

Xian Ruri

Description

Perfectly dressed for any occasion as only a graduate of the very prestigious Nakano School would understand. You have been groomed for success since before most kids were weaned from their mothers. His manners and speech patterns can seem condescending at times, but that is nearly the by-product of those born to be followers working around a natural leader. His natural instincts are to both command respect and expect to be followed without seeing that his is followed.

Background

As an infant your DNA scores indicated you had the ability to reach stratospheric heights, thus it was that you found yourself at the Nakano School. Given the best teachers, equipment, and atmosphere that money can buy you exited that school with a powerful thirst for success. Although Arasaka wields a great deal of corporate power it is far from a top choice for Nakano graduates as its activities are considered "dirty work." However, Ruri was considered a shark even among those trained to climb the ladder at any costs. Given Arasaka's environment that gave him to best chance to reach the top spot as quickly as possible. With his eyes on that brass ring he has been working his way through the company, punching his card in all the right places, which is how he ended up in Special Operations. Nobody climbs the ladder far enough without commanding a Special Ops team. Given that he has been groomed to lead and has the natural talent to do so, he is ready to jump into the command slot at the first opportunity.

Team

You are the team's second in command and the one that Dai should turn to command any independent action; although in practice he rarely does. You have the natural instincts to lead and have done so on many occasions. Waiting for Dai to take command and issue the necessary instructions is an exercise in frustration far too often. It is time to take things by the horns and lead this team yourself if you find things bottled up again.

Chun Midori

There is not place on any team for slackers that do not follow orders. There is potential inside of the man that you have seen on occasion does not make up for the man's laziness. Sure, you understand that his family protects him and although it grates on your nerves. Position should be determined by talent and the ability to do the job, not on political or family connections. Rationally you understand that is just the way things are - emotionally you are driven to grind your teeth in frustration.

Banyu

Scroungers have their place in this world and he seems very comfortable in that place. He sees to the needs of the team that the company either cannot or will not provide. While it is true that some on the team would much rather follow Banyu's relaxed lead you know that he is no true leader. He may have the natural talent of a leader,

Arasaka Information

ID#	56-69245-1145-3
YIS	4
Skillsets	Basic Combat Basic Unarmed Combat Advanced Combat Leadership Training Advanced Education
Honors	Commendation Commendation with Star Gold Sword Brazillian Campaign
Position	Special Operations

Vital Statistics

Sex	Male
Race	Asian
Nationality	Japanese
Age	26
Blood Type	A+
Hair Color	Black
Eye Color	Black
Height	157 cm
Weight	73.6 kg
DOB	1994/12/18

Medical

Restrictions	None
PsyRat	14-18-15-3

but responsibility weighs far too heavily on his shoulders.

Ge Dai

You would be the perfect complement for Dai if he would just let you act as his true second. He has the book smarts and tactical sense, while you were born to lead. He plays the game cautiously, while you are more willing to bet the pot trusting in your abilities and those around you to take the hand. However, you are not sure if he fears you undermining his authority or what, but whatever his problem with you are - it will not stop you from doing what you know needs to be done.

Guang Jiro

A powerful gun is very dangerous to the enemy and so is Jiro; however, he is also an unstable weapon and thus represents a danger to the team and its mission. As long as Arasaka continues to send him back to the team you will do your best to use his abilities to their fullest, but like any rabid dog he cannot be trusted.

Rafael Martins

Part of Banyu's faction within the team, but unlike the others he is the most likely to follow your orders and would never rise against you. It is more that he follows Banyu simply because that is the easy path and he goes drinking with Midori. Lacking the talent of Midori he does make best use of his abilities. He is like the sidekick that is always following along wanting to be just like his mentors, but failing at it because he tries too hard to succeed. Success will never come naturally to Rafael and that makes him useful only up to a point.

Wan Anzu

In every department there is some dead weight and in this team that is Anzu. A pompous man who likes to sing his own praise while dragging down the contributions of others. If he was truly a skilled corporate weasel he would be a disaster to team coherency as it stands now the man's technical wizardry far outstrips his political savvy. It is that wizardry that keeps him on the team. The rest of the team is sufficiently unskilled at computer work beyond the basics - nevermind running - that what he does simply amazes them. You have seen highly skilled runners and while he is not bad - they would brain fry him in a nano.

Wei Yumi

It would be easy to dismiss her as a horizontal climber, but she is far more complicated. She plays the part of the easy ride to keep people off guard. The fact that much of her background is closed off even to you makes the mystery even more interesting. Several times you have felt yourself pulled into her web, but after each escape you have convinced yourself that you were still always in control. Each time you fall in again that argument becomes more hollow. She is very dangerous to you.

