



INTRODUCTION

The Riot is a Doctor Who Roleplaying Game adventure written as a standalone adventure that can be integrated into an ongoing campaign. **The Riot** takes place in 1905 Tokyo during the Hibiya Incendiary Riots. This is a pure time travel romp typical of William Hartnell's First Doctor where the player characters will be thrust into local affairs.

This makes this adventure perfect for a First Doctor campaign or even new time travellers. **The Riot** can be integrated into the Temporal Masters campaign where the Doctor takes his granddaughter Donna along with him, mirroring the First Doctor and Susan. **Prelude** is a short supplement for this adventure to introduce the Doctor's granddaughter Donna who can be used as a player character.

SPOILERS

Are you a player or the Gamemaster? If you're a player than hold your horses. The following pages contain information of your future, best to keep your eyes closed and your options open.

BACKGROUND

Meiji Period (Sep 1868-July 1912)

The Meiji Restoration marked the start of the Meiji Period and was a time of great change in Japanese politics and culture. It marked the end of the Tokugawa shogunate and the Edo period, bringing an end to Japan's isolationist foreign policy. Five provisions were made to introduce the first reforms to imperial rule:

1. Establishment of deliberative assemblies;

ADVENTURES IN SPACE AND TIME

2. Involvement of all classes in carrying out state affairs;
3. Revocation of sumptuary laws and class restrictions on employment;
4. Replacement of 'evil customs' with the 'just laws of nature'; and
5. An international search for knowledge to strengthen the foundations of imperial rule.

The administration of Japan was reappointed to the Imperial Court in Kyoto. The capital and the Imperial Court were moved to Tokyo. The feudal system was removed, daimyo became governors, the han became prefectures and Japanese government was centralised with the emperor as the head. As a sign of sharing his authority and awarding rights and liberties to his subjects the emperor granted the Meiji Constitution and led to the National Diet who could approve government legislation and initiate laws.

NAMING CONVENTION

One thing to note in this adventure, when it comes to names you will find that western names will be presented like:

Given name, Surname - Alice Roosevelt

Just to be confusing I have kept the traditional presentation of Japanese names:

Surname, Given name - Kunikida Doppo

Just as it is presumptuous to use ones given name in social circles in the UK in the 1900s it is also the case in Japan. Courtesy can go a long way. Just because you have a chameleon circuit to translate any language for you does not mean you know the correct etiquette.

Japan's Industrial Revolution also took place during the Meiji period, it began building railways and prepared land for later development. It created an education system for all youth that was more in line with that in the west. Thousands of Japanese students were sent to the United States and Europe. Western experts (called o-yatoi gaikokujin) were hired to teach modern science, mathematics, technology, foreign language and military science in Japan.

Russo-Japanese War (Feb 1904 - Sep 1905)

This was a territory conflict between the Russian Empire and the Japanese Empire over Korea and Manchuria (North East China). Through threat of Russian expansion, Japan offered to recognize Russian dominance in Manchuria in exchange for recognition of Korea as within the Japanese sphere of influence. Russia refused and demanded that portions of Korea be a neutral buffer zone between Russia and Japan. The Japanese government perceived a Russian threat to its strategic interests and chose to go to war.

MAKING HISTORY

This adventure has been inspired by the events of the riots that happened over 4-7 September 1905. Certain historical events have been shifted slightly to coincide with the riots (can't let some facts get in the way of a fun adventure). Either way the main themes revolving around the riots are kept.

Towards the end of the war the Imperial Japanese forces had won many decisive victories over the Imperial Russian forces. Unfortunately, the war efforts had cost Japan greatly both in lives and debt, borrowing aggressively on the London bond market, the economy could no longer fund the war effort. The peace treaty

negotiated in Portsmouth, New Hampshire through the mediation of American president Theodore Roosevelt, Japan did win a free hand to dominate Korea as a protectorate, and it gained the upper hand in Southern Manchuria in the form of leasehold. It gained no reparations which might have offset the war's cost.

The Japanese media's portrayal of the war led the people to believe that they were steamrolling the Russian forces. It was no surprise that the people were confused when they found out that the war that Imperial Japan was winning had resulted in such a poor result at the Portsmouth Treaty. The expected territory gains suitable for colonisation were not met. No reparations would also result in higher taxes of up to 33% on items like transportation, sugar, cooking oil, salt, soy sauce and tobacco.

