



Name: Tara 'Texas' Knox
Race: Human
Appearance:

Player: Anja Koschmann
Ht: 1.75m Wt: 135 lbs Age: 23

Spent: 254
Unspent: 11

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 6	[0]
DX 13	[60]	Will 15	[0]	Basic Move 6	[0]
IQ 15	[100]	Per 15	[0]	BL 20 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d
TL 9	[0]			SM +0	

Vision 15	Fright Check 15	High Jump 2.17 ft
Hearing 15	Consciousness 11	Money 12270
Touch 15	Death Check 11	
Taste/Smell 15	Broad Jump 3 yd	

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
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
Jump	6 yd	4 yd	3 yd	2 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

* 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: +2†	† Includes: +2 from 'Charisma'; Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +2 from 'Social Engineer' when none, +2 from 'Voice' when your voice can be heard, +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, Savoair-Faire (Vault), Computer Operation, Soldier, Area Knowledge (Newwada), 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]
Charisma 2 {p. B41}	[10]
Gizmo 1 {p. B58}	[5]
Luck {p. B66, P59}	[15]
Mimicry {p. B68, P60}	[10]
Roll to Mimic/Memorize: 15 (IQ)	
Rapier Wit {p. B79, P70}	[5]
Roll to outwit: 20 (Public Speaking)	
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Social Engineer 2 {p. B89}	[20]
Description: This Talent gives +1 to Acting, Carousing, Detect Lies, Disguising, Diplomacy, Fast-Talk, Intimidation, Leadership, Politics, Public Speaking, Savoair-Faire, Streetwise	
Voice {p. B97}	[10]

ADVANTAGES (continued)	
Name	Pts

PERKS	
Name	Pts
Honest Face {p. B100, PU2:4}	[1]
No Hangover {p. B100, PU2:14}	[1]

DISADVANTAGES	
Name	Pts
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Selfish (12 or less, *1) {p. B153}	[-5]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
Slow Riser {p. B155}	[-5]
Trademark (Pokerchip) (Simple) {p. B159}	[-5]
Trickster (12 or less, *1) {p. B159}	[-15]

