

Banyu

Description

Not the image one would envision when they think of a combat teams support and heavy weapons section. You are smaller than average and built more like a fireplug. The running joke is that you are a cubist, nearly as wide and thick as you are tall. You may look like an overloaded packmule when you are in full combat load, but you are never a laggard.

Background

Recruited from one of the many pirate fleets that operate out of Indo, your love of money quickly suppressed your natural hate of corps. It is true that because you are not Japanese you will never climb the corporate ladder, but really who cares. You make more money than you ever did in the Indo fleet and with corporate backing. You were born in Australia and still bear the accent and nature of your childhood.

Team

In addition to the extensive time you spent aboard ship your primary duties to the team including heavy lifting and fire support. Your unflappable nature and willingness to get dirty means that you often find yourself out of the perimeter laying down covering fire. It is not that you are unsupported by the team - it is more that you can be trusted to hold the flank by yourself. You are the team's heart, for reasons each of their own the members of this team look to you for support and confirmation. It can be a heavy burden, but it is but one more on top of all the others that you bear willingly. This is especially true of the younger members who you mentor in fieldcraft as well as un-winding.

Chun Midori

A good kid with his heart in the right place, but less sense than a newborn babe. While you do not expect everyone to have your survival instincts it is like he was raised in an incubator and just popped out a few months ago. He still wants to hang with his friends and party, which is okay to a certain degree, but he seems unable to pull himself together when the shit hits the fan. When the mission is finally over and you need to unwind you always seek out both Midori and Rafael for a wild time.

Ge Dai

You have had your share of stiff necks in the past and there will be more in your future. The corporate world seems to give birth to these "managers" in large droves. Dai is not the worst that you have worked with and in fact he is very good at what he does, but people are not simply numbers on a sheet and projections of force; they live and die for the people they are close to. Nobody can get close to Dai as he strictly forbids it, so nobody is willing to go to the mat for him. Still as long as the money is good you do what you can to keep this gravy train going.

Arasaka Information

ID#	73-78293-4762-5
YIS	8
Skillset	Watercraft Basic Combat Heavy Weapons Advanced Hand-to-Hand
Position	Special Operations
Honors	Indo Campaign Red Sword Campaign w/ Bronze Cluster WIA w/ 3 pips Red Order of Merit w/ 2 clusters 2017 Australian Incident Rising Sun Medal 8th Class Order of the Sacred Treasure 5 Letters of Recommendation

Vital Statistics

Sex	Male
Race	Pacific Islander
Nationality	Indonesia
Age	36
Blood Type	O+
Hair Color	Black
Eye Color	Brown
Height	162cm
Weight	129.3kg
DOB	1984/02/16

Medical

Restrictions	None
PsyRat	27-18-12-15

Guang Jiro

You have met more people like Jiro that you care to admit. Usually they are strung out on drugs and just one tick away from the bullet express. Whatever holds Jiro together you are not quite sure, but the fact that he can stay in this frame of mind is one more reason to avoid him if necessary. Still, the mercenary in you cannot help but to appreciate the need to keep someone like him around. When there is killing needing to be done - he is the man that you send in.

Rafael Martins

A good kid that is Midori's mirror image, even if neither is willing to admit it. More responsible than Midori, but that simple comes from the upbringing not in either one's nature. He hits the harder drugs a bit too heavily in your mind, but there is not doubting that when trouble comes calling he has never let you down. It is almost like he simply shrugs off any effects of whatever he is on when he really needs to focus.

Wan Anzu

All of the wonderful traits of a corporate suit, without any of the benefits or power. Welcome to the world of born losers. Anzu is chasing after a brass ring that is forever out of his reach. No matter how hard he tries he cannot reach it because he does not have the talent to overcome his lack of family connections. Sure, he seems to be able to play big fish in a small pond, but the sharks in the big tank where he wants to swim will have him for a snack.

Wei Yumi

As your intelligence link you would think that she would be a bit brighter, but she stands as a wonderful testament to rising through the corporate ladder via an increasing line of "benefactors" With the amount of body sculpt combined with her natural talents she will go far in this company until someone gets wise to her game. Best to stay away from that flame for your own good or you will find yourself burned up in no time. That Midori follows her around like a love-sick puppy is just one more thing to find amusing about this group.

Xian Ruri

He may be a corporate toady, but at least he knows when to listen and when to give orders, unlike Dai. Rur is not yet sure enough of his steps to lock out his underlings to keep them from siezing the reigns of power. Instead, he likes to work out details with you and Tanaka before recommending any approach. This can be good in the planning stage, but far too often he wants to build consensus while the bullets are flying, something that is not good at all.

Yu Tanaka

If you represent experience over brains, then Tanaka is your complete opposite. He is obviously highly educated and well on his way to through the corporate fast-track, but he also barely has the sense to find cover when the heavy shit comes in. You have made every effort (some of which has been recieved well) to work with Tanaka on any operational plan. Most of the time if it has both your backing and his it must be a good plan indeed.