The Hibiya Riot

Those who supported the war efforts came together to protest the peace. They incensed the local populace with news of the taxes and territory loss to Russia, gaining support and mobilised on Hibiya park to demonstrate. Unfortunately, police had shut the gates of the park in preparation of the mob and thus led to the following riot. Though the police that had closed off the park they could not stop the crowd of about 30,000 people from forcing their way into it. After all it was a public park belonging to the people.

In the park the demonstration continued, eventually once the crowd was incensed enough they took to the streets. Rather than taking their frustration out on the foreign ministry, the mob armed with rocks and flame attacked the home ministry; attacking the Home Minister's residence, police stations, kouban, street cars and pro-government newspapers. Police that opposed the rioters or firemen that tried to put out the fires were set upon with stones.

On the night of September 6 martial law was declared slowly abating the riots. The riots lasted three days resulting in the death of 17 people, 70 percent of kouban were destroyed, 15 rail cars were destroyed and 311 rioters were arrested by police and troops.

Not all the protesters were violent, some constructed hot air balloons with messages for the Emperor, the people assumed that the wishes of the emperor and the people were meshed, and that he has been wronged by his advisors. Kouno Hironaka sought to carry black-trimmed flags toward the imperial palace, in essence offering condolences to the emperor for the bad policies of his officials.

Police Boxes

The criminal code adopted during the restoration was inspired by the Napoleonic Model and drawn up by a French advisor. The new police force of Japan utilised police boxes, or more commonly known as kouban. These kouban are small neighbourhood police stations located at the corners of streets, generally manned by two police men with a cot inside for nightshifts. The idea was to integrate these in the community so that the public could easily approach the stationed policemen with any trouble and create a rapport with the community. Unfortunately, due to their isolation within the community they became easy prey during the riots.

BEGINNING THE ADVENTURE

Assuming the party consists of the Doctor (First or other) and companions, they arrive in Tokyo 5 September 1905 by Tardis. The reason for visiting could be as innocuous as getting sushi or to visit Japan during the Meiji Period, alternatively they could be deposited here by a fickle Tardis.

ADVENTURES IN SPACE AND TIME

Alternatively, if the group has other means of time travel they are deposited there by whatever means they have available.

The player characters arrive at night, the day before the riots. If they arrive by Tardis it materialises in central Tokyo, beside a kouban (Japan's police boxes). If the Tardis the Time Lord is using has an operational chameleon circuit then it will materialise on a non-descript corner and the Tardis adopts the appearance of a local kouban.

It is getting late the humid September air is cooling, the streets are lit by lanterns, you can hear the distant rattle of a street car. There are rickshaw drivers waiting beside the road ready to take fares to their destination.

HOW TO RUN THE RIOT

The Riot is an adventure written with the First Doctor in mind. First Doctor adventures are less about solving interstellar threats and more about exploring cultures; alien or ancient cultures. Once the Tardis evacuates when the kouban is set on by the mob with stones and flame, the Doctor and his companions are left to experience the Hibiya Park Riots.

SCENE 1 – NIGHT BEFORE THE RIOT

Upon arriving in Tokyo the player characters will have the choice of finding somewhere to eat and sleep for the night. As Western ideals were embraced during the Meiji Period so were the bans on red meat from the previous era were lifted, meaning that the player characters have ample variety of traditional Japanese cuisine and more western flavours, especially in central Tokyo where many foreign embassies resided.

Asking, a rickshaw driver or a local (after being surprised with your Japanese) will politely suggest an izakaya that is frequented by foreigners. As for accommodation there is Sekitei kyokan and another hotel with more western pleasantries, both of these establishments will also serve food.

THE AMERICANS

If the player characters decide to eat out at the izayaka before turning in for the night they find the Japanese tavern busy. The air inside is cloying from smoke and the warm bodies of the patrons. When the characters walk in they notice the patrons enjoying sake from small cups they also see food like; edamame (green soybeans), yakitori (grilled chicken on skewers) and nasu dengaku (miso grilled eggplant) served alongside the drinks.

Occupying one corner of the establishment are other westerners, by their accent you can only assume that they are American. The retinue seems to be laughing at an anecdote a young woman is telling.

The player characters will be invited to join the group or if they are forward enough may ask to join the Americans. The woman who was telling the anecdote is quite amiable and introduces herself as Alice Roosevelt, an Ingenuity + Knowledge History (Normal 12) roll will reveal that she is the daughter of US president Theodore Roosevelt. She indicates that the people she is with are the 'fun' members of a diplomatic tour with Howard William Taft, an Ingenuity + Knowledge History (Tricky 15) roll will reveal that this is the current US Secretary of War.

