



Name: Astro 'Blink' Mendoz

Race: Human

Appearance: Tall, glasses, unshaven... Eine Kreuzung zwischen einer Brillenschlange und einem Bücherwurm mit ein paar Pfund zuviel auf den Rippen.

Player: Sam Ritschard

Ht: 1.85m Wt: 210 lbs Age: 29

Spent: 253

Unspent: 14

**CHARACTER SHEET**

<b>ST</b> 11 [ 10 ]	<b>HP</b> 11 [ 0 ]	<b>Basic Speed</b> 6 [ 5 ]
<b>DX</b> 12 [ 40 ]	<b>Will</b> 16 [ 0 ]	<b>Basic Move</b> 6 [ 0 ]
<b>IQ</b> 16 [ 120 ]	<b>Per</b> 12 [ -20 ]	<b>BL</b> 24 lb (ST×ST)/5
<b>HT</b> 11 [ 10 ]	<b>FP</b> 11 [ 0 ]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1
<b>TL</b> 10* [ 0 ]		<b>SM</b> +0

\* Includes: +1 from 'High TL'

Vision 12	Fright Check 16	High Jump 2.17 ft
Hearing 12	Consciousness 11	Money 4400
Touch 12	Death Check 11	
Taste/Smell 12	Broad Jump 3 yd	

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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	48 lb	192 lb	288 lb	360 lb	1200 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:	+0*

\* Conditional: +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness', +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
<b>Vault Dweller</b> {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 (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
<b>Gadgeteer (Quick)</b> {p. B56}	[ 50 ]
<b>Gizmo 1</b> {p. B58}	[ 5 ]
<b>High TL 1</b> {p. B23}	[ 5 ]
<b>Luck</b> {p. B66, P59}	[ 15 ]
<b>Reputation (Arroyo: Saviours of Zora) 1</b> (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[ 0 ]
<b>Versatile</b> {p. B96}	[ 5 ]

PERKS	
Name	Pts
<b>Equipment Bond (Hilti MultiTool)</b> {p. SU31, HT7, PU2:9}	[ 1 ]

DISADVANTAGES	
Name	Pts
<b>Obsession (Find Tech) (Short-Term Goal)</b> (12 or less, *1) {p. B146}	[ -5 ]
<b>Pacifism (Cannot Harm Innocents)</b> {p. B148}	[ -10 ]
<b>Pyromania</b> (12 or less, *1) {p. B150}	[ -5 ]
<b>Sense of Duty (Team) (Small Group)</b> {p. B153}	[ -5 ]
<b>Stubbornness</b> {p. B157}	[ -5 ]

QUIRKS	
Name	Pts
<b>Bunker4Life</b>	[ -1 ]

Description: You've grown up in a bunker, have never seen the light of day and act accordingly.

