Name: Virginia 'Gina' Bellefleur
Race: Human
Appearance:

Player: Mylena Bosshard
Ht: 1.70m **Wt:** 120lbs **Age:**
Spent: 252
Unspent: 13

CHARACTER SHEET

ST 10 [0]	**HP** 10 [0]	**Basic Speed** 6 [0]		
DX 12 [40]	**Will** 16 [0]	**Basic Move** 6 [0]		
IQ 16 [120]	**Per** 12 [-20]	**BL** 20 lb (ST×ST)/5		
HT 12 [20]	**FP** 12 [0]	Thr 1d-2 Sw 1d		
TL 9 [0]	**SM** +0			

Vision	12	Fright Check	16	High Jump	2.17 ft
Hearing	12	Consciousness	12	Money	-24960
Touch	12	Death Check	12		
Taste/Smell	12	Broad Jump	3 yd		

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	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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: +1*
 * Includes: +1 from 'Appearance'

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 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +4 from 'Medic' when recognized by someone who received help, +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]

TEMPLATES AND META-TRAITS

Name	Pts
Vault Dweller {p. Wiki}	[0]

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

ADVANTAGES

Name	Pts
Appearance (Attractive) {p. B21}	[4]
Gizmo 1 {p. B58}	[5]
Higher Purpose (Medic) {p. B59}	[5]
Luck {p. B66, P59}	[15]
Medic 4 {p. B89}	[20]

Description: This Talent gives a bonus to Diagnosis, Electronics Operation (Medical), First Aid, Pharmacy, Physician and Surgery

Name	Pts
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Unfazeable {p. B95}	[15]
	[ ]
	[ ]

PERKS

Name	Pts
	[ ]
	[ ]

DISADVANTAGES

Name	Pts
Charitable (15 or less, *0.5) {p. B125}	[-7]
Compulsive Carousing (15 or less, *0.5) {p. B128}	[-2]
Honesty (12 or less, *1) {p. B138}	[-10]
Nightmares (12 or less, *1) {p. B145}	[-5]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
	[ ]
	[ ]

QUIRKS

Name	Pts
Attentive {p. B164}	[-1]
Broad-Minded {p. B164}	[-1]
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.
Humble {p. B164}	[-1]
Religious {p. B163}	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[1]
Brainwashing/TL9 {p. B182}	14	IQ-2	[1]
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]
Computer Operation/TL9 {p. B184}	16	IQ+0	[1]
Diagnosis/TL9 (Human) {p. B187}	18*	IQ+2	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
dDriving/TL9 (Automobile) {p. B188}	12	DX+0	[1]
Electronics Operation/TL9 (Medical) {p. B189}	19†	IQ+3	[1]
Fast-Draw (Medical Gear) {p. B194}	13	DX+1	[2]
First Aid/TL9 (Human) {p. B195}	20‡	IQ+4	[1]
Forensics/TL9 {p. B196}	14	IQ-2	[1]
Guns/TL9 (Pistol) {p. B198}	16	DX+4	[12]
Hazardous Materials/TL9 (Biological) {p. B199}	15	IQ-1	[1]
Hazardous Materials/TL9 (Chemical) {p. B199}	15	IQ-1	[1]
Holdout {p. B200}	15	IQ-1	[1]
Interrogation {p. B202}	15	IQ-1	[1]
Knife {p. B208} Parry: 8	12	DX+0	[1]
Liquid Projector/TL9 (Sprayer) {p. B205}	12	DX+0	[1]
Naturalist (Earth) {p. B211}	14	IQ-2	[1]
NBC Suit/TL9 {p. B192}	12	DX+0	[2]
Pharmacy/TL9 (Herbal) {p. B213}	18†	IQ+2	[1]
Pharmacy/TL9 (Synthetic) {p. B213}	18†	IQ+2	[1]
Physician/TL9 (Human) {p. B213}	18†	IQ+2	[1]
Poisons/TL9 {p. B214}	14	IQ-2	[1]
Research/TL9 {p. B217}	15	IQ-1	[1]
Savoir-Faire (Vault) {p. B218}	16	IQ+0	[1]
Scientist! {p. B175} Description: Wildcard Skill: You have an unrealistically broad knowledge of every scientific field. This includes Architecture, Anthropology, Astronomy, Biology, Chemistry, Geology, History, Mathematics, Metallurgy, Meteorology, Naturalist, Paleontology, Physics, Physiology, Psychology, and Sociology - but also any other roll that requires a "scientific opinion". This doesn't necessarily translate to practical application, however; e.g., you might be an expert on metal composition and layering (Metallurgy), but that doesn't mean you can craft a sword (Smith)!	13	IQ-3	[3]
Soldier/TL9 {p. B221}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
dStealth {p. B222}	14	DX+2	[7]
Surgery/TL9 (Human) {p. B223}	20§	IQ+4	[8]
Thrown Weapon (Knife) {p. B226}	12	DX+0	[1]
Veterinary/TL9 {p. B228}	14	IQ-2	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
			[ ]
			[ ]
			[ ]
			[ ]

