

Rafael Martins

Description

Aside from the nearly constant medical braces, crutches, and other gadgets from your last projects, you tend to dress in lightly armored coveralls and keep your head shaved to avoid it causing a problem. Your toolbelt is oversized and overburdened with all manner of tools and speciality equipment. While you may reduce the numbers while you are in the field. Not a slow and careful person you often tend to run off at the mouth and say problematic things before your brain has time to catch up and stop you. This can cause problems with people that do not really know you, but for those you work with constantly it is simply understood.

Background

The lack of any Japanese parentage or patron will keep Rafael from rising into the suit ranks, which is a bit disappointing as he one day hoped to manage his own R&D team. With those bars in place he transferred into the Special Ops with the desire to distinguish himself enough to overcome his heritage. In the two years he has worked there he has got a reputation for pulling off-the-wall crazy stunts, the like of which kills most people, but you always catch that lucky break. He has become a first class mechanic and seems to have a decent touch with computer electronics.

Team

You are the strength of his team and the one that they call on whenever this is a job that is difficult but not bat-shit-crazy (those are for Jiro). Sure there are some that will call you the second-banana to just about everyone, but you just consider yourself good at so many things that there is nothing that you cannot do. Nobody laughs or derides the grease monkey when something goes wrong.

Chun Midori

You wind-down buddy and all around partner in crime. Sure, he was born with the silver spoon and you the greasy wrench, but he does not lord his wealth over you and in fact is very willing to share. In fact, he had bought you quite a bit of your better gear. He may someday want to collect on those IOUs, but until then its best to keep to the working routine.

Banyu

Like an old record, the "sarge" never seems to be lacking for a memory of something that happened just like this. Usually it involves him single-handedly saving his team's ass from some screw-up by the higher-ups, but you still find it amusing. The only dull part is that he seems to constantly want to impart this wisdom into you and Midoria and frankly you have better things to fill your head with right now. Still, when the chips are down he is there for you. This was very true during that mission in China where an explosion tore deep into your right side. Banyu carried you back after the rest of the team left you for dead - you owe him a big marker for that one.

Arasaka Information

ID#	85-46238-2564-6
YIS	4
Skillssets	Basic Combat Heavy Weapons Basic Infantry Tactics Basic Hand-to-Hand Combat Security Operations
Assignment	Special Operations
Honors	Letter of Recommendation SouthAm Ribbon w/ star

Vital Statistics

Sex	Male
Race	Hispanic
Nationality	Brazillian
Age	23
Blood Type	O+
Hair Color	Blue
Eye Color	Black
Height	168 cm
Weight	78 kg
DOB	1/4/1997

Medical

Restrictions	None
PsyRat	23-13-15-18

Ge Dai

What a stuffed shirt. Not only do you have to fill out even the simplest form in triplicate, but he denies you just about anything that is fun. Sure, you never expected to get the cool gear fresh off the R&D benches, but by god at least you could get enough equipment to put something together as needed. Instead you have to constantly fill out the most inane requisition forms for most of the day. Do not even ask about the cleanliness inspection.

Guang Jiro

Scary. Simply Scary. If there is one man you do not want to cross it is Jiro. Instead you would much prefer to use Banyu as a break since he is the only one that Jiro does not cross. Thankfully you do not have to come into contact with him that often as he is up close while you are providing the support against large targets. It would so easy to just drop a few explosive on him and end things, but you are worried that it might not kill him - just make him mad.

Wan Anzu

Birds of a feather. You both love to tinker with stuff and create new things. Sure he is a pompus ass-kisser looking to rise up the corporate ladder, but when you are both working at the bench then you see his true self. Some tech geek that has dreams of making it big. Too bad for him.

Wei Yumi

Amazing. It seems like after each "friend" she gets a hotter body and more glitter. The fact that she also seems to always have the answers to any of Dai's questions about upcoming missions is nothing short of amazing. It is like she has some sixth sense that gives her insight into someone's thoughts before they think them. Maybe she is a psychic or has a cell modem for accessing the net. Whatever it is can be scary at time.....still there is that wonderful man-made body to dream about.

Xian Ruri

He is better than Dai, but not by much. He was gifted at birth with all of the credentials needed for a quick rise to the top. Maybe this is why you find him difficult to work with. Its not that you will disobey his directives, but my will always turn them into your largest advantage. Given that rarely will both Dai and Ruri command the team at the same time you would traditionally choose Ruri as your teammate. It is not that you like his leadership skills, but at least he known enough to leave you alone.

