

Name: Rudy 'Lynx' Roberts

Race: Human Appearance:

Player: Sven Mangold Ht: 1.88 m Wt: 195 lbs Age:

Spent: 254 Unspent: 8

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic 7 Speed 7	[5]
DX	16	[120]	Will	12	[0]	Basic 7 Move 7	[0]
IQ	12	[40]	Per	12	[0]	BL 24 II	O (ST	×ST)/5
нт	11*	[10]	FP	11	[0]	Thr 1d-1	Sw 1d	+1
TL	9					[0]	SM +0		
* Cond	litional: +1 f	rom 'F	it'							

Vision	12	Fright Che	ck	14*	High Jump	2.67 ft
Hearing	12	Conscious	ness	12†	Money	12500‡
Touch	12	Death Che	ck	12 [†]		
Taste/Smell	12	Broad Jump	3.67	7 yd		
* Includes: +2 from 'Combat Reflexes'			± Inclu	ides: +1	000 from 'Compact	Targeting

† Includes: +1 from 'Fit'

Scope', +28000 from 'H&K P39, 1 10mmCLRETC'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
		1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS					
	1-Hand	2-Hand	Shove /	Carry on	Shift
Name	Lift*	Lift [†]	Over [‡]	Back§	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 while over X-H	n, one
Takes 4 Seconds	to complete	1 8	LUSE I FF/Sec	Willie Over X-m	ry enc.

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: -2*
* Includes: -2 from 'Bully'; Conditional: -2 from 'Paranoia', +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +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]			

F	ts
[0]
	F

ADVANTAGES	
Name	Pts
Combat Reflexes (p. B43)	15]
Fit {p. B55}	5]
Frontline Leader 2 (p. B89)	10]
Description: This Talent gives a bonus to Intelligence Analysis, Leadership, Savoir- Faire(Military), Strategy, Tactics, Soldier	
Gizmo 1 {p. B58}	5]
Gunslinger (p. B58)	25]
Luck {p. B66, P59}	15]
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the	0]
time, *1; Small class, *1/3) {p. B27}	
Signature Gear (Laser Sniper Rifle) 2 (p. B85)	2]
]
]

	PERKS	
Description: You can ricochet búllets off surfaces to hit a target behind a hostage, around a corner, etc. The DR and HP of the things you're bouncing shots off aren't important – what matters is that these objects are convincingly hard. Roll to hit as usual, using the full range along the indirect path to the target, and add -2 per ricochet. You must specialize by shooting skill. Flimsy Cover {p. GF19} Description: They can't hit what they can't seel Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-popular overturned saloon table will shed enemy bullets like tank armor, regardless of DR and HP. This only works against small arms – and only while you hide. As soon as you expose yourself, the world works normally again. Gun Shtick – Stone-Cold Killer (Guns (Pistol)) {p. B101, MA51, GunFu19} Description: Every shot you fire is an instrument of intimidation! You don't just shoot enemies – you blast them through windows, blow off their limbs, and produce fountains of gore. On any turn during which you shoot someone and inflict a wounding effect beyond mere injury – crippling, knockdown, death, etc. – make an immediate shooting skill roll. Success lets you try Intimidation against any witnesses as a free action. Quick Reload (Detachable Magazine) {p. GF21} Description: You can reload in record time! You must specialize by reloading scheme: Detachable Magazine (for most modern automatics). A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film! Tracer Eyes {p. GF22} Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or be		Pts
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Walking Armory (p. GF23)	Eyes {p. GF22} on: You can see the paths of your bullets as they speed toward their henever you fire more than one shot at a target per turn, you get a lative +1 to skill. This becomes a realistic perk for experienced shooters	1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (p. 15) for undetectable guns.	on: No matter how many guns you carry, their weight never counts as ance.Moreover, you need not concern yourself with the practicalities of where you carry them all. The weapons are still there, though – get	1]

DISADVANTAGES	
Name	Pts
Bully (15 or less, *0.5) {p. B125}	[-5]
Fanaticism (Vault über alles) (p. B136)	[-15]
Lecherousness (12 or less, *1) {p. B142}	[-15]
Paranoia (p. B148)	[-10]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
	[]
	[]

