

# Ge Dai

## Description

Straight-laced, cold, unflappable, and completely in control are all words that have been used to describe Dai since his entrance into Special Operations at Arasaka. His corporate suits come from the finest European tailors, his combat gear is all custom made, and his equipment kept in pristine condition. All operations revolve around the plan and succeed or fail based upon the completeness of the plan. Not a man to think quickly on his feet, nonetheless his teams have the highest success rate simply because behind that cold exterior is a first-class mind. Force-numbers and contingency plans is Dai's comfort zone.

## Background

Raised in the Hirogami corporate zone by a father that had more important work at the office than at home, Dai came to rely primarily upon himself. While his father had no time for his son, he did spend a great deal of money seeing that he had the best tutors and learning equipment money could buy. It was hoped that he would join Mishu Financials like his father, given that his mathematics and complex theory scores were outstanding and it would have happened if Dai had not seen a vid for Arasaka Special Ops. The day he joined the SO was the last time he saw his father now there is only Arasaka.

## Team

Every team needs leadership and on this team you provide it. Graduating at the top of your class at Arasaka military academy it was a given that you would take control of a Special Ops team. That you got one at such a young age is almost unheard of in corporate history. These collection of individuals may be the largest group of wasters to every crawl up on the corporate shoals, but you are determined to mold them into the finest group soldiers that Arasaka fields.

### Chun Midori

In every team there is a slacker. You just cannot put together a squad and not expect to have someone that cannot or will not carry their weight on the team. On this team it is Midori. You have refused all efforts by corporate to pull him from your team as you know that you can put the iron rod into his back. He has so much potential that it would be a waste to simply let him float along on his family name. Not on your watch.

### Banyu

If Tanaka is the brains, then he is the heart of the team. It is for him that this team holds together not you. In many people that would drive their resentment, but you see that he is an asset to be coveted before some other team recruits him away. It is true that you cannot be like him, but then a true leader should not be the heart. It is for the leader to lead and make decisions, not to be some grand uncle of the team. As long as he does not undermine your position then he is a very strong asset indeed.

## Arasaka Information

ID#	56-89733-0582-6
YIS	7
Skillset	Basic Combat Advanced Combat Leadership Council Small Infantry Tactics Advanced Infantry Tactics War College, summa cum laude Advanced Education, History
Position	Special Operations
Honors	Presented War College Blue Ribbon War Games Letter of Recommendation

## Vital Statistics

Sex	Male
Race	Asian
Nationality	Japanese
Age	39
Blood Type	O+
Hair Color	Black
Eye Color	Black
Height	168.3 cm
Weight	86.4 kg
DOB	1981/09/30

## Medical

Restrictions	None
PsyRat	8-12-15-18

**Guang Jiro**

There is nothing to be done with Jiro except use him up and discard him. There is almost nothing human left in him, not that according to his personal record there was much to being with. He has to go away after every mission for very deep debriefing and each time he comes back it seems to help less and less. You are glad that you have been given a shutdown control for Jiro, because he hates you will everything left inside of him.

**Rafael Martins**

Unlike Midori, Rafael does not have the talent that could make him better, Rafael simply cannot do any better. He has reached the pinnacle of his abilities and has turned into corporate plodder. There may be a few nuggets that you can still draw out of him, but for now he just does not seem worth the effort. Unless you see something in the next couple of months there is nothing you can do for him.

**Wan Anzu**

The man who wants to be in charge. In his own way he is more dangerous than Jiro as he actively seeks to undermine your authority. He does have the ear of several corporate higher-ups which gives him some protection from you - but he cannot cover himself forever. As long as he does nothing out in the open you are left to simply boxing him away as best as you can in the hopes that he will see better opportunities elsewhere.

**Wei Yumi**

There is no doubt that a team with a specialized intelligence asset is far more powerful than simply the addition of one more man - too bad you got her instead. There are flashes of brilliance in the mind, but it is a real shame that she prefers to use her body to get what she wants. You do not doubt that she would sell out her own family if the reward was high enough, so you make sure that she knows that selling out the team would be a very poor option. So far she seems to have taken your talk to heart.

**Xian Ruri**

Your second in command and the man expected to lead any detached team. He is pretty good and has a steady, if overly friendly, hand with those under his command. You cannot fault his skill or decisions, but he seems to care more about what would look good rather than what is good. He is far more likely to risk big rewards on the roll of the dice rather than simply take a secure win. So far the odds have not shifted against him enough that he lost big.

**Yu Tanaka**

Out of everyone in the squad he is the man that you most feel securing talking to during off hours. A brilliant mind he would be a skilled leader if he simply wanted to pursue that route. As it currently stands he seems to simply want to pass the time on this team and get back to his lab. Still, while he is here you plan to make every use of his abilities to advance any mission given.

**Zhao Gin**

You knew of Gin's background before he was assigned to your team. You were given the opportunity to turn down his assignment, but to turn back a man of his skill would have been unthinkable. Sure, it put the entire team in more danger from certain quarters, but the gain was far above any added danger. His field skills are very lacking, but he has kept even the worse disasters from adding to any headcount.

