

Name: Virginia 'Gina' Heisenberg-Watts VI
Race: Human

Player: Non-Player Character
Ht: 1.69m

Wt: 108 lbs

Age: 21

Appearance: A highly intelligent scientist gadgeteer

## CHARACTER SHEET

,	CHARA	CII	In Si							
ST	11	[	10]	HP	11	[	0]	Basic Speed 6	[	5]
DX	12	[	40 ]	Will	16	[	0]	Basic Move 6	[	0]
IQ	16 <sup>*</sup>	[	120 ]	Per	12	[	-20]	BL 24 I	b (ST×	ST)/5
нт	11	[	10]	FP	11	[	0]	Thr 1d-1	Sw 1d+	-1
TL	10 <sup>†</sup>					[	0]	SM +0		
* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task † Includes: +1 from 'High TL'										

Vision	12	Fright Check 16	High Jump 2.17 ft
Hearing	12	Consciousness 11	Money 846
Touch	12	Death Check 11	
Taste/Smell	12	Broad Jump 3 yd	

ENCUMBRANCE TABLE						
Name	« None »	Light	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	24 lb	48 lb	72 lb	144 lb	240 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
Ground	6 yd	4 yd	3 yd	2 yd	1_yd	
Water	1 yd	1 yd	1 yd	1 yd	1 yd	
		-1	-2	-3	-4	
Dodge	9	8	7	6	5	

LIFTING FEATS					
	1-Hand	2-Hand	Shove /	Carry on	Shift
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb
* Takes 2 seconds to complete					
† Takes 4 seconds to complete   § Lose 1 FP/sec while over X-Hvy enc.				y enc.	

	REACTION MODIFIERS
Appearance: +0	
Status: +0	
Other: +0	

CULTURAL FAMILIARITIES					
Name			Pts		
Western (Native) {p. B23}					
LANGUAGES					
Name	Spoken	Written	Pts		
English (Native) {p. B24}	Native	Native	[ 0]		

TEMPLATES AND META-TRAITS		
Name		Pts
Vault Dweller	[	0
Description: You have grown up in a secure underground vault, shielding you from		
the savagery of the wastes.		

ADVANTAGES	
Name	Pts
Gadgeteer (Quick) {p. B56}	[ 50]
Gizmo 1 {p. B58}	[ 5]
High TL 1 {p. B23}	[ 5]
Intuitive Mathematician (p. B66)	[ 5]
Luck (p. B66, P59)	[ 15]
	[ ]

P	ERKS
Name	Pts

DISADVANTAGES	
Name	Pts
Absent-Mindedness (p. B122)	[ -15]
Charitable (12 or less, *1) {p. B125}	[ -15]
	ÎÎ

QUIRKS	
Name	Pts
_Unused Quirk 3 {p. B163}	[ -1]
_Unused Quirk 4 {p. B163}	[ -1]
_Unused Quirk 5 {p. B163}	[ -1]



Spent: 250 Unspent: 0

QUIRKS (continued)		
Name		Pts
Bunker4Life	[	-1]
Description: You've grown up in a bunker, have never seen the light of day and act		_
accordingly.		
One eye is green, the other brown {p. B163}	[	-1]
	ī	1

