KAZEI 5

Animepunk role-playing set in a not-too-distant dark future

CAMPAIGN BASICS

At one point the twenty-first century was predicted to be a technological paradise, with flying cars, vacations on the moon, and robotic servants performing most household chores. Food would come in small pills, crippling diseases would be a thing of the past, automation would mean more leisure time for everyone, and atomic power would hold the answers to all of man's energy needs.

If only it were so simple.

The world of 2030 is a far cry from the one imagined during the highly optimistic 1950s. Instead of a bright, shiny future, filled with gleaming chrome and bright plastics, there is a dark and disturbing reality. Multinational corporations rule nearly every segment of their employees' lives — where they live, what they eat, where they spend their money, and what they spend it on. The police are just another profit-minded company, supplying their services only to those who can afford to pay. It is a world where replicated humans are manufactured and sold as commercial products, no different from cars, computers, or home appliances, where crime and urban violence has become so prevalent, whole sections of cities have been sealed off and abandoned. A future where man, in the never-ending effort to improve himself, has turned to genetic engineering to produce a superior human, and technology has exchanged mere flesh for cybernetic enhancements. And most frightening of all, so-called "esper weapons" command vast telekinetic forces capable of wreaking wide-scale havoc.

Welcome to the future.

What's In This Book?

Kazei 5 (a.k.a. K5) contains all you need to run a near-future animepunk action-adventure game. While set in its own universe, many elements of *Kazei 5* can easily be used in other settings, and much of the material in this book is readily adaptable for *Champions*, *Dark Champions*, and *Star Hero* campaigns. A GM wishing to run a *Kazei 5* campaign should read through the entire book first. This will allow you to decide what sort of campaign you wish to run, as well as which parts of the book you wish to use. The GM's Vault contains suggestions for different types of *Kazei 5* campaigns, including ones featuring only espers, or a world in which magic works along-side high-technology. Players should feel free to make a thorough examination of the book as well, although they should try to avoid the GM's Vault.

> *"I firmly believe that before many centuries more, science will be the master of man. The engines he will have invented will be beyond his strength to control. Some day science shall have the existence of mankind in its power, and the human race shall commit suicide by blowing up the world."*
> — Henry Adams, 1862

Kazei 5 is laid out as follows:

◉ **Part 1: Introduction And Campaign Basics —** The section you are reading right now, which includes a brief discussion of the cyberpunk genre, as well as anime and manga, and how the two relate to *Kazei 5*.

◉ **Part 2: Cybertech, Cyberspace, and Cyberarmor: The Animepunk Sourcebook** — This section is broken into a series of chapters, each of which examines a different facet of the animepunk genre. Here you will find *HERO System* rules and game mechanics for such campaign elements as cyberware, cyborgs, powered-armor suits, mecha, cyberhacking, and esper powers. While geared specifically for the *Kazei 5* setting, GMs should have no problem picking out specific rules and power sets for use in their own games.

◉ **Part 3: Cyborgs, Esper Weapons, and Replicate Humans: Characters For Kazei 5** — This section starts with character creation and development, then discusses the use of Resource Points, before wrapping up with extensive listings of weapons, armor, vehicles, and other gadgets.

◉ **Part 4: Arcologies, Zero Zones & Multinationals: The World of Kazei 5** — Here we take an in-depth look into the *Kazei 5* universe itself, including such elements as the history, geopolitical makeup, and technology of the setting.

◉ **Part 5: Corporate Operatives, Fixers, And Street Samurai: The People of Kazei 5** — This section presents a wide variety of characters, including espers, cyborgs, cyberdroids, and replicated humans.

◉ **Part 6: The GM's Vault** — Here you will find advice on running a *Kazei 5* campaign, a discussion of campaign styles and tone, secret "GM's eyes only" information, a timeline, as well as numerous scenarios and plot seeds.

◉ **Part 7: Appendices** — This section has a brief glossary of Japanese and slang terms, a bibliography, and a suggested *Kazei 5* soundtrack.

