

# Pfc. Ramiro Maluenda

CYBERPUNK

## Description

Dark and swarthy skinned you hail from one of the many indigenous Indian tribes that live in near the southern border of Mexico. You keep your long black hair in dreadlocks and wash it only when absolutely necessary. Your accent has become so mangled over the years, mostly by plenty of practice, that you can pretty much mask where you were raised. This and your clothing seems to change with the day, sometimes the hour as necessary.

## Background

Born and raised on the southern border of Mexico to a very poor native tribe. With little money to purchase anything you either became a master tradesman or died poor and young like your parents. You vowed that would not happen. Soon, you came to the attention of the local overlord where you were wheeling and dealing with the best of them. From there you made contacts with the government and within the span of a few years you were doing a good amount of business throughout the 'bean. However, through no fault of your own a deal went bad and Pepe "Mako" Sanchiro - a very dangerous warlord from Bolivia. Rather than risk ending up cornered you called in a few favors it was soon Mako swimming with the fishes. In exchange for that you upped for an 8-year hitch with Militech.

## Team

Aside from your skills in hand-to-hand combat you perform a much wider role for your team. You are the person that everyone goes to when they need something. Your network of contacts, people you call family, stretches throughout the 'bean as well as through most of Central and South America. Some are people you would trust with your life (but not your money), while others are back-stabbing snakes, but they all are willing to help for the right amount of cash.

### Lt. Franks

The LT is an alright guy. Not green enough to be full of his rank, but not so tired that he is corrupt. He makes pretty good use of your services, mostly personal as well as covering some team debts from his own pocket. He has had his transfer to HQ in the works for some time and you know that it will be less than 5 months before it will be approved. So, for now you are enjoying his command and trying to find some suitable replacements that will let you do what needs to be done.

### Sgt. Guerrero

Not as comfortable around you as the LT, nonetheless the sarge has been around enough to appreciate what you can do for the team. However, he made sure that the first time he heard about your activities that he will not tolerate you cheating anyone on the team. He allowed you a very small markup, but if he even gets a sniff of anything he said he will shut your "activities" down. Hey, you have dealt with his kind before, best just to stay low until he wants something.

## Militech Information

|         |                     |
|---------|---------------------|
| ID#     | 56-98624-4683-1     |
| YIS     | 7                   |
| Rank    | Private First Class |
| Profile | Close Combat        |

## Vital Statistics

|             |            |
|-------------|------------|
| Sex         | Male       |
| Race        | Chicano    |
| Nationality | Mexican    |
| Age         | 28         |
| Blood Type  | O+         |
| Hair Color  | Black      |
| Eye Color   | Brown      |
| Height      | 171 cm     |
| Weight      | 105 kg     |
| DOB         | 1992/06/13 |

## Medical

|              |  |
|--------------|--|
| Restrictions | None   |
| PsyRat       | 14-18-5-3  |
| Cyberware    | L3 Skinweave<br>M33 Adrenal Boost<br>ERT Muscle/Bone Lace Beta<br>DeathsDoor Life Savers |

**Carlos**

Wow, the cool hand Luke of cold. That man has nerves of steel, but what is more interesting is his seemingly bottomless pocket of money. You have arranged the transfer of some very high-priced items and each time he allowed you to take a sizable cut of the amount. He has also had you make several drops for him. Each time his instructions are very clear and a courier does not live long if they cannot follow instructions. Although it is very tempting to look just once.

**Hans**

Here is a man that really knows how to party. He loves to unwind after just about anything (including a team meeting) with some beers and women. That not only makes him fun to drag around, but can be good cover for anything else. Plus if things turn out badly he can be good in a pinch.

**Yolanda**

It was a stroke of genius to get her transferred to the team. She has been digging up all kinds of information and you have been privy to most of it. Plus a you now have people in Military Intelligence who owe you a favor for getting her out of the promotion loop. Of course you would feel bad if she died, so you try your best to protect her as well as you can under the circumstances.

**Duane**

Sure there are many people that may look down on all that you do, but frankly even you look down on Duane. If there is one thing you cannot stand its laziness. You had to bust your butt for so long just to get to where you are and here he is with enough talent to do what he wants and he wastes it sitting around. You have stood as a middleman in several of his transactions, but he does pay a very high "I do not like you" markup.

**Dominic**

It is very hard to not like Dominic. He gets along with just about everybody, he is willing to deal stuff out of his stores in exchange for stuff he needs in his stores. He even dips into his own pocket to make up any difference. He is among a very small group of people that you consider good enough that you change them nothing over what your own expenses for something. The fact that he as never taken advantage of that makes him very rare indeed.

**Alan**

Probably the closest thing you have to a confidant. You would not go so far as to call him a friend, since in your line of work friends tend to end up dead when a deal goes bad - but you trust him. He is the only person who you take along when you really need to get stone drunk. It would not do for your reputation if the others saw you reach deep inside of your soul and confront the demons of the past.

