

Kyuso Nakamura Yoshio

You are *Kyuso* Third Class Nakamura Yoshio, the leader of *Tsu-Gumi Kyutai-7*, a six-member team of NKKC operatives based on the orbital station *Hakenshitsu-Tsu*. You have served with the NKKC for over twelve years now, but your promotion to the rank of *Kyuso* and assignment to lead this team are recent. Of course, you are determined to do a good job. Unfortunately perhaps, the NKKC leadership have decided to make your team into public “faces” for the agency, which complicates matters.

You were born into an ordinary family in southern Japan, and might have ended up in an ordinary career, but from childhood, you decided that the proper way for a person to live is to work to make life better for all humanity (and other fully sapient species). You were determined, as a point of pride, to do your best at this, and by hard work and study, you achieved a place in the NKKC. You know that your colleagues think of you as humourless – and it’s true that you don’t find much funny – but they respect your dedication, and you understand that the higher ranks had you marked as leadership material from early on; all that held you back was the problems dealing with people. So you worked at this. Your charisma comes from a mixture of determination, high-mindedness, and *learned* leadership style.

Although you are loyal to your country and the NKKC, and not ashamed of what you are, you have a couple of things about you that you don’t mention to everybody, to avoid complications. First, you were born female, but had yourself biotechnologically transformed to male shortly before you joined the NKKC. (Your confidential NKKC files record this fact, of course.) You find that you’re more comfortable this way, and even today, some people still seem to respond better to a man than a woman in dangerous situations. Despite the transformation, you’re still interested in men rather than women romantically, but as you never let that influence how you do your job (and you *certainly* avoid entanglements with your team), it’s not a very important fact.

And second, travelling round the world with the NKKC, you’ve developed a bit of a sneaking sympathy for infosocialism – the political position that says that information should be freed from the control of individuals or corporations. You’re no radical, but you think that restrictions on knowledge and ideas are holding humanity back. Unfortunately, not all of the so-called “nanosocialist” governments are very good for the cause, but you think that basic infosocialist ideas are more right than wrong. This, your superiors *don’t* have to know about.

Abilities

Along with broad training in relevant skills from the NKKC, you have sought out training in self-defence, on general principles and because missions occasionally get complicated. You chose *Cocerdelmi*, a functional military unarmed combat style that was actually developed by a nanosocialist army in South America. (You picked up some of your politics in the gym, in fact.) You aren’t any sort of martial arts expert, though.

In addition to this training and a good basic genetic package that makes you good-looking, resistant to disease, and long-lived, you’ve had a number of nanotech and biotech treatments over the years, often subsidised by the NKKC. They make you fast (though your rapid crisis responses – *Combat Reflexes* – are something you learned the hard way), and resistant to many forms of harm. By triggering implanted systems, you can suppress pain for up to four minutes per day (albeit at a significant cost in general function, so you don’t do it often), take control of your involuntary biological functions (+2 to any HT rolls this might help with – GM’s judgement), or even temporarily shut down your system to minimise oxygen requirements.

Also, *Sensitive* means that you can “read” people fairly well (thanks to study and practice). When you first meet someone, you can ask the GM to make an IQ-3 roll to determine what you “feel” about them. Lastly, you have an implanted military-grade radio communicator, although you have

resisted pressure from the agency to have a full sense-recording system, on the grounds that it would be a distraction from your work – although you do have a “downslink” implant, so you can play back and review what the PR department are putting out about your team.

Your Aibo Rescue Suit

Like all field operatives, when on a mission, you wear a multi-purpose sealed environment suit which is managed by its own non-sapient AI. Along with protection from injury (**GURPS** DR 10), pressure, vacuum, and extreme temperatures, this includes GPS navigation, high-resolution audio systems, chemosensors, IR and low-light optics, short-range radar and sonar capability, and a built-in first aid kit, swim fins, and searchlight.

All suit AIs have a number of useful skills “trained in,” and yours has learned a lot from years working with you. It has IQ 12, HT 15, Will 12, and Per 17, and the skills Administration-12, Computer Operation-15, Diagnosis (Trauma Effects)-15, First Aid-14, and Search-18. It can also run all sorts of “skill set” software; at the start of each mission, it is usually loaded with the equivalent of accented skill in an appropriate language and Area Knowledge for the area of the current disaster at level 14.