Zhao Gin

All men have a past they are not proud of, Gin carries his around like a serpent wrapped around his neck. It is slowly squeezing the life out of him and he seems unable to kill it. But barring that, he is very good at what he does and what he does keeps you alive, so you try to stay close to him in case he needs help. Not as distracted as Tanaka, he still seems more suited to a major hospital than hip deep in the field of kim-chee.

Equipment

Cyberware

Skinweave (SP 14)

Basic Processor

Interface Plugs (right forearm)

Chipset Socket (6 chips)

Stock Market-3, Expert: Man-portable Weapons-3

2 Interface Cables

Smartgun Link (+2 weapon skills)

Vehicle Link (+2 drive/pilot skills)

Advanced Muscle and Bone Lace +3

Grafted Muscle +2

Kiroshi Monovision

Anti-Dazzle, LowLite, Infared, Targeting (+1 smartgun), Times Square Marquee, 180-degree vision

Standard Gear

Towa Type-B MMG

Smartlink (+2 WA)

Bi-pod (+25% range)

1000 round custom backpack (holds 2 500-round feed belts)

500 rounds API

500 rounds DP

Nova Arms .454 Magnum

Smartlink (+2 WA)

3 clips (2 DP, 1 API)

Survival Knife

Eskrima sticks (+1 Sweep, Choke 1d6+1)

Grenades

1x Chemical (10m radius CS/Smoke, COOL/BOD-15 or flee, 10 turns)

1x HE (7d6/5m radius, 3d6/10m)

2x Flashbang (Stun-2 5m out or 15m inside to avoid stun/deaf, DC20 avoid blindness)

Arasaka Combat Armor (Heavily Reinforced, -1 REF - already shown on sheet, not calculated on skills)

Knee Spikes

Arasaka Advanced Combat Helmet with liner (Sealed, Scrambled/Spread AV Commo)

First Aid Kit (2x +3 First Aid, 2x Drug-a-Thug [stun-2], 1x Stim [re-roll Stun], 1x Trauma-1 [stabilize])

5x Stripwire Binders

Mission Gear

FA M-2012HB

Smartlink (+2 WA)

2x 100 round drums

Bi-pod (+25% range)

US Combat Fatigues Pants - reinforced (SP 18)

Knee Spikes

US Combat Fatigues Jacket - reinforced (SP 16), -1 REF

US Combat Helmet (SP 18, SP 10 Visor)

Scrambled radio with Throat Mike and Earpiece

Chips

Language: Spanish - 2

Expert: Mexico City - 2

Armor

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	14	18/10h	23/19
Torso	2-4	14	16h	21
R. Arm	5	14	16h	21
L. Arm	6	14	16h	21
R. Leg	7-8	14	18h	23
L. Leg	9-10	14	18h	23

Attributes

Int	6	Ref	7/6
Tech	6	Cool	10
Attr	4	Luck	2
MA	4	Body	11
Emp	6		
Run	15	Leap	5.3
Lift	520	Hum	56

Save

11

BTM

-4

Armor

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L. Leg	9-10	14	18h	23

Skills

Special Abilities

Combat Sense	4
Streetdeal	4
Tactics	4

Body [11]

Endurance - 4	15
Strength Feat - 2	13
Swimming - 4	15

Cool [10]

Interrogation - 3	13
Intimidate - 5	15
Resist Torture/Drugs - 4	14
Streetwise - 4	14

Intelligence [6]

Awareness/Notice - 4	10
Education & Gen Know - 1	7
Expert: Weapons - 3	9c
Gambling - 3	9
Hide / Evade - 2	8
Language: Japanese - 5	11
Language: English - 8	14
Language: Chinese - 2	8
Language: Korean - 3	9
Stock Market - 3	9c
Wilderness Survival - 4	10

Empathy [6]

Human Perception - 5	11
Leadership - 2	8
Persuasion & Fast Talk - 3	9
Social - 3	9

Reflex [7/6]

Athletics - 2	9/8
Driving - 3	10/9
Handgun - 3	10/9
Heavy Weapons - 6	13/12

Damage Track

Lt (-0)	Ser (-1)	Crit (-2)	M0 (-3)	M1 (-4)
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M2 (-5)	M3 (-6)	M4 (-7)	M5 (-8)	M6 (-9)
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Weapons

Name	T	WA	C	A	Dmg	Shots	ROF	Rng	Rel
Survival Knife	M	+0	J	P	1d6AK				
Knee Spikes	M	+0	N	C	1d6+3AK				
Eskrima Sticks	M	+1	J	C	2d6				
Grenade	H	+0	P	P	var	1	1	130m	ST
Type-B MMG	H	+1	N	P	6d6+2	100	35	500m	VR
Magnum	P	+1	J	P	6d6+3	6	2	100m	VR
FA M-2012HB	H	+2	N	P	5d6+3	100	30	450m	ST

Notes

Martial Arts

Kali (3)	
Strike (+7)	+2
Punch (1d3+7)	+2
Kick (1d6+7)	+1
Disarm	+2
Block	+2
Sweep	+2
Escape	+1

Martial Art: Kali - 3	10/11
Pilot: Watercraft - 5	12/11
Rifle - 3	10/9
Stealth - 3	10/9

Technical [6]

First Aid - 3	9
Weaponsmith - 3	9