

Sgt. Juan Lorez Guerrero

CYBERPUNK

Description

You have the short and compact body of a prizefighter, so much so that people often describe you as being the team bulldog. Not much to look at, but there is more fight in your dog than any three others. You keep your hair cropped short and have little care for the flash so much in style with the snot-nosed crowd. You always wear a small silver orthodox cross around your neck and keeps a tarnished silver cigarette case in your pocket (even though you only smokes pipes).

Background

Called "Guns" by your friends, you are the strength of the team. What you lack in Lt. Franks natural leadership you more than make up in your own personal courage and convictions. You have the knack to smoothly transition from Lt. Franks devil's advocate to sitting on the more aggressive young guns on the team without missing a beat.

Team

You have risen through the action ranks of Militech the hard way. You have been on several busted missions, including two where less than half of the team survived. You have the record and experience to request entry to Militech's Officer Training program, but you have turned down each chance. You enjoy the position as a team's top and besides there is far too much paperwork in O-country.

Lt. Franks

He is a very capable leader that knows when to give his people the reins and when to saw back on them. That does not mean than he is infallable, but at least he does not wear blinders and can recognize when things are falling apart enough to change his tack. He has told you privately that he has applied for a desk job, which should be approved shortly.

Carlos

It is true that he is experienced and well-seasoned - a man not prone to panic under any circumstances. But he also cannot be counted on as "one of the team." He is assigned to the team, does missions with the team, but often seems more like a mercenary attached to the team. Other than his lack of esprit de corps he is the man you most prefer to watch your back and keep the escape route open.

Hans

He does not have what it takes to be on this team. On such a small team you have to be able to count on each individual to not only follow the plan, but have the initiative to deviate from the plan when necessary (only when necessary). Hans is a loose-cannon better suited to the life of a common ganger and bully, so much so that he took a swing at you - something I am sure he now regrets after his infirmary stay. He must be watched at all times.

Yolanda

It was surprising when she arrived on the team as you knew she had no field experience before coming here.

Militech Information

ID#	56-69245-1145-3
YIS	11
Rank	Sergeant First Class
Profile	ASL

Vital Statistics

Sex	Male
Race	Caucasian
Nationality	Cuban
Age	31
Blood Type	A+
Hair Color	Black
Eye Color	Brown
Height	163 cm
Weight	80.6 kg
DOB	1989/12/18

Medical

Restrictions	None
PsyRat	14-18-5-3
Cyberware	L3 Skinweave M33 Adrenal Boost TM3 Siphon M211 Clips MMBL-1 Level 1 Nanosurgeons Level 1 E.Antibodies

You first met her when you were being debriefed after a mission fell apart. One thing led to another, which led to an 3 month fling. It was nice, but there was nothing lasting in it - something that was mutually understood. Now she is being fast-tracked to a higher position and her assignment in the field is part of that, which means she is not really carrying her own weight. Lt. Franks seems happy with her skills, but he has also asked you to take her under your wing on the fieldcraft side before she gets killed. Maybe that fling could have lasted, because you can get uncomfortable around her at times.

Duane

Another slacker on the team that goes in the minus column. He must have someone top side covering for him because you have decked his readiness reports a couple of times and each time it was somehow misplaced or corrected. Given that problem you have decided to simply ride him hard and not give him a chance to slack off. He does respond as long as you keep after him, unlike Hans who simply seethes with anger and resentment, but it can be tiring to not have him pull his weight unless someone else is riding him.

Dominic

How the team got so lucky to pull a replacement like Sanchez you have no idea, but you are sure very glad that he is here. Fresh out of the US Marines, this is his first trip as a corporate warrior south-side. You can see the disappointment in his face each time he finds one more reason to look down upon the more relaxed atmosphere. Still, he seems determined to lead by example and teach these slackers how to be a true warrior - no matter who is the paymaster.

Alan

You know that he is running some sort of business on the side, but each time you open up his medical stock records they seem to be airtight. You have noticed a few anomalies, but each time he has a ready explanation and it is for equipment that is not worth anything on the market. What you cannot disagree with his is skills as a ripper. He would not rate high in any urban clinic, but for a field hand he has more skill than many that you have had to work with over the years.