<b>Congenial</b> {p. B164}	[ -1 ]
<b>Humble</b> {p. B164}	[ -1 ]
<b>Likes Shiny lights</b> {p. B164}	[ -1 ]
<b>Slightly Absent-Minded</b>	[ -1 ]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[ 1 ]
Computer Hacking/TL10 {p. B184}	13	IQ-3	[ 1 ]
Computer Operation/TL9 {p. B184}	16	IQ+0	[ 1 ]
Computer Programming/TL10 {p. B184}	14	IQ-2	[ 1 ]
Cooking {p. B185}	15	IQ-1	[ 1 ]
Driving/TL9 (Automobile) {p. B188}	12	DX+0	[ 1 ]
Engineer! {p. B175} Description: Wildcard Skill, Quick Gadgeteer Required: You can create anything - at least, in theory. This skill replaces all specialties of Bioengineering, Electronics Operation and Engineer, and acts as a Mathematics prerequisite for any other skill, you also can operate anything electrical - at least, in theory. More important, it can replace any skill roll required for inventing (B473) or gadgeteering (B475)! This includes Concept, Prototype, analysis, and modification rolls - everything except the roll for a gadgeteer to find parts (which is usually covered by Scrounging, but sometimes requires a more specialized skill).	14	IQ-2	[ 6 ]
Fast-Draw (Gizmo) {p. B194}	12	DX+0	[ 1 ]
Fast-Talk {p. B195}	15	IQ-1	[ 1 ]
First Aid/TL9 (Human) {p. B195}	16	IQ+0	[ 1 ]
Guns/TL9 (Pistol) {p. B198}	12	DX+0	[ 1 ]
Handyman! {p. B175} Description: Wildcard Skill: You can repair anything - at least, in theory. This skill replaces all specialties of Armoury, Carpentry, Electrician, Electronics Repair, Machinist, Masonry, Mechanic and Smith.	14	IQ-2	[ 6 ]
Hazardous Materials/TL10 (Radioactive) {p. B199}	15	IQ-1	[ 1 ]
History (The Old World) {p. B200}	14	IQ-2	[ 1 ]
Holdout {p. B200}	15	IQ-1	[ 1 ]
Merchant {p. B209}	15	IQ-1	[ 1 ]
NBC Suit/TL9 {p. B192}	11	DX-1	[ 1 ]
Piloting/TL10 (Vertol) {p. B214}	11	DX-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)!	14	IQ-2	[ 6 ]
Scrounging {p. B218}	14	Per+2	[ 4 ]
Soldier/TL9 {p. B221}	15	IQ-1	[ 1 ]
Speed-Reading {p. B222}	15	IQ-1	[ 1 ]
Weird Science {p. B228}	13	IQ-3	[ 1 ]

\* Conditional: -2 from 'Hilti H1087 Multi, Mini-Toolkit' when Counts as -2 gear for repairs

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	—	1d-2 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	10	—	1d-1 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	12	9	1d-2 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing <i>Skill used: DX-4</i>	8	7	1d(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust <i>Skill used: DX-4</i>	8	7	1d(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 UCPS III, 10mmCLP <i>Skill used: Guns (Pistol)</i>	12	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	2.5	3	
KABAR Survivor, Tactical Knife (Superfine): thrown <i>Skill used: DX-4</i>	8	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	.5	4	

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

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	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-10	-21	-32	-43	-54

