



Name: Brian Fokker

Race: Human

Appearance: Hagerer, schwacher Jüngling mit schwarzen Haaren

Player: Philipp Koschmann

Ht: 1.78m Wt: 115 lbs Age: 16

Spent: 262

Unspent: 2

**CHARACTER SHEET**

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

Vision 16	Fright Check 16	High Jump 1.67 ft
Hearing 16	Consciousness 10	Money 2360
Touch 16	Death Check 10	
Taste/Smell 16	Broad Jump 2.33 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
TK	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
TK	12 yd	9 yd	7 yd	4 yd	2 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

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	—	232 lb	348 lb	—	1450 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 'Reputation (Arroyo: Saviours of Zora)', +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known

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>Luck</b> {p. B66, P59}	[ 15 ]
<b>PK Shield (Psi) 4</b> {p. PP56}	[ 16 ]
Roll: 15 (PK Shield)	
<b>Reputation (Arroyo: Saviours of Zora) 1</b> (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[ 0 ]
<b>Telekinetic Control (Psi) 12</b> {p. PP54}	[ 96 ]

Usernotes: Weight / Time to Lift / Move  
 29 lbs. / 1 sec. / 12  
 58 lbs. / 2 sec. / 9  
 87 lbs. / 4 sec. / 7  
 174 lbs. / 4 sec. / 4  
 232 lbs. / 4 sec. / 2

To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE!

See your Skill for further information  
 Roll: 16 (Telekinetic Control)

ADVANTAGES (continued)	
Name	Pts
<b>Wild Talent (Psi) 1</b> {p. PP46}	[ 18 ]

PERKS	
Name	Pts
<b>Aerokinesis</b>	[ 1 ]
Description: You can create and direct a light breeze nearby. Useful for getting attention or staying upwind of game, and gives +1 to resist gas attacks as long as you see them coming.	
<b>Chill Factor</b>	[ 1 ]
Description: You can condense the water vapor in the air into a palm-sized ice cube (suitable for TK Bullet use) or chill a drink (or similar-sized object) as if it had spent 15 minutes in the freezer. Either use takes 2d seconds.	
<b>Honest Face</b> {p. B100, PU2:4}	[ 1 ]
<b>Hydrokinesis</b>	[ 1 ]
Description: You can use your TK Grab on liquid as if it were a solid object, without the need for a container.	

DISADVANTAGES	
Name	Pts
<b>Curious (12 or less, *1)</b> {p. B129}	[ -5 ]
<b>Laziness</b> {p. B142}	[ -10 ]
<b>Nightmares (12 or less, *1)</b> {p. B145}	[ -5 ]
<b>Secret (PSI) (Imprisonment or Exile)</b> {p. B152}	[ -20 ]
<b>Sense of Duty (Team) (Small Group)</b> {p. B153}	[ -5 ]
<b>Shyness (Mild)</b> {p. B154}	[ -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>Dreamer</b> {p. B164}	[ -1 ]
<b>Likes Likes Women as Sheldon does</b> {p. B164}	[ -1 ]
<b>Likes Toys</b> {p. B164}	[ -1 ]
<b>Youthful Attitude</b>	[ -1 ]

