

CHARACTER SHEET

ST 11	[10]	HP 11	[0]	Basic Speed 6	[5]
DX 12	[40]	Will 16	[0]	Basic Move 6	[0]
IQ 16*	[120]	Per 12	[-20]	BL 24 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-1	Sw 1d+1
TL 10†	[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	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	6 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

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

CULTURAL FAMILIARITIES

Name	Pts
Western (Native) {p. B23}	0

LANGUAGES

Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	0

TEMPLATES AND META-TRAITS

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

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

PERKS

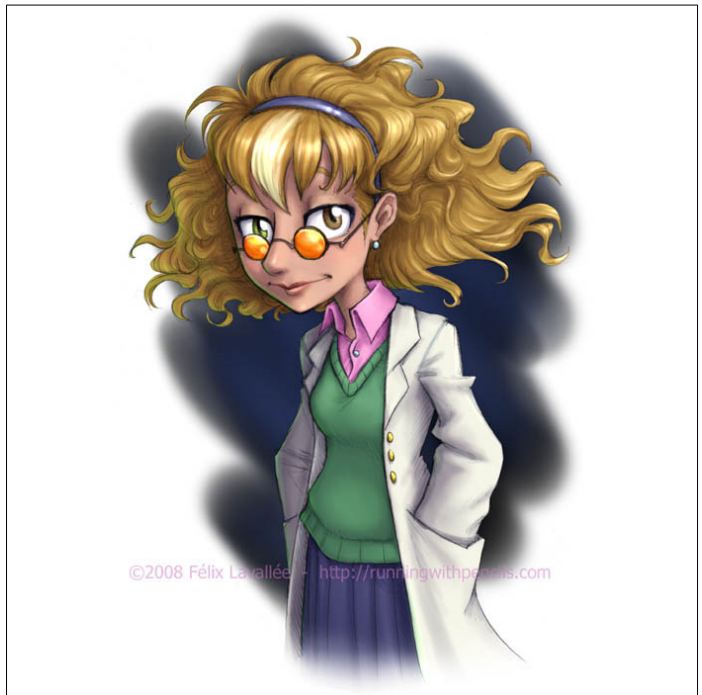
Name	Pts

DISADVANTAGES

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

QUIRKS

Name	Pts
Unused Quirk 3 {p. B163}	-1
Unused Quirk 4 {p. B163}	-1
Unused Quirk 5 {p. B163}	-1



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QUIRKS (continued)

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

SKILLS

DX based	Level	Relative	Pts
Brawling {p. B182} 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	12	DX+0	1
Driving/TL10 (Automobile) {p. B188}	12	DX+0	1
Driving/TL10 (Heavy Wheeled) {p. B188}	12	DX+0	1
Fast-Draw (Gizmo) {p. B194}	12	DX+0	1
Guns/TL10 (Pistol) {p. B198}	12	DX+0	1
NBC Suit/TL10 {p. B192}	12	DX+0	2
Wrestling {p. B228} Parry: 8	11	DX-1	1
IQ based	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	16	IQ+0	1
Carpentry {p. B183}	16	IQ+0	1
Computer Hacking/TL10 {p. B184}	14	IQ-2	2
Computer Operation/TL10 {p. B184}	16	IQ+0	1
Computer Programming/TL10 {p. B184}	14	IQ-2	1
Cryptography/TL10 {p. B186}	14	IQ-2	1
Diplomacy {p. B187}	14	IQ-2	1
Engineer/TL10 (Civil) {p. B190}	14	IQ-2	1
Engineer/TL10 (Combat) {p. B190}	14	IQ-2	1
Engineer/TL10 (Electrical) {p. B190}	14	IQ-2	1
Engineer/TL10 (Electronics) {p. B190}	14	IQ-2	1
Engineer/TL10 (Fusion Power) {p. B190}	14	IQ-2	1
Engineer/TL10 (Nanotechnology) {p. B190}	14	IQ-2	1
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

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 ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		12	9	1d-2 cr	C	-	-	
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		8	6	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust		8	6	1d(2) imp	C	5	4	[1]
Name	Skill	Parry	Damage	Reach	ST	LC	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*.

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____

Bonus DR: 0
Bonus DB: 0

Notes:

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-10	-21	-32	-43	-54

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).
0 HP or less: 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 Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
1	-10

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 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

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	
Character created using GURPS Character Assistant 4	
22.02.2012: 0 pts	
POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[165]
Advantages, Perks	[80]
Disadvantages, Quirks	[-35]
Skills, Techniques	[40]
Total Points Spent:	250
Unspent Points:	0