1+d2 hours, +1 Bluff, Spot, and Listen, -2 Concentration, +1 Fort save vs. fatigue
- Low: Effects last for 1+d4 hours, -2 Concentration, -1 Sense Motive, -1 Fort save vs. fatigue
- Cost: \$50 per dose

Crack Cocaine

Consisting of small crystalline or soap-like rocks the size of raisins, crack cocaine is simply cocaine that has been mixed with either baking soda or ammonia, dissolved in water, then microwaved. This solution when dried strips the cocaine of hydrochloride, creating a volatile salt that is far stronger than the equivalent weight of cocaine. The rocks are then melted and the fumes inhaled. For the user, this produces a far more immediate and intense high than snorting cocaine.

On the downside, the effects wear off quickly. Exhilaration turns to nausea and withdrawal. This drug is far more addictive than cocaine, due to the sharp highs and lows it induces.

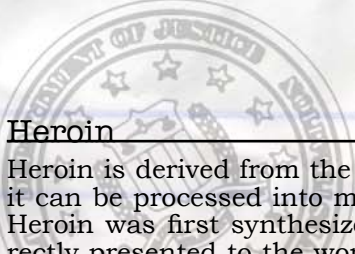
- High: Effects last for 10+d20 minutes, -4 Concentration, +2 Fort save, -1 Ref save.
- Low: Effects last for 1+d3 hours, -2 Concentration, -2 WIS save, -2 Fort save, -2 Diplomacy
- Cost: \$20 per dose

Ecstasy

Ecstasy is considered a designer drug favored by young clubbers. More common in Europe than in America, it is still found in all major cities. The drug was originally developed in Germany at the end of World War I for use by front-line troops as an appetite suppressant. The drug resurfaced as a slimming pill in the 1930’s and has been used as a psychological counseling tool, as it breaks down inhibitions.

The drug usually comes in small pills stamped with a manufacturer’s mark. These marks sometimes indicate the pill’s contents — ecstasy is rarely pure, and is often cut with speed (amphetamine). Symbols such as doves and smiley faces are common, and often form the basis of nicknames for the drug, whereas such titles as MDMA, ADAM, or EVE refer to the chemical composition of ecstasy. Users experience the same rush as with amphetamines, but they also have a euphoric sense of oneness with those around them. This often leads to impaired judgment. This state can last up to 8 hours, after which the user comes down. As the drug leaves their system, the user becomes depressed and tired, often for several days after consuming the pill.

- High: Effects last for 6+2D3 hours, -2 Fort save vs. fatigue, +1 Diplomacy, -2 WIS save, -1 Sense Motive
- Low: Effects last for 8+ d4 hours, -1 Fort save vs. fatigue, -1 Reflex save, -1 Concentration
- Cost: \$10 per dose



Heroin

Heroin is derived from the sap of the opium poppy — it can be processed into morphine, opium, or heroin. Heroin was first synthesized in 1919 and was incorrectly presented to the world as a non-addictive form of morphine. In truth, the effects of the drug are much the same. The drug usually takes the form of a pure white powder that can be either dissolved in water and then injected, or smoked by melting the drug and inhaling the fumes. Low/grade heroin, which is more dangerous, comes in a dirty brown powder.

Users experience a massive rush of euphoria as the drug affects the pleasure centers of the brain. This high can last for almost an hour, during which the user experiences impaired motor skills and judgment. Once the high ends, the user is left feeling apathetic and depressed. Overdosing is common, as users don't know the strength or purity of the drug they are taking.

Addicts build up a tolerance to heroin very quickly, and so need to increase their dosage and frequency to achieve the same effects. A junky who cleans up loses this acquired tolerance just as quickly. Many former users who return to heroin do so at their old (now dangerously toxic) levels. Hence, overdoses are common among ex-addicts who take up the habit again. Especially dangerous is the fact that by injecting, users are putting the drug into their system without the benefit of the screening process of the lungs or liver. By sharing needles with other users they risk contamination by AIDS or the more common hepatitis viral strains.

