

Name: Brian Fokker

Player: Philipp Koschmann Ht: 1.78m Wt: 115 lbs Age: 16 Race: Human

Name

Appearance: Hagerer, schwacher Jüngling mit schwarzen Haaren

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5		[0]
DX	10	[0]	Will	16	[0]	Basic Move	5		[0]
IQ	16	[120]	Per	16	[0]	BL	20 I	b	(ST×	sT)/5
нт	10	[0]	FP	10	[0]	Thr 10	J-2	Sw	10	d
TL	9					[0]	SM	+0			
Visio	n		16	Frigh	t Che	ck	16	High	Jum)	1.67	' ft
Hear	ing		16	١	cious		10	Mone			23	60
Touc	h		16	Deatl	h Che	ck	10					
Taste	e/Smell		16	Broad	Jump	2.33	yd					

ENCUMBRANCE TABLE									
Name	None	Light	« Med »	Hvy	X-Hvy				
Lifting	×1	×2	×3	×6	×10				
Basic	20 lb	40 lb	60 lb	120 lb	200 lb				
TK	29 lb	58 lb	87 lb	174 lb	290 lb				
Movement	×1	×0.8	×0.6	×0.4	×0.2				
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				
		-1	-2	-3_	-4				
Dodge	8	7	6	5	4				

LIFTING FEATS								
	1-Hand	2-Hand	Shove /	Carry on	Shift			
Name	Lift*	Lift†	Over [‡]	Back§	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 second	s to complete	i §	Lose 1 FP/sec	while over X-Hv	y enc.			

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +1 from 'Reputation (Arroyo: Saviours of Zora)', +2 from 'Sense of Duty

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, Savoir-Faire (Vault), Computer Operation, Soldier, Area Knowledge (Newvada), 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
Luck {p. B66, P59}	[15]
PK Shield (Psi) 4 (p. PP56) Roll: 15 (PK Shield)	[16]
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Telekinetic Control (Psi) 12 {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	[96]
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	I	Pts
Wild Talent (Psi) 1 {p. PP46}	[18]
PERKS		
Name	ı	Pts
Aerokinesis 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.	[1]
Chill Factor 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.	[1]
Honest Face (p. B100, PU2:4)	[1]
Hydrokinesis Description: You can use your TK Grab on liquid as if it were a solid object, without the need for a container.	[1]
DISADVANTAGES		

Spent: 262

Pts

Unspent: 2

Curious (12 or less, *1) {p. B129}	[-5]
Laziness (p. B142)	[-10]
Nightmares (12 or less, *1) {p. B145}	[-5]
Secret (PSI) (Imprisonment or Exile) (p. B152)	[-20]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
Shyness (Mild) {p. B154}	[-5]
QUIRKS	
Name	Pts
Bunker4Life	[-1]

QUIRKS		
Name		Pts
Bunker4Life Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	[-1]
Dreamer {p. B164}	[-1]
Likes Likes Women as Sheldon does (p. B164)	[-1]
Likes Toys (p. B164)	[-1]
Youthful Attitude	[-1]

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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]			
dDriving/TL9 (Automobile) {p. B188} Type: DX/A	11	DX+1	[1]			
dDriving/TL9 (Motorcycle) {p. B188}	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]			
dGuns/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}	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]			

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. / 7 174 lbs. / 4 sec. / 7 174 lbs. / 4 sec. / 2 22 lbs. / 4 sec. / 2 22 lbs. / 4 sec. / 2 2 2 lbs. / 4 sec. / 4 232 lbs.	SKILLS (continued)								
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. / 7 174 lbs. / 4 sec. / 2 22 lbs. / 4 sec. / 2 2 2 lbs. / 4 sec. / 4 lbs. / 4 sec. / 4 lbs. / 4	Name	Level	Relative	Pts					
Type: DX/E	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. / 7 174 lbs. / 4 sec. / 7 174 lbs. / 4 sec. / 2 23 lbs. / 4 sec. / 2 2 2 lbs. / 4 sec. / 2 lbs. / 4			8					
		10	DX+0	L					
and the second s	* Includes: -1 from 'Shyness'								

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

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

PARE	RY	P	ARR	Υ	BL	оск		D	ODGE	(ITC	HEI	R
8			8			6			6/8				
DX			DX			X			Med				
Loc.	DR	DB	HP	Loc.		R	DB	HP	Loc.	DF		DB	HP
Eyes	3	0	2	Tors	o 7/3	*+17	0	_	Legs	7/3*-	-2	0	6
Neck	2	0	_	Groi	n 7/3	*+2	0	_	Feet	7/3+	2	0	4
Skull	11	0	_	Arms	3	2	0	6					
Face	3	0	_	Hand	ds	2	0	4					

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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

The or less: Make a H I roil 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.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

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

 Por 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.