Christine

A solid member of the team with a psyrate that would have normally removed her from the field. She has barely managed to pass her last three interviews and the last one took quite a bit of money passed into the hands of the doc. It might be something that you regret later, but you know that she has the internal strength to put this setback behind her and get her feet back on the ground.

Ramiro

You have worked with his type before - the scrounger. Every team seems to have someone that deals on the side. Unlike most, he seems honest enough not to deal out any of the team's equipment; although he has dealt out any field salvage they find that never makes it into the inventory. That deal he made in the Carib really pulled the team's nuts out of the fire. Sure, he made a really good chunk of money for himself, but he helped the team and that is a good mark in your book.

Dana

At one time she was the best of the young kids that are on this team. She had the moxie, drive, determination, and skill to get far in Militech. However, all of that changed when her body was shattered. It is hard to drive back after having the docs pull so much of your body apart, but others have done it and you expected her to do the same. It is a bit disappointing to see that she now has a cloud of fear and apprehension that lurks in her eyes.

Equipment

Cyberware

- Skinweave (SP 12)
- Adrenal Booster (+1 REF, 3/day for 1d6+2 turns)
- T-MAXX Ileocecal Siphon (48 hours w/o water temperate; 24 hot/arid)
- Vein Clips (+2 Death Saves)
- Advanced Muscle and Bone Lace I
- Nanosurgeons (doubles healing rate)
- Enhanced Antibodies (+1 healing rate/day)

Gear

- Militech Mk IV Assault Weapon (chambered 6.5 Hybrid) w/ bayonet lug, smartgun option
- 5x 30-round Magazines (3x Standard, 2x Standard/AP)
- Militech 12ga Undermount Single-Shot Shotgun (Mk IV)
- 3x12ga APFSDS (6d6A)
- 2x 12ga Flash-Bang (Stun-2 5m out or 15m inside to avoid stun/deaf, DC20 avoid blindness)
- 2x12ga HE (4d6 per 5m radius)
- 3x 12ga HEAT (4d6A; pen not haved)
- 15x 12ga Slug (5d6+3)
- Militech Arms Avenger
- 2x 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)
- 5x Stripwire binders

Attributes

Int	5	Ref	8
Tech	4	Cool	9
Attr	4	Luck	6
MA	5	Body	7
Emp	4		
Run	15	Leap	3.75
Lift	320	Hum	44

Save

7

BTM

-2

Armor

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

Skills

Special Abilities

Combat Sense	2
Tactics	5

Body [7]

Endurance-3	10
Strength Feat-1	8
Swimming-1	8

Cool [9]

Interrogation-3	12
Intimidate-3	12
Oratory-5	14
Resist Torture/Drugs-4	13

Empathy [4]

Human Perception-2	6
Leadership-3	7
Social-1	5

Intelligence [5]

Awareness/Notice-4	9
Education & Gen Know-2	7

Hide / Evade-2 7

Language: English-5	10
Language: Spanish-8	13
Shadow / Track-5	10
Wilderness Survival-5	10

Reflex [8]

Athletics-3	11
Handgun-4	12
Heavy Weapons-3	11
Martial Art: Sambo-3	11
Rifle-5	13
Stealth-2	10

Technical [4]

First Aid-2	6
Weaponsmith-3	7

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

<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	P	1d6A				
Grenade	H	+0	P	P	var	1	1	70m	ST
Mark IV Assault	R	+1	N	C	6d6-1	35	3/30	400m	VR
12ga undermount	R	+0	N	C	var	1	1	50m	VR
Arms Avenger	P	+0	J	E	2d6+1	10	2	50m	VR

Notes

Martial Arts

Sambo (2)	
Strike (+2)	+2
Punch (1d3+2)	+2
Kick (1d6+2)	+2
Disarm	+2
Sweep	+2
Grapple	+2
Throw	+3
Hold	+2
Escape	+2