

**GURPS**<sup>®</sup>

Fourth Edition



# *WINGS OF THE RISING SUN*<sup>™</sup>



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# INTRODUCTION

*Mitch ran toward his home through the ruined streets of Pearl Harbor, smoke rising from buildings in the December sun. Sirens both virtual and real screamed in his head, but he ignored them. Weaving along the buckled road, he kept half an eye on his implant's status updates as it searched for a functioning connection or any news from his family. The display flashed red as it changed.*

*Katarina Mullins: Living. Medical attention required. No communication link.*

*May Mullins: Living. Urgent medical attention required. No communication link.*

*Hope and fear both surged, and Mitch forced an extra bit of speed out of his legs. He had to get them out before the second wave hit.*

*The sirens were drowned out by a roar, like thunder, and Mitch's AI was already opening an emergency channel as he looked up into a sky suddenly full of drop ships and cybershells, the Rising Sun shining on their wings.*

*He almost cried with relief.*

In 2100, the *Nihon Kinkyu Kyushutsu Cho* (NKKC), Japan Emergency Rescue Agency, is dedicated to rescuing people all over the world from disasters. Known as the Wings of the Rising Sun, they can reach any disaster on earth in minutes, and have permission to intervene in almost any country. The agency's budget is slightly larger than that of the Japan Self-Defense Forces (JSDF), and its operatives have access to the best technology available. Nevertheless, disasters are chaotic, and not even the NKKC can save everyone. As their motto says, they do their best to save "even one more."

NKKC operatives are sent out to save people from disasters, and then return to base to wait for the next crisis, making the agency an excellent background for an episodic campaign, or for one-off adventures. In many ways, they are similar to special forces, except that they are unarmed and save lives rather than ending them. Characters in an NKKC campaign could visit anywhere on Earth, try to rescue people in LEO, or be stationed on Luna. The NKKC's memetics division is also very active, and could drag the characters into occasional political adventures.

*You put yourself in danger to save people, and in return you get the respect and admiration of most of the world.*

## ABOUT THE AUTHOR

David Chart has lived in Japan since 2003, and currently lives just west of Tokyo. All that happened to him in the Great East Japan Earthquake of 2011 was that he had to walk for six hours to get home, but the devastation in northeastern Japan inspired this supplement. This is his first **GURPS** or *Transhuman Space* supplement, but he is the Line Editor for *Ars Magica*, from Atlas Games.

## About GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

*The NKKC responded to an earthquake near the Syrian city of Ar-Raqqah, and in the process found workers literally chained to their stations in some factories.*

The NKKC first accepted sapient infomorph and bioroid operatives in 2071, officially treating them exactly the same as human operatives. In practice, they were recruited even more actively than humans, because they are often better at rescue work, and the agency's leadership saw them as essential to saving as many lives as possible. Nevertheless, numbers were very low (bioroids were new technology in the 2070s), and there was a significant amount of prejudice against them, even within the ordinary ranks of the agency, until the Great Seto Earthquake of 2081. In order to gain increased acceptance for these valuable operatives, the heroic actions of bioroid and infomorph operatives in saving lives there were widely publicized by *Hodobu* (the PR department), particularly the rescue of over 100 children from a partially collapsed school, a rescue carried out entirely by nonhuman operatives, and in which the majority of the agency's nonhumans participated. This incident is also used as an example in memetics textbooks in Japan, and is believed to have contributed greatly to the transhumanist trend in current Japanese society (see *Fifth Wave*, p. 68).

The constant link between operatives and the NKKC headquarters was known, but until the Ar-Raqqah Incident of 2085, it was not a problem. The NKKC responded to an earthquake near the Syrian city of Ar-Raqqah, and in the process found workers literally chained to their stations in some factories. The footage of these slave-labor conditions was available on the Web within hours of the end of the disaster response. The slaves were all freed, but the resulting scandal

nearly brought down the Syrian government, and made a lot of governments nervous. Only the Syrians actually withdrew permission for NKKC intervention, but a number of other states considered it, and the agency worked very hard to allay fears. One result was that the agency is now very strict about the confidentiality of anything that operatives see while rescuing people; leaking controversial or damaging information is grounds for discharge from the service. *Hodobu* is working hard on getting the Syrians to allow the NKKC back in, ideally before another disaster strikes and people die who could have been saved.

