

# Pfc. Duane Washington

CYBERPUNK

## Description

You are carrying around quite a few extra pounds compared to the others on the team, but that is because you have to spend so much time in the shop fixing this or that. You still keep your head shaved bald, but you have let a very heavy 5'o-clock shadow grow. At least nobody busts your chops for not wearing a shirt, since you are very proud of the multi-light dragon tatoo you have that covers your back.

## Background

You were pulled out of the R&D shop and assigned to this team almost 2 years ago. Sure, you had the touch with kit-bashing electronics, but that is why they should have left you were you were at originally. Now you are on the line with a bunch of grunts with bullets flying through the air - this is not fun. At least when you are in the field people generally stay off your back, but once you reach the base against its all: clean your gear, exercise routines, drills, and more crap.

## Team

It is up to you to not only maintain all of the team's electronics, but you also need to kit-bash together anything that they might want for a mission that is not SOP. At least Militech (and Ramiro) has kept your lab in decent shape for basic parts. Maybe if you play your cards right (and keep your head down) you can live long enough to get transferred out of this hole. In addition you have a knack for languages and Miltech usually sends you around to classes at least a few times each year to keep you up to date.

## Lt. Franks

The LT at least seems to understand how difficult your job really is around here. He cuts you enough slack just as long as you keep the gear in order. However, as you saw when a piece of gear failed in the field he turned the sarge loose on you for a week. You must have lost 30 pounds from all of PT, but it was a lesson you learned well. Keep the gear solid and he will give you space.

## Sgt. Guerrero

Damn you hate that guy. I mean the type of hate that burns through you gut and out the other side. He is far too much of a badass for you to try anything, but you are far smarter than him and thus in the end you will win. To accomplish your plan you have made friends with Hans, someone else that dislikes the sarge. It will not be long now, you are just waiting on the approval of your transfer papers.

## Carlos

A real touchy prick that looks down on your skills, even though he cannot do half of what you do. He sends all of his gear to a "skilled" tech, as if you could not handle the job. He straight out told you to your face in front of Yolanda that you were a shitty tech that could barely get buy pushing parts. Still, he is far too scary to mess with, you have seen to many guys like him go right over the edge.

## Militech Information

ID#	27-67394-4395-1
YIS	4
Rank	Private First-class
Profile	Electronics/Programmer

## Vital Statistics

Sex	Male
Race	Black
Nationality	American
Age	28
Blood Type	B-
Hair Color	Bald/Black
Eye Color	Brown
Height	170cm
Weight	142.8kg
DOB	1992/06/03

## Medical

Restrictions	None
PsyRat	12-15-7-9
Cyberware	L3 Skinweave
	M709 Basic Processor
	M63 Interface Plugs (right arm)
	M15-93 DataTerm Link
	M0023-10 Chipware Socket
	KO-15-A9 Eye (right)

### **Hans**

Not the brightest bulb on the team, but very useful to keeping the others at bay. Like a great big attack dog you keep him around to keep the others from thinking that you are an easy mark. Whenever you go with Ramiro to pick up some gear you make sure Hans comes with in case there is trouble.

### **Yolanda**

Nice girl, very nice. There might have been something there if it was not for Carlos. You do not think she is laughing about you, but that incident seemed to have created a gulf between you. She still comes to you for most of her gear, preferring your stuff to stock Militech garbage. But she always brings Carlos with her when she goes into your lab - always.

### **Dominic**

How can anyone enjoy PT. He seems to feed on it, as you hardly ever see he eat anything else. You have both come to the conclusion that you do not like the other - and that seems to be that. This situation seems to suit you just fine.

### **Alan**

He is an alright guy. He keeps you plugged in with stim tabs when you need them, but he controls them enough that you have not got hooked. He can play a mean set of cards and like you he has enough schooling to know this is not what he wants to do for the rest of his life, which can be short in the bush. You generally need to slip him a few extra euros to help massage your physicals, something that he does not seem to mind.

### **Christine**

Those arms of hers are a right good piece of work. You can generally keep them maintained, but she still needs a trip to main HQ twice a year for major work. Given that she seems to get them shot up a bunch she usually needs to go in 5-6 times a year. That girl has a death wish, so you try to stay away from her in the field.

### **Ramiro**

Out of this whole sorry bunch, Ramiro is the best of the lot. He plays a good hand, can get just about anything no questions asked, and is just generally a laid back grunt. Sure, he can be a bit intense in the bush, but once back at the base he sheds his gear and intensity at the same time.

### **Dana**

It really sucks what happened to her, but you warned them that this mission seems like crap from the start. The plan, the hit, and everything in-between seems designed to chop up the team. You barely got out of that firefight with your own life. Still it is a shame.

## Equipment

### Cyberware

Skinweave (SP 12)

Basic Processor

Interface Plugs (right arm)

2 High-Speed Interface cables

Weapon Link

Data Term Link

Chipware Socket

    Gyro Tech 2

    Demolitions 2

    Pilot-Gyro 2

Right Eye (Image Enhancement, Micro-Optics, MicroVideo)

### Gear

Militech M-12 Close Assault Weapon w/ smartgun

4x 20-round Magazines (2 APFSDS, 1 HEAT/Slugs, 1 HE/Slugs/Flash-Bangs/Slugs)

Militech Arms Avenger

4x 10-round Magazines (DP)

Survival Knife

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)

Ruggedized Tech Scanner Custom (Tech Scanner Custom 80% chance for -3 DC)

Tech/Electronics Tool Kit - field kit (70% chance of getting +3)

### Attributes

<b>Int</b>	9	<b>Ref</b>	5
<b>Tech</b>	10	<b>Cool</b>	4
<b>Attr</b>	3	<b>Luck</b>	4
<b>MA</b>	3	<b>Body</b>	8
<b>Emp</b>	5		
<b>Run</b>	12	<b>Leap</b>	3
<b>Lift</b>	320	<b>Hum</b>	54

### 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	12	10	17
L. Arm	6	12	10	17
R. Leg	7-8	12	12	17
L. Leg	9-10	12	12	17

### Skills

#### Special Abilities

Combat Sense	1
Jury Rig	5
Interface	3

#### Body [8]

Endurance-1	9
Strength Feat-2	10

#### Cool [4]

Streetwise-3	7
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#### Intelligence [9]

Accounting-2	11
Awareness/Notice-3	12
Education & Gen Know-4	13
Expert: Hacker Culture-2	11
Hide / Evade-1	10
Language: Spanish-3	12
Language: English-8	17
Language: French-5	14
Language: German-3	12
Language: Japanese-2	11
Mathematics-3	12
Programming-5	14
Systems Operations-4	13
Wilderness Survival-1	10

#### Reflex [5]

Athletics-1	6
Driving-3	8
Handgun-2	7
Heavy Weapons-1	6
Martial Art: Boxing-1	6
Pilot: Gyro-2c	7
Rifle-3	8
Stealth-1	6

### 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	P	1d6+1A				
Grenade	H	+0	P	P	var	1	1	80m	ST
M-12 CAWS	S	+0	L	P	var	21	3/10	50m	VR
*smart link					+2				
* APFSDS					6d6A				
* HEAT					4d6A (not halved)				
* Slugs					4d6+2A (not halved)				
* HE					4d6/5m				

### Notes

### Martial Arts

Boxing (1)	
Punch (1d3+2)	+3
Block	+3
Dodge	+1

### Technical [10]

Basic Tech-4	14
CyberTech-3	13
Demolitions-2c	12
Electronics-5	15
Electronics Security-4	14
First Aid-2	12
Gyro Tech-2c	12
Weaponsmith-2	12