The Americans had landed in Japan earlier in the week after returning from China. Most of her colleagues are staying at the western hotel in the area whereas herself and Taft are staying at the American Embassy. As long as the player

characters are particularly rude she will invite them to join her sightseeing on the morrow.

with Alice as she carries a pistol and knows how to use it.

DIPLOMATIC MISSION

Under the leadership of Secretary of War, William Howard Taft, one of the first and largest US foreign diplomatic delegation embarked on a three month tour of Asia.

The entourage included 35 US congressmen, 7 senators and a number of civilians including the president's daughter Alice Roosevelt. The tour itself visited Japan, the Philippines and China.

During their tour they dined with the Meiji Emperor and stayed overnight in the Shiba Detached Palace. It was during his time in Japan that Taft had met in secret with Prime minister Katsura Tarou. During this meeting the two agreed on the continuing American authority in the Philippines in exchange for Japan's suzerainty over Korea.

Alice Roosevelt

Background – Is an American writer and prominent socialite. She is the eldest child of President Theodore Roosevelt. She has been sent by her father with Taft on a tour of Japan, Hawaii, China, the Philippines, and Korea.

What she knows – Alice had heard that War Secretary Taft had an unannounced meeting with Prime Minister Katsuro when they were last in Japan.

Appearance – Is a lithe, fair 21 year old woman with dark brown hair with a wicked smile.

Roleplaying Alice - Is as independent and outgoing as she was a self-confident and calculating young woman. It is unwise to mess

ALICE ROOSEVELT



AWARENESS	2	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Crafting 2, Fighting 1, Knowledge 3, Marksman 3, Medicine 1, Subterfuge 1, Survival 1, Technology 1, Transport 3

TRAIT

Argumentative, Attractive, Brave, Insatiable Curiosity

WEAPONS & EQUIPMENT

Pistol 2/5/7

STORY POINTS

4

Nicholas Longworth 3rd

Background – Once a lawyer Nicholas became a congressman for Ohio and was one of the many who had joined War Secretary Taft on his Asia tour.

What he knows - Nicholas has heard that War Secretary Taft had an unannounced meeting with Prime Minister Katsuro when they were last in Japan. He has also heard that the war efforts have put them into debt with England.

Appearance - A man in his thirties Nicholas sports a waxed moustache and a shiny bald head.

Roleplaying Nicholas - He was perpetually cheerful, quick with a joke or witty retort, and unfailingly friendly. He is looking out for the president's daughter and little does he know it but he is also smitten.

NEWS OF PEACE

Picking up the local newspaper, *Recent Events Graphic* (or really any other national newspaper) it will reveal that the Treaty of Portsmouth has marked the end of Japan-Russo War. Reading further through the newspaper reveals that though Japan been victorious on most fronts, it would not receive reparations from Russia and it failed to gain the territory expected through negotiations. The article also goes on to state since the war incurred such debt and that reparations were not received from the Russians that taxes were expected to be raised.

THE PROTESTORS

If the player characters originate from the 20th or 21st century they may be surprised to find that the protestors in central Tokyo are not the normal anti-war protestor common to their time but are disputing the peace treaty pushing for the war to continue.

Alice and Nicholas will meet the player characters at their accommodation. Setting

out into the streets the player characters with an Awareness + Ingenuity (Easy 9) roll will hear a commotion of jeers and cheers coming from the direction of the Shintomiza Theatre. Inspecting the source of the commotion, the group runs into a large group of Japanese men giving audience to a well-dressed Japanese man soap boxing from a second storey window.

The Japanese man in his fifties is dressed in a white suit addresses the crowd, *"These ministers who say they speak on behalf of the Emperor and Japan but this treaty hurts our empire. This treaty will hurt Japanese people. The Japanese Empire has won countless battles against the Russians and we can continue to do so. Today we rally at Hibiya Park and voice the concerns of the people!"*

Asking someone from the crowd about the man will reveal him to be Kouno Hironaka, former President of the House of Representatives.

Kouno Hironaka

Background - Former president of the House of Representatives. Kouno was very briefly Speaker of the Lower House. He caused uproar for calling for the impeachment of Prime Minister Katsura Tarou during his inaugural speech in front of Meiji Emperor. He is a representative of the far right in Japan.

Appearance - Is a man in his mid-fifties with pointed features, he sports a tight moustache.

Roleplaying Hironaka - Is a popular and hawkish political veteran. He is a voracious supporter of the war. During his youth he was drawn into sonnou joui 'revere the emperor, expel the barbarians' movement, this notice seemed to continue to colour his motivations in 1905 regarding Western influences in Asia.

