

Name: Jack 'Fingers' Daniels

Player: Simon Jurt Race: Human Ht: 1.78m

Wt: 155 lbs Age: 20 Appearance: Ein unauffälliger Typ, dunkle Hautfarbe.

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic 7 Speed 7	[10]
DX	15	[100]	Will	13	[0]	Basic 7 Move 7	[<mark>0</mark>]
IQ	13	[60]	Per	14	[5]	BL 20 lk) (ST	×ST)/5
нт	11	[10]	FP	11	[0]	Thr 1d-2	Sw 1	d
TL	9					[0]	SM +0		

Vision	14	Fright Check 15*	High Jump 2.67 ft
Hearing	14	Consciousness 11	Money 12230
Touch	14	Death Check 11	
Taste/Smell	14	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE							
Name	« None »	Light	Med	Hvy	X-Hvy		
Lifting	×1	×2	×3	×6	×10		
Basic	20 lb	40 lb	60 lb	120 lb	200 lb		
Movement	×1	×0.8	×0.6	×0.4	×0.2		
Ground	7 yd	5 yd	4 yd	2 yd	1 yd		
Water	1 yd	1 yd	1 yd	1 yd	1 yd		
Jump	7 yd	5 yd	4 yd	2 yd	1 yd		
		1	-2	-3	-4		
Dodge	11	10	9	8	7		

LIFTING FEATS							
1-Hand 2-Hand Shove / Carry on Shift							
Name	Lift*	Lift†	Over [‡]	Back [§]	Slightly		
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb		
* Takes 2 seconds to complete					v enc.		

REACTION MODIFIERS

Appearance: +0 Status: +0

Other: +0' **Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Compulsive Gambling', +2 from 'Nimble' when recognized by other underworlders, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Reputation (Arroyo: Saviours of Zora)'

CULTURAL FAMILIARITIES	
Name	Pts
Pre-War Western (Native) {p. B23}	[0]

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

ĺ	TEMPLATES AND META-TRAITS		
ı	Name		Pts
I	Vault Dweller (p. Wiki)	[0]
ı	Description: You have grown up in a secure underground vault, shielding you from		
ı	the savagery of the wastes. In the course of your life, you have learned the		
ı	following skills: History (The Old World), NBC Suit, Savoir-Faire (Vault), Computer		
ı	Operation, Soldier, Area Knowledge (Newvada), Driving (Automobile), First Aid		
ı	(Human), Guns (Pistol). You also will have the Advantage Luck, the Disadvantage		
Į	Sense of Duty (Team) as well as the quirk Bunker4Life.		

ADVANTAGES	
Name	Pts
Ambidexterity (p. B39)	[5]
Combat Reflexes (p. B43)	[15]
Flexibility (p. B56)	[5]
Luck {p. B66, P59}	[15]
Nimble 2 {p. B89}	[10]
Description: This Talent gives + 1 to Filch, Forced Entry, Lockpicking, Pickpocket, Stealth, Traps	
Perfect Balance (p. B74)	[15]
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the	[0]
time, *1; Small class, *1/3) {p. B27}	
	[]
	[]

PERKS		
Name		Pts
Quick Reload (Detachable Magazine) {p. GF21} Description: You can reload in record time! You must specialize by reloading scheme: Detachable Magazine (for most modern automatics). A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film!	[1]
	[]
	[]

Spent: 254

Unspent: 6

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's) {p. B127} Usernotes: Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a fellow crewman or buddy except in a fair, open duel. Anything else goes.	[-5]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Compulsive Gambling (12 or less, *1) {p. B128}	[-5]
Greed (12 or less, *1) {p. B137}	[-15]
Kleptomania (12 or less, *1) {p. B141}	[-15]
Sense of Duty (Team) (Small Group) (p. B153)	[-5]
	[]
	[]

QUIRKS	
Name	Pts
_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.	
Likes Cigarettes (p. B163)	-1
Nosy {p. B164}	-1]

