

ARCHETYPES



The following archetypes should help players to get a good idea of the kind of character they can play in *Kuro*. Each is designed to match a strong concept in the setting rather than precisely follow the character creation rules. Archetypes can also help you start a game quickly. Each is designed to be chosen as a fully created beginning character. Just pick one, copy the details into a Character Sheet and you are ready to go. Taking this approach can make your initial contact with *Kuro* a lot easier. Later on, or with more seasoned players, you can use the character creation rules as presented previously and give life to heroes born of your own imagination.

FIXER

History

The modern world with its crazy pace, spider web of choice and decisions and impersonal cities has made life hard and it's only going to get harder. Many people are ready to make any sacrifice to obtain a few minutes of the happiness that eludes them, even if ultimately it is no more than an artificial paradise. You are the one that can get them that short lived satisfaction. You can also supply everything the black market has to offer: weapons, biotech items, hacked Pods and even Squids.

You can gauge at a glance the needs of your customers, and how to make them dependent on you. You are a shark, adapted to swim in troubled waters, a peddler of dreams connecting dangerous men to desperate people. You know how to get a hold of all those illegal (or at least nowadays very rare) delicacies. The job may have become harder since the blockade, but profits have also increased.

On the fringes of the system, you're someone that many depend upon, and there are plenty who would love to take your place. Some despise you for your love of money and luxury, or for being a show-off. But none of them understands your role in this new world. You are the glue, the last symbol of free enterprise in a society that is threatening to collapse overnight. Who is better placed than you to notice how everything is falling apart? This ancient world to which its inhabitants still cling, threatens to disintegrate, and you don't want to give up your piece of the pie of what will be born from the ruins.

Age: 26	DEX 2	INT 3
Kaiso: 3	STR 1	PER 2
	STA 2	CHA 3
	REF 1	WIL 2
HIT 30	SW 10	DT -10
DEF 10	ACT 1	MOV 2
		REA 3

Skills

Combat Skills

Firearms 3
Handguns 4

Academic Skills

Physical Sciences 3

General Skills

Deception 3
Forgery 4
Sneaking 4
Communication 4
Fast Talk 4 (Boost)
Persuade 7 (Mastery)
Empathy 4
Drive 2
Cars 4
Popular Culture 2
High Society 4
Politics 4
Survival 4
Urban 4 (Expertise)

Contacts 4

Politics 5 (Expertise)
Smugglers 5 (Expertise)
Street 6 (Accuracy)



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STUDENT

History

Your teachers used to say you were rather a good student. They were even expecting you to enrol in one of the great universities or get a prestigious job with one of the zaibatsu. And then there was that terrible and baneful day. You were looking out of your class window. The sky suddenly changed colour and you quickly understood the world had changed forever.

For four days in a row you stayed in front of your TV and your computer screen, connected to the rest of the world. You watched it rush towards disaster, and only just seem to stop at the brink of the abyss.

The world has changed since that day; nobody can deny it. However, your parents, your friends and all the strangers on the street pretend to live just as before. So you do the same. You get up in the morning and go to class, but your body is heavy and your mind detached. You play your part perfectly, but what for? You have learned so many things that now seem to make no sense at all. You feel as if you are passing through the world without touching it, like it has no place for you. Perhaps, one day, an unlikely encounter, a small spark, a tiny detail will rekindle your interest for the things around you.