NOTE FROM THE AUTHOR

Some of you may recall (and even own) the earlier, Hero Games edition of *Kazei 5* and may wonder what this volume will offer that the previous book didn't. My intent when writing *Kazei 5* Second Edition was to update the rules to the newest edition of the *HERO System*, expand upon and clarify certain concepts (such as how cyberware works, or what the side effects of esper powers are), and present the material in a clear and coherent fashion. Most everything from the first edition can be found in the second edition, just updated and expanded upon. A few things are missing (such as the Biochemistry section and some NPCs), but I think the material that replaces it more than makes up for the omissions.

WAR GLAND

Effect: +5 STR, +6 DEX, +5 CON, +10 STUN, +10 END, +2 with Perception Rolls for all sense groups, Rapid Adder for Sight group, Combat Luck (3 rPD, 3rED)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: An advanced form of the Combat Pump, the War Gland floods the character's bloodstream with a tailored cocktail of combat drugs and an enhanced mix of adrenaline and noradrenalin to stimulate the body and mind into an optimal state for combat. While "boosting" with the War Gland, the character perceives the world moving in slow motion around him — he's faster, stronger, tougher, and more able to withstand pain and trauma. The character's senses are sharpened to a razor's edge, and — for a short time — he's a far more formidable combatant. However, once the boost from the War Gland ends, the shock to the character's system can be severe.

Extreme fatigue is the most common aftereffect, but repeated use of the War Gland risks permanent damage to the character's biological systems. Once the effects of the War Gland end, the Side Effects occur immediately (6D6 Stun Damage). The Recoverable Charge recovers once the character has time to rest and the War Gland has refilled its reservoir –- typically 4-6 hours.

See the *Combat Pump* for comments on *Poor Quality* bioware and the effects of a damaged War Gland. Long term use of a War Gland may have debilitating effects on the character's heart, nervous system, and arterial network.

Game Information: *+5 STR, +6 DEX, +5 CON, +2 OCV, +2 DCV, +10 END, +10 STUN, +2 PER, Rapid (x10) for Sight Group, Combat Luck 3 rPD/3 rED (66 Active Points); 1 Continuing Charge (1 Turn, recoverable, -3/4),Cybersystem (-1/4), Side Effects, Side Effect occurs automatically whenever Power is used (character takes 2D6 STUN Damage once the War Gland shuts off; -1/2). Total cost: 26 points.*

Cyborgs

A cyborg is any living organism with implanted cybernetics. Thus, by the strictest definition of the term, someone with an implant as simple as a new valve for his heart is a cyborg. However, in the world of 2030 the accepted interpretation is anyone who's had more than 50% of his body replaced with artificial parts. Of course, this definition isn't exactly precise, and the question of where the human ends and the machine begins is an ongoing one.

Cyborgs are a fairly new phenomena, dating back to around 2010, when advances in cyberware technology made it possible to rebuild most the human body in what is currently called a "cybergraft upgrade." In the early 2020s the process for a full-body cybernetic replacement was perfected, resulting in cyborgs with no human body parts — aside from the brain.

Initially, cyborgs were conceived as a way for those born with debilitating birth defects, who had suffered crippling injuries, or had sustained severe war wounds, to be made whole again, and thus capable of normal interaction with society. However, as cybernetics, and thus cyborgs, became more advanced, the capabilities of an all-cybernetic body increased. This led to people deliberately choosing to replace their organic bodies with mechanical ones in order to be faster, stronger, and more durable than unmodified humans.

Currently, the chance to obtain the ultimate in cybernetic enhancement and augmentation is too good for many to pass up, and cyborgs are becoming increasingly common, especially among corporate and military special forces.

> *"Will you stop calling me 'metal man'? I mean, if I've told you once I've told you a hundred times, there's no metal in here!"*
> — Malachi Brogan, combat cybergraft upgrade

Cyborgs And Society

As with cyberware, society has varying levels of acceptance for cyborgs. Among the corporate elite, cyborgs who look fully human fare best, as anything obviously mechanical tends to be treated more as a machine than a person. On the street, the opposite tends to hold true, as cyborgs with heavily augmented artificial bodies are usually given a wide berth and a great deal of respect. That said, even more "normal"-looking cyborgs have a certain degree of "street cred," if merely for undergoing the procedure. Military, paramilitary, and security forces tend to treat all cyborgs equally, recognizing different body modifications serve different purposes. Finally, the general public tends to better accept a cyborg the more human-looking he is (and a properly designed full-conversion body is identical in appearance to the human body). Partial-conversions are tolerated, but the public is usually put-off by anyone whose body is obviously heavily mechanized.