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SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	16*	DX+1	[4]
Administration {p. B174}	12	IQ-1	[1]
Area Knowledge (Free Nevada)	13	IQ+0	[1]
{p. B176}			
Carousing {p. B183}	11	HT+0	[1]
Climbing {p. B183}	18†	DX+3	[1]
Computer Operation/TL9 {p. B184}	13	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	14	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	[1]
Electronics Operation/TL9 (Security)	12	IQ-1	[1]
{p. B189}			
Escape {p. B192}	16‡	DX+1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	16§	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	16§	DX+1	[1]
Fast-Talk (p. B195)	12	IQ-1	[1]
Filch {p. B195}	17¶	DX+2	2
First Aid/TL9 (Human) {p. B195}	13	IQ+0	[1]
Forced Entry {p. B196}	17¶	DX+2	1
Gambling {p. B197}	12	IQ-1	[1]
Gesture {p. B198}	13	IQ+0	1
Guns/TL9 (Pistol) {p. B198}	17	DX+2	[4]
History (The Old World) {p. B200}	11	IQ-2	1
Holdout (p. B200)	12**	IQ-1	[1]
Karate (p. B203)	13	DX-2	1
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: 10	16††	IQ+3	Г 41
Lockpicking/TL9 {p. B206} NBC Suit/TL9 {p. B192}	14	DX-1	[4]
Observation {p. B211}	13	Per-1	[1]
	16¶	DX+1	[2]
Pickpocket {p. B213} Savoir-Faire (Vault) {p. B218}	_	IQ+0	[1]
	13	Per-1	[1]
Search (p. B219)	13		
Shadowing {p. B219}	12	IQ-1	[1]
Sleight of Hand {p. B221}	13	DX-2	
Smuggling {p. B221}	12	IQ-1	[1]
Soldier/TL9 {p. B221}	12	IQ-1	[1]
Steath (p. B222)	18¶	DX+3	[4]
Streetwise {p. B223}	12	IQ-1	[1]
Traps/TL9 {p. B226}	16¶	IQ+3	[4]
Urban Survival (p. B228)	13	Per-1	[1]
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^{*} Includes: +1 from 'Perfect Balance'
† Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'
‡ Includes: +3 from 'Flexibility'
§ Includes: +1 from 'Combat Reflexes'
¶ Includes: +2 from 'Nimble'
** Conditional: +1 from 'VersaConceal, Holdout Pistol Holster' when If VersaConceal is worn concealed, +1 from 'VersaConceal, Holdout Pistol Holster' when If VersaConceal is worn concealed.

concealed
†† Includes: +2 from 'Nimble'; Conditional: +1 from 'Kaba 7001 AliBaba' when picking
electronic locks, +1 from 'Modern Lockpicks' when picking mechanical locks

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		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	15	_	1d-3 cr	С	_	_	_	
Skill used: DX								
Karate: Punch	13	10	1d-3 cr	C	_	_	_	
Skill used: Karate				L				
Karate: Kick	11	_	1d-2 cr	C,1	_	_	_	
Skill used: Karate-2								
Kick	13	_	1d-2 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	15	11	1d-3 cr	C	_	_	_	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine):	11	9	1d-1(2) cut	C,1	5	.5	4	
swing								
Skill used: DX-4								
KABAR Survivor, Tactical Knife (Superfine):	11	9	1d-1(2) imp	C	5	.5	4	
thrust			- () P		_			
Skill used: DX-4								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
		•						

			R/	ANGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC I	Notes
H&K UCPk III, 7.5mmCLP Skill used: Guns (Pistol)	17	2d pi-	1	100 yd / 1200 yd	3	18+1(3)	6	-1	2	1	3	
H&K UCPk III, 7.5mmCLP Skill used: Guns (Pistol)	17	2d pi-	1	100 yd / 1200 yd	3	18+1(3)	6	-1	2	1	3	
KABAR Survivor, Tactical Knife (Superfine): thrown Skill used: DX-4	11	1d-1(2) imp	_	5 yd / 10 yd	1	T(1)	5	-1	-	.5	4	
Shots "T": The weapon is a thrown we.	apon.											

PAR	RY	P	ARR	Y	E	BLOCK	(D	ODGE	0	ГНЕ	R
11	*		11*			9*			11*			
DX			DX			DX			None			
Loc.	DR	DB	HP	Loc	: .	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0	2	Tors	so !	5/2*+2	0	_	Legs	2	0	6
Neck	2	0	_	Gro	in !	5/2*+2	0	_	Feet	5/2+2	0	4
Skull	9	0	_	Arm	าร	2	0	6				
Face	0	0	_	Har	nds	2	0	4				
* Includes	: +1 fror	n 'Com	bat Re	eflexes'	1							

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

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 Nething.

Do Nothing.