Age: 19 DEX 2 INT 3
Kaiso: 1 STR 1 PER 2
 STA 1 CHA 2
 REF 2 WIL 3

HIT 25 SW 9 DT -9
DEF 12 ACT 1 MOV 2 REA 4

Skills

Academic Skills

Humanities 2
Natural Sciences 4
Biology 5 (Accuracy)

General Skills

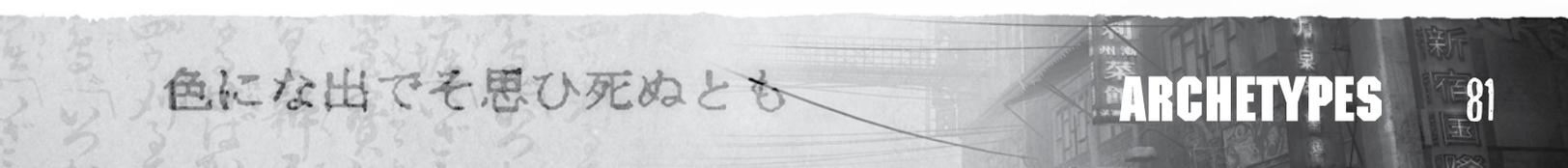
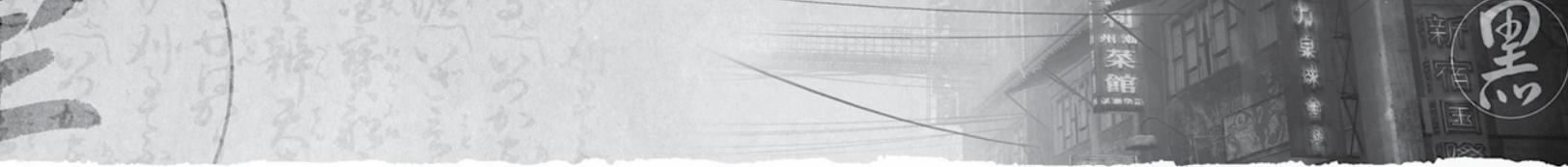
Communication 3
Empathy 4
Driving 2
Bikes 4
Popular Culture 3
Celebrity 2
Politics 2
Media 5 (Boost)
Spiritual 2
Mythology 3

Technical Skills

Medicine 2
Surgery 5 (Expertise)

Contacts 2

Academic 5 (Mastery)
Street 3



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COP

History

The day the bombs flew towards Japan, everybody expected to see death and chaos fall over your beloved country, but then, nothing happened. No cataclysm brought down Japanese society. You can't say this event hasn't brought many changes, but they were subtle. No catastrophe, no apocalypse, more like a slow descent into Hell.

Your world has become tougher, more violent. The law followed suit. Your job now demands much greater skill in a wider number of areas. It's a consequence of technological evolution, and the evolution of criminality. The blockade hasn't stopped anything, new crimes and new criminals are appearing faster than you can contain them. You watch as society is cut with deeper and deeper divisions. The haves watch you from the top of their towering glass towers, the have-nots get deeper into the mud and the misery. And the criminals you swore to track down can be found hiding in any of these worlds.

Of course the tools at your disposal have also evolved. Better equipment, extended powers, stricter laws. But crime evolves faster still. And for the first time since you swore an oath to protect your fellow citizens you are starting to be afraid.

Afraid of no longer being equal to the task. Afraid of not being tough enough. Every day you are aware of new horrors that make you doubt the normality of this world. You often feel disarmed. You often get up in the morning and the mirror gives you the terrible image of an exhausted and feverish spectre. But you will not quit. You have taken an oath.

Age: 28	DEX 2	INT 2	
Kaiso: 3	STR 2	PER 2	
	STA 2	CHA 1	
	REF 3	WIL 2	
HIT 30	SW 10	DT -10	
DEF 14	ACT 2	MOV 2	REA 4

Skills

Combat Skills

- Firearms 3
 - Handguns 6 (Expertise)
 - Magnetic Guns 4
- Hand-to-Hand 3
 - Martial Arts (Ju Jitsu) 4
- Melee Weapons 3
 - Staves (nightstick) 4
 - Shields 4

Academic Skills

- Humanities 1
 - Psychology 2
- Social Sciences 2
 - Law 4

General Skills

- Athletics 2
 - Dodge 3
 - Running 3
- Communication 2
 - Empathy 3
 - Persuasion 3
- Drive 3
 - Cars 4
- Investigation 3
 - Awareness 5 (Accuracy)
 - Searching 4
- Survival 1
 - First Aid 2

Contacts 2

- Law Enforcement 3



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MEDIA IDOL

History

The public is afraid. Afraid of tomorrow, of losing their jobs, of this increasingly artificial world evolving at full speed, tossing all too many people aside. So they need dreams. That's where you come in. You're talented, of course, but most of all you have charisma and that little extra spark that makes a difference. Your first album sold more than three million units. The publisher skilfully managed the advertising, but you know all the work you put in to achieve that result.

