TOKYO SHIELDS

In 2123 robot assisted crime and threats from artificial intelligences have become increasingly common and standard police resources cannot effectively deal with them. In Tokyo, the dedicated detectives and emergency response workers of the Special Human Intervention and Emergency Labor Division work to protect the citizens from these advanced technological threats.

These are their stories...

Tokyo SHIELDS is a micro-setting for the *Neon City Overdrive* roleplaying game. It is based on the setting of the same name that first appeared in *GunFrame: the anime mecha battle game.*

INSPIRATION: Patlabour, Ghost in the Shell, Dominion Tank Police, Bubblegum Crisis, Appleseed

In **Tokyo SHIELDS** you play police officers and other emergency aid workers of Tokyo's newest and most advanced district - Ward 24. This technological marvel is both the world's most advanced residential arcology and home to Japan's most powerful cyber-manufacturers. Here is a place where robots and humans work side-by-side, mecha are utilized in every day life, and new uses for artificial intelligences are found every day.

Each of the Tokyo wards has their own S.H.I.E.L.D. and the brave men and women of Ward 24 are the best of the best. Of course, they need to be as they not only struggle with the crimes of any major city, but also with technology gone mad and the nefarious criminals who are prepared to use it for their own ends!

TOKYO 2123

Tokyo SHIELDS takes place in a futuristic city where robots, AI, and mecha are common. There is still the grid, but it is not as important as the hardware that cops and criminals use to in the pursuit of their goals.

SKINS

While the technology to transfer someone's consciousness is available, it is a costly and sometimes dangerous procedure. Only android skins are available, and they are quite obviously artificial. As well as the standard humanoid form, an exaggerated "chibi" robot body has become popular. These skins tend to be smaller than regular humans, with exaggerated features, often combined with animal characteristics such as ears, limbs and facial features.

ARTIFICIAL INTELLIGENCE

Artificial intelligence is common. It is most evident in the simple robots that are used to help in everyday activities, from garbage collection to construction. Such robots can undertake simple tasks and routines without supervision. More advanced AI's are rarer and tend to be restricted to military or megacorp uses.

THE GRID

Most of the world is connected to the grid via wireless signal. The grid itself is primarily the domain of artificial intelligences and powerful computer programs. Hacking by humans is mostly done via computer terminal, but advanced cybernetics will allow expert codeslingers to "jack in" and experience the grid at the speed of thought. This tends to be more a "feeling" and cerebral activity than an exploration of a virtual reality world.

FRAMES

Advanced mecha suits called frames are common. They are used in industry, emergency services and the military and range in size from bulky powered armor to hulking walking monstrosities that are several stories high. Criminals have taken to using these frames for a variety of purposes.

PERIL PLANET GAME STUDIO

TRADEMARKS

Create your cool cop character like any *Neon City Overdrive* character. Keep in mind that everyone is assumed to be a member of the Ward 24 S.H.I.E.L.D., or at least a close associate (perhaps a reporter, private detective, scientist or other expert). In addition to the many options in the NCO rulebook and supplements, your character could also have one or more of the following trademarks.

CHIBI SKINS

While there are many variations of the chibi skin, the following are the most commonly encountered.

INOSHISHI: Small, Tough, Strong, Brave, Enhanced smell, Stubborn, Sharp tusks
- ▬ Short, Heavy, Hedonist, Greedy

KITSUNE: Small, Quick, Sneak, Hide, Claws, Night vision, Awareness, Charming
- ▬ Short, Heavy, Mischievous, Untrustworthy reputation

SARU: Small, Climb, Leap, Swing, Cute, Enhanced sight, Quick reflexes, Sharp teeth
- ▬ Short, Heavy, Easily distracted, Trouble maker

USAGI: Small, Leap, Dodge, Quick, Cute, Enhanced hearing, Peripheral vision
- ▬ Short, Heavy, Kind hearted, Timid

FRAMES

The frames described here represent the personal powered armor commonly used by members of the S.H.I.E.L.D. Officers take great pride in customizing and maintaining their frames. Choose a "base" frame and add up to 4 custom triggers to create your own power armor frame.