Your Team

Tsu-Gumi Kyutai-7 has four other organic members and a robot. They’re good people in their way, no doubt, but you’re still making a team of them.

Tanaka Tekeru is the second most experienced field operative after yourself, although some of his experience didn’t come from the NKKC. He originally trained and served as an aerospace pilot with the Self-Defence Forces before he evidently realised that he could do more good for the world in the NKKC, and he still sometimes acts like a brash military pilot. You aren’t sure if he might not have a tendency to insubordination or excess ambition, too – not that he ever says anything to your face. He is a superb space pilot, though, with a useful knowledge of AI psychology.

Unfortunately, *Teshima Seiko* is the second highest *ranking* member of the team, after you (as she sometimes insists on reminding you privately). She is on secondment from *Hodobu*, the NKKC PR department, who believed that they should have someone observing your team directly and advising on public relations concerns. Fortunately, the agency insisted that she should go through full field operative training first, and to give her credit, she stayed that course and emerged as a competent rescue worker. She is certainly intelligent and smart, but she likes to get her own way.

Maeda Tomoko is the youngest member of the team, being just 19. She’s a Ziusudra parahuman – her parents paid to make her “better” than human in the womb – but you don’t let that influence your opinion of her. Actually, she’s very enthusiastic, so you plan to train and direct that enthusiasm. Her kind nature does her credit, too. Unfortunately, however, you have a suspicion that she has a girlish crush on you.

Rodosha Ken is even less human; he’s a bioroid, a manufactured organic being. He was *built* to be a strong, stoical, helpful worker, and his makers were good at their job. Nothing much seems to worry him, and he is always very helpful and loyal.

Lastly, *Tetsu-Tatsu* gives the team some mechanical strength. It is a fully-sapient AI, designed for his job and pleasingly keen, in a calm way. To tell the truth, though, it’s not got much personality and it’s not a very original thinker.

Kyushi Tanaka Tekeru

You are *Kyushi* Second Class Tanaka Tekeru, a member of *Tsu-Gumi Kyutai-7*, a six-person team of NKKC operatives based on the orbital station *Hakenshitsu-Tsu*. Other people think of you as the team's flashy pilot, but you think of yourself as something more old-fashioned than that; a dedicated patriot serving his country. However, you don't talk about this much to others; it's not a fashionable attitude.

But in an increasingly complex world in which humanity may be superseded in a few decades, it seems to you, one must find something to give one's existence meaning and as a focus for one's efforts. Originally, this led you to join the Japanese Self-Defence Forces, where aptitude testing revealed that you were a naturally gifted space pilot. You scored high in training, and served in orbit and atmosphere for some years. You don't think you are arrogant, but you are fully aware of your own abilities.

However – fortunately, no doubt – Japan isn't fighting many wars these days, and when some of your relatives were rescued by NKKC operatives after an earthquake in southern Japan, and you saw how respected the NKKC were, you realised that the best way to serve your country might in fact be to help it merit respect by helping people. So you applied for a transfer and, after a certain amount of bureaucratic wrangling, made the move.

Unfortunately, the new team to which you've been assigned has an extra function; to help the PR people sell the NKKC to the world in general and to Japanese politicians in particular. You're not sure why they think that you're suited to this role – people call you things like “dour” and “moody”, after all – but if it helps Japan, you'll play along.

Abilities

Your military training was mostly in space skills, and the NKKC has built on that. You are indeed good at such things (your *Born Spacer* Talent); fortunately, as many of your missions are on Earth, you have also picked up some insights into things like AI psychology, which can be important. Your military training included a little optional study of *Hishōjutsu*, also known as “Flight Art”, a personal combat style that employs agility and three-dimensional movement to good effect.

Although you are genetically baseline human, the JSDF paid for you to have some biotechnological and nanotechnological enhancements. (The NKKC have transferred some of those costs to their budget now.) Along with protection against disease, radiation, and other problems, and a cable jack connection to help you control some machines and so on, you have a radically accelerated nervous system. Things that are fast for most people almost seem to move in slow motion to you, and you can always respond rationally under stress. You are also *Fit* (+1 to most HT rolls, recover Fatigue Points at twice the normal rate) and stoical in the face of discomfort (*High Pain Threshold*.)

On the other side, though, *Overconfidence* means pretty much what it says (you can control this with a roll of 12 or less), and *Unluckiness* means that, once per play session, the GM will arbitrarily declare that something bad happens to you, or something goes wrong for you.