* Includes: +4 from 'Medic'; Conditional: +1 from 'Rolex Explorer XXX' when diagnosing Rolex XXX wearer

† Includes: +4 from 'Medic'

‡ Includes: +4 from 'Medic'; Conditional: +2 from 'VaultTec Crash Kit'

§ Includes: +4 from 'Medic'; Conditional: +3 from 'VaultTec Surgical Instruments'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	12	9	1d-3 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	12	–	1d-3 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	10	–	1d-2 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing Skill used: Knife	12	9	1d-1(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust Skill used: Knife	12	9	1d-1(2) imp	C	5	.5	4	

Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K UCP III, 7.5mmCLP Skill used: Guns (Pistol)	16	2d+2 pi-	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KABAR Survivor, Tactical Knife (Superfine): thrown Skill used: Thrown Weapon (Knife)	12	1d-1(2) imp	–	5 yd / 10 yd	1	T(1)	5	-1	–	.5	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	8/9	
DX	DX	DX	Light	

Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0	2	Torso	5/2*+2	0	–	Legs	2	0	6
Neck	2	0	–	Groin	5/2*+2	0	–	Feet	5/2+2	0	4
Skull	9	0	–	Arms	2	0	6				
Face	0	0	–	Hands	2	0	4				

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

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-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.
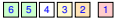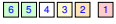**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE		
1–2	3–5	6–7
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts
			[ ]
			[ ]

Qty	Backpack	Cost	Weight
	LOAD-OUTS		
1	Mammut Backpack, Frame {p. wiki}	37850	88.52 lb

Per Unit - Cost: 500, Weight: 4 lb
Contents - Cost: 37350, Weight: 84.52 lb
Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.

| 1 | Atombrot, Candy Bar {p. wiki} | 20 | 1.6 oz |

Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal

| 1 | Food Tablets {p. wiki} | 240 | 1.6 oz |

`12 11 10 9 8   7 6 5 4 3   2 1`

Description: TL:9 LC:4 12 Meals; Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), each tablet also manages to meet the nutritional requirements of a full meal.

| 1 | Glowstick, Emergency Light {p. wiki} | 50 | 12.8 dr |

Description: TL:9 LC:4 2m radius; white light; 24h

| 1 | reFresh Filtration, Canteen {p. wiki} | 180 | 2.5 lb |

`100 99 98 97 96  95 94 93 92 91  90 89 88 87 86  85 84 83 82 81  80 79 78 77 76  75 74 73 72 71`
`70 69 68 67 66  65 64 63 62 61  60 59 58 57 56  55 54 53 52 51  50 49 48 47 46  45 44 43 42 41`
`40 39 38 37 36  35 34 33 32 31  30 29 28 27 26  25 24 23 22 21  20 19 18 17 16  15 14 13 12 11`
`10 9 8 7 6   5 4 3 2 1`

Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indictes replacement

| 30 | VaultTec Survival Ration {p. wiki} | 300 | 6 lb |

Per Unit - Cost: 10, Weight: 3.2 oz
Description: TL:9 LC:4 Shelf-life of 250 years, needs 0.5l water to be edible

| 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 of drinking water, a hose allows drinking when in the backpack.