QUIRKS	
Name	Pts
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.	
Chauvinistic {p. B164}	[-1]
Dislikes Machos {p. B164}	[-1]
Likes America {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	17*	IQ+2	[2]
Area Knowledge (Free Nevada) {p. B176}	15	IQ+0	[1]
Body Language (Human) {p. B181}	14	Per-1	[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: 10	14	DX+1	[2]
Carousing {p. B183}	14†	HT+3	[2]
Computer Operation/TL9 {p. B184}	15	IQ+0	[1]
Connoisseur (Literature) {p. B185}	14	IQ-1	[1]
Dancing {p. B187}	12	DX-1	[1]
Detect Lies {p. B187}	15†	Per+0	[1]
Diplomacy {p. B187}	18‡	IQ+3	[2]
Disguise/TL9 (Human) {p. B187}	17§	IQ+2	[2]
Driving/TL9 (Automobile) {p. B188}	12	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	12	DX-1	[1]
Electronics Operation/TL9 (Communications) {p. B189}	14	IQ-1	[1]
Erotic Art (Human) {p. B192, S224}	13	DX+0	[2]
Fast-Draw (Pistol) {p. B194}	13	DX+0	[1]
Fast-Talk {p. B195}	18‡	IQ+3	[1]
First Aid/TL9 (Human) {p. B195}	15	IQ+0	[1]
Gambling {p. B197}	14	IQ-1	[1]
Guns/TL9 (Pistol) {p. B198}	13	DX+0	[1]
Guns/TL9 (Rifle) {p. B198}	13	DX+0	[1]
Guns/TL9 (Shotgun) {p. B198}	13	DX+0	[1]
Guns/TL9 (Submachine Gun) {p. B198}	13	DX+0	[1]
History (The Old World) {p. B200}	13	IQ-2	[1]
Holdout {p. B200}	14¶	IQ-1	[1]
Interrogation {p. B202}	14	IQ-1	[1]
Intimidation {p. B202}	16**	Will+1	[1]
Leadership {p. B204}	18††	IQ+3	[1]
Lip Reading {p. B205}	14	Per-1	[1]
Merchant {p. B209}	16	IQ+1	[4]
NBC Suit/TL9 {p. B192}	12	DX-1	[1]
Politics {p. B215}	18††	IQ+3	[1]
Propaganda/TL9 {p. B216}	14	IQ-1	[1]
Psychology (Human) {p. B216}	13	IQ-2	[1]
Public Speaking {p. B216}	20§§	IQ+5	[1]
Savoir-Faire (Vault) {p. B218}	17¶¶	IQ+2	[1]
Sex Appeal (Human) {p. B219, S224}	15***	HT+4	[4]
Sleight of Hand {p. B221}	13	DX+0	[4]
Soldier/TL9 {p. B221}	14	IQ-1	[1]
Staff {p. B208}	12	DX-1	[1]
Parry: 11			
Stealth {p. B222}	12	DX-1	[1]
Streetwise {p. B223}	16¶¶	IQ+1	[1]
Wrestling {p. B228}	12	DX-1	[1]
Parry: 9			
* Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Honest Face' when acting innocent, +2 from 'Mimicry' when impersonating someone else † Includes: +2 from 'Social Engineer' ‡ Includes: +2 from 'Social Engineer', +2 from 'Voice'; Conditional: +2 from 'Charisma' when making Influence rolls § Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Hoffman Suitcase, Disguise Kit' ¶ Conditional: +1 from 'VersaConceal, Holdout Pistol Holster' when If VersaConceal is worn concealed ** Includes: +2 from 'Social Engineer'; Conditional: +2 from 'Charisma' when making Influence rolls, -1 from 'Reputation (Arroyo: Saviours of Zora)' when your reputation works against you †† Includes: +2 from 'Charisma', +2 from 'Social Engineer' ‡‡ Includes: +2 from 'Social Engineer', +2 from 'Voice' §§ Includes: +2 from 'Charisma', +2 from 'Social Engineer', +2 from 'Voice' ¶¶ Includes: +2 from 'Social Engineer'; Conditional: +2 from 'Charisma' when making Influence rolls *** Includes: +1 from 'Appearance', +2 from 'Voice'; Conditional: +2 from 'Charisma' when making Influence rolls			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	10	1d-3 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-3 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing <i>Skill used: DX-4</i>	9	7	1d-1(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust <i>Skill used: DX-4</i>	9	7	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 UCpk III, 7.5mmCLP <i>Skill used: Guns (Pistol)</i>	13	2d pi-	1	100 yd / 1200 yd	3	18+1(3)	6	-1	2	1	3	
KABAR Survivor, Tactical Knife (Superfine): thrown <i>Skill used: DX-4</i>	9	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	9	None							
DX	DX	DX	None								
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	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1 -5 -6 -7 -8 -9	0 -1 -2 -3 -4	10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -40 -41 -42 -43 -44			

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
11 10 9 8 7 6 5 4 3 2 1 -10	0 -1 -2 -3 -4 -5 -6 -7 -8 -9

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			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 5080, Weight: 56.52 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	5580	60.52 lb
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal	20	1.6 oz
1	Food Tablets {p. wiki} [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.	240	1.6 oz
1	Glowstick, Emergency Light {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h	50	12.8 dr
1	reFresh Filtration, Canteen {p. wiki} [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 indicates replacement	180	2.5 lb
30	Vaultec Survival Ration {p. wiki} 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	300	6 lb
3	Camel Bag {p. wiki} 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.	120	24.75 lb
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	40	1.6 oz
1	Purse (Free, *0) {p. B288} Contents - Cost: 300, Weight: 14.72 oz Description: TL:0 Notes: Holds 3 lbs.	300	14.72 oz
180	Cap {p. wiki} 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.	180	14.4 oz
1	NCR Golden Nugget {p. wiki} Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.	120	5.12 dr
1	Personal Basics {p. B288} 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.	5	1 lb
1	Hoffman Suitcase, Disguise Kit {p. wiki} Description: TL:9 LC:3 Provides a +1 (quality) bonus to Disguise skill. An elaborate set of prosthetic devices, skin-tinting chemicals, and hormone sprays for disguising one person's appearance. Many components incorporate microelectromechanical systems that can mimic muscle twitches, realistic limps, and other key characteristics.	3000	10 lb
1	Vaultec NBC Mask (Eyes,Face) 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	400	1 lb
1	Vaultec NBC Suit/TL9 (full suit, skull) 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 Vaultec NBC Mask. Notes: [notes] Location: full suit, skull	400	3 lb
Totals:		5580	60.52 lb
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin 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.	180	39.75 lb