Yu Tanaka

If he was not such a prick you could actually like Tanaka as there is a great deal of professional enjoyment you both find in the liberal use of explosives. The problem is that he tends to look down on your "amatuer" efforts compared to his more "learned" abilities. Sure it takes you 1.5kg to do what Tanaka can do with 1.2kg of explosives, but when has the company ever skimped on the equipment to that degree. If you need more to do the job, then you get more even if you have to go through Dai.

Zhao Gin

Until that total cock-up in China you had a great deal of respect for Gin. He seemed to do a very good job of patching up the team and keeping Jiro under control. However, after you went down and things went south he was heading for the extraction point before even giving you a cursory glance. That once incident has really colored your faith in him when the chips are down. Banyu is always talking about the strength of the team being its weakest member. You know that many people look upon you in the role; however, you think the real weakness is Gin. As long as things are smooth he is good, but when the team really needs him you just know he will leave.

Equipment

Cyberware

Skinweave (SP 12)

Basic Processor

Chipware Socket

Ambidexterity, Handgun-2

Adrenaline/Endorphin Surge (ignore sleep/food 48hrs; wound penalty ignored; +1 BOD for 1 min 3/day)

Vehicle Link (+2 drive smart vehicles)

Smartgun Link (+2 smartgun attacks)

2x Interface Plugs

2x Standard interface cables

Cybernetic Right Arm (1d6 punch, 2d6 crush, normal hand, popup 4-shot MML, armor, external mount/link)

CyberAudio (+1 Hearing, Bug Detector, Enhanced Hearing Range, Level Damper)

Cyberoptic, Right (Targetting +1 smartgun, Teleoptics, Thermographic, Ultraviolet)

Standard Gear

Towa Type-9 Grenade Launcher with smartlink, cyber-mount

5x 8-round Magazines (1x Chemical/Flash-Bang, 3x HE, 1x HEP/HEDP)

Chain Knife (armor -2/hit)

Grenades

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

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

Arasaka Combat Armor (Reinforced)

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])

5x Stripwire binders

Advanced Alarm removal kit (+1 all skills versus security systems)

Mission Gear

US Army A1-2010 Armored Tech Helmet (SP 18/10)

microscopic vision, low-light, anti-dazzle, datalink, Times Square

US Army A-2010 Combat Pants (SP 14)

US Army A-2010 Combat Jacket (SP 14)

Militech M-212 Grenade Launcher

Smartlink, Cybermount

5x 8-round revolver magazine

Armor

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	12	18/10h	22/15
Torso	2-4	12	14	19
R. Arm	5		20h	25 SDP
L. Arm	6	12	14	19
R. Leg	7-8	12	14	19
L. Leg	9-10	12	14	19

Attributes

Int	6	Ref	7
Tech	8	Cool	9
Attr	4	Luck	7
MA	3	Body	6
Emp	4		
Run	12	Leap	3
Lift	320	Hum	44

Save

6

BTM

-2

Armor

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Torso	2-4	12	14	19
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R. Leg	7-8	12	14	19
L. Leg	9-10	12	14	19

Skills

Special Abilities

Combat Sense	4
Tactics	3

Body [6]

Endurance - 5	11
Strength Feat - 2	8

Cool [9]

Interrogation - 2	11
Intimidate - 3	12
Resist Torture/Drugs - 4	13
Streetwise - 4	13

Intelligence [6]

Awareness/Notice - 4	10
Education & Gen Know - 2	8
Hide / Evade - 3	9
Language: Spanish - 5	11
Language: English - 5	11
Language: Japanese - 4	10
Language: Portuguese - 8	14
Shadow / Track - 3	9
Wilderness Survival - 3	9

Reflex [7]

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

Technical [8]

Basic Tech - 5	13
Demolitions - 3	11
Electronics Security - 3	11
First Aid - 3	11
Weaponsmith - 3	11

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

<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>
Cyberarm	M	+0	J	-	1d6				VR
Chain Knife	M	+0	J	P	2d6+1				VR
Grenade	H	+0	P	P	var	1	1	60m	ST
Type-9 GL	H	+0	N	P	var	8	2	200m	VR
M-212	H	+1	N	P	var	8	2	200m	ST
MML Popup	H	+2			4d6	4	2	200m	VR
40mm HE					7d6/5m, 3d6/10 radius				
40mm HEP				-1	7d6 armor-5, 1/2 concussion				
40mm HEDP					4d10 HEAT				
40mm Flash					Stun-2, 4t stun				
					REF-20, 2t blind				

Notes

Martial Arts

Sambo (3)	
Strike (+4)	+2
Punch (1d6+4)	+2
Kick (1d6+4)	+2
Disarm	+2
Sweep	+2
Grapple	+2
Throw	+3
Hold	+2
Escape	+2