| 1 | Sleeping Bag {p. B288} | 25 | 7 lb |

Description: TL:6 Notes: For normal conditions.

| 1 | Victorinox Swiss Army Knife {p. wiki} | 40 | 1.6 oz |

Description: TL:7 LC:4 Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick

| 1 | Purse (_Free, *0) {p. B288} | 300 | 14.72 oz |

Contents - Cost: 300, Weight: 14.72 oz
Description: TL:0 Notes: Holds 3 lbs.

| 180 | Cap {p. wiki} | 180 | 14.4 oz |

Per Unit - Cost: 1, Weight: 1.28 dr
Description: TL:9 LC:4 In the Core Region, the relative scarcity of bottle caps made them a perfect currency for Hub merchants to adopt in the 22nd century, leading to the nickname "Hubbucks". Backed by the value of water, the Hub merchants supported bottle caps because the technology to manufacture them and paint their surfaces had been mostly lost in the Great War, which limited any counterfeiting efforts. Secondly, there are a limited number of bottle caps, which preserve their value against inflation to some degree. In The Hub you can trade one cap for one liter of clean drinking water.

| 1 | NCR Golden Nugget {p. wiki} | 120 | 5.12 dr |

Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.

| 1 | Personal Basics {p. B288} | 5 | 1 lb |

Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.

| 1 | Medizin | 35270 | 38 lb |

Contents - Cost: 35270, Weight: 38 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.

| 6 | Afterburner Gum, Chewable {p. B289} | 2100 | — |

Per Unit - Cost: 350
Description: Afterburner is an amphetamine gum legalized before the war. "It's time to kick ass and chew gum, and I'm all outta gum!" Afterburner gives +1 ST, +1 DX and High Pain Threshold for 25-HT minutes. Form: Gum. Takes 3 seconds to apply. Drawbacks: Gives -1 ST and -2 DX at the end of the duration, lasting an amount of time equal to the time the drug was in effect. Time: Takes 1 minute to take effect.

| 6 | Analgine, Hypo {p. UT205} | 480 | — |

Per Unit - Cost: 80
Description: Masks Pain HT/2 h, numbs

| 6 | Antibiotic, Hypo {p. B289} | 600 | — |

Per Unit - Cost: 100
Description: Defeats bacterial infections in 12h

| 6 | Antidote, Drinkable {p. B289} | 900 | — |

Per Unit - Cost: 150
Description: This antidote, coming in a bottle or syringe, is usually made from distilled poisons and antibodies. The exact formula (and efficiency) depends on who made the antidote. For: Beverage or injection. Beverages take 3 seconds to apply, injections take 1. Injections require a First Aid roll with a +2 bonus. Drawbacks: None. Time: Takes 1 minute to take effect (beverage) or immediately (injection).

| 6 | Antirad, Hypo {p. UT205} | 3600 | — |

Per Unit - Cost: 600
Description: Halves new radiation effects per dose, preventive drug, lasts 2h

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Qty	Backpack	Cost	Weight
	LOAD-OUTS (continued)		
1	Medizin	35270	38 lb
6	Ascepaline, Hypo {p. UT205}	1440	—

Per Unit - Cost: 240
Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however.

| 6 | Buffout, Hypo | 1800 | — |

Per Unit - Cost: 300
Description: Buffout (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout

| 6 | Hyperstim, Hypo {p. UT205} | 600 | — |

Per Unit - Cost: 100
Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack

| 4 | Medical Supplies | 14000 | 20 lb |

Per Unit - Cost: 3500, Weight: 5 lb
Description: Drugs and other disposable supplies sufficient for 50 patient-days of Physician treatment.

| 6 | Mentats, Hypo | 1800 | — |

Per Unit - Cost: 300
Description: The ultimate 'smart drug', a dose of mentats greatly increases the patients intelligence for a short period of time. Mentats give +2 IQ, +2 Perception, +1 Charisma for (25-HT)/4 hours. Drawbacks: -2 IQ, -2 Perception, -3 Charisma and Absent Mindedness at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Mentats.