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	0 -1 -2 -3 -4
1	-10

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	5-7
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	<b>Mammut Backpack, Frame</b> {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 7640, Weight: 71.97 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	8140	75.97 lb
1	<b>Atombrot, Candy Bar</b> {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal	20	1.6 oz
1	<b>Food Tablets</b> {p. wiki} <a href="#">12</a> <a href="#">11</a> <a href="#">10</a> <a href="#">9</a> <a href="#">8</a> <a href="#">7</a> <a href="#">6</a> <a href="#">5</a> <a href="#">4</a> <a href="#">3</a> <a href="#">2</a> <a href="#">1</a> 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	<b>Glowstick, Emergency Light</b> {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h	50	12.8 dr
1	<b>reFresh Filtration, Canteen</b> {p. wiki} <a href="#">100</a> <a href="#">99</a> <a href="#">98</a> <a href="#">97</a> <a href="#">96</a> <a href="#">95</a> <a href="#">94</a> <a href="#">93</a> <a href="#">92</a> <a href="#">91</a> <a href="#">90</a> <a href="#">89</a> <a href="#">88</a> <a href="#">87</a> <a href="#">86</a> <a href="#">85</a> <a href="#">84</a> <a href="#">83</a> <a href="#">82</a> <a href="#">81</a> <a href="#">80</a> <a href="#">79</a> <a href="#">78</a> <a href="#">77</a> <a href="#">76</a> <a href="#">75</a> <a href="#">74</a> <a href="#">73</a> <a href="#">72</a> <a href="#">71</a> <a href="#">70</a> <a href="#">69</a> <a href="#">68</a> <a href="#">67</a> <a href="#">66</a> <a href="#">65</a> <a href="#">64</a> <a href="#">63</a> <a href="#">62</a> <a href="#">61</a> <a href="#">60</a> <a href="#">59</a> <a href="#">58</a> <a href="#">57</a> <a href="#">56</a> <a href="#">55</a> <a href="#">54</a> <a href="#">53</a> <a href="#">52</a> <a href="#">51</a> <a href="#">50</a> <a href="#">49</a> <a href="#">48</a> <a href="#">47</a> <a href="#">46</a> <a href="#">45</a> <a href="#">44</a> <a href="#">43</a> <a href="#">42</a> <a href="#">41</a> <a href="#">40</a> <a href="#">39</a> <a href="#">38</a> <a href="#">37</a> <a href="#">36</a> <a href="#">35</a> <a href="#">34</a> <a href="#">33</a> <a href="#">32</a> <a href="#">31</a> <a href="#">30</a> <a href="#">29</a> <a href="#">28</a> <a href="#">27</a> <a href="#">26</a> <a href="#">25</a> <a href="#">24</a> <a href="#">23</a> <a href="#">22</a> <a href="#">21</a> <a href="#">20</a> <a href="#">19</a> <a href="#">18</a> <a href="#">17</a> <a href="#">16</a> <a href="#">15</a> <a href="#">14</a> <a href="#">13</a> <a href="#">12</a> <a href="#">11</a> <a href="#">10</a> <a href="#">9</a> <a href="#">8</a> <a href="#">7</a> <a href="#">6</a> <a href="#">5</a> <a href="#">4</a> <a href="#">3</a> <a href="#">2</a> <a href="#">1</a> Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	180	2.5 lb
30	<b>VaulTec Survival Ration</b> {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	<b>Camel Bag</b> {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	<b>Sleeping Bag</b> {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	<b>Purse (Free, *0)</b> {p. B288} Contents - Cost: 300, Weight: 14.72 oz Description: TL:0 Notes: Holds 3 lbs.	300	14.72 oz
180	<b>Cap</b> {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	<b>NCR Golden Nugget</b> {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	<b>Personal Basics</b> {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
4	<b>D Energycell</b> {p. wiki} Per Unit - Cost: 1000, Weight: 5 lb Description: TL:9 LC:4 These power military beam weapons and heavy equipment. They are often worn as a separate power pack. They're about the size of a thick paperback book.	4000	20 lb
10	<b>C Energycell</b> {p. wiki} Per Unit - Cost: 100, Weight: 8 oz Description: TL:9 LC:4 These are the most common energy source for personal beam weapons, tools and high-power electronics. Equipment designed for larger or smaller cells often has an adapter for C-cell operation. An ultra-tech battlefield may be littered with expended C cells. Each cell is about the same size as a pistol magazine.	1000	5 lb
10	<b>B Energycell</b> {p. wiki} Per Unit - Cost: 30, Weight: 12.8 dr Description: TL:9 LC:4 These power wearable computers, tiny radios, small tools, and other devices with modest power requirements, including some low-powered weapons. A typical B cell is the same size as a pistol cartridge or an AA battery	300	8 oz
10	<b>AA Energycell</b> {p. wiki} Per Unit - Cost: 10, Weight: 3.5 gr Description: TL:9 LC:4 These tiny cells operate devices with minimal power requirements, like very small robots or brain implants.	100	1.28 dr
10	<b>A Energycell</b> {p. wiki} Per Unit - Cost: 20, Weight: 1.28 dr Description: TL:9 LC:4 These small cells are often used in clothing or consumer goods that require low power outputs. They're about the size of a watch battery, or postage stamp-sized for flexible cells.	200	12.8 dr
1	<b>VaulTec NBC Mask (Eyes,Face)</b> 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

