

Pvt. Christine Miller

CYBERPUNK

Description

You have often been told that your sharp angular features and snowy white hair seem to be a reflection of your personality - cold and hard as ice. However, that is not the case, it is just that you never seem to mix well with other people. Now that you have these fake arms you feel more apart than ever. Never a charming voice, it nevertheless even sounds flat to you now. Gone are the sundresses that you favored on downtime, now it is strictly work bodysuits to cover up your hideous arms.

Background

You were always running on the rough side of things. You joined a booster gang at 14, killing your first mark just to get in. After that life was just a stream of guns, drugs, and bad hook-ups. At 18 you were busted during a job by some hard-ass corporate gun from Militech. Next thing you know you find yourself in some "camp" with a bunch of losers. You remember clearly the beatings and solitary confinements, but you also purged your system of the drugs and even your attitude was worn down. Now you work for Militech doing much the same thing as the gangs, but with a much clearer head and more scratch in your pocket.

Team

You are the team's primary heavy weapons specialist and grenadier, as well as doing a fair job of very simple demolitions work. When you are back at the base you much prefer spending time in your shop working with engines, but that means you have to work with your hands, something that you no longer enjoy.

Lt. Franks

It is the LTs fault that you lost your arms. His plan that failed to account for things going into the crapper so fast that your position was left hanging out in the open. You did your best to hold the line and it cost you everything. If you were still a banger you would have called him out and killed him, but that life is behind you. Now he gets to hide behind his rank and position while you have to suffer in silence.

Sgt. Guerrero

The sarge saved your life and you owe him plenty. He ordered Hans and Ramerio to retake your position and pull you back - dead or alive. You know that because of his decision you have a debt that you can never pay back. You are not a puppy fawning over your saviour our any such crap. This is the rational decision of an adult and the understanding that there is honor even among corporate warriors.

Carlos

Probably the one that you know the least. He visits your machine shop occasionally to pick up some equipment for his new gear, but mostly he keeps to himself and that is the way you like things. You have seen those same eyes on some of your boosters - those stone-cold eyes of a relentless killer. Those same eyes that Carlos says he

Militech Information

ID#	85-46238-2564-6
YIS	4
Rank	Private
Profile	Grenadier/Machinist

Vital Statistics

Sex	Female
Race	Caucasian
Nationality	American
Age	23
Blood Type	O+
Hair Color	White
Eye Color	Green
Height	168 cm
Weight	78 kg
DOB	1/4/1997

Medical

Restrictions	None
PsyRat	23-13-15-18
Cyberware	L3 Skinweave M255-V Processor M023-10 Chip Socket M15-V Vehicle Link M15-G Smartgun Link VT-4 Interface Plugs VT-23-R Cyber Right Arm VT-24-L Cyber Left Arm

now sees in you.

Hans

There was a time you enjoyed knocking back some beers with Hans at some local dives. There was a time that you understood him. That was before the metal. He seems almost proud of your metal arms and takes no small delight in trying to goad you into simple bar tricks with them. It is like he is constantly trying to rub your nose in your "crippled" status. Now you do not understand him at all.

Yolanda

You hated her before the accident and you still hate her. She is not one of the team, she floats through the base like some damn tinkerbelle expecting everyone to just and play with her. She cannot shoot worth a damn and she sure as hell cannot carry her own weight. She spend more time keeping her custom tailored clothes in the latest fashion than even thinking about getting her hands dirty simply cleaning her gear. Her hands.

Duane

You have always hated the way he leered at you. Those lazy eyes seem to leech across you whenever you found yourself near him. He knows better than to try anything, but that does not stop him from licking that fat chops as he dreams. Maybe it is time that you let him cash in on Militech's dental plan.

Dominic

Some guys have all the luck - nice little boy born with the silver spoon. Top grades and the rising star within the US Marines before he transfers to the corporate side for a little extra recognition and cash. You have seen his type far too often - they always look down on your type. Always doing things to show that they are better than you. He must think that he is some god decended from the heavens to save this team.

Alan

The doc is cool. He as worked to keep the brain-docs off your back and still manage to get you the stuff you need to keep the nightmares at bay. He is smart enough to keep you from being hooked, but there are other routes that you can use to get that little bit of extra stuff you need to make it past the rough spots. You are not 16 again, you will not find yourself hooked.

