

# THREAT REPORT: DOC OTAKU

**From:** Justin McKenzie <McKenzieJustin1@AEGIS.emerald.pac.net>  
**To:** Lucas Meriwether <MeriwetherLucas1@AEGIS.emerald.pac.net>  
**Subject:** Threat Report — Doc Otaku

**THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS RED/Highly Restricted**

A new development in the conflict between the Grandmaster and Dollface led to this report. Recent evidence turned over to us, including video footage and samples of technology, indicate the Grandmaster is in contact with the Japanese criminal Solo Takashi, AKA "Doc Otaku"—the subject of the attached report.

As yet, there is no indication Doc Otaku is personally active in Emerald City, but the video footage does show a meeting between some of the Grandmaster's Chessmen and Aya, one of Doc Otaku's so-called "Angel Androids." As intelligence from the Tokyo Police and Interpol implicates likely the Grandmaster is looking to augment his forces. If so, he may have made a serious blunder.

What little we know about relations between Doc Otaku and Dollface indicate Takashi is somewhat infatuated with her. It seems unlikely he would cooperate in a plot against her, unless he's unaware of the Grandmaster's true intentions or (as Agent Whitehead proposes) he feels spurned by her and is looking for revenge or attention. Clearly, the situation is volatile and we should increase surveillance to prevent any contraband technology from making its way into the city that might escalate matters, while further investigating to—pardon the expression—learn the next moves of the Grandmaster and Doc Otaku.

Agent Justin McKenzie  
Senior Security Analyst/Field Operative  
A.E.G.I.S. District 5

TOP SECRET

**MUTANTS & MASTERMINDS**

THIRD EDITION

# DOC OTAKU

**REAL NAME:** Solo Takashi

**OCCUPATION:** Inventor, criminal

**BASE:** Tokyo, Japan

Solo Takashi was a genius almost from the time he was born. He spoke several languages by the time he was seven years old and earned his first doctorate at the age of 12. Unfortunately, Takashi was bored. He lacked challenges and he wanted to have peers, intellectual equals. He also wanted to have some fun.

He jumped at the opportunity to study with Daedalus, one of the greatest scientific minds in the world. But he quickly decided Daedalus was a scared old man unwilling to take risks or let anyone else take them, either. He didn't encourage Takashi's potential, he only tried to limit and control it. He was full of warnings and talk about patience, but Takashi saw the truth: Daedalus was jealous of him, like they all were, jealous of his brilliance and potential, interested in limiting him so Takashi didn't make anyone else look bad by comparison.

