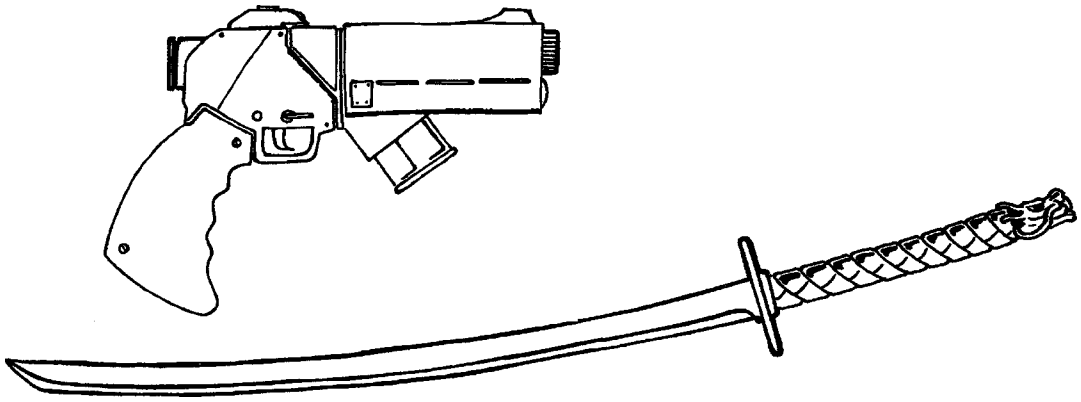
Contents

Introduction 5
What You Get 5
How To Use This Book 5
Designer's Notes 5
Anime and Cyberpunk 6
What Is Kazei 5 7
Part One: Worldbook 8
Gaming in the Kazei Five Campaign 8
Campaign Styles 8
Tone 10
Psychokinetic Ratings 10
Character Design 11
Character Background 11
Character Motivations 11
Disadvantages 12
Everyman Skills 12
New Skills 13
Fringe Benefits 13
Character Archetypes 14
Bounty Hunter 14
Corporate Official (a.k.a. Corper) 15
Detective 16
Fixer 16
Gang Member (a.k.a. Ganger) 17
Medic 17
Mercenary 18
Police Officer (NYPD Inc.) 19
Reporter 20
Rigger(a.k.a. Driver) 20
Rocker 21
Security Specialist 21
Street Samurai 22
Part Two: Sourcebook 23
Psychokinetic Powers 23
The Nature of Psychokinetic Powers 24
Psychokinetic Powers and Modifiers 25
Psychokinetic Limitations and Disadvantages 27
Powered Armor 29
Building a Suit of Powered Armor 29
Mecha 32
Special Mecha Rules 32
Mecha Powers 32
Mecha Disadvantages 33
Cyberware 34
Designing Cybernetic Systems 34
Cybernetic Abilities 34
Cybernetic Limitations 34
CYBERNETIC SYSTEMS 36
Cyberware Systems 39
Body Systems 39
Ear Systems 43
Optical Systems 43
Cranial Systems 44
Limb Systems 45
Biochemical and Biological Agents 48
Biochemistry in the Kazei Five Universe 48
Pharmaceuticals 48
Stimulants 49
Blockers 50
Medicinal Drugs 50
Overdose and Addiction to Biochemical Agents 51
Overdose 51
Addiction 51
Cyborgs 53
Cyborg Disadvantages 54
Building a Kazei Five Cyborg 54
Hard Shell Cyborgs 55
Cyberspace 57
Simple Cyberspace 58
Mentalist Cyberspace 58
Alternate-Dimension Cyberspace 59
Entering Cyberspace 59
Campaign Overview 61
Worldview 61
History 61
Technology 62
Medical Technology 63
Military Technology 64
Vehicles 64
Space 65
Cultures 65
United North America(UNA) 65
Confederated States of America (CSA) 66
Nation of California 67
Republique du Quebec (Republic of Quebec) 67
Inuit Territory 68
THE WORLD 68
Japan 68
The Pacific Rim 69
Europe 69
Africa 70
Central America 70
South America 70
Neo York 71
Overview 71
Utilities 71
Public Transportation 72
Districts 73
Inside an Arcology 74
Corporations 74
Neo York Police Department Incorporated 75
History 75
Equipment 76
The Neo York Zero Zone 77
What is a Zero Zone? 77
Life in the Neo York Zero Zone 77
Layout of the Neo York Zero Zone 78