Even with the general acceptance of cyberware, there are those who question the use of cyborg bodies. Usually, accident victims and people with genetic birth defects are given a certain degree of understanding, while those who have voluntarily undergone the process are treated as if they've lost a portion of their humanity. In extreme cases, cyborgs may encounter others who treat them, at best, as something less than human, and at worst as little more than machines.

WHAT'S IN A NAME?

Terminology associated with cyborgs.

'borg: The slang form of cyborg. Example: "I hear the Jinsei CEO's really brain-in-a-box 'borg. That true?"

'borged: A cyborg with an excess of cyberware, usually of a combat nature. Example: "Dude's 'borged out beyond belief. He's got enough firepower implanted to fight a small war — and win."

Brain-In-A-Box: A full-conversion cyborg. The term comes from the ability of many full-conversion cyborgs to take the armored shell containing their brain and move it from one body to another.

Cybergraft Upgrade: To be made into a cyborg. A "combat" cybergraft upgrade is a cyborg designed for military applications.

Cybernetic Organism: The official term for a cyborg. Now obsolete.

FMJ: Short for "full metal jacket." Used when referring to armored full-conversion cyborgs.

Full-Conversion: A cyborg whose entire body, except for the brain, has been replaced with cybernetics.

Hard Shell: A cyborg whose body is covered with rigid armored plates. Most hard shell cyborgs don't bother covering their bodies with synthflesh.

Iron Angel: A partial-conversion cyborg with cybernetic arms and legs. With the rise of full-conversion cyborgs, this term is falling out of use.

Partial-Conversion: A cyborg who retains most of his original body (usually his head and torso), with the rest replaced with cybernetics.

Soft Shell: A full-conversion cyborg made to look (and feel) as close to a normal human as possible.

○ Can be interfered with or blocked by certain environmental conditions. Cyberhacking uses radio signals to engage in wireless contact between Cyberbrains. It's possible certain structures may interfere with the signals (best represented by applying the Limitation *Reduced By Range*), while Radio-Based Flashes, Darkness, or even Change Environment effects may prevent the use of wireless communication.

○ Finally, cyberhacking programs are only as effective as the cyber they have to work with. No matter how good the Effect Roll, a character can't force his target to experience a certain effect if the appropriate cyberware isn't it place.

> *"A lot of people thought the future of computer cracking to be one of virtual avatars hurling elaborate attack programs at each other in a computer-generated fantasy land. Well, as you can see, they were wrong."*
> — Asagiri

CYBERSPACE UTILITIES

While primarily designed to affect Cyberbrains, cyberspace utilities can be used to interact with normal computers. Simply substitute INT for EGO. However, cyberspace utilities cannot be used on just any machine, only on those with a wireless-capable interface and processor.

ADVANCED CYBERBRAIN

Effect: 15 EGO, 5 OMCV, 5 DMCV
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Also known as cybernetic input/output processors, Cyberbrains are used to control a character's various cybernetic systems. The more cybernetics a character has implanted, the better the Cyberbrain needed to run them. Upgrading a Cyberbrain is possible, but suffers the same issues as upgrading a Cranial Computer: invasive surgery and the danger of brain damage.

A damaged Cyberbrain may be unable to interface with certain cybersystems or be limited in the number of systems it can interface with at any one time. *Poor Quality* Cyberbrains are limited to EGO/3 in the number of cybersystems they can access at any one time, normally forcing the character to switch between desired systems as needed. This is a Zero-Phase Action.

Game Information: *15 EGO, 5 OMCV, 5 DMCV (45 Active Points); Cybersystem (-1/4), Restrainable (EMP cut-off switch; -1/4). Total cost: 30 points.*

Options:

1) Secure Cyberbrain: Increase to 20 EGO, 7 OMCV, 7 DMCV. 62 Active Points; total cost 41 points.

