

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 7 [0]
DX 16 [120]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 12 [5]	BL 24 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+1
TL 9 [0]	SM +0	

Vision 12	Fright Check 13*	High Jump 1.06 yd
Hearing 12	Consciousness 13†	Money -1537‡
Touch 12	Death Check 13§	
Taste/Smell 12	Broad Jump 4.33 yd	

* Includes: +2 from 'Combat Reflexes' † Includes: +1 from 'Hard to Subdue'
‡ Includes: +3740 from 'IWI Big Bull, 15mmCLP' § Includes: +1 from 'Hard to Kill'

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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

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

REACTION MODIFIERS

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

* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Callous' when past victim, or has Empathy

TEMPLATES AND META-TRAITS

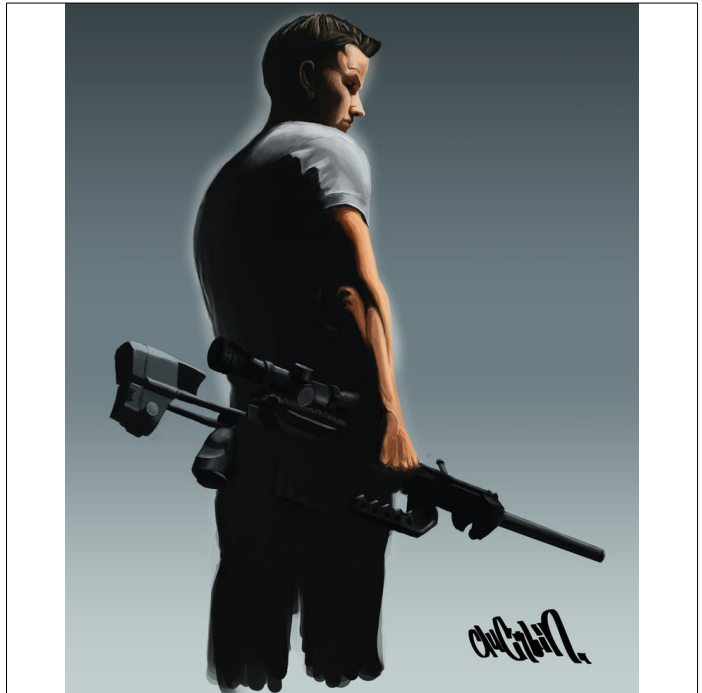
Name	Pts
Military Hand-To-Hand - Krav Maga (Martial Arts) {p. MA183}	[0]
Description: Imi Sde-Or (born Imrich Lichtenfeld) grew up in Bratislava, Czechoslovakia. During the 1930s, rising anti-Semitic violence in the region moved Imi - an experienced circus wrestler and competitive grappler - to train his fellow Jews to combat attackers willing to use weapons and "dirty" tactics. When he immigrated to Palestine in 1942, Imi started training settlers in his fighting system, which he later named "Krav Maga" (Hebrew for "contact combat" or "contact fight"). Today, Krav Maga is the official martial art of the Israeli Defense Forces.	
Vault Dweller	[0]
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Gunslinger {p. B58}	[25]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66, P59}	[15]

PERKS

Name	Pts
Quick Reload (Detachable Magazine) {p. GF21}	[1]
Description: You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most modern automatics), Muzzleloader (for black-powder guns), Swing-Out Revolver (formodern revolvers), etc. See High-Tech for a full list. A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine or for Swing-Out Revolver (with a speedloader), or with a single Ready maneuver for every other specialty but Muzzleloader. For the Muzzleloader specialty, you can take several levels of this perk, and a successful Fast-Draw roll chops 25% per level off reload time, to a minimum of three seconds. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film!	



PERKS (continued)

Name	Pts
Quick-Sheathe (Pistol) {p. MA51, MA51,HT249,PU2:7}	[1]
Style Familiarity (Military Hand-to-Hand - Krav Maga) {p. MA182}	[1]
Tracer Eyes {p. GF22}	[1]
Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or better) with Acute Vision.	
Walking Armory {p. GF23}	[1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though - get Gizmos (p. 15) for undetectable guns.	