Kazei Five 79
Purpose 79
Kazei Five Support Personnel 80
Charley 80
Oscar 81
Tatsuya Sonoda 81
Yoshiyuki Matthews 83
Equipment 84
Armor 84
Armor Descriptions 84
Sample Armor Types 85
Weapons Key 88
Weapons Chart 89
Weapons Descriptions 92
Revolvers 92
Pistols 92
Sub-Machine Guns 94
Rifles 95
Assault Rifles 96
Shotguns 98
Machine Guns 100
Heavy Weapons 100
Other Weapons 101
Grenade Launchers 102
Grenade Rounds 102
Grenades 103
Melee Weapons 104
Melee Weapons Descriptions 104
Mecha Weapons 106
Mecha Weapons Descriptions 106
Vehicles 108
Vehicle Descriptions 109
Cars 109
Motorcycles 110
Trucks and Off-Road Vehicles 110
Fixed Wing Planes 110
Tilt-Wing Planes 110
Helicopters 111
Vector-Thrust Vehicles 111
Police Vehicles 112
Glossary of Slang (and Other Terminology) i Neo York 113
Japanese 114
Part Three: Characters 116
Kazei Five Characters 116
Other Characters 131
Synthetics 159
Cyberdroids 163
Mecha 167
Part Four: Scenarious 170
Hostage Crisis 170
Cyberdroid Hunt 171
Zone Slavers 171
Zone Hunters 172
Replicant Revolution 173
Part Five: Bibliography 174
General 174
Anime Cyberpunk Sources 175
Biochemistry 175
Cyberspace 175
Cyberware 175
Cyborgs 175
Mecha 175
Powered Armor 175
Psychokinetic Powers 176
Campaign Styles 176
The Special Police Task Force 176
The Covert Police Force 176
Military Forces / Special Operations 176
Independent Freedom Fighters 176
Supernatural Cyberpunk 176
Self Discovery 176

INTRODUCTION



In recent years the availability of Japanese animation (i.e. anime) and comics (i.e. manga) has reached an all-time high. Videotapes of many popular shows are available for either sale or rent at most video stores, while several comics publishers offer translated editions of a variety of titles. Often the stories presented are quite different from what many people might expect, and contain genre conventions radically different from American cartoons or comic books. This book is an attempt to present one aspect of the anime and manga field, that of the near future anime-cyberpunk genre. As with the original source material, the world presented here is a dark one, and presents its subject matter in a serious tone. Although this specific field may not be for everyone, elements of this genre can be adapted for use in many other games.

What You Get

The *Kazei Five* (i.e. K5) Worldbook is designed to allow a Game Master to create and run a campaign using elements common to many near-future cyberpunk anime. The book is divided into several sections for ease of use. They are:

Introduction: The section you are reading now; this also includes a short discussion of the anime and cyberpunk genres and how they relate as well as differ.

Anime/Cyberpunk Sourcebook: Written to be as compatible as possible with the Kazei Five universe, this section describes how to express certain ideas common to the anime and cyberpunk genres using Hero System game mechanics, including such subjects as cyberware, cyborgs, cyberspace, mecha and psychokinetic powers. To help familiarize Game Masters and Players with the concepts presented, these sections contain numerous references to specific anime and manga. It should be noted that this section also presents a number of optional rules, and all such rules should be carefully examined and evaluated by any potential Game Master before being adopted into their campaign.

