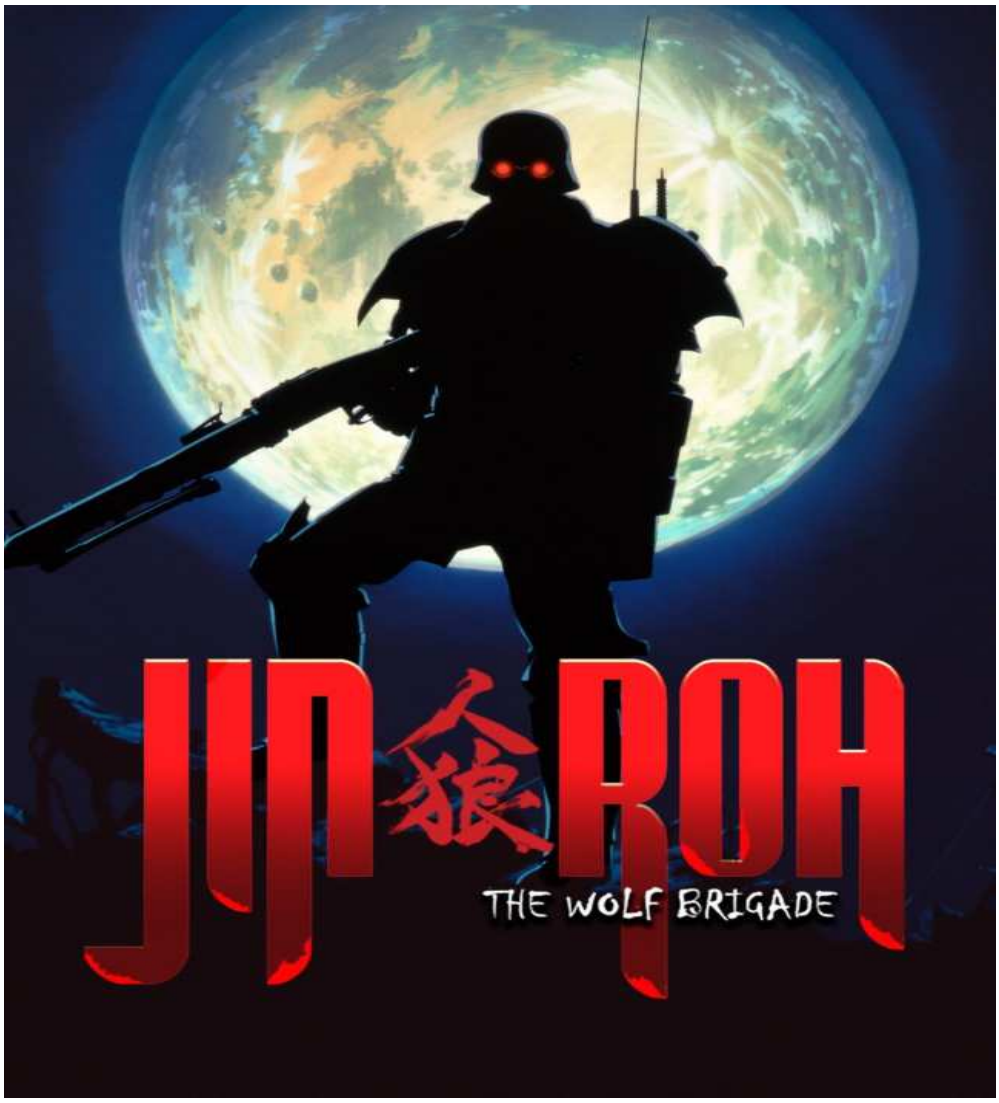


Jin-Roh: The Wolf Brigade

v0.4 by RoAnon

Welcome to Japan, Jumper. This world is based on Jin-Roh: The Wolf Brigade, of the Kerberos saga, in which Japan was occupied by Germany in the aftermath of World War II. Set in the early 1950's during an internal struggle between the Capital Police and the Special Armed Garrison the story centers around a member of the SAG, Kazuki Fuse. The jump begins the night the movie starts, during a violent riot. Take care here Jumper as security forces have great leeway to do whatever they believe is best to keep the peace. Will you support the anti-government terrorists, the Capital Police, the SAG, or will you look out only for yourself? Take 1000 CP for this jump.