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

-5×HP or less: Immediate death



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

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

	SLAM TABLE	
1–2	3–5	6–8
1d-3	1d-2	1d-1

TECHNIQUES						
Name	Level	Relative	Pts			
Dual-Weapon Attack (Guns (Pistol))	17	def+4	[5]			
{p. MA83, B230}						
			[]			
			[]			

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Qty	Backpack	LOAD-OUTS	Cost	Weight
1		pack, Frame (p. wiki)	3100	55.42 lb
	Per Unit - Cost: 500	, Weight: 4 lb		
	Contents - Cost: 260 Description: TL:9 L0	DU, Weight: 51.42 lb C:4 A framed backpack that holds 10	00 lbs. of gear, m	ade from
	ultra light materials.			
1		andy Bar {p. wiki}	20	1.6 oz
1	Food Tablet	B LC:4 Vacuum-proot wrapper, coun	ts as a meal 240	1.6 oz
	121110987		240	1.0 02
		D LC:4 12 Meals; Developed for use	in long-range sp	ace
		ood items are small colored pills that		
		e extraction of all moisture. Quite tas French fries, hamburger, etc.), each		
		quirements of a full meal.		
1		mergency Light (p. wiki)	50	12.8 dr
1		2 LC:4 2m radius; white light; 24h	180	2.5 lb
		ation, Canteen {p. wiki}		
		64 63 62 61 60 59 58 57 56 55 54 53 52		
		34 33 32 31 30 29 28 27 26 25 24 23 22		
	10 9 8 7 6 5	4 3 2 1		
		LC:4 1I; Purifies 1I 30' - impurities,	salts, microbes,	poisons;
20		color indictes replacement	200	6 lh
30		vival Ration {p. wiki}	300	6 lb
		DLC:4 Shelf-life of 250 years, needs	0.5l water to be	
3	Camel Bag {		120	24.75 lb
		40, Weight: 8.25 lb 3 LC:4 A plastic bag filled with a gall	lon of drinking	ator a hose
		when in the backpack.		a 1105 0
1	Sleeping Ba		25	7 lb
	Description: TL:6	Notes: For normal conditions.		
1		wiss Army Knife {p. wiki}	40	1.6 oz
	opener and tooth	LC:4 Screwdriver, scissory, small I	Knife, file, tweeze	ers, bottle
1		e, *0) {p. B288}	300	14.72 oz
	Contents - Cost:	300, Weight: 14.72 oz		
180		Notes: Holds 3 lbs.	180	1110
100	Cap {p. w	st: 1, Weight: 1.28 dr	100	14.4 oz
		ΓL:9 LC:4 In the Core Region, the re	elative scarcity of	bottle caps
	manda da ana a	perfect currency for Hub merchants		
	leading to the	nickname "Hubbucks". Backed by	the value of water	r, the Hub
	leading to the merchants su and paint the	e nickname "Hubbucks". Backed by apported bottle caps because the ted ir surfaces had been mostly lost in t	the value of wate chnology to manu he Great War, w	r, the Hub ufacture them hich limited
	leading to the merchants su and paint the any counterfe	nickname "Hubbucks". Backed by apported bottle caps because the ted ir surfaces had been mostly lost in the biting efforts. Secondly, there are a light	the value of wate chnology to manu he Great War, w limited number of	r, the Hub ifacture them hich limited bottle caps,
	leading to the merchants su and paint the any counterfe which preserv	e nickname "Hubbucks". Backed by apported bottle caps because the ted ir surfaces had been mostly lost in t	the value of wate chnology to manu he Great War, whi imited number of me degree. In Th	r, the Hub ifacture them hich limited bottle caps,
1	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so; e cap for one liter of clean drinking with the property of the Nugget (p. wiki)	the value of wate chnology to manu- he Great War, w limited number of me degree. In Th water.	r, the Hub ufacture them hich limited bottle caps, e Hub you 5.12 dr
1	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold Description: 1	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in the biting efforts. Secondly, there are a leve their value against inflation to sore cap for one liter of clean drinking we	the value of wate chnology to manu- he Great War, w limited number of me degree. In Th water.	r, the Hub ufacture them hich limited bottle caps, e Hub you 5.12 dr
	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold Description: 1 of water.	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in the liting efforts. Secondly, there are allow their value against inflation to so e cap for one liter of clean drinking with the liting efforts. Secondly, there are allowetheir value against inflation to so e cap for one liter of clean drinking with the liting	the value of wate chnology to manu- he Great War, w limited number of me degree. In Th water.	r, the Hub ufacture them hich limited bottle caps, e Hub you 5.12 dr orth a month
1	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold Description: To f water. Personal Ba	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so; e cap for one liter of clean drinking with the property of the Nugget (p. wiki)	the value of wate chnology to manu. he Great War, w imited number of me degree. In Th water. 120 gold coin. It's wo	fr, the Hub ufacture them hich limited bottle caps, e Hub you 5.12 dr orth a month
1	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold Description: To f water. Personal Ba Description: TL:0 it. Includes utens	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to sore cap for one liter of clean drinking with the defension of the second of the secon	the value of wate chnology to manu- the Great Warr, w limited number of me degree. In Th water. 120 gold coin. It's wo 5 -2 to any Surviv.	or, the Hub uffacture them hich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits.
