

# Pvt. Carlos Toledo Vargas

CYBERPUNK

## Description

Unfazed by the latest Militech action team corporate-wear, you have your gear built and maintained to your own specifications. Nobody touches or works with your gear except yourself or those you would trust with your life, which nobody currently on your team qualifies. You hair is kept slicked back into a mid-shoulder length ponytail and while it would be turning grey you keep it and your small mustache dyed black and unkempt.

## Background

You are one of the Militech "old hands" on the team having worked freelance for several years before joining Militech in 2016. This is the third action team that you have been assigned to - the first was disbanded after it was all but wiped out on a mission, while you simply transferred out of the second (personality conflicts). In addition you are often picked up for solo assignments where the company requires your special talents.

## Team

You are the hand of death and the sound of your weapon sends men to the afterlife. Like the angels of heaven your sight rights over the battlefield striking down any who dare oppose you. All your team does is have to call your name and you reap through the enemy. This reputation has given you a certain aura that keeps you above the kids, but still does not allow you to mix with the old hands. Like every other team you just seem to be the square peg running around with round holes.

## Lt. Franks

Simple: The man trusts you with his life. It cannot be stated any better than that. This all falls back to when he was grabbed by a Columbian warlord your team was hunting. That warlord held a SMG to your LT's head demanding he be allowed to walk free. The LT quite simply called to you and from around 1300 meters away you drilled that warlord through the head, dropping him before even his death convulsions could squeeze the trigger.

## Sgt. Guerrero

Like you he has been around the block - unlike you he has the stories to show for it. When you first arrived the sarge tried to work with you, but like the others he soon came to realize that it just was not going to happen. After that you have settled into a comfortable arrangement with the sarge. You try to get together with him about once each month to swap stories over a few beers - just to maintain connection.

## Hans

Of all the team, this man scares you. You do not doubt his bravery nor his willings to do just about anything, but you fear his total lack of fear or respect for any life. He is a whirling dervish of destruction with a love for all things fully automatic and wide-bore. He fights hard, plays hard, and drinks hard - rarely in the proper order. That may make him the life of the party, but in your books he is too unstable to be trusted.

## Militech Information

ID#	53-766523-8563-6
YIS	5
Rank	Private
Profile	Marksman

## Vital Statistics

Sex	Male
Ethnicity	Black
Nationality	Mexician
Age	26
Blood Type	A-
Hair Color	Black
Eye Color	Brown
Height	173 cm
Weight	91 kg
DOB	5/24/1994

## Medical

Restrictions	x-Speedheal x-Orice Root
PsyRat	27-19-2-6
Cyberware	L2 Skinweave M1197 Biomonitor M325 Toxin Binders NAC-K1 Sucondary Gut M1194 Toxin Screen

### **Yolanda**

Like you, she still keeps her faith strong. You are both Roman Catholics; although she is a bit more relaxed about some of the moral teachings than you. She has had to balance the fact that she kills for a corporation against the teachings of the faith, but unlike you she has managed to do all that and more. A bit too much spit and polish, but overall a decent person.

### **Duane**

All it would take is to shift your aim one time and you could drive a full-jacketed round through his gut. Never have you met someone that seems to have a knack for so completely digging under your skin that you have thought about changing your orders and just killing someone on the team. It will happen one day and then all of your headaches would be gone.

### **Dominic**

The new kid who goes around like a peacock proud in his feathers. It is not the feathers that measures the worth of the bird, but rather what that bird has produced recently. With Dominic only time will tell if he has the mettle to back up his Hoo-Rah attitude. Until that time comes he is an unknown and thus dangerous to you.

### **Alan**

While you have never had to be placed under his knives, you have seen his work and can appreciate his skill. He has not had any problem with several of the sedatives that you regularly take, nor has he mentioned exactly how much you have upped the dosage in recent years. It does help keep down the shakes and keeps you out of the clutches of the psydocs.

### **Christine**

The others may cover for him, but you know that it was Duane that caused her wounds. He was not covering his field of responsibility when the shit hit the fan on that op. That was why her position got flanked and overrun. If it was not for the sarge's quick thinking the entire flank would have been rolled up. As it was it Christine lost quite a bit and still has not recovered. It will not be long before the psydocs get ahold of her.

### **Ramiro**

On one hand it is a dirty filthy human being that you are sure would sell every one of your out for a few hundred euro. On the other hand he did get you that original Dragunova SVD Special for a very low price and in nearly new condition. True that the package did not mean to him what it means to you, but it is obvious that he can really do what he claims to do.

