



Name: Trained  
Race: Human  
Appearance:

Player: Worthy Opposing Forces  
Ht: 1.75m Wt: 150 lbs Age:

Spent: 226  
Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 12 [ 20]	<b>HP</b> 12 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 11 [ 5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 11 [ 5]	<b>BL</b> 29 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2
<b>TL</b> 8 [ 0]		<b>SM</b> +0

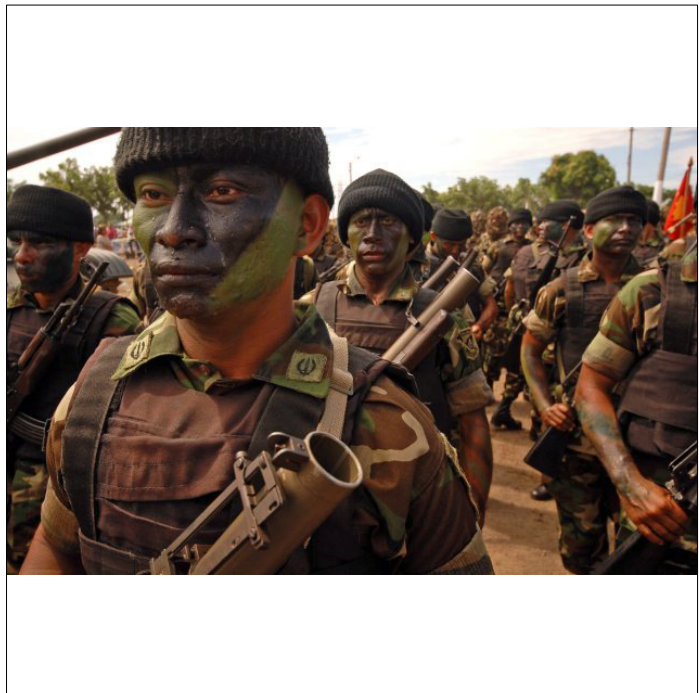
Vision 11	Taste/Smell 11	Death Check 12
Hearing 11	Fright Check 13*	Broad Jump 3 yd
Touch 11	Consciousness 12	High Jump 2.17 ft

\* Includes: +2 from 'Combat Reflexes'

**HP** 3, 0, -12, -24, -36, -48, -60 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

SLAM TABLE		
1-2	3-4	5-7
1d-3	1d-2	1d-1



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-1 cr	C	-	-	
Brawling: Bite	16	-	1d-1 cr	C	-	-	
Brawling: Kick	14	-	1d cr	C,1	-	-	
Izhmash AK-47, 7.62x39mm	12	10	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)	12	8d cr ex [3d]	-	42 yd	-	-	-	-	-	2	[2]
Izhmash AK-47, 7.62x39mm	16	5d+1 pi	4	500 yd / 1.76 mi	10	30(3)	9†	-5	2	2	
Izhmekh PM, 9x18mm	16	2d pi	2	110 yd / 1200 yd	3	8+1(3)	8	-2	2	3	
KMZ RPG-7, 40mm: Primary	15	6dx4(10) cr ex	2+1	10 yd / 1000 yd	1	1(4)	9†	-7	1	1	[1, 2]
KMZ RPG-7, 40mm: Linked	15	7dx2 cr ex	-	10 yd / 1000 yd	-	-	9†	-	-	1	
ZiD RPD, 7.62x39mm: w/o Bipod	16	6d pi	5	600 yd / 2.22 mi	11!	100(5)	10B†	-6	2	1	
ZiD RPD, 7.62x39mm: w/ Bipod	16	6d pi	5	600 yd / 2.22 mi	11!	100(5)	7B†	-6	2	1	

PARRY		PARRY		BLOCK		DODGE		OTHER	
12*	10*	8*	9/10*						
Brawling	DX	DX	Light						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	-	Groin	0	0	-	-
Neck	0	0	-	-	Arms	0	0	7	-
Skull	7	0	-	-	Hands	0	0	5	-
Face	0	0	-	-	Legs	0	0	7	-
Torso	4/2*	0	-	-	Feet	3/2	0	5	-