High: Effects last for 30+2d20 minutes, -3 WIS save, -2 Fort save, -4 Concentration
Low: Effects last for 3d3 hours, -2 to all saves, -2 Concentration
Cost: \$40 per dose

Ketamine

Ketamine is a misused tranquilizer rather than a narcotic. It belongs to the same family as phenocyclidine, from which angel dust is derived. It comes in a variety of forms, but is most commonly taken as either a pill or powder. A liquid variant also exists.

The drug has unpredictable effects ranging from hallucinations, rigidity and convulsions, synaesthesia (tasting what you see or hear, smelling what you touch, etc.) disassociation, and feeling like you're moving when you're not.

The effects last for up to seven hours, usually followed by periods of nausea and slurred speech.

High: Effects last for 4+d3 hours, -3 to WIS, and DEX skills (including attacks), -3 to Concentration, +2 Fort save

Low: Effects last for 6+d3 hours, -3 to all saves -3 to Concentration
Cost: \$15 per dose

LSD (Lysergic acid diethylamide)

LSD was first discovered in 1938 as a derivative of a mold usually found on rye and other grasses called ergot. LSD was a favorite of the hippies of the 1960's, who thought the hallucinations gave them a path to explore the transcendental realm. Essentially a liquid, it is usually soaked into a carrier object such as blotting paper or sugar cubes. It can also be pressed into a pill with speed.

Once swallowed, these users experience an 8-12 hour "trip". During this time, they experience the brain misfiring, which is perceived as hallucinations. Stationary objects appear to move, and colors and sensations feel more vivid. LSD, however, is a powerful psychoactive drug and users can experience severe mental reactions including psychosis, schizophrenia, and severe depression, as well as flashbacks.

High: Effects last for 8+d4 hours, -2 to WIS skills, +2 Craft: Writing/Visual (in some circumstances)
Low: Effects last for 4+d3 hours, -1 to all WIS skills, -1 Fort saves vs. fatigue
Cost: \$10 per dose

Marijuana

Marijuana was outlawed in the Prohibition. The drug became a favorite amongst hippies in the '60s and is also a sacrament in the Rastafarian church. It is formed from the resinous oil from the female buds and leaves of the hemp plant. This resin contains the active ingredient THC. Marijuana can be either smoked or eaten to produce a sedative high similar to alcohol, leaving the user lethargic, or "wasted."

In modern times, careful cultivation has created much stronger varieties of plant. The dried leaves and buds of these are often smoked as a drug called grass, skunk, or weed. The drug has medicinal uses due to its analgesic effects.

Note: Smokers of the marijuana are far more likely to develop cancer than regular smokers, due to the higher concentration of carcinogenic compounds in it.

High: Effects last for 1+d hours, +1 to WIS saves vs. stress, and +1 Fort saves vs. endurance
Low: Effects last for 1+d hours, -1 to Fort saves vs. fatigue, -1 to INT skill rolls
Cost: \$10 per dose



Appendix B: Japanese Names

The Order Of Japanese Names

Japanese names consist of a family name, followed by a given name. In the West, Japanese names are normally written in the reverse order. For example, the author Kawabata Yasunari is known in the West as Yasunari Kawabata. Note that some authors in the West use the Japanese format.

Given Names (Namae)

The number of possible given names is practically limitless. Some names are exclusively female or male, while others can be either. Note that some names (e.g., Jun) have many different meanings, depending on how they are written. All of the following can form a name:

- An Image - The image of nature, natural phenomenon, four seasons, color, arts, jewel and so on.
- A Wish - Courage, happiness, wisdom, success, beauty, etc. used to wish for the child.
- Written Characters - One or two written characters that are liked are combined to create a name. Some of these characters are more popular than others. For example, “dai” (big) and “ta” (great) for boys, “mi” (beauty) and “yuu” (gentle) for girls. When the parents wish to name a child after themselves or a relative, they use one of the characters from that person’s name instead of giving them the same name.
- Sound - This is a recent trend for naming babies. Decide a name from sound, and then choose written characters for it.
- Memory - Name after historical person, hero/heroine of a novel, celebrity, etc.
- Fortune Telling - Some believe the number of strokes used in writing the first name and the last name must be compatible. There are various different styles of fortune telling for naming.