Your Aibo Rescue Suit

Like all field operatives, when on a mission, you wear a multi-purpose sealed environment suit which is managed by its own non-sapient AI. Along with protection from injury (**GURPS** DR 10), pressure, vacuum, and extreme temperatures, this includes GPS navigation, high-resolution audio systems, chemosensors, IR and low-light optics, short-range radar and sonar capability, and a built-in first aid kit, swim fins, and searchlight.

All suit AIs have a number of useful skills “trained in”; yours has IQ 10, DX 10, HT 16, Will 10, and Per 15, and the skills Administration-10, Computer Operation-13, Diagnosis (Trauma Effects)-

13, First Aid-12, and Search-16. It can also run all sorts of “skill set” software; at the start of each mission, it is usually loaded with the equivalent of accented skill in an appropriate language and Area Knowledge for the area of the current disaster at level 12. Also, because you are good with AIs, you are good at getting the best out of yours; it effectively has *Extraordinary Luck*, meaning that you can periodically re-roll any dice roll made to use the suit’s abilities or cause damage to the suit; roll twice more and take the best result of the three, then note the real-world time – you can use the ability again when 30 minutes have passed.

The Team

Tsu-Gumi Kyutai-7 has four other organic members and a robot. They lack the discipline you’re used to from military teams, but you didn’t always fit in with that...

Nakamura Yoshio is the team leader. He plays the officer well, and you don’t care that he has no detectable sense of humour, but he can be a bit of a prig. Still, he knows his stuff.

Teshima Seiko is on secondment from *Hodobu*, the memetics division. In other words, it’s her job to make the rest of you worry more about appearances than results. Bit of an ice queen, really. Still, she can be kind of sexy when she’s annoyed.

Maeda Tomoko is the kid of the team – a “Ziusudra” parahuman, from a rich family. You don’t mind her being a bit spoiled, but she’s naïve enough to be trouble sometimes. You think she wants you to treat her as a kid sister; you’ll play along so long as she remembers that big brothers sometimes have to tell the kids not to be idiots.

Rodosha Ken is a bioroid – a manufactured biological being, which is surely a bit of a crappy thing to be, so you treat him well. You assume that he’s the other team member whose loyalty to the team and to Japan is reliable, anyway.

Well, him and *Tetsu-Tatsu*, the team robot. It’s supposed to be fully sapient, although you almost wonder sometimes. Not much personality or originality, but a bunch of solid abilities, so whatever.

Kyushi Teshima Seiko

You are *Kyushi* First Class Teshima Seiko, a member of *Tsu-Gumi Kyutai-7*, a six-person team of NKKC operatives based on the orbiting station *Hakenshitsu-Tsu*. Actually, you didn't join the NKKC to go on rescue missions, but your career has taken an *interesting* turn.

You decided during your education that you were interested in the science of memetics, and you discovered that you had quite a gift for the field. However, Japan in 2100 is pretty much a gerontocracy with AI civil servants, so there aren't many opportunities for ambitious young talent to make its mark. You decided to join one of the few organisations that would give you a real opportunity to prove yourself; *Hodobu*, the memetics division of the NKKC. Maintaining the NKKC's image, keeping foreign governments sweet, making sure that the organisation's budget increases every year, arranging for heroic InVids to appear in every language ... lots of chances to show what you can do.

A year or so ago, you proposed a new project – a new *kyutai* (six-person team) to act as faces to several sectors of the target population. They could be shown going about their business from day to day, with a mix of human and bioroid members that wasn't quite covered by any of the existing face teams. You made a good case, but unfortunately, some other people in *Hodobu* were trying to prove something, and tried to dismiss your proposal as too hard to manage correctly. You pointed out how they were wrong, but they attempted to depict you as young and inexperienced. Somehow, you were pushed into undertaking to manage the project personally, at close quarters...

Fortunately, you have always taken care to preserve your physical health, you actually understood what NKKC teams do, and you have a flexible intelligence; despite what your rivals may have hoped, you were able to pass the *Kyushutsu* training courses for rescue workers without too much difficulty. So now, you are “on secondment” to *Kyushutsu* – actually going out on missions while collecting recordings for memetic campaigns. Well, it'll give you a memetic advantage when you eventually go back to *Hodobu*, which has its share of idealists. And you do actually feel quite good about saving lives, sometimes. After all, that's why it's so important to make the NKKC look good, to keep its budget up, and to get full entry permissions from foreign governments.