## Equipment

### Cyberware

Skinweave (SP 12)

Basic Processor

Interface Plugs (right wrist) w/ 2x Interface Cables

Smartgun Link

Sandivistan Speedware (1 turn startup, 3 turns +3 Init, 1 turn cooldown)

Chipware Socket (6 slots)

Expert Poetry 3, Stock Market 2, Driving 2, Expert: History 2

Bio-Monitor (+2 Resist Tortue/Drugs)

Auto-Injector (5 slots)

### Standard Gear

Arasaka WAA Bullpup

6x 30-round Magazines (2x Standard, 4x DP)

Smartlink (+2 WA)

M-205 Undermount Grenade Launcher (Mk IV)

5x 40mm Launched HE (7d6/5m, 3d6/10m radius)

2x 40mm Launched HEDP (4d10A HEAT; 4d6 1m radius)

2x 40mm Launched HEP (-1 WA; 7d6 1/2 real 1/2 concussive; armor-5)

1x 40mm Launched WP (10m radius; 4d6 for 3 turns)

WSA Autopistol Custom

2x 15-round Magazines (DP)

Survival Knife

Grenades

2x HE (7d6/5m, 3d6/10m radi)

2x Chemical (10m radius, CS/Smoke, COOL/BOD-15 or leave, 10 turns)

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

Arasaka Combat Armor

Arasaka Smart-vision Combat Helmet (LowLite, Anti-Dazzle, Times Square, 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])

Injector Loads

2x Stim (re-roll Stun Save), auto-linked to bio-monitor

1x Trauma I (stabilize), auto-linked to bio-monitor

1x Enduro 500 (Stun+6, COOL+1, Endurance+4, Awareness+2, Agression+3, Blackout+4), 4s-10m

1x Fireball (Initiative+5, Awareness+4, Stun+3, Blackout+1; after Depression+3, Sleep+2), 10m-12h

**Mission Gear**

Combat Fatigues - Pants (SP 16)

Combat Fatigues - Jacket (SP 14)

Balaclava with Goggles (SP 14/10)

anti-dazzle, low-light

FA M-2012 Carbine (7.62N)

3x 30-round magazines (DP)

Smartlink (+2 WA)

Can take the M-205 Undermount GL

Scrambled radio with Throat mike and earpiece

Chips

Expert: Mexico City - 2

Expert: Mexician Politics - 2

**Armor**

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	12	14/10	19/17
Torso	2-4	12	14	19
R. Arm	5	12	14	19
L. Arm	6	12	14	19
R. Leg	7-8	12	16	21
L. Leg	9-10	12	16	21

### Attributes

<b>Int</b>	10	<b>Ref</b>	7
<b>Tech</b>	7	<b>Cool</b>	8
<b>Attr</b>	5	<b>Luck</b>	4
<b>MA</b>	4	<b>Body</b>	6
<b>Emp</b>	4		
<b>Run</b>	16	<b>Leap</b>	3.75
<b>Lift</b>	240	<b>Hum</b>	33

### Save

6

### BTM

-2

### Armor

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L. Arm	6	12	10	17
R. Leg	7-8	12	12	17
L. Leg	9-10	12	12	17

### Skills

#### Special Abilities

Combat Sense	2
Tactics	5
Corporate Resources	4

#### Attractiveness [5]

Personal Grooming - 4	9
Wardrobe & Style - 2	7

#### Body [6]

Endurance - 2	8
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#### Cool [8]

Interrogation - 2	10
Intimidate - 2	10
Oratory - 3	11
Resist Torture/Drugs - 4	12

#### Empathy [4]

Human Perception - 2	6
Interview - 2	6
Leadership - 4	8
Social - 2	6
Persuasion & Fast Talk - 1	5

#### Intelligence [10]

Awareness/Notice - 6	16
Education & Gen Know - 4	14
Expert: Poetry - 2c	12
Expert: History - 2c	12
Expert: Small Unit Tactics - 4	14
Hide / Evade - 4	14
Language: English - 6	16
Language: Japanese - 8	18
Language: Spanish - 4	14
Language: French - 5	15
Library Search - 4	14
Shadow / Track - 2	12
Stock Market - 2c	12
Wilderness Survival - 3	13

### Damage Track

Lt (-0)	Ser (-1)	Crit (-2)	M0 (-3)	M1 (-4)
□□□□	□□□□	□□□□	□□□□	□□□□
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	1d6A				VR
Grenade	H	+0	P	P	var	1	1	60m	ST
WAA Bullpup	R	+1	N	C	5d6	30	3/30	400m	VR
Undermount GL	H	+0	L	C	var	1	1	200m	VR
Autopistol	P	+0	J	C	2d6+3	15	2	50m	VR
FA M-2012C	R	+1	L	P	6d6+2	30	1/4	350m	ST

#### Reflex [7]

Athletics - 4	11
Driving - 2c	9
Handgun - 4	11
Heavy Weapons - 3	10
Martial Art: Te - 2	9
Rifle - 5	12
Stealth - 2	9

#### Technical [7]

First Aid - 3	10
Weaponsmith - 2	9

### Martial Arts

Te (2)	
Strike (+2)	+2
Punch (1d3+2)	+2
Kick (1d6+1)	+1
Disarm	+1
Sweep	+2
Dodge	+1

### Notes