KOUNO HIRONAKA



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 4, Knowledge 4

TRAIT

Obligation (Emperor), Voice of Authority

STORY POINTS

6

FOLLOWING THE MOB

Following the crowd from outside of the theatre you are lead towards Hibiya park. It appears that many people are converging on the park but the player characters notice that the crowd seem to be gathering around the periphery and not entering. If the player characters decide to get closer for a better look they see that the local police have caught wind of the gathering and have closed off the park entrances with temporary bamboo fencing. Otherwise they may hear the angry shouts of the protestors at the front of the pack 'this is a public you can't stop us from entering'. An Awareness + Ingenuity (Easy) roll reveals a thin Japanese man with

sharp features scribbling away on a long notepad.

The crowd reaches a staggering 30,000 and overruns the police barricades and storm the park. The rally consists of Kouno Hironaka speaking to the crowd, attacking the government for misleading the Emperor and voice of the people. He speaks about the accepting this humiliating peace treaty will hurt Japan and that the war should continue for the strength of the Empire. He condemns the Home Ministry and the Police for denying them the use of public space, as the park belongs to the people. After the crowd has entered the park the rally only lasts about 30 minutes after it begins.

Kunikida Doppo

Background – Kunikida Doppo is an editor and fairly well known writer experienced with covering the war efforts. He works for a newspaper called the Recent Events Graphic.

What he knows – He has heard a rumour that, the street car service was initiated thanks to a sweet deal struck among Home Minister Hara, members of his party in the Tokyo city council, and the Tokyo Street Railway Co. itself. All three parties were criticized for having profited at the expense of ordinary people and now the taxes were being increased.

He will state that it is a known fact that the Kokumin Shinbun general editor is a close confidant of the Prime Minister. This suits him fine as the Kukomin is a direct competitor of the Tokyo Graphic. He knows this because he personally worked for the newspaper 10 years ago as a war correspondent.

He also knows all the names and goings on of other politicians.

KUNIKIDA DOPPO



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 4, Craft 3, Knowledge 3

TRAIT

Face in the Crowd, Insatiable Curiosity, Obligation (Recent Events Graphic)

STORY POINTS

4

Appearance – A mouse-ish man, with a pointed nose he is slight in frame and sports a tight moustache. His fingernails are stained with ink.

Roleplaying Doppo – Doppo is dedicated to the Recent Events Graphic, he is a somewhat famous writer, all he wants is a good story. He works long hours and seems to be perpetually ragged.

THE NEWSPAPERS

The riots were later blamed on irresponsible journalism and overzealous politicians. The former was the result of the local coverage of the Russo-Japanese War. Newspapers often depicted the war efforts extremely one-sided, listing and illustrating the encounters won and neglecting to mention losses or the debt Japan was incurring due to the war efforts. This left the public with a skewed understanding of the war and the news of the Portsmouth Treaty left them perplexed.

Following the rally, Kouno leads 2,000 people towards the Imperial Palace to gain attention of the Emperor. The remainder of the crowd clash with police and violence ensues. Groups of dozens or hundreds attack police and government buildings, offices of a pro-government newspaper, and streetcars and the offices of the streetcar company.

DEPARTURE OF THE TARDIS

As the violence begins to break out the player characters may notice that the crowd are not only setting upon the police but the local police boxes (kouban). They notice that one group throw stones at it before setting it alight.

Rushing to check on the Tardis they will catch the kouban the Tardis is next to (or posing as) blazing out of control. The Tardis implements emergency protocols and relocates with a wheeze.

The Tardis is gone leaving the player characters behind and it will not return until the riots subside. The player characters are trapped and will have to sit through the escalating riots.

SCENE 2 – THE SUBSEQUENT RIOT

The Hibaya Park Riots lasted three days and only ended with military intervention. The riots were not just localised to Tokyo but similar protests erupted in Yokohama and Kobe. The following paragraphs outline the locations and timeline of some of the more notable events that occurred during the riots.