LOAD-OUTS (continued)			
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin	180	39.75 lb
3	Camel Bag {p. wiki} 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.	120	24.75 lb
30	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb
Totals:		180	39.75 lb
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 11970, Weight: 17.8 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.	11970	17.8 lb
1	Armor 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.	2900	13.1 lb
1	Vaultec jumpsuit 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	1800	3 lb
1	Mehler MIL-100, Boots {p. B284} 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	150	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:7 LC:4 DR:5 Location: skull	250	2.2 lb
1	Mehler MIL-120, Assault Vest {p. B284} 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	700	5.7 lb
1	Vaultec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 2000, Weight: 1.6 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.	2750	2.6 lb
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible	150	3.2 oz
2	Stimpack 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.	400	6.4 oz
1	Vaultec Radio Headset {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Can be connected to the Rolex Explorer XXX, eg. for data storage.	1000	8 oz
1	KABAR Survivor, Tactical Knife (Superfine) {p. wiki} 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.	450	8 oz
1	Rolex Explorer XXX {p. wiki} 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	5000	4.8 oz

DESCRIPTION

Profil

Name: Tara Knox

Spitzname: Texas

Alter: 23

Grösse: 1.80

Gewicht: fragt man eine Frau nicht

Statur: Sportlich

Haare: Blond

Augenfarbe: Grün

Vorlieben: Partys und Feierlichkeiten, die USA

Abneigungen: Vault-Liebhaber

Funktion: Social Engineer

Beruf: Schülerin

Spezialitäten: Poker
[edit] Hintergrund

Tara, die wie alle ihrer Generation nur das Dasein im Bunker kennt, wurde ab ihrem sechsten Lebensjahr ausschliesslich von ihrer Mutter Jessica grossgezogen. Taras Vater, Jonathan Knox, der die berufliche Laufbahn seiner Vorfahren eingeschlagen hatte und lange Zeit als militärischer Berater im Sicherheitsdienst der Vault 13 tätig war, verliess die Familie an Taras sechstem Geburtstag. Heute weiss Tara, dass sich bei Kriegsausbruch und damit der Evakuierung in die Vault 13 im Jahre 2077 ein beträchtlicher Teil der Familie Knox nicht rechtzeitig in den Schutz des Bunkers retten konnte. Schuld an diesem Desaster waren nach Angaben des Militärs die vielen Falschalarme, die nicht nur auf den verschiedenen Militärbasen im Gebiet von Nevada für Verwirrung und Unsicherheit gesorgt haben. Am Geburtstag seiner einzigen Tochter begab sich Jonathan auf die Suche nach genau dieser verschollenen Verwandtschaft und liess seine eigene kleine Familie zurück. Das einzige, was Tara heute noch an ihren Vater erinnert, ist seine silberne Hundemarke, die er ihr vor seinem Verschwinden um den Hals gelegt hatte. Bis heute fehlt von Jonathan jegliches Lebenszeichen.

Nachdem Jonathan Knox seine Familie verlassen hatte, wurden die Jahre von Mutter und Tochter wesentlich kurzlebiger und mit ihnen auch Jessicas Liebschaften. Die einzige ihrer nachfolgenden Beziehungen, die länger gehalten hat, als die Lebensdauer einer Honigbiene, ist jene zu ihrer Tochter. Das bedeutet aber nicht, dass sich Tara und ihre Mutter im Laufe der Jahre nicht zwangsläufig entfremdet haben. Für Jessica, die im Gegensatz zu Jonathan und Tara die Vault-Bewohner immer als eine Art Familie angesehen hat, war es nur schwer zu verstehen, dass ihre Tochter, genau wie schon ihr Mann, nichts lieber wollte, als sich von dieser zufällig zusammengewürfelten Familienbande loszulösen. Sobald Tara über die Aussenwelt und ihren Vater anfang zu sprechen, war es Jessica, die ihr mit

den Worten „...aber das hier ist jetzt deine Familie!“ in den Satz fiel. Hätte Tara ihren Gedanken, dass sich Jessica gerade selbst des Inzests beschuldigte, laut geäussert, wäre es wohl zum finalen Bruch zwischen Mutter und Tochter gekommen. Dabei hat Tara durchaus Interesse an einer Familienzusammenführung. Viele Jahre war Tara wütend und bitter enttäuscht von ihrem Vater. Sie konnte und wollte sein Handeln lange nicht verstehen. Jetzt, da ihr selbst seit Jahren ein wichtiger Bestandteil ihrer Familie fehlt, kann sie das Verhalten ihres Vaters besser verstehen, als es ihrer Mutter lieb ist. Während Jessica schnell über Jonathan hinweggekommen - und gekommen und gekommen - ist, glaubt Tara nicht an den Tod ihres Vaters. Sie hofft ihn und den Rest ihrer Blutsverwandten auf der Expedition ausfindig zu machen.