## TIMELINE

- 2025** – NKKC founded by splitting units off from the JSDF.
- 2044** – Faced with a super-typhoon, the Taiwan Autonomous Region asks Japan for NKKC aid. The NKKC operates outside Japan for the first time.
- 2049** – PRA members formally grant the NKKC permission to act in the event of a disaster in any country in the alliance.
- 2051** – First orbital dispatch station becomes operational.
- 2071** – First infomorph and bioroid operatives inducted.
- 2080** – Michiyo Motoyama is the first NKKC operative to undergo destructive uploading. She takes leave for the procedure, and returns to work afterward. The agency allows her to do so while it “clarifies her status.” This has yet to happen by 2100, by which time a number of ghosts are on active service.
- 2081** – Great Seto Earthquake strikes western Japan. Hiroshima is devastated, but the swift NKKC response keeps the death toll under 1,000. The PR department emphasizes the actions of bioroid and infomorph operatives.
- 2085** – Ar-Raqqah Incident. Responding to an earthquake in the northern Syrian city, operatives discover a factory running on slave labor, including adults, children, and bioroids. The feeds are released to the Web, causing a massive scandal that nearly brings down the Syrian government. In response, it forbids the NKKC from operating in Syria, and the NKKC strengthens its confidentiality rules.
- 2086** – The NKKC becomes active on Luna.

## The NKKC in Japanese Society

Japan in 2100 is rather detached from the rest of the world, and relies heavily on bioroids and automation (*Fifth Wave*, p. 67); the NKKC is actively engaged with the whole world and mainly employs humans. This is not a contradiction: The NKKC is exceptional within Japan. Several scholars, most notably Tadayuki Momose in *A Bridge from Heaven*, have formed a consensus regarding its role.

First, the NKKC provides an entirely honorable way for those Japanese who want to get more involved in the world to do so, without getting Japan entangled in international politics. Isolationists oppose interventionism in principle, but even many of them sincerely support this particular version.

Second, some young Japanese aspire to an active life, and the NKKC gives them something to do. But the NKKC cannot take all of the qualified, young, human Japanese applicants it gets, an almost unique situation in the country. This is one factor in the human domination; the agency is reluctant to turn any more away than it has to. Human resources staff occasionally have to be reminded that “even one more” does not apply to the hiring policy.

Finally, a lot of the people the NKKC has to save are from Third Wave societies, and are uncomfortable with sapient infomorphs or bioroids. Experience has shown that rescues go much more smoothly if most of the operatives on the scene at least look human.

# CHARACTER TEMPLATES

These character templates cover a wide range of point values. One reason is that Kyushutsu operatives are elite, and their point totals reflect this. Another is that infomorphs in cybershells are high-point characters. If you want to run a mixed infomorph and biological team, then it is easier to have the infomorph be a ghost (as in the templates), as the SAI template is very expensive. Even so, the biological operatives will have a lot of points if you try to keep point totals matched, so it may be better to run a mutable point totals campaign (see *Changing Times*, p. 17), and not worry about infomorphs having more points on paper.

The bioroid and human templates each give three options for the type of bioroid or human. The features of those templates have already been calculated into the template statistics, so you can just write the numbers down. You should look up the details of the advantages and disadvantages possessed by the bioroid or human type, however.

The templates given are only examples; as noted above, the NKKC could employ just about any sapient. These templates could be changed substantially and still make good operatives, if the skill set remained appropriate.

## GHOST KYUSHUTSU OPERATIVE

500 points

You save lives, and because you have a backup on file at the NKKC, you are willing to take great risks to do so. You are not necessarily irrational about this, but the agency is not unhappy if you lose a copy, and a cybershell, trying to save someone. Having practiced intensively, you can operate the radically nonhumanoid Tenryu cybershell with full efficiency.

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 15 [0].