\* Includes: +1 from 'Combat Reflexes'

ADVANTAGES		Pts
Born Soldier 1 {p. MA:FC17, SV15, PU3:12}		[ 5 ]
Combat Reflexes {p. B43}		[ 15 ]
Latino (Native) {p. B23}		[ 0 ]
Spanish (Native; Native Language) {p. B24}		[ 0 ]

DISADVANTAGES		Pts
Duty (The Army; 15 or less (almost always); Extremely Hazardous) {p. B134}		[ -20 ]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL8 (Small Arms)	10	IQ+0	[ 2 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Brawling	16	DX+4	[ 12 ]
Parry: 12			
Camouflage	11	IQ+1	[ 2 ]
Electronics Operation/TL9 (Communications)	10	IQ+0	[ 2 ]
Fast-Draw/TL8 (Ammo)	13*	DX+1	[ 1 ]
Fast-Draw (Knife)	13*	DX+1	[ 1 ]
Fast-Draw (Long Arm)	13*	DX+1	[ 1 ]
Fast-Draw (Pistol)	13*	DX+1	[ 1 ]
First Aid/TL8 (Human)	12	IQ+2	[ 4 ]
Gunner/TL8 (Machine Gun)	14	DX+2	[ 4 ]
Guns/TL8 (Grenade Launcher)	15	DX+3	[ 7 ]
Guns/TL8 (Light Anti-Armor Weapon)	15	DX+3	[ 7 ]
Guns/TL8 (Light Machine Gun)	16	DX+4	[ 8 ]
Guns/TL8 (Pistol)	16	DX+4	[ 8 ]
Guns/TL8 (Rifle)	16	DX+4	[ 12 ]
Guns/TL8 (Shotgun)	16	DX+4	[ 8 ]
Guns/TL8 (Submachine Gun)	16	DX+4	[ 8 ]
Hiking	12	HT+0	[ 2 ]
Knife	16	DX+4	[ 12 ]
Parry: 11			
Observation	13	Per+2	[ 8 ]
Savoir-Faire (Military)	12†	IQ+2	[ 2 ]
Scrounging	14†	Per+3	[ 4 ]
Soldier/TL8	12†	IQ+2	[ 4 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Spear <small>Parry: 9</small>	12	DX+0	[ 2 ]
Stealth	14	DX+2	[ 8 ]
Tactics	10†	IQ+0	[ 2 ]
Throwing	12	DX+0	[ 2 ]
Thrown Weapon (Knife)	13	DX+1	[ 2 ]
<small>* Includes: +1 from 'Combat Reflexes'</small>		<small>† Includes: +1 from 'Born Soldier'</small>	

LOAD-OUTS			
Qty	Everything	Cost	Weight
1	Backpack, Frame {p. B288} <small>Description: TL:1 Notes: Holds 100 lbs. of gear.</small>	100	10 lb
1	Battle Dress Uniform	50	3.8 lb
1	Boots, Jungle {p. HT68} <small>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</small>	75	3 lb
1	Frag Helmet {p. HT70} <small>Description: TL:7 LC:4 DR:5 Location:skull Location: skull</small>	125	3 lb
2	Fragmentation Grenade (TL 7) {p. B277} <small>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]</small>	80	2 lb
1	Izhmash AK-47, 7.62x39mm (Bayonet, +0) {p. HT120} <small>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: ]</small>	450	11.3 lb
6	Izhmash AK-47, 7.62x39mm (Magazine, 30 Cartridges) <small>Per Unit - Cost: 36, Weight: 1.8 lb</small>	216	10.8 lb
1	Load-Bearing Equipment	50	3.5 lb
<b>Totals:</b>		<b>1146</b>	<b>47.4 lb</b>