LOCALES AND OCCURANCES

Hibiya Park

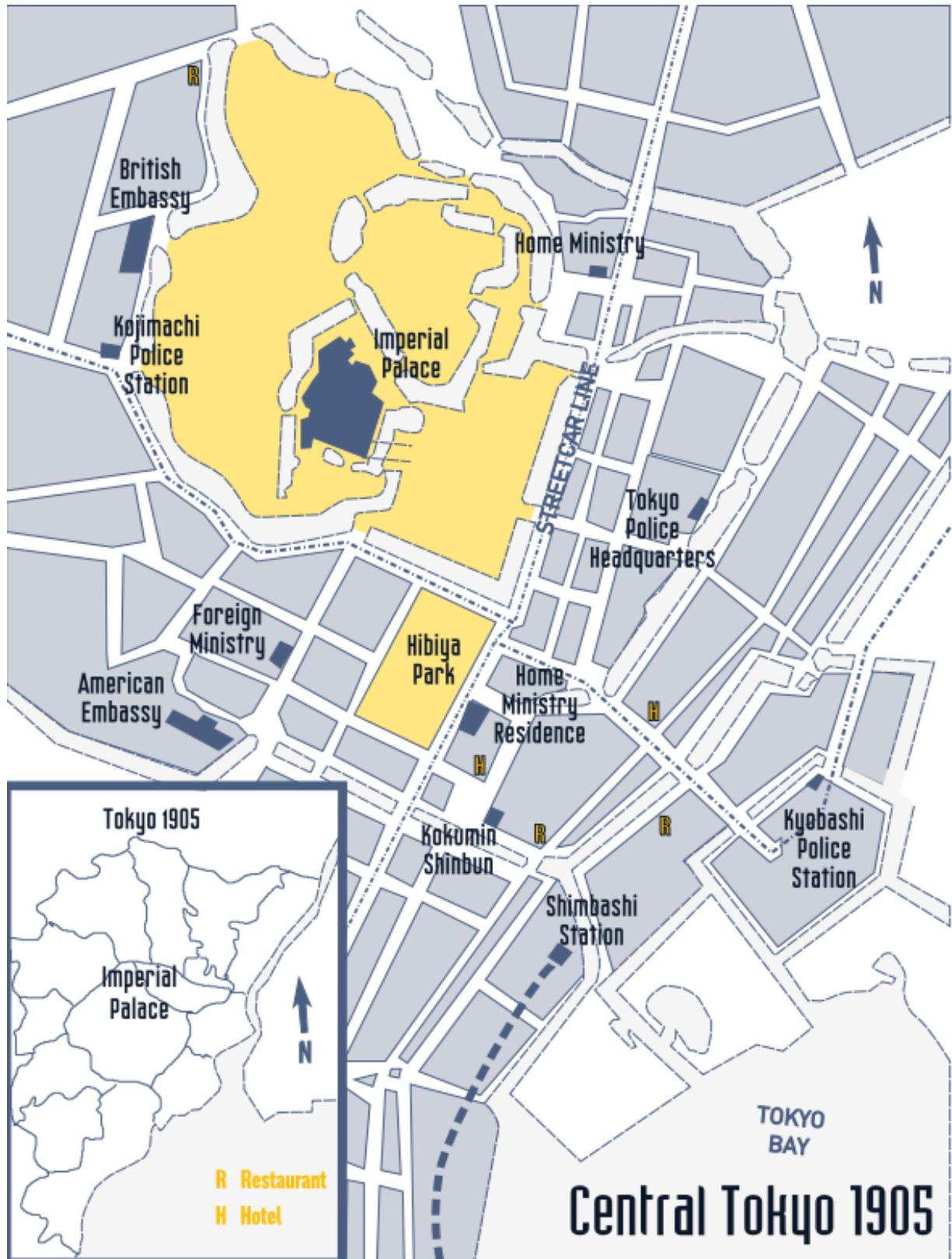
The landscaping of Hibiya park was strongly influenced after German-style gardens after Honda the planner had spent time abroad studying in Germany. The park is home to a

Japanese-style and Western-style café, an outdoor concert hall, ponds, and sweeping gardens. The park itself was one of the many public parks built as a result of the Meiji Restoration.

The morning of the September 5, 30,000 disgruntled Tokyo locals descended upon the park easily overwhelming the police that had closed off the park. A short rally was held inside the park, led by Kouno. The crowd then splits from the park some head to the Imperial Palace to march. Others disperse into the streets, tussling with police, burning police boxes and such.