You know the new media well and you know how to use it masterfully. You analyse you looks in the smallest detail, your body language too, even your choice of words; nothing is ever left to chance.

As a child you dreamt of your favourite stars, and now you're one of them. The media fall over themselves to get an interview or videos of your latest escapades. Thousands of fans scream with joy, or faint, just to see you at each of your concerts. In the grey daily grind your countrymen work under, you are a light, a star shining on their apathetic spirits. And they haven't seen anything yet!

Age: 23	DEX 3	INT 2
Kaiso: 4	STR 2	PER 1
	STA 2	CHA 3
	REF 2	WIL 1
HIT 25	SW 9	DT -9
DEF 12	ACT 1	MOV 3
	REA 3	

Skills

Academic Skills

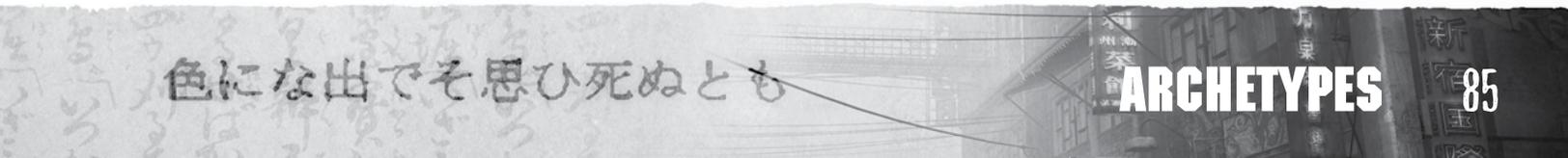
- Humanities 2
- Foreign Languages 3
- Psychology 4

General Skills

- Athletics 3
 - Jumping 4
 - Sports (Gym) 4
- Deception 3
 - Gambling 4
- Communication 5
 - Acting 6 (Expertise)
 - Empathy 6 (Accuracy)
 - Fast Talk 6 (Boost)
 - Music 7 (Mastery)
 - Seduction 6 (Expertise)
- Driving 3
 - Cars 4
- Popular Culture 3
 - Celebrity 5 (Boost)
 - High society 2
 - Media 5 (Boost)
- Spiritual 3
 - Legends 4

Contacts 3

- Organised Crime 4



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PRIVATE INVESTIGATOR

History

In May 4th, 2046, the whole population of Japan was watching the skies, everyone, but you. You were too busy sleeping off the previous night's binge. You'd solved a juicy case which finally brought you some real money, the first in a long time.

As a teenager you were a fan of American Film Noir movies from the 1950s, the hard bitten characters were your heroes. You wanted to follow in their stead and went to police school, but the discipline wasn't for you. On the other hand you were very proud the day that you hung a sign beside the glassed door to your office. Okay, it was tiny and in a seedy neighbourhood. But you were like your heroes at last, a private investigator.

Sadly, you were quickly disenchanted. Bills piled up, the phone was silent for too long between jobs. Shadowing wayward wives or indiscreet employees quickly bored you. Bitterness turned you to the vices of your heroes, but you prefer sake and beer to whisky.

And then you accepted a job for an insurance company. It was well paid. You played your part superbly. The widow you investigated was exposed in court thanks to the clues you dug up. The company avoided paying a ridiculous amount of money. You got 10% of it, enough to drown your self-loathing in a monumental binge. And then there was May 4th .

