

<p>Private Morley Dotes STR: 11 DEX: 13 INT: 13 Idea Roll: 65% CON: 15 APP: 15 POW: 11 Luck Roll: 55% SIZ: 13 SAN: 55 EDU: 11 Know Roll: 55% Damage Bonus: none Hit Points: 14 Occupation Points: 220 Personal Interest Points: 130 Age: 17 (17 minimum) Base Dodge skill: 26%</p> <p>*Climb (40%) 50% *Conceal (15%) 35% Craft (05%) 25% *Dodge (26%) 36% *Drive Auto (20%) 30% Fast Talk (05%) 25% *First Aid (30%) 50% *Hide (10%) 30% *Jump (25%) 45% Listen (25%) 35% Locksmith (01%) Mech. Repair (20%) 30% Oper. Hvy Mach. (01%) 21% French (01%) 11% German (01%) 11% Persuade (15%) Photography (10%) 20% Psychology (05%) 15% *Sneak (10%) 30% *Spot Hidden (25%) 45% Swim (25%) *Throw (25%) 45% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) 20% *Knife (20%) 30% Club (20%) *Bayonet (Spear) (20%) 45%</p>	<p>Private John Garrett STR: 14 DEX: 10 INT: 16 Idea Roll: 80% CON: 12 APP: 13 POW: 8 Luck Roll: 40% SIZ: 13 SAN: 40 EDU: 13 Know Roll: 65% Damage Bonus: +1D4 Hit Points: 13 Occupation Points: 260 Personal Interest Points: 160 Age: 19 (19 minimum) Base Dodge skill: 20%</p> <p>*Climb (40%) 70% *Conceal (15%) 35% Craft (05%) *Dodge (20%) 30% *Drive Auto (20%) 30% Fast Talk (05%) 35% *First Aid (30%) 60% *Hide (10%) 20% *Jump (25%) 55% Listen (25%) 35% Locksmith (01%) Mech. Repair (20%) 40% Oper. Hvy Mach. (01%) Yiddish (01%) 11% Polish (01%) 11% Persuade (15%) 75% Photography (10%) Psychology (05%) 25% *Sneak (10%) 20% *Spot Hidden (25%) 45% Swim (25%) *Throw (25%) 45% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) 35% *Knife (20%) 40% Club (20%) *Bayonet (Spear) (20%) 40%</p>
<p>Private Waldo "Saucerhead" Thorpe STR: 18 DEX: 9 INT: 12 Idea Roll: 60% CON: 8 APP: 11 POW: 6 Luck Roll: 30% SIZ: 17 SAN: 30 EDU: 12 Know Roll: 60% Damage Bonus: +1D6 Hit Points: 13 Occupation Points: 240 Personal Interest Points: 120 Age: 18 (18 minimum) Base Dodge skill: 18%</p> <p>*Climb (40%) *Conceal (15%) 35% Craft (05%) 45% *Dodge (18%) 28% *Drive Auto (20%) Fast Talk (05%) *First Aid (30%) *Hide (10%) 60% *Jump (25%) 35% Listen (25%) Locksmith (01%) Mech. Repair (20%) 40% Oper. Hvy Mach. (01%) 31% French (01%) 11% Photography (10%) Persuade (15%) *Sneak (10%) 60% Psychology (05%) Swim (25%) *Spot Hidden (25%) 45% Track (10%) *Throw (25%) 50% *Mach. Gun (15%) *Rifle (25%) 45% Club (20%) 40% *Knife (20%) 35% *Bayonet (Spear) (20%) 40%</p>	<p>Private Charles "Chodo" Contague STR: 16 DEX: 11 INT: 12 Idea Roll: 60% CON: 10 APP: 10 POW: 8 Luck Roll: 40% SIZ: 10 SAN: 40 EDU: 13 Know Roll: 65% Damage Bonus: +1D4 Hit Points: 10 Occupation Points: 260 Personal Interest Points: 120 Age: 19 (19 minimum) Base Dodge skill: 22%</p> <p>*Climb (40%) *Conceal (15%) Craft (05%) *Dodge (22%) 42% *Drive Auto (20%) 60% Fast Talk (05%) *First Aid (30%) 50% *Hide (10%) 30% *Jump (25%) 45% Listen (25%) Locksmith (01%) Law (05%) 25% Mech. Repair (20%) 70% Navigate (10%) 40% Oper. Hvy Mach. (01%) Persuade (15%) Photography (10%) Psychology (05%) *Sneak (10%) *Spot Hidden (25%) 45% Swim (25%) *Throw (25%) 45% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) 55% *Knife (20%) 40% Club (20%) *Bayonet (Spear) (20%) 40%</p>