TIME AND PLACE: Early 1950's Tokyo, Japan. Roll 1d8 for location or pay 50 CP to choose.

1) A barren street corner: A peaceful option, should you want that.

2) A museum: The museum where Fuse and Kei were supposed to be caught by Capital Police. It's not open to the public at night, so why are you here jumper?

3) A dilapidated park: A run down park. One of many such places, but this one is the park where Fuse and Kei go.

4) Memorial Building/Grave site: A large structure which serves as a graveyard. Where Fuse first meets Kei.

5) SAG Training Grounds: Some fields and a large structure used by the SAG for training purposes. While otherwise a bad idea to come here without a reason it should be safe enough tonight. I hope you have some ability to sneak out past any sentries though.

6) In the middle of the riot: You start in the middle of the riot which kicks off this film. I hope you can get out before the explosives start flying. Or do you wish to start throwing some of your own?

7) Tokyo storm-water tunnels: Considering that this area is currently being scrubbed of Guerrilla's one belt of 7.92 at a time, unless you are associated with the SAG you might not want to be here.

8) Free Choice.

BACKGROUND:

Drop In: Drop into this world of intrigue as a nameless faceless individual. You have no connections and no past. Expect to raise some eyebrows should this ever become noticed. Set your Age and Gender to whatever you want within human limits.

Little Red/Guerrilla: A member of one of the anti-government terrorist movements. Your friends and allies are willing to do whatever it takes to win including using children to transport explosives. Should you betray them expect to be targeted with the most vicious means including child suicide bombers. As a Little Red Riding Hood roll 1d8+10 for your age and set your gender to female. Otherwise roll 1d10+18 and choose whatever gender you want.

Central Police/Local Police: A regular member of either the Capital Police or the Tokyo Metropolitan Police. Parallel organizations which have an uneasy relationship. You may be either gender but in a male dominated organization you will turn heads and draw attention as a woman. Roll 1d10+18 for age and you may set your gender to male for free.

Special Armed Garrison: A member of the SAG aka Kerberos. You are an elite member of the Central Police and granted use of the Protect Gear, special military armor. Currently engaged in a secret war with other parts of the Capital Police. In the end within the next 30 years they will be disbanded, however, maybe you can change that. Roll 1d10+18 for age and you may set your gender to male for free.

PERKS: All perks are discounted for their respective origins and 100 CP perks are free.

Speak Easy (-100 CP, Drop In): Not only do you speak the primary language of wherever you jump but others have an easier time talking to you, even about things they otherwise shouldn't. Expect to ferret out secrets from the unwary with ease.

Faceless (-200 CP, Drop In): Others have a hard time picking you out of a crowd or remembering your face. You can choose how this effects others, if at all, and at it's most powerful average people will forget your face within an hour of seeing it. It does not effect cameras or other observational equipment.

Alone In A Crowd (-400 CP, Drop In): This is a time and place of violence and intrigue. The government is caught in the midst of a power struggle while revolutionaries battle in the streets. This will help you avoid all of that. While in a crowd people, regardless of their positions, will ignore you unless you are actively taking part in the violence. Feel free to walk the battlefields just make sure to avoid the explosives as those are always rather indiscriminate.

People's Revolution (-600 CP, Drop In): Average people feel compelled to listen when you speak and even the most opposed can find themselves transfixed on your words, should you be charismatic enough. People will always interpret your words as you intend them to be even if they disagree with the message and even on a crowded street corner people will be able to clearly make out what you are saying.

Under City (-100 CP, Little Red/Guerrilla): You always seem to know where you are going and the fastest way to get there. You can navigate the sewers and storm-water tunnels of cities with ease. Also works with any other tunnel systems.

Anarchist Cookbook (-200 CP, Little Red/Guerrilla): Ever wonder if what was in that pozzed piece of shit worked? Now you don't because unlike that glowbook you actually know what you are doing. From making explosives and improvised weapons for your little insurrection to organizational guides you know it all.

Instigator (-400 CP, Little Red/Guerrilla): You can stir up a riot with but a few words. This does not make people agree with you but rather loosens inhibitions for violence. Expect mostly random rioting unless you can otherwise manage to rein in the herd.

