

# Chun Midori

## Description

If the typical 3rd Generation Arasaka employee is bright, clean, and dedicated then somehow Midori did not get the corporate memo. While it would be true to say he is slovenly the level it takes his lifestyle would put any slacker to shame. His appearance is made all the worse from the garish colors he chooses to wear, typically loaded with viewpanels for even more visual overload. Your build and facial features more resemble the very thin and angular features of your mother rather than the strong features of the Chun family.

## Background

Your paternal grandfather and father both worked their entire lives at Arasaka, with your grandfather rising to a director's position. Thus it was no surprise that you joined the company as well. However, you are not cut from the same cloth as either of them, you prefer to take the easy route. Normally this would have landed you in a simply middle management desk job. However, you apparently scored high on some test and the next thing you knew some sadistic military bastard was "making your ancestors proud." The job may suck, but the pay is outstanding.

## Team

The test that you scored so well on rated your situational awareness and spatial appitude. This means that just before things go south you already have your weapon up and your first round into the threat. Given that you are crack shot, your first round is always on target.

## Banyu

He is the one you are mostly likely to get along with as he knows how to kick back and relax after a difficult mission. You have trolled through several cities with him and have come to trust his judgement on most matters. You often fall back on his wisdom when you feel that you are over your head in any situation - he is like the father you wish you had.

## Ge Dai

What a frickin bastard. It is like he rose out of some lower hell simply to make you life difficult. You would never directly disobey one of his orders, but you have been known to scrape really close or simply not hear things properly. You family connections have so far saved you from his wrath, but you can bet there are plenty of negative reports in your personal jacket form him - but really who cares.

## Guang Jiro

If there was a physical manifestation of evil you are sure it would be Jiro. Normal people just should not enjoy doing to people what he does. Sure, everyone on the team kills - it is what you trained to do, but he takes it to a completely different place. A place that is dark and foreboding. The only way to stay alive is to stay as far from Jiro as possible. Especially when he gets that look.

## Arasaka Information

ID#	896-94-748523
YIS	5
Skillset	Basic Combat Advanced Combat Night Operations Marksman
Position	Special Operations
Honors	Expert Rifleman Advanced Marksman 10-1000 Ribbon w/ Bronze and Silver Star

## Vital Statistics

Sex	Male
Ethnicity	Asian
Nationality	Japanese
Age	23
Blood Type	A-
Hair Color	Black
Eye Color	Black
Height	158 cm
Weight	60 kg
DOB	5/24/1997

## Medical

Restrictions	none
PsyRat	27-19-2-6

**Rafael Martins**

Kano may be the one that you want to hang out with the most, but it is Rafael who you usually spend the most time with. It is not that Rafael is a bad sort, but it is just that he seems like a saner copy of Jiro. He does not enjoy killing, but he loves his "boom" just a bit too much. It sure is funny when it happens to other people, but there have been enough close calls that you keep a more wary eye on him.

**Wan Anzu**

Wonderful a wannabe corporate "player" just what you wanted to deal with at this stage of your career. Here you are simply content to skate through your assignment to this "team" and along comes a complete suck-up to make your time miserable. It did not take him long to discover your family connections and decide that you are some tool that he can use to further his own career. He make every opportunity to been seen with you when other suits are around, mostly it just rubs your nerves raw. He is just lucky it would take far too much effort on your part to smack him down, for now you just avoid him whenever possible.

**Wei Yumi**

Yumi is hot hot hot. She is brains and idol looks in one terrific package. Ever since Banyu and Rafael teased you about being a "whipped puppy" around her you have resolved to resist her obvious charms - now only if your resolve was worth two yen you could buy something useful - like diginity. Thankfully you do not really have to do much other that spend a great deal of your cash to keep her around. She clubs with you and shops with you and for now that seems like the best you have to offer.

**Xian Ruri**

What is it with leaders and this team. It must have something to do with natural leadership that gramps is always droning on about, but frankly Ruri might not be the pain in the ass that Dai is, but he runs a close second. It is like mixing up Dai and Anzu, removing some of the most offensive traits, then creating a new person. Sure, he is not nearly as bad as either of those DNA rejects, but he still combines many negative traits. So, if push comes down to shove you are far more likely to work with Ruri, but that is a very tiny margin of acceptance.

**Yu Tanaka**

Just what the team needed another crazy lover of the "boom." It is not like you expect to live a long life like your grandfather, but at least you want to make it through the 20s. Given Tanaka skill that may be possible, but there are times he is simply too good. Couple that with his strange dislike of you and it always makes you wonder if your car might simply explode one day. Thankfully you both travel is very different circle and so rarely ever come into direct contact.

**Zhao Gin**

There was that night on the Australian coast when Gin was hitting the lace heavily and he spilled his entire life story. Hunted and on the run is not the way you want to go through life, so you have (as distastefully as it was) used your family connections to do what you can to help him. It was not much really, and Gin has no idea that you did anything, but you hope it helped. It is not like he means anything too you, but at least he is not an asshole and on this team that makes him better than average.

