

Yu Tanaka

Description

You cannot measure up to many of the hard-boiled killers in this department, but you have enough confidence in your abilities that you do not waver around them. Most outsiders would look upon your cut-off uniform, torn pockets, worn toolbelts, and other handmade carry-alls and think that you got your style from a corporate dumpster, but to you everything has a purpose and you want nothing extra. The only thing extra is a very small bit of explosive well placed to kill you instantly. You wired yourself after going through the mandatory torture training, because nothing that scares you more than being tortured.

Background

Ever since you remember you have been obsessed with destroying things. Your parents were so proud that you took such interest in Engineering never really understanding that you only built things so that you could destroy them later. Still, you did not want to disappoint your parents so you worked through an advanced degree in Civil Engineering with a strong emphasis on Metalurgy. Landing a good position with the Urban Salvage seemed to provide you with a steady paycheck and the occasional "boom" to sate your appetite. It was there that you came to the attention of Arasaka, which after a quick introduction became like a second home. Less than a year later you left the salvage business for an operational team in need of an explosives expert. While you do spend the vast majority of the time in the R&D department working on new explosives and demolition field kits; you are currently in a one-year field rotation for all fast-tracked employees so that they get their hands dirty. This ia a job you would never mind and take great gusto in carrying out any orders to the most "explosive" conclusion.

Team

There is no barrier to strong that you cannot get through eventually, but that sort of brute force application is not why you are so valuable to the team. It is the fact that you are a first rate Mechanical Engineer and thus understand the application of least force maximum benefit. Everything from simple distractions and subtle breaks to complete destruction the team relies on your discretion and abilities.

Chun Midori

You remember meeting many boys like him back at the University - bright, talented, and completely wasting their talents. It is one thing to be born with little talent, but to have a talent and let it rot is just terrible. Like those boys who became men, one day Midori will find out that the world simply will not offer up itself for him at his pleasure. Given his family connections that day may come very late in his life as those at the peak often have the farthest to fall. Still, there may be hope as when he is in the field he is completely different with a sort of mental focus that he does not posses back at corporate.

Banyu

The source of the materials you need for most of your own special blends. His prices are reasonable and he knows the game well enough to keep his lips sealed about any of your purchases. Even if he did not get you

Arasaka Information

ID#	56-69245-1145-3
YIS	2
Skillsets	Demolitions
Position	Special Operations
Honors	None

Vital Statistics

Sex	Male
Ethnicity	Asian/Caucasian
Nationality	American
Age	25
Blood Type	AB+
Hair Color	Brown
Eye Color	Green
Height	188cm
Weight	106.6kg
DOB	3/20/1995

Medical

Med Restrictions	None
PsyRat	14-18-5-3

chemicals you need, it would be him that you would trust more than anyone when in the field. His is the voice of experience from the school of life. Like in engineering there is a very large difference between drawing up the physical plans and actually building something. When in the field you filter any of the orders coming from Dai or Ruri through Banyu before deciding what is the best course of action.

Ge Dai

Standing completely opposite of Midori is your mostly uptight leader, Dai. A man possessed by the idea that life itself is driven from a book and that book was written by Arasaka. There is no debating the man's knowledge or his grasp of very complicated tactics, but he has all of the natural charisma of a brick. In fact, a brick would probably be a better leader since the team would not be expecting much from it. As long as he listens to Kanu and Ruri you take heart in his decisions. Those times he decided to complicate matters beyond what is necessary things quickly fall apart.

Guang Jiro

How unhinged can one individual be and still survive daily life. Jiro is a glowing testimony that the ability to live in society is not connected in any way your ability to function in that society. He spends most of his time down in the Psychology Department where they pump him up with so much drugs that he spends much of his off hours sleeping or staring off into space. He has neither joy, sorrow, happiness, or tragedy in his life - just simply breathing and killing. Both of these things you hope that he continues to do far from you.