Kazei Five Worldbook: This section presents the Kazei Five universe itself. Beginning with a discussion of campaign styles, it then presents ideas on character creation before starting an in-depth examination of the background and makeup of the Kazei Five world. Next, the Kazei Five organization is presented in detail, allowing the Game Master to start a new campaign quickly and easily. Finally, attention is then given to the hardware needed for such a campaign, with extensive listings of arms, armor, gadgets and vehicles, complete with design notes.

Characters: This section presents a number of different character types, including possible PCs, as well as NPCs, enemies, robots, and even mecha. Although meant for the Kazei Five universe, most, if not all the characters can easily be adapted to Star Hero, Dark Champions or Champions campaigns with ease.

Scenarios: Five scenario seeds designed to get the PCs involved quickly in the Kazei Five universe and to help the GM provide direction for the campaign.

How To Use This Book

Any Game Master wishing to use this book should, at the very least, read through the Sourcebook section before making any decisions about what sort of campaign he wants to set up. The Game Master should also make clear to his players which sections of the book he is using, and which he is not, as the book presents a wide range of genre ideas. Players should feel free to make a thorough examination of the book as well, although they should try to avoid the Scenarios section.

Designer's Notes

The book you hold in your hands *Kazei Five* has literally been years in the making. I first conceived the idea when I walked into a video store one afternoon and found a videotape case showing a woman in a suit of blue power armor, standing inside of a larger exoskeleton. In turn, the exoskeleton, which vaguely reminded me of the power lifter from *Aliens* was gripping the *biggest* cannon I had ever seen. The tape in question was Bubblegum Crisis Episode 1, and from that image of Priss and her MotoSlave alone, I began to formulate some of the basic ideas for the campaign. When I finally rented that particular tape, and actually saw what it contained, I was hooked and rapidly began laying out certain ground rules. As time passed I tinkered with the game off and on, but I wasn't actu-

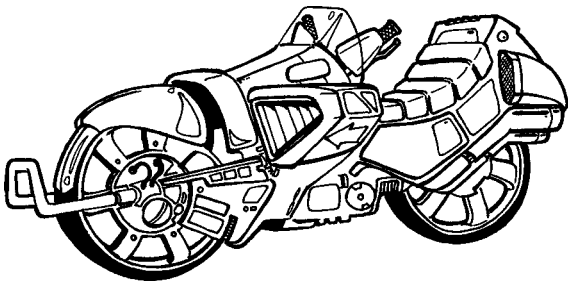
Since we have a new format, we have a new look for two old stand-bys.

The Magnifying Glass Icon has been replaced by a Caution Sign.

The Stop Sign Icon is new and colorful.

These symbols will help you quickly spot things to watch out for.

PART ONE



WORLDBOOK

GAMING IN THE KAZEI FIVE CAMPAIGN

Campaign Styles

Many anime/manga series are naturals for adaptation into a *Hero* role-playing environment, as they usually combine two or more main characters, along with a number of supporting characters, into a long and often complex storyline. This section presents a number of anime-inspired campaign possibilities that can be developed using the Kazei Five sourcebook. Most of these examples are based on the idea that the characters belong to some form of police or other law enforcement organization. This is a very common setting for many anime and manga series, and has the advantage of allowing the GM to easily bring the Player Characters together into a team. When deciding upon an appropriate campaign style or setting, the GM should first select a setting that is acceptable to both himself and his players.

The Special Police Task Force

This is one of the more common settings for an anime/manga series. The characters are members of a law enforcement agency of some form or another. Usually, this agency is responsible for handling cases that the regular police cannot. To aid them in this task, the officers are often equipped with weapons and other equipment more advanced than that carried by regular patrol officers.

This type of campaign setting has many advantages. Since the PCs all belong to the same organization, it is a simple matter to get them together for a scenario. Due to the nature of the campaign, adding in new characters requires a minimum of preparation. The characters will also have access to issued weapons, armor and vehicles, making it easy for the GM to govern exactly what equipment the PCs are carrying.

