

RIN KAMURA

Bosozoku Biker

You are part of one of Shin-Edo's notorious girl biker gangs. You joined after high school and it's the only place you've ever felt you belonged. Your gang isn't as violent as some of its rivals, but you have more connections to the Yakuza. This has allowed you to find employment as drug runners. The money you make couriering small packages across the city for the Yakuza is pretty good, so, none of you need to find a day job to pay the rent. You'd rather not be beholden to the Yakuza, and you never imagined yourself as a drug dealer, but it lets you live your life, and it's not as if you're actually selling anything.

Tonight, you were due to meet up with one of the Yakuza. It wasn't a very important meeting, just a weekly update on how the deliveries were going. But your gang leader is thinking of increasing your gang's cut, and she wanted you to test out the water at the meeting. The meet was to be simple: he gets off a bus at a particular stop, where you'd be waiting. However, while you recognised your contact on one of the buses, he failed to get off at the right stop. So, you overtook the bus on your bike and got on the bus at the next stop. The Yakuza is who you think he is, but you decide to hang back, hoping that he'll reveal the reason for the change of plans soon.

CHARACTER SHEET

Name	Rin Kamura	
Age	22	Size
Gender	Female	Weight
Profession	Bosozoku Biker	Eyes
KAISO	2	Hair



CHARACTERISTICS

PHYSICAL		MIND	
Strength (STR)	2	Intelligence (INT)	2
Stamina (STA)	2	Perception (PER)	2
Reflexes (REF)	2	Willpower (WIL)	3
Dexterity (DEX)	2	Charisma (CHA)	2

SKILLS

Skill	Level	Gimmiku
Combat Skills		
Hand-to-Hand	3	
-Brawling	8	Boost
Melee Weapons	3	
Academic Skills		
Physical Sciences	3	
General Skills		
Athletics	3	
Communication	3	
-Intimidation	5	Boost
Drive	3	
-Bikes	8	Mastery
-Magnetodynamic	4	
Deception	3	
Technical Skills		
Mechanics	3	
-Car Mechanics	5	Mastery
Contacts		
-Organised Crime	2	
-Street	2	

SECONDARY CHARACTERISTICS

Hits (HIT)	35	Defence (DEF)	12
Serious Wound Threshold (SW)	12	Reaction Speed (REA)	4
Death Threshold (DT)	-12	Actions (ACT)	1
Movement (MOV)	2		

NOTES AND EQUIPMENT

Pod

WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E
Knife (REA +1)	Melee	1D6+1	NA	NA





Yakuza

KAZUKI MORI

CHARACTER SHEET

Name	Kazuki Mori	
Age	28	Size
Gender	Male	Weight
Profession	Yakuza	Eyes
KAISS	4	Hair



CHARACTERISTICS

	PHYSICAL		MIND
Strength (STR)	2	Intelligence (INT)	2
Stamina (STA)	2	Perception (PER)	2
Reflexes (REF)	2	Willpower (WIL)	2
Dexterity (DEX)	3	Charisma (CHA)	2

SECONDARY CHARACTERISTICS

Hits (HIT)	30	Defence (DEF)	14
Serious Wound Threshold (SW)	10	Reaction Speed (REA)	3
Death Threshold (DT)	-10	Actions (ACT)	1
Movement (MOV)	3		

NOTES AND EQUIPMENT

2 spare clips of ammo,
Pod and Gantai (shades)

WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E
Handgun (Large Calibre Pistol)	6	3D6+2	12	5 / 20 / 40 / 60

SKILLS

Skill	Level	Gimmiku
Combat Skills		
Hand-to-Hand	4	
-Brawling	6	Mastery
-Improvised Weapons	6	Mastery
Firearms	4	
-Handguns	6	Boost
-Shotguns	6	Boost
General Skills		
Athletics	3	
-Dodge	5	Boost
Communication	3	
-Intimidation	6	Mastery
Deception	5	
-Gambling	6	Accuracy
-Lock picking	7	Mastery
-Sneaking	6	Boost
Investigation	3	
-Shadowing	4	
Contacts		
-Organised Crime	4	
-Street	4	

You have been a criminal from the age of twelve. School didn't really agree with you so you decided to start a career early. You got to know the local 'uncles' in your district, who ruffled your hair while your frightened parents handed them protection money. You saw the wealth and power these men commanded, and realised no other job offered such benefits. After a few jobs taking messages or small packages, you got old enough to join the gang as a full member. You have served well, collecting protection money, teaching a few lessons to rival gangs and taking care of the 'uncles'. You killed for the first time when you were nineteen. It haunts you a little, but you tell yourself this sign of weakness will pass.

You now run the drug delivery operation for a few districts in the city. This means keeping the various gangs you use as couriers under control. You were due to meet one tonight, and discuss territory and the delivery operations. You'd arranged to get off at a particular bus stop to keep a low profile, although you don't know which biker girl would be there to meet you. However, you believe you've picked up a tail so you decided to stay on the bus. There is a guy in a suit that's been taking an interest in you. He looks like a cop but he might be a rival Yakuza.