**Secondary Characteristics:** Damage 1d-2/1d; BL 125 lbs.; HP 10; Will 11 [0]; Per 12 [5]; FP N/A; Basic Speed 6.50 [0]; Basic Move 8 [0].

**Advantages:** Administrative Rank 1 [5]; Ally (*Kikko* Rescue Suit; Built on 50%; Constantly; Minion, +0%) [8]; Ghost Mind Emulation [86]; Legal Immunity [5]; Reputation +3 (Life-saver; Occasional) [5]; Tenryu Cybershell [318]. • 20 points from Allies (human friends) [Varies], Born Spacer [5/level], Combat Reflexes [15], Contact Group [Varies], Contacts [Varies], Courtesy Rank 1 or 2 (Class within Rank; see p. 12) [1 or 2], Daredevil [15], Fearlessness [2/level], Healer [10/level], Indomitable [15], Intuition [15], Luck [15], Patrons [Varies], Rank +1 [5], or Status [5/level].

**Disadvantages:** Duty (NKKC Service; 15 or less) [-15].

- Either *one* of Charitable (12) [-15], Fanaticism (Humanitarianism) [-15], On the Edge (12) [-15], or Sense of Duty (All Humanity or All Infomorphs) [-15], or *both* Unluckiness [-10] and one of Enemy (Unfriendly immediate supervisor; Watcher; 12 or less) [-5], Oblivious [-5], Overconfidence (12) [-5], or Selfless (12) [-5].

**Primary Skills:** Diagnosis/TL10 (Trauma Effects) (A) IQ+1 [4]-12; First Aid/TL10 (E) IQ+3 [8]-14; Free Fall (A) DX+1 [3]-12\*; Rescue Suit/TL10 (A) DX+2 [8]-13.

**Secondary Skills:** Choose *five* from Forced Entry or Jumping, both (E) DX+1 [2]-12; Piloting/TL10 (Aerospace or High-Performance Spacecraft) (A) DX [2]-11; Architecture/TL9 or TL10, Electronics Operation/TL10 (Sensors), or Hazardous Materials/TL10 (any), all (A) IQ [2]-11; Diplomacy or Psychology (Applied; AI, Bioroid, or Human), both (H) IQ-1 [2]-10; Swimming (E) HT+1 [2]-16; or Body Language (A) Per [2]-12.

**Background Skills:** Choose *five* from Piloting/TL10 (Aerospace or High-Performance Spacecraft) (A) DX-1 [1]-10; Area Knowledge (any), Current Affairs/TL10 (any), or Spacer/TL10, all (E) IQ [1]-11; Architecture/TL9 or TL10, Electronics Operation/TL10 (Sensors), or Hazardous Materials/TL10 (any), all (A) IQ-1 [1]-10; Diplomacy or Psychology (Applied; AI, Bioroid, or Human), both (H) IQ-2 [1]-9; Swimming (E) HT [1]-15; Body Language (A) Per-1 [1]-11. Do not choose anything you chose as a Secondary Skill.

\* Bought up from HT-based default.

*Around 95,000 sapients – including bioroids, infomorphs, and humans – work for the NKKC in a variety of roles: search-and-rescue personnel, medical support, researchers, and memeticists, along with other mundane yet important jobs.*

## BIOROID KYUSHUTSU OPERATIVE

300 points

You save lives, and people respect you for it. You are a full and valued member of the NKKC, but sometimes the people you save are less sure of you.

*Note:* If the final character is built on 344 (or more) points, the cost of the *Aibo* Rescue Suit Ally drops, because its proportion of the character's points becomes lower; see p. 19.

First, choose one of the following 195-point bioroid model packages. The Rodosha is the most common, but the NKKC does have a few catgirls.

# TENRYU RESCUE CYBERSHELL

318 points

The Tenryu (Heavenly Dragon) cybershell actually looks more like a fat horse than a dragon, with four slender legs that can carry the body high off the ground, and four tentacle-like arms mounted near the head. The head itself is elongated and mounted on a flexible neck; officially intended to resemble that of a stylized oriental dragon, it actually looks very horse-like. The articulation and design of the legs lets them transform into efficient flippers for underwater operations.

