

<b>NAME:</b>	Yamana Rina as <b>Mendako</b>			<b>PLAYER:</b>	CWO		
<b>METATYPE:</b>	Human			<b>AGE:</b>	25	<b>SEX:</b>	Female
<b>HEIGHT:</b>	163cm	<b>WEIGHT:</b>	49kg	<b>HAIR:</b>	Black	<b>EYES:</b>	Brown
<b>KARMA:</b>	0	<b>CAREER KARMA:</b>	0	<b>STREET CRED:</b>	0	<b>NOTORIETY:</b>	0
<b>COMPOSURE:</b>	7	<b>JUDGE INTENTIONS:</b>	8	<b>LIFT/CARRY:</b>	6	<b>LIFT/CARRY WEIGHT:</b>	45 kg/30 kg
<b>MEMORY:</b>	8			<b>MOVEMENT:</b>	22/44 (2m/hit)	<b>Swim:</b>	7 (1m/hit)
						<b>NUYEN:</b>	15,250¥
						<b>SKIN:</b>	Can you answer this in 5e?
						<b>PUBLIC AWARENESS:</b>	0
						<b>PRIMARY ARM:</b>	Right

PHYSICAL ATTRIBUTES		MENTAL ATTRIBUTES		SPECIAL ATTRIBUTES		INITIATIVE	
BODY: 3		CHARISMA: 3		EDGE: 5		INITIATIVE: 10 +1D6	
AGILITY: 7 (11)		INTUITION: 5		CURRENT EDGE POINTS:			
REACTION: 5		LOGIC: 4		ESSENCE: 1.72		RIGGER INITIATIVE: 10 +1D6	
STRENGTH: 3		WILLPOWER: 4				MATRIX AR: 10 +1D6	
						MATRIX COLD: 5 + DP +3D6	
						MATRIX HOT: 5 + DP +4D6	

PHYSICAL LIMIT: 5	MENTAL LIMIT: 6	SOCIAL LIMIT: 4	ASTRAL LIMIT: 6
Balance Tail: +1, Only for Gymnastics (Climbing), Gymnastics (Jumping), Running, and knockdown resist. Elastic Joints: +1, Only for Escape Artist Enhanced Articulation: +1, Only for Escape Artist Monkey Foot: -1, Only when used as hand Monkey Foot: -1, Only when used as hand Thermal Damping: +6, Only for Sneaking against Thermographic Vision or thermal sensors.		Rockblood Old School Line: +1, Must be visible	

ACTIVE SKILLS			ACTIVE SKILLS			KNOWLEDGE SKILLS		
SKILL	RTG	POOL	SKILL	RTG	POOL	SKILL	RTG	POOL
Animal Handling <small>CHA</small>	0	2	Instruction <small>CHA</small>	0	2	English <small>INT</small>	2	7
Archery <small>AGI</small>	1	12	Intimidation <small>CHA</small>	0	2	Japanese <small>INT</small>	6	11
Armorer <small>LOG</small>	0	3	Leadership <small>CHA</small>	0	2	Fight Clubs <small>INT</small>	2	7
Automatics <small>AGI</small>	0	10	Locksmith <small>AGI</small>	3	14	Security Design <small>INT</small>	1	6
Blades <small>AGI</small>	1	12	Longarms <small>AGI</small>	0	10	Yakuza <small>INT</small>	1	6
Clubs <small>AGI</small>	0	10	Navigation <small>INT</small>	0	4			
Computer <small>LOG</small>	1	5	Negotiation <small>CHA</small>	0	2			
Con <small>CHA</small>	2	5	Palming <small>AGI</small>	1	12			
Cybercombat <small>LOG</small>	0	3	Perception <small>INT</small>	2	7			
Demolitions <small>LOG</small>	0	3	Performance <small>CHA</small>	1	4			
Disguise <small>INT</small>	0	4	Pilot Ground Craft <small>REA</small>	0	4			
Diving <small>BOD</small>	0	2	Pilot Watercraft <small>REA</small>	0	4			
Escape Artist <small>AGI +3</small>	2	16	Pistols <small>AGI</small>	1	12			
Etiquette <small>CHA</small>	0	2	Running <small>STR</small>	1	4			
First Aid <small>LOG</small>	0	3	Sneaking <small>AGI +2</small>	5	18			
Forgery <small>LOG</small>	0	3	Survival <small>WIL</small>	0	3			
Free-Fall <small>BOD</small>	0	2	Swimming <small>STR</small>	1	4			
Gunnery <small>AGI</small>	0	10	Throwing Weapons <small>AGI</small>	1	12			
Gymnastics <small>AGI +2</small> (Contortionism +2)	6	19	Tracking <small>INT</small>	0	4			
Hacking <small>LOG</small>	0	3	Unarmed Combat <small>AGI</small>	3	14			
Heavy Weapons <small>AGI</small>	0	10						
Impersonation <small>CHA</small>	1	4						
				* Athletics	1			

