



Name: Randy 'Hammerhead' Garrison
 Race: Human
 Appearance: A big, tall brute.

Player: Non-Player Character
 Ht: 1.92m Wt: 200 lbs Age: 22

Spent: 245
 Unspent: 5

CHARACTER SHEET

ST	14	[40]	HP	14	[0]	Basic Speed	7	[5]
DX	15	[100]	Will	10	[0]	Basic Move	7	[0]
IQ	10	[0]	Per	10	[0]	BL	39 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d	Sw 2d
TL	9	[0]	SM	+0				

Vision	10	Fright Check	12*	High Jump	2.92 ft
Hearing	10	Consciousness	12	Money	-2839
Touch	10	Death Check	12		
Taste/Smell	10	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 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	78 lb	312 lb	468 lb	585 lb	1950 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*

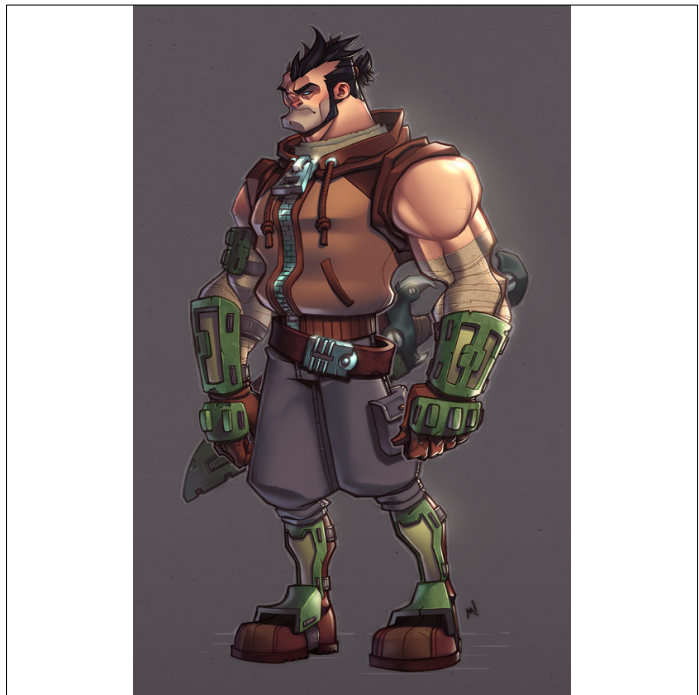
* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

TEMPLATES AND META-TRAITS	
Military Hand-To-Hand - VaulTec Close Combat Training (Endzeit) {p. MA182}	[0]
Description: W.E. Fairbairn (pp. 23-24) - with some assistance from Rex Applegate and Eric Sykes - created the style of hand-to-hand fighting most widely taught to Allied commandos in World War II. Fairbairn and Sykes also designed a fighting knife for use with their style: the Sykes-Fairbairn "commando" knife (p. 225). Applegate developed close-quarters pistol techniques.	
Vault Dweller	[0]
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	

ADVANTAGES	
Combat Reflexes {p. B43}	[15]
Enhanced Parry 1 (Broadsword) {p. B51}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66, P59}	[15]
Weapon Master (Broadsword; one specific weapon) {p. B99}	[20]

PERKS	
Style Familiarity (Military Hand-to-Hand - VaulTec Close Combat Training) {p. MA182}	[1]

DISADVANTAGES	
Bad Temper (12 or less, *1) {p. B124}	[-10]
Fanaticism (Vault über alles) {p. B136}	[-15]
On the Edge (12 or less, *1) {p. B147}	[-15]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Team; Small Group) {p. B153}	[-5]



DISADVANTAGES (continued)	
Name	Pts

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}	14	DX-1	[2]
Axe/Mace {p. B208}	16	DX+1	[4]
Parry: 12			
Broadsword {p. B208}	17*	DX+2	[8]
Parry: 13			
Driving/TL9 (Automobile) {p. B188}	14	DX-1	[1]
Fast-Draw (Throwing Axe) {p. B194}	16†	DX+1	[1]
Guns/TL9 (Pistol) {p. B198}	15	DX+0	[1]
Judo {p. B203}	14	DX-1	[2]
Parry: 11			
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	14	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+1	[2]
Parry: 11			
NBC Suit/TL9 {p. B192}	15	DX+0	[2]
Shield (Shield) {p. B220}	17	DX+2	[4]
Block: 12			
Stealth {p. B222}	15	DX+0	[2]
Thrown Weapon (Axe/Mace) {p. B226}	17	DX+2	[4]
IQ based	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	10	IQ+0	[1]
Computer Operation/TL9 {p. B184}	10	IQ+0	[1]
Cooking {p. B185}	9	IQ-1	[1]
Explosives/TL9 (Demolition) {p. B194}	10	IQ+0	[2]
First Aid/TL9 (Human) {p. B195}	10	IQ+0	[1]