That day everything changed for you. It was incredible how many people lost loved ones in the few weeks following that date. Jobs piled up in your office. You even had to hire a secretary. Finally, you were living the life you dreamed of. Well, almost.

All too often, your enquiries go nowhere. Or lead to clues too weird to reach any conclusion whatsoever. That is unless, as you are now beginning to wonder, all this has a hidden meaning. It would mean a conspiracy too vast to fathom. There is no way you are taking that on, not without a drink first anyway.

Age: 32 DEX 2 INT 2
Kaiso: 2 STR 2 PER 3
 STA 2 CHA 1
 REF 2 WIL 2

HIT 30 SW 10 DT -10
DEF 14 ACT 1 MOV 2 REA 3

Skills

Combat Skills

Firearms 4
Handguns 6 (Boost)
Hand-to-Hand 3
Brawling 4

Academic Skills

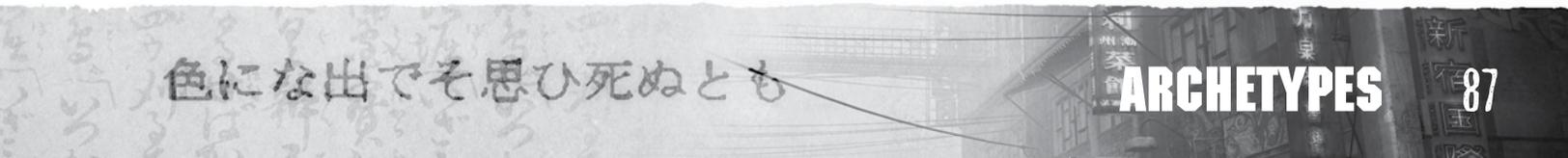
Social Sciences 2
Law 3

General Skills

Athletics 2
Dodge 4
Communication 3
Empathy 4
Fast Talk 4
Intimidation 4
Deception 3
Lockpicking 5 (Boost)
Sneaking 6 (Mastery)
Driving 2
Cars 4
Popular Culture 1
Investigation 2
Searching 3
Shadowing 4
Survival 1
Urban 2

Contacts 2

Law Enforcement 3



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OCCULTIST

History

Your mother had the gift, your grandmother too, and many others before her, according to what is said about your family. Your twin sister also had those strange visions. But she died too young, too soon. You have a hard time remembering the exact circumstances, or you don't want to. But little after that, you started to have strange dreams; you heard her voice; and you begun to see the world in a different way.

Your mother was a stubborn woman and she didn't want the family heritage to disappear. The family elders tried to dissuade her, but she wouldn't listen. She began your apprenticeship, and you have listened, learned, understood and finally seen.

Nowadays plenty of people make fun of you. They only swear by science, technology and progress. However, those same people often hang occult protection over their doors. The old traditions have not disappeared; the old beliefs live deep within every Japanese heart. They are part of them, because they are part of Japan. Behind its glass and concrete façades, the modern world still has an ancestral heritage deep inside. The upsurge in religious belief and the renewed passion for Shinto after that fateful day should be proof enough.

In any case, this other world fascinates you and opens its secrets for you. You know that science does not explain everything. The minds of men need to understand that not all answers come from labs, some are found in old tomes, dreams and visions.

Your mother told you that you had the gift. Your sister had passed it on to you at the moment of her death. As a child you had seen it, once, but never again. At least, not until that day, May 4th, 2046, even if it was only a shape, an aura, an impression.

The world changed that day. You are certain of that, but you still need to understand how, and to that vision see again. You need to be ready, because all of the science and technology in the world will not protect Japan from the menace that you feel rumbling at your feet.