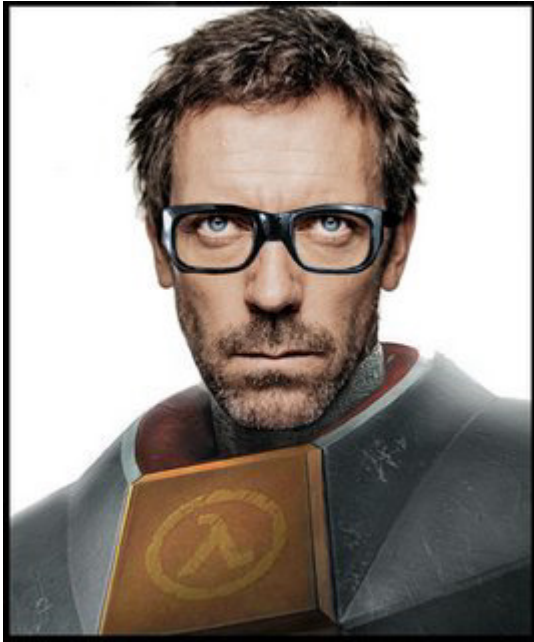
LOAD-OUTS (continued)			
Qty	Backpack	Cost	Weight
1	<b>Mammut Backpack, Frame</b> {p. wiki}	8140	75.97 lb
1	<b>VaulTec NBC Suit/TL9</b> (full suit, skull) Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat 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
<b>Totals:</b>		<b>8140</b>	<b>75.97 lb</b>
Qty	Base: Carlin	Cost	Weight
1	<b>Base: Carlin</b> 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
3	<b>Camel Bag</b> {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	<b>Traveler's Rations</b> {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb
<b>Totals:</b>		<b>180</b>	<b>39.75 lb</b>
Qty	« Combat »	Cost	Weight
1	<b>Combat</b> Contents - Cost: 17280, Weight: 32 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.	17280	32 lb
1	<b>Armor</b> 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	<b>VaulTec jumpsuit</b> 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	<b>Mehler MIL-100, Boots</b> {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	<b>Mehler MIL-110, Helmet</b> {p. B285} Description: TL:7 LC:4 DR:5 Location: skull	250	2.2 lb
1	<b>Mehler MIL-120, Assault Vest</b> {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	<b>VersaHold, Pistol Holster</b> {p. wiki} Per Unit - Cost: 350, Weight: 9.6 oz Contents - Cost: 1840, Weight: 3.3 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.	2190	3.9 lb
1	<b>H&amp;K UCps III, 10mmCLP</b> {p. wiki} <a href="#">20</a> <a href="#">19</a> <a href="#">18</a> <a href="#">17</a> <a href="#">16</a> <a href="#">15</a> <a href="#">14</a> <a href="#">13</a> <a href="#">12</a> <a href="#">11</a> <a href="#">10</a> <a href="#">9</a> <a href="#">8</a> <a href="#">7</a> <a href="#">6</a> <a href="#">5</a> <a href="#">4</a> <a href="#">3</a> <a href="#">2</a> <a href="#">1</a> Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless Pistole schwer III was the standart sidearm of various western special operation forces before the war. It has a larger caliber compared to the standart model.	1620	2.5 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	VersaHold, Pistol Holster {p. wiki}	2190	3.9 lb
2	H&K UCPS III, 10mmCLP (Magazine, 20 Cartridges) Per Unit - Cost: 110, Weight: 6.4 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	220	12.8 oz
1	VaulTec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 2040, Weight: 1.7 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.	2790	2.7 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 sheath allows the blade to be carried concealed on wrists or ankles.	450	8 oz
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick	40	1.6 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
1	Hilti H1087 Multi, Mini-Toolkit {p. wiki} Description: TL:9 LC:4 Power:5B/10 hr. A Handymans wet dream. This Mini Toolkit in the form of a belt incorporates multitools for nearly every repair task	4400	12 lb
<b>Totals:</b>		<b>17280</b>	<b>32 lb</b>

SCRATCH PAD			

CAMPAIGN LOG		
Points: (logged)	12	+ (other) 0 = (total) 12
<b>Endzeit II: Koch</b>		
Spaghetti Pomodoro <small>29.04.2012: 2 pts</small>		
<b>Endzeit II</b>	<b>18.04.2177</b>	
In Vault 14 <small>29.04.2012: 5 pts</small>		
<b>Endzeit I</b>	<b>17.04.2177</b>	
Zora gerettet und nach Arroyo gebracht Vault 14, gefüllt mit Zombies, gefunden <small>15.04.2012: 5 pts</small>		
<b>Initial Character Creation</b>	<b>Dienstag 15. April 2177</b>	
Character created using GURPS Character Assistant 4 <small>17.03.2012: 0 pts</small>		

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		165
Advantages, Perks		81
Disadvantages, Quirks		-35
Skills, Techniques		42
<b>Total Points Spent:</b>		<b>253</b>
<b>Unspent Points:</b>		<b>14</b>



## DESCRIPTION

### Profil

Name: Astro Mendoz

Spitzname: Blink, wegen seiner manchmal störenden Art ständig zu verschwinden um sich seinen Interessen zu widmen.

