

Guang Jiro

Description

Even the most foolish people make themselves known in your presense. No matter how new the environment word quickly spreads that you are not one to be messed with by anyone. Tolerated for your skill far more than accepted on any team - it is simply a matter of time before you shred that last bit of humanity and truly unleash your inner monster. Your clothes are whatever you got from the nearest store, same with any sort of accessories. While its true that you are wealthy enough to buy just about anything from your mission bonus, you just do not care enough to make the effort. Instead your will has the money going to whoever finally kills you.

Background

Picked up by the Yaks off the streets when you were only 10, you were already an accomplished killer. In just a few short years in their pay what few strands that still tied you to those around you were severed. At 22 you were picked up by an Arasaka Security Team and rather than simply killed were instead taken to some compound on an island in the Sea of Japan. It is not that you were better when you got out, but at least Arasaka convinced the right people that you were controllable. That was very foolish of them indeed.

Team

When there is killing to be done you are the man that they turn to. Whenever there is a difficult or dangerous assignment they look to you for help. That is just the way you want it. They should respect your abilities and learn to appreciate any outcome. Others in your life have not been so forgiving on you and they all paid the ultimate price. Maybe this time it is different, or maybe they will all end up as little more than faint memories in your life.

Chun Midori

A small boy playing a game of cops and robbers with the adults. He fears you - you can see it in his eyes every time he looks at you as a sheep fears the wolf when its around. You still chuckle over the time you made Midori piss his pants in front of some ladies he was trying to impress nearly be describing in whispered detail what would happen the next time him the next time he got too close.

Banyu

A dangerous man and one of the only other wolves in this group. You respect him and his abilities, but you still keep him at arms length because it is safer for both of you. If there is anyone in this group that you look on with respect it would be him. You have taken his measure and while you gave as good as you got it still showed you that he was not a man to be bothered.

Arasaka Information

ID#	56-98624-4683-1
YIS	5
Skillset	Basic Combat Advanced Combat Expert Hand-to-Hand
Position	Special Operations
Honors	None

Vital Statistics

Sex	Male
Race	Asian
Nationality	Okinawan
Age	22
Blood Type	O+
Hair Color	Black
Eye Color	Black
Height	168.3 cm
Weight	105 kg
DOB	1998/06/13

Medical

Restrictions	Amphetamines Pain-Killers Endorphines Opiates
PsyRat	1-3-2-2

WARNING

Jiro attends regular psyche diving by highly trained Arasaka doctors to keep him mentally stable.

Ge Dai

Weak and spineless with his nose more in a book than looking straight ahead like it should. When the enemy is around and the killing dance begins Dai does nothing to drive his men into a warrior's lust so that they enemy will fear them. Instead he is constantly trying to give ineffectual orders and manage the combat like it was some play or restaurant. He is a warrior - not some head chef.

Rafael Martins

Any friend of Midori's is a body bag waiting to happen.

Wan Anzu

At least Dai is useful for something. He tries to lead this team of bags waiting to be filled. Anzu is not only a poisoned heart he is also the man you most want to kill. He is one of those annoying yippy dogs that constantly bark and threaten, but retreat when pressed. You are going to neuter that dog then string up his intestines for all the world to see what happens to those that cross you.

Wei Yumi

Like all women she is weak and useful for little more than birthing babies.

Xian Ruri

On second thought you will keep Anzu alive long enough to force feed Ruri his intestines and then you can kill Ruri.

Yu Tanaka

It is his voice inside of your head that you are trying to drive out. A constant droning voice that you must silence at all costs. You must do this soon.

Zhao Gin

Doctors. Doctors are bad. They do things to you that you do not like. This one will not touch you. Nobody will touch you ever again.

Equipment

Cyberware

Skinweave (SP 12)

Advanced Muscle and Bone Lace II

Vein Clips (+2 Death Saves)

BioMonitor (+2 Resist Torture/Drugs)

Auto-Injector (tamper-resistant), linked to bio-monitor

3x Stim (re-roll Stun Save)

1x Blackout (Stun-5 check, locks out Stim injectors), 8s

1x Flatline (Mortal-2 check every 10 seconds), 10s-1m, fires 1m after Blackout fails

Basic Processor

Carbo-glass Rippers

Cyberarm (right arm)

Real-Skinn, Thickened Myomer, Advanced Armor, EMP Shielding

3 Cyber-Digits, 3x Finger Bomb (2d6+3, 3m radius)

Advanced CyberHeart (+2 BOD except for BTM/Death Checks, +2 MA; -1 BOD/4 minutes)

Neural Bridge (ambidexterity)

Enhanced Anti-Bodies (+1 Healing Rate)

Speedware (1 turn start-up, 3 turns +3 Initiative , 1 turn cool-down)

Nanosurgeons (Doubles healing rate)

Advanced Reflex Adaptations (+REF already added in)

New-Lungs (1/2 normal breathing rate, Can hold breath twice as long)

Nasal Filters (80% effective)

Kiroshi Monovision (+1 Awareness, Low-Light, Anti-Dazzle, Times Square Marquee)

Standard Gear

Grenades

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 (Live Camo: -4 Awareness still, -2 Awareness moving; -1/10m)

Arasaka Smart-vision Combat Helmet (LowLite, Anti-Dazzle, Times Square, Scrambled/Spread AV Commo)

Mission Gear

Armored Pants (SP14)

Armored Jacket (SP 16)

Balaclava (SP10)

Scrambled radio with throat mike and earpiece

Armor

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	12	10	17
Torso	2-4	12	16	21
R. Arm	5		20	25 SDP
L. Arm	6	12	16	21
R. Leg	7-8	12	14	19
L. Leg	9-10	12	14	19

Attributes

Int	5	Ref	8
Tech	6	Cool	10
Attr	5	Luck	7
MA	10	Body	9
Emp	1		
Run	30	Leap	15
Lift	280	Hum	8

Save

9

BTM

-3

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L. Leg	9-10	12	10	17

Skills

Special Abilities

Combat Sense 7

Body [9]

Endurance - 5 14

Strength Feat - 5 14

Cool [10]

Intimidate - 8 18

Resist Torture/Drugs - 7 17

Intelligence [4]

Awareness/Notice - 6 10

Hide / Evade - 5 9

Language: Japanese - 8 12

Wilderness Survival - 6 10

Reflex [8]

Athletics - 4 12

Handgun - 3 11

Heavy Weapons - 2 10

Martial Art: Sambo - 5 13

Rifle - 3 11

Stealth - 6 14

Technical [6]

First Aid - 1 7

Weaponsmith - 1 7

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

<u>Name</u>	<u>T</u>	<u>WA</u>	<u>C</u>	<u>A</u>	<u>Dmg</u>	<u>Shots</u>	<u>ROF</u>	<u>Rng</u>	<u>Rel</u>
Survival Knife	M	+0	J	P	1d6A				
Grenade	H	+0	P	P	var	1	1	70m	ST
CG Rippers	M	+0	N	P	3d6AK				VR
Cyberarm	M	+0			2d6				

Notes

Martial Arts

Sambo (5)	
Strike (+7)	+2
Punch (1d3+7)	+2
Kick (1d6+7)	+2
Disarm	+2
Sweep	+2
Grapple	+2
Throw	+3
Hold	+2
Escape	+2