

Pvt. Hans Stahl

CYBERPUNK

Description

You are the sort of large and hulking man that is found in both monster movies and inspirational posters. Close-cropped blonde hair, piercing clear blue eyes, lantern-jawed, and the perfectly sculpted body modern science promises to those with the cash. You are the uber soldier come to put lesser men in their place.

Background

Even before body and muscle sculpting you were a giant of a man. Never an outright bully, you did however excel in most forms of physical activity and looked down upon the lessers that circled around you. You did a quick stint in the military, but were never pleased with their strict rules for no other reason than they needed rules. When an opportunity came to muster out and join Militech you jumped at the opportunity. Now you not only get the latest toys, but you get to play with them far more frequently. That they pay is better is a very big plus as well.

Team

You drive, you shoot large caliber weapons - it really is that simple. If this is the way of the corporate warrior then you are going to love this lifestyle. You get to engage in two of your favorite passions after drinking and sex. As an added bonus there is almost no mission that is assigned to this team that does not require your talents, meaning your mission bonus is quite large, which only leaves more money for beer and hookers.

Lt. Franks

The LT is an okay guy - if you think being old and past your prime okay. Maybe he was a real hellraiser when he just started out, but now he is just a man marking his time. The fire has gone out of his belly, so it is only a matter of time before the head honchos pull him back and put someone else in charge, until then you just do your best to ignore him.

Sgt. Guerrero

A real hardcase who seems to have made it his mission in life to mess with you at every opportunity. Well you have learned one lesson well - do not mess with him. After one to many problems with the sarge you went to teach him a lesson in respect. When you woke up in the infirmary after your "door accident" you knew that he was much better than you realized. In order to beat him physically you needed to improve, which meant several sessions with Ramiro. It will not be too long until the sarge has a little payback.

Carlos

All of his faith and belief is hogwash, but what is not bullshit is his skill. He can pop a starling in flight at 800 meters from a standing position. That is without any sort of cyber-mojo, that is pure skill. Now, if only the

Militech Information

ID#	73-78293-4762-5
YIS	3
Rank	Private
Profile	Support

Vital Statistics

Sex	Male
Race	Caucasian
Nationality	German
Age	23
Blood Type	O+
Hair Color	Blonde
Eye Color	Blue
Height	198.8cm
Weight	129.3kg
DOB	1997/02/16

Medical

Restrictions	None
PsyRat	7-28-2-0
Cyberware	L5 Skinweave
	M09 Basic Processor
	M15 Interface Plugs (right arm)
	M104 Smartgun link
	M106 Vehicle Link
	BinoLabs Muscile and Bone Lace III
	BinoLabs Grafted Synth Muscle II
M67 Cybernetic RArm w/ Normal Hand	
	M15-3 External Hardpoint
	M15-1 RealSkinn
M15-2 Kevlar Armor and Reinforcement	
	M15-7 EMP Shielding
	Kiroshi Monovision

universe would have seen fit to package that skill in a more useful body you would have met your best drinking buddy. Instead, Carlos is cold and dead - someone that is not really good to bring to a bar party.

Yolanda

There is as fine a piece and anyone could hope to wrangle. Too bad she already appears spoken for, but there are more fish in the sea. A fair shot, but she does seem to have the ability to read men's minds something she says you have far too little of to be any use (by the way, did I mention she had a smart-mouth on her as well). Whatever, it is not like she is useful for anything once the bees begin to buzz.

Duane

A man that knows how to party. He cannot pack away as much as you, but he has never stiffed you on the bar tab, unlike Ramiro. It helps that he is also a card-carrying member of the "I hate the sarge" club. Something that is just right in your book.

Dominic

Who says Marines all know how to unwind after a mission. Mr. I-have-a-steel-rod-up-my-backside could not find a cheap bar or woman to save his neck. Good thing he will not be staying around very long or he might seriously turn the camp from enjoyable to depressing with just his being.

Alan

A fair man with a deck of cards or a stroll through the bars, but he seems to have a problem with the ladies. Not that you think he is into men, just that he never seems interested in picking up a few for fun. That is probably what happens when you undertake too much responsibility. Still he does seem very close to both Dana and Christine, so you are left to wonder.

Christine

She should have been your compadre given that her love for all things big and explosive so clearly matches up with your own. However, in that last mission when you hauled her chopped up body out of hell and carried her to the ride changed her. Here you were hoping for a little gravis action, instead she seems ready to go whack-job at any moment.