Die durchschnittliche Mutter erzieht ihre Kinder mit viel Liebe. Von dieser Liebe hat Tara in ihrer Kindheit leider mehr mitbekommen als abbekommen. Doch war es genau dieses Verhalten der Mutter, welches Tara zu dem Menschen geformt hat, den sie heute ist. Beinahe jede ihrer Stärken findet ihren Ursprung in einer Schwäche der Mutter. Taras Liste an aufbauenden Worten hat sich in all den Jahren, in denen sie ihrer Mutter über jede männliche Enttäuschung hinweghelfen musste, so kontinuierlich erweitert, dass man heute die Notwendigkeit einer alphabetische Anordnung nicht leugnen würde. Nach Jessicas Affäre Nummer Drei war Tara fähig zu beurteilen, ob der Spruch „ich rufe dich morgen an“ auch wirklich das bedeutete, was der Wortlaut versprach, oder ob sie den kommenden Tag bloss damit verbringen würde, ihre Mutter mit Taschentücher versorgen zu müssen.

Tara merkte schnell, dass sich mit ihrer Fähigkeit, die Wahrheit präzise von der Lüge zu unterscheiden, auch gutes Geld verdienen lässt. So sass sie im Alter von acht Jahren zum ersten Mal an einem Pokertisch. Die Regeln zu Texas Hold'em waren ihr bereits vor Austeilen der Karten bestens vertraut. Am Ende des Abends verliess sie den Tisch mit einem ansehnlichen Stapel Chips und dem Spitznamen „Texas“.

So extrovertiert Tara nach Aussen auftritt, so konservativ ist sie in ihrem amerikanischen Freiheitsgedanken. Sie hasst die Enge und Vertrautheit der Vaults und verachtet jeden, der sich damit zufrieden gibt. Viel lieber wäre sie mit der brutalen Realität der Aussenwelt konfrontiert, die sie bis anhin nur aus Erzählungen, Theorien und zensierten Fakten kennt. Tara würde es als äusserst erniedrigend erachten, eines Tages dort begraben zu werden, wo sie ihr gesamtes Leben verbracht hätte - nämlich unterhalb der Erdoberfläche.

Der Schulunterricht war für Tara bloss ein Mittel zum Zweck. Sie sah in einem erfolgreichen Abschluss die einzige Möglichkeit auf ein Leben ausserhalb der Vault. Trotzdem verstand sie sich in den verschiedenen Kursen besser mit ihren Klassenkameraden, als mit der Schulmaterie selbst. Ausserdem dauerte es nicht lange und Tara wusste mehr über den Körperbau ihrer Professoren Bescheid als über den Aufbau des Prüfungsstoffes. Um die Abschlussexamen trotzdem noch zu bestehen, nahm sie über längere Zeit Nachhilfe bei Virginia Bellefleur. Als Dankeschön für die unentgeltliche Leistung führte Tara Gina in das Nachtleben der Vaults ein. Zum Leidwesen von Ginas Vater entwickelte sich aus der anfänglichen Zweckgemeinschaft eine enge Freundschaft. So folgte auf jede kopflastige Nachhilfestunde eine exzessive Partynacht, die meist bis in die frühen Morgenstunden andauerte. Heute schätzt Tara nicht nur Ginas Gesellschaft,

sondern auch ihren Zugang zu Aufputzmittelchen und Medikamenten, die einen unvermeidbaren Kater etwas erträglicher machen. Tara, die fest davon überzeugt ist, dass Blut dicker ist als Wasser, würde die Vault-Gesellschaft nie als Familie bezeichnen. Deshalb ist es umso erstaunlicher, dass sich zwischen ihr und Brian Fokker im Laufe der Jahre eine Art geschwisterliche Beziehung entwickelt hat. Wahrscheinlich war es die Tatsache, dass Fokker von der geistig meist sehr beschränkten Vault-Gesellschaft gemieden wird, die ihn für Tara so interessant gemacht hat.
[edit] Beziehungen

Eric 'Snake' Williams Bekannter aus der Schule

Brain Fokker Bekannter aus der Schule

Jack Daniels Bekannter aus der Schule

Virginia Bellefleur Bekannte aus der Schule

Rudy 'Lynx' Roberts Bekannter aus der Schule

Randy 'Hammer' Garrison Bekannter aus der Schule

Astro Mendoz Bekannter aus der Schule