

A Sourcebook for

CHAMPIONS
THE SUPER ROLE-PLAYING GAME!

and

DARK CHAMPIONSTM
HEROES OF VENGEANCE

Stock #434

CorporationsTM



by Mark Arsenault and Geoff Berman

CORPORATIONS™

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Dedicated to Alice Bawolski, in loving memory.

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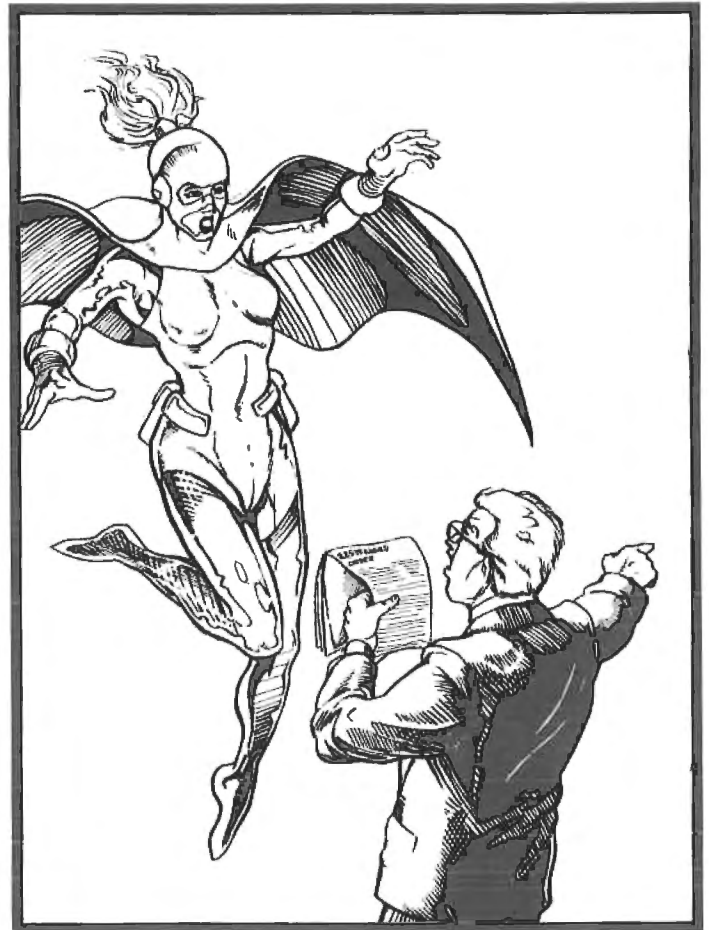
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INTRODUCTION

Tahashi Yoshida and his security man entered the huge boardroom, pausing momentarily in the doorway to ensure that everyone could observe his entrance. Standing behind each of the twenty chairs surrounding the farther three sides of the oak table was an executive, each one a division head of the United States division of Yoshida Corporation. Each felt the tension as Yoshida-san, the President of their powerful international corporation, looked over them. Each man could feel himself being scrutinized by Yoshida-san's gaze.

After a brief moment that felt like an eternity, Yoshida-san seated himself at the large, leather high-back chair at the head of the table. Ozeki Honda, Yoshida-san's chief security man, stood slightly behind Yoshida-san's chair, hands crossed behind his back. Once Yoshida-san was seated, the other executives did the same. Yoshida-san continued looking straight ahead, out the boardroom window, as if lost in some kind of trance. Chiro Takamura, seated to Yoshida's right, greeted him in Japanese, bowing as deeply as he could while seated at the mirror-finished table.

"Greetings, honorable Yoshida-san," Chiro started. "You honor us with your presence here in America. I trust you have found everything to be in order?" Yoshida simply nodded, acknowledging Chiro's comments without honoring him with a spoken word. "I have prepared a report of our progress for this quarter." Chiro opened the report binder before Yoshida. "As you can see, our productivity is up three percent over last quarter," Chiro said with feigned enthusiasm. He knew what was coming next.

"What about our shipments?" Yoshida asked, his gravelly voice accentuating his obvious displeasure. "Why have two of our shipments from Korea not arrived in our New York warehouses?"

"Yoshida-san," Chiro's voice was wavering now, "I apologize, but our shipments were delayed at customs. There were..." Chiro looked around the room at his fellow executives, hoping for someone to say something to help him. But the others simply looked downward or aside, averting Chiro's pleading eyes. "There were complications," he finally completed.