**Christine**

This woman just flat out scares you. You have seen people on the edge of c-psychosis, but she is not just on that edge, she is staring it right in the eye. Now that she is carrying around even more copious amounts of explosives she is dangerous to far more people. How she slipped by the psy-eval before they cybered her up is a big unknown, but the fact that she is here makes her dangerous to you.

**Dana**

It was a real shame that she lost her nerve, it is more of a shame that she has been purchasing a bunch of dorph-coke from you. Sure he money is still good, but you hate to see something like that happen to someone that you know. Maybe a few more months on the stuff and she will be hooked. You are not anyone's preacher and you are not likely to interfere in anyone's choices, but still it is a shame.

## Equipment

### Cyberware

- Skinweave (SP 12)
- Adrenal Booster (+1 REF, 3/day for 1d6+2 turns)
- Vein Clips (+2 Death Saves)
- Advanced Muscle and Bone Lace II

### Gear

- SPM-2 Battleglove Plus, right (wolwers, storage space, external weapon mount/link)
- Malorian Arms Sub-Flechette Gun w/ smartgun link, external mount only, silencer, barrel chop)
- 8x 10-round flechette magazines
- Survival Knife
- 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 (Live Camo: -4 Awareness still, -2 Awareness moving; -1/10m)
- 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)
- 20x Stripwire binders
- 2x Roll all-purpose nylon reinforced tape
- 10x Sedative Patches

### Attributes

|             |     |             |     |
|-------------|-----|-------------|-----|
| <b>Int</b>  | 6   | <b>Ref</b>  | 8   |
| <b>Tech</b> | 4   | <b>Cool</b> | 7   |
| <b>Attr</b> | 5   | <b>Luck</b> | 5   |
| <b>MA</b>   | 6   | <b>Body</b> | 7   |
| <b>Emp</b>  | 6   |             |     |
| <b>Run</b>  | 18  | <b>Leap</b> | 4.5 |
| <b>Lift</b> | 280 | <b>Hum</b>  | 53  |

### Save

7

### BTM

-3

### Armor

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

### Skills

#### Special Abilities

|              |   |
|--------------|---|
| Combat Sense | 3 |
| Tactics      | 3 |
| Streetdeal   | 4 |

#### Body [7]

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

#### Cool [7]

|                        |    |
|------------------------|----|
| Intimidate-3           | 10 |
| Resist Torture/Drugs-5 | 12 |
| Streetwise-5           | 12 |

#### Empathy [6]

|                          |    |
|--------------------------|----|
| Human Perception-3       | 9  |
| Seduction-3              | 9  |
| Social-4                 | 10 |
| Persuasion & Fast Talk-4 | 10 |

#### Intelligence [6]

|                        |    |
|------------------------|----|
| Awareness/Notice-5     | 11 |
| Education & Gen Know-2 | 8  |
| Gamble-2               | 8  |
| Hide / Evade-2         | 8  |
| Language: English-8    | 14 |
| Language: Russian-2    | 8  |
| Language: Spanish-4    | 10 |
| Wilderness Survival-2  | 8  |

#### Reflex [8]

|                      |    |
|----------------------|----|
| Athletics-3          | 11 |
| Handgun-3            | 11 |
| Heavy Weapons-1      | 9  |
| Martial Art: Sambo-5 | 13 |
| Rifle-1              | 9  |
| Stealth-4            | 12 |
| Submachinegun-3      | 11 |

### Damage Track

|   |   |   |   |   |
|---|---|---|---|---|
| Lt (-0)   | Ser (-1)  | Crit (-2)   | M0 (-3)   | M1 (-4)   |
| <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"/> |
| 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"/> |

### Weapons

| Name           | T | WA | C | A | Dmg    | Shots | ROF  | Rng  | Rel |
|----------------|---|----|---|---|--------|-------|------|------|-----|
| Survival Knife | M | +0 | J | P | 1d6A   |       |      |      |     |
| Grenade        | H | +0 | P | P | var    | 1     | 1    | 70m  | ST  |
| SPM-2 Plus     | M | -1 | N | P | 2d6A   |       |      |      | VR  |
| * wolvers      |   |    |   |   | 3d6A   |       |      |      |     |
| Sub-Flechette  | S | +2 | J | C | 1d6x6A | 10    | 3/35 | 150m | VR  |
| * smartgun     |   | +2 |   |   |        |       |      |      |     |

### Notes

### Martial Arts

|               |    |
|---------------|----|
| Sambo (5)     |    |
| Strike (+5)   | +2 |
| Punch (1d3+5) | +2 |
| Kick (1d6+5)  | +2 |
| Disarm        | +2 |
| Sweep         | +2 |
| Grapple       | +2 |
| Throw         | +3 |
| Hold          | +2 |
| Escape        | +2 |

### Technical [4]

|               |   |
|---------------|---|
| First Aid-2   | 6 |
| Forgery-3     | 7 |
| Weaponsmith-1 | 5 |