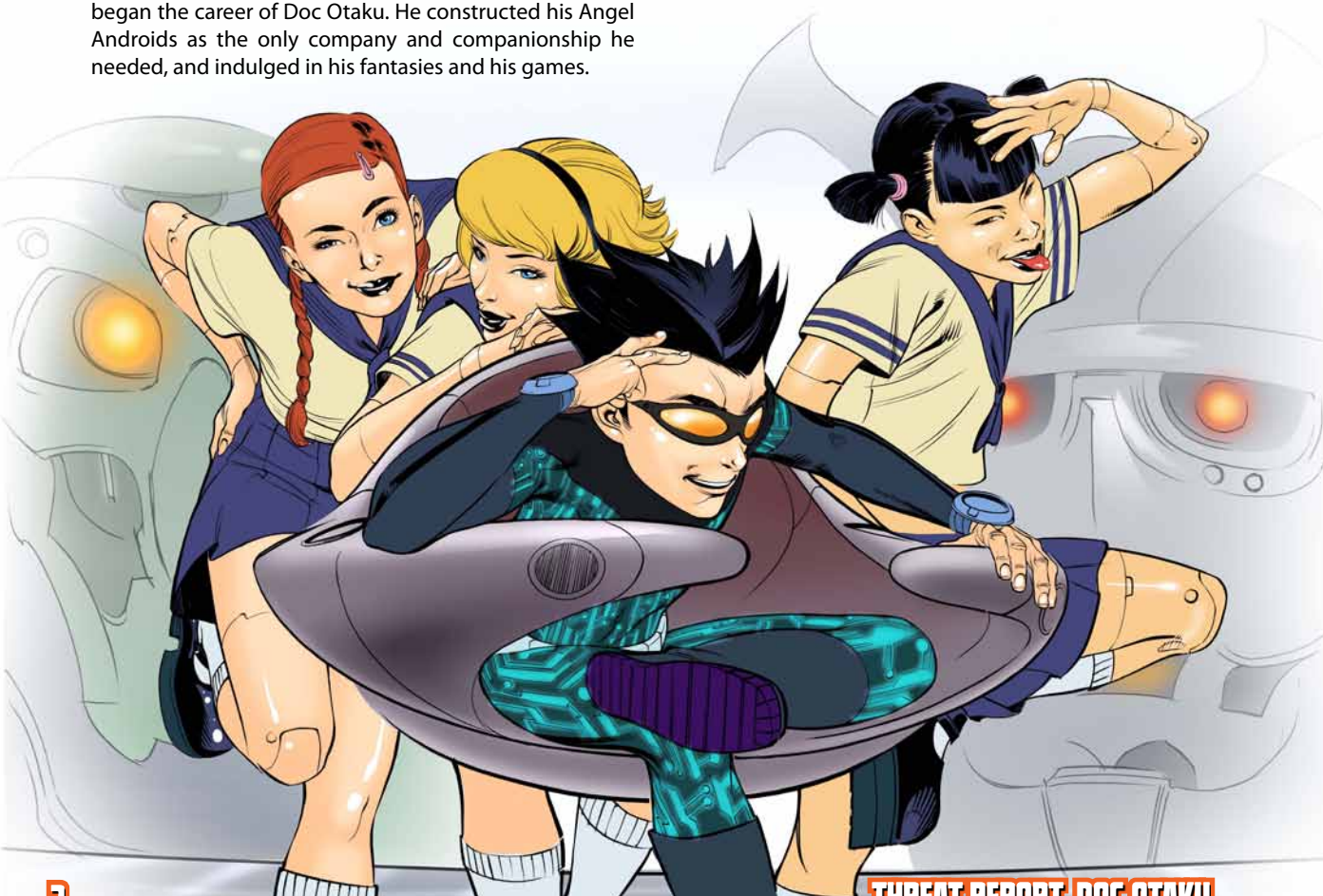
When Daedalus discovered Takashi was committing crimes and selling his work to the Foundry, he confronted the young scientist and gave him a chance to own up to what he had done. That ended their working relationship. Takashi went underground, determined to prove himself the intellectual superior of the inventor and hero. So began the career of Doc Otaku. He constructed his Angel Androids as the only company and companionship he needed, and indulged in his fantasies and his games.

Originally perceived as a "wayward youth," Doc Otaku has long since passed the point of adolescent pranks and youthful rebellion. Life as a young criminal has hardened his anti-social tendencies and sharpened his eye for a deal. To Doc Otaku, life is a game, with him as the rogue hero, proving he can outwit the authorities and anyone who thinks they can stop him.

Takashi is obsessed with *manga* and *anime* culture, a true otaku in that regard. He spends considerable time reading and watching his favorite subjects, and is even the creator of several hit "underground" publications and productions. In spite of the best efforts of the Japanese authorities, Doc Otaku has a considerable underground cult of personality in Japan, one that is spreading via the Internet to other parts of the world.

## PERSONALITY

Doc Otaku, as his name implies, isn't very in touch with reality. He's a bored genius looking for a new challenges but still very much a boy playing with his toys. He has no real awareness or empathy for the trouble that he causes; he only cares whether or not he wins the game. He looks down on most people as his intellectual inferiors and likes to taunt them for it.



<b>STR</b>	<b>STA</b>	<b>AGL</b>	<b>DEX</b>	<b>FGT</b>	<b>INT</b>	<b>AWE</b>	<b>PRE</b>
0/16*	0/16*	1	3	2	12	3	0

**POWRES**

**Angel Androids:** Summon Androids 10 (Active, Heroic, Multiple Minions 2, Permanent) • 90 points

**Mech-Otaku Battlesuit:** Removable (–24 points) • 97 points

**Battlesuit Weapons:** Array (22 points)

- **Blasters:** Ranged Damage 11
- **Net Launchers:** Affliction 11 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree

**Boot Rockets:** Flight 7 (250 MPH)

**Comm System:** Radio Communication 3 (Statewide)

**Environmental Seals:** Immunity 10 (Life Support)

**Mecha-Transform!** Array (44 points)

- **Giant Mecha:** Growth 16, Continuous, Quirk: Only Increases Fortitude +5
- **Normal-Sized Armor:** Impervious Protection 10

**Sensor Array:** Senses 5 (Darkvision, Direction Sense, Distance Sense, Time Sense)

**Tactical Software:** Enhanced Advantages 12 (Close Attack 6, Ranged Attack 6)

**SKILLS**

Expertise: Anime & Manga 8 (+20), Expertise: Robotics 10 (+22), Insight 6 (+9), Perception 4 (+7), Ranged Combat: Battlesuit Weapons 2 (+5), Technology 10 (+22), Vehicles 8 (+11)