There are a number of disadvantages to this type of campaign, however. Since the PCs are supposed to be law enforcement officers, they are bound by certain rules and regulations, and are subject to sanction when these are broken. In effect, each PC receives the disadvantage of Watched: "Subject to Orders and Regulations".

The PCs are assumed to respect the organization's chain of command. This means the GM must decide what rank characters may hold, and what privileges and responsibilities come with that rank. The GM should determine who the PC's commanding officers are, as well as developing a supporting cast of fellow police officers.

The GM also must create such things as the equipment carried by the characters, as well as details of the department's operation. This sort of game environment may be too restrictive for some GMs and their players.

Some examples of the Special Police Task Force include the Advanced Police, which was developed to combat renegade "boomers" (i.e. robots), featured in the *AD Police* and *Bubblegum Crisis* series, and the Bladerunner division, which tracked down rogue replicants, from the film *Bladerunner*. A less serious example would be the Newport City Tank Police from *Dominion* which uses an assortment of tanks and other armored vehicles in their war on crime. Similarly, the Patrol Labor Division of the Tokyo Police Department in the anime series *PatLabor* uses large manned robots called "Labors" to combat crime.

The Covert Police Force

This type of campaign has many similarities to the Special Police Task Force. In both campaigns, the PCs are assumed to be working for a law enforcement agency, and they often use advanced equipment and handle cases outside the realm of regular police work. But the Covert Police Force has a number of unique advantages. Usually, there is less emphasis on rank and regulations in these teams. Because of this sort of atmosphere, characters are allowed to consider a wider range of options when deciding how to resolve a situation. Additionally, the Covert Force is usually smaller than the Special Task Force, allowing the GM to concentrate more on the PCs themselves. The Covert Force often has a broader directive than the Special Task Force; members may find themselves operating in a number of different environments and locations. This can make scenario preparation much easier for the GM, as all he has to do is announce this week's mission without worrying about such details as getting the PCs to the adventure site. Of course, this does mean

Psychic Strain (Brainburn)

Brainburn is what happens when a psychokinetic overextends himself when using his powers. A psychokinetic who strains too hard while attempting to summon and control his power may run the risk of causing himself injury. Common symptoms include migraine headaches, dizziness, nausea, bleeding from the eyes, nose and ears, and vomiting. This is not a specific or required disadvantage, and players, if they desire such a disadvantage for their characters, can choose to simulate this in a variety of ways. If a power has an Activation Roll, then it may have a Side Effect triggered by the failure of the Activation Roll.

Example: Blade has a 75 point Multipower with a 15- Activation Roll. If she misses this roll, she suffers a 4d6 Ego Attack.

Sample Side Effects include Drains of DEX, END and STUN, Flash Attacks vs. the Sight Group and the Hearing Group, and Stun Only physical attacks. A more simple method would be a Susceptibility triggered by the failure to make an Activation Roll.

Example: Takeda Johnson has a 60-point Variable Power Pool with a Control roll of 18-. If at any time he fails this roll, he suffers an overload effect that is defined as 2d6 EB (Stun only), a 4d6 Flash (vs Sight Group) and a 2d6 DEX drain.

A Physical Limitation of some sort could also be bought, simulating the effects of headaches, dizziness or nausea. This sort of Physical Limitation could cause a reduction of the character's CV, Perception and movement. A Slight Intensity Physical Limitation would only reduce the character's values by one to three, while a Great Intensity would halve them. A Total Intensity Physical Limitation would most likely render the character physically helpless, giving him a CV and movement of zero.

Example: Tenchi suffers from massive migraine headaches. These are defined as a 10 point Physical Limitation (Infrequent, Greatly) causing -3 to his OCV, DCV, Perception Rolls and Skill Rolls. His movement is also halved.

POWERED ARMOR

A common element of many science-fiction based anime and manga is the presence of powered suits of armor. Designed to enhance the user's physical capabilities, these suits are usually used for combat, and can mount an impressive array of weaponry.