	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold. Description: Tof water. Personal Ba Description: TL:0 it. Includes utens Rope Syntsi	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so e cap for one liter of clean drinking with the description of the literature of	the value of wate chnology to manu. He Great War, w imited number of me degree. In Th water. 120 gold coin. It's wo	r, the Hub ufacture them hich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without
1	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold Description: To f water. Personal Bate Description: TL:Ct. Includes utens Rope Syntsi Per Unit - Cost: \$\frac{1}{2}\$	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in the siting efforts. Secondly, there are allow their value against inflation to so exap for one liter of clean drinking with the siting efforts. Secondly, there are allow their value against inflation to so exap for one liter of clean drinking with their constant of the siting of the siting with the siting wi	the value of wate chnology to manu. He Great War, w imited number of me degree. In Th water. 120 gold coin. It's words. 2-2 to any Surviv. 100	r, the Hub rfacture them hinch limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz
1	leading to the merchants su and paint the any counterfe which presen can trade one NCR Gold Description: 1 of water. Personal Ba Description: TLit it. Includes utens Per Unit - Cost. 5 Description: TLS Supports 1,000 £	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to sore cap for one liter of clean drinking with the description of the dean drinking with the description of the descr	the value of wate chnology to manu. He Great War, wilmited number of me degree. In The water. 120 gold coin. It's word to any Survivial, etc., as TL per 100 of artificial spider e safe working los	or, the Hub ifacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the
1	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: Tof water. Personal Bath Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 5 Description: TL:5 Supports 1,000 ptheoretical break	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so e cap for one liter of clean drinking widen Nugget {p. wiki} TL:3 LC:4 The NCR mints this small sics {p. B288} O Notes: Minimum gear for camping: sils, tinderbox or flint and steel, tower lik 5mm {p. wiki} 50, Weight: 4 oz 0 LC:4 This a synthetic rope made o bounds. 10 yards of rope. This is the ling strain is five times as much. If e	the value of wate chnology to manu. He Great War, whimited number of me degree. In The water. 120 gold coin. It's word to any Survivival, etc., as TL per 100 af artificial spider e safe working los xceeding the safe.	or, the Hub ifacture them hich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 Oz silk. ad; the e load, roll
1	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: Tof water. Personal Bath Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 5 Description: TL:5 Supports 1,000 ptheoretical break	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to sore cap for one liter of clean drinking with the description of the dean drinking with the description of the descr	the value of wate chnology to manu. He Great War, whimited number of me degree. In The water. 120 gold coin. It's word to any Survivival, etc., as TL per 100 af artificial spider e safe working los xceeding the safe.	r, the Hub rfacture them hich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll
1	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: To of water. Personal Bates Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 5 Description: TL:5 Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Ge	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to sore cap for one liter of clean drinking with the description of the dean value of the literature of	the value of wate chnology to manu. He Great War, wilmited number of me degree. In The water. 120 gold coin. It's word to any Survivial, etc., as TL per 200 fartificial spider as a seed on whenever it is 200.	r, the Hub rfacture them hich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll
1 2	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: To feather. Personal Bather Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 5 Description: TL:5 Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Get Description: TL:5 Description:	e nickname "Hubbucks". Backed by poported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to sor e cap for one liter of clean drinking with the strain of the second	the value of wate chnology to manu. He Great War, wi imited number of me degree. In The water. 120 gold coin. It's word to any Survivite state, as TL per 100 fartificial spider as afe working lost exceeding the safe whenever it is 20 s.	or, the Hub ifacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 OZ silk. ad; the e load, roll stressed to 4 lb