Female Given Names

Female names usually, but not always, end in “ko”, which means child. Common female names include Akiko (Autumn Child), Haruko (Spring Child), Junko, Keiko, Kiyoko, Michiko, Natsuko (Summer Child), Sachiko, Yoshiko (Good Child), and Yukiko (Snow Child). Note that all names ending in “ko” are not necessarily female. For example, the male name Norihiko.

Typical Endings of Japanese Female Names — ~a, ~i, ~e, ~o, ~ka, ~ki, ~ko, ~sa, ~chi, ~na, ~no, ~ho, ~mi, ~ya, ~yo, ~ri, etc.

Male Given Names

Male names sometimes indicate the order of birth, using the suffix -ro, the counter for sons. For example, Ichiro (first son), Jiro (second son), Saburo (third son), Shiro (fourth son), Goro (fifth son), and so on. Common male names include Hiroshi, Ken and its many variants (Kenji, Kenichi), Yoshi, etc.

Typical Endings of Japanese Male Names — ~aki, ~o, ~kazu, ~ki, ~go, ~shi, ~ji, ~shige, ~suke, ~zou, ~ta, ~taka, ~to, ~toshi, ~tomo, ~nari, ~nobu, ~nori, ~haru, ~hiko, ~hisa, ~hide, ~hiro, ~fumi, ~hei, ~masa, ~michi, ~mitsu, ~ya, etc.

Titles

The Japanese commonly address each other by their last name. Only close friends and children are usually addressed by their first name. In addition, people rarely address each other just by name, but usually attach an appropriate title to the name. There is a large number of such titles, depending on the gender and social position of the person you are addressing.

Some of the most frequently used titles are:

san: (for example Sato-san)

This is the most neutral and famous title, and can be used in most situations. In formal situations, however, san may not be polite enough.

sama: (for example Sato-sama)

This is a politer form of san, commonly used in formal situations and letters, but too polite for a casual context. It also displays a level of respect for someone of higher status.

kun: (for example Yusuke-kun)

This is an informal title used for boys and men that are younger than yourself. An Oyabun might well address a Kobun in this way.

chan: (for example Megumi-chan)

This is an informal title used for young children and very close friends or family members.

sensei: (for example Sato-sensei)

This is a title used for teachers, doctors and other people with a higher education and from whom you receive a service or instructions. This title can be used when dealing with characters in the Oyabun/Kobun relationship.



Appendix c: Etiquette And Manners In Japan

Japan has a very high population density and as a result, people are always under social pressure. Over the years, they developed a highly complex and rigid system for interacting with each other to help reduce the tensions that exist within any tightly packed mass of people. Japanese etiquette therefore differs radically from the west, as in Japan, the face that the everyday person shows to the world is considered far more important than their true feelings. Correct manners and forms of behaviour are vital and will greatly influence the attitude of the Japanese people around the character. Without sticking to and appreciating the relevant protocols, the character may well find themselves being regarded as a barbarian or a fool. The Yakuza follow the traditions of Japan quite strictly. In particular, Japanese etiquette formalizes position and status.

Below are some simple pieces of etiquette that all Japanese people are expected to follow:

Meeting People

The Japanese greet each other by bowing. Bowing techniques range from a small nod of the head to a long, 90 degree bow. If the greeting takes place on a tatami or rice mat floor, people kneel down in order to bow. People also bow to thank each other and apologize.

The character is expected to bow deeper and longer than their opposite if they are of a higher social status.

Sitting

In Japan, it is common to sit upright on the floor. For example, meals are traditionally held sitting on the tatami floor around a low table.

The formal way of sitting for both genders is kneeling (seiza) with the knees together and feet straight out behind. The hands should be folded on the lap. The seiza style is required on very formal occasions and traditional events like the tea ceremony. People who are not used to sitting in seiza style may feel uncomfortable after a few minutes and their legs will go numb.