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Callous {p. B125}	[-5]
Code of Honor (Soldier's) {p. B127}	[-10]
Honesty (12 or less, *1) {p. B138}	[-10]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Sense of Duty (Team; Small Group) {p. B153}	[-5]

QUIRKS

Name	Pts
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	

SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[4]
Driving/TL9 (Automobile) {p. B188}	15	DX-1	[1]
Driving/TL9 (Tracked) {p. B188}	15	DX-1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	17*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[1]
Forced Entry {p. B196}	16	DX+0	[1]
Gunner/TL9 (Machine Gun) {p. B198}	16	DX+0	[1]

SKILLS (continued)			
DX based	Level	Relative	Pts
dGuns/TL9 (Light Machine Gun) {p. B198}	17	DX+1	[1]
Guns/TL9 (Pistol) {p. B198}	18	DX+2	[4]
dGuns/TL9 (Rifle) {p. B198}	17	DX+1	[1]
dGuns/TL9 (Shotgun) {p. B198}	17	DX+1	[1]
dGuns/TL9 (Submachine Gun) {p. B198}	17	DX+1	[1]
Jumping {p. B203}	16	DX+0	[1]
Karate {p. B203}	15	DX-1	[2]
Description: Notes: Calculated damage takes into account bonuses from 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: 11			
Knife {p. B208}	16	DX+0	[1]
Parry: 11			
NBC Suit/TL9 {p. B192}	16	DX+0	[2]
Stealth {p. B222}	15	DX-1	[1]
Throwing {p. B226}	15	DX-1	[1]
Wrestling {p. B228}	16	DX+0	[2]
Parry: 12			
HT based	Level	Relative	Pts
Hiking {p. B200}	12	HT+0	[2]
IQ based	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	11	IQ+0	[1]
Armoury/TL9 (Small Arms) {p. B178}	12	IQ+1	[4]
Camouflage {p. B183}	11	IQ+0	[1]
Computer Operation/TL9 {p. B184}	11	IQ+0	[1]
Explosives/TL9 (Demolition) {p. B194}	11	IQ+0	[2]
History (The Old World) {p. B200}	10	IQ-1	[2]
Holdout {p. B200}	12	IQ+1	[4]
Savoir-Faire (Vault) {p. B218}	12	IQ+1	[2]
Soldier/TL9 {p. B221}	10	IQ-1	[1]
Tactics {p. B224}	10	IQ-1	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	11	Per-1	[1]
Name	Level	Relative	Pts

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	16	—	1d-2 cr	C	—	—	
Karate: Punch	15	11	1d-2 cr	C	—	—	
Karate: Kick	13	—	1d-1 cr	C,1	—	—	
Kick	14	—	1d-1 cr	C,1	—	—	
Punch	16	12	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	16	11	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	16	11	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
IWI Big Bull, 15mmCLP	18	6d+2 pi++	4	353 yd / 2.22 mi	3	9+1(3)	11	-2	4	3	
KaBar Defender (Superfine Small Knife): Thrown	12	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	4	
Mk 10, Handgrenade HE	15	8dx2 cr ex [3d]	—	38 yd	—	—	—	—	—	2	[2]
Mk 10S, Handgrenade Sleep Gas	15	spec HT-6	—	38 yd	—	—	—	—	—	2	[2]
SIG 6510, 10mmCL	17	7d pi+	4	700 yd / 1.19 mi	10	50+1(3)	10†	-4	3	2	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	10*	10/11*	
DX	DX	DX	Light	

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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

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
6 5 4 3 2 1	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
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
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
7 6 5 4 3 2 1	-5 -6 -7 -8 -9
2 1	-10 -11

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	5-8
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts
Disarming (Wrestling) {p. MA70, B230}	17	def+1	2
Lethal Strike (Karate) {p. MA85}	14	def+1	2