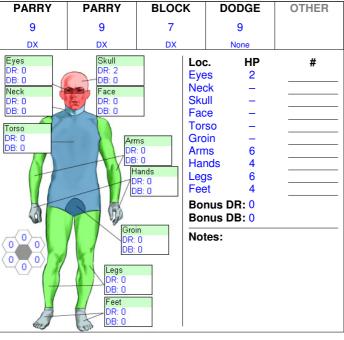
SKILLS					
DX based	Level	Relative	Pts		
Brawling (p. B182)	12	DX+0	[ 1]		
Description: Notes: Calculated damage takes into					
account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has					
Gauntlets/Brass Knuckles" or "Has Boots" to apply the					
+1 damage to Punch or Kick, as appropriate.					
Parry: 9	10	DV.0	[ 41		
dDriving/TL10 (Automobile) {p. B188} dDriving/TL10 (Heavy Wheeled)	12	DX+0	1 1		
, ,	12	DX+0	[ ']		
{p. B188} Fast-Draw (Gizmo) {p. B194}	12	DX+0	[ 1]		
	12	DX+0	I 11		
Guns/TL10 (Pistol) {p. B198} NBC Suit/TL10 {p. B192}	12	DX+0 DX+0			
	11	DX+0 DX-1	[ 2]		
Wrestling {p. B228} Parry: 8	- 1 1	DV-1	[ 1		
IQ based	Level	Relative	Pts		
Area Knowledge (Eureka County)	16	IQ+0	[ 1]		
{p. B176}			. ,		
Carpentry (p. B183)	16	IQ+0	T 11		
Computer Hacking/TL10 {p. B184}	14	IQ-2	[ 2]		
Computer Operation/TL10 (p. B184)	16	IQ+0	<u>† 11</u>		
Computer Programming/TL10 {p. B184}	14	IQ-2	<u>†</u> 11		
Cryptography/TL10 {p. B186}	14	IQ-2	<u>i 1i</u>		
Diplomacy (p. B187)	14	IQ-2	<u>i 1i</u>		
Engineer/TL10 (Civil) {p. B190}	14	IQ-2	<u>i 1i</u>		
Engineer/TL10 (Combat) {p. B190}	14	IQ-2	<u>†</u> 1 j		
Engineer/TL10 (Electrical) {p. B190}	14	IQ-2	į 1į		
Engineer/TL10 (Electronics) {p. B190}	14	IQ-2	į 1į		
Engineer/TL10 (Fusion Power)	14	IQ-2	[ 1]		
{p. B190}			. ]		
Engineer/TL10 (Nanotechnology)	14	IQ-2	[ 1]		
{p. B190}					
Engineer/TL10 (Robotics) {p. B190}	14	IQ-2	[ 1]		
Engineer/TL10 (Small Arms) {p. B190}	14	IQ-2	[ 1]		
History (The Old World) {p. B200}	15	IQ-1	[ 2]		
Holdout (p. B200)	15	IQ-1	[ 1]		
Machinist/TL10 {p. B206}	15	IQ-1	[ 1]		
Masonry (p. B207)	16	IQ+0	[ 1]		
<del></del>					

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SKILLS (continued)						
IQ based	Level	Relative	Pts			
Mathematics/TL10 (Applied) {p. B207}	14	IQ-2	[ 1]			
Research/TL10 (p. B217)	15	IQ-1	[ 1]			
Savoir-Faire (Vault) {p. B218}	17	IQ+1	[ 2]			
Smuggling {p. B221}	15	IQ-1	[ 1]			
Soldier/TL10 {p. B221}	15	IQ-1	[ 1]			
Speed-Reading (p. B222)	15	IQ-1	[ 1]			
Per based	Level	Relative	Pts			
Scrounging {p. B218}	14	Per+2	[ 4]			
Name	Level	Relative	Pts			
			[ ]			
			[ ]			

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	С	_	_	
Brawling: Bite	12		1d-2 cr	C			
Brawling: Kick	10		1d-1 cr	C,1	_		
				_			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	Skill 8	Parry 6	Damage 1d(2) cut	Reach C,1	ST 5	LC 4	Notes
		_ · · · · · ,				LC4/4	Notes
KaBar Defender (Superfine Small Knife): Swing		6	1d(2) cut			LC 4 4 LC	Notes  [1]  Notes

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	12	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	8	1d(2) imp	-	6 yd / 11 yd	1	T(1)	5	-1	_	4	
,											
Shots "T": The weapon is a thrown weapon.											





HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodge/2 and Move/2 (round up).

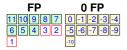
Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than De Nething.

Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

0.

0. -5×HP or less: Immediate death.



 $\ensuremath{\mathsf{FP}}$  loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before

DFP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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