Age: 29 DEX 1 INT 2
Kaiso: 2 STR 1 PER 2
 STA 2 CHA 3
 REF 2 WIL 3

HIT 35 SW 12 DT -12
DEF 10 ACT 1 MOV 1 REA 4

Skills

Academic Skills

Humanities 5
Psychology 7 (Mastery)

General Skills

Communication 4
Acting 6 (Expertise)
Empathy 6 (Expertise)
Fast Talk 5 (Expertise)
Intimidation 5 (Boost)
Persuasion 6 (Boost)

Deception 4
Sleight of Hand 7 (Expertise)

Driving 3
Lorries 4

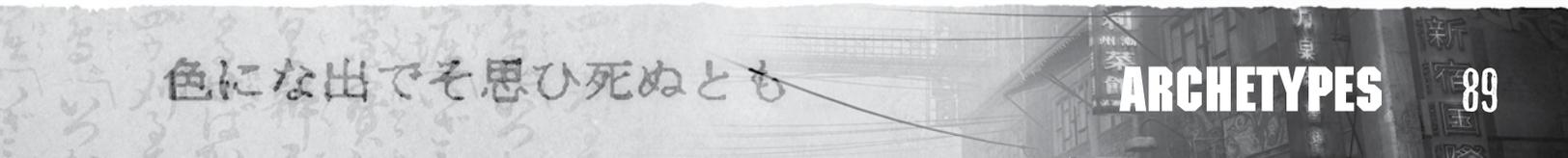
Popular Culture
High Society 3

Spiritual 5
Legends 6 (Accuracy)
Mythology 6 (Accuracy)
Occult 6 (Boost)

Occultech 6 (Mastery)

Contacts 2

Celebrity 3



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OVERCLOCKER

History

You are a genius. You always have been. The other kids may have made fun of you in school because of your glasses or because your mind just worked differently to theirs, but they also envied you. You were brilliantly successful in your studies and joined the prestigious ranks of a renowned university laboratory. With state-of-the-art technology, always inventing new designs and new solutions, you had found your place.

Unfortunately the authorities found your work 'dangerous to State security.' Men in black came one day and took all your notes, and there was nothing you could do. They even took your new prototype, an artificial android you were so proud of that would have revolutionised the industry. It was also a betrayal; it had been your very peers that delivered the coup de grâce. The professor who had welcomed you with open arms into his lab, the one you admired so much, took all the credit for your creation. When you tried to assert your rights, you were reminded of your 'trouble with government security,' and how it could be made more permanent if you didn't let it go.

Disgusted, you left the once reassuring routine of the university, but you never abandoned your projects. Your 'old friends' ensured that you were blackballed in the industry and no zaibatsu would hire your services. But that world no longer mattered to you. Instead, you escaped the inquisitive eyes of those who robbed you by finding a place in the poor quarters of Shin-Edo. You offered your talents as a genius repairman and handyman to ensure your reputation and your livelihood.

If only they knew. No template, no AI can hold any secrets from you. Your concepts are five years in advance of current research. If no one wants to let you do it, no problem. You'll tinker in your own corner, advancing your work away from their oppressive gaze. Of course all of this is extremely illegal; the law forbids altering robotic programmes. So what? Sooner or later, whether they like it or not, they will be forced to recognise your genius. Everybody. Especially those who wanted you to tow the line all those years ago.

Age: 37 DEX 3 INT 3
Kaiso: 2 STR 1 PER 2
 STA 1 CHA 2
 REF 2 WIL 2

HIT 20 SW 7 DT -7
DEF 14 ACT 1 MOV 3 REA 4

Skills

Academic Skills

Physical Sciences 4

General Skills

Driving 2
Lorries 4
Popular Culture 3
Sports 4
Survival
Urban 4

Technical Skills

Electrical 3
Electronics 5 (Accuracy)
Microphotonics 5
Hardware 7 (Expertise)
Mechanics 4
Car Mechanics 7 (Mastery)
MagnetoDynamique Engines 5 (Mastery)

Engineering Skills

Robotics 3
Overclocking 7 (Boost)
Templates 6 (Expertise)
Surveillance Systems 2

Contacts 5

Smugglers 5 (Expertise)
Street 4



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