

Zhao Gin

Description

Your dark skin and facial features mark you as a Mongolian Chinese, which means that it is a bit strange to find you in a Japanese company. Although your accent marks you as highly educated you still favor dark colors that help you to blend into the background. The fact that you wear glasses mark you as a bookish man to be overlooked in just about any situation.

Background

On the run from Chinese authorities for unauthorized human experiments you made your way to Japan in the hopes of disappearing into the surroundings. That plan worked well for several years until word of your skill made its way to certain people. It was not long after that an Arasaka goon squad came knocking at your door presenting you with an offer that you could not refuse. Most people would find it difficult working with people you hate for a company that blackmails your loyalty, but as long as they hold your feet to the fire you will do your best.

Team

While some would say that you are the anchor around the team's neck, your preform a vital role as the team's medic and biological specialist. This means that you typically spend more time analyzing results that in the field. Still you have deployed enough to at least stop cowering when the bullets begin to fly.

Chun Midori

You despise the waste of such talent. There is no mistaking his natural chi when he holds a weapon, it is clear as day to those who know how to watch the body's signals. However, he wastes his natural talent by always taking the easy route - always looking for an out in any situation. He has the instincts of a killer wrapped in the mind and body of a useless gutterchild.

Banyu

You have developed a good working relationship with Banyu. You pass him some extra cash or drugs and he is working on getting you the things that you need to escape this prison. Sure, he cannot be trusted but as long as the money continues to run he will play by the rules of the game. In the end you will have to kill him before you make your escape as he simply knows too much about how to find you after the fact.

Ge Dai

Dai knows of your situation at least enough to know that Arasaka is shielding you from someone, he takes that at face value and takes you at your word. In that regard you have never let him down; although he will be disappointed when you finally escape this prison. Except for you plan to escape he is the closest thing you have to a friend on this team, or even in the entire company. For that alone you are willing to go far to help him in any endeavor to a point. Under no circumstances are you willing to hinder your escape plan, unless.....

Arasaka Information

ID#	28-698326-6684-5
YIS	7
Skillsets	Medic Basic Combat
Position:	Special Operations
Honors:	Classified

Vital Statistics

Sex	Male
Ethnicity	Asian
Nationality	Chinese
Age	31
Blood Type	O-
Hair Color	Black
Eye Color	Brown
Height	142cm
Weight	70.9kg
DOB	10/4/1989

Medical

Restrictions	None
PsyRat	16-13-14-12

Guang Jiro

In the field you are responsible for keeping this walking machine under control. You have the drugs necessary and specialized training to keep him mostly together. After the mission is over you have even more responsibility to write up the after-action report for Jiro so that the head of the cyber-psychosis department can properly bring him back into reality. It would be so easy to simply write up a report that would send this madman away forever, but he may play a crucial part in your escape. After all a diversion may be necessary to slip free your bonds.

Rafael Martins

A child, but one that so reminds you of the children back in the village where you grew up. You often find yourself wanting to scold him as the elders used to scold you and your friends, but his boundless youth simply stops you from stopping him. In this cold and bitter world where people only look out for themselves, Rafael forever looks through the eyes of a child. He sees potential in all things - even you, which bothers you more than you care to admit. These people are not your friends and you do your best to keep all of them at bay, but it is so much harder with Rafael.

Wan Anzu

If there is one thing that you cannot tolerate it is an ignorant fool and no greater fool have you met than Anzu. He likes to pretend that he is actually somebody when in fact he is little more than a pup in the land of the wolves. Like most pups he sees himself as the great hunter and master of his domain, but each time a wolf looks his direction he is left whimpering behind the tree. You are no wolf yourself, just a pup that knows he is a pup and quite content to stay that way for as long as it takes.

Wei Yumi

It is so easy to dismiss Yumi as little more than a corporate plaything that has been given a "job" as cover for business travels. While there is no doubt that much of that has gone on in Yumi rise to the top, she really does grasp the basics of intelligence gathering. She is skilled in both electronic and human surveillance to a degree not reflected in her often inane comments. You would think it a facade to keep people off their guard around her, but that does not feel quite right either. Whatever she is you cannot let her get in close or she might unearth your background and there is no doubt in your mind that when the scales are balanced in her mind your survival will come up very short.

Xian Ruri

The a bit of the ambition of Anzu with the skill of Dai, shake together and you would have Rui. He is very much a rarity in Arasaka as much as you can tell. He is both good at his job as well as interested in doing more. Not fully a company man, he seems to simply have found something that he not only enjoys, but has a special talent for as well. A very powerful combination that could be used to your advantage, but it will be difficult as he can be very guarded.