QUALITY	
Acrobatic Defender	RG 127
Biocompatibility (Bioware)	CF 54
Catlike	SR5 72
Double Jointed	SR5 72
Phobia (Uncommon, Moderate): Handicaps and Disability	RF 157

PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3	<input type="checkbox"/>	<input type="checkbox"/>	-3
Down	OVR	OVR	Down		
OVR	Dead				
Natural Recovery Pool (1 day): 6			Natural Recovery Pool (1 hour): 7		

IMPLANT	ESSENCE	GRADE	
Balance Tail	0.25	Standard	CF 82
Bilateral Coordination Co-processor	0.18	Standard	HT 185
Biowaste Storage 2	0.20	Standard	CF 82
Breast Implant 2.0 (One Breast)	0.10	Standard	CF 73
Breast Implant 2.0 (One Breast)	0.10	Standard	CF 73
Cyberfinger (Fingerlight) (Right)	0.05	Standard	CF 86
Cyberfinger (Glass Cutter)	0.05	Standard	HT 186
Cyberfinger (Lockpick)	0.05	Standard	HT 186
Double Elastin	0.20	None	CF 160
Elastic Joints	0.18	Standard	CF 112
Enhanced Articulation	0.27	Standard	SR5 459
Flex Hand	0.15	Standard	CF 83
Flex Hand	0.15	Standard	CF 83
Genetic Optimization (Agility)	0.30	None	CF 157
Internal Air Tank 2	0.25	Standard	SR5 455
Monkey Foot (Left)	0.30	Standard	CF 88
Monkey Foot (Right)	0.30	Standard	CF 88
Muscle Toner 4	0.72	Standard	SR5 459
Nutrition Storage System 2	0.20	Standard	CF 84
Skeletal Pneumaticity	0.10	None	CF 161
Tactile Sensitivity	0.09	Standard	CF 114
Tremor Reducer 1	0.09	Standard	CF 119

ARMOR	VALUE	EQUIPPED	
Catsuit	9	**	CA 136
Chemical Seal; Thermal Damping 6;			
Rockblood Old School Line	8	**	TCT 186
Other Modifiers	-8		
<b>Total</b>	<b>9</b>		

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Unarmed Attack	14	5	3S	-	0	SR5 132

NAME	RTG	QTY	NAME	RTG	QTY	NAME	RTG	QTY
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LIFESTYLE	LEVEL	COST	MONTHS	
Yakuza-run Restaurant's Heating Vent	Low	2,200¥	3	SR5 369
Dangerous Area; Extra Secure; Obscure/Difficult to Find;				

### Description

Mendako - taking her name from the Japanese name for an honestly rather disgusting octopus with the look of an upside-down brown saucer plate with eyes and the consistency of wet potato starch - isn't exactly who most people identify with a Japanese shadowrunner. Given, when people say "Japanese shadowrunner", they're usually not talking about people who came straight from there - they're talking about integrated yakuza members, paid corp employees or spoiled corp kids, who generally tend to go for looking respectively as scary, efficient or showy as possible, or they're talking about the omnipresent poseurs who capitalize on the mechanical, alluring image of the shut-off country of Japan.

It says a lot about Mendako that she's been accused of being a poseur more times by actual poseurs than she's spotted one of them - she puts the lie to the image of Japanese runners as hyper-efficient corp soldiers with sleek deltaware, violet-eyed, spiky-haired teens in complex outfits wielding gimmicky weapons or dragon-tattooed, sunglasses-wearing yakuza killers who wield katanas in one hand and proprietary Japanacorp pistols in the other.

She's of a decidedly average build, with few curves but not alluringly skinny either, with a narrow-eyed face mainly defined by a large, stumpy nose and a beaming smile that goes all the way to her ears but still just mostly makes people want to punch her. She slicks her shoulder-length hair all the way back down her neck, entirely skipping even the very concept of a hairstyle through brute force and hair gel, and her voice has a grating edge to it that would be hard to listen to even without her at times exaggerated and obnoxious style of speech. People who've gone through a physical education instead of a Matrix one know exactly what she used to be - a class clown - and indeed, she has that distinctly persistent sense of physical humor and the same tendency to bite onto innuendo and repeat it until even the most exquisitely subtle double entendre has become a toilet joke.