Alter: 29

Grösse: 1.87

Gewicht: 95

Statur: Durchschnittlich

Haare: graubraun

Augenfarbe: Grau

Vorlieben: Technologie, Forschung

Abneigungen: Planlosigkeit, Techarmut

Funktion: Support

Beruf: Junior Vault Maintenance Tech

Spezialitäten: Intuitives Technologieverständnis, Faszinazion für Kochroboter.

[edit] Hintergrund

Vater: Computer Engineer Cosmo Mendoz

Mutter: Köchin der Vault Mary Mendoz nee Valderrama

Schwester: Cathy 25 (Junior Communications Tech)

Seine Eltern haben sich im Vault kennengelernt, Sie stammen beide nicht aus der high-class, sondern sind Nachkommen Bediensteter die von ihren Arbeitgebern "mitgezogen" wurden,

da die Arbeitsfunktionen im Vault am Anfang vorallem mit Vertrauten besetzt werden sollten.

Astro wurde am 5. April 2148 in der Kabine des Ehepaars Mendoz als erstes Kind Geboren, seine Mutter musste während der schwangerschaft arbeiten und konnte nicht rechtzeitig in den Kreisaal. Früh zeigte sich sein technisches Talent, beim Zerlegen des heimischen Putzroboters und Terminals. Im Kindesalter entstand auch seine Vorliebe für gutes Essen und, beeinflusst durch seine Mutter, sein Interesse für die Zubereitung von selbigem.

Kennt zwar die meisten Bewohner der Vault, viele wissen sein Techverständnis zu schätzen und haben ihn deshalb schon aufgesucht, er hat aber ausser GIL keine wirklich nahen Freunde. Ist den meisten gegenüber freundlich eingestellt, solange sie es verstehen ihn nicht zu stören wenn er zu konzentriert arbeitet. In der Schule ist er Manipulationen am Schulcomputer aufgefallen, später im Teenageralter hat er die Aufmerksamkeit und den Zorn des Oversses auf sich gezogen, als er die Unterhaltungsdatenbank, Zugangszeiten zu welcher als Behlohung/ Dizplinarname genutzt wurden, frei zugänglich machte. Astro forscht konstant und ist besessen davon durch Technologie das Leben der Menschen(Pirmär der Vaultbewoher) zu verbessern. Schlimmstes und einschneidendstes Ereignis war ein einwöchiger Stromausfall der Vault den ihn traumatisiert hat. Er hortet deshalb Batterien und alle Arten von Stromquellen, die er nur rausgibt, wenn es sich - seiner Meinung nach - um einen Notfall handelt. Man munkelt er habe sich chirurgisch kleine Taschen in Bauch und Oberschenkel einsetzen lassen.

Ziele: Will legendäre Hochtechnologische Robofac finden und damit eine neue Metropole erbauen. Er erhofft sich genug Ressourcen zu finden um herauszufinden, was mit der Marsbasis passiert ist, die kurz vor dem Krieg errichtet wurde.

Leitspruch: "Faster than a speeding bullet"  
[edit] Beziehungen

Eric 'Snake' Williams Bekanntter aus der Schule

Brain Fokker Befreundet aus der Schule

Jack Daniels Bekanntter aus der Schule

Tara 'Texas' Knox Befreundet aus der Schule

Virginia Bellefleur Befreundet aus der Schule

Rudy 'Lynx' Roberts Bekanntter aus der Schule

Randy 'Hammerhead' Garrison Bekanntter aus der Schule