SKILLS				
Name	Level	Relative	Pts	
Area Knowledge (Free Nevada) {p. B176} Type: IQ/E	16	IQ+0	[ 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. Type: DX/E Parry: 8	10	DX+0	[ 1 ]	
Brawling (TK Grab) {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. Type: IQ/E Parry: 11	16	IQ+0	[ 0 ]	
Computer Operation/TL9 {p. B184} Type: IQ/E	16	IQ+0	[ 1 ]	
Driving/TL9 (Automobile) {p. B188} Type: DX/A	11	DX+1	[ 1 ]	
Driving/TL9 (Motorcycle) {p. B188} Type: DX/A	11	DX+1	[ 1 ]	
Fast-Draw (Steinesack) {p. B194} Type: DX/E	10	DX+0	[ 1 ]	
First Aid/TL9 (Human) {p. B195} Type: IQ/E	16	IQ+0	[ 1 ]	
Guns/TL9 (Pistol) {p. B198} Type: DX/E	11	DX+1	[ 1 ]	
Guns/TL9 (Shotgun) {p. B198} Type: DX/E	12	DX+2	[ 4 ]	
History (The Old World) {p. B200} Type: IQ/H	14	IQ-2	[ 1 ]	
Judo {p. B203} Type: DX/H Parry: 7	8	DX-2	[ 1 ]	
Judo (TK Grab) {p. B203} Type: IQ/H Parry: 10	14	IQ-2	[ 0 ]	
Knife {p. B208} Type: DX/E Parry: 7	10	DX+0	[ 1 ]	
Knife (TK Grab) {p. B208} Type: IQ/E Parry: 10	16	IQ+0	[ 0 ]	
NBC Suit/TL9 {p. B192} Type: DX/A	9	DX-1	[ 1 ]	
Observation {p. B211} Type: Per/A	15	Per-1	[ 1 ]	
Pickpocket {p. B213} Type: DX/H	8	DX-2	[ 1 ]	
PK Shield {p. PP56} Usernotes: You can psychokinetically resist or deflect incoming physical attacks. This affects weapons, punches, and objects (including those held by TK Grab or thrown by TK Bullet), but it has no effect on energy (e.g., fire, electricity) or purely mental attacks. Every time you are hit by a physical attack, roll against your skill. Success provides DR equal to your PK Shield level. In a situation where you're under constant "attack" (i.e., caught in a vicious hailstorm), roll once per minute. This is a passive ability. Type: IQ/H	15	IQ-1	[ 2 ]	
Savoir-Faire (Vault) {p. B218} Type: IQ/E	15*	IQ-1	[ 1 ]	
Soldier/TL9 {p. B221} Type: IQ/A	15	IQ-1	[ 1 ]	
Survival (Radioactive Wasteland) {p. B223} Type: Per/A	15	Per-1	[ 1 ]	

SKILLS (continued)				
Name	Level	Relative	Pts	
Telekinetic Control {p. PP54} Usernotes: Weight / Time to Lift / Move 29 lbs. / 1 sec. / 12 58 lbs. / 2 sec. / 9 87 lbs. / 4 sec. / 7 174 lbs. / 4 sec. / 4 232 lbs. / 4 sec. / 2  To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE!  You can use your TK to either grab things (as TK Grab), crush organs (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your Telekinetic Control level as your TK Grab level, and one-third your Telekinetic Control level (round down) as your TK Bullet and TK Crush level. At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes two seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your TK energy into flight is tricky; while levitating, you can do nothing except fly (e.g., you cannot Move and Attack) and have NO ACTIVE DEFENSES if attacked. Psi techniques are as for the separate abilities, except that Rapid Launch (Levitation) defaults to skill-6. (This is due to the additional second of delay built into alternative abilities that aren't attacks.) Type: IQ/VH	16	IQ+0	[ 8 ]	
Thrown Weapon (Knife) {p. B226} Type: DX/E	10	DX+0	[ 1 ]	

\* Includes: -1 from 'Shyness'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	10	8	1d-3 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	10	-	1d-3 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	8	-	1d-2 cr	C,1	-	-	-	
Brawling (TK Grab): Punch <small>Skill used: Brawling</small>	10	8	1d-2 cr	C	-	-	-	
Brawling (TK Grab): Bite <small>Skill used: Brawling</small>	10	-	1d-2 cr	C	-	-	-	
Brawling (TK Grab): Kick <small>Skill used: Brawling-2</small>	8	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing <small>Skill used: Knife</small>	10	8	1d-1(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust <small>Skill used: Knife</small>	10	8	1d-1(2) imp	C	5	.5	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K Assault System, 10mmCLP <small>Skill used: Guns (Shotgun)-2</small>	10	3d+1 pi+	4	200 yd / 1.19 mi	10	40+1(3)	9†	-3	2	4	2	
H&K UCP III, 7.5mmCLP <small>Skill used: Guns (Pistol)</small>	11	2d+2 pi-	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KABAR Survivor, Tactical Knife (Superfine): thrown <small>Skill used: Thrown Weapon (Knife)</small>	10	1d-1(2) imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	.5	4	
Remington NACS, 18.5mmPC: Slug <small>Skill used: Guns (Shotgun)</small>	12	4d+4 pi++	3	100 yd / 500 yd	3	5+1(3i)	10†	-5	4	6	3	
Remington NACS, 18.5mmPC: 00Buck <small>Skill used: Guns (Shotgun)</small>	12	1d+1 pi	3	40 yd / 500 yd	3x9	5+1(3i)	10†	0.5	1	6	3	
TK Bullet <small>Skill used: Telekinetic Control</small>	16	3d pi	3	200 yd / 500 yd	1	various	*	*	1	-	*	
TK Bullet (Sharp Edge) <small>Skill used: Sharp Edge (Telekinetic Control)</small>	16	3d(2) pi	3	200 yd / 500 yd	1	various	*	*	1	-	*	

