



Denki no hito / ElectroSens

“The hottest ticket on the exchanges today was stock market symbol KXB, representing the recent merger of Kiyabu BioWorks of Tokyo and XenoBioCorp of Miami. The new, merged company issued a statement yesterday that its corporate goal was “the development of an interface directly between mind and machine using sensitive individuals.” Albert Rosenstein of the ‘Financial Analysis Monthly’ said that this was a blatant attempt by the company to cash in on the ‘wow factor’ of unsavvy investors by touting a technology which is most likely never going to be developed. The price-earnings ratio of the two companies before the merger, as well as the large liabilities on XenoBio’s balance sheet, indicate that more savvy investors should stay away.”

– Harry Pantagliano, Wall Street Overview

“They did **what?!?!?**”

“They did it. Two of the lab participants in Tokyo actually managed to produce results.”

“I’m not sure what corporate in Miami’s going to make of this.”

“Look, isn’t this what they wanted in the first place?”

“I think what they wanted was to make a quick buck and retire off-shore, that’s what I think.”

“We are sitting on the biggest tech development of the century. But, if we keep it under wraps, we can make even **more** money. I’ll tell you how....”

Denki no hito

An “electric person” or “ElectroSens” whose innate sensitivity allows them to manipulate and control the electrical energy of machines and equipment. Your character’s recommended highest characteristics are:

*Intelligence, Education
(Int, Edu)*

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Step 1: Qualifications or Draft

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

Qualifications 7+ (*Edu*)

If you succeed, go to **Step 2: Begin at Rank-0** for Psion, next column.

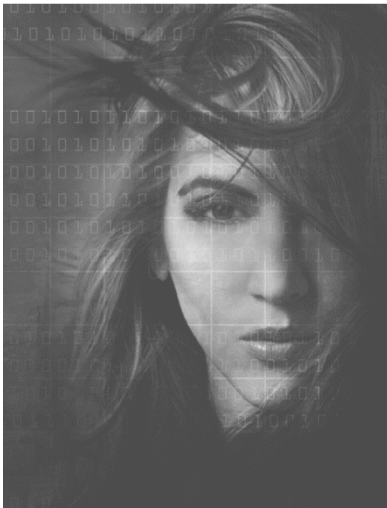
Your Qualifications roll becomes your Psionic Strength score. Note on your character sheet.

If you fail, roll on the Draft table:

Draft

Roll	Career / School
1	Technician
2	Scientist
3	Psion
4	Kuji-in
5	Agent
6	Merchant

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.

**Step 2: Begin at Rank-0**

At starting Rank-0 you have the following skills:

Engineering: Electronic-0
Linguistics-0 (Japanese and English)
Computer-1
Psionics: ElectroSensus-1

Note these on your character sheet under "Skills."

Step 3: School Term

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

a) Survival

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

Survival 7+ (*Int*)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

Gaining Skills

Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.

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b) Advancement

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

Advancement 8+ (Edu)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

Rank & Skills

Rank	Rank & Skills
0	<i>College Volunteer</i> Engineering: Electronic-0 Linguistics-0 Computer-1 Psionics: ElectroSensus -1
1	<i>Grad Student</i>
2	<i>Engineer</i>
3	<i>ElectroSens</i> Psionics: ElectroSensus -1
4	<i>ElectroSens Professional</i>
5	<i>ElectroSens Expert</i>
6	<i>ElectroSens Lab Lead</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

c) Risky Castings

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

Risky Castings 4+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

Skills Tables*Personal Skills*

Roll	Skill / Characteristic
1	+1 Soc
2	+1 Psi
3	+1 Int
4	+1 Edu
5	Gun Combat
6	Melee: Martial Arts

Service Skills

Roll	Skill
1	Psionics: ElectroSensus
2	Computer
3	Engineering
4	Psionics: ElectroSensus
5	Wheeled Vehicle
6	Psionics: ElectroSensus

Specialist Skills

Roll	Skill
1	Jack of all Trades
2	Investigation
3	Linguistics
4	Bureaucracy
5	Broker
6	Security

Advanced Skills (requires Edu 8+)

Roll	Skill
1	Sciences
2	Streetwise
3	Gambling
4	Carousing
5	Medical
6	Leadership

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

d) Aging

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.

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You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

Step 4: Graduate

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

Cash Benefits

Roll	Credits
1	4,000
2	6,000
3	8,000
4	10,000
5	16,000
6	24,000
7	20,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

Material Benefits

Fortextron Model-2 Laptop
Psi-Drug, Standard
ElectroSensus Kit-1 (6 uses)
Electronic Toolkit-1
Shieldbreaker-6
Electronics Database-1
Weapon (full ammo)

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

Step 5: Equipment & Encumbrance

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

Step 6: Combat Power

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

Characteristic DM's for: Str + Dex + End + Psi
+

Skill Level/DM's for: Athletics + Gun Combat +
Melee Combat + Psionics: Thermostatics
+

of dice of the single weapon possessed by the
character which does the most damage + armor

Note your character's Combat Power on the character sheet.

Step 7: Psionics

Go to "Psionics" and learn how to use the abilities and powers for the Psionic Talents you possess.

Multiple Careers & Schools

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

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