Rafael Martins

If Midori is a boy that never grew into childhood, then Rafael is a man that wishes to regress back to his childhood. Although he has long passed his prime party years he still likes to run with the younger crowd for all hours of the night. Often drunk or simply hungover he cannot be counted on for even the most simple task. Sooner or later his body is going to come calling to straighten out the mess he has made of things, but until then Rafael shows no sign of letting up in life.

Wan Anzu

He is supposed to be your counterpart on the team and you often find yourself together when split into two-man groups. When you first arrived he tried to pull you into his little power struggle games, but you would have nothing to do that that sort of stuff. Once that finally got through his thick skull he wrote you off as mostly useless, which is just right by you. On the plus side he does know his business and as a team you have managed to score entrance into places thought uncrackable.

Wei Yumi

A pretty girl working her way up the ladder on her back. It's not like there were not plenty of such girls in University and you hated it just as much then. You know that she gets most of her information from outside the team and you internally scream each time Dai or Ruri praise her efforts. You suspect that she may be running a black market operation on the side and using your equipment to do it - you must watch her carefully.

Xian Ruri

A good solid man who has both an understanding of tactics as well as experience deploying them in the field. He may not be the brightest and he seems to rarely turn towards your advice, but at least he never dismisses you outright. You wish that he would listen to Banyu a bit more, but aside from that he seems to be about the best leader that money can buy.

Zhao Gin

Always looking over his shoulder, he shows signs of a watched or hunted man. It is simply his body language that gives him away. Who exactly is hunting him nobody knows for sure, but you are trying to work behind the scenes to find out. He is like a big fun puzzle box that you have to unravel. You really enjoy puzzles.

Equipment

Cyberware

Skinweave (SP 10)

Basic Processor

Chipware Socket (6 slots)

AeroTech-2, Motorcycle-2, Forgery-1

Machine/Tech Link

Vehicle Link (+2 Driving/Piloting)

Smartgun Link (+2 Firearms check)

Interface Plugs (back of left hand)

Bio-monitor

Explosive at base of skull (tied to bio-monitor)

Tactile Boost (+2 Awareness for Touch)

Biomonitor (+2 Resist Torture/Drugs)

Left Cyber Arm (SDP 20)

Toolhand (contains small tools)

Extra-Twist Joint (+2 REF/MA for athletic tasks, +2 Grapple, +2 Escape)

External Sensor Pods "Rabbit Ears" (top of head mount)

Micro-Optics, Thermograph

Standard Gear

Malorian Arms Sub-Flechette Gun w/ Smartgun (Soft Armor x1/4 rate)

3x 30-round magazines

Colt AMT Model 2000

2x 10-round Magazines (DP)

Survival Knife

Grenades

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

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

2x Flashbang (Save-2 w/ 5m out or 15m in or stun/deaf 4t; DC20 REF or blind 2t)

Militech Explosive Expert Combat Armor (Fully Hardened), -1 REF

Militech 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])

Explosives

2kg C-6 "Flatfire" Custom (10d10/kg)

10x DetCards (1d10 in 10 inches)

12oz "Fireburn" Jelly (1d6/oz for 4 turns)

1x anti-personal mine (4d10/7m, 2d10/10m, penetration 2)

1x Claymore (4d10, front: 6 x 75m cone, back: 6 x 6m cone)

Explosives Field Kit (4x +2 Demolitions, detonators, blasting caps, 30m det cord, wire, plunger, timers)

Blackened Brass Knuckles

Mission Gear

US Army A2-2010 Explosives Helmet (SP 20)

US Army A2-2010 Gunner Armored Jacket (SP 20)

US Army A-2010 Combat Fatigues (SP 14)

Scrambled radio with earpiece and throat mike

Armor

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	10	20h	24
Torso	2-4	10	20h	24
R. Arm	5	10	16	20
L. Arm	6	10	16	20
R. Leg	7-8	10	14	19
L. Leg	9-10	10	14	19