"What?" Yoshida-san looked at Chiro, his bushy black eyebrows furled. Yoshida made a fist with one hand. Ozeki instinctively reached under his coat and gripped his wakazashi, drawing it ever so little from its scabbard. Beads of sweat were now visible on Chiro's forehead.

"Superheroes delayed the shipments, Yoshida-san — both of them. We sent our Yakuza to safeguard the second shipment, but the heroes overpowered them. Even now our company is under investigation by the American Justice Department for trying to smuggle Asian computer parts without paying tariffs. I failed, honorable lord." Again Chiro bowed, his forehead touching the \$80,000 table.

With an almost imperceptible motion of his head, Yoshida-san signaled Ozeki. With blinding speed, Ozeki withdrew his wakazashi. With a loud yell, he plunged the Japanese short sword through Chiro's neck and deep into the table. Everyone in the room jerked slightly at the sudden noise and violence, but not a word was said. Ozeki stepped back into his previous place behind Yoshida, his hands once again crossed in front of him. The pool of blood continued to expand around Chiro as the last bits of life flowed out of him. Yoshida stood, followed immediately by the others. As he spoke, Yoshida-san looked at each executive in the room, as if to signify that they, too, could suffer as grisly a fate if their orders were not carried out.

"These American heroes have disrupted our production too many times. I have ordered Ozeki to bring his contingent of warriors and remain in the United States to help counter the problem of these so-called heroes. Until then, I want our legal department to obtain a restraining order against these heroes. I do not want them coming within a hundred yards of any of our facilities or employees. If you cannot find legal grounds for a restraining order, then create grounds. Use whatever means you have at hand, including our friends and associates in the local Tongs and street gangs. They have sworn loyalty to us — let them now display that loyalty."

"Hai!" was the response, yelled in unison by the remaining executives as they bowed. Ozeki opened the boardroom doors in preparation for Yoshida-san's departure.

"Do not fail me again, gentlemen. I have another CEO coming to take Takamura-sama's place as director of the American division of Yoshida Corp. The appropriate press releases have already been circulated. Kaizen, gentlemen. Improvement is what I expect to see."

With that, Yoshida-san and his security man exited the boardroom, unaware of the person outside the window, clinging precariously to the wall, just out of sight...

HOW TO USE THIS BOOK

Corporations are mentioned in every comic book universe. There are companies owned by armored heroes, companies owned by villains and companies that serve as fronts to certain evil organizations with obligatory cliché acronyms. Corps are often major players in the politics of the "world" in which they operate. They fund scientific and medical research, investigate strange occurrences, employ literally thousands of potential paranormals (not to mention DNPCs) and often interact with hero teams or governments in one capacity or another.



We decided that the best way to present the corporations was to provide thorough backgrounds and descriptions for each company, along with adventure seeds and campaign ideas. The HERO System was written to allow maximum flexibility for GMs and players alike. Therefore, rather than writing a lengthy description of each company's role in the CHAMPIONS Universe, each company has been written with both an "official" and an optional background. The optional background is presented to give the GM some flexibility in adding the company to his campaign. With two versions presented for each company, any players who also own this book (and we're confident there will be lots of you) won't know for sure which version the GM is using. This allows the GM to customize each company while maintaining an element of mystery for the players.



CHAMPIONS UNIVERSE

Some of the companies in this book will become a part of the official CHAMPIONS Universe. They may be mentioned in future products, such as *The Ultimate Powered Armor* sourcebook. These companies will be indicated by Defender's smiling face. The official version of the company is the main version written into each company's background, not the alternate version. As always, however, the reader has the final say on how each corporation will fit into his campaign.

Suggested scenarios are also given for each company, providing the reader with a large number of pre-designed adventures to use. With all things considered, *Corporations* provides fully detailed reference sections on corporations and the securities market, ideas on running corporations, additional vehicles, new equipment and dozens of ready-made companies and scenarios to add to your campaign!

The descriptions of the various corporations come first, followed by the "What is a Corporation" section. If you encounter a term or concept that you don't understand while reading the corporation write-ups, please refer to the second part of this book.



Corporations™

From board room fights to fights in the board room, it's all here—everything you ever needed to know about the corporate world! Are they faceless foes for the heroes to fight, benevolent patrons, ready to aid the heroes in their war against crime or just neutral entities out for a big profit? All facets of corporations are covered, from organization and goals to proxy fights and takeover bids. Bring the super-powered battle for justice to where it belongs with *Corporations!*

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