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight	Qty	Rucksack	Cost	Weight
1	Combat Contents - Cost: 4033, Weight: 35.1 lb	4033	35.1 lb	1	Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1554, Weight: 84.75 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1654	94.75 lb
1	Armor Contents - Cost: 3255, Weight: 22.6 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	3255	22.6 lb	40	TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years	200	20 lb
1	Vaultec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 03 in a circle on the back. Armored, wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin	1800	8 lb	2	reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	360	6 lb
1	Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet	75	2.2 lb	3	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	60	24.75 lb
1	MilTek BBP, Vest {p. HT67} Description: TL:8 LC:2 DR:12/5* Location: torso, groin	900	8 lb	1	Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	-
1	MilTek BHP, Helmet {p. HT70} Per Unit - Cost: 250, Weight: 3 lb Contents - Cost: 200, Weight: 1.4 lb Description: TL:8 LC:3 DR:12 Location: skull	450	4.4 lb	0	Caps Description: The Post Nuclear War Currency	0	-
1	MilTek Visor, Helmet Mod {p. HT70} Description: TL:8 LC:3 DR:10 Location: eyes, face	200	1.4 lb	6	IWI Big Bull, 15mmCLP (Ammunition) Per Unit - Cost: 14, Weight: 1 lb	84	6 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-	6	SIG Storm, 10mm CL (ETC Ammunition) Per Unit - Cost: 40, Weight: 2 lb	240	12 lb
1	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 528, Weight: 10.5 lb Description: Notes: TL:9, belt and suspenders with pouches and rings for gear. Enough space for 20 lbs of gear which can be access with fast draw.	778	12.5 lb	1	MilTek Xeramik Plates, Trauma Plates {p. HT67} Description: TL:8 LC:2 DR:23 Location: torso, groin	600	16 lb
1	KaBar Defender (Superfine Small Knife) (Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	180	8 oz	Totals:			
2	Stimpack Per Unit - Cost: 40 Description: A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.	80	-	1	Walking Armory Contents - Cost: 5590, Weight: 13 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	5590	13 lb
2	IWI Big Bull, 15mmCLP (ETC Ammunition) Per Unit - Cost: 14, Weight: 1 lb	28	2 lb	1	Patrol Sling {p. HT154} Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 1800, Weight: 8 lb	1850	10 lb
2	SIG Storm, 10mm CL (ETC Ammunition) Per Unit - Cost: 40, Weight: 2 lb	80	4 lb	1	SIG 6510, 10mmCL {p. UT137} Description: TL:9 LC:2 Ammo:2 lb. Damage:7d pi+ Acc:4 Range:700/2100 RoF:10 Shots:50+1(3) ST:10† Bulk:-4 Rcl:3 Skill:Guns (Rifle) Usernotes: ETC, Sight, Fine, Signature Gear	1800	8 lb
2	Mk 10, Handgrenade HE {p. B277} Per Unit - Cost: 40, Weight: 1 lb Description: TL:9 LC:2 64mm Warhead 32y exp 15y frag Dam:8dx2 Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 4 seconds later. Notes: [2]	80	2 lb	1	IWI Big Bull, 15mmCLP (Signature Gear, +0; Electrothermal-Chemical, *2; Targeting: Multispectral Laser Sight (TL 9; +2; 4x), +1000) {p. UT137} Description: TL:9 LC:3 Ammo:1 lb. Damage:4d+1 pi++ Acc:2 Range:235/2600 RoF:3 Shots:9+1(3) ST:11 Bulk:-2 Rcl:4 Skill:Guns (Pistol) Usernotes: ETC, Sight, Signature Gear	3740	3 lb
2	Mk 10S, Handgrenade Sleep Gas {p. UT160} Per Unit - Cost: 40, Weight: 1 lb Description: TL:9 LC:2 64mm Warhead Dam:7 yard radius HT-6 or unconscious Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 4 seconds later. Notes: [2]	80	2 lb	Totals:			
Totals:		4033	35.1 lb			1654	94.75 lb
						5590	13 lb

SCRATCH PAD**DESCRIPTION**

Lance, or Mr. Python to his friends, is a lean, mean killing machine. When he was six years old, his physical education teacher first noticed his predisposition for athletics and acrobatics. When he eliminated the whole opposing team in dodgeball single handedly by the age of seven, his fate was sealed: He was to become a security officer in the vault, to be trained in every soldierly skill known to the VaultTec computer database.

Mr. Burns has a hard time coping with the fact, that there is a world beyond the sealed vault. He thinks himself and his fellow vault dwellers to be superior to any and all living beings outside his sphere, still, this notion is somewhat kept in check by his strong believes in what is right: Everything he learned growing up.

Lance has a sister, Penelope, who works as a nurse in the Vault 14 hospital. His father, Mark, is the vaults head janitor. His mom, Heidi, is Chief Recreation Officer of Vault 14, helping people relax with fun activities during their off-hours (No, she is not the vault whore! Do not make this joke to Mr. Python's face, unless you want to feel his anger).

His best friend in the vault is his father's assistant, Randy Garrison.

Since he found an entry in the Vault 14 Database about experimental, hand-held plasma and gauss weapons he is eager to find out more about the subject. Of course, he also wants to improve on his existing skills, earning himself the right to choose more "Gun-Fu".

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	
Character created using GURPS Character Assistant 4	
21.02.2012: 0 pts	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[175]
Advantages, Perks	[74]
Disadvantages, Quirks	[-55]
Skills, Techniques	[56]
Total Points Spent:	250
Unspent Points:	0