Ramiro

Another of your card and drink buddies; however, he seems to have some major strumpet majo as the ladies flock to him. Not only that but he has some really killer moves in the field as well. So, he is a man that has mastered the art of love and war. He's your idol.

Dana

Some brainic chiphead that cannot handle the fact that her body was tore up a bit by shrapnel. What did she think would happen in this line of work, that all the bad guys would just lie down waiting to be killed by the brave heroes. She needs to either pull herself together or move on, she is taking up space in this world.

Equipment

Cyberware

Skinweave (SP 14)

Basic Processor

Interface Plugs

2 Interface Cables

Smartgun Link

Vehicle Link

Advanced Muscle and Bone Lace +3

Grafted Muscle +2

Right Arm with RealSkinn (Standard hand, external weapon/link, Armor, Reinforced)

Kiroshi Monovision (Anti-Dazzle, LowLite, Infared, Targetting, Times Square Marquee)

Gear

Militech Renegade Squad Automatic w/ smartgun

3x 200-round belts (2x Standard, 1x AP)

M-205 Grenade Launcher w/ smartgun, hard-point mount

12x 40mm Launched HE (7d6 5m radius)

4x 40mm Launched HEDP (4d6A HEAT; 4d6 1m radius)

4x 40mm Launched HEP (-1 WA, 7d6 1/2 real; 1/2 concussive, -5 Armor)

Militech .477 Boomer Buster

20x .477 rounds (AP)

Survival Knife

4x Chemical Grenades (10m radius)

Militech Combat Armor (Heavily Reinforced)

Militech Advanced Combat Helmet with liner (Sealed, Scrambled/Spread AV Commo)

First Aid Kit (2x +3 First Aid, 2x Drug-a-Thug, 1x Stim, 1x Trauma-1)

5x Stripwire Binders

Option 1

del Militech Renegade Squad Automatic w/ smartgun

del 3x 200-round belts (2x Standard, 1x AP)

add Militech "Cowboy" U-55 Grenade Launcher w/ smartgun

add 4x 12-round Magazines (2x Frag, 1x Concussion/Flash, 1x Frag/Frag/Incendiary)

add 40x 25mm Launched HE (2d6+1 AP)

add 10x 25mm Launched Concussive (3d6 in 4m radius; STUN Only; armor/3 defense)

add 15x 25mm Launched Flash (-5 REF; 3m radius; Stun Save-5)

add 20x 25mm Launched Incendiary (4/3/2 d6)

Attributes

Int	3	Ref	6/5
Tech	4	Cool	7
Attr	6	Luck	5
MA	4	Body	13
Emp	3		
Run	16	Leap	5.3
Lift	520	Hum	27

Save

13

BTM

-5

Armor

AREA	ROLL	LAYER 1	LAYER 2	TOTAL
Head	1	14	20/10h	24/19
Torso	2-4	14	20	24
R. Arm	5		20	25 SDP
L. Arm	6	14	14	19
R. Leg	7-8	14	16	21
L. Leg	9-10	14	16	21

Skills

Special Abilities

Combat Sense	2
Tactics	4

Body [13]

Endurance-3	16
Strength Feat-3	16
Swimming-2	15

Cool [7]

Interrogation-3	10
Intimidate-5	12
Resist Torture/Drugs-2	9

Intelligence [3]

Awareness/Notice-3	6
Education & Gen Know-1	3
Hide / Evade-1	4
Language: English-4	7
Language: French-3	6
Language: German-8	11
Shadow / Track-1	4
Wilderness Survival-3	6

Reflex [5]

Athletics-3	8
Driving-4	9
Handgun-1	6
Heavy Weapons-5	10
Martial Art: Karate-3	8
Motorcycle-2	7
Rifle-3	8
Stealth-1	6

Technical [4]

First Aid-1	5
Weaponsmith-1	5

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	1d6A				VR
Grenade	H	+0	P	P	var	1	1	130m	ST
Renegade SAW	H	+0	N	R	6d6-1	200/35	20	400m	ST
* smart link		+2							
* bi-pod								+100m	
M-205 GL	H	+1	N	P	var	13	3	150m	ST
* smart link		+2							
U-55 "Cowboy"	H	+0	N	P	var	12	3	150m	ST
* smart link		+2							
Boomer Buster	P	-1	J	P	5d6A	4	1	50m	VR
* brace		+2	L						

Martial Arts

Karate (3)	
Punch-LA (1d3+9)	+2
Punch-RA (1d6+9)	+2
Kick (1d6+9)	+2
Disarm	+1
Block	+2

Notes