2) Military-Grade Cyberbrain: Increase to 25 EGO, 9 OMCV, 9 DMCV. 79 Active Points; total cost 53 points.

3) Basic Cyberbrain: This is the standard Cyberbrain for most people with cybernetic implants. Decrease to 10 EGO, 3 OMCV, 3 DMCV. 40 Active Points; total cost 27 points.

4) Intrusion Countermeasures: Add +2 DMCV. 6 Active Points; total cost 4 points.

ADVANCED CYBERBRAIN PROCESSOR

Effect: Endurance Reserve (45 END, 15 REC)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: A Cyberbrain Processor is used specifically to run various cyberspace utilities. Most people don't need one, only those who intend to actively access the Net (or other Cyberbrains) via their Cyberbrain need to invest in one. The larger the Processor, the more RAM and processing power the character has, and the more programs he can run. As with Cyberbrains, characters can upgrade their Processor, but run the same risks.

Damaged Processors may lose END or REC or may be unable to access and run certain programs (*i.e.* the Limitation *Requires A Roll* is used). A *Poor Quality* Cyberbrain Processor should have the *Slow Recovery* Limitation, reduced END, or suffer the Requires A Roll Limitation.

Game Information: *Endurance Reserve (45 END, 15 REC) (22 Active Points); Cybersystem (-1/4), Restrainable (EMP cut-off switch; -1/4), Restricted Use (cyberspace utilities only; -1/4) Side Effect (1/2d6 RKA **plus** 1d6 END Drain if character uses personal END after Endurance Reserve is exhausted; -0). Total cost: 12 points.*

Options:

1) Secure Cyberbrain Processor: Increase to Endurance Reserve (60 END, 20 REC). 28 Active Points; total cost 16 points.

2) Military-Grade Cyberbrain Processor: Increase to Endurance Reserve (75 END, 25 REC) 36 Active Points; total cost 20 points.

3) Basic Cyberbrain Processor: Decrease to Endurance Reserve (30 END, 10 REC) . 15 Active Points; total cost 8 points.

ESPER SIDE EFFECTS TABLE

Game Masters shouldn't translate the Active Points listings directly into damage. For example, 15 Active Points of Trivial *Esper Side Effects* would probably be expressed as 5 STR of Telekinesis with the Advantage *Area Of Affect* (5m Radius; +1/2), with the TK either pushing small objects away or pulling them in. All side effects are centered on the esper himself, but for the most part he shouldn't be affected by them (unless they do something like cause the building he's standing in or on to collapse).

When implementing the *Esper Side Effects* Limitation, GMs should also consider more than just raw damage. For example, if an esper uses his TK to pull a weapon from a foe's hands, the GM could ask other characters (both friend and foe) to make STR Rolls to hold on to their weapons. Or, if an esper uses Telepathy on one character, he may overhear the thoughts of others, including his friends as well as innocent passersby. Broken pipes may spew steam or water, obscuring vision or making footing treacherous. Shattered windows will cover the ground in broken glass, and so on. The use of telepathic powers may cause damage to the target — such as extreme headaches, nausea, and bursting blood vessels, causing bleeding from the eyes, ears, and nose. Even worse, an attempt to read another persons mind might inadvertently end up erasing memories or learned skills.

For the most part, the *Esper Side Effects* Limitation should provide dramatic examples of esper powers in action. It shouldn't be considered an easy way for an esper to inflict damage on his foes, although if the esper doesn't care what happens to his surroundings, the GM should allow him to make as much of a mess as desired. At best, the Side Effects might help add some dice to a Presence Attack; at worst, they may severely hinder or even threaten the esper himself (See the aforementioned comment about dropping a building on yourself.)

Trivial (15 Active Points): Small objects, such as errant sheets of paper or other litter, are pulled toward (or pushed away from) the esper. Fragile items might develop faint cracks, while thin sheet metal may bend or dent.