HIROSHI TANAKA



Detective

You were born in one of the less affluent areas of Shin-Edo. You saw plenty of your friends turn to crime and what it did to them. Even the ones who didn't get caught changed somehow. You wanted to do something for your community, and quickly realised that while crime brought money, it wasn't really helping anyone. So you joined the police when you left school and decided to be part of the solution. After working as a beat cop for a few years you moved into the detective department, but you've never forgotten where you came from, and who you joined the police to help. You have a special interest in the sort of Yakuza and gangs that prey on the poor and desperate and destroy communities for their own gain.

You've been following a known Yakuza called Kazuki Mori, a hunch just told you he was up to something. When he got on a bus you began to suspect he was meeting someone. You wanted to see who the contact was before you made a move, but no one has made any contact with him since you got on. You are beginning to suspect he may have spotted you.

CHARACTER SHEET

Name	Hiroshi Tanaka	
Age	25	Size
Gender	Male	Weight
Profession	Detective	Eyes
KAISO	3	Hair

CHARACTERISTICS

PHYSICAL		MIND	
Strength (STR)	2	Intelligence (INT)	2
Stamina (STA)	2	Perception (PER)	3
Reflexes (REF)	2	Willpower (WIL)	2
Dexterity (DEX)	2	Charisma (CHA)	2

SECONDARY CHARACTERISTICS

Hits (HIT)	30	Defence (DEF)	14
Serious Wound Threshold (SW)	10	Reaction Speed (REA)	3
Death Threshold (DT)	-10	Actions (ACT)	1
Movement (MOV)	2		

NOTES AND EQUIPMENT

Police radio	

SKILLS

Skill	Level	Gimmiku
Combat Skills		
Hand-to-Hand	4	
-Martial Arts	8	Boost
Firearms	4	
-Magnetic Guns	8	Boost
Academic Skills		
Social Sciences	3	
-Law	4	
General Skills		
Deception	3	
-Sneaking	4	
Drive	2	
Investigation	5	
-Awareness	8	Mastery
-Data Retrieval	6	Boost
-Interrogation	6	Mastery
-Searching	8	Mastery
Contacts		
-Law Enforcement	5	Expertise
-Street	5	Expertise

WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E
Shockgun	8	4D6 Stun	NA	5 / 20 / 30 / 40



SHO YOSHIDA

Model

You have always been beautiful; perfect hair, perfect teeth, a born star. Before you had even left high school you were doing adverts and catalogues. This was especially lucky for you as your school grades were not very promising. Your agency now manages everything: where you work, who you meet, what you wear. It is rare you have to make any choices any more, but the wealth that surrounds you is beginning to feel like a cage.

You are on the bus because your driver didn't turn up after a photo shoot. Usually you'd wait, but you fancied making your own decisions for a change and the adventure of taking a bus for the first time was very appealing. It is getting a little tedious now though, and seems to be taking longer than it should. This is because you are still waiting for the bus driver to stop outside your house and tell you that you've arrived.

CHARACTER SHEET

Name	Sho Yoshida	
Age	24	Size
Gender	Male	Weight
Profession	Model	Eyes
KAI SO	5	Hair

CHARACTERISTICS

	PHYSICAL		MIND
Strength (STR)	2	Intelligence (INT)	2
Stamina (STA)	2	Perception (PER)	2
Reflexes (REF)	2	Willpower (WIL)	2
Dexterity (DEX)	2	Charisma (CHA)	3

SECONDARY CHARACTERISTICS

Hits (HIT)	30	Defence (DEF)	12
Serious Wound Threshold (SW)	10	Reaction Speed (REA)	3
Death Threshold (DT)	-10	Actions (ACT)	1
Movement (MOV)	2		

NOTES AND EQUIPMENT

Pod with Gantai, hair products, mirror			

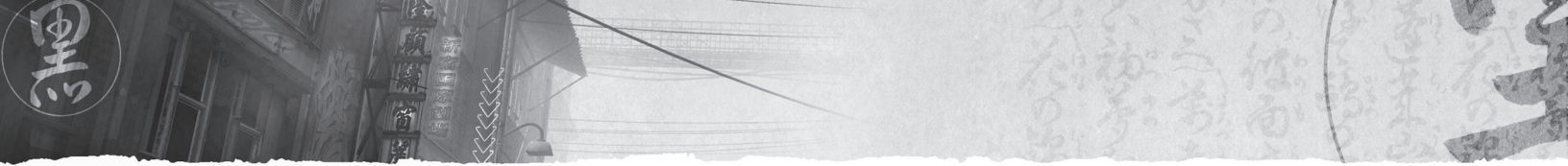
WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E



