

Lt. Richard Franks

CYBERPUNK

Description

As the field commander of Militech Action Team 8, you cut the very image of the corporate warrior. Keeping yourself both physically and mentally fit, despite your age (45 years) and hard lifestyle, with the scars to prove it.

Background

You have worked for Militech in one capacity or another for just over 15 years. During that time you have become known as quite the troubleshooter; however, that was not always the case. You started your career with Militech as a simple guard at a chip processing plant in Columbia. When the plant was attacked by the forces of a local warlord you rallied the guards that survived the initial strike and repulsed the attack with heavy losses to their forces. From there your career took off.

Team

You have led the team for the past six years, which is an amazing amount of time in a field with such a high mortality rate. This is a testament to your planning and leadership skills. Able to wring the most out of your team to accomplish their mission. During your tenure you have only had two missions fail and in each case the rest of the team knew corporate tied your hands with conditionals so much you could not effectively plan for success.

Sgt. Guerrero

A top notch operative who you will be sad to see leave when he puts in enough time to finally head his own team. You have come to rely on the give and take that he brings to any planning session.

Carlos

While you have had Carlos on your team for 3 years you still know so little about him. You cannot fault his skill or his dislike for metal, but he is always that one independent cog that does not mesh with the rest of the team.

Hans

Relativity new transfer who covers his own lack of experience by being very enthusiastic. His constant desire at one-upmanship with other members of the team can be grating, but most people see it as immaturity more than true competition or smack-down.

Yolanda

It is not that you distrust her skills, it is that you distrust her fieldcraft. Her intelligence gathering skills border on precognition so often that she has earned the moniker "witch" for her ability to solve and entire puzzle given only a few pieces. Over time she will either survive her time in the field - or you will be sending her home in a box, either way the burden is on her shoulders.

Militech Information

ID#	56-89733-0582-6
YIS	15
Rank	2nd Lieutenant
Profile:	SL

Vital Statistics

Sex	Male
Race	Caucasian
Nationality	American
Age	45
Blood Type	O+
Hair Color	Brown
Eye Color	Brown
Height	171.3 cm
Weight	88.7 kg
DOB	1975/09/30

Medical

Restrictions	None
PsyRat	5-10-13-15
Cyberware	L3 Skinweave MXT 2013 CPU ARC Wrist Plugs ARC GunPro Link SA Speedware R10-IIa Socket BW26A AutoInjector

Duane

If he was not so very good at all things electrical and mechanical you would have busted his commission and sent him packing two days after he first arrived in your camp. He is lazy to the point where it is almost worth it to just cut your losses and cut his strings, but there is the fact that he always accomplishes what he is told about.

Dominic

So long ago you were a great deal like him - so much so that it can be painful to watch at times. Like a dominating tornado (that is on fire) he roars around the camp trying to instill discipline anywhere he can. He does have more seniority than many members of your team, but you have made it clear that his temporary status means that he will have to adapt to your lifestyle and not the other way around.

Alan

Not the oldest member of the team, but he somehow has become known as the fatherly figure that everyone else turns to for solace. Maybe it is his medical training, but his calm exterior even during a hot mission seems to impart itself on others - soothing their feelings and honing them to a sharp blade. However, he has been breaking the rules for Chris long enough that you will have to call him on it soon - just not yet.

Christine

During your years you have dealt with some real whack-jobs. Kids so strung out on the latest combat drugs that they were invincible, but utterly incapable of thinking beyond the end of their gun. When Chris lost her arms you thought she would end up like that. Instead, she is the complete opposite, which is more dangerous. She has become a hardened killer - the perfect killing machine with no remorse for any action, no morale code to guide her hand, no hesitation in her decision to rain death upon any who stand in her way.

Ramiro

Every team has one and in many ways you are lucky that he has learned enough to avoid feeding his own greed. You have seen instances where the team scrounger was hung out to dry when it was found out that not only was his markup extensive, but in fact that they would not allow other vendors to display their own wares. He does mark his goods up, but his pricing is fair and he has a reputation as being very scrupulous.