1 2	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: Tof water. Personal Bath Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 8 Description: TL:5 Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: TL:2 Stimpack	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so e cap for one liter of clean drinking widen Nugget {p. wiki} TL:3 LC:4 The NCR mints this small sics {p. B288} D Notes: Minimum gear for camping: sils, tinderbox or flint and steel, tower lik 5mm {p. wiki} O, Weight: 4 oz LC:4 This a synthetic rope made o oounds. 10 yards of rope. This is the sing strain is five times as much. If e 12 at -1 per multiple of working loader {p. B288} Notes: Hammer, spikes, carabiner.	the value of wate chnology to manu. He Great War, wilmited number of me degree. In The water. 120 gold coin. It's word to any Survivial, etc., as TL per 200 fartificial spider as a seed on whenever it is 200.	or, the Hub offacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to
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1 2	leading to the merchants su and paint the any counterfer which present can trade one. NCR Gold Description: To water. Personal Bath Description: TL: it. Includes utens. Rope Syntsi Per Unit - Cost: 5 Description: TL: Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: TL: Stimpack Per Unit - Cost: 5 Description: TL: Stimpack Per Unit - Cost: 6 Description: TL: Stimpack Per Unit - Cost: 7 Description: TL: Stimpack Per Unit - Cost: 8 Description: TL: 8 Description: A sr wound, it instant Stimpack can be way through the wound, heals a to the war, and any Injections require one Stimpack. D VaulTec NB Description: This nerve gas or oth medium must be filter provides up the whole mask (on and one to tal	e nickname "Hubbucks". Backed by piported bottle caps because the ter is surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so cap for one liter of clean drinking viden Nugget {p. wiki} FL:3 LC:4 The NCR mints this small sics {p. B288} Notes: Minimum gear for camping: sils, tinderbox or flint and steel, tower lik 5mm {p. wiki} Outlier (p. wiki) Ou	the value of wate chnology to manushe Great War, witmited number of me degree. In The water. 120 gold coin. It's work to be a safe working loo of artificial spider e safe working loo of artificial spider is safe working loo of a Stimpack is injective to be a safe working loo of a stimpack is injective to be a safe working loo of a stimpack is injective to be a safe working loo on the wound which and, another for the macks were ma roduce these. For a safe about 1 section as \$20 on the work of	or, the Hub refacture them infacture them infacture them infacture them infacture them inch limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to 4 lb 6.4 oz ected into a one goes all the in exit de before rm: Injection. cond to apply 1 lb ctive against e filter dge (One replacing
1 2	leading to the merchants su and paint the any counterfer which present can trade one. NCR Gold. Description: To water. Personal Bath Description: TL: it. Includes utens. Rope Syntsi Per Unit - Cost: 5 Description: TL: Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: TL: Stimpack Per Unit - Cost: 5 Description: TL: Stimpack Per Unit - Cost: 6 Description: TL: Stimpack Per Unit - Cost: 6 Description: TL: Stimpack Per Unit - Cost: 7 Description: TL: Stimpack Per Unit - Cost: 8 Description: TL: 8 Description: This stimpack can be way through the wound, heals a to the war, and any Injections require one Stimpack. D VaulTec NB Description: This nerve gas or oth medium must be filter provides up the whole mask on and one to tal Notes: [notes] Location: eyes, from the present of the strength	e nickname "Hubbucks". Backed by pported bottle caps because the ter ir surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so e cap for one liter of clean drinking with the second of the second o	the value of wate the value of wate chnology to man. He Great War, whimited number of me degree. In The water. 120 gold coin. It's word the value of the value o	or, the Hub iffacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to 4 lb 6.4 oz coted into a one goes all the le exit de before rm: Injection. cond to apply the filter dge (One replacing onds to put orth and orth and to put orth and to pu
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1 2	leading to the merchants su and paint the any counterfer which present can trade one NCR Gold Description: To of water. Personal Bab Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: Supports 1,000 p theoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: TL:2 Supports 1,000 p theoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: TL:2 Stimpack Per Unit - Cost: 2 Description: TL:2 Description: A sr wound, it instant! Stimpack can be way through the wound, heals a the war, and any Injections require one Stimpack. D VaulTec NB Description: This nerve gas or othe medium must be filter provides up the whole mask (on and one to tal Notes: [notes] Location: eyes, fer VaulTec NB Description: TL:5 chemicalretardar hangar-bay crew	e nickname "Hubbucks". Backed by poppered bottle caps because the ter is surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to so e cap for one liter of clean drinking with the second of the second	the value of wate the value of water chnology to man. He Great War, whimited number of me degree. In The water. 120 gold coin. It's work the value of the value. 120 gold coin. It's work the value of the value. 120 gold coin. It's work the value of t	or, the Hub rfacture them infacture them inch limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to 4 lb 6.4 oz octed into a one goes all the e exit de before rm: Injection. ond to apply 1 lb stressed to 3 lb roof and mat teams, ally in white