TIMELINE

- 8 Sep 1868 The Meiji period begins.
- 8 Feb 1904 The Russo-Japanese War began.
- 8 Jul 1905 The SS Manchuria leaves for its Asia tour from San Francisco. Carrying the War Secretary Taft and the Diplomatic Tour.
- 25 Jul 1905 The Diplomatic Tour reaches Japan.
- 5 Sep 1905 The Treaty of Portsmouth was signed, marking the end of the Russo-Japanese War. Police and local kōban become targets of violence and arson.
- 5 Sep 1905 A crowd gathers outside the Shintomiza Theatre after the news of the treaty.
- 5 Sep 1905 By mid-morning protestors rally outside the Hibiya park to find it closed by police banning the gathering. 30,000 protestors overwhelmed police and stormed the park.
- 5 Sep 1905 Konou and 2,000 supporters march on to the Imperial Palace.
- 5 Sep 1905 Overnight the residence of the Home Minister is stormed by 10,000 rioters and set alight. Kojimachi Police Station is burnt down.
- 6 Sep 1906 The riots continue. Anti-peace protestors use hot air balloons to show support to the Emperor.
- 6 Sep 1905 This night Martial Law is declared and army troops are positioned outside suspected targets.
- 6 Sep 1905 Kouban and tram cars are continued to be attacked. Tokyo Street Railway Co. offices were targeted and burnt to the ground as well as 11 rail cars. Pro-government newspapers also become targets of attack. The residence of the Home Minister is attacked again.
- 7 Sep 1905 With the intervention of martial law the riots slowly abate.



During the remaining days of the riot and subsequent lawlessness, Hibiya Park became a place of peaceful subversion. The general public took to lounging in the park and fishing in the moat surrounding the Imperial Palace (right near Hibiya Park). These activities were normally forbidden.

Imperial Palace Grounds

Imperial Palace is made up of vast gardens, archive and administrative buildings, imperial residences and the main palace itself. It is the primary residence of the Meiji Emperor and the imperial family. All the buildings are made with wood in line with traditional Japanese architecture. The palace grounds are surrounded with high wall moats with access gained over bridges and through large gates. The main palace is elevated and the white building can be easily seen from street level.

Kouno Hironaka had led a contingency of 2,000 protestors to march on to Imperial Palace following the rally at Hibiya Park. They sported black-trimmed flags. Overall these flags offered condolences to the emperor for the bad policies of his officials. Police tried to stop the march and were met with stones.

September 6 started to see the use of hot air balloons from view of the Imperial Palace. They trailed banners denouncing the emperor's advisors and asserting the shared will of the people and the Emperor.

Residence of the Home Minister

The two storey residence was a blend of western and Japanese architecture. The Home Ministry was established under the Meiji Constitution and as the name suggests it managed the internal affairs of the Empire of Japan including; administration, police, public works and

elections. The Home Minister of the time of the riots was Kastura Tarou who was also the Prime Minister at the time. Though the Treaty of Portsmouth would have been the responsibility of the Foreign Ministry the people primarily targeted the Home Ministry and the police. It did not help that the Home Minister's residence was located across the road from Hibiya Park.

It was set alight during the night of September 5 during the riots. Luckily, Kastura was not living in the residence at the time. The fire was extinguished and a temporary fence was erected around the residence but this did not stop rioters attacking the building again on the night of September 6.

Tokyo Street Railway Co.

Over the course of the three day riot a total of 11 street cars and the offices for Tokyo Street Railway Co. were set alight and destroyed. The streetcars were relatively new, they were expensive for ordinary Tokyoites and they threatened the livelihood of the city's many thousands of rickshaw pullers, who were numerous among the rioters and those arrested.

The street cars themselves were quaint open air street cars with a light blue roof, they operated along tracks and were drawn by horses. During the night rioters can be seen vandalising the streetcars, setting them alight and then pulling them along the tracks down the street.

Kogimachi Police Station

Many police stations and countless kouban are attacked during the riots but none so extensively as the Kyobashi Police Station. On the night of September 5 it was attacked with stoned and the following night it was set alight, the building burning to the ground.

British Embassy

The British Embassy is a red brick building, surrounded by high brick walls dispersed by black iron bars, the front gate is emblazoned with the British coat of arms. The interior of the building is all dark wood panelling, rouge carpets and austere furnishings. The embassy had their own British guards but after martial law is declared Japanese troops patrolled the area in the event of riot attacks.

Residence of the Foreign Minister

The Foreign Minister Komura Jutarou was away in Portsmouth working on the peace treaty and was not in the residence at the time of the riots. Ironically, the residence of the man who had an actual hand in the treaty was left largely unscathed, once martial law was declared troops were stationed at the Foreign Minister's residence.

Kokumin Shinbun

Kokumin Shinbun (or The People's Newspaper) was considered by most to be a mouthpiece for the current government as the general editor was a close confidant of Prime Minister Katsura. As a result, the rioters targeted the offices of the newspaper were attacked and like most set a light.

Shimbashi Station

With the Meiji Restoration and the industrialisation of Japan came railways. Shimbashi Station was the original terminus for the Japanese railway and was one of the first train stations.