In casual situations, men usually sit cross-legged while women sit on their knees with both legs to one side. The latter is considered a feminine sitting style.

Entering The House

Shoes are left in the entrance way and slippers worn; these are provided by the host.

Slippers are removed when treading on tatami mats, with only socks or bare feet being acceptable.

Special slippers are worn in the bathroom. These are exchanged for ordinary slippers.

Characters must be careful not to wear the wrong slippers in the wrong part of the house.

Seating order

The most important guest sits on the honoured seat (kamiza), which is located farthest from the entrance. If there is a tokonoma (an alcove in which a hanging scroll and a flower arrangement, or piece of pottery is displayed) in the room, the guest should be seated in front of it. The host or least important person is supposed to sit next to the entrance. Of course, there are more factors to be considered in every specific case.

Business Meeting Etiquette

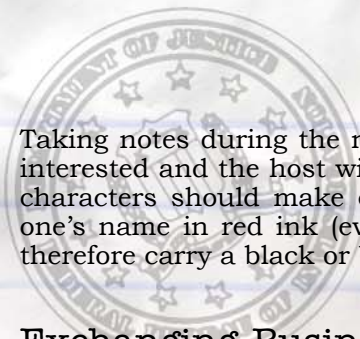
Characters should never be late for appointments. However, people of rank may well keep someone waiting as a show of power. Even if they have a reputation for this, the character is expected to arrive on time and wait.

People are expected to dress at the appropriate level of formality for the occasion. When sitting down to a business meeting with your counterparts, the seating arrangement is determined by the status of the participants. Characters should not just sit anywhere; they will be directed to the appropriate seat.

As a general rule, the highest ranking person from the host's side will sit at the head of the table. Then other people will take their seats, starting from the seats closest to him and working to the other end of the table. Those of higher status sit closest to the "Head Honcho".

You should stand at your seat and wait for the top guy to tell you to be seated. Then when the meeting is finished, wait until he has stood up before standing up.

If drinks are served at the beginning of the meeting, they will be distributed to the most important recipients downwards. Characters may want to wait for the top guy to drink from his glass before starting on yours.



Taking notes during the meeting shows that you are interested and the host will appreciate this. However, characters should make certain never to write anyone's name in red ink (even their own). They must therefore carry a black or blue pen.

Exchanging Business Cards

Cards are exchanged at the beginning of a meeting; characters should make sure have enough to go round. They must also observe the following rules of etiquette:

It is best to stand up when exchanging cards with those of higher rank.

The character should face their counterpart, bow slightly and hand over their card with the Japanese side pointing up, either with the right hand or both hands. The same rule applies when receiving a card from someone else. A review of the counterpart's card should be made. If their job position is in any way unclear, it would not hurt to ask for an explanation. This shows interest in and respect to the other party.

If you are meeting in passing, then you can carefully place the card in a shirt pocket, or in a wallet or notebook.

If you are seated at a meeting, place the card gently on the table in front of you. Look at it often during the meeting in order to refer correctly to your counterpart's name and position. If you are meeting more than one person and have received multiple cards, arrange them neatly in front of you.

The Japanese hand out their business cards at the drop of a hat. Not having a business card makes someone look unprepared and unprofessional.

Social Interaction

If characters go out for dinner, bear in mind that "going Dutch" is not normal in Japan. In business, if you're the buyer, you'll likely be in for a free evening of entertainment. If you're the seller and are a local, you'll probably pick up the tab. However, if you are visiting Japan, the character's hosts may still insist on paying, because you are a visitor in their country. Also, it is normal for the inviting party to pay.

If the host is planning to bear the dinner expenses, make at least a meek attempt to pay. They won't let you, but even your insincere attempt to pick up the tab will be expected. Offers should be made to pay for their dinners when they visit.

Japanese are unlikely to invite characters into their homes. It is normal for dinner meetings to be held in restaurants. Also, it is common to extend an evening's entertainment by going out to a coffee shop (or a second round of drinking) after the meal. If the host has paid for the meal, characters might want to consider being even more pushy about paying for the coffee or drinks. In some settings (especially where hostesses are involved), drinks can get very expensive.