The cybershell's body contains a capsule that can hold an injured person, and medical systems (drug injectors, bandage sprays, etc.) that operate inside the capsule, so that the cybershell can take an injured victim inside and then begin basic treatment. A reentry heat shield can be fitted on the top of the shell when it is installed in its Kikko external casing (p. 19), and the whole assembly comes down from orbit lying on its back, re-orienting near the earth's surface. The bulky reentry shield is removed after landing.

Infomorph operatives only use the Tenryu while on duty, normally having another shell (in some cases still technically owned by the NKKC) for off-duty activities. If the campaign will revolve entirely around rescue missions, this other shell can be left as background color, rather than being detailed and paid for with points.

**Attribute Modifiers:** HT +5 [50].

**Secondary Attribute Modifiers:** Basic Move +2 [10]; SM +1.

**Advantages:** Amphibious [10]; Doesn't Breathe [20]; DR 3 [15]; Enhanced Move 2 (Ground) [40]; Extra Arms 2 (Extra-Flexible, also applied to base 2 arms, +50%) [40]; Extra Legs (4 legs) [5]; High Pain Threshold [10]; Lifting ST 15 (Size, -10%) [41]; Machine [25]; Payload 20 [20]; Pressure Support 1 [5]; Reduced Consumption 2 (Refuel/recharge once per day) [4]; Sealed [15]; Telecommunication (Radio; Secure, +20%; Sensie, +80%) [20]; Temperature Tolerance 5 [5]; Vacuum Support [5].

**Perks:** Accessories (First Aid Kit – basic equipment for First Aid/TL10, mounted internally to be used on patients in payload space; Small Computer); Can make a controlled landing after atmospheric reentry with heat shield. [3]

**Disadvantages:** Cybershell Body [-15]; Restricted Diet (Very Common, power cells) [-10].

**Features:** Individuals of the same model closely resemble one another; Payload space is designed to carry an injured human.

**Notes:** This cybershell cannot fly, or even glide, under normal circumstances. Like the space shuttle, it has the aerodynamics of a streamlined brick, with or without a Kikko external shell. It can make a controlled aerobraking reentry when fitted with a heat shield, and decide exactly where, within a fairly broad target area, it lands, but cannot decide to go to a wholly different area, or fly by jumping from anything lower than LEO. A Tenryu does not need much space to land, but it lands in a very controlled crash, so anything it lands on is likely to be badly damaged; infomorph operatives try to avoid landing right next to survivors. Thus, the shell does not qualify for any version of the Flight advantage; its reentry ability is a perk.

Tenryus decelerate out of orbit by latching to the sides of drop ships, but let go to complete reentry. Drop ships can fly *within* the atmosphere with Tenryus clinging to the side, but they are not at all elegant when doing so.

一人でも多く

*The NKKC's motto:*

*"Hitori demo Ohku" ("Even One More")*

## MICROBOT SWARMS

The NKKC makes extensive use of microbot swarms, because they can get into just about any collapsed structure to find and help survivors inside. All swarms have the Illumination package, primarily so that they are easy to spot, but also to provide additional illumination at night, and because if someone is trapped in the dark, light is a great psychological help. The NKKC uses chassis that are designed to work in badly damaged environments, so rubble and similar obstacles do not obstruct the swarms at all. They can all use sonar or radio to communicate, so that they can function in water, and have the standard three hours of operational life.

In addition to the specialized packages described below, the NKKC uses Devourer (*Transhuman Space*, p. 170) and Construction (*Transhuman Space*, p. 169) swarms to clear rubble and get access to victims. Their Devourer swarms are programmed never to attack organic matter, but must be used carefully when the presence of infomorph victims is suspected. They are also useless when victims are trapped in the remains of buildings made from bio-materials.

### Equipment Packages

**Victim Detector (Hisaisha Kenshutsu):** This package is a specialized version of Explorer (*Transhuman Space*, p. 170). The bots search for trace compounds given off by human and bioroid bodies, and follow trails that they detect until they find the source. If there is only one victim (living or dead) within 10 hexes, they find it automatically, unless it is within a sealed container. If there are multiple victims, they automatically find one of them. Once they have found one victim, they notify the controller. They can be ordered to search again, but must make a sense roll (*Transhuman Space*, p. 171) to avoid returning to a victim they have already detected, unless that victim has been evacuated. Hence, these bots are very useful, but can miss a lot of savable victims. The NKKC uses this equipment package with a Flyer or Swimmer chassis (*Transhuman Space*, p. 168). \$2,500.