Abilities

In addition to extensive memetic training (in advertising, propaganda, organisation skills, and so on – your *Memetic Competence* Talent indicates your exceptional potential in that direction) and the recent courses in rescue techniques, your approach to keeping your physical health included some study of self-defence. You chose Margaretian Karate, the fighting style developed on the feminist-run Margaret Station in Earth orbit, though you didn't go there to train. You're not an expert fighter, but you feel prepared for emergencies.

You had a good base to work from, too – your parents ensured that you have a good genetic package, giving you a highly effective immune system, and you keep in shape (*Fit* means +1 to most HT rolls, and you recover Fatigue Points at twice the normal rate). You have also had nanotechnological treatments to protect you against radiation and cancers. You *also* have a set of high-end communication implants – a full sensory uplink/downlink suite, managed by a non-sapient AI named “Yoko” which can look after recording work while you are distracted. (It has IQ, Will, and Per 9, it can run one 6-point and two 4-point “skill set” programs, it speaks English, Japanese, and Mandarin fluently, it has Cultural Familiarities for Japanese and Western cultures, and it has the skills Computer Operation-13, Electronics Operation (Communications)-11, Electronics Operation (Media)-14, Photography-12, Research-14, and Writing-10. Its only peculiarity is what seems to be a taste for children's cartoons.) Lastly, you have cultivated a couple of useful contacts in the past – a reporter in Brussels and an engineer in *Kenkyu*, the NKKC's technical division.

Your Aibo Rescue Suit

Like all field operatives, when on a mission, you wear a multi-purpose sealed environment suit which is managed by its own non-sapient AI. Along with protection from injury (*GURPS* DR 10), pressure, vacuum, and extreme temperatures, this includes GPS navigation, high-resolution audio systems, chemosensors, IR and low-light optics, short-range radar and sonar capability, and a built-in first aid kit, swim fins, and searchlight.

All suit AIs have a number of useful skills “trained in”; you insisted that yours should be the best available from the agency library. It has IQ 11, DX 10, HT 15, Will 12, and Per 16, and the skills Administration-11, Computer Operation-14, Diagnosis (Trauma Effects)-14, First Aid-13, Search-17, and Tactics-14. It can also run all sorts of “skill set” software; at the start of each mission, it is usually loaded with the equivalent of accented skill in an appropriate language and Area Knowledge for the area of the current disaster at level 12.

The Team

Tsu-Gumi Kyutai-7 has four other organic members and a robot. They more or less match your specifications for this project, but they can be difficult to manage sometimes.

Nakamura Yoshio is the team leader. He was chosen mostly because he’s a good, experienced leader – but he also hits a certain demographic rather nicely. Some people will want to thaw him out romantically. Fine. It’s just a shame that *you* have to put up with him.

Tanaka Tekeru is the second most experienced field operative on the team, and Yoshio makes it clear that he’s rather treat Tekeru as second-in-command. Well, tough; you outrank him. On the other hand, you hand-picked him for the team as its brooding, moody figure, and the thing is, he fits the part quite well. If he wasn’t part of your project, you could think of other things to do with him ... though getting past his brooding prose would be a bit of a job itself.

Maeda Tomoko is a “Ziusudra” parahuman, from a rich family, and here to provide the identification for younger audiences, especially female. Oh dear, though, she’s *keen*. Well, that’s part of the image design. The trick is to keep her looking keen on camera and on missions, without letting her drive you mad between times.

Rodosha Ken is a bioroid – a manufactured biological being, who provides visual and social balance to the team image. The nice thing is, he’s really good at taking direction. You appreciate this so much that you could feel quite maternal towards him. He’s nice and uncomplicated.

Lastly, *Tetsu-Tatsu* is the team’s robot; its strength serves practical purposes. Part of the idea here involves the NKKC’s *internal* memetics. The organisation has a peculiar bias against low-sapient AIs; this one is only just in the “full sapient” category, and if it serves well, one day, it may be used as evidence that less sapient operatives may have their place. But frankly, the best reason for putting it on this team is that it won’t distract mildly biochauvinist audiences from the accomplishments of the organic team members, or worry or annoy those audiences.