| 6 | Morphazine, Hypo {p. UT205} | 300 | — |

Per Unit - Cost: 50
Description: Puts Patient to sleep, HT-3 to resist, sleep 8h - margin of error, works in 1s

| 6 | Psycho, Hypo | 2850 | 3 lb |

Per Unit - Cost: 475, Weight: 8 oz
Description: A pre-war combat drug cocktail with nasty side effects, high addiction rate and very impressive increase in combat ability for a short period of time. Gives +2 DX and +1 Speed for (25-HT)/4 hours. Drawbacks: -2 IQ and hallucinations for the duration; also gives -3 ST, -3 DX, Low Pain Tolerance, and Paranoia at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Psycho. Injections require a First Aid roll with a +2 bonus.

| 6 | Radaway, Hypo | 2400 | — |

Per Unit - Cost: 400
Description: This drug heals radiation damage, but cannot heal patients 'Lifetime Radiation History' damage, which never heals. One dose cures 1D6 rads worth of damage upon application, after which HT roll is made after each hour, for 1D6 hours - Successful HT roll results in additional 1D6 rads being healed.. Taking Radaway results in symptoms such as diarrhea and vomiting, which results in some dehydration - It is advisable to drink lots of water while under the influence of radaway. Dehydration damage points equals to the duration of the drug in hours (Fatigue points are lost first, until fatigue drops into 3, after which actual hit points are lost - Drinking one quart of water restores 1 point of dehydration damage). Taking more than one dose simply increases the duration of the drug, too many doses might result in life-threatening dehydration damage. Radaway is not addictive. Time: It takes 1 second to apply one dose, which takes effect after 10 minutes.

| 6 | Soothe, Hypo {p. UT205} | 300 | — |

Per Unit - Cost: 50
Description: Puts user in dreamy state of sleep, no memory of events, 6h

| 1 | VaultTec Surgical Instruments | 2100 | 15 lb |

Description: A complete set of surgical tools, including laser scalpels, forceps, bio-glue, sonic probe, and sutures. (This is also included in the crash kit, p. 198.) It is basic equipment for the Surgery skill but due to high TL gives +3 to skill rolls. $300, 15 lbs., 5B/20 hr. LC4.

| 1 | VaultTec NBC Mask (Eyes,Face) | 400 | 1 lb |

Description: This mask can filter out all inhaled agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outfit. The filter medium must be replaced periodically; cost varies from a $100 cartridge (One filter provides up to 4 hours of usage.to filter heavy dust or pollen) to replacing the whole mask (in a chemicalwarfare environment). It takes two seconds to put on and one to take off.
Notes: [notes]
Location: eyes, face

| 1 | VaultTec NBC Suit/TL9 (full suit, skull) | 400 | 3 lb |

Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as orange or yellow. A rip in the suit causes the smart fabric to change color at the rip. It is sealed with the addition of the VaultTec NBC Mask.
Notes: [notes]
Location: full suit, skull

| | **Totals:** | 37850 | 88.52 lb |

LOAD-OUTS (continued)

Qty	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 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.

Qty		Cost	Weight
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 of drinking water, a hose allows drinking when in the backpack.

Qty		Cost	Weight
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, etc.

		Totals:	180	39.75 lb

Qty	« Combat »	Cost	Weight
1	**Combat**	16930	26 lb

Contents - Cost: 16930, Weight: 26 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.

Qty		Cost	Weight
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 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.

Qty		Cost	Weight
1	**VaulTec Jumpsuit**	1800	3 lb

Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold.
Notes: [notes]
Location: full suit, skull

Qty		Cost	Weight
1	**Mehler MIL-100, Boots {p. B284}**	150	2.2 lb

Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes underside of the foot (if footwear).
Notes: [2,6]
Location: feet

Qty		Cost	Weight
1	**Mehler MIL-110, Helmet {p. B285}**	250	2.2 lb

Description: TL:7 LC:4 DR:5
Location: skull

Qty		Cost	Weight
1	**Mehler MIL-120, Assault Vest {p. B284}**	700	5.7 lb

Description: TL:7 LC:3 DR:5/2* Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types.
Notes: [1]
Location: torso, groin

Qty		Cost	Weight
1	**VersaHold, Pistol Holster {p. wiki}**	1880	3.2 lb

Per Unit - Cost: 350, Weight: 9.6 oz
Contents - Cost: 1530, Weight: 2.6 lb
Description: TL:9 LC:4 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and two magazines. It gives +1 to Fast-Draw if worn in the open.