Dana

She has been ready to return to work physically, but you do not think the psy docs managed to put the incident behind her. You are willing to give her a bit of space, but sooner or later you want her back in the game. If she cannot hack it anymore you need her to step forward and admit it so that you can have her replaced. This half-in and half-out stage

Equipment

Cyberware

Skinweave (SP 12)

Basic Processor

Interface Plugs (right wrist) w/ 2x Interface Cables

Smartgun Link

Sandivistan Speedware (1 turn startup, 3 turns +3 Init, 1 turn cooldown)

Chipware Socket (Gambling 3, Stock Market 2, Driving 2, Expert: Jungle Warfare 2)

Auto-Injector (5 slots)

Gear

Militech Mk IV Assault Weapon (chambered 6.5 Hybrid) w/ bayonet lug, smartgun option

6x 30-round Magazines (3x Standard, 3x Standard/AP)

M-205 Undermount Grenade Launcher (Mk IV)

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

2x 40mm Launched HEDP (4d10A HEAT; 4d6 1m radius)

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

1x 40mm Launched WP (10m radius; 4d6 for 3 turns)

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

Militech Smart-vision Combat Helmet (LowLite, Anti-Dazzle, Times Square, Scrambled/Spread AV Commo)

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

Injector Loads (2x Stim, 1x Surge, 1x Trauma I, 1xPrime)

Option 1

del Militech Mk IV

del 5x 30-round Magazines

del M-205 Undermount

del 10x 40mm Launched Grenades

add Militech Bulldog Compact Assault Shotgun w/ smartgun option

add 4x 21-round Magazines (2x Slug 7d6A, 1x HE 7d6 5m radius, 1x HEAT/APFSDS 6d6A)

Attributes

Int	7	Ref	7
Tech	3	Cool	8
Attr	4	Luck	7
MA	5	Body	6
Emp	8		
Run	15	Leap	3.75
Lift	240	Hum	56

Save

6

BTM

-2

Armor

AREA	ROLL	LAYER 1	LAYER 2	TOTAL
Head	1	12	20h/10	24/19
Torso	2-4	12	14	21
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	2
Tactics	5

Attractiveness [4]

Personal Grooming-4	8
Wardrobe & Style-3	7

Body [6]

Endurance-2	8
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Cool [8]

Interrogation-2	10
Intimidate-1	9
Oratory-3	11
Resist Torture/Drugs-3	11

Empathy [8]

Human Perception-4	12
Interview-3	11
Leadership-5	13
Social-2	10
Persuasion & Fast Talk-2	10

Intelligence [7]

Awareness/Notice-4	11
Education & Gen Know-4	11
Expert: Jungle Warfare-2c	9
Expert: Small Unit Tactics-4	11
Gamble-3c	10
Hide / Evade-1	8
History-2	9
Language: English-8	15
Language: Mandarin-4	11
Language: Spanish-3	10
Library Search-4	11
Programming-3	10
Shadow / Track-1	8
Stock Market-2c	9
Wilderness Survival-2	9

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	60m	ST
Mark IV Assault	R	+1	N	C	6d6-1	35	3/30	400m	VR
*smart link		+2							
Undermount GL	H	+0	L	C	var	1	1	200m	VR
*smart link		+2							
Bulldog CAS	R	+0	L	P	var	21	3/10	50m	VR
*smart link		+3							

Reflex[7]

Athletics-2	9
Driving-2c	9
Handgun-2	9
Heavy Weapons-2	9
Martial Art: Tai Chi-2	9
Rifle-4	11
Stealth-1	8
Technical [3]	
First Aid-2	5
Weaponsmith-2	5

Martial Arts

Tai Chi (2)	
Strike (+2)	+2
Punch (1d3+2)	+2
Kick (1d6+2)	+1
Disarm	+1
Block	+2
Dodge	+1
Grapple	+1

Notes