SKILLS

Skill	Level	Gimmiku
Academic Skills		
Physical Sciences	3	
General Skills		
Athletics	4	
-Running	8	Boost
Communication	4	
-Acting	6	Accuracy
-Empathy	7	Accuracy
-Persuasion	8	Mastery
-Seduction	6	Boost
Popular Culture	6	
-Celebrity	7	Mastery
-High Society	7	Boost
Technical Skills		
Microphotonics	3	
-Squids	4	
Contacts	5	
-Media	6	Mastery
-Politics	6	Mastery



KOHEI HAYASHI



Salaryman

Some days your life feels like a groove in a record that you have been following since you were born. As a boy you considered joining the priesthood, you found peace in the spiritual. But your family pushed you to get a 'proper job' so you dutifully pushed your dreams aside. You studied at school, got the grades you needed to join a large corporation and began your career the day after you left school. To be fair, you have a good job, and you're grateful, but even after doing it for over ten years you don't really know why you do it. Reports are filed, parts ordered and forms are filled in and you aren't entirely sure you know what gets produced. You live outside the city and suffer the daily commute. Often you don't return to your wife (Kimiko) and five year-old daughter (Aiko) until past Aiko's bedtime. You feel tired all the time, but you must provide for your family.

Once more it's been a bad travel day. You missed the right train home and had to catch a bus. Exhausted from the long hours this week you fell asleep and when you wake up you seem to have missed your stop.

CHARACTER SHEET

Name	Kohei Hayashi		
Age	34	Size	
Gender	Male	Weight	
Profession	Salaryman	Eyes	
KAISO	3	Hair	

CHARACTERISTICS

PHYSICAL		MIND	
Strength (STR)	2	Intelligence (INT)	2
Stamina (STA)	3	Perception (PER)	2
Reflexes (REF)	2	Willpower (WIL)	2
Dexterity (DEX)	2	Charisma (CHA)	2

SECONDARY CHARACTERISTICS

Hits (HIT)	40	Defence (DEF)	12
Serious Wound Threshold (SW)	14	Reaction Speed (REA)	3
Death Threshold (DT)	-14	Actions (ACT)	1
Movement (MOV)	2		

NOTES AND EQUIPMENT

Briefcase,
laptop computer,
cigarettes

SKILLS

Skill	Level	Gimmiku
Academic Skills		
Physical Sciences	4	
-Mathematics	6	Mastery
Social Sciences	5	
-Accounting	9	Mastery
-Bureaucracy	7	Boost
-Economics	8	Accuracy
General Skills		
Athletics	3	
Communication	3	
-Persuasion	5	Boost
Investigation	4	
-Data Retrieval	6	Accuracy
-Legal Expertise	6	Accuracy
Spiritual	4	
-Shinto	6	Mastery
Contacts	2	
-Banking & Business	3	

WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E



Schoolgirl

SHIORI AOKI

CHARACTER SHEET

Name	Shiori Aoki	
Age	17	Size
Gender	Female	Weight
Profession	Schoolgirl	Eyes
KAISO	2	Hair



CHARACTERISTICS

PHYSICAL		MIND	
Strength (STR)	2	Intelligence (INT)	3
Stamina (STA)	2	Perception (PER)	2
Reflexes (REF)	2	Willpower (WIL)	2
Dexterity (DEX)	2	Charisma (CHA)	2

SECONDARY CHARACTERISTICS

Hits (HIT)	30	Defence (DEF)	12
Serious Wound Threshold (SW)	10	Reaction Speed (REA)	4
Death Threshold (DT)	-10	Actions (ACT)	1
Movement (MOV)	2		

NOTES AND EQUIPMENT

Schoolbag, notebooks,
Pod loaded with music

WEAPONS

Weapon	Skill	Damage	Ammunition	Range S / M / L / E

SKILLS

Skill	Level	Gimmiku
Combat Skills		
Hand-to-Hand	1	
-Martial Arts	3	
Academic Skills		
Humanities	2	
-Literature	6	Boost
Natural Sciences	2	
Physical Sciences	3	
General Skills		
Athletics	3	
-Dodge	5	Boost
-Running	5	Mastery
Communication	4	
-Fast Talk	6	Mastery
Deception	3	
Popular Culture	5	
-Celebrity	8	Mastery
-Gaming	7	Boost
-Media	6	Boost
Contacts		
-Academic	4	

School is a drag, but it's got better since you hit 17 and people stopped treating you like a baby. You don't know what you want to do with your life, and while everyone keeps asking you, it still seems like there is plenty of time left to decide. You are a dutiful daughter, and get your homework done, but it is so much more fun to hang out with friends and talk about fashion, celebrities and boys.

This is your bus home from school, and nothing unusual happens on it. However, today you noticed this really cute guy got on that you thought you recognised. Upon checking the teen magazine you were reading you notice he is actually the famous model 'Sho'. OMG he is so CUTE!!! You managed to text one of your friends but your phone signal keeps cutting out. You should have got off the bus ages ago, having stayed on long past your stop. But you are still hoping to pluck up the courage to talk to Sho. If you can get a photo with him you will be the envy of every girl at school.