### **Dana**

Like a sixth finger she is useless. She was not very good even before she got chopped up, now she has lost her nerve and cannot even preform the most simple field tasks. If it was not for that soft spot the LT has for her (probably nailing her) then she would have been shipped to psy a long time ago.

## Equipment

### Cyberware

- Skinweave (SP 10)
- Biomonitor (+2 Resist Torture/Drugs)
- Toxin Binders (+4 Poison and Drug Saves)
- NAC "Kaloric" Secondary Gut (stores 2 days of food)
- Toxin Screen (90% detection causing vomiting)

### Gear

- Barrett M-90 Sniper Rifle Custom
- 4x 10-round Magazines (2x Standard, 2x AP)
- S&W .357 Magnum Para Carbine Custom
- 4x 30-round Magazines (DP Hotloads)
- Survival Knife
- 2x HE Grenades (7d6 5m radius)
- 2x Chemical Grenades (10m radius)
- Militech Light Combat Armor, Live Camo (Awareness: -2 still or -1 moving, addition -1/10m)
- Militech Smart-Vision Combat Helmet (LowLite, Anti-Dazzle, Times Square, Scrambled/Spread AV Commo)
- 20m communication fiber cable + antenna
- First Aid Kit (2x +3 First Aid, 2x Drug-a-Thug, 1x Stim, 1x Trauma-1)
- 5x Stripwire binders

### Option 1

- del Barrett M-90 Sniper Rifle Custom
- del 4x 10-round Magazines (2xStandard, 2xAP)
- del S&W .357 Magnum Para Carbine Custom
- del 4x 30-round Magazines (DP Hotloads)
- del Militech Light Combat Armor, Live Camo
- del 20m communication fiber cable + antenna
- add Dragunova SVD Special w/ CQB scope
- add 5x 30-round Magazine (3x Standard, 2xAP, 1xAPI)
- add +2 HE Grenades
- add Militech Combat Armor (Torso 14, Arms 10, Legs 12)

### Attributes

<b>Int</b>	8	<b>Ref</b>	7
<b>Tech</b>	5	<b>Cool</b>	10
<b>Attr</b>	5	<b>Luck</b>	3
<b>MA</b>	4	<b>Body</b>	4
<b>Emp</b>	5		
<b>Run</b>	12	<b>Leap</b>	3
<b>Lift</b>	160	<b>Hum</b>	47

### Save

4

### BTM

-1

### Armor

AREA	ROLL	LAYER 1	LAYER 2	TOTAL
Head	1	10	20/14h	23/19
Torso	2-4	10	14	19
R. Arm	5	10	10	15
L. Arm	6	10	10	15
R. Leg	7-8	10	12	17
L. Leg	9-10	10	12	17

### Skills

#### Special Abilities

Combat Sneak 5

#### Attractiveness [5]

Personal Grooming-1 6

#### Body [4]

Endurance-6 10

#### Cool [10]

Resist Torture/Drugs-3 13

Streetwise-3 13

#### Empathy [5]

Human Perception-1 6

Interview-2 7

Social-1 6

#### Intelligence [8]

Awareness/Notice-5 13

Education & Gen Know-2 10

Expert: Weather-3 11

Expert: Camouflage-4 12

Hide / Evade-6 14

Language: Spanish-3 11

Language: English-8 16

Shadow / Track-4 12

Wilderness Survival-5 13

#### Reflex [7]

Athletics-4 11

Dodge & Escape-3 10

Handgun-1 8

Heavy Weapons-1 8

Martial Art: Karate-1 8

Rifle-7 14

Stealth-6 13

#### Technical [5]

Basic Tech-1 6

Weaponsmith-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

Name	T	WA	C	A	Dmg	Shots	ROF	Rng	Rel
Survival Knife	M	+0	J	C	1d6A				
Grenade	H	+0	P	P	var	1	1	90m	ST
Barrett M-90	R	+3	N	R	6d10	10	1	1000m	VR
* gyro bi-pod									+200m
* scope (allows 3 more turns of aiming)									
.357 Magnum Para	R	+0	L	C	2d6+3	30	1/3	500m	VR
Drugnova SVC-S	R	+2	L	C	6d6+2	30	1/3	500m	VR
* CQB scope (S/M)									+2

### Notes

### Martial Arts

Karate (2)	
Punch (1d3+2)	+2
Kick (1d6+2)	+4
Disarm	+1
Block	+2