

Cpl. Dominic Sanchez

CYBERPUNK

Description

The very model of the modern US Marine. You are fit and trim with so little body fat you cannot easily float. Your body is not the product of some vat like most street scum, but rather your very rigorous PT exercise that you commit yourself to daily.

Background

You are a temporary transfer from Militech's Southern California office until the team recruits a new member or Dana returns to service. You do not want to be that recruit because you do not like what you see. This team is mostly comprised of a bunch of combat-lucky slackers with no real discipline or training - with some notable exceptions. However, until you transfer out you will do your best to see that you drill some discipline into the hard cases and lead by example for the others.

Team

As the team's demolitions expert you see some of the most dangerous tasks. Tasks that you first did for the US Marines, then for Militech's SoCal teams. Unlike some you do not have that natural touch for explosives, instead the fact that you are still living is a testament to your skill and training. You do not make mistakes, because mistakes in your business only happen once.

Lt. Franks

The slack in this team starts right at the top. It is obvious that he is a short-timer that is risk-adverse. He pretty much lets his team pull R&R at the base until the sarge finally has enough and demands some PT. It is possible with a solid leadership team that many of the people here would turn in some fine numbers, but until the LT is replaced this will never happen.

Sgt. Guerrero

The top in this team, sarge pulls his weight and so much more. A fireplug of a man he seems to excel not only in combat, but is a capable leader. You are not sure why he has not gone through Militech's o-training, but it can only be a loss for the company. When you get back you will speak to HR about him and see if you can get him to transfer to the SoCal offices.

Carlos

You have met and served with his type before. The lone gunman who sits far from the action dropping the enemy in complete silence. In the case of Carlos you have also seen him get up close and personal, but his reaction is always the same - scan, shoot, kill (repeat). However on a few occasions when you kicked back for a beer with him he is far more stable than most.

Hans

Big, strong, and stupid - that pretty much sums up his life. He, like so many other young toughs, is not destined to survive in the field. He may have the balls, but he lacks the brains. It is possible that lady luck will favor him

Militech Information

ID#	56-69245-1145-3
YIS	2
Rank	Corporal
Profile	Demolitions

Vital Statistics

Sex	Male
Ethnicity	Caucasian
Nationality	American
Age	25
Blood Type	AB+
Hair Color	Brown
Eye Color	Green
Height	188cm
Weight	106.6kg
DOB	3/20/1995

Medical

Med Restrictions	None
PsyRat	14-18-5-3
Cyberware	Mil Hvy Skinweave Mil Muscle/Bone Lace 1 Mil Nanosurgeons 1

until he gets seasoned, but the odds are against him. You have heard a rumor he tried to take a swing at the sarge, if so then you are sure he will not survive long.

Yolanda

Capable at both breaking down and gathering intel, but she should have stayed a staff weenie. She has no business in the bush along with the shooters. At least she knows enough that she has sought out others to help her improve her marksmanship, but she is not really improving enough.

Duane

The worst of the worst. He does well enough with the simple tasks - only taking 2-3 times as long as it should take. But put him out of supervision for any length of time and he will not do anything. You make it your duty to wander by his favorite hiding spots just to bust his chops. One day he will take a swing at you - you can see it in his eyes. That will be a very big mistake for him.

Alan

Not skilled enough for an clinic, but in the field he is a very good doc. He keeps his kit well stocked and ensures that everyone's portfolio is by the numbers. He is probably the one keeping Dana benched, a call you agree with 100%. You know that he has been called into the LTs office several times on that account, but he has not budged.

Christine

The reason that you got as little metal in you as the Marines would allow. She has not reacted well to her current situation. You can see it as you have seen so many others fall victim to the ever de-humanizing nature of cyberware. All it will take is one thing to push her over the edge and she will completely flip out. Given her aggressive nature it will not be pretty.

Ramiro

Even in the Corps you had people like Ramiro. You admit they serve a purpose and you have even used their "services" on more than one occasion. Unlike many that you have met, Ramiro seems to be honest enough that he does not take more than his agreed upon cut. That probably explains why he is still alive. Middlemen that get greedy - get killed.

