

ChromRittern Sleeper

Lt. Altin Czerney

Agil	12	End	11 (13)	Int	8	Conf	8
Dex	8(14)	Str	5 (13)	Mind	7	Cha	6

Base TOU- 19

Advantages

Cyberware (A BUTTLOAD !)	4
Special ability: cyber rating cut by .9	3
7 skill adds	7

Compensations

Reputation: Chrom Rittern	2
250 years out of date	2
Suspicious	1
Enemy	2
limited to 1 adds in Charm	2
Limited to 3 adds in Persuasion	1
"Mac" Cyberware in an "IBM" world	2
Cyberpsychotic	2

Skills:

Agility	12	fire combat	1	Camouflage	2	Science: electronics	1
climb	1	Energy weapons	1	Demolitions	2		
dodge	2	Hvy Weapons	1	linguistics	1	Confidence	8
maneuver	1	Hvy energy Weap.	1	Sensor Ops: Pers.	1	con	1
mart arts:	1	Lockpick	1	Trick	1	Intimidation	2
melee combat	2					survival	2
stealth	2	Int	8	Mind	7		
		Perception	1	Computer	1	Charisma	6
Dex	14	First Aid	1	Mechanical	1	Persuasion	1

Cybernetics

This is all ChromRittern cyberware, ancient, but artistic in quality and centuries ahead of their time. It is installed as a single suite of cyberware, each piece optimized to operate in the presence of the others. Unfortunately, this optimization leads to a resistance of any new equipment by the existing old equipment. There will be numerous small errors that need to be adjusted in the new cyberware before it will perform at full effectiveness.

Cyberware:

System	Notes	Reference	Cyber Value
Sim nerve	Link to nervous system	Univ. Guide-82	2
Syntheflesh	skin covering	Univ. Guide-82	1
Super sight	+3 per. for sight checks	Univ. Guide-82	2
Heat-Seeker	+2 per. to detect heat patterns	Univ. Guide-82	2

Low-Light	+2 per. for sight checks in low light	Univ. Guide-82	2
Telescopic	+3 per. for sight checks for distant objects	Univ. Guide-83	2
Cybernetic Detector	+2 per to detect cyberware	Hardware/Software	2
LED	Heads-up-display	Univ. Guide-83	3
Anti-glare	+4 TOU vs blinding attacks	Arsenal-46	-
Hunter	+2 to weapon skill	Univ. Guide-83	3
Rangefinder	+1 to ranged weapon skill	Hardware/Software	2
Smartgun jack	+4 to weapon skills with "smart" weapons,	Hardware/software	1
Interface Jack	connect to computer sys.	Arsenal-49	1
EVD	+3 per for hearing checks	Univ. Guide-83	3
Cyber Skeleton	+3 strength	Univ. Guide	4
Cyber limbs	+5 str/+6 dex in all limbs	Hardware/Software	12
Intradermal plate	TOU+6/22 armor	Univ. Guide	4
Fingercam	Thermal imaging/anti-glare in fingertip	Arsenal-46	2
Cutting Edge Handsaw	STR+7/24 (21 w/ STR)	Arsenal- 9	3
Magnetic feet	Sticks to metal on demand	Arsenal-49	3
Rocketeers	Jet feet (speed 10, lasts 1 hr)	Arsenal-49	3
Body Vision	Chameleon coating, +2 Camo/Disguise	Arsenal-50	3
Cybernetic organs	+2 END	Arsenal-50	5

Normal Equipment installed as Cyberware:

System	Notes	Reference	Cyber Value
Handlight	30m range, Variable Freq.	Arsenal-56	2
Lifeform scanner	+3 to Sensor op to analyze lifeforms, 1km range	Arsenal-57	3
Solinae Multi-range	+3 to Sensor op. Motion detector, thermal scan, matter analyzer Energy analyzer	Arsenal-60	4
Comlink	40km range, tightbeam	Arsenal-56	2
Radar Goggles	+2 per., 360deg field, no fine detail	Arsenal-60	4
Furthemman Stealth Suit	+2 to Stealth (integrated into Body Vision, above)	Arsenal-62	3
Line gun	+2 climb (lift 200kg, 100m line)	Arsenal-64	3
Cybernetic Damper	partially neutralizes emissions from cyberware	(see below)	5

Note: the cyber damper does not attempt to hide the fact that the person *has* cyberware, it just hides the smaller (and more illegal) pieces, and causes the larger pieces to be mistaken for less capable pieces.

Total 91(9)

The Story:

Altin Czerney was born in the year 87, the heart of the ChromRittern era. In 109 he joined the exalted ranks of the ChromRittern corps. Altin was trained not as a shock trooper, but as a Cyber-commando. He was trained to do the impossible, infiltrate and destroy the most difficult targets, and discover the most closely guarded secrets. He graduated with honors in 110 and was placed in command of a squad of cybercommandoes.

Czerney seemed to live a charmed life as he went through his first few years of service. It was rumored that a member of the legendary Admiralty was personally interested in his career.

Altin's life and destiny changed in an instant. On a covert mission, Altin's unit discovered scandalous information about the activities of several members of the Admiralty. His entire unit was eventually captured and executed one-by-one for their knowledge. He only avoided execution by the influence of his unknown patron in the Admiralty.

Nevertheless, Czerney still possessed information that could not be publicly known. The debate in the Admiralty was heated and brutal, but finally, Czerney's patron persuaded his colleagues that it would be sufficient to "take him out of circulation" for the entire conceivable future.

In the year 112, Altin was placed into a cryo-stasis tube and sent adrift on a realspace course to a nearby star. All the current Admiralty would be long dead by the time he reentered civilization, if he did at all.

<<Three Centuries Later>>

In the 450's Altin finds himself a fish out of water. A lot of what he knows is gone, but some remains. He finds himself revered and reviled for the 300 years of legends about himself his compatriots
(incidentally, wouldn't it be cool if, at one time, he served under a certain other 300-year old Chrom cybertrooper we all know and love to hate...)