Kyushi Maeda Tomoko

You are *Kyushi* Third Class Maeda Tomoko, a member of *Tsu-Gumi Kyutai-7*, a six-person team of NKKC operatives based on the orbiting station *Hakenshitsu-Tsu*. You come from a well-off family, who spent so much money getting your genetics *right* that you're technically not quite human, probably in the hope that you'd be an ornament to the family. But there's a whole world out there, full of interesting people!

The trouble is, though, so many of them need help. Bad stuff keeps happening, all over the world, and you *so* want to help the victims! So you volunteered for the NKKC, and they accepted you. This is cool – you can help the world. Your family grumbled a bit, but they saw that you were determined, so fortunately you're still on good terms with them, and they and their friends sometimes help you a bit in various ways.

With your “Ziusudra” genetic design and all your enthusiasm, you got through training fine, and now you're assigned to a team – ready-made friends! You want to get close to all of them! There's lots of practical stuff to do too, of course, but as you keep telling people, you've done lots of courses to enable you to do it.

Abilities

You have good NKKC operative training, and your genetics make you attractive, resilient, long-lived, and just about immune to disease. In addition, you have excellent hearing, and your parents paid for you to have nanosymbionts to protect you against other sorts of harm, and an enhanced heart and liver. The NKKC paid for you to have a full sensory uplink/downlink (“slink”) system installed, so your experiences can be used in training, for PR work, and so on. You think this is cool!

You're also *lucky*. You can periodically re-roll any dice roll you make or that is made to cause damage to yourself; roll twice more and take the best result of the three, then note the real-world time. You can use the ability again when one hour has passed.

Oh, and you have various people you can call on for information or small favours – a whole bunch of corporate types who know your mother, and this boy you knew at school who nobody else really understood. Okay, he does have some slightly dubious friends, but he's a good person really!

Your Aibo Rescue Suit

Like all field operatives, when on a mission, you wear a multi-purpose sealed environment suit which is managed by its own non-sapient AI. Along with protection from injury (**GURPS** DR 10), pressure, vacuum, and extreme temperatures, this includes GPS navigation, high-resolution audio systems, chemosensors, IR and low-light optics, short-range radar and sonar capability, and a built-in first aid kit, swim fins, and searchlight.

All suit AIs have a number of useful skills “trained in”; yours has IQ 10, DX 10, HT 15, Will 10, and Per 15, and the skills Administration-10, Computer Operation-13, Diagnosis (Trauma Effects)-13, First Aid-12, and Search-16. It can also run all sorts of “skill set” software; at the start of each mission, it is usually loaded with the equivalent of accented skill in an appropriate language and Area Knowledge for the area of the current disaster at level 12. Also, you arranged for yours to receive some special accelerated language training from a software system marketed by one of your mother's friends (which is probably not quite according to regulations, but you don't let that worry you); it is completely fluent in Cantonese, English, French, German, Korean, Mandarin, and Spanish, as well as Japanese.

The Team

Tsu-Gumi Kyutai-7 has four other organic members and a robot. You're sure that they are all good people, but they are an interesting mix.

Nakamura Yoshio is the team leader. He's all cool and smart and detached and good at his job. You try to treat him kind of like family, without being too informal. It's difficult, but you realise that doing what he says is a good idea, and not just because of his rank.

Tanaka Tekeru is the pilot. He's ex-Self-Defence Forces, and kind of dark and brooding. Okay, so he's pushing a few obvious buttons, but there's no denying it makes him kind of sexy. Saying so, flat out, would just annoy him, obviously, but you'd like to know more about him.

Teshima Seiko is from the memetics department, and she can be a bit manipulative – but it's her job to make this team look good, so you try to listen to her advice. She's kind of a stern big sister. But sometimes she tells you that you're too enthusiastic, other times she encourages you. Talk about mixed signals!

Rodosha Ken is a bioroid – a manufactured biological being. That can't be an easy thing to be, so you try to be nice to him. The trouble is, whoever designed his personality seems to have tried a bit too hard to make him like a regular guy, which makes him a bit of an oaf sometimes.

Lastly, *Tetsu-Tatsu* is the team's robot, with a fully sapient AI personality. It's not very interesting, but people say that AIs develop as personalities over time; perhaps you can help Tetsu-Tatsu become a *really* sapient being!