Yu Tanaka

A world-class mind that is too often distracted by the possibilities to decide on the singular. He needs focus to keep him on task and if allowed to go off by himself the results are often spectacular but not always beneficial. Aside from his skill and love of all things explosive, he actually does bring that mind of his to bear. He can often think through a problem several different ways - discarding dead ends before most people can fully grasp the situation. As long as nothing explosive happens to draw his attention away Tanaka is very good indeed.

Zhao Gin

You are not sure who or why his personal record has been closed at the highest level, but that could not diminish his skill and dedication. While others are winding down from a mission well done, Gin is moving among the wounded tending to their needs. His bedside manner may not be the best, but his skill more than makes up for that. He is the one man on the team that you feel you can trust to follow you no matter what the order. His support of you is unwavering.

Equipment

Cyberware

- Skinweave (SP 12)
- Adrenal Booster (+1 REF, 3/day for 1d6+2 turns)
- Nanosurgeons (doubles healing rate)
- Enhanced Antibodies (+1 healing rate/day)
- Advanced Muscle and Bone Lace I

Standard Gear

- Arasaka WAA Bullpup Assault w/ folding stock, x4 CQB scope
 - 6x 15-round Magazines (DP)
- Towa Type-14 w/ silencer
 - 2x 16-round Magazines (DP)
- Survival Knife
- Grenades
 - 2x HE (7d6/5m, 3d6/10m radius)
 - 2x Chemical (10m radius, CS/Smoke, COOL/BODY-15 roll or leave, 10 turns)
 - 2x Flashbang (Stun-2 5m out or 15m inside to avoid stun/deaf, DC20 avoid blindness)
- Arasaka Combat Armor (Reinforced)
- 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])
- 5x Stripwire binders

Mission Gear

- FA M-2012 (7.62N)
 - 3x 30-round magazines (DP)
 - x4 CQB Scope
- Stermeyer P-41
 - 2x 12-round magazines (DP)
- Sliencer
- Gibson "Street Warrior" Pants (SP 12)
- Gibson "Street Warrior" Jacket (SP 14)
- Reinforced Balaclava w/ Goggles (SP 10)
 - LowLite, Anti-Dazzle, Times Square
- 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	14	19
R. Arm	5	12	14	19
L. Arm	6	12	14	19
R. Leg	7-8	12	12	17
L. Leg	9-10	12	12	17

Attributes

Int	5	Ref	7
Tech	4	Cool	8
Attr	7	Luck	3
MA	5	Body	7
Emp	8		
Run	15	Leap	3.75
Lift	320	Hum	83

Save

7

BTM

-2

Armor

AREA	ROLL	LAYER 1	LAYER 2	TOTAL
Head	1	12	20h/10	24/17
Torso	2-4	12	14	19
R. Arm	5	12	12	17
L. Arm	6	12	12	17
R. Leg	7-8	12	12	17
L. Leg	9-10	12	12	17

Skills

Special Abilities

Combat Sense	2
Tactics	3
Corporate Resources	3

Attractiveness [7]

Personal Grooming - 5	12
Wardrobe & Style - 4	11

Body [7]

Endurance - 2	9
Swimming - 1	8

Cool [8]

Interrogation - 3	11
Intimidate - 3	11
Oratory - 5	13
Resist Torture/Drugs - 3	11

Empathy [8]

Human Perception - 5	13
Leadership - 7	15
Seduction - 5	13
Social - 4	12
Persuasion & Fast Talk - 3	11

Intelligence [5]

Awareness/Notice - 5	10
Education & Gen Know - 4	9
Hide / Evade - 3	8
Language: Japanese - 8	13
Language: English - 5	10
Language: Korean - 4	9
Library Search - 4	9
Wilderness Survival - 1	6

Reflex [7]

Athletics - 3	10
Handgun - 2	9
Heavy Weapons - 2	9
Martial Art: Akido - 2	9

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	1d6A				
Grenade	H	+0	P	P	var	1	1	70m	ST
WAA	R	+0	L	C	5d6	15	3/30	400m	VR
*folding stock		+1	N						
*CQB scope		+1						<100m	
Towa Type-14	P	+2	J	P	2d6+3	16	2	50m	VR
*silencer		-1	L					-10m	
FA M-2012		+2	N	P	6d6+2	30	1/4	400m	ST
P-41	P	+0	J	C	2d6+3	12	2	50m	ST
*silencer		-1	L					-10m	

Notes

Martial Arts

Akido (2)	
Disarm	+3
Sweep	+3
Block	+4
Dodge	+3
Grapple	+2
Throw	+3
Hold	+3
Choke	+1
Escape	+3

Rifle - 5	12
Stealth - 2	9

Technical [4]

First Aid - 2	6
Weaponsmith - 3	7