

# Yakuza Armageddon

A Game of Gang Violence in the End of the World

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## ***Introduction***

"When all hell breaks loose, the Devils protect their own."

It was the sworn oath, part of the deal you struck with the Devils, a new Yakuza gang making a name for yourselves. Sure, you were small fry compared to the established families, but that didn't matter. In modern-day Japan, all that mattered was if you had the guns to back you up, and the balls to pull it off.

That is, before Hell itself came to play.

Nobody knows what happened. There was an earthquake, and a sinking feeling in everyone's stomach. All of a sudden, there was screaming in the streets, and people were changing into something else...

Something changed within you, a voice in your head, whispering secrets of how things really work, of how you can survive. You don't know if you can trust them, but you do know that what they taught you have worked so far... but where do you go when Hell's on earth?

## ***Setting***

The events of Yakuza Armageddon take place in The City. The City is a new floating prefecture built off the coast of Japan originally intended to provide more space for the local population. Divided into four major districts of commerce, residence, industry, administration, The City was united by a network of subway stations. It was the perfect city.

However, the massive movement of counter-culture loli-goths, punks and the Yakuza has made The City into a strange amalgam of Japanese sensibility and high tech architecture and pop culture rebellion. Crime grew rampant in The City, and its districts fell to the hands of the local gangs.

With the Armageddon, huge rifts in reality have started warping the space around The City, turning all but a few buildings into sprawling urban mazes. These dark Labyrinths still contain a few normal rooms, and even fewer of the normal inhabitants. Instead, the corridors twist at odd angles, and there are doors that lead to nowhere. Demons prowl the streets and these mazes seeking human souls to feed on. The most frightening are the places that housed secrets, and powerful negative emotions. Crime scenes, hospitals, jails and other locations give off a resonance that demons find irresistible.

Yet even with the madness around them, certain places where humans used to gather, and carry the weight of history still remain unchanged. Most notable of these are the Shinto shrines, a popular local super mall and the school. Survivors hole up in these places, as demons seem to be unwilling (or unable) to enter.

With all this madness, it's tempting to make a break for it and escape to the mainland, but several survivors speak of a strange rift in space around The City, making it impossible to leave. Others however, whisper that the secret to escape lies in one of the Labyrinths...

# ***Characters***

The characters you play are all part of a gang calling themselves The Devils. Most of your gang are dead or have turned into one of the demons that stalk the streets of The City.

With no family, no communications and no way out of the city, the only chance for anyone human left to survive is to find out what's dragging hell over to this side and deal with it.

## **Character Creation:**

Characters in Yakuza Armageddon can be of any gender, usually late teens to early twenties. They can hail from any background, from college graduates to true street punks. It's possible to play someone from outside the gang, but it might take a bit more back story for the character.

### **Name:**

Feel free to name your character as whatever. Knowing quirky Japanese counter-culture, nothing is too strange.

### **Descriptors:**

There are no statistics in this game. Instead, the characters are a collection of Descriptors that define their concept. Descriptors are single word descriptions of your character. They can be skills, or adjectives, or even items, as long as they describe something essential to your concept. Take note that all descriptors are subject to GM approval.

Each character has 4 positive points (+), and 2 negative points (-) for descriptors. A descriptor may have a maximum starting positive rating of 4. There are no maximum limits for negative descriptors.

All characters start with a +2 on a combat descriptor.

Distribute your 6(+) and 2(-) according to the character's concept.

For example, a Juvenile Thug might have:

Street smarts +2

Intimidation +1

Motorcycles +1

Knives +2

Foolhardy -2

### **Perks:**

A character is also defined by the things he or she may own, or have access too. Things like membership in an exclusive club, owning a vehicle or a gun count as Perks. A character starts the game with 2 Perks.

Continuing the above example, the thug starts with the following Perks:

Perk: Owns a motorcycle

Perk: Owns a pair of knives

### **Health:**

All characters begin with 30 hit points. These are a measure of how much damage a character can take before dying.