TECHNIQUES				
Name	Level	Relative	Pts	
			[ ]	
			ΓÎ	

O+1.	LOAD-OUTS		
Qty		Cost	Weight
1	Combat	3014	16 lb
1	Contents - Cost: 3014, Weight: 16 lb  Armor	1880	11 lb
	Contents - Cost: 1880, Weight: 11 lb	1000	
1	VaulTec Jumpsuit	1800	8 lb
	Description: A TL9 blue, long sleeved jumpsuit, yello		
	and a large 03 in a circle on the back. Armored, wind breathable and can be worn layered without penalty		
	torso, limbs, neck and skull. Additional, it gives +1 to		
	cold. Notes: [notes]		
	Location: limbs, neck, skull, torso, groin		
1	Boots (p. HT68)	80	3 lb
	Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] clothing. [2] Give +1 to kicking damage (p. B271).	Concealable	as or under
	Location: feet		
1	VaulTec Load Bearing Gear	1134	5 lb
	{p. B289}		
	Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 884, Weight: 3 lb		
	Description: Notes: TL:9, belt and suspenders with pour		s for gear.
1	Enough space for 20 lbs of gear which can be access w KaBar Defender (Superfine Small	nth fast draw. 180	8 oz
1	Knife) (Superfine, *6) {p. B272,	100	0 02
	B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 im		
	Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thru:		
	Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. S		
	Ranged Weapon Table (p. 275)]		
6	Notes:  [1]  Stimpack	240	_
U	Per Unit - Cost: 40	240	
	Description: A small disposable first-aid item, when		
	a wound, it instantly closes the wound and restores Stimpack can be used per wound, except for a guns		
	the way through the patient (one stimpack for entry v		
	wound, heals a total of +10 hit points). Millions of sti the war, and any surviving high-tech medlabs can pr		
	Injection. Injections require a First Aid roll with a +2		
	second to apply one Stimpack. Drawbacks: None. T	bonus. It take:	s about 1
1	second to apply one Stimpack. Drawbacks: None. T immediately.	bonus. It take: ime: Takes eff	s about 1 fect
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP	bonus. It take:	s about 1
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt:9 LC:3 Ammo:0.5 lb. Damage:2+2d	bonus. It takes ime: Takes eff 450 pi Acc:2 Rang	s about 1 fect 2 lb
•	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rol:2 Skill:Guns (	bonus. It takes ime: Takes eff 450 pi Acc:2 Rang Pistol)	2 lb
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rol:2 Skill:Guns (H&K USP II, 7.5mmCLP)	bonus. It takes ime: Takes eff 450 pi Acc:2 Rang	s about 1 fect 2 lb
•	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rol:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)	bonus. It takes ime: Takes eff 450 pi Acc:2 Rang Pistol)	2 lb ee:150/1900 8 OZ
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:	bonus. It take: ime: Takes eff 450 pi Acc:2 Rang Pistol) 14	2 lb ee:150/1900 8 oz
1 Qty	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals: Rucksack	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost	s about 1 feet 2 lb le:150/1900 8 oz 16 lb Weight
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt:9 LC:3 Ammo:0.5 lb. Damage:2+2d: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288}	bonus. It take: ime: Takes eff 450 pi Acc:2 Rang Pistol) 14	2 lb ee:150/1900 8 oz
1 Qty	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89,25 lb	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost	s about 1 feet 2 lb le:150/1900 8 oz 16 lb Weight
1 Qty	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140	s about 1 feet 2 lb le:150/1900 8 oz 16 lb Weight 99.25 lb
1 Qty	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt:9 LC:3 Ammo:0.5 lb. Damage:2+2d: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack  Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73}	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost	s about 1 feet 2 lb le:150/1900 8 oz 16 lb Weight
1 Qty 1 30	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	bonus. It take: me: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140	2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb
1 Qty	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years reFresh Filtration, Canteen	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140	2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb
1 Qty 1 30	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb	bonus. It take- ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150	8 oz 16 lb Weight 15 lb 6 lb
1 Qty 1 30	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years reFresh Filtration, Canteen	bonus. It take- ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150	8 oz 16 lb Weight 15 lb 6 lb
1 Qty 1 30	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11: 9 Unifies 11 30' - impurities, salts, microbiuses - color indictes replacement Camel Bag	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F	s about 1 feet 2 lb 2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb 15 lb 6 lb ilter 100 8.25 lb
1 Qty 1 30 2	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 10 lb Description: TL:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 1130' - impurities, salts, microbiuses - color indictes replacement Camel Bag Description: A plastic bag filled with drinking water, a he	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F	s about 1 feet 2 lb 2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb 15 lb 6 lb ilter 100 8.25 lb
1 Qty 1 30 2	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11: 9 Unifies 11 30' - impurities, salts, microbiuses - color indictes replacement Camel Bag	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F	s about 1 feet 2 lb 2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb 15 lb 6 lb ilter 100 8.25 lb
1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbruses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20  ose allows drii	s about 1 feet 2 lb 2 lb e::150/1900 8 oz 16 lb Weight 99.25 lb 15 lb 6 lb ilter 100 8.25 lb
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1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 1; Purifies 11 30' - impurities, salts, microbuses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: Tt.:0 Notes: Holds 3 lbs.	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20 ose allows drir	s about 1 feet 2 lb ee:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb ilter 100 8.25 lb
1 30 2 1 1 0	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rof:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack  Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbiuses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.  Caps Description: The Post Nuclear War Currency	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  360  es, poisons; F  20  ose allows drir  10	s about 1 feet 2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb iiter 100 8.25 lb hking when —
1 30 2 1 1 0 1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbruses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hein the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: Tt.:0 Notes: Holds 3 lbs.  Caps Description: The Post Nuclear War Currency Portable Carpentry Tool Kit {p. B289} Description: Tt.:1 Notes: Basic equipment for Carpentry	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20 ose allows drir  10  0  300  skill.	2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb ilter 100 8.25 lb hking when - 20 lb
1 30 2 1 1 0	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: Tt.:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: Tt.:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: Tt.:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbruses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: Tt.:0 Notes: Holds 3 lbs.  Caps Description: The Post Nuclear War Currency Portable Carpentry Tool Kit {p. B289} Description: TL:1 Notes: Basic equipment for Carpentry Portable Electrician Tool Kit	bonus. It take: me: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost  2140  150  360  es, poisons; F  20  ose allows drir  10  300	s about 1 feet 2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb iiter 100 8.25 lb hking when —
1 30 2 1 1 0 1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:2 Rcl:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbuses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: The Post Nuclear War Currency  Portable Carpentry Tool Kit {p. B289} Description: TL:1 Notes: Basic equipment for Carpentry Portable Electrician Tool Kit {p. B289}	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20  ose allows drir  10  0  300  skill.  600	2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb ilter 100 8.25 lb hking when - 20 lb
1 30 2 1 1 1 1 1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rof:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack  Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbuses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: The Post Nuclear War Currency  Portable Carpentry Tool Kit {p. B289} Description: TL:1 Notes: Basic equipment for Carpentry Portable Electrician Tool Kit {p. B289} Description: TL:6 Notes: Basic equipment for Electrician	bonus. It take: ime: Takes eff  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20  ose allows drift  10  0  300  skill.  600  n skill.	s about 1 feet 2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 15 lb 6 lb iiter 100 8.25 lb hiking when — 20 lb 20 lb
1 30 2 1 1 0 1	second to apply one Stimpack. Drawbacks: None. T immediately.  H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rof:2 Skill:Guns (H&K USP II, 7.5mmCLP (Ammunition)  Totals:  Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.  TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years  reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 11; Purifies 11 30' - impurities, salts, microbuses - color indictes replacement  Camel Bag Description: A plastic bag filled with drinking water, a hoin the backpack.  Pouch {p. B288} Per Unit - Cost: 10 Description: The Post Nuclear War Currency Portable Carpentry Tool Kit {p. B289} Description: TL:1 Notes: Basic equipment for Carpentry Portable Machinist Tool Kit	bonus. It take- ime: Takes effi  450  pi Acc:2 Rang Pistol)  14  3014  Cost 2140  150  360  es, poisons; F  20  ose allows drir  10  0  300  skill.  600	2 lb e:150/1900 8 oz 16 lb Weight 99.25 lb 6 lb ilter 100 8.25 lb hking when - 20 lb
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]	SCRATCH PAD
	DESCRIPTION