## Equipment

### Cyberware

Skinweave (SP 8)  
 Vein Clips (+2 Death Check)  
 Toxin Binders (+4 Poison and Drug Saves)  
 Basic Processor  
     Smartgun (+2 gun skills)  
     Vehicle (+2 Vehicle skills)  
     DataTerm Link

### Right-Eye

    Tele-Optics (20x zoom)  
     Anti-Dazzle  
     LowLite  
     Targeting Scope (+1 smartgun attacks)  
 Chipware Socket (6 slots)  
 Interface plugs (right forearm)

### Standard Gear

Arasaka WSSA Sniper System Custom  
     2x 40-round helical Magazines (DP)  
     Bug-EYE Armored Helmet  
         Optics (+2 Awareness, Low-Light, Anti-Dazzle, Range-Finding, Times-Square)  
     Smart-chipped (+2 WA)  
     Silencer, Flash Suppressor  
     Auto-stabilizer (+2 Long Range, +4 Extreme Range)  
     Advanced Composites with Quick Breakdown (2.9 kg loaded)  
     Custom Barrel and Grips (-3 is used by anyone else)  
 Towa T-13 Spec-4 Pistol w/ silencer  
     3x Magazines (Sub-sonic AP)  
 Survival Knife  
 Brass Knuckles  
 Grenades  
     1x HE (7d6/5m radius, 3d6/10m radius)  
     2x Chemical (10m radius, CS/Smoke, COOL/BOD-15 or flee, 10 turns)  
 Light Combat Armor, Live Camo (Awareness: -2 still or -1 moving, additional -1/10m)  
 First Aid Kit (2x +3 First Aid, 2x Drug-a-Thug [stun-2], 1x Stim [re-roll stun], 1x Trauma-1 [stabilize])

**Mission Gear**

FA M-2012 (7.62N)

3x 30-round magazines (DP)

Smart-chipped (+2 WA)

Bi-pod (+25% range)

10x Scope (+1 Long Range, +2 Extreme Range)

S&amp;W 10

2x 10-round Std magazine (1x Std, 1x DP)

Gibson "Street Warrior" Pants (SP 12)

Gibson "Street Warrior" Jacket (SP 14)

Balaclava (SP 10)

Scrambled radio with Throat mike and earpiece

Smartchips

Language: Spanish - 2

Language: Portuguese - 2

**Armor**

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	8	10	15
Torso	2-4	8	14	18
R. Arm	5	8	14	18
L. Arm	6	8	14	18
R. Leg	7-8	8	12	17
L. Leg	9-10	8	12	17

### Attributes

<b>Int</b>	6	<b>Ref</b>	8
<b>Tech</b>	7	<b>Cool</b>	6
<b>Attr</b>	8	<b>Luck</b>	5
<b>MA</b>	5	<b>Body</b>	4
<b>Emp</b>	4		
<b>Run</b>	15	<b>Leap</b>	3
<b>Lift</b>	160	<b>Hum</b>	37

### Save

4

### BTM

-1

### Armor

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Head	1	8	14h/8h	18/13
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L. Arm	6	8	10	15
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L. Leg	9-10	8	12	17

### Skills

#### Special Abilities

Combat Sense	6
Corporate Resources	3
Tactics	2

#### Attractiveness [8]

Personal Grooming - 4	12
Wardrobe & Style - 4	12

#### Body [4]

Endurance - 2	6
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#### Cool [6]

Resist Torture/Drugs - 2	8
Streetwise - 4	10

#### Empathy [4]

Human Perception - 4	8
Seduction - 5	9
Social - 4	8
Persuasion & Fast Talk - 2	6

#### Intelligence [6]

Awareness/Notice - 6	12
Education & Gen Know - 3	9
Hide / Evade - 4	10
Language: Japanese - 8	14
Language: English - 5	11

#### Reflex [8]

Athletics - 2	10
Dodge & Escape - 2	10
Driving - 3	11
Handgun - 1	9
Martial Art: Karate - 2	10
Rifle - 8	16
Stealth - 4	12

#### Technical [7]

Basic Tech - 1	8
Weaponsmith - 1	8

### 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	C	1d6A				
Brass Knuckles	M	+0	P	C	1d6+2				
Grenade	H	+0	P	P	var	1	1	90m	ST
WSSA-Special	R	+4	N	P	6d6	40	2	600m	VR
Towa T-13	P	+2	J	P	2d6+3	12	2	50m	VR
* silencer		-1			-1			-10m	
FA M-2012	R	+2	N	P	6d6+2	30	1/4	400m	ST
S&W 10	P	+0	J	E	2d6+3	10	2	50m	ST

### Notes

### Martial Arts

Karate (2)	
Punch (1d3+2)	+2
Kick (1d6+2)	+4
Disarm	+1
Block	+2