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

SLAM TABLE									
1–2	1–2 3–5 6–9 10–14								
1d-3	1d-2	1d-1	1d						

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

LOAD-OUTS						
Qty	Backpack	Cost				
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb	7580	64.62 lb			
	Contents - Cost: 7080, Weight: 60.62 lb Description: TL:9 LC:4 A framed backpack that holds 100	lbe of goar m	ado from			
	ultra light materials.					
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proot wrapper, counts	20	1.6 oz			
1	Food Tablets {p. wiki}	240	1.6 oz			
	12 11 10 9 8 7 6 5 4 3 2 1					
	Description: TL:9 LC:4 12 Meals; Developed for use in missions, these food items are small colored pills that					
	in size due to the extraction of all moisture. Quite tasty flavors, such as French fries, hamburger, etc.), each ta	(they come in	various			
	the nutritional requirements of a full meal.	abiet also mana	iges to meet			
1	Glowstick, Emergency Light {p. wiki}	50	12.8 dr			
1	Description: TL:9 LC:4 2m radius; white light; 24h reFresh Filtration, Canteen {p. wiki}	180	2.5 lb			
	100,99,98,97,96,95,94,93,92,91,90,89,88,87,86,85,84,83,82,81					
	70 69 68 67 66 65 64 63 62 61 60 59 68 57 56 55 54 53 52 51 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21					
	10 9 8 7 6 5 4 3 2 1	20 19 18 17 16	15 14 13 12 11			
	Description: TL:9 LC:4 1I; Purifies 1I 30' - impurities, sa	alts, microbes,	poisons;			
30	Filter 100 uses - color indictes replacement VauITec Survival Ration {p. wiki}	300	6 lb			
50	Per Unit - Cost: 10, Weight: 3.2 oz					
3	Description: TL:9 LC:4 Shelf-life of 250 years, needs 0 Camel Bag {p. wiki}	0.5I water to be 120	edible 24.75 lb			
J	Per Unit - Cost: 40, Weight: 8.25 lb		••			
	Description: TL:8 LC:4 A plastic bag filled with a gallor allows drinking when in the backpack.	n of drinking wa	iter, a hose			
1	Sleeping Bag {p. B288}	25	7 lb			
1	Description: TL:6 Notes: For normal conditions.	40	1 6 07			
	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissory, small kn		1.6 OZ rs, bottle			
4	opener and toothpick					
1	Purse (_Free, *0) {p. B288} Contents - Cost: 300, Weight: 14.72 oz	300	14.72 oz			
100	Description: TL:0 Notes: Holds 3 lbs.	100				
180	Cap {p. wiki} Per Unit - Cost: 1, Weight: 1.28 dr	180	14.4 oz			
	Description: TL:9 LC:4 In the Core Region, the rela					
	made them a perfect currency for Hub merchants to leading to the nickname "Hubbucks". Backed by the					
	merchants supported bottle caps because the tech and paint their surfaces had been mostly lost in the					
	any counterfeiting efforts. Secondly, there are a lim	nited number of	bottle caps,			
	which preserve their value against inflation to some can trade one cap for one liter of clean drinking wa		e Hub you			
1	NCR Golden Nugget (p. wiki)	120	5.12 dr			
	Description: TL:3 LC:4 The NCR mints this small grof water.	old coin. It's wo	orth a month			
1	Personal Basics (p. B288)	5	1 lb			
	Description: TL:0 Notes: Minimum gear for camping: -2 it. Includes utensils, tinderbox or flint and steel, towel,					
1	VaulTec NBC Mask (Eyes,Face)	400	1 lb			
	Description: This mask can filter out all inhaled agents nerve gas or other contact agents if combined with a S					
	medium must be replaced periodically; cost varies from	n a \$100 cartrio	dge (One			
	filter provides up to 4 hours of usage.to filter heavy du the whole mask (in a chemicalwarfare environment). It					
	on and one to take off. Notes: [notes]					
	Location: eyes, face					
1	VaulTec NBC Suit/TL9 (full suit,	400	3 lb			
	Skull) Description: TL:9 LC:2 DR:2 Notes: A simple sealed si	uit, with a firen	oof and			
	chemicalretardant coating but no other features. Cargo hangar-bay crews, and some industrial workers often v	handlers, haz	mat teams,			
	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 Notes: [notes]	of the VaulTed	NBC Mask.			
	Usernotes: Defekt					
1	Location: full suit, skull Mehler MIL-100, Boots {p. B284}	150	2.2 lb			
•	Description: TL:7 LC: DR:5/2 Notes: [2,6] Concealab	le as or under	clothing.			
	Split DR: use the higher DR only if the attack strikes up footwear).	nderside of the	foot (if			
	Notes: [2,6]					
1	Mehler MIL-110, Helmet {p. B285}	250	2.2 lb			
	Description: TL:7 LC:4 DR:5		10			
1	Location: skull Mehler MIL-120, Assault Vest	700	5.7 lb			
1	{p. B284}	700	5.7 10			
	Description: TL:7 LC:3 DR:5/2* Notes: [1] Split DR: use					
	against piercing or cutting attacks; use the second, lov damage types.	ver DR against	all other			
	Notes: [1]					
	Location: torso, groin					