Japanese love to drink alcohol with and after dinner. If characters don't drink...well, that's a strike against them. If drinking is completely out of the question, make up an excuse and be ready to explain it several different ways and times.

If alcohol is served, do not drink from the bottle. Characters should pour the beverage into a cup or glasses provided and then drink.

Gifts

When visiting someone, it's polite to bring some food or drinks (gift-wrapped in more formal situations).

Gift giving is very important in Japan, but extravagant gifts require an equally or slightly higher extravagant gift in return. Avoid giving pricey gifts.

Gifts are given and received with both hands. There are a few rules about what not to give: certain gifts or a certain number of gifts are believed to cause bad luck.

After coming back from a vacation it is normal to bring a small gift for all those you work with, even if you don't really like them. Nothing expensive is required, however.

It is polite to belittle the value of your gift or food when you offer it, even if it's blatantly untrue.

In more formal circumstances, it's impolite to unwrap a gift someone brings you as soon as you receive it. In casual surroundings, it's normal to ask the giver if it can be opened now.

If the gift is wrapped, it should not be opened until after the character leaves. If the gift is not wrapped, make sure to express copious appreciation (whether you like it or not). Ask some questions about the gift to show interest.

Gifts are always appreciated. Consider bringing small souvenirs that represent hometowns to give to a host. The host may give something back in return from their country or hometown.



How to visit a shrine

People are not supposed to visit a shrine if they are sick, have an open wound, or are mourning, because these are considered causes of impurity.

At the purification fountain near the shrine's entrance, take a provided ladle, fill it with fresh water and rinse both hands. Then transfer some water into a cupped hand, rinse the mouth and spit the water beside the fountain. People are not supposed to transfer the water directly from the ladle into their mouths, or to swallow the water.

At the offering hall, throw a coin into the offering box, bow deeply twice, clap twice, bow deeply once more and then pray for a few seconds. If there is some type of gong, use it before praying in order to get the priest's attention.

General Rules And Protocols

In Japan it is impolite to pour your own drink when eating with others: first you pour your companion's drink, and then your companion pours yours.

If you don't want any more to drink, leave your glass full.

There is no such custom as "help yourself". Wait until the host offers something.

If acting as host, the character should anticipate their guest's needs (cream/sugar, napkins, etc.).

Be aware that in Japan it is normal to make slurping sounds when you're eating noodles.

It is normal to pay a restaurant or bar bill at the register instead of giving money to the waiter/waitress.

There is no tipping in Japan.

It's considered rude to count your change after paying the bill in a store or restaurant, but the Japanese themselves do give it a cursory look over.

There is no custom of "Ladies First"

Avoid excessive physical and eye contact.

Do not point directly at someone with your finger (use your hand to point, if you must).

Japanese often use silence for communication as much as speaking.

When Japanese start work at 9 am, they start work at 9 am, no earlier or later.

White-collar Japanese typically leave the office only after their superiors have done so. This also applies to Yakuza underlings when working with someone in authority.

Avoid shouting loudly at someone to get their attention. Wave, or go up to them.

Don't wear tattered clothes outside your home, or socks with holes when visiting someone.

Japan has no tradition of making sarcastic remarks to make a point.

The Japanese gesture for "no" is fanning your hand sideways a few times in front of your face.

The Japanese wear kimono or yukata (light summer kimono) with the left side over the right. The reverse is only for the dead at funerals.

It's polite to initially refuse someone's offer of help. The Japanese may also initially refuse your offer even if they really want it. Traditionally, an offer is made 3 times. It may be better to state you'll carry their bag, call a taxi, etc., instead of pushing them to be polite and refuse.

This is an older custom, but in a home the guest is seated facing the room entrance. The highest ranking host sits across from the guest.

In a car the highest-ranking person sits behind the driver.

The Japanese often compliment each other to promote goodwill, but it is polite to deny the compliment.