**ADVANTAGES**

Close Attack 6, Defensive Attack, Eidetic Memory, Equipment 4 (HQs), Inventor, Languages 4 (English, French, Greek, Latin, Russian, Spanish, Japanese native), Ranged Attack 6

## POWERS & ABILITIES

Doc Otaku is one of the most brilliant inventive minds in the world. He's capable in nearly all fields of knowledge and science, but his specialty is robotics and the creation of various *mecha*, from his Angel Androids to giant robot monsters. He's also a master of computer hardware and software, and created the sophisticated battle-suit he wears. It contains offensive, defensive, and sensory systems, but is also capable of transforming into a giant robotic mecha Takashi can "pilot" as easily as his own body.

## ALLIES

Doc Otaku often operates behind the scenes, sending mecha do his work for him. The Angel Androids are his assistants, bodyguards, and emissaries. Takashi has been known to use android duplicates of himself as decoys in case heroes manage to track down his hidden bases. He also doesn't hesitate to use his mecha to create distractions to allow him to escape when the "game" is over. He

**OFFENSE**

**INITIATIVE +1**

Blaster +11	Ranged, Damage 11
Mecha Punch +8	Close, Damage 16
Net-Launcher +11	Ranged, Affliction 11
Unarmed +8	Close, Damage 0

**DEFENSE**

<b>DODGE</b>	11/3*	<b>FORTITUDE</b>	7/12*
<b>PARRY</b>	11/3*	<b>TOUGHNESS</b>	10/16*
<b>WILL</b>	12	*With full Growth	

**POWER POINTS**

<b>ABILITIES</b>	42	<b>SKILLS</b>	24
<b>POWERS</b>	187	<b>DEFENSES</b>	35
<b>ADVANTAGES</b>	11	<b>TOTAL</b>	299

**COMPLICATIONS**

**Motivation—Excitement:** Doc Otaku is a brilliant, but immature, mind motivated by his own twisted sense of "fun" and excitement.

**Otaku Obsession:** True to his name, Doc Otaku is obsessed with *anime* and *magna* culture, particularly *mecha*.

**Rivalry:** Doc Otaku is intensely competitive with his intellectual peers, particularly in the field of robotics.

can always build new ones later. Both options—android substitutes and decoys—are complications GMs can introduce.

## ENEMIES

Doc Otaku has plagued Daedalus, the Freedom League, and the world with the fruits of his twisted genius for years, ranging from video games and anime come to life to giant robot monsters rampaging through the streets of Tokyo or Freedom City. On the rare occasions when he is apprehended Doc Otaku has shown conventional prison facilities cannot hold him for long.

Takashi has a competitive streak with anyone close to his league in the robotics field. He and Freedom City criminal Toy Boy have had an on-again, off-again competition, like two friends on the same gaming network, and Doc Otaku has "crossed swords" (virtually) with the Freebooter. He has been infatuated with the criminal Dollface ever since discovering she was more than a mere urban-legend amongst tech-heads.

## HOOKS

Doc Otaku is a source for giant mecha and androids in the campaign, either menaces he unleashes on an unsuspect-

ing populace or custom work done for various clients. Doc can take an anime, manga, video game, or toy and turn it into a threat for the heroes to face.

**Gotta Catch 'Em All:** Heroes (and even some villains) have to deal with an unexplained plague of pint-sized, overly cute children's anime characters popping up. These "mini-monsters" engage their target in combat for a while, with attacks ranging from sticky goo to sonic blasts to lightning and fire. Then, win or lose, they dissolve into harmless puddles. Analysis of the remains and of the incidents reveals the mini-monsters are Doc Otaku's work. Their attacks are not aimed to harm, but to capture detailed information about the targets' capabilities, burst-transmitted back before the artificial creatures self-destruct. Is Doc Otaku collecting the data for himself or a client and for what purpose? To create android duplicates of the targets? To download data about their powers into an android like Argo (from *Freedom City*, page 185)?