**Detailed Survey (Senmitsu Chosa):** These microbots build up a fully detailed picture of their three-dimensional environment, and share it with their controller. They cannot miss baseball-size or larger victims in the volume they cover, and although they cannot enter sealed rooms or voids, they do uncover and report such spaces. The problem is that it takes a one-hex swarm one minute to scan one cubic yard, so it would take too long for them to look for victims throughout a disaster area.

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Xenocop bioroid, 16; *package*, 15; *template*, 16.  
Ziusudra parahuman package, 16.

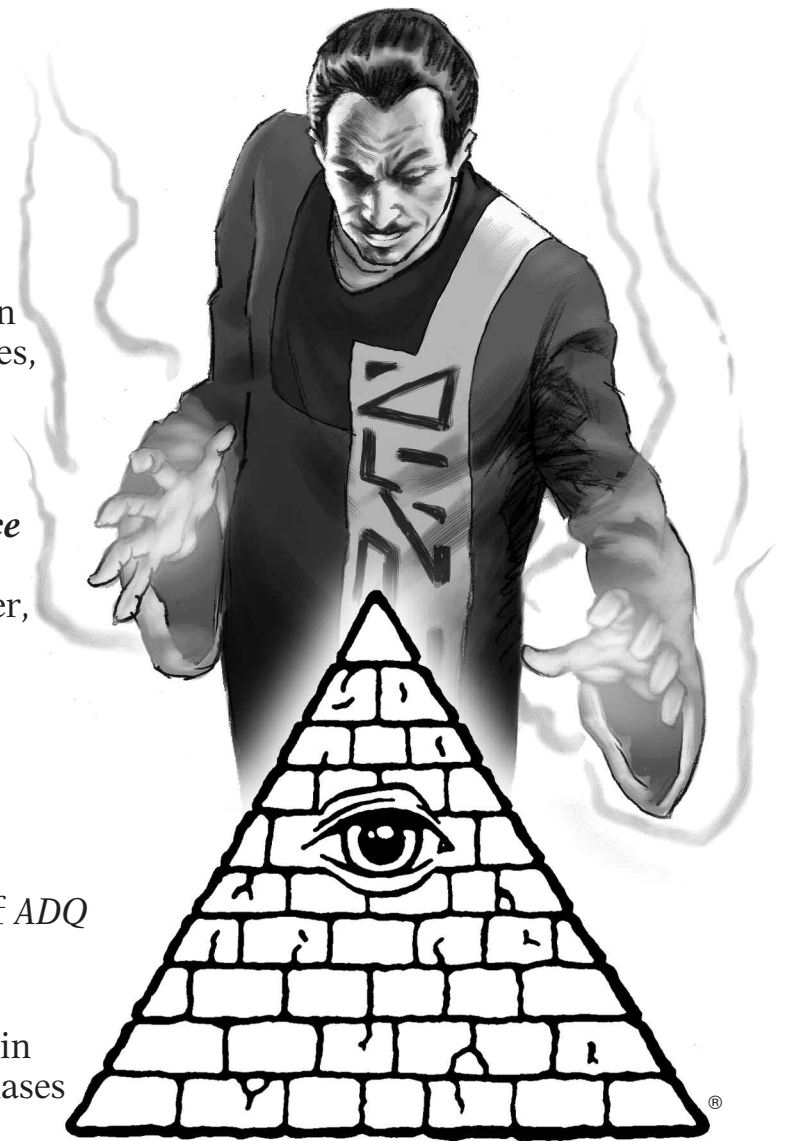
*Koketsu ni irazunba koji  
wo ezu.  
(If you do not enter the tiger's  
cave, you will not catch its cub. )  
– Japanese saying*

# STUCK FOR AN ADVENTURE? NO PROBLEM.

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