



Name: Regular
Race: Human
Appearance:

Player: Elite Minion Opposing Forces
HT: 1.75m Wt: 150 lbs Age:

Spent: 83
Unspent: 0

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 5,5 [0]
DX 11 [20]	Will 10 [0]	Basic Move 5 [0]
IQ 10 [0]	Per 10 [0]	BL 24 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-1 Sw 1d+1
TL 8	[0]	SM +0

Vision 10	Taste/Smell 10	Death Check 11
Hearing 10	Fright Check 10	Broad Jump 2.33 yd
Touch 10	Consciousness 11	High Jump 1.67 ft

HP 3, 0, -11, -22, -33, -44, -55 **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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	3-4	5-6
1d-3	1d-2	1d-1

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	10	1d-1 cr	C	-	-	
Brawling: Bite	14	-	1d-1 cr	C	-	-	
Brawling: Kick	12	-	1d cr	C,1	-	-	
Izhmash AK-47, 7.62x39mm	11	8	1d+2 imp	1,2*	0†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Fragmentation Grenade (TL 7)	11	8d cr ex [3d]	-	38 yd	-	-	-	-	-	2	[2]
Izhmash AK-47, 7.62x39mm	14	5d+1 pi	4	500 yd / 1.76 mi	10	30(3)	9†	-5	2	2	
Izhmekh PM, 9x18mm	14	2d pi	2	110 yd / 1200 yd	3	8+1(3)	8	-2	2	3	
ZID RPD, 7.62x39mm: w/o Bipod	14	6d pi	5	600 yd / 2.22 mi	11!	100(5)	10B†	-6	2	1	
ZID RPD, 7.62x39mm: w/ Bipod	14	6d pi	5	600 yd / 2.22 mi	11!	100(5)	7B†	-6	2	1	

PARRY		PARRY		BLOCK		DODGE		OTHER	
10	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	3/2	0	4	

ADVANTAGES	
Name	Pts
Latino (Native) {p. B23}	[0]
Spanish (Native; Native Language) {p. B24}	[0]

DISADVANTAGES	
Name	Pts
Duty (The Army; 15 or less (almost always)) {p. B134}	[-15]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL8 (Small Arms)	9	IQ-1	[1]
Brawling	14	DX+3	[8]
Parry: 10			
Camouflage	11	IQ+1	[2]
Electronics Operation/TL9 (Communications)	9	IQ-1	[1]
First Aid/TL8 (Human)	10	IQ+0	[1]
Gunner/TL8 (Machine Gun)	12	DX+1	[2]
Guns/TL8 (Light Anti-Armor Weapon)	12	DX+1	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Guns/TL8 (Light Machine Gun)	14	DX+3	[6]
Guns/TL8 (Pistol)	14	DX+3	[6]
Guns/TL8 (Rifle)	14	DX+3	[8]
Hiking	11	HT+0	[2]
Knife	14	DX+3	[8]
Parry: 9			
Savoir-Faire (Military)	10	IQ+0	[1]
Scrounging	10	Per+0	[1]
Soldier/TL8	10	IQ+0	[2]
Spear	11	DX+0	[2]
Parry: 8			
Stealth	10	DX-1	[1]
Throwing	11	DX+0	[2]
Thrown Weapon (Knife)	12	DX+1	[2]

LOAD-OUTS			
Qty	Everything	Cost	Weight
1	Backpack, Frame {p. B288}	100	10 lb
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	Battle Dress Uniform	50	3.8 lb
1	Boots, Jungle {p. HT68}	75	3 lb
	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		
1	Frag Helmet {p. HT70}	125	3 lb
	Description: TL:7 LC:4 DR:5 Location:skull		
	Location: skull		

LOAD-OUTS (continued)			
Qty	Everything	Cost	Weight
2	Fragmentation Grenade (TL 7) {p. B277} Per Unit - Cost: 40, Weight: 1 lb 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]	80	2 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
6	Izhmash AK-47, 7.62x39mm (Magazine, 30 Cartridges) Per Unit - Cost: 36, Weight: 1.8 lb	216	10.8 lb
1	Load-Bearing Equipment	50	3.5 lb
Totals:		1146	47.4 lb