Qty		Cost	Weight
1	**H&K UCP III, 7.5mmCLP {p. wiki}**	1350	2 lb

30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Description: TL:9 LC:3 Ammo:0.3 lb. Damage:2d+2 pi- Acc:2 Range:150/1900 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless Pistole III was the standart sidearm of various western law enforcement forces before the war.

Qty		Cost	Weight
2	**H&K UCP III, 7.5mmCLP (Magazine, 30 Cartridges)**	180	9.6 oz

Per Unit - Cost: 90, Weight: 4.8 oz
Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.

Qty		Cost	Weight
1	**VaulTec Load Bearing Gear {p. wiki}**	7150	9.4 lb

Per Unit - Cost: 750, Weight: 1 lb
Contents - Cost: 6400, Weight: 8.4 lb
Description: TL:9 LC:4 Belt and suspenders with pouches and rings for gear. Made of ultra light fibers and titanium to be very light. Enough space for 20 lbs of gear which can be accessed with fast draw or a ready maneuver.

Qty		Cost	Weight
1	**Minilite .3, Flashlight {p. wiki}**	150	3.2 oz

Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible

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LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**VaulTec Load Bearing Gear {p. wiki}**	7150	9.4 lb
2	**Stimpack**	400	6.4 oz

Per Unit - Cost: 200, Weight: 3.2 oz
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.

Qty		Cost	Weight
1	**VaulTec Radio Headset {p. wiki}**	1000	8 oz

Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Can be connected to the Rolex Explorer XXX, eg. for data storage.

Qty		Cost	Weight
1	**KABAR Survivor, Tactical Knife (Superfine) {p. wiki}**	450	8 oz

Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF:1 Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superfine Knife was used by the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles.

Qty		Cost	Weight
1	**VaulTec Crash Kit {p. UT198}**	1200	2 lb

6 5 4 3 2 1

Description: +2 skill, +3 skill when using bandage spray can (6 uses). Contains a defibrillator, an oxygen mask, sutures, a bandage spray can, and no-shock drugs. It provides a +2 (quality) bonus to First Aid skill and counts as improvised equipment (-5) for Surgery skill.

Qty		Cost	Weight
4	**Super Stimpack {p. B289}**	2400	4 lb

Per Unit - Cost: 600, Weight: 1 lb
Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpack restores +15 hit points. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Super Stimpack. Drawbacks: The healing comes with a cost. The user will lose 10 fatigue points after HT minutes. Time: Takes effect immediately.

Qty		Cost	Weight
4	**Stimpack**	800	12.8 oz

Per Unit - Cost: 200, Weight: 3.2 oz
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.

Qty		Cost	Weight
1	**Rolex Explorer XXX {p. wiki}**	5000	4.8 oz

Description: TL:9 LC:4 Survival watch; Bio Monitor gives Physician a bonus to diagnose patient wearing watch (+1 Diag); Chronometer; GPS receiver (Does not work); Inertial & Mag. Compass & Map (+2 Navi); Beacon (10 km); Tiny Compu (Complexity 3, 1TB); 2D 1 inch display

		Totals:	16930	26 lb

SCRATCH PAD

CAMPAIGN LOG	
Points: (logged) 10 + (other) 0 = (total) 10	
Endzeit II	**18.04.2177**
In Vault 14	
29.04.2012: 5 pts	
Endzeit I	**17.04.2177**
Zora gerettet und nach Arroyo gebracht	
Vault 14, gefüllt mit Zombies, gefunden	
15.04.2012: 5 pts	
Initial Character Creation	**Dienstag 15. April 2177**
Character created using GURPS Character Assistant 4	
31.03.2012: 0 pts	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[160]
Advantages, Perks	[64]
Disadvantages, Quirks	[-34]
Skills, Techniques	[62]
Total Points Spent:	**252**
Unspent Points:	13