	LOAD-OUTS (continued)		
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki}	7580	64.62 lb
1	H&K Assault System, 10mmCLP	3900	4 lb
	{p. wiki} 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 2	20 19 18 17 16	15 14 13 12 11
	10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC:2 Ammo:0.8 lb. Damage:3d+1 pi+ /		
	RoF:10 Shots:40+1(3) ST:9† Bulk:-3 RcI:2 Skill:Guns (S H&K AS became infamous after the 2068 hostage incide		
	Totals:	7580	64.62 lb
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin	180	39.75 lb
	Contents - Cost: 180, Weight: 39.75 lb Description: In GCA a "Parent" item can have other traits as	signed to it a	s "Children."
	This is essentially an organizational structure, allowing you	to file multiple	e traits
	together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden!		
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format	"Show Comp	onents."
	item may be assigned as a parent by right clicking on it and	selecting "Ma	ake Parent";
3	this entry is here for convenience, as it is automatically desi Camel Bag {p. wiki}	ignated a Par 120	ent. 24.75 lb
3	Per Unit - Cost: 40, Weight: 8.25 lb	120	24.75 10
	Description: TL:8 LC:4 A plastic bag filled with a gallon of	of drinking wa	ter, a hose
30	allows drinking when in the backpack. Traveler's Rations {p. B288}	60	15 lb
	Per Unit - Cost: 2, Weight: 8 oz		
	Description: TL:0 Notes: One meal of dried meat, cheese Totals:	e, etc. 180	39.75 lb
Otre		Cost	Weight
Qty 1	« Combat » Combat	19880	47 lb
•	Contents - Cost: 19880, Weight: 47 lb		
	Description: In GCA a "Parent" item can have other traits as This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item	a "child" righ	it click on it
	and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting	by default; yo "Show Comp	u may snow onents."
	Once displayed the children will be shown in a "tree" format	under the pa	rent. Any
	item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically desi		
1	Armor	4510	24.1 lb
	Contents - Cost: 4510, Weight: 24.1 lb Description: In GCA a "Parent" item can have other traits	s assigned to	it as
	"Children." This is essentially an organizational structure	e, allowing yo	u to file
	multiple traits together under the parent item if you wish. "child" right click on it and select "Make Child of" The o	child items wi	II be hidden
	by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child		
	"tree" format under the parent. Any item may be assigne	d as a parent	by right
	clicking on it and selecting "Make Parent"; this entry is h is automatically designated a Parent.	ere for conve	nience, as it
1	VaulTec Jumpsuit	1800	3 lb
	Description: A TL9 blue, long sleeved jumpsuit, yellowand a large 13 in a circle on the back. Armored (Flex		
	water proof, breathable and can be worn layered with	nout penalty.	Gives 2 DR
	on groin, torso, limbs, feet, hands, neck and skull. Ac rolls against heat and cold.	iditional, it giv	/es +1 to
	Notes: [notes]		
1	Location: full suit, skull Mehler MIL-90, Boots {p. B284}	200	2.2 lb
•	Description: TL:7 LC: DR:7/3 Notes: [2,6] Conceala	ble as or und	er clothing.
	Split DR: use the higher DR only if the attack strikes footwear).	underside of	tne toot (if
	Notes: [2,6]		
1	Location: feet Mehler MIL-91, Helmet {p. B285}	325	2.2 lb
	Description: TL:7 LC:4 DR:7		
1	Location: skull Mehler MIL-91a, Facemask	65	12.8 oz
	{p. B285}	00	. 2.5 02
	Description: TL:7 LC:4 DR:2		
1	Location: face,eyes Mehler MIL-92, Assault Vest	910	5.7 lb
	{p. B284}		
	Description: TL:7 LC:3 DR:7/3* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, lo		
	damage types.	J. Di i ayal	an outer
	Notes: [1] Location: torso, groin		
1	Mehler MIL-92a, Assault Vest	560	7 lb
	Inserts {p. B284}		
	Description: TL:7 LC:3 DR:15 Notes: Must be used in Assault Vest. Can not be concealed.	n conjuction w	ith an
	Location: torso		0.0"
1	Mehler MIL-93, Assault Leggings	650	3.2 lb
	{p. B284} Description: TL:7 LC:3 DR:7/3* Notes: [1] Split DR: u	se the first. h	igher DR
	against piercing or cutting attacks; use the second, lo		
	damage types. Notes: [1]		
	Location: legs		