### **Elohim:**

Somehow after the Armageddon occurred, voices began speaking to your characters. Calling themselves the Elohim, these beings taught you words and sigils that allowed you to harness the elements, granting you the ability to heal at a touch and to protect yourself from the weird and horrible powers of the Demons.

At the start of the game, the player chooses the characters Attunement. The Attunement defines what element the character can control with the aid of his Elohim.

The elements are: Air, Water, Fire and Earth

Characters also choose 2 spells from their Attunement to begin with. More information on spells is found in the Magic Section.

# ***Rules***

## **Task Resolution:**

Whenever a character attempts to perform an action that could fail and has an impact on the story, then a card draw is called for. Yakuza Armageddon uses dice (without the Jokers) instead of cards, although future iterations may include rules for using dice.

Actions are resolved similarly to a game of Blackjack. The GM deals a hand of 2 cards to all the players involved in the action (most often himself and one other player). The GM then reveals one card in his hand, and asks the player(s) starting from the GM's right, if they would like to hit or stand. If the player hits, then he is dealt one more card. If he stands, the option to hit or stand is made to the next player. Once all the players have declared, the GM shows his hand.

### **Results are interpreted as follows:**

21 or Blackjack = Critical Success\*

Player Higher than GM = Action succeeds

GM Busts = Action Succeeds

Player Loses to GM = Action Fails

Push = Action Fails

Player Busts = Critical Failure\*

## **Descriptors:**

Descriptors come into play during the draw. After results are shown, a player may use any Positive Descriptor to add or subtract to his hand total. The GM however, is only allowed to use a character's Negative Descriptors to **subtract** that character's hand total to the GM's favor.

\*Take note that descriptors cannot be used to manufacture a Critical Success or Failure.

## **Combat:**

Initiative is determined by a bidding system. All players (and the GM for each opponent) have to secretly bid action penalties. All players write down their bid on a labeled sheet of paper, and pass it to their GM. The GM will write down his bid and hand it to a player to insure fairness.

The GM will then read out the penalty bids of all the players. The other player will then read the bid/s of the GM. The player who bids the most will go first, followed by the next and so on. Tied bids will be decided by drawing a single

draw of a single card from the deck. These cards will be returned to the deck and the deck reshuffled.

Attacking is resolved similarly to regular actions, except that the penalty that each player had bid can be used by the GM **in place** of a Negative Descriptor. The target is automatically assumed to be trying to get out of the way of danger, and may add any relevant descriptor to his hand.

### **Damage:**

When a character is hit by an attack, the character then suffers damage equal to the damage rating of the weapon. If a character is dropped to 0 or less Hit Points, then he is considered dead.

## ***Equipment***

### **Knives:**

These are among the most commonplace of weapons, but retain a lot of popularity among all gang circles.

**Damage Rating:** 2

**Critical Hit:** Damage Rating 4

### **Baseball Bat:**

Ugly, and intimidating a gangster wielding a club is more than just a definitive fashion statement.

**Damage Rating:** 3

**Critical Hit:** Damage Rating 5

\*This weapon will break on a Critical Failure.

### **Pistols:**

A more expensive option, worth 2 Perks in character creation, the pistol is effective against most opponents.

**Damage Rating:** 6

**Critical Hit:** Damage Rating 8

**Shots:** 12

**Critical Failure:** Gun jams, spend 1 turn to fix

### **Shotguns:**

The ever-present shotgun has proven its worth time and again against the forces of darkness. This weapon cannot be bought at character generation.

**Damage Rating:** 8

**Critical Hit:** gain plus 1 free attack at adjacent target.

**Shots:** 6

**Critical Failure:** Gun jams, spend 1 turn to fix

**Rifles:**

Unavailable to most civilians, this weapon is usually in the hands of the military and special police forces. This weapon cannot be bought at character generation.

**Damage Rating:** 8

**Critical Hit:** Damage Rating 10

**Shots:** 30

**Critical Failure:** Gun jams, spend 1 turn to fix

**SMG:**

Underground smuggling rings, and the occasional gun shop carry these on special order. Police and Military forces prefer these for urban assaults. This weapon cannot be bought at character generation.

