

WO Alan de Souza da Cruz

CYBERPUNK

Description

A tall dark-skinned man with a very lanky build and "slow" drawling accent. You are a congenial man that gets along with just about everybody, which translates into a good bedside manner. If you are not forced into your med-armor, your preferred dress is a bright print shirt, gray cargo shorts, and flip-flops - along with a really large straw hat. You tent to keep your hair shaved so that you can show off the nice tatoo you have up there - your face is always kept cleanly shaven.

Background

Others often taken your accent as an indication that you are not that bright. However, behind that accent and your heavily lidded eyes is a very intelligent individual. With your advanced schooling you enjoy crossing political sabers with just about anybody - as long as they do not take it too seriously. You play chess with Christine, discuss politics with Carlos, and swap jokes with Hans. You are often sought out as the peace-maker or arbitrator for any situation.

Team

You do not have the skill to make the ranks of the top doctors, but you are better than most of those in the private clinics. Not only do you serve as the team's medic, but you also are responsible for maintaining the team's drug cabinet. That task requires you to monitor the team weekly, assist with the yearly psyche exams, and all simply lab work.

Lt. Franks

The LT knows that you have been slipping small dosages of Zombie to Dana as well as adjusting her medical reports. He has not yet approached you, but he has dropped hints that he knows what is happening. This situation could cost your licence, so you need to speak to him soon before any internal audit turns up the problem.

Sgt. Guerrero

Although he has no knowledge or medial training, the sarge is constantly opening up your records and checking them out to a fine detail. He brings up the strangest problems, while completely missing the items that corporate would find the most troubling. Still, he has never not signed off on any of your reports.

Carlos

Behind that awkward exterior is found a very first-class mind. Carlos has not only traveled over a great deal of the world, do a great deal of things, he enjoys uncovering the wonders of each place he visits. Sure, in each case he has a rather bloody job to accomplish, but after that he typically spends several days winding down and learning of the land and its people.

Hans

He has a serious addiction that is bound to draw some attention soon. Some of his cyberware surgery did not take as well and cyber-rot has begun to set in. He has asked you not to mention it for a couple of months so that he can get in a few more missions before he is beached for a year recovering.

Militech Information

ID#	28-698326-6684-5
YIS	13
Rank	WO-2
Profile	Medic

Vital Statistics

Sex	Male
Ethnicity	Black
Nationality	Brazillian
Age	38
Blood Type	B+
Hair Color	Black
Eye Color	Brown
Height	160cm
Weight	82.9kg
DOB	10/4/1982

Medical

Restrictions	None
PsyRat	6-3-4-12
Cyberware	L3 Skinweave

Yolanda

Like a delicate flower floating on the water, Yolanda does not belong in this place. Instead she belongs back stateside driving a desk. She is quite bright and very good at what she does, but you do not look forward to finding her stretched out before you. She is a walking disaster area.

Duane

It is sad to see someone with so much potential waste it. That is what Duane is - wasted human potential. He has both the smarts as well as the education and he wastes it smoking weed and finding ever new bits of time to kill. You have given the sarge a new exercise program that should get him back in shape.

Dominic

A very energetic young man, it sometimes makes you tired just watching him. Between PT, drills, range, and keeping up with local politics - Dominic rarely has time for himself. If he does not make this scheduled exercise time then the sarge has been given permission to follow.

Christine

She has been far more trouble than she is worth to the team. You have warned Lt Franks about her condition and that she should be shipped off to the psydocs before her next mission, but he has asked you each time to just let her come to grips with this herself. However, this has only pushed off your decision. If he does not recommend she be given the proper care she needs then you will have no choice but to send your own medical recommendation over his head. This is not a step you would ever take lightly.

Ramiro

You talk to him more than anyone else on the team. While he has his own demons to battle, he shoves them in the background when he needs to do something. He only really lets them come out and play after he has had too much to drink and in the company of those he really trusts (like you). After the first such incident you learned to bring along a hearty dose of sedative patches in case he unwinds a bit too much.

Dana

Sure you coddle her, but sometimes people need a bit of coddling to get back on their feet. You are sure that she will eventually right herself, but it is a terrible ordeal to be drawn back from the doorway of death by modern medicine. The ghosts of that terrible mission still haunt her dreams and by proxy she still brings the ghosts of that retreat to the team.

Equipment

Cyberware

Skinweave (SP 12)

Gear

Mustang Arms ARS-5C SMG w/ folding stock (+1 L/Ex), scope (+2 SS only while aiming), laser (+1)

6x 40-round Magazines (Standard/AP)

Survival Knife

2x Chemical Grenades (10m radius)

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

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.

20x Trauma-1 (must be in Mortal State, +3 Death Saves, 1d6+1 turns)

5x Trauma-2 (must be in Mortal State, +5 Death Saves, 1d6+1 turns; +2 Death Saves 1d6+1 turns)

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, 1 TECH for 3d10 minutes)

10x Stripwire binders

Attributes

Int	7	Ref	5
Tech	8	Cool	7
Attr	6	Luck	6
MA	3	Body	4
Emp	5		
Run	9	Leap	2.25
Lift	160	Hum	54

Save

4

BTM

-1

Armor

<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
Head	1	12	20/14h	24/18
Torso	2-4	12	20h	24
R. Arm	5	12	20h	24
L. Arm	6	12	20h	24
R. Leg	7-8	12	20h	24
L. Leg	9-10	12	20h	24

Skills

Special Abilities

Medical Tech	5
Tactics	2

Attractiveness [6]

Personal Grooming-1	7
Wardrobe & Style-1	7

Body [4]

Endurance-1	5
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Cool [5]

Resist Torture/Drugs-2	7
Streetwise-2	7

Empathy [5]

Human Perception-3	8
Interview-2	7
Social-1	6

Intelligence [7]

Accounting-1	8
Awareness/Notice-4	11
Biology-2	9
Chemistry-3	10
Diagnose Illness-4	11
Education & Gen Know-4	11
Forensics-2	9
Language: Spanish-2	9
Language: English-3	10
Language: Portuguese-8	15
Library Search-2	9
Teaching-2	9
Wilderness Survival-1	8

Reflex [5]

Athletics-1	6
Handgun-1	6
Martial Art: Wrestling-1	6
Stealth-1	6
Submachinegun-3	8

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

<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>
Survival Knife	M	+0	J	C	1d6A				
Grenade	H	+0	P	P	var	1	1	90m	ST
MA ARS-5C	S	+1	J	C	2d6+3	40	3/40	100m	VR
* laser		+1							
* stock (L/Ex)		+1							
* sight (SS aim)		+1							

Notes

Martial Arts

Wrestling (1)	
Sweep	+2
Grapple	+4
Throw	+3
Hold	+4
Choke	+2
Escape	+4

Technical [8]

Basic Tech-1	9
Genetics-1	9
Pharmaceuticals-4	12
Weaponsmith-1	9