A typical suit of powered armor is approximately human-sized and relatively form-fitting. It consists of an outer shell, composed of various forms of armored ceramics and metal alloys, over a system of powerful synthetic muscles or electronically controlled servos and motors. Power for the suit is supplied from either high-yield electrical batteries or from a chemical (i.e., "cold") fusion system. As can be expected, these suits are usually very heavy, weighing from 200 to 400 pounds.

A suit of powered armor is usually stored upright, opened slightly for easy access. The user puts on a suit like this by climbing inside of it and then sealing the shell around himself. The suit locks together along the sides of the upper legs and torso. Joints constrict around the wearer, making for a perfect fit. The arms are usually solid pieces that are connected to the backplate. Helmets attach separately; a helmet is often the last piece of equipment to be put on, since it can obstruct the wearer's vision and range of head motion. One does not pilot a suit like this, one merely wears it.

Examples of anime and manga powered armor include the hardsuits worn by the Knight Sabers in *Bubblegum Crisis* and *Bubblegum Crash*, the armor worn by the Red Commandos in *Dominion*, as well as suits seen in *Genocyber*, *Iria the Animation*, *Silent Mobius* and *Zeram*. Of these various series, *Bubblegum Crisis* provides excellent ideas for suit designs, as well as some of the best sequences of such suits in action.

Building a Suit of Powered Armor

The Powered Armor Limitation

When designing a suit of powered armor, it rapidly becomes apparent that the Limitation "OIF", normally used in *Champions* campaigns, does not accurately reflect the nature of a powered armor suit. Instead, the Limitation of "Powered Armor" (-½) is used for all powers and abilities. Although the two limitations have the same value, Powered Armor does differ in several ways from OIF. These differences are as follows:

(1) A suit of powered armor takes eight action Phases to put on.

(2) A suit of powered armor *cannot* be removed from the wearer by someone spending one Turn out of combat to do so. It can take upwards of an hour to cut someone out of a suit like this.

(3) A suit of powered armor *can* be targeted by ranged attacks with the specific intent of damaging and disabling portions of the suit.

(4) A suit of powered armor *does not* lose powers based on point values, but based on location hit.

Capabilities of Powered Armor

The following list presents a number of power suggestions and ideas designed to reflect the nature of genre powered armor suits.

CYBERWARE

In the world of Kazei Five the intense competition for material gain, both on the street and in the corporate boardroom, has led to widespread use of implanted cybernetic devices. With the desired systems installed one can become faster, stronger, more powerful, pushing one's physical abilities beyond the range of mere flesh.

Cybernetic systems have become widely accepted among a large portion of the world's citizens. Among corporate executives it is considered almost a matter of course to have a computer interface access system implanted. Those who are involved in more combat intensive occupations (police officers, mercenaries, soldiers) will often opt for such items as vision enhancements, radios, body plating and reaction upgrades. Persons who operate on the fringes of the law, such as bounty hunters or the infamous street samurai, often will try to have implanted whatever they need in order to give them that necessary edge.

Depending on where the character goes to have his implants installed, he may have to undergo some form of screening process. This process is designed to weed out persons with an unstable personality that would react badly to the upcoming cybersurgery. A test such as this is usually administered at the larger hospitals. Depending on the administering doctor, characters may be able to bypass this test through either bribery or blackmail. Of course, in such places as a street chop shop, the patient's state of mind is of no concern, only his ability to pay.

There are some people who consider cyber implants to be an aberration They are usually those that still retain strong traditional religious beliefs. Such people would include fundamentalist Christians, traditional Japanese Shintoists, and Hasidic Jews. These people would most certainly have little or nothing to do with anyone that possess obvious cybernetic implants.