**Damage Rating:** 6, Make two attack draws vs. same target

**Critical Hit:** Make three additional attack draws vs. same or adjacent target

**Shots:** 30

**Critical Failure:** Gun jams, spend 1 turn to fix



## ***Magic***

The Elohim are spirit guides, angels, voices in your head. They are the ones who told you to run, to hide in the school, to duck behind the corner just in time for the demons to miss you. They are guardian angels; come to this world in the same way the demons came out.

The Elohim are strange beings, teaching those they choose the secrets of the world, giving them strange abilities that can hurt or heal. However, their abilities come with a price. Each time that a character calls upon the Elohim, it manifests just behind him, taking a portion of his mind and body for a time, literally possessing him to take action. It is in this manner that they aid us, taking a direct hand in fighting the forces of Hell.

When a character casts a spell from the Elohim, the player makes a Spell Draw. The spell draw is performed with the spell's Difficulty as its Negative Modifier. The GM also plays as the dealer against the player.

### **Results are interpreted as follows:**

21 or Blackjack = Player may cast the same or another spell of the same difficulty immediately after this one. This second spell counts as an automatic success.

Player Higher than GM = Spell is cast

GM Busts = Spell is cast

Player Loses to GM = Spell Fails

Push = Spell Fails

Player Busts = Magical Backlash: Player loses his next turn.

\*Remember that the Difficulty penalty cannot be used to force a player to Bust, and can only be used to reduce the player's hand.

# *Spells*

## **AIR**

### **Air Shield**

This powerful defensive spell calls on the Elohim to protect you from all Air Elemental attacks until your next turn.

**Difficulty:** 2 if you wish to protect only yourself; 4 if protecting your entire team.

### **Wind Blade**

Your Elohim rises from behind you, emerging from your back and spreads its wings. With a powerful flap it sends cutting wind to slice at your opponent. Can be used against an opponent up to 20 meters away, and can strike flying opponents.

**Difficulty:** 2

**Damage:** 5

### **Flight**

Your Elohim manifests from behind you, carrying you by your clothes or your arms. You may fly at walking speed. This spell lasts indefinitely until dispelled or the caster casts a different Air spell.

**Difficulty:** 2

### **Sleep**

The Elohim inside you manifests from your back and sings a strangely haunting song. All opponents in earshot must roll vs. a Negative Descriptor value equal to this spell's Difficulty, or fall immediately asleep. Automatons, zombies and other creatures that do not have their own intelligence are not affected.

**Difficulty:** Special – The player dictates what penalty he wishes this spell to have upon casting.

## **WATER**

### **Water Shield**

This powerful defensive spell calls on the Elohim to protect you from all Water Elemental attacks until your next turn.

**Difficulty:** 2 if you wish to protect only yourself; 4 if protecting your entire team.

### **Drown**

From deep within your soul your Elohim shows itself, manifesting behind you with its arms wrapped around your shoulders. One target opponent is engulfed in a sphere of water. This spell can be maintained, as long as the caster takes no action during his turn. Hurting the caster will force the caster to repeat the casting roll to maintain the spell.

**Difficulty:** 3

**Damage:** 5 per turn maintained.

### **Heal**

The Elohim inside you wells up and provides healing to the injured. The character must touch his intended target (including himself) to cast the spell. Each successful casting heals an amount of damage equal to the difference between the casting draw and the difficulty draw.

**Difficulty:** 2

### **Purify**

The water your Elohim commands strikes at the target, cleansing it of malign forces that control it. Possessed individuals, automatons and zombies are all susceptible to this attack. However, naturally Evil creatures like demons are immune, as are Holy entities like Celestials.

**Difficulty:** 2 for a single target; 4 for two targets

**Damage:** 8

## **FIRE**

### **Fire Shield**

This powerful defensive spell calls on the Elohim to protect you from all Fire Elemental attacks until your next turn.

**Difficulty:** 2 if you wish to protect only yourself; 4 if protecting your entire team.

### **Sword of Fire**

Your Elohim appears behind you, its eyes burning as it raises a hammer, beating on a sword of pure flame, before handing it to you. This weapon counts as having a sword with its own statistics and can be maintained until dispelled or the character casts a different Fire spell.