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	VersaHold, Pistol Holster {p. wiki}	19880 1880	47 lb 3.2 lb
	Per Unit - Cost: 350, Weight: 9.6 oz		0.2.0
	Contents - Cost: 1530, Weight: 2.6 lb Description: TL:9 LC:4 Made out of ultra-tech fibers and		
	holster can fit any TL9 sidearm and two magazines. It gworn in the open.	ives +1 to Fas	t-Draw if
1	H&K UCP III, 7.5mmCLP (p. wiki)	1350	2 lb
	3029282726 2524232221 2019181716 1514131211 Description: TL:9 LC:3 Ammo:0.3 lb. Damage:2d+2		
	RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns Koch Universal Caseless Pistole III was the standar	(Pistol), The H	eckler &
	western law enforcement forces before the war.		trious
2	H&K UCP III, 7.5mmCLP	180	9.6 oz
	(Magazine, 30 Cartridges) Per Unit - Cost: 90, Weight: 4.8 oz		
	Description: TL:9 LC:4 A full reload including a mag beltbox, if applicable.	azine, speedlo	ader or
1	VaulTec Load Bearing Gear (p. wiki)	6640	12.2 lb
	Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 5890, Weight: 11.2 lb		
	Description: TL:9 LC:4 Belt and suspenders with pouch Made of ultra light fibers and titanium to be very light. E		
	gear which can be accessed with fast draw or a ready r	naneuver.	
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; h	150 elm mountable	3.2 oz
	rail compatible		
2	Stimpack Per Unit - Cost: 200, Weight: 3.2 oz	400	6.4 oz
	Description: A small disposable first-aid item, when		
	instantly closes any wound and restores +5 hit point Millions of stimpacks were made before the war, an	d any surviving	high-tech
	medlabs can produce these. Form: Injection. Injection with a +2 bonus. It takes about 1 second to apply or		
1	None. Time: Takes effect immediately. VaulTec Radio Headset {p. wiki}	1000	8 oz
	Description: TL:9 LC:3 Power:2B/10 hr. Secure; pall		
	res camera and screen for video transmiting; Can be Explorer XXX, eg. for data storage.	e connected to	the Rolex
1	KABAR Survivor, Tactical Knife	450	8 oz
	(Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) out Boook:(1 Bornet
	ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp	Reach:C Par	ry:0 ST:5
	Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Ra Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife	e)], This small,	superfine
	Knife was used by the US Marines prior to the Fall. to be carried concealed on wrists or ankles.	It's sheat allow	s the blade
1	Steinesack	0	1 lb
1	Description: 500 Steine Zeiss Scout {p. wiki}	2500	3 lb
	Description: TL:9 LC:4 Power:C/10 hr. Hyperspectra		
	HQ, 2 wks LQ), HUD, 16x mag., Battery 10h/C, +1 \ Forensics, Observation, Search	rision, Trackin	
2	Line Syntsilk 3mm {p. wiki}	40	3.2 oz
	Description: TL:9 LC:4 This a synthetic line made of		
	Supports 400 lbs. 10 yards of line. This is the safe vertheoretical breaking strain is five times as much. If each of the safe vertheoretical breaking strain is five times as much.		
	roll vs. the rope's HT 12 at -1 per multiple of working stressed to see if it snaps.	g load whenev	er it is
4	Remington NACS, 18.5mmPC (5	600	2.4 lb
	Shells Slug) Per Unit - Cost: 150, Weight: 9.6 oz		
	Description: TL:9 LC:4 A full reload including a mag	azine, speedlo	ader or
5	beltbox, if applicable. Remington NACS, 18.5mmPC (5	750	3 lb
	Shells 00Buck)		
	Per Unit - Cost: 150, Weight: 9.6 oz Description: TL:9 LC:4 A full reload including a mag	azine, speedlo	ader or
1	beltbox, if applicable.	5000	4.8 oz
1	Rolex Explorer XXX {p. wiki} Description: TL:9 LC:4 Survival watch; Bio Monitor give	s Physician a	bonus to
	diagnose patient wearing watch (+1 Diag); Chronomete work); Inertial & Mag. Compass & Map (+2 Navi); Beach		
4	(Complexity 3, 1TB); 2D 1 inch display	, , , , , , , ,	,
1	PSI Description: In GCA a "Parent" item can have other trai	ts assigned to	it as
	"Children." This is essentially an organizational structure	re, allowing yo	u to file
	multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The	child items wil	I be hidden
	by default; you may show the child items by right clickir selecting "Show Components." Once displayed the chil		
	"tree" format under the parent. Any item may be assign		by right
	"tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.		by right
1 1	"tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is		by right