Cybernetic systems of all kinds are found in a number of anime and manga series, including *AD Police*, *Appleseed*, Adam Warren's *Dirty Pair* series, *Ghost in the Shell*, and *Gunhed*. Usually, the presence of cybernetic implants is acknowledged, but not examined in detail. A notable exception to this is *AD Police* episode two, "The Ripper," in which the whole idea of cybernetic implantation is questioned, as well as providing the rational for the killings committed by one of the characters.

Designing Cybernetic Systems

Cybernetics in Kazei Five are assumed to be relatively reliable and of a more advanced technology then the cyberware discussed in *Cyber Hero*. Implanted directly into the character's nervous system, cybernetics replace a normal organ or body part with a new, enhanced system.

There are three basic types of cybernetic implants: Bioware, Electrical and General Cyberware.

Bioware

Bioware, or Biological Hardware, consists of implanted artificial organs that manufacture assorted chemical additives to boost the body's performance. These systems are usually more reliable than other forms of cyberware, but can cause harmful effects if used for extended periods of time. Most of the harmful side effects from bioware usage is a result of the inordinate stress such systems put on a normal body. Complications can also arise following extensive use of the artificial stimulants and other performance enhancements produced by this form of cybernetic system.

Electrical Systems

Electrical Cyberware is much more common, representing a wide range of systems from modified eyes and ears to accelerated reaction wires, snap-out blades, or entire limb replacements. These units run off either internal batteries (i.e., an END Reserve) or use the body's own bio-electrical field for power. It should be noted that unshielded and poor-quality electrical systems have shown a marked tendency to short out and fail when exposed to strong electrical-magnetic (EMP) pulses.

General Systems

A General System is any implant that doesn't really fall in the two former categories. This includes implanted armor plates, skeletal replacement, internal armor sheeting and so on.

Cybernetic Abilities

A wide range of powers, abilities and skills are available as cybernetic implants. A number of individual systems are described below. Cyberware that affects a character's normal attributes is not affected by the limitations of Normal Characteristic Maxima. Devices such as these are normally bought with the limitation of "Doesn't Affect Figured Characteristics." Any device that incorporates a skill presumes that the appropriate Characteristic to be 0. Thus the base skill roll would be 9 + CHAR/5 = 9.

Cybernetic Limitations

Having a cybernetic implant is not without its price. The character has replaced a portion of his body with an artificial implant, which may cause unpredictable side effects sometime in the future. Although cybernetic upgrading is common, most implants are internal. Characters who make use of extensive external systems, such as armor plates, eye replacements or cybernetic limbs may want to select the Distinctive Features Disadvantage. Depending on the quality and type of cybernetic systems the character has had installed, excessive and obvious cyberware may result in a variety of reactions from others. Such reactions could include revulsion or distaste at the character's body alteration, envy that the character possesses such a system, desire to obtain the system from the character

THE NEO YORK ZERO ZONE

Note that although the following material is primarily concerned with the Neo York Zero Zone, it can be applied to all Zero Zones.

What is a Zero Zone?

A Zero Zone is an area that has been designated as an area of "Zero Law Enforcement." These areas are usually any troublesome section of a city that can be easily sealed off, and ignored. The most infamous Zero Zone is in Neo York. It was formed in 2010 and is located in what used to be the boroughs of Brooklyn and Queens. Other East Coast Zero Zones can be found in Atlantic City (usually regarded as the worst one in existence), and Washington (in what was once Anticostia). According to tri-vid shows, a Zero Zone is either a dark burnt-out hell filled with cannibals, mutants and sub-human gangers or a techno-dreamscape of bars, and nightclubs where everyone is either a full-chrome street samurai or a psychokinetic. The truth lies somewhere in between.

Most Zero Zones were formed over a period of ten years, starting in 2007, soon after the nuclear destruction of downtown Los Angeles. Many municipal police departments were converted to contract law enforcement, and many city governments were willing to ignore certain low-rent districts in favor of extra enforcement in those areas with a higher tax base. Usually, a designated Zero Zone was supposed to be reclaimed "after things settle down." Very few Zero Zones have received this treatment.

Life in the Neo York Zero Zone

Who Lives in a Zero Zone and Why?