1 2	leading to the merchants su and paint the any counterfe which present can trade one NCR Gold. Description: To divater. Personal Ba. Description: TL:0 it. Includes utens Rope Syntsi Per Unit - Cost: 2 Description: TL:5 Supports 1,000 ptheoretical break vs. the rope's HT see if it snaps. Climbing Ge Description: A sr wound, it instant Stimpack can be way through the wound, heals a to the war, and any Injections require one Stimpack. Description: This nerve gas or other medium must be filter provides up the whole mask (on and one to tal Notes: [notes] Location: eyes, f. VauITec NB Description: TL:2 chemical retardar hangar-bay crew or a bright color to change color at the work of the medium can be seen the seen can be seen the work on and one to tal Notes: [notes]	e nickname "Hubbucks". Backed by pported bottle caps because the ter is surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to soil cap for one liter of clean drinking viden Nugget {p. wiki} TL:3 LC:4 The NCR mints this small sics {p. B288} 10 Notes: Minimum gear for camping: sills, tinderbox or flint and steel, tower lik 5mm {p. wiki} 50, Weight: 4 oz 10 LC:4 This a synthetic rope made obounds. 10 yards of rope. This is the fing strain is five times as much. If etal etal etal etal etal etal etal etal	the value of wate the value of water chnology to manu. He Great War, wilmited number of me degree. In The water. 120 gold coin. It's word coincided the value of the value. 5 -2 to any Surviviviel, etc., as TL per 100 of artificial spider as afe working lost each whenever it is 20 s. 400 a Stimpack is injet in the value of the	or, the Hub iffacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to 4 lb 6.4 oz ected into a one goes all the e exit de before m: Injection. cond to apply bottive against ne filter dge (One replacing onds to put
1 2	leading to the merchants su and paint the any counterfer which present can trade one. NCR Gold Description: To water. Personal Bab Description: TL:0 it. Includes utens. Rope Syntsi Per Unit - Cost: \$0 Description: TL:0 Supports 1,000 p theoretical break vs. the rope's H received by the see if it snaps. Climbing Ge Description: TL:2 Description: TL:2 Description: TL:2 Description: A sr wound, it instant! Stimpack Per Unit - Cost: \$0 Description: TA:2 Description: TA:2 Description: TA:2 Description: TA:2 Description: TL:2 Description: This stimpack can be way through the wound, heals a the war, and any injections require one Stimpack. D VaulTec NB Description: This nerve gas or oth medium must be filter provides up the whole mask (on and one to tal Notes: [notes] Location: eyes, for VaulTec NB Description: TL:5 chemicalretardar hangar-bay crew or a bright color:	e nickname "Hubbucks". Backed by pported bottle caps because the ter is surfaces had been mostly lost in teiting efforts. Secondly, there are a live their value against inflation to soo cap for one liter of clean drinking viden Nugget {p. wiki} TL:3 LC:4 The NCR mints this small sics {p. B288} Notes: Minimum gear for camping: sils, tinderbox or flint and steel, towe lik 5mm {p. wiki} Counds. 10 yards of rope. This is the ing strain is five times as much. If e 12 at -1 per multiple of working load at 12 per multiple of working load at 12 per multiple of working load at 12 per word of the provided at 12 per multiple of working load at 12 per word of the provided at 12 per multiple of working load at 14 per word of the possible first-aid item, when a ly closes the wound and restores +5 used per wound, except for a guns patient (one stimpack for entry wound of +10 hit points). Millions of stimpack for entry wound of +10 hit points). Millions of stimpacks: None. Time: Takes effect C Mask (Eyes, Face) is mask can filter out all inhaled ager contact agents if combined with a replaced periodically; cost varies for to 4 hours of usages to filter heavy of in a chemicalwarfare environment). We off. ace C Suit/TL9 LC:2 DR:2 Notes: A simple sealed at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is sealed with the additional at the rip. It is se	the value of wate the value of water chnology to manu. He Great War, wilmited number of me degree. In The water. 120 gold coin. It's word coincided the value of the value. 5 -2 to any Surviviviel, etc., as TL per 100 of artificial spider as afe working lost each whenever it is 20 s. 400 a Stimpack is injet in the value of the	or, the Hub iffacture them inich limited bottle caps, e Hub you 5.12 dr orth a month 1 lb al roll without mits. 8 oz silk. ad; the e load, roll stressed to 4 lb 6.4 oz ected into a one goes all the e exit de before m: Injection. cond to apply bottive against ne filter dge (One replacing onds to put

