



Name: Conscript
Race: Human
Appearance:

Player: Minion Opposing Forces
Ht: 1.70 m Wt: 140 lbs Age: 18-50

Spent: 14
Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5	[0]
DX	10	[0]	Will	10	[0]	Basic Move	5	[0]
IQ	10	[0]	Per	10	[0]	BL	20 lb	(ST×ST)/5
HT	10	[0]	FP	10	[0]	Thr	1d-2	Sw 1d
TL	8	[0]	SM	+0				

Vision	10	Taste/Smell	10	Death Check	10
Hearing	10	Fright Check	10	Broad Jump	2.33 yd
Touch	10	Consciousness	10	High Jump	1.67 ft

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -10

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

SLAM TABLE		
1-2	3-5	6
1d-3	1d-2	1d-1

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Izhmash AK-47, 7.62x39mm	10	8	1d+1 imp	1,2*	0†	4	
Large Knife: Swing	11	7	1d-2 cut	C,1	6	4	
Large Knife: Thrust	11	7	1d-2 imp	C	6	4	[1]

RANGED ATTACKS									
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl LC Notes
Fragmentation Grenade (TL 7)	10	8d cr ex [3d]	-	35 yd	-	-	-	-	2 [2]
Izhmash AK-47, 7.62x39mm	12	5d+1 pi	4	500 yd / 1.76 mi	10	30(3)	9†	-5	2 2
Large Knife	11	1d-2 imp	-	8 yd / 15 yd	1	T(1)	6	-2	- 4

PARRY		PARRY		BLOCK		DODGE		OTHER	
9	8	6	8						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2		Groin	0	0	-	
Neck	0	0	-		Arms	0	0	6	
Skull	7	0	-		Hands	0	0	4	
Face	0	0	-		Legs	0	0	6	
Torso	0	0	-		Feet	0	0	4	

ADVANTAGES		
Name	Pts	
Latino (Native) {p. B23}	[0]	
Spanish (Spoken; Native; Native Speaker) {p. B24}	[0]	
Spanish (Written; Semi-Literate; Native Writer) {p. B24}	[-2]	

DISADVANTAGES		
Name	Pts	
Duty (The Army; 6 or less (quite rarely); Involuntary) {p. B134}	[-7]	

SKILLS			
Name	Level	Relative	Pts
Brawling	12	DX+2	[4]
Parry: 9			
Camouflage	11	IQ+1	[2]
Guns/TL8 (Rifle)	12	DX+2	[4]
Hiking	10	HT+0	[2]
Knife	11	DX+1	[2]
Parry: 7			



SKILLS (continued)			
Name	Level	Relative	Pts
Scrounging	10	Per+0	[1]
Soldier/TL8	10	IQ+0	[2]
Spear	10	DX+0	[2]
Parry: 8			
Throwing	10	DX+0	[2]
Thrown Weapon (Knife)	11	DX+1	[2]

LOAD-OUTS			
Qty	« Everything »	Cost	Weight
1	Frag Helmet {p. HT70} Description: TL:7 LC:4 DR:5 Location:skull Location: skull	125	3 lb
1	Load-Bearing Vest (20 lbs.) {p. MH1:54} Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 260, Weight: 11 lb	290	13 lb
1	Fragmentation Grenade (TL 7) {p. B277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	40	1 lb
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	40	1 lb
5	Izhmash AK-47, 7.62x39mm (Magazine, 30 Cartridges) Per Unit - Cost: 36, Weight: 1.8 lb	180	9 lb

LOAD-OUTS (continued)			
Totals:		415	16 lb
Qty	Inventory	Cost	Weight
1	Battle Dress Uniform	50	3.8 lb
1	Boots, Jungle {p. HT68} Description: TL:7 LC:4 DR:3/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [5] Split DR: use the higher DR when an attack strikes foot from beneath. Location: feet	75	3 lb
1	Izhmash AK-47, 7.62x39mm (Bayonet, +0) {p. HT120} Description: TL:7 LC:2 Ammo:1.8 lb. Damage:5d+1 pi Acc:4 Range:500/3100 RoF:10 Shots:30(3) ST:9† Bulk:-5 Rcl:2 Skill:Guns (Rifle) Notes:	450	11.3 lb
Totals:		575	18.1 lb