COMPLICATIONS

The Rioters

When Taft and his diplomatic tour first arrived in Tokyo they were met with a parade but the

temperament towards the tour changed overnight with the signing of the Portsmouth Treaty. The Americans that had toured earlier in July were blamed for influencing the treaty. Advisors had recommended members of the diplomatic tour to pretend that they were British to avoid the ire of the populace. This would not be particularly helpful if the rioters didn't speak English.

The majority of the rioters were composed of labourers, tradesmen and artisans armed with sticks, stones and fire. It was demonstrated that anyone that tried to stop the mob would be met with stones, this included fire fighters whose sole purpose was to extinguish the fires started by the rioters. If the player characters try to stop any of the rioting they may incur the wrath of the rioters.

If the player characters are present at the initial rally at Hibiya Park they may find themselves separated amongst the large 30,000 strong crowd.

The Police

The police attempted to stop the gathering in Hibiya from beginning, attempting to nip any violence there and then. Unfortunately, the crowds overwhelmed the police at the park before riots broke out into the streets. The player characters will encounter police in the following situations:

- With so many kouban attacked during the riots there will be many local police under siege. Most kouban will be manned by one or two police.
- Larger groups of police are dedicated to dispersing crowds, protecting sensitive areas and making arrests.

THE RIOTERS

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	5

SKILLS

Convince 2, Fighting 2

TRAIT

Indomitable, Obligation (Emperor)

WEAPONS & EQUIPMENT

Stones 1/3/5

STORY POINTS 3

DESCRIPTION

The mob is riled up, it would take some convincing to stop them from doing what they are doing but once they are they will follow the pack. Just don't make the wrong move otherwise they will quickly turn on the characters.

THE POLICE

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Convince 1, Fighting 3, Knowledge 1, Marksman 3, Subterfuge 1, Survival 3, Transport (horse) 3

TRAIT

Tough, Obligation (Empire of Japan)

WEAPONS & EQUIPMENT

Sword 2/5/7

Pistol 2/5/7

STORY POINTS 3

DESCRIPTION

The police only brandish their swords to scare and scatter the crowd.

Once the army arrive, the troops have access to horses and rifles (3/6/9). Use the same stats with these added resources.

The Fires

Tokyo is not unfamiliar with fire, a large city predominately consisting of wooden structures. During the riots the very capable fire fighters were stretched thin with arson occurring all over Tokyo and to make matters worse they were also attacked by rioters when they attempted to put them out. With fire fighters unable to effectively extinguish fires there was greater risk of fires spreading out of control.

The fires were one of the causes of death and injury during the riots. The player characters may feel the need to aid fire-fighters being attacked by the rioters or alternatively aid in the attempts to stanch the fires threatening the city.

SCENE 3 - RESOLUTIONS

The player characters can get into as much or as little trouble while in Tokyo as they like. They may even attempt to recall the Tardis prematurely, attempt to quell the riots or simply aid those in need.

TARDIS RECALL

Rather than being stuck in Tokyo during a riot, the Doctor (or other Tardis owner) may choose to construct some sort of device to recall the Tardis.

Finding the materials to create a gadget will be the first challenge, maybe the station will have what you need or the Tokyo Street Railway Co.

Creating such a device will be difficult using industrial era technology and materials for such a device. Starting with a Normal difficulty Technology + Ingenuity roll to make a gadget, the roll is then affected by the difference of the Tech Level of the time traveller and early 20th century. Assuming the owner of the Tardis is a Time Lord Tech Level this would make the roll (Tricky + 6). If one wants a compact module slap on another +2 to the difficulty. How successful the roll is can relate to the time it takes to make or even foibles to the gadget itself.

To get a good signal the Doctor may need to get to a high place like the Imperial Palace not to mention the Tardis won't return to 'dangerous' location.

APPEALING TO THE EMPEROR

A number of protests attempted to directly petition to the Emperor. It may occur to the player characters to attempt to contact him directly. As the Emperor rarely leaves the

palace which will mean they will need to get onto palace grounds.

This will not be an easy feat especially with security ramped up with the riots. If the player characters do make it into the Imperial Palace they will then need to convince the Emperor to address the rioters.

THE EMPEROR



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3, Convince 4, Crafting 2, Fighting 2, Knowledge 4, Science 2, Technology 2, Transport (Horse) 2

TRAIT

Code of Conduct (Major), Noble, Silver Spoon, Voice of Authority

STORY POINTS

6

The Meiji Emperor

Background – The Meiji Emperor (of simply referred to as the Emperor while he was alive) presided over a time of rapid change in the Empire of Japan, as the nation quickly

changed from a feudal state to a capitalist and imperial world power, characterized by Japan's industrial revolution.