**Difficulty:** 1

**Damage:** The Sword of Fire counts as a weapon with a Damage Rating of 5 and a Critical Hit Damage Rating of 10. This weapon cannot be taken away from you, but disappears completely the moment you choose to let go.

### **Speed of Flame**

Your Elohim grants you the speed and urgency of a blazing fire, granting you the ability to move quickly among your enemies. A successful casting of this spell will enable the caster to make a “free” 2 Penalty bid for initiative draws for the rest of the day. This “free” penalty does not count against him in his actions and stacks normally with any penalties he bids in combat.

**Difficulty:** 3

### **Flame Strike**

This spell calls your Elohim forth, rising from your back to breath purifying flame upon your enemies. This fire breath affects up to 3 adjacent opponents, all of which must make their defense draws vs. a Difficulty of 4.

**Difficulty:** 4

**Damage:** 6

## **EARTH**

### **Earth Shield**

This powerful defensive spell calls on the Elohim to protect you from all Earth Elemental attacks until your next turn.

**Difficulty:** 2 if you wish to protect only yourself; 4 if protecting your entire team.

### **Armor of Stone**

Your Elohim pulls up the very stone from around you and fashions armor on your body, protecting you from harm. Upon casting the spell, the character gains a number of temporary Hit Points equal to the amount that his casting draw exceeded the Difficulty draw. These last until dispelled or the character casts a different Earth Spell. Multiple castings of Armor of Stone are not cumulative, but Armor of Stone may be cast on another target aside from yourself.

**Difficulty:** 3

### **Stone Strike**

Manifesting from your back the Elohim calls forth a line of sharp 5 foot stalagmites from you to the target. Scoring a Critical Success grants an additional benefit of impaling the opponent, doing damage again on every turn while the opponent is impaled.

**Difficulty:** 3

### **Slow**

Infusing your opponents with the same lethargy as a rock, this spell moves your opponent two spaces down the initiative list. They will be unable to counter the effects of this spell unless they bid a sufficiently large Difficulty penalty on their actions.

**Difficulty:** 2

# ***Adversaries***

The City is not an empty place. Since majority of the population became hosts to the Demons that broke through from their world to The City, characters must be careful in exploring the Labyrinths and their other surroundings. The following are but a few examples of what they may encounter.

## **Yakuza Gangs:**

Your Gang isn't the only one left in The City, others like you prowl the streets, determined to carve their own kingdoms in hell. Most of them don't have access to the powers of the Elohim, but the few who do are dangerous individuals indeed...

Descriptors:

As per this book, the GM may or may not choose to grant them Elohim.

## **Zombie:**

Once a lifeless corpse, the graveyards and morgues of the city now teem with the living dead. Mindless creatures who exist only to feed, they are immune to Sleep but may be taken down by Fire.

Descriptors:

Strong +2

Immune to pain +1

Slow -2

Takes double damage from Fire

15 HP

## **Harpies:**

Winged tormentors of myth; the Harpies have a woman's head and torso, and the wings and hindquarters of a great bird. They travel in groups of 3 or so but will flee with any sufficient display of power. They are difficult to hit due to their flight, and rely on deadly poison in their talons.

Descriptors:

Difficult to hit +2

Accurate with Talons +2

Cowardly -3

20 HP

## **Elemental Demon**

Elemental demons come in vastly different forms, their outward appearances immediately showing what kind of element they are attuned to. They attack with either Physical or elemental spells, often choosing to fight at range first before closing in.

Descriptors:

Spell proficient (specific element) +3

Slam Attack +2

Easily enraged -3

35 HP

Spells:

Elemental bolt. The demon calls upon its element, hurling it towards a single target.

Difficulty: 2

Damage Rating: 5

Critical Hit Damage Rating: 10

There are tales of greater Demons, taking on the images of Mythological Gods and Demons, wielding even more powerful magic and a dizzying array of arms that grant them multiple attacks, and various other abilities.

## ***Credits***

**Written by:** Jay Steven Uy Anyong

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**Inspired by:** Persona and the Megami Tensei games by ATLUS

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