Zone residents come from all walks of life. Many are transients, refugees from CAS/UNA border squabbles, or other outbreaks of civil disorder, fleeing from any one of a number of intolerable situations. The average Zero Zone inhabitant has little or no money and lives in whatever empty set of rooms he or she has been able to find and hold on to. They own some clothing, a little bit of scavenged furniture, and whatever odds and ends they can find to make life a little easier.

According to the federal government, Zero Zone inhabitants are those who have a "detrimental effect on society" or are "undesirable elements." These "elements" are usually the homeless, jobless, refugees, immigrants, mentally challenged or other similar unfortunates. Zero Zones are also a popular destination for runaways, especially corporate teenagers who want to experience "how the other half lives", or those that wish to avoid detection (such as police pursuit) or certain obligations (such as debts or marriage). Finally, a significant portion of Zero Zone residents are gang members or have connections to either the Mafia or Yakuza.

How does one live?

In the twenty years since its creation, the Neo York Zero Zone has formed into its own, separate society. There are no laws and no law enforcement, but there are certain unwritten rules. The most important Zone rule is that everyone minds their own affairs. The second rule is that certain bars and nightclubs are considered neutral ground, safe for anyone to enter and conduct business.

Most Zero Zone residents just try to survive. A fortunate few have jobs in Neo York or the surrounding area. As for the rest, many make a living by stripping abandoned buildings in the Zone of anything useful such as pipes, wiring, doors, furniture, and so on. Others use vacant lots to grow crops (corn, beans, and tomatoes are common) while others raise livestock (chickens, rabbits and pigs). Finally, others barter their services; carpenters, electricians and mechanics are always in demand.

For those who choose more questionable ways to make a living, the Zone has many options. Both the Mafia and the Yakuza are more than willing to recruit prospective new members from the Zone. They have found that Zone recruits tend to be desperate for attention of any sort and respond favorably to the prestige that comes from being even a low-level Mafia or Yakuza soldier. This reaction also takes the form of a higher degree of loyalty to the organization which recruited them. Others peddle to humanity's more basic nature, selling drugs, simsense chips, guns and even themselves to any who can meet there price. Finally, there are those who have found employment in the Zone's entertainment district. These people work as strippers, dancers, waiters (and waitresses), musicians and entertainers.

Utilities in the Zone

The Neo York Zero Zone is still connected to the local ConEdison powergrid, and it is possible to have lighting, heat and air conditioning. To connect to the grid, a user must have a system identification number (a.k.a. "SIN") as well as a computer account that can be billed for services rendered. The grid is broken down into building-by-building designations to make it easier to set up accounts. Payment is automatically deducted from the user's account. If insufficient funds are available, then the power is turned off to that account. As can be expected, power piracy is a common problem. Also, grid maintenance is very spotty. If a portion of the grid goes down, it could be weeks or even months before a repair will be set made. Because of these problems, Zone residents have turned to a number of alternative fuel sources. These include solar panels, wind turbines (found on most Zone rooftops), oil or wood stoves, coal furnaces, and methane, methanol or ethanol generators.

Clean drinking water is less accessible than power. There is some running water to the Zone, but it is very limited and rather unreliable. Water from the East River is undrinkable, contaminated by raw sewage, industrial pollutants and corporate arcology wastewater,

Game Masters may wonder where exactly one can expect to find many of the characters found in this book. The following list gives a rough breakdown of which section of the Zone a particular character is known to frequent.

Zone City (or Zone Central)
- Angelkiller
- Hiroko O'Hara
- Ryder

Bartertown
- Brais
- Tetsutenshi

Darkside
- Jetsemany
- Payne
- Tetsutenshi

Pleasure Center
- Dawn
- Hiroko O'Hara
- Jetsemany
- Shion (specifically The Living End)
- Ryder

Southside
- Ran
- The Wastes
- Brais
- Payne
- Ryder
- Tetsutenshi