**ST "†"**: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.  
**Shots "T"**: The weapon is a *thrown weapon*.  
**Shots "I"**: Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

PARRY		PARRY		BLOCK		DODGE		OTHER	
8	8	6	6/8						
DX	DX	DX	Med						
Loc.	DR	DBHP	Loc.	DR	DBHP	Loc.	DR	DBHP	
Eyes	3	0 2	Torso	7/3*+17	0 -	Legs	7/3*+2	0 6	
Neck	2	0 -	Groin	7/3*+2	0 -	Feet	7/3+2	0 4	
Skull	11	0 -	Arms	2	0 6				
Face	3	0 -	Hands	2	0 4				

TECHNIQUES			
Name	Level	Relative	Pts
Mass Grab (Telekinetic Control) {p. B229} Type: Tech/H	16	def+7	[ 8 ]
Sharp Edge (Telekinetic Control) {p. B229} Type: Tech/H	16	def+5	[ 6 ]
Targeted Attack (Knife Thrust/Vitals) {p. MA68} Type: Tech/H	9	def-4	[ 2 ]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1 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	50 -51 -52 -53 -54
5 4 3 2 1 0 -1 -2 -3 -4	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
10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4	10 -11 -12 -13 -14
5 4 3 2 1 0 -1 -2 -3 -4	15 -16 -17 -18 -19

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	6-9	10-14
1d-3	1d-2	1d-1	1d

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	<b>Mammut Backpack, Frame</b> {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 7080, Weight: 60.62 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	7580	64.62 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} 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} 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>Victorinox Swiss Army Knife</b> {p. wiki} Description: TL:7 LC:4 Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	40	1.6 oz
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
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
1	<b>Vaultec NBC Suit/TL9 (full suit, skull)</b> 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] Uersnotes: Defekt Location: full suit, skull	400	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

LOAD-OUTS (continued)			
Qty	Backpack	Cost	Weight
1	<b>Mammut Backpack, Frame</b> {p. wiki}	7580	64.62 lb
1	<b>H&amp;K Assault System, 10mmCLP</b> {p. wiki} Description: TL:9 LC:2 Ammo:0.8 lb. Damage:3d+1 pi+ Acc:4 Range:200/2100 RoF:10 Shots:40+1(3) ST:9† Bulk:-3 Rcl:2 Skill:Guns (Submachine Gun), The H&K AS became infamous after the 2068 hostage incident in Nazareth.	3900	4 lb
<b>Totals:</b>		<b>7580</b>	<b>64.62 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: 19880, Weight: 47 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.	19880	47 lb
1	<b>Armor</b> Contents - Cost: 4510, Weight: 24.1 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.	4510	24.1 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-90, Boots</b> {p. B284} Description: TL:7 LC:-- DR:7/3 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	200	2.2 lb
1	<b>Mehler MIL-91, Helmet</b> {p. B285} Description: TL:7 LC:4 DR:7 Location: skull	325	2.2 lb
1	<b>Mehler MIL-91a, Facemask</b> {p. B285} Description: TL:7 LC:4 DR:2 Location: face, eyes	65	12.8 oz
1	<b>Mehler MIL-92, Assault Vest</b> {p. B284} Description: TL:7 LC:3 DR:7/3* 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	910	5.7 lb
1	<b>Mehler MIL-92a, Assault Vest Inserts</b> {p. B284} Description: TL:7 LC:3 DR:15 Notes: Must be used in conjunction with an Assault Vest. Can not be concealed. Location: torso	560	7 lb
1	<b>Mehler MIL-93, Assault Leggings</b> {p. B284} Description: TL:7 LC:3 DR:7/3* 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: legs	650	3.2 lb





## NOTES

Overmind weiss, dass Fokker ein PSI ist.