It is up for debate how much influence and input the Emperor actually had in forming the Meiji Constitution. He certainly never used his power without his advisors' say but it's entirely possible that he exerted subtler influence on policy; this is, after all, Japan, where deals done quietly in a back room are the norm. It had been seen later through his poetry that he was not entirely sympathetic towards the war.

Appearance – A man in early fifties the Emperor is a stern man with a pointed beard.

Roleplaying the Emperor – The Emperor is a well learned, private man and seems to have been a rather gentle-tempered sort of fellow.

APPEALING TO THE RECENT EVENTS GRAPHIC

Recent Events Graphic is the magazine that Kunikida Doppo works for. It is owned by a man called Yano Ryuukei who was famous for.... During the Russo-Japanese war the paper fed the public a steady stream of war news and images. During this time they would produce up to 3 issues a month and were most famous for its images, using techniques like; lithograph, woodblock prints of photos and real-lie depictions, and even hand drawn art.

With attacks on pro-government newspaper Kokumin Shinbun, both Kunikida and Yano Ryuukei are reluctant to speak up against the riots or support the treaty in case the rioters turn their attention on them. Retribution from the rioters is not their only concern but also money. If they were to write a piece it would need to be juicy enough that it will sell papers but will not turn the attention rioters onto the paper.

Yano Fumio

Background – Yano Fumio (but goes by the pen name Yano Ryuukei) he is the owner of newspaper the Recent Events Graphic which was renamed to the Wartime Graphic to mark their commitment to covering the Russo-Japanese war. With the war over and newspaper making larger profits on war than peacetime news the riots were a spot of good luck. Yano and Kunikida quickly made the special riot issue Tokyo Riot Graphic. Their newspaper covered the Hibiya riots as they progressed.

YANO FUMIO

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Convince 4, Craft 3, Knowledge 4

TRAIT
Argumentative, Charming, Obligation (Recent Events Graphic)

STORY POINTS 4

Appearance – A man in his mid-fifties, he sports a bushy moustache, his salt and pepper hair receding.

Roleplaying Fumio – He takes great pride in his work, he was a political correspondent for a many years before and prior to that studied abroad. He cares for the business that he has created, the Recent Events Graphic and is unlikely to help simply with the kindness of his heart.

APPEALING TO KOUNO HIRONAKA

Thought to be one of the contributing factors to inciting the riots were voracious politicians one of the best vocalised was Kouno. Though Kouno had led rallies and marches to the gates of the Imperial Palace he never participated in any of the violence. He is an avid supporter of the war and will not be swayed without good reason. Alternatively, the player characters could take him out of the picture for a few days to stop him inciting further violence.

SCENE 4 – SURVIVING THE RIOT

Depending on the actions of the player characters and how successful they were this adventure could finish in any number of ways.

FAREWELLS

The player character will have an opportunity to say goodbye to the any friends they have made along the way during the riots. They may even gain a new passenger.

This departure may be rushed if the player characters leave during the riot and anger the local populace.

If the players leave Tokyo on good terms will have ample time to say their farewells and may even receive some thanks.

CHANGING THE TIMELINE

If the player characters decide to change the past and stop the riot before the army does, how will this change the future.

- If the Meiji Emperor was fundamental in stopping the riots does begin taking greater roles in governance? Will the Emperor take a more Caesarism approach? What effect does this have on his successors and World War II.

- If playing this with the First Doctor (or maybe even the Sixth Doctor) this could be used in a trial to prove the Doctor's interference.

- Will changing the past affect reality? Will changing the past sic temporal law enforcement on them or even gain unwanted attention from a malevolent being?

TEMPORAL MASTERS

If this adventure is played with the Temporal Masters campaign it is intended to 'teach' Donna about interference with time, especially if she is to learn about the Time Lords. **The Riot** was a lesson on when not to interfere but **Fugue State** will be lesson on when it is 'acceptable' to interfere.

Adventure written by Martin Tegelj

Part of the Temporal Masters campaign created by [Justin Alexander](#).

The original concept for this adventure was inspired by Siskoid's blog post; [Adventure Seed: Burning Police Boxes](#).

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[MIT's Visualizing Cultures](#) is home to the image of the Hibiya Riots used in the banner. It was also a great source of information on the riots and the circumstances surrounding them.