SKILLS (continued)			
IQ based	Level	Relative	Pts
History (The Old World) {p. B200}	9	IQ-1	[2]
Holdout {p. B200}	11	IQ+1	[4]
Housekeeping {p. B200}	11	IQ+1	[2]
Savoir-Faire (Vault) {p. B218}	11	IQ+1	[2]
Soldier/TL9 {p. B221}	9	IQ-1	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	10	Per+0	[2]
Scrounging {p. B218}	10	Per+0	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10	Will+0	[2]
Name	Level	Relative	Pts
			[]
			[]
* Includes: Enhanced Parry (Broadsword)		† Includes: +1 from 'Combat Reflexes'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	-	1d-1 cr	C	-	-	
Karate: Punch	14	11	1d-1 cr	C	-	-	
Karate: Kick	12	-	1d cr	C,1	-	-	
Kick	13	-	1d cr	C,1	-	-	
Knee Strike (Karate)	14	-	1d cr	C	-	-	
Punch	15	11	1d-1 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	16	11	2d-1(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	16	11	1d+1(2) imp	C	5	4	[1]
Medium Plastic Shield: Bash	17	-	1d cr	1	-	4	[2,3,4]
Medium Plastic Shield: Rush	17	-	slam+2 cr	1	-	4	[2,3,4]
Throwing Axe (Fine): Swing	16	12U	2d+3 cut	1	11	4	[1]
Thrusting Broadsword (Superfine): Swing	17	13	2d+7(2) cut	1	10	4	
Thrusting Broadsword (Superfine): Thrust	17	13	1d+6(2) imp	1	10	4	
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	15	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	11	1d+1(2) imp	-	7 yd / 14 yd	1	T(1)	5	-1	-	4	
Throwing Axe (Fine): Thrown	17	2d+3 cut	2	14 yd / 21 yd	1	T(1)	11	-3	-	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	12*	11*	
Broadsword	DX	Shield (Shield)	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
 Bonus DB: 2
 Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27	-28 -29 -30 -31 -32 -33 -34 -35 -36 -37 -38 -39 -40 -41	-42 -43 -44 -45 -46 -47 -48 -49 -50 -51 -52 -53 -54 -55	-56 -57 -58 -59 -60 -61 -62 -63 -64 -65 -66 -67 -68 -69

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

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	4-7	8
1d-3	1d-2	1d-1	1d

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	14	def+6	[6]
Disarming (Judo) {p. MA70, B230}	15	def+1	[2]
Knee Strike (Karate) {p. MA76, B232}	14	def+1	[1]
Targeted Attack (Knife Thrust/Neck) {p. MA68}	12	def+1	[2]

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight	Qty	Rucksack	Cost	Weight
1	Combat Contents - Cost: 7445, Weight: 38.2 lb	7445	38.2 lb	1	Backpack, Frame {p. B288}	1394	64.65 lb
1	Armor Contents - Cost: 3055, Weight: 21.2 lb	3055	21.2 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 indicies replacement	360	6 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	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	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-	1	Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	-
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	0	Caps Description: The Post Nuclear War Currency	0	-
1	MilTek BBP, Vest {p. HT67} Description: TL:8 LC:2 DR:12/5* Location: torso, groin	900	8 lb	1	H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/1900 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	450	2 lb
1	MilTek BHP, Helmet {p. HT70} Description: TL:8 LC:3 DR:12 Location: skull	250	3 lb	1	H&K USP II, 7.5mmCLP (Ammunition)	14	8 oz
1	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 4080, Weight: 7.5 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.	4330	9.5 lb	1	MilTek Visor, Helmet Mod {p. HT70} Description: TL:8 LC:3 DR:10 Location: eyes, face	200	1.4 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: 1394 64.65 lb			
6	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.	240	-	SCRATCH PAD			
1	Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]	3600	3 lb				
1	Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	60	4 lb				
1	Medium Plastic Shield {p. B273, B287} Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]	60	7.5 lb				
Totals:		7445	38.2 lb				
Qty	Rucksack	Cost	Weight				
1	Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1294, Weight: 54.65 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1394	64.65 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				

DESCRIPTION

Randolph Garrison, also called Hammerhead because of his brutish looks, was found to be an unbelievably skilled hand-to-hand fighter during his military service in Vault 14. Since VaultTec doctrine frowns upon the use of melee weapons in combat, he was not chosen to be a security officer but posted as the head janitors assistant. Since there was not a whole lot to do during his duty hours, he was able to dedicated a lot of time to his melee skill training which he never gave up.

With the help of Mr. Python, who accessed all the information about Hand-to-Hand combat that was saved in the vaults database, he was able to refine his skills to a point where one must call him a master of the martial arts.

Unfortunately, Hammerhead is an orphan. When he was a young child, he lost both his parents due to an accident with the chemical refinery in the vault. His mother, the vaults physician at the time, took little Randolph with her to work the day of the accident. When she went to pick up a batch of new stimpacks, a terrible explosion took place. Killing both her and her husband Greg, the vaults chemist, in a huge explosion. Luckily for Randy, he was at the bathroom at the time and was thus spared.

Hence he grew up with his grandmother, who passed away 2 years ago.

Despite these bad experiences, he is a fanatical lover of the Vault and will not take any shit about Vaults. Because he was denied a military career, he often shows off, taking stupid, unnecessary risks to proof himself.

Randys best friend in the vault is his sparring partner Mr. Python.

His interests almost exclusively circle around melee skills and the corresponding weapons. When Mr. Python found that secret file about future weapons, Randy nearly wept when he read about vibro blades and monomolecular weapons. It is his goal to aquire such a weapon, as well as advanced combat armor.

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	[165]
Advantages, Perks	[66]
Disadvantages, Quirks	[-55]
Skills, Techniques	[69]
Total Points Spent:	245
Unspent Points:	5