



CHARACTER SHEET

Name: Mexican Comintern Stooges
Race: Human
Appearance: Fleshy, tough Mexicans.

Player: NPCs
Ht: 5'10" Wt: 165 lbs. Age: 20s Spent: 38
Unspent: 0

ST 11	[10]	HP 11	[0]	Basic Speed 5.25	[0]
DX 10	[0]	Will 11	[5]	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 6	[0]	SM +0			

Vision 10	Taste/Smell 10	High Jump 1.67 ft
Hearing 10	Fright Check 13*	
Touch 10	Broad Jump 2.33 yd	

* Includes: +2 from 'Combat Reflexes'

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10	9		9	0
Brawling	DX		None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: -1*	
* Includes: -1 from 'Status'	
Other: +0	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English	Accented	Literate	[4]
Russian	Broken	Semi-Lit.	[2]
Spanish (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Status -1	[-5]
Wealth (Poor)	[-15]

QUIRKS	
Name	Pts
Hatred of the Exploitative Classes	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Mexico)	10	IQ+0	[1]
Brawling	12	DX+2	[4]
Parry: 10			
Current Affairs/TL6 (Politics)	11	IQ+1	[2]
Electronics Operation/TL6 (Communications)	9	IQ-1	[1]
Guns/TL6 (Pistol)	11	DX+1	[2]
Guns/TL6 (Rifle)	11	DX+1	[2]
Observation	11	Per+1	[4]
Philosophy (Marxist)	8	IQ-2	[1]
Stealth	9	DX-1	[1]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[25]
Advantages, Perks		[21]
Disadvantages, Quirks		[-26]
Skills, Techniques		[18]
Total Points Spent:		38
Unspent Points:		0

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-1 cr	C	—	—	
Brawling: Bite	12	—	1d-1 cr	C	—	—	
Brawling: Kick	10	—	1d cr	C,1	—	—	

RANGED ATTACKS										
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC
Mauser Gew98, 7.92x57mm	11	7d+1 pi	5	1100 yd / 2.61 mi	1	5(3)	11†	-5	4	3

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Mauser Gew98, 7.92x57mm Description: TL:6 LC:3 Ammo:0.3 lb. Damage:7d+1 pi Acc:5 Range:1100/4600 RoF:1 Shots:5(3) ST:11† Bulk:-5 Rcl:4 Skill:Guns (Rifle)	900	9.5 lb
1	Ordinary Clothes Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	60	2 lb