

traditional in some ways, they still use Bushidō as a creed, but in other ways are also very pragmatic and modern. The average Yakuza is a lieutenant on the street, often employing illegal immigrants and gang members to do his dirty work, leaving no trace to the Yakuza leaders except “clean” and legal operations like pachinko parlors. All Yakuza bear body tattoos as indicators of rank, and pledge allegiance to their oyabun, the “grandfather.” They are recognizable on the streets by their punch perms and sunglasses.

Skills: Bushidō, Conceal, Fast Talk, Hide, Persuade, Psychology, Urban Navigation, Weapon (Melee or Handgun).

Equipment: BMW/Mercedes vehicle, pachinko parlor, butterfly knife, small handgun, protection payment list, and *yukata* summer kimono with wooden *geta* shoes.

YAMABUSHI

Existent since around 700 C.E., Yamabushi are specialized Buddhist mountain ascetics. Practicing esoteric Buddhism through obscure chants, charms, and extreme physical hardship, they acquire magical powers with the intent to benefit the community at large. Loosely associated with the *Tendai* and *Shingon* sects, shugensha are renowned for exorcisms and martial arts skills. Making regular pilgrimages to the highest and most remote sacred mountains in Japan dressed in their very distinctive outfit, little has changed for the Yamabushi. These mountain monks do not take on the trappings of modern society, preferring instead to spend hours in rigorous ascetic rituals chanting under icy waterfalls.

Skills: First Aid, Geology, Lore (Buddhism), Martial Arts (Bo-Ken), Navigate, Occult (Demons/Ghosts), Spot Hidden.

Equipment: Fez-like black hat, globe necklace, five ringed shaku-jo staff*, animal skin backpack/bedroll, tome of sutras*, juzu prayer beads* and worn white cotton robes.

* See pages 146–147 for more information regarding these items.

Handling Foreign Investigators

Nippon, Land of the Rising Sun, since the dawn of time has been a place of unsurpassed beauty and the unequalled spirit of its people, the Nippon-jin. It is little wonder that for so many eras wave after wave of barbarian invaders have attempted to land on our shores and harvest this prosperity.

—Passage from the *Shinwa Taizen*.

Many players will wish to bring in continuing investigators or even create a non-Japanese investigator from scratch. These investigators are considered foreign by Japanese citizens. Even a person of Japanese descent but born in a different country falls into this category.

REASONS FOR COMING TO JAPAN

There can be many reasons for an investigator to decide to come to Japan. Here are a few plausible ones for keepers wishing to interrupt the lives of foreign investigators and move the action to Japan.

A VACATION WITH A SURPRISE

1. An investigator decides he needs some rest and relaxation. Japan sounds as far from Mythos-related trouble as possible. Little does he know.
2. Investigators win free tickets to Japan. The contest seems a bit contrived if they look into it; otherwise they will probably expect a wonderful sightseeing break in the Orient.

JAPANESE IMMIGRATION BUREAU

Legal Last Name _____ Legal First Name _____ Middle Name _____

Nationality on Passport _____ Place of Issue _____

Passport Number _____ Exp. date ____/____/____

VISA TYPE

(Please check only one)

- | | |
|--|---|
| <input type="checkbox"/> Tourist, 3 mo. | <input type="checkbox"/> Educational, 12 mo. |
| <input type="checkbox"/> Working holiday, 12 mo. | <input type="checkbox"/> Employment, 12 mo. |
| <input type="checkbox"/> Cultural activities, 6–12 mo. | <input type="checkbox"/> Perm. resident, 36 mo. |

Residency Status _____ Resident Card # _____

Date of Entry into Japan ____/____/____ Renewal Date ____/____/____

Japanese Sponsor (Name and Address) _____