

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	1541
Touch	12	Death Check	12		
Taste/Smell	12	Broad Jump	3 yd		

TELEKINESIS		
TK ST	2	TK Move
TK BL	12.8 oz	TK Move
		2

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
TK	12.8 oz	1.6 lb	2.4 lb	4.8 lb	8 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
TK	2 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
TK	-	6.4 lb	9.6 lb	-	40 lb

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

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	-1*

* Includes: -1 from 'Delusion ("I'm God when I'm your Doctor!")'; Conditional: +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 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Stubbornness'

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

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

TEMPLATES AND META-TRAITS	
Name	Pts
Vault Dweller Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	[0]

ADVANTAGES	
Name	Pts
Gizmo 1 {p. B58}	[5]
Higher Purpose ("Medic!") {p. B59} Description: In an action scene, you get +1 to all success rolls made to aid injured allies: Dodge and movement skill rolls to reach them under fire, HT rolls to stay conscious on your way there, medical skill rolls to patch them up, etc.	[5]
Luck {p. B66, P59}	[15]
Medic 4 {p. B89} Description: This Talent gives a bonus to Diagnosis, Electronics Operation (Medical), First Aid, Pharmacy, Physician and Surgery	[20]
Telekinesis 2 {p. B92, P82}	[10]
TK Grab 2 (Psi) {p. PP54-55} Roll: 14 (TK Grab)	[14]



PERKS	
Name	Pts
	[]

DISADVANTAGES	
Name	Pts
Code of Honor (Hippocratic Oath) {p. B127}	[-5]
Delusion ("I'm God when I'm your Doctor!"); Minor {p. B130}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Sense of Duty (Team; Small Group) {p. B153}	[-5]
Stubbornness {p. B157}	[-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 Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	[-1]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9	13	DX+1	[2]
Driving/TL9 (Automobile) {p. B188}	12	DX+0	[1]
Fast-Draw (Medical Gear) {p. B194}	14	DX+2	[4]
Guns/TL9 (Pistol) {p. B198}	13	DX+1	[2]
Knife {p. B208} Parry: 9	13	DX+1	[2]
Liquid Projector/TL9 (Sprayer) {p. B205}	12	DX+0	[1]
NBC Suit/TL9 {p. B192}	12	DX+0	[2]
Piloting/TL9 (Helicopter) {p. B214}	13	DX+1	[4]
Stealth {p. B222}	12	DX+0	[1]
Wrestling {p. B228} Parry: 9	12	DX+0	[2]
IQ based	Level	Relative	Pts
Area Knowledge (Black Mesa) {p. B176}	16	IQ+0	[1]
Chemistry/TL9 {p. B183}	14	IQ-2	[1]
Computer Operation/TL9 {p. B184}	16	IQ+0	[1]
Diagnosis/TL9 (Human) {p. B187}	18*	IQ+2	[1]

SKILLS (continued)			
IQ based	Level	Relative	Pts
Diplomacy {p. B187}	14	IQ-2	[1]
Electronics Operation/TL9 (Medical) {p. B189}	19*	IQ+3	[1]
First Aid/TL9 (Human) {p. B195}	21†	IQ+5	[1]
Forensics/TL9 {p. B196}	15	IQ-1	[2]
Hazardous Materials/TL9 (Biological) {p. B199}	15	IQ-1	[1]
Hazardous Materials/TL9 (Chemical) {p. B199}	15	IQ-1	[1]
History (The Old World) {p. B200}	15	IQ-1	[2]
Holdout {p. B200}	15	IQ-1	[1]
Interrogation {p. B202}	16	IQ+0	[2]
Naturalist (Earth) {p. B211}	15	IQ-1	[2]
Pharmacy/TL9 (Herbal) {p. B213}	18*	IQ+2	[1]
Pharmacy/TL9 (Synthetic) {p. B213}	18*	IQ+2	[1]
Physician/TL9 (Human) {p. B213}	20*	IQ+4	[4]
Poisons/TL9 {p. B214}	14	IQ-2	[1]
Research/TL9 {p. B217}	15	IQ-1	[1]
Savoir-Faire (Vault) {p. B218}	17	IQ+1	[2]
Soldier/TL9 {p. B221}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
Surgery/TL9 (Human) {p. B223}	18‡	IQ+2	[2]
TK Grab {p. PP54-55}	14	IQ-2	[1]
Veterinary/TL9 {p. B228}	14	IQ-2	[1]
Name	Level	Relative	Pts
* Includes: +4 from 'Medic'		‡ Includes: +4 from 'Medic'; Conditional: +4	
† Includes: +4 from 'Medic'; Conditional: +1 from 'Vaultec First Aid Kit'		from 'Telekinesis' when performing DX-based tasks	

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		13	9	1d-3 cr	C	-	-	
Brawling: Bite		13	-	1d-3 cr	C	-	-	
Brawling: Kick		11	-	1d-2 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine): Swing		13	8	1d-1(2) cut	C,1	5	4	
KaBar Defender (Superfine): Thrust		13	8	1d-1(2) imp	C	5	4	[1]
Name	Skill	Parry	Damage	Reach	ST	LC	Notes	

RANGED ATTACKS												
Non-Equipment based		Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Telekinesis: thrust		12	1d-6 cr	-	10 yd	-	-	-	-	-	-	
Telekinesis: swing		12	1d-5 cr	-	10 yd	-	-	-	-	-	-	
Equipment based		Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)		13	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine): Thrown		8	1d-1(2) imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	4	
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10	10	8	9	
DX	DX	DX	None	

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

Bonus DR: 0
Bonus DB: 0
Notes:

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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.

-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	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.

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

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

TECHNIQUES			
Name	Level	Relative	Pts

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight	Qty	Rucksack	Cost	Weight
1	Combat Contents - Cost: 3014, Weight: 16 lb	3014	16 lb	1	VaulTec First Aid Kit {p. UT198}	65	2.5 lb
1	Armor Contents - Cost: 1880, Weight: 11 lb	1880	11 lb	1	Bandage Spray Can {p. IW25} Description: 6 uses, +2 First Aid, stops bleeding, +1 HP in 10'	15	8 oz
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb	Totals: 1445 64.25 lb			
1	VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large O3 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	SCRATCH PAD			
1	VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 884, Weight: 3 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.	1134	5 lb				
1	KaBar Defender (Superfine) (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				
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	-				
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 Rol:2 Skill:Guns (Pistol)	450	2 lb				
1	H&K USP II, 7.5mmCLP (Ammunition)	14	8 oz				
Totals:		3014	16 lb				
Qty	Rucksack	Cost	Weight				
1	Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1345, Weight: 54.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1445	64.25 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				
2	reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indcates replacement	360	6 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	Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	-				
0	Caps Description: The Post Nuclear War Currency	0	-				
2	Hyperstim {p. UT205} Per Unit - Cost: 100 Description: Insta 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	200	-				
2	Psycho Per Unit - Cost: 175, 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.	350	1 lb				
2	Soothe {p. UT205} Per Unit - Cost: 50 Description: Puts user in dreamy state of sleep, no memory of events, 6h	100	-				
1	VaulTec First Aid Kit {p. UT198} Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 15, Weight: 8 oz Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill, +2 when using bandage spray (6 uses)	65	2.5 lb				

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	1. 6. 2165
Character created using GURPS Character Assistant 4	
<i>17.02.2012: 0 pts</i>	
POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[160]
Advantages, Perks	[69]
Disadvantages, Quirks	[-35]
Skills, Techniques	[55]
Total Points Spent:	249
Unspent Points:	1