<p>Private Denny Tate STR: 10 DEX: 13 INT: 10 Idea Roll: 50% CON: 14 APP: 9 POW: 17 Luck Roll: 85% SIZ: 14 SAN: 85 EDU: 12 Know Roll: 60% Damage Bonus: none Hit Points: 14 Occupation Points: 240 Personal Interest Points: 100 Age: 18 (18 minimum) Base Dodge skill: 26%</p> <p>*Climb (40%) 50% *Conceal (15%) 45% Craft (05%) *Dodge (26%) *Drive Auto (20%) 30% Fast Talk (05%) *First Aid (30%) *Hide (10%) 40% *Jump (25%) 45% Listen (25%) Locksmith (01%) History (20%) 70%</p> <p>Mech. Repair (20%) Oper. Hvy Mach. (01%) Russian (01%) 11% Persuade (15%) 25% Photography (10%) Psychology (05%) 15% *Sneak (10%) 20% *Spot Hidden (25%) 45% Swim (25%) 45% *Throw (25%) 35% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) *Knife (20%) 50% Club (20%) *Bayonet (Spear) (20%) 70%</p>	<p>Private Joseph “Dojango” Roze STR: 11 DEX: 10 INT: 13 Idea Roll: 65% CON: 13 APP: 10 POW: 12 Luck Roll: 60% SIZ: 15 SAN: 60 EDU: 12 Know Roll: 60% Damage Bonus: +1D4 Hit Points: 14 Occupation Points: 240 Personal Interest Points: 130 Age: 18 (18 minimum) Base Dodge skill: 20%</p> <p>*Climb (40%) 50% *Conceal (15%) 25% Craft (05%) *Dodge (20%) 30% *Drive Auto (20%) 30% Fast Talk (05%) 35% *First Aid (30%) 40% *Hide (10%) 40% *Jump (25%) 75% Listen (25%) 65%</p> <p>Locksmith (01%) 11% Mech. Repair (20%) 10% Oper. Hvy Mach. (01%) 11% Spanish (01%) 41% Persuade (15%) Photography (10%) Psychology (05%) *Sneak (10%) 30% *Spot Hidden (25%) 50% Swim (25%) *Throw (25%) 50% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) *Knife (20%) 30% Club (20%) *Bayonet (Spear) (20%) 30%</p>
<p>Private Max Weider STR: 10 DEX: 10 INT: 10 Idea Roll: 50% CON: 16 APP: 8 POW: 12 Luck Roll: 60% SIZ: 15 SAN: 60 EDU: 13 Know Roll: 65% Damage Bonus: +1D4 Hit Points: 16 Occupation Points: 260 Personal Interest Points: 100 Age: 19 (19 minimum) Base Dodge skill: 20%</p> <p>*Climb (40%) 70% *Conceal (15%) 45% Craft (05%) 25% *Dodge (20%) 40% *Drive Auto (20%) 10% Fast Talk (05%) *First Aid (30%) 40% *Hide (10%) 30% *Jump (25%) 35% Listen (25%) Locksmith (01%) Ride (05%) 75%</p> <p>Mech. Repair (20%) Oper. Hvy Mach. (01%) Latvian (01%) 11% Persuade (15%) Photography (10%) Psychology (05%) *Sneak (10%) 20% *Spot Hidden (25%) 35% Swim (25%) *Throw (25%) 55% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) 45% *Knife (20%) 40% Club (20%) *Bayonet (Spear) (20%) 30%</p>	<p>Private Ambrose “Deal” Relway STR: 12 DEX: 12 INT: 8 Idea Roll: 40% CON: 15 APP: 12 POW: 14 Luck Roll: 70% SIZ: 14 SAN: 70 EDU: 13 Know Roll: 65% Damage Bonus: +1D4 Hit Points: 15 Occupation Points: 260 Personal Interest Points: 80 Age: 19 (19 minimum) Base Dodge skill: 24%</p> <p>*Climb (40%) 60% *Conceal (15%) 35% Craft (05%) 15% *Dodge (24%) 44% *Drive Auto (20%) Fast Talk (05%) 15% *First Aid (30%) 50% *Hide (10%) 30% *Jump (25%) 45% Listen (25%) 35% Locksmith (01%) Bargain (05%) 45%</p> <p>Mech. Repair (20%) 30% Oper. Hvy Mach. (01%) 11% Italian (01%) 11% Persuade (15%) 25% Photography (10%) Psychology (05%) *Sneak (10%) 30% *Spot Hidden (25%) 45% Swim (25%) *Throw (25%) 45% Track (10%) *Rifle (25%) 45% *Mach. Gun (15%) 25% *Knife (20%) 45% Club (20%) *Bayonet (Spear) (20%) 45%</p>