Dana

She may have been the queen of battle before you arrived, but now she is useless. She has lost that edge that allows a soldier to do something insane for the sake of their comrades. She has become little more than a gutless civilian, lacking even the will to properly defend herself.

Equipment

Cyberware

- Skinweave (SP 16)
- Advanced Muscle and Bone Lace I
- Nanosurgeons (Doubles healing rate)

Gear

- Militech Dragon Light Assault Weapon (chambered 6.5 Hybrid) w/ bayonet lug
- 6x 30-round Magazines (4x Standard, 2xStandard/AP)
- Militech Undermount 40mm Grenade Launcher (Dragon)
- 10x Grenades (4x HE, 3x HEP, 1x WP, 2x HEDP)
- Colt AMT Model 2000
- 4x 10-round Magazines (DP)
- Survival Knife
- 2x HE Grenades (7d6 in 5m radius)
- 2x Chemical Grenades (10m radius)
- 2x Flashbang Grenades (Save-2 w/ 5m out or 15m in or stun/deaf 4t; DC20 REF or blind 2t)
- Militech Combat Armor (Fully 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)
- 2kg C-6 "Flatfire" (8d10/kg)
- 10x DetCards (1d10 in 10 inches)
- 12oz "Fireburn" Jelly
- Explosives Field Kit
- Blackened Brass Knuckles

Attributes			
Int	5	Ref	6
Tech	8	Cool	9
Attr	5	Luck	6
MA	5	Body	8
Emp	3		
Run	18	Leap	4.5
Lift	360	Hum	31

Save
8

BTM
-3

Armor	<u>AREA</u>	<u>ROLL</u>	<u>LAYER 1</u>	<u>LAYER 2</u>	<u>TOTAL</u>
	Head	1	16	20/14	25/21
	Torso	2-4	16	14	21
	R. Arm	5	16	10	20
	L. Arm	6	16	10	20
	R. Leg	7-8	16	10	20
	L. Leg	9-10	16	10	20

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)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Skills	
Special Abilities	
Jury Rig	2
Combat Sense	3
Tactics	4
Attractiveness [5]	
Personal Grooming-1	6
Body [8]	
Endurance-4	12
Strength Feat-2	10
Swimming-2	10
Cool [9]	
Interrogation-3	12
Intimidate-3	12
Resist Torture/Drugs-4	13
Empathy [3]	
Leadership-2	5
Intelligence [5]	
Awareness/Notice-4	9
Chemistry-3	8
Education & Gen Know-2	7
Language: Spanish-3	8
Language: English-8	13
Shadow/Track-1	6
Wilderness Survival-3	8
Reflex [6]	
Athletics-3	9
Handgun-1	7
Heavy Weapons-1	7
Martial Art: Jeet Kun Do-3	9
Rifle-5	11
Stealth-2	8

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				
Brass Knuckles	M	+0	P	C	1d6+2				
Grenade	H	+0	P	P	var	1	1	90m	ST
Colt AMT 2000	P	+0	J	C	4d6+1	8	1	50m	VR
Militech Dragon	R	+0	L	C	6d6-1	35	30	400m	VR
Undermount GL	H	+1	L	P	var	1	1	200m	VR
HE: 7d6/5m radius									
HEP: +0 WA, 7d6; 1/2 concussion, 1/2 real; reduce armor by 5 SP									
WP: 4d6/10m radius for 3 turns									
HEDP: 4d10 HEAT & 4d6/1m radius									

Martial Arts	
Jeet Kun Do (3)	
Strike (+3)	+3
Punch (1d3+4)	+3
Kick (1d6+4)	+2
Disarm	+1
Sweep	+1
Block	+2

Technical [8]	
Basic Tech-3	11
Demolitions-6	14
Electronics-2	10
Electronic Security-1	9
First Aid-2	10
Weaponsmith-5	13

Notes