## DESCRIPTION

Gina, to her friends, is a highly intelligent scientist with an uncanny sense for numbers and the understanding of technology. By the age of 12, she was teaching her teachers. At age 15, her intensive study of the vaults database, cracking databases left and right, hacking into the innards of the very system, allowed her to reach a tech level beyond any other inhabitant of Vault 14. The most astonishing fact about her is that she can build gadgets out of - what other people would call - crap.

On her bad side it must be said that her thoughts tend to drift, if she is not actively focused on a single task. Boring, repetitive task are poison to her brain, so she tends to forget about such minor tasks. Do not put her on guard duty, unless you want to be surprised in your sleep. Ms Heisenberg-Watts is also known for her great heart, lending a helping hand wherever one is needed, even to people she does not like particularly.

Since helping lazy Texas passing the Vaults final exam, they are friends.

She is eager to learn more about the world outside the vault and to broaden her horizon. It is her goal to find a G.E.C.K. (Garden of Eden Creation Kit) to found a settlement of her own

CAMPAIGN LOG					
Points: (logged) 0	+ (other) 0	= (total) 0			
Initial Character Crea Character created usin 22.02.2012: 0 pts		r Assistant 4			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	165]
Advantages, Perks [	80]
Disadvantages, Quirks [	-35]
Skills, Techniques [	40]
Total Points Spent:	250
Unspent Points:	0