	LOAD OUTO (a antinua d)		
Qty	LOAD-OUTS (continued) Base: Carlin	Cost	Weight
1	Base: Carlin	180	39.75 lb
	Contents - Cost: 180, Weight: 39.75 lb		
	Description: In GCA a "Parent" item can have other traits as: This is essentially an organizational structure, allowing you t		
	together under the parent item if you wish. To make an item	a "child" righ	it click on it
	and select "Make Child of" The child items will be hidden to the child items by right clicking on the parent and selecting "		
	Once displayed the children will be shown in a "tree" format	under the pa	rent. Any
	item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically design		
3	Camel Bag {p. wiki}	120	24.75 lb
	Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:8 LC:4 A plastic bag filled with a gallon o	f drinking wa	tor a hose
	allows drinking when in the backpack.	difficing wa	itor, a riose
30	Traveler's Rations (p. B288)	60	15 lb
	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese	e, etc.	
	Totals:	180	39.75 lb
Qty	« Combat »	Cost	Weight
1	Combat	14490	19.5 lb
	Contents - Cost: 14490, Weight: 19.5 lb		a "Children "
	Description: In GCA a "Parent" item can have other traits as: This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden be		
	the child items by right clicking on the parent and selecting "		
	Once displayed the children will be shown in a "tree" format item may be assigned as a parent by right clicking on it and		
	this entry is here for convenience, as it is automatically design	gnated a Par	
1	Armor	2900	13.1 lb
	Contents - Cost: 2900, Weight: 13.1 lb Description: In GCA a "Parent" item can have other traits	assigned to	it as
	"Children." This is essentially an organizational structure	, allowing yo	u to file
	multiple traits together under the parent item if you wish. "child" right click on it and select "Make Child of" The c		
	by default; you may show the child items by right clicking		
	selecting "Show Components." Once displayed the childr "tree" format under the parent. Any item may be assigned		
	clicking on it and selecting "Make Parent"; this entry is he	ere for conve	nience, as it
1	is automatically designated a Parent. VauITec Jumpsuit	1800	3 lb
	Description: A TL9 blue, long sleeved jumpsuit, yellov		
	and a large 13 in a circle on the back. Armored (Flexi water proof, breathable and can be worn layered with		
	on groin, torso, limbs, feet, hands, neck and skull. Ad- rolls against heat and cold.	ditional, it give	/es +1 to
	Notes: [notes]		
1	Location: full suit, skull Mobiler MII, 100, Roote (p. R284)	150	2.2 lb
	Mehler MIL-100, Boots {p. B284} Description: TL:7 LC: DR:5/2 Notes: [2,6] Concealat		
	Split DR: use the higher DR only if the attack strikes u footwear).		
	Notes: [2,6]		
4	Location: feet	250	0.0 lb
1	Mehler MIL-110, Helmet (p. B285) Description: TL:7 LC:4 DR:5	250	2.2 lb
	Location: skull		
1	Mehler MIL-120, Assault Vest	700	5.7 lb
	{p. B284} Description: TL:7 LC:3 DR:5/2* Notes: [1] Split DR: us	se the first h	igher DR
	against piercing or cutting attacks; use the second, lo		
	damage types. Notes: [1]		
	Location: torso, groin		
1	VaulTec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb	3950	2.5 lb
	Contents - Cost: 3200, Weight: 1.5 lb		
	Description: TL:9 LC:4 Belt and suspenders with poucher Made of ultra light fibers and titanium to be very light. En		
	gear which can be accessed with fast draw or a ready ma	aneuver.	
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; hel	150	3.2 oz
	Description: TL:9 LC:4 Power:B/24 hr. 15m beam; hel rail compatible		, iii eariiis
1	VaulTec Radio Headset (p. wiki)	1000	8 oz
	Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm res camera and screen for video transmiting; Can be		
	Explorer XXX, eg. for data storage.		
1	KABAR Survivor, Tactical Knife	450	8 oz
	(Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2)	cut Reach:0	0.1 Parrv·∩
	ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp	Reach:C Par	ry:0 ST:5
	Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Rang Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)		
	Knife was used by the US Marines prior to the Fall. It		
4	to be carried concealed on wrists or ankles.	1500	3.2 oz
1	Kaba 7001 AliBaba {p. wiki} Description: TL:9 LC:2 Power:A/2 hr. +1 to pick electr		3.2 02
1	Modern Lockpicks (p. wiki)	100	1.6 oz
	Description: TL:7 LC:4 Basic lockpick set. Allows lock skill.	picking at no	penalty to
	omii.		