Living Cells (-600 CP, Little Red/Guerrilla): Any organization you start becomes incredibly hard to permanently destroy. As long as even a handful of people loyal to the cause remain you will not struggle to rebuild. Your organizations seem to grow, and heal, as though they are a living thing. Rarely will a setback or counter strike ever be truly fatal.

Break It Up (-100 CP, Central Police/Local Police): When acting as an authority figure or law enforcement others will find simple commands incredibly persuasive. Telling a burglar to freeze might cause them to do so for a few seconds and your words are never misconstrued.

Non-Lethal Beat Down (-200 CP, Central Police/Local Police): Often times in this line of duty you will find yourself needing to rely on violence to restore the peace. With this you will always know the amount of force required to end a fight with what you have on hand. This only works in the middle of a fight and can not be used to plan for one.

A Good Lead (-400 CP, Central Police/Local Police): With this you will often find good leads to complete your goals. Need someone who looks like a dead girl to manipulate someone else? You can find them even in a large city with the greatest of ease. As well any assets you cultivate will often prove themselves useful in further endeavors.

Double-Blind (-600 CP, Central Police/Local Police): You're good at keeping secrets and using people. Any lies you weave are more convincing the more effort you put into keeping them and the more people you involve. A simple lie involving you and another might be only slightly more convincing to others but a grand conspiracy with hundreds involved could shape society.

Peaceful Solution (-100 CP, Special Armed Garrison): You may not always want to erase your opposition in a hail of bullets. With this you can talk down others from taking rash actions with ease. Others will find themselves calmed by your words and presence and many will rethink their choices with the simplest of pressures. Let's just hope your squad mates don't ruin the effort by barging in.

Walking Fire (-200 CP, Special Armed Garrison): Walk your fire with the greatest of ease. Automatic weapons will become incredibly easy to control as long as you keep the trigger pulled. Recoil will find itself working with you to put rounds into targets even at extreme ranges.

Burdenless To Bear (-400 CP, Special Armed Garrison): Protect Gear, the iconic armor of the SAG, is quite the burden for most of it's users. Not only is it heavy but it also rests entirely upon the wearers body meaning most are quite a bit less than agile while using it and can tire quickly. For you, however, this is no longer an issue. Any armor you wear will neither burden you with it's weight nor restrict your movements, even if it's poorly designed.

Pack Master (-600 CP, Special Armed Garrison): You, even if you don't yet know it yet, are in a fight for the survival for your organization. You have enemies inside and outside the government. The only way to survive is to keep your people together as a cohesive whole. As such the people you lead are far more loyal and will often carry out orders even if it hurts them to do so. Everything for the pack.

ITEMS: All items are discounted for their respective origins and 100 CP items are free. All items will be resupplied on a monthly basis should you lose them or get them destroyed.

Fake ID (-100 CP, Drop In): A set of fake ID's with all the information a nosy officer might want.

Cash (-200 CP, Drop In): 2.2M Yen. Roughly worth 100k USD today. Does not restore on a monthly basis.

Personal Car (-400 CP, Drop In): A 1949 Volkswagen Limousine. Nifty little personal ride.

Apartment Complex (-600 CP, Drop In): A small apartment complex in the outskirts of the city. Feel free to rent it out to people. You might even use it to offer sanctuary to associates.

Red Hood (-100 CP, Little Red/Guerrilla): A red cloak which will help protect your identity. As long as you wear it people won't be able to make out your face.

Satchel (-200 CP, Little Red/Guerrilla): A spacious and durable satchel. People will ignore it even if they are under orders to search your person. Just don't pull the cord on accident.

Motorbike (-400 CP, Little Red/Guerrilla): A souped-up moped capable of outrunning police vehicles and maneuvering in tight spaces.

Base of Operations (-600 CP, Little Red/Guerrilla): A small fortified compound hidden from public eye in the heart of the city. Has access to city tunnels and covert supply lines.

MP40/41 (~100 CP, Central Police/Local Police): A submachine gun. Useful for dealing with soft targets. Comes with 4 extra magazines and a 2000 round ammo case.