Minor (30 Active Points): Large amounts of loose debris and other objects are lifted into the air around the esper. Fragile items show obvious cracks and might shatter. Window panes fracture, thin metal bends, while thicker metal dents.

Major (60 Active Points): Large and/or heavy objects (such as vending machines, newspaper boxes, and the like) are pulled/pushed over or away. Fragile items explode. Windows break, metal objects (such as lamp posts) bend, the ground fractures and either is depressed or is uplifted.

Extreme (120 Active Points): Cars, dumpsters, and similar objects are smashed and pushed away from the esper. All the windows in the surrounding block explode out of their frames, lamp posts bend in two and collapse, the ground depresses into a deep crater under the esper's feet (if in a building the walls and ceiling do the same).

Catastrophic (GM's Option): Entire buildings and bridges collapse. If in a vehicle, it shreds. Any unsecured objects around the esper are blasted outwards at high velocity. The ground doesn't depress but instead explodes away from the esper.

Finally, *Esper Side Effects* are synergistic, meaning the more espers present, the more severe the side effects. Two espers are sufficient to push severity up one level, four espers will push it up two levels, eight three levels, and so on. To keep things within reason this pushing should only occur when the espers are of roughly equal power. For example, Shion Nys (page 230) has numerous powers around 90 Active Points. This is more than twice the power level of anything Ryder is capable of, meaning if the two were to ever fight, his contribution to her inherent Extreme Side Effects would be negligible. Now, Shion fighting Ran (page 259) is a completely different story....

Handling Esper Side Effects

Game Masters and players shouldn't look upon *Esper Side Effects* as a way to do more damage. They are meant to represent the barely-in-control nature of esper powers, which tend to warp the natural world through unnatural forces. Most of the time, the side effects should simply provide a little descriptive color. For example, if an esper character leaps or flies into the air, then small objects should follow him. If he uses his telekinesis, he might pull other items toward him (or other PCs might feel a tug on their equipment). Actual destructive Side Effects (things breaking, the ground collapsing, and so on) should only occur a few times a session, and only when a character's esper powers are used for session-important events (such as needing to lift a heavy object or break down a barrier). A character should never feel overshadowed by his side effects and should never feel his side effects make his powers more trouble to use than they are worth.

Conversely, if the focus of a game session (or the campaign) is purely on espers, then the GM should consider making the side effects more central to the action. In addition, some characters are almost defined by the nature of their side effects. For example, if Ran and Shion were to engage in some sort of confrontation (either with each other or against a multinational corporate strike team), then the GM should make their side effects integral to the combat. Characters of this power level are meant to be frightening, both to espers and non-espers alike, and their side effects can help illustrate this.
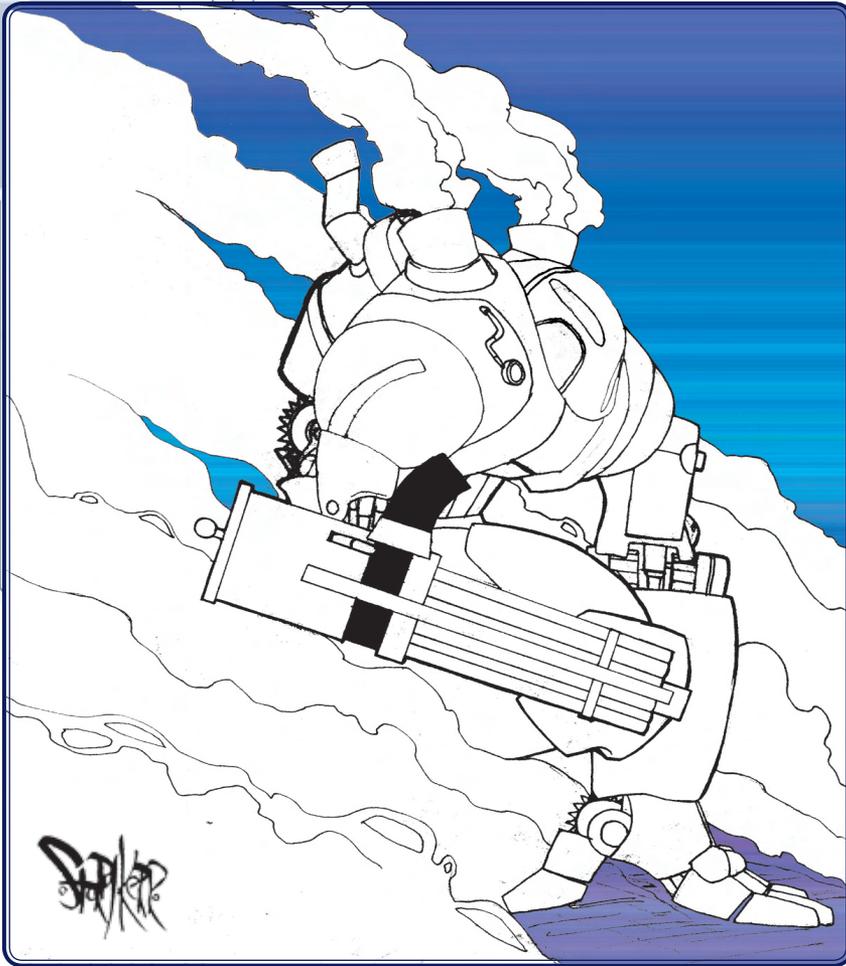
MECHA COMBAT RESULTS

