

# DARK DECADE

## ZACHARY MILLER

### AUGMENTED EX-SOLDIER

Zachary Miller is in school studying electronics on the G.I. Bill and has some basic military training and a deployment overseas under his belt. Some time ago, Zachary was part of an experimental program and received some cybernetic implants designed to assist him in combat. The program has since ended, but the implants still work, giving him night vision and the ability to temporarily boost one of his attributes.

Zachary was a typical Jock in high school, and played football for the school team. He left school and immediately joined the Army, and spent four years on deployment to the war-torn country of Oblivia. His aptitude for electronics led him to sign up for a college degree when he left the military, and he has recently gained a Masters degree in the subject at Columbia University in New York City.

A 32 year-old Augmented college graduate who hides a secret (grade 5; 5d6)

### ATTRIBUTES

STR 6 (3d6) AGI 5 (2d6) END 7 (3d6)  
INT 3 (2d6) LOG 6 (3d6) WIL 7 (3d6)  
CHA 7 (3d6) REP 4 (2d6) LUC 3 (2d6)

### DEFENSES

MELEE DEFENSE	RANGED DEFENSE	MENTAL DEFENSE	VITAL DEFENSE	SOAK
14	14	11	14	5

(kevlar vest)

### ATTACKS

SIZE medium NATURAL DAMAGE 1d6+2

**BRAWLING** 3d6 (1d6+2 blunt damage)

**PISTOL** 4d6 (2d6+1 ballistic damage)

### EXPLOITS & TRAITS

**Aim.** By taking an action to aim, you gain +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

**Draw A Bead.** You do not pay any penalty for firing into melee, as long as your target is at least 10' away from you.

**Basic Training.** You gain a uniform which incorporates a kevlar vest. You also gained one rank in tactics, rifles, law, and survival (included in stats).

**Platoon Leader.** You grant your entire party a +1d6 Initiative bonus as long as they are within 30' of you.

**Bachelor.** After a four-year course, you gained a Bachelor's degree in electronics. Your research skills are developed. If you have access to a

library or data network, you gain a +1d6 bonus to attempts to learn information about a subject. You pass this degree with honors and gained 1 bonus REP attribute point (included in stats).

**Masters.** You remained in college and gain a Masters degree in electronics. You gained 1 bonus skill rank in your chosen subject (included in stats).

**Alteration.** As an Augmented character, you begin play with two minor cybernetic alterations:

**Injector Implant.** This implant injects a Booster drug called Azrael into your system. It is a free action to use, and it can be used three times before you need to refill it (which costs \$100 per dose). The Booster drug gives you +1d6 to checks with any one attribute for one hour.

### HEALTH

28

INITIATIVE 3d6

PERCEPTION 2d6

### MOVEMENT

SPEED 7; CLIMB 3; JUMP 10'/5'

CARRY 120 lbs (max lift 250 lbs)

### SKILLS

hardy	1 (1d6)
movies	1 (1d6)
football	1 (1d6)
running	2 (1d6)
tactics	2 (1d6)
survival	1 (1d6)
dodging	3 (2d6)
pistols	3 (2d6)
electronics	4 (3d6)
rifles	1 (1d6)
law	1 (1d6)

### WEALTH

\$320  
(or 4d6)

### GEAR

pistol,  
kevlar vest

### LIFEPATH

Jock  
=> Boot Camp  
=> Soldier  
=> College  
=> College

**Retinal Implants.** You have retinal implants which give you infra-red vision, enabling you to see in the dark.

**Adaptive.** When incorporating new cybernetic alterations, you never need to make a check to see if the upgrade takes hold. Additionally, you can incorporate an unlimited number of alterations beyond the normal limit of their END attribute.

**Inert.** Augmented embrace technology over matters of spirit. You may never have a CHI score above zero.

**Athlete.** You gain a permanent +2 bonus to your SPEED (already included).