A lot of first-time acquaintances says she looks creepy in the oil-slick fake-snakeskin jumpsuit she usually wears, but people who've known her for a bit usually prefer it that way - even at first glance, she has a body language that's less "fluid" and more "floppy", with a habit of exaggerated movements and sudden lunges, and she's not above using this for cheap creep-out surprises considering that's only the start of it. It's not obvious from first glance - it'd ruin the laughs for her if it was - but she's spent hundreds of thousands of nuyen solely on transcending the concept of "joints", and can fit into a briefcase as easily as she can turn her neck 180 degrees. Many people have, as an attempt to taunt her, implied some rather less wholesome uses of this ability, and are usually stopped short by her casual shrug and admittance that yes, she's done that multiple times and she'll do it again if someone wants to see it.

On a better-looking person with a less obnoxious personality, this might have raked in offers to act in interesting art trideos and BTLs - but just like the octopus that inspired her nickname, watching Mendako use her tricks to her full advantage is about as sexy as seeing a particularly novel kind of cockroach crossbred with an earthworm having a seizure. Perhaps tellingly, no one has called her "fluid" yet, only "kind of disgusting" - someone who can crawl at walking speed while completely flat on the ground plummets to the depths of the Uncanny Valley pretty fast, and she has no joints that can't bend both ways.

More than anything else, she just seems to shadowrun because she likes it - she's sunny in that way that's somehow more worrying than a chronic depressive, and lives for the moments where she's told to go cram herself somewhere or someone gets mad at her for eating cup ramen with her feet while smoking a cigarette with her hands. It's refreshing but unsettling for many shadowrunners to meet someone who seems to enjoy people being disgusted at her or treating her only as an extension of her abilities (especially when she uses them to gross out people) - but she's enthusiastic, she's helpful and she's generally a decent person (if a bit fast to cave to pressure, with that obnoxious fucking smirk on her face), and a lot of runners have met people with worse quirks than a punchable face and a sense of humor that would be childish in a junior-high kid.

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## Background

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Yamana Rina was born completely normal, and that's managed to piss off at least one decker with some interesting personal opinions about Japan already. The way she tells it, her childhood and youth had not the slightest glimpse of Imperial military rule, draconic politics or metahumans being rounded up and shot - given, her family was upper middle class, perhaps the social class the least likely to get involved in these things and the most likely to be lied to about it, but it doesn't change the fact that she lived a relatively normal life with physical education and real food, in a town where most people were mostly unaugmented and generally normal, un-Awakened humans. Even what got her augmented was almost embarrassingly pedestrian - she'd always been athletic, and most importantly enjoyed using her body, and as such she spent most of her school years in the Track and Field club. When she wasn't clowning around in class - given, that constrains things a bit already, considering that she's always considered physical humor, slapstick and toilet jokes the pinnacle of human entertainment - she was practicing, which meant that she was shortlisted for a publicity marathon run by Mitsuhama and Shiawase as a part of a show to make the public think they weren't on the brink of corporate war. This marathon just had to go well from the corporate bosses' viewpoints - even a slight slip in schedule could make a lot of people very uneasy and cause funny things to happen to the stock market - and when it was discovered that the roadwork that was expected to happen on one of the more risky mountain stretches had been bungled and would need to be redone, as well as the weather forecast having been off because of a corporate white lie, the employee who reported this was sternly warned about what would happen if anyone became even the slightest bit uneasy. As such, the corporate representatives in charge of the event just barrelled through, and while Rina made it through the marathon itself safely - though there were a few risky points - she was one of the many who were severely injured when the truck that was supposed to deliver food to the finish line was programmed for clear-weather driving and skidded into the benches set up for the closing banquet. Especially considering that she was one of the competitors, the corporate sponsors paid her off in plenty of coupons for surgery, most of which she didn't need, but "compensation of 500.000 nuyen" looks better than "5000 nuyen" and the corps had the money to spare - and a class clown like Rina, who was still bright and mouthy even in the hospital bed, spared no time in using it for what she thought would be fun. The novelty of being able to hide in people's school desks, however, wore off, and slowly, seeping, people started seeing her as a person again and not the things she did or could do - and for someone like Rina, with the attention-seeking demeanor of the perpetual class clown, this was not pleasant. She'd gone overboard and disqualified herself for school competitions, too - and after she graduated high school, she spent multiple years doing nothing in specific, keeping a smile on her face while piddling around with part-time jobs. She was very nearly on the verge of snapping when she started searching for overseas employment opportunities, having a clean criminal record but little actual future in Japan - and when she found a job as "repair contractor for work in cramped spaces", she was overjoyed enough that she barely cared that it obviously wasn't entirely legal.

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