Jack 'Fingers' Daniels Human

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	Combat	14490	19.5 lb
1	Rolex Explorer XXX (p. wiki)	5000	4.8 oz
	Description: TL:9 LC:4 Survival watch; Bio Monitor giv	es Physician a	bonus to
	diagnose patient wearing watch (+1 Diag); Chronome		
	work); Inertial & Mag. Compass & Map (+2 Navi); Bea	con (10 km); Tir	ny Compu
1	(Complexity 3, 1TB); 2D 1 inch display VersaConceal, Holdout Pistol	1320	1.8 lb
		1320	1.0 10
	Holster {p. wiki} Per Unit - Cost: 450, Weight: 6.4 oz		
	Contents - Cost: 870, Weight: 1.4 lb		
	Description: TL:9 LC:4 Made out of ultra-tech fibers at	nd meshes, this	very light
	holster can fit any TL9 sidearm with Bulk -1 and two m	nagazines. It giv	es +1 to
	Holdout if worn concealed.		
2	H&K UCPk III, 7.5mmCLP	150	6.4 oz
	(Magazine, 18 Cartridges)		
	Per Unit - Cost: 75, Weight: 3.2 oz		
	Description: TL:9 LC:4 A full reload including a ma beltbox, if applicable.	gazine, speedic	oader or
1	H&K UCPk III, 7.5mmCLP	720	1 lb
•	{p. wiki}	120	1 10
	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC:3 Ammo:0.2 lb. Damage:2d p	i- Acc:1 Range:	100/1200
	RoF:3 Shots:18+1(3) ST:6 Bulk:-1 Rcl:2 Skill:Guns		
	Koch Universal Caseless Pistole kurz III was the s		
	western intelligence agencies before the war. It is	much smaler co	mpared to
1	the standart model, thus easier to conceal. VersaConceal, Holdout Pistol	1320	1.8 lb
	•	1320	1.0 10
	Holster {p. wiki} Per Unit - Cost: 450, Weight: 6.4 oz		
	Contents - Cost: 870, Weight: 1.4 lb		
	Description: TL:9 LC:4 Made out of ultra-tech fibers at	nd meshes, this	very light
	holster can fit any TL9 sidearm with Bulk -1 and two m	nagazines. It giv	es +1 to
_	Holdout if worn concealed.	450	0.4
2	H&K UCPk III, 7.5mmCLP	150	6.4 oz
	(Magazine, 18 Cartridges)		
	Per Unit - Cost: 75, Weight: 3.2 oz Description: TL:9 LC:4 A full reload including a ma	gazina anaadla	ador or
	beltbox, if applicable.	gazine, speedic	dauer or
1	H&K UCPk III, 7.5mmCLP	720	1 lb
•	{p. wiki}	0	
	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC:3 Ammo:0.2 lb. Damage:2d p	i- Acc:1 Range:	100/1200
	RoF:3 Shots:18+1(3) ST:6 Bulk:-1 Rcl:2 Skill:Guns	(Pistol), The H	eckler &
	Koch Universal Caseless Pistole kurz III was the s		
	western intelligence agencies before the war. It is the standart model, thus easier to conceal.	much smaler co	mpared to
	Totals:	14490	19.5 lb
	Totals.	14430	13.310
	SCRATCH PAD		

SCHATCH PAD

CAMPAIGN LOG					
Points: (logged) 5	+ (other) 0	= (total) 5			
Endzeit II		18.04.2177			
In Vault 14					
29.04.2012: 5 pts					

CAMPAIGN LOG (continued)					
Initial Character Creation	Dienstag 15. April 2177				
Character created using GURPS Cha	racter Assistant 4				
14.03.2012: 0 pts					

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [185]
Advantages, Perks [66]
Disadvantages, Quirks [-55]
Skills, Techniques [58]
Total Points Spent:	254
Unspent Points:	6

Jack 'Fingers' Daniels Human