Kyushi Rodosha Ken

You are *Kyushi* Third Class Rodosha Ken, a member of *Tsu-Gumi Kyutai-7*, a six-person team of NKKC operatives based on the orbiting station *Hakenshitsu-Tsu*. You are a *Rodosha* bioroid – an artificial being created (as are most of your model) to relieve the shortage of human workers in Japan in 2100. (You know that you are quite lucky to be a bioroid; in many places, beings of your kind are treated with a lot less respect.) However, the NKKC, looking for additional operatives, acquired your services, and trained you to display a little more initiative than many Rodoshas.

You received a lot of good training, actually (much of it from AIs, which you thus habitually respect), but you are still learning your way in human society. (People tell you that you are rather gullible. You have to believe them.) You have taken to collecting jokes, because people seem to respond well to humour. You also like being praised for your efforts or abilities, because it makes you feel that you are fitting in well. Your team are apparently supposed to be public faces for the NKKC, which sounds good to you.

Abilities

Your artificial Rodosha body is big and strong by human standards, with good manual dexterity and low-frequency hearing. Also, in addition to your training in rescue skills, you have good vision and hearing and pain tolerance even by bioroid standards, and thanks to your training and determination, nothing seriously frightens you. Also, you've had some additional biotech and nanotech treatments, protecting you against atmospheric pollutants and most forms of disease and cellular damage. You also have a full sensory-range uplink/downlink implant, allowing you to record all your experiences when on a mission and to help with the NKKC's PR work. Lastly, you have a friend in *Kenkyu* (the NKKC's R&D division) who sometimes tells you interesting stuff.

Conversely, as well as being seriously *Gullible*, because of your Rodosha brain, you are *Attentive* (which does give you +1 to rolls when working on long tasks – but also -3 to even notice interruptions), *Gregarious* to a fault (-2 to any IQ-based skills when you're alone, -1 if in a group of four or less), *Humble* (other people come first for you), and *Workaholic* (you drive yourself past your limits and miss a lot of sleep).

Your Aibo Rescue Suit

Like all field operatives, when on a mission, you wear a multi-purpose sealed environment suit which is managed by its own non-sapient AI. Along with protection from injury (**GURPS** DR 10), pressure, vacuum, and extreme temperatures, this includes GPS navigation, high-resolution audio systems, chemosensors, IR and low-light optics, short-range radar and sonar capability, and a built-in first aid kit, swim fins, and searchlight.

All suit AIs have a number of useful skills “trained in”, and yours has some additional bioroid training modules. It has IQ 10, DX 10, HT 15, Will 10, and Per 15, and the skills Administration-10, Computer Operation-13, Diagnosis (Trauma Effects)-13, First Aid-12, Psychology (Bioroid; Applied)-11, Savoir-Faire (High Society)-10, Search-16, and Teaching-13. It can also run all sorts of “skill set” software; at the start of each mission, it is usually loaded with the equivalent of accented skill in an appropriate language and Area Knowledge for the area of the current disaster at level 12.

The Team

Aside from yourself, *Tsu-Gumi Kyutai-7* has four human members and a robot. The humans are a mixture; you try to understand them as best you can.

Nakamura Yoshio is the team leader. He's a *good* leader, too; you'd follow him anywhere. That's

enough for you. He doesn't seem to enjoy any of your jokes, though.

Tanaka Tekeru is an expert pilot who also seems to know about AIs. Maybe he knows too much; he doesn't treat them with much respect. But then, he doesn't treat anyone with much respect. He used to be in the Self-Defence Forces, which means that he trained to kill people, which worries you. He's probably okay, but you're not totally sure about him.

Teshima Seiko is from *Hodobu*, the public relations department. Anyway, she's always nice to you; she sometimes tells you what to do, which she may not be completely supposed to do, but she seems to have good reasons, and her instructions are always clear. You can't help liking her.

Maeda Tomoko is a parahuman, which means that she's partly *designed*, like you, and quite young. You may not understand humans terribly well, but frankly, this one seems especially difficult; she keeps switching between friendly and stand-offish. You don't think that she's bigoted against bioroids – the friendly times are too friendly – but she does seem like hard work to get to know.

Lastly, *Tetsu-Tatsu* is the team's robot. It's very efficient and humble. You collect a lot of robot jokes, and to be honest, Tetsu-Tatsu helps you understand why there are so many. It's not very exciting.