**Knight Moves:** AEGIS has information linking Doc Otaku to the Grandmaster and his Chessmen (from *Emerald City Knights* Chapter 2, "Out of Their League"). Apparently, the Chessmen took some hardware belonging to Dollface (*Threat Report* #49) and she has decided to retaliate. The Grandmaster is looking to acquire some tech-upgrades from Doc Otaku, unaware that the young inventor is himself infatuated with Dollface and looking to impress her. So it's a scenario of cross-double-cross as Doc Otaku sets the Chessmen up for a fall, unaware that one thing the object of his admiration cannot abide is failing to give an enemy a fair fight. Dollface doesn't take being cheated out of her "justice" well, but that's nothing to Doc Otaku's reaction to being spurned by the object of his "affection," or the Grandmaster's desire to be rid of both of them. Is there a chance he has set this game up more than a few moves in advance...? Whatever the case, there are going to be a lot of fighting robots on the streets of Emerald City!

## THE ANGEL ANDROIDS

Aki, Ako, and Aya are Doc Otaku's most enduring and most well-known creations. They are sophisticated androids that all look like teenage girls. Aki appears Japanese, Ako is a redhead with freckles, and Aya is a blond with big blue eyes.

## ANGEL ANDROIDS

PL10 • 161 POINTS

STR 10 STA — AGL 10 DEX 1 FGT 10 INT 0 AWE 1 PRE 2

**Powers:** **Android Form** (Immunity 40 (Fortitude Effects, Mental Powers)); **Hydraulics** (Leaping 6 (500 feet)); **Reinforced Structure** (Impervious Protection 9); **Sensor Array** (Senses 11 (Analytical Vision, Communication Link with Doc Otaku, Darkvision, Direction Sense, Distance Sense, Extended Vision, Radio, Rapid Vision, Time Sense))

**Advantages:** Attractive, Languages (English, Japanese "native"), Move-by Action, Set-up, Teamwork

**Skills:** Acrobatics 4 (+14), Athletics 4 (+14), Insight 8 (+9), Perception 4 (+5), Ranged Combat: Throwing 7 (+8), Stealth 2 (+12), Vehicles 4 (+5)

**Offense:** Init +10, Unarmed +10 (Close, Damage 10)

**Defenses:** Dodge 10, Parry 10, Fortitude Immune, Toughness 9, Will 7

**Totals:** Abilities 58 + Powers 75 + Advantages 5 + Skills 17 + Defenses 6 = Total 161

**Complications:** **Kawaii:** Act like they are cute anime girls. **Programmed:** Completely loyal to Doc Otaku.

Other than their cosmetic differences, all three Angel Androids are identical in capabilities. They are superhumanly strong and fast, resistant to most forms of harm, and without biological needs like air, food, or rest. All three have bubbly, girlish personalities and they all *adore* Takashi (just as they are programmed to do).

The Angel Androids are intelligent and capable of independent thought, although they would never do anything that would harm their beloved Takashi or make him upset. They're relentlessly cheerful and pleasant, even while they're pounding opponents into the pavement, and they always leave a scene with a smile, a wave, and a happy, "Have a nice day! Buh-bye!"

Doc Otaku maintains plans for the Angel Androids and backs-up their memory files on a regular basis, so he can easily re-create any or all of them if they are destroyed. They are his favorite agents, and he often uses them to help carry out his plans. Otherwise the Angels act as his bodyguards and see to his every need.

Note that although the Angel Androids are slightly above Doc Otaku's 150-point allocation for his Summon rank of 10, he has only three of them, rather than the four he's entitled to for his 2 ranks in Multiple Minions.

# MUTANTS & MASTERMINDS

# CREDITS & LICENSE

## MUTANTS & MASTERMINDS THREAT REPORT #50: DOC OTAKU

**Design and Writing:** Steve Kenson

**Editing and Development:** Jon Leitheusser

**Additional Development:** Steve Kenson

**Art Direction and Graphic Design:** Hal Mangold

**Interior Art:** Alberto Foche

**Publisher:** Chris Pramas

**Green Ronin Staff:** Bill Bodden, Joe Carriker, Will Hindmarch, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Rich Redman, Evan Sass, Marc Schmalz

*Mutants & Masterminds Threat Report #50: Doc Otaku* is ©2003, 2011 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright

holders of that material. Mutants & Masterminds, Superpowered by M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

## Green Ronin Publishing

3815 S. Othello St., Suite 100 #304  
Seattle, WA 98118

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)

[www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com)



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

*System Reference Document*, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

*Modern System Reference Document*, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stanli, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Mutants & Masterminds*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.

*Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

*Freedom City*, Copyright 2003, Green Ronin Publishing; Author: Steve Kenson

*Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

*Freedom City, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

*DC Adventures Hero's Handbook*, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

*Mutants & Masterminds Hero's Handbook*, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

*Mutants & Masterminds Threat Report #50: Doc Otaku*, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.