Yu Tanaka

Tanaka was your first choice to make your confident in this group until you discovered that he is just as unhinged as the others, which is why you turned to Dai. Highly educated and well versed in both classical and modern thought he seemed like the mirror image of yourself. However, he has a very unhealthy love of all things explosive. From the smallest crack to the loudest boom Tanaka loves them all and that makes him very physically dangerous to you. You do not think that he would put you in danger on purpose, after all he likes to tell how you put him back together after his many mishaps. But he seems to often times get lost in the thought of the boom and disregards the safety of others.

Equipment

Cyberware

- Nanosurgeons (doubles healing rate)
- Toxin Binders (+4 Poison Saves)
- Nasal Filters (+4 vs. Breathable Toxins)
- Subdermal Pocket (2"x4" space, DC 25 to spot)
- Skinweave (SP 10)

Standard Gear

Arasaka WSA Autopistol w/ laser sight

4x 15-round Magazines (DP)

Grenades

3x Chemical (10m radius CS/Smoke, COOL/BOD-15 or flee, 10 turns)

MediGear Combat Medical Armor

MediComp (+2 Medical Tech and First Aid)

Drug Analyzer (75% reliability)

TechScanner (60% reliability, -3 DC on success)

Drug Injector (50 doses storage)

30m Oxygen

Resuscitator (3 times)

Bandages, Sprayskin, stapler, etc. (6x +4 First Aid/Med Tech)

2x Blinder-150 cans (5m range, Stun-4 or blinded for 4 turns, 3 uses/can)

10x Blackout-A injectors (Stun-3 check, RT&D-15, KO for 1 minute per failure)

2x Death Head injectors (Stun-5 check, RT&D-30, KO for 15 seconds per failure, Mortal-2 check after 10s)

2x Lights-Out Aerosol cans (5m range, Stun-2, RT&D-15 or KO for failure minutes, +1 DIFF/turn, 10 uses)

10x Trauma-1 (auto stabilize)

5x Trauma-2 (+3 Death Saves, 1d6+1 minutes, M2 check when ended)

2x Trauma-3 (+5 Death Saves, 1d6+1 minutes; +2 Death Saves 1d6+1 minutes, M4 check when ended)

15x Speedheal (1 wound/day)

2x Prime (+2 COOL, +3 Awareness, +2 Stun Saves for 1d6+1 hours; -3 All Skills, -2 COOL for 1d3 hours)

3x Timewarp (+3 Initiative for 1d6+1 minutes; DC20 BOD check or take 1d3 damage)

5x Endorphins (+4 Stun Saves, +2 COOL, +2 Endurance, -1 INT/TECH for 3d10 minutes)

10x Stripwire binders

Mission Gear

Colt E-10

laser sight

3x 14-round magazines (DP)

Attributes

Int	10	Ref	6
Tech	8	Cool	8
Attr	5	Luck	6
MA	4	Body	4
Emp	3		
Run	12	Leap	3.5
Lift	160	Hum	28

Save

4

BTM

-1

Armor

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

Skills

Special Abilities

Medical Tech 7

Attractiveness [5]

Personal Grooming - 3
Wardrobe & Style - 1

Body [4]

Endurance - 2 6
Swimming - 4 8

Cool [8]

Resist Torture/Drugs - 2 10
Streetwise - 2 10

Empathy [3]

Human Perception - 3 6
Interview - 2 5
Social - 1 4

Intelligence [10]

Accounting - 2 12
Awareness/Notice - 4 14
Biology - 3 13
Chemistry - 3 13
Diagnose Illness - 5 15
Education & Gen Know - 4 14
Forensics - 3 13
Language: Chinese - 8 18
Language: English - 5 15
Language: French - 5 15
Language: Italian - 2 12
Language: Japanese - 6 16
Library Search - 5 15
Teaching - 2 12
Wilderness Survival - 1 11

Reflex [6]

Athletics - 1 7
Handgun - 3 6
Martial Art: Wrestling - 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

Name	T	WA	C	A	Dmg	Shots	ROF	Rng	Rel
Grenade	H	+0	P	P	var	1	1	40m	ST
Arasaka WSA	P	+2	J	C	2d6+3	15	2	50m	VR
* laser		+1							
Colt E-10	P	+2	J	C	2d6+3	14	2	50m	VR
* laser		+1							

Notes

Stealth - 1 7

Technical [8]

Basic Tech - 2 10
CryoTech - 2 10
Genetics - 1 9
Pharmaceuticals - 3 11