The number four is considered inauspicious, because it is pronounced the same as the word for death (shi). Therefore, one should not make presents that consist of four pieces, etc. In some hotels and hospitals the room number four is omitted (in the same way that some hotels in the US do not have a thirteenth floor).



CRIME SCENE YAKUZA



CHARACTER NAME _____

PLAYER NAME _____

CLASS _____

LEVEL _____

RANK _____

DEPARTMENT _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____

CLAN _____

ABILITIES

BASE

BASE

TEMP

TEMP

STR

STRENGTH

DEX

DEXTERTY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

HEAT

**BASE
SPEED**

**BASE
ATTACK**

FACE

HP

HIT POINTS

WOUNDS/CURRENT HP'S

DAMAGE

TOTAL

AC

ARMOR CLASS

ARMOR
MODIFIER

DEX
MODIFIERS

MISC
MODIFIER

AC
BONUS

TOTAL

INITIATIVE

DEX
MODIFIERS

MISC
MODIFIER

TOTAL

FORTITUDE

(CON)

BASE
SAVE

ABILITY
MODIFIER

MISC
MODIFIER

TOTAL

REFLEX

(DEX)

WILL

MELEE

ATTACK BONUS

BASE ATTACK
BONUS

STR
MODIFIER

MISC
MODIFIERS

TOTAL

RANGED

BASE ATTACK
BONUS

DEX
MODIFIER

MISC
MODIFIERS

TOTAL

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

SKILLS

(Maximum Ranks: ___/___)

SKILL NAME

ABILITY

**ABILITY
MOD**

RANKS

**MISC
MOD**

TOTAL

- Appraise INT _____ + _____ + _____ = _____
- Balance DEX _____ + _____ + _____ = _____
- Bluff CHA _____ + _____ + _____ = _____
- Climb STR _____ + _____ + _____ = _____
- Computer Operations INT _____ + _____ + _____ = _____
- Concentration CON _____ + _____ + _____ = _____
- Craft: Narcotics INT _____ + _____ + _____ = _____
- Diplomacy CHA _____ + _____ + _____ = _____
- Disable Device INT _____ + _____ + _____ = _____
- Drive: Chase DEX _____ + _____ + _____ = _____
- Drive: Tailing WS _____ + _____ + _____ = _____
- Explosives INT _____ + _____ + _____ = _____
- Fence INT _____ + _____ + _____ = _____
- Forced Entry STR _____ + _____ + _____ = _____
- Forgery INT _____ + _____ + _____ = _____
- Gamble WS _____ + _____ + _____ = _____
- Gather Information CHA _____ + _____ + _____ = _____
- Hide DEX _____ + _____ + _____ = _____
- Intimidate CHA _____ + _____ + _____ = _____
- Japanese Etiquette CHA _____ + _____ + _____ = _____
- Jump STR _____ + _____ + _____ = _____
- Knowledge: *Clan Lore* INT _____ + _____ + _____ = _____
- Knowledge: *Law* INT _____ + _____ + _____ = _____
- Knowledge: *Street Sense* INT _____ + _____ + _____ = _____
- Listen WS _____ + _____ + _____ = _____
- Medical Assistance WS _____ + _____ + _____ = _____
- Meditate WS _____ + _____ + _____ = _____
- Move Silently DEX _____ + _____ + _____ = _____
- Open Lock DEX _____ + _____ + _____ = _____
- Pick Pocket DEX _____ + _____ + _____ = _____
- Profession: *Criminal* WS _____ + _____ + _____ = _____
- Profession: *Dealer* WS _____ + _____ + _____ = _____
- Profession: *Entrepreneur* WS _____ + _____ + _____ = _____
- Research INT _____ + _____ + _____ = _____
- Search INT _____ + _____ + _____ = _____
- Sense Motive WS _____ + _____ + _____ = _____
- Speak Language: _____ _____ + _____ + _____ = _____
- Spot WS _____ + _____ + _____ = _____
- Swim STR _____ + _____ + _____ = _____
- Tumble DEX _____ + _____ + _____ = _____



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