Leuchtpistole (~200 CP, Central Police/Local Police): Flare gun/Grenade launcher. Might even harm someone in Protect Gear in a pinch. Comes with a box of 200 shells of your choice.

Police Car (~400 CP, Central Police/Local Police): A 1964 Volkswagen 1200 Cabriolet. Technically this shouldn't exist in a movie set in the 1950's but who cares.

Central Police Academy (~600 CP, Central Police/Local Police): A large facility that has everything needed to police a large city. Includes a vehicle park with armored vehicles.

Walther PPK (-100 CP, Special Armed Garrison): A pistol. Useful to protect yourself in a concealed manner. Comes with 6 extra magazines and a 200 round ammo case.

Protect Gear (-200 CP, Special Armed Garrison): The iconic armor used by the SAG. Comes with night vision, radio, a backpack ammo dispenser, and an amazing aesthetic. Oh and a MG42. The backpack will always ave an extra belt of ammo or barrel to grab.

Mercedes-Benz (-400 CP, Special Armed Garrison): A Mercedes-Benz W111. Also shouldn't exist yet.

SAG Compound (-600 CP, Special Armed Garrison): A large compound that serves as a base for the SAG and features a barracks, an armory, an academy, some training areas, and all the personnel and supplies needed to man and maintain it. Comes with all standard SAG equipment including Protect Gear.

COMPANIONS:

Companion Import (-50 CP): Import a previous companion, up to 8 may be imported. Choose a background and use 500 CP to grant them perks and items.

Companion Creation (-100 CP): Create a companion to your liking. Take 600 CP to customize them.

Canon Companions (Free): Feel free to take any canon character from this time period should you manage to convince them.

DRAWBACKS:

Nihongo jouzu (+100 CP): You try your hardest but you really suck at learning/speaking Japanese. These 10 years are going to be rough.

Suspicious (+100 CP): Try as you might you always look suspicious to people. Expect cops being called by bystanders or accusations of treason from your doubtful allies.

Color Revolution (+100 CP, Exclusive Successful Suppression): The Anti-Government Guerrilla's are winning. Expect their success to happen within the next 5 years should you do nothing.

Successful Suppression (+100 CP, Exclusive Color Revolution): The Government forces are becoming more successful in suppressing the anti-government forces. Expect their eradication within the next 5 years.

Debts (+200 CP): You owe someone. You owe them a lot, in fact, and if you can't pay some unfortunate accidents might happen. This debt will only grow during your stay with payments being demanded every month.

Loss (+200 CP): You have experienced loss of a loved one at the hands of one of the major factions. Expect crippling anxiety in their presence and a strong scrutiny should you be associated with them.

Setting Limitations (+200 CP): Sacrifice all out of jump abilities. Considering the setting this isn't too much of an issue unless you make some powerful enemies.

Not Normal (+200 CP): Sacrifice access to your warehouse or any other out of jump items. Fortunately due to the mundane nature of the setting you will be fine with what you get here in most cases.

Rebel without a Cause (+300 CP): The police all now actively think you are a guerrilla and are hunting you down and no matter how many you kill or convince of your innocence more will always come. The anti-government movements will be hesitant to help you lest they also come under attack.

Government Stooge (+300 CP): Now the guerrilla's hate you, want you dead, and the police don't care. Every child could be holding a bomb and every restaurant might poison your food.

Enemy #1 (+800 CP): Everyone is out to get you and they know your weaknesses. The various organizations now have access to special equipment that is guaranteed to be able to do some harm to you or protect from your own attacks. Expect to be on the run from both people and a hail of bullets and/or explosives constantly. Fortunately you might eventually be able to convince them that you are innocent. Lets hope you didn't take the two prior drawbacks and this.

CHANGELOG:

v0.2:

- ~Expanded location options
- ~Minor changes to background information
- ~Rewrote most of the perks
- ~Added more flavor text to some items
- ~Added more drawbacks
- ~Added more pages for the anon who bitched about it

v0.3:

- ~New 400 point Drop In perk
- ~100 point Guerrilla perk moved to the 400 point slot
- ~200 point Guerrilla perk moved to the 100 point slot
- ~New 200 point Guerrilla perk
- ~New 400 point Guerrilla item

v0.4:

- ~New 400 point SAG perk