The durability of mecha in anime varies wildly. The mecha used by major characters (both heroes and villains) can absorb a great deal of punishment, while those used by minor characters and faceless agents can be destroyed with minimal effort. Game Masters who wish to simulate this effect can do so by having any BODY that gets past the defenses of mecha piloted by a nameless minion disable/destroy the location hit (thus, a torso hit will immediately put the mecha out of action).

Exo-Suit Design And Construction

Most Exo-Suits are humanoid in appearance, with two legs, two primary arms, two "slave" arms (used to control the primary arms), and a sensory array for a "head." Size varies, with most Exo-Suits standing between two and three meters in height and weighing 1.5 to 2 tons. The exterior of an Exo-Suit consists of an armored shell similar to an APEX Suit mounted over a system of hydraulic actuators. Motivational power is normally supplied via cold fusion, although some Exo-Suits (specifically ones used for construction) use bio-fuel-capable internal combustion engines.

Access to an Exo-Suit is usually though the front. The torso splits open into three sections (bottom, left, and right). The pilot then climbs into the vehicle, positions his limbs, and closes the suit. Inside, the suit is quite snug, with a saddle for the pilot, a view screen linked to the sensory array, and various status indicators. His legs extend down into the suit's legs, while his arms go into the slave arms. This arrangement allows the pilot to "wear" an Exo-Suit in the same manner as an APEX Suit. To move he simply starts walking; if he wishes to lift something, he makes the proper movements with the slave arms and the primary arms duplicate his actions. To look around, he moves his head, and the sensory array follows. While this set-up does take some getting used to, it also means a novice pilot can be up and moving around within hours.

Non-humanoid Exo-Suits tend to have a crab or spider-like appearance. The pilot usually lies within the vehicle instead of sitting, operating it via a Vehicle Control Link. While not as easy to operate as a conventional Exo-Suit, their low silhouette makes them popular with covert forces.

STRENGTH, DURABILITY, AND STRUCTURAL INTEGRITY

Exo-Suits are bought as vehicles. Length should be read as height for humanoid 'Suits, while crab and spider-shaped mecha read the chart as written. Humanoid 'Suits are Size Category 1 or 2, spider-shaped 'Suits can be as large as Size Category 3. To simulate the suit's weight, buy sufficient additional Knockback Resistance to give the suit -8m (which is equal to 1.6 tons of mass).

In many respects an Exo-Suit acts like an APEX Suit, just on a larger and heavier scale. Exo-Suits are stronger, more massive, and tougher, but aren't as maneuverable. See the chart below for recommended Characteristic ranges (broken down by weight class).