BEAT: Armored, Run, Siren, Trustworthy
- ▬ Obvious, Heavy, Duty bound

ENGINE: Armored, Lift, Inspire, Water cannon
- ▬ Obvious, Heavy, Slow, Protect citizens at any cost

PATROL: Armored, Fast, Enhanced reflexes, GPS
- ▬ Obvious, Heavy, Show off

RIOT: Armored, Large, Riot shield, Stand firm
- ▬ Obvious, Heavy, Slow

Custom triggers: Sirens, Loud hailer, GPS, Awareness, Restrain, Defend, Track, Strong, Large, Intimidate, Quiet, Riot shield, Criminal database, Lie detector, Frequency scanner, Signal jammer, Vehicle immobilizer, Grappling hook, Tracking module, Tear gas, Smoke launcher, Jump assist pack, Taser, Heavy weapon, Targeting computer, Thermal vision, Night vision

ROLES

The following roles are all common archetypes fond in the Ward 24 precinct.

BEAT COP: Awareness, Defend, Shoot, Knows the streets, Keep the peace, Gossip, Run
- ▬ Bound by the law, Too many donuts

DETECTIVE: Investigate, Follow leads, Read motives, Shoot, Knows a snitch, Cyber eyes, Intimidate
- ▬ Bound by the law, Personal code, Corrupt

ENGINEER: Architecture, Demolitions, Excavate, Problem solver, Find a weak spot, Make a hole, Mecha repair, Well-stocked workshop
- ▬ Just hit it harder, Overly cautious

FIREMAN: Strong, Endurance, Cyber lungs, First aid, Climb, Fire fighting, Find an entry, Brave, Thermal vision
- ▬ Personal code, Overconfident, Bad lungs

ROBOT TECHNICIAN: Repair robots, Disable robots, Hack, Computers, Drone control, Machine empathy, Tool belt, Interface chip, Jury rig
- ▬ Prefers machines over people, Always dirty

SCIENTIST: Analyze, Well educated, Research, Crime scene investigation, Problem solver, Portable lab, Detail oriented
- ▬ Absent minded, Pedantic, Too curious

MORE TRADEMARKS

The following trademarks from the *Neon City Overdrive* rulebook all fit well with the **Tokyo SHIELDS** setting.

Backgrounds	Roles	Skins	Advantages
• Arcology brat	• Codeslinger	• Excelsior	• BFG
• Gutter scum	• Medic	• Mil-spec grunt	• Daredevil
• Joyrider	• Revhead		• Hover bike
• Metroplexer	• Infiltrator		• Optimist
• Wage slave	• Paladin		

RELATIONSHIP DRIVES

All the members of the squad have the same drive - to protect the citizens of Ward 24 from whatever dangers that present themselves, whether that is criminal master minds, rogue AI's, street gangs, malfunctioning robots or out-of-control self-driving vehicles. Each character also has a Relationship Drive that represents a significant connection with another player character. Use the examples below to create your own relationship drive.

Romantic relationships
- I am secretly in love with _____ .
- _____ and I are in love with the same person.
- My relationship with _____ is over but I will make things right.

Professional relationships
- I will prove to _____ that I deserve my place on the squad.
- I will teach _____ how to be a good cop.
- _____ is my rival when it comes to _____.

Personal relationships
- I need to look out for _____. They're just a kid.
- I will prove to _____ that I am not a coward.
- I trust _____ implicitly.

RELATIONSHIP DRIVES IN PLAY

Whenever your relationship becomes a significant or interesting part of a scene, mark the drive track. If the interaction was a positive one for your character, tick one box. If it was a less than positive interaction, mark a cross. You cannot mark a drive track more than once per scene.

In addition, once per scene you may add ⊞ to a check if the action relates directly to the drive in some way.

CHANGING RELATIONSHIPS

When the drive track is completely filled the relationship changes - either re-write it to reflect the changed relationship, or remove it and write a new relationship with a different character. Use the number of ticks and crosses to adjust the fiction of your story to reflect the changed relationship.

RELATIONSHIPS AS EXPERIENCE POINTS

Do not use the standard experience points rules. Instead, a character gains an advance every time their relationship changes.

LEVERAGE AND RELATIONSHIPS

Leverage works as it does in Neon City Overdrive, but there is no "train" option. You can cross a box on your relationship in order to make a recovery roll.

> These changes are intended to imitate the complex relationships of the source material and push characters to interact with each other in interesting ways.

EXAMPLE NAMES

Use the following lists as inspiration for both PCs and NPCs.