Ramiro

He used to be the scary one until you became the freak of the week around camp. However, unlike you he manages to turn himself on and off. He can find himself sloshing around the guts of some unfortunate guys one minute and then sitting down and toasting his family the next. You envy that in him, maybe that is why you find yourself around him so much these days.

Dana

At one time you thought she was a kindred soul. She also had a rough youth, but when the going got tough for her she folded. That look in her eyes tells you that she no longer has what it takes to enter the field. She should just go back to being a disappointment rather than hanging around reminding the team of their failures.

Equipment

Cyberware

Skinweave (SP 12)

Basic Processor

Chipware Socket

Ambidexterity

Adrenaline/Endorphin Surge (ignore sleep/food 48hrs; wound penalty ignored; +1 BOD for 1 min 3/day)

Handgun 2

AeroTech 2

Vehicle Link (+2 drive smart vehicles)

Smartgun Link (+2 smartgun attacks)

2x Interface Plugs

2x Standard interface cables

Cybernetic Left Arm (tool hand, armor, popup MML, reinforced joints)

Cybernetic Right Arm (normal hand, popup 12ga shotgun, armor, external weapon mount/link)

Gear

M-70D Rifle w/ smartgun

6x 6-round Magazines (4x Standard, 2x AP)

M-212 Grenade Launcher w/ smartgun option, external mount capable

4x 8-round Magazines

25x 40mm Launched HE (7d6 5m radius)

5x 40mm Launched Flechette (1d3 2d6 damage to all targets, 3x25m area)

10x 40mm Launched HEDP (4d10AP HEAT, 4d6 1m radius)

6x 40mm Launched WP (4d6 within 10m for 3t)

10x 40mm Launched HEP (WA - 1, 7d6 damage 1/2 real and 1/2 concussion, Armor -5)

8x 12ga. Slugs (4d6+2 AP, penetration not halved)

2x 12ga. APFSDS (6d6 AP)

Chain Knife (armor -2/hit)

2x HE Grenades (7d6 5m radius)

2x Chemical Grenades (10m radius)

2x Flashbang Grenades (Stun-2 5m out or 15m inside to avoid stun/deaf, DC20 avoid blindness)

Militech Combat Armor (Reinforced)

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, 1x Stim, 1x Trauma-1)

5x Stripwire binders

Advanced Alarm removal kit (+1 all skills versus security systems)

Attributes

Int	6	Ref	6
Tech	7	Cool	10
Attr	4	Luck	1
MA	3	Body	8
Emp	1		
Run	12	Leap	3
Lift	320	Hum	14

Save

8

BTM

-3

Armor

AREA	ROLL	LAYER 1	LAYER 2	TOTAL
Head	1	12	20/14h	24/19
Torso	2-4	12	14	19
R. Arm	5		20h	25 SDP
L. Arm	6		20h	20 SDP
R. Leg	7-8	12	12	17
L. Leg	9-10	12	12	17

Skills

Special Abilities

Jury Rig	4
Combat Sense	3
Tactics	2

Body [8]

Endurance-3	11
Strength Feat-2	10

Cool [10]

Interrogation-2	12
Intimidate-3	13
Resist Torture/Drugs-3	13

Intelligence [6]

Awareness/Notice-4	10
Education & Gen Know-2	8
Hide / Evade-2	8
Language: Spanish-2	8
Language: English-8	14
Shadow / Track-2	8
Wilderness Survival-3	9

Reflex [6]

Athletics-4	10
Handgun-2c	8
Heavy Weapons-6	12
Martial Art: Sambo-3	9
Rifle-3	9
Stealth-3	9

Technical [7]

AeroTech-2c	9
Basic Tech-4	11
Demolitions-2	9
Electronics-2	9
First Aid-3	10
Weaponsmith-3	10

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
Chain Knife	M	+0	J	P	2d6+1				VR
Grenade	H	+0	P	P	var	1	1	80m	ST
M-70D	R	+2	N	C	6d6+2	6	1	400m	VR
*smart link		+2							
M-212 GL	H	+1	N	P	var	8	2	200m	VR
*smart link		+2							
12ga popup	R	-1	-	-	var	1	1	50m	ST
*smart link		+2							
MML Popup	H	+2			4d6	4	2	200m	VR
*smart link		+2							

Notes

Martial Arts

Sambo (3)	
Strike (+4)	+2
Punch (1d6+4)	+2
Kick (1d6+4)	+2
Disarm	+2
Sweep	+2
Grapple	+2
Throw	+3
Hold	+2
Escape	+2