Exo-Suit Weigh Class	Light	Medium	Heavy
Size	1	1-2	2
STR	25-33	33-40	40-55
DEX	18-20	15-18	13-15
BODY	14-15	16-20	20-23
DEF	12-15	15-18	18-23
SPD	4	3	2-3

As with APEX Suits, an Exo-Suits Characteristics are set and can't be exceeded through the use of Cyber Limbs, Muscle Augmentation, Reflex Enhancements, and so on.

BODY CONSTRUCTION, DEFENSIVE SYSTEMS, AND MASS

Exo-Suits are built much like cyborgs. They start out as a metal frame (skeleton), to which are added hydraulic actuators (muscles), and then covered with armored plating (skin). To this is added sensory, movement, and weapons systems (if needed). The finished Exo-Suit is then assigned to one of three weight classes, depending on the suit's size and intended purpose.

Exo-Suit weight classes are light, medium, and heavy. Light Exo-Suits are usually civilian models, used for light construction and operations in hazardous environments. Medium Exo-Suits tend to be military models, outfitted with various weapons and communications systems. Heavy 'Suits are normally found in construction, although there are several military designs of this size.

PUMA CLASS SECURITY REPLICATE

25 STR 23 DEX 23 CON 10 INT   8 EGO   18 PRE

7 OCV 7 DCV   3 OMCV 3 DMCV 4 SPD

9 PD   8 ED   10 REC 45 END 14 BOD 40S TUN

Abilities: *Hyper Immune System:* LS (Immunity: All terrestrial diseases and biowarfare agents); Not Versus Bioweapons (-1/2); *Powerful Leaper:* Leaping +10m (14m forward, 7m upward); *Swift:* Running +8m (20m total); *Cat's Ears:* +3 PER with Hearing Group; Hardwired Hand-To-Hand Combat Training (Block; Escape; Joint Lock; Punch/Snap Kick; Takedown; Weapon Element: Blades, Clubs); *Customized DNA:* Bioware Compatible; Striking Appearance (+1/+1d6); +2 with All Combat; Cat-Like Grace: +1 with Agility Skills; Acrobatics 14-; Breakfall 14-; Climbing 14-; Stealth 14-; TF: Common Motorized Ground Vehicles; WF: Common Melee Weapons, Small Arms, Anti-Materiel Rifle, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons, Stun Rods; 9 Points Of Additional Skills

175+Matching Complications (50): Distinctive Features: Replicated Human (Not Concealable; Noticed and Recognizable; Detectable Only By Technology Or Major Effort); Distinctive Features: Cat's Ears, Possible Non-Human Hair/Skin Color (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses); Distinctive Features: Style (Not Concealable; Noticed and Recognizable; Detectable By Large Group); Negative Reputation: tough but stupid (Frequently); Psychological Complication: Must Obey Owner's Commands (Very Common, Total); Social Complication: Replicated Human (Very Frequently, Major)

PUMA CLASS SECURITY REPLICATE

The Puma Class Security replicate is the world's most well known (and popular) model of replicated human, mostly due to Mitsumi's excellent advertising campaigns. Visually distinctive due to their extreme height and tapering cat-like ears, Pumas are considered to be the best security replicates available. Advanced bioengineering techniques, as well as a unique internal body structure, have resulted in an excellent combination of strength, agility, speed, and toughness. These characteristics, combined with almost unbreakable personality governors, have greatly contributed to the Puma's popularity. They're found acting as security guards, bodyguards, and field agents the world over.

Personality-wise, Pumas are normally aggressive, with a strong "gung-ho" attitude. On the other hand, implanted personality governors can make them almost docile in the presence of their designated manager. These governors are also responsible for a Puma's almost mindless devotion to their corporate masters, as well as a distinct lack of personal ambition. A Puma takes pride in a job well done and can be very resourceful when it comes to completing that job, but they have no desire to better their lot in life — a useful trait for keeping them under control.

The typical Puma stands at least 6'3", with some exceeding 6'6". They usually weigh 180 to 225 pounds, although males may tip the scales at 250. They're broad-shouldered, with well-defined builds and a thick mane of hair that at a minimum falls to their shoulders. At the top of the skull is a pair of cat-like ears, Mitsumi's trademark for its entire line of replicates. A Puma's eye, hair and skin color has no set pattern.