MALE
- Akira
- Akio
- Ben
- Chuck
- Daichi
- Goro
- Hachiro
- Haruka
- Hayato
- Hiroto
- Hunter
- Ichiro
- Isamu
- Jason
- Jiro
- Kaito
- Ken
- Kyo
- Lunk
- Masaru
- Michi
- Naoki
- Nobu
- Nori
- Ren
- Riku
- Roy
- Ryou
- Saburo
- Shin
- Shiro
- Taichi
- Taiki
- Takuma
- Yori
- Yoshiro

FEMALE
- Aiko
- Ami
- Asuka
- Aya
- Chika
- Chiyo
- Claudia
- Dana
- Hana
- Haruna
- Hitomi
- Izumi
- Kanon
- Kazuko
- Keiko
- Lyn
- Mari
- Mei
- Michiko
- Minako
- Naomi
- Penny
- Ran
- Rei
- Sakura
- Satomi
- Shinju
- Takara
- Tomoko
- Ume
- Vanessa
- Yui
- Yuki
- Yuri
- Yuuna

MISSIONS

The members of Ward 24 S.H.I.E.L.D. are sent out on a daily basis to deal with all manner of problems, from mundane traffic issues to deadly rampages by insane AI's or mecha-equipped criminals with no regard for the lives or property of citizens. Use the below problems and complications as inspiration for your own missions.

PROBLEMS

1. A group of street racers are causing havoc downtown in their heavily modded electric muscle cars.
2. A bank heist is underway and the perpetrators are using stolen construction frames.
3. A container ship has collided with a pleasure cruiser in the harbor and everyone needs rescuing.
4. Another one of Osiris Corps' prototype gunframes has gone haywire.
5. An artificial intelligence has taken control of a hoard of garbage collection robots and set them on a rampage.
6. An autonomous construction crane has malfunctioned and is heading straight for the high school!
7. Alarms have gone off at the Avalon International factory. What is it this time?
8. Anarchists have taken over Kitsune Media Tower and are trying to broadcast their manifesto.
9. A street gang is shaking down local businesses, demanding they pay protection money.
10. A important dignitary is visiting Ward 24 and the squad has been put on protection duty.

COMPLICATIONS

1. The city is being assaulted by terrible storms.
2. There is a bus load of school children who have been caught up in the situation.
3. A solar flare is playing havoc with frames and computers.
4. A second crime is also in progress.
5. The team has strict orders not to cause any damage to local businesses.
6. It's "Take your daughter to work" day.
7. The incident has been perpetrated by a former member of the S.H.I.E.L.D.
8. The streets are particularly crowded.

THREATS

The following are example enemies and obstacles that might be encountered in Tokyo, 2123.

HOT ROD RACER
HITS: ☐
DRIVE: Prove I'm the fastest
TAGS: Fast, Nitro booster, Loud engine, Cool paint job
ACTIONS: Accelerate, Block your path, Tailgate

STREET THUG
HITS: ☐
DRIVE: Cause trouble
TAGS: Hates authority, Crowbar, Tough talker, Intimidate
ACTIONS: Hit you from behind, Gang up, Break something

CRIMINAL MASTERMIND
HITS: ☐☐
DRIVE: Pull off the perfect crime
TAGS: Cunning, Charming, Make a plan, Minions, Escape, Quick reflexes
ACTIONS: Outwit you, Convince you, Assess the situation, Escape to safety

CHIBI ASSASSIN
HITS: ☐☐
DRIVE: Kill the target
TAGS: Sharp shooter, Stealthy, Innocent looking, Climb, Armored, Cyber eyes
ACTIONS: Strike hard and fast, Disappear into a crowd, Kill

CONSTRUCTION FRAME
HITS: ☐☐☐
DRIVE: Build it or break it
TAGS: Big, Strong, Heavy, Reinforced, Tracks, Massive claw
ACTIONS: Knock stuff down, Throw something, Crush something

MUNICIPAL ROBOT
HITS: ☐
DRIVE: Clean up the streets
TAGS: Small, Single minded, Lift and carry, Dodge
ACTIONS: Take something, Push something, Get in your way

MILITARY FRAME
HITS: ☐☐☐☐
DRIVE: Battle
TAGS: Big, Armored, Heavy weapon, Targeting computer, Electronic shielding
ACTIONS: Open fire, Cause collateral damage, Destroy a target

DRONE SWARM
HITS: ☐☐☐
DRIVE: Fill an area
TAGS: Small, Agile, Bullet storm, They're everywhere!
ACTIONS: Shoot anything that moves, Follow, Threaten

AUTONOMOUS FACTORY
HITS: ☐☐☐☐☐
DRIVE: Make the product
TAGS: Noisy, Hot, Confined spaces, Robotic arms, Laser welders, Steel
ACTIONS: Ignore you, Crush you, Burn you, Trap you