_			Human
	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	Combat	19880	47 lb
1	VersaReady, Longarm Patrol Sling {p. wiki} Per Unit - Cost: 500, Weight: 1.2 lb Contents - Cost: 1350, Weight: 6 lb	1850	7.2 lb
	Description: TL:9 LC:4 VersaReady, Longarm Patrol Sli longarm in combat it will swing back into a fast-draw rea		
1	Remington NACS, 18.5mmPC {p. wiki} Slug [5][4][3][2][5][0][5][6][6][6][6][6][6][6][6][6][6][6][6][6]	1350	6 lb
	Description: TL:9 LC:3 Ammo:0.6 lb. [Mode:Slug, 18 pi++ Acc:3 Range:100/500 RoF:3 Shots:5+1(3i) ST: Skill:Guns (Shotgun)], [Mode:00Buck, 18.5mmPC D: Range:40/500 RoF:3x9 Shots:5+1(3i) ST:10† Bulk:0 was a prominent choice amongst hunters before the game.	10† Bulk:-5 R amage:1d+1 p i.5 Rcl:1 Skill:	cl:4 ni Acc:3 , The NACS
	Totals:	19880	47 lb
	SCRATCH PAD		
	001111111111111111111111111111111111111		
	CAMPAIGN LOG		
Point		(total) 9	
Flesh	wounds		0.04.2177
	iesoldat schiesst in den Arm, 3 Treffer	20	0.04.2177
	ie Impfung gefunden		
	mind gefunden, versuchen zu verarschen		
13.05.2	012: 5 pts		04.64
	eit II ult 14 012: 5 pts	18	3.04.2177
		stag 15. A	pril 2177
Char	acter created using GURPS Character Ass		ree feve
	TS SUMMARY	<u> </u>	Pts
	Attributes, Secondary Characteristics		[120]
Adva	ntages, Perks		[149]
Disac	vantages, Quirks		[-55]
Skills	Techniques Total Point	- 0	[48]
	Total Point		262
	Unspen	t Points:	2



NOTES

Overmind weiss, dass Fokker ein PSI ist.