QUIRKS		
Name	Pts	
Bunker4Life Description: You've grown up in a bunker, have never seen the light of day and act	[-1]
accordingly.		
Chauvinistic {p. B164}	[-1	·]
Nervous Stomach (p. B165)	[-1]
Staid {p. B164}	[-1	
Trademark (Cracks Knuckles) {p. B164}	[-1]
	[]
	Г	1

Rudy 'Lynx' Roberts Human

SKILLS			
Name	Level	Relative	Pts
Acrobatics (p. B174)	14	DX-2	[1]
Area Knowledge (Free Nevada)	12	IQ+0	[1]
{p. B176}			
Armoury/TL9 (Small Arms) {p. B178}	11	IQ-1	[1]
Climbing {p. B183}	15	DX-1	[1
Computer Operation/TL9 {p. B184}	12	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	15	DX-1	[1
Driving/TL9 (Motorcycle) {p. B188}	15	DX-1	[1
Fast-Draw/TL9 (Ammo) {p. B194}	17*	DX+1	[1
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1
First Aid/TL9 (Human) {p. B195}	12	IQ+0	[1
Forced Entry {p. B196}	16	DX+0	[1
dGuns/TL9 (Light Machine Gun) {p. B198}	17	DX+1	[1
dGuns/TL9 (Pistol) {p. B198}	17	DX+1	[1
Guns/TL9 (Rifle) {p. B198}	19	DX+3	[8]
dGuns/TL9 (Shotgun) {p. B198}	17	DX+1	[1
dGuns/TL9 (Submachine Gun) {p. B198}	17	DX+1	[1
History (The Old World) {p. B200}	10	IQ-2	[1]
Holdout {p. B200}	11	IQ-1	[1
Intelligence Analysis/TL9 {p. B201}	12†	IQ+0	[1
Interrogation {p. B202}	11	IQ-1	[1]
Intimidation (p. B202)	11‡	Will-1	[1]
Leadership {p. B204}	13†	IQ+1	[1
Meditation {p. B207}	10	Will-2	[1]
NBC Suit/TL9 (p. B192)	15	DX-1	[1
Observation {p. B211}	11	Per-1	[1
Savoir-Faire (Military) (p. B218)	14†	IQ+2	[1]
Savoir-Faire (Vault) {p. B218}	12 12	IQ+0	[1
Scrounging {p. B218}	13†	Per+0	[1]
Soldier/TL9 {p. B221}	15	IQ+1	
Stealth (p. B222)	12†	DX-1 IQ+0	1
Strategy (Land) {p. B222}	12†	IQ+0 IQ+0	1
Tactics (p. B224)	11	Per-1	[1
Tracking {p. B226}	9	IQ-3	I 1
Zen Marksmanship (Guns (Rifle))	9	IQ-3	l '.
{p. HT250, GunFu24} Usernotes: Modifiers: -10 if used instantly, dropping to -			
5 after 1 turn of concentration, -4 after 2 turns, -3 after 4			
turns, -2 after 8 turns, -1 after 16			
turns, and no penalty after 32 turns.			г .
			L r
			<u> </u>
			[.
* Includes: +1 from 'Combat Reflexes'	ional: -1 fr	om 'Reputation (A	L .
		when your reputa	
works ag	ainst you		

Rudy 'Lynx' Roberts Human

		MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	16		1d-2 cr	С	_	_	_	
Skill used: DX								
Kick	14	_	1d-1 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	16	12	1d-2 cr	C	_	_	_	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine):	12	10	1d(2) cut	C,1	5	.5	4	
swing Skill used: DX-4								
KABAR Survivor, Tactical Knife (Superfine):	<u>-</u>	10	1d(0) imp	c	5	.5		
	12	10	1d(2) imp		5	.5	4	
thrust								
Skill used: DX-4								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

			R/	NGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC I	Notes
H&K P39, 10mmCLRETC: Primary Skill used: Guns (Rifle)	19	6dx2 pi++	7	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	3	
H&K P39, 10mmCLRETC: APEP Skill used: Guns (Rifle)	19	6dx2(3) pi+	7	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	1	
H&K P39, 10mmCLRETC: APHC Skill used: Guns (Rifle)	19	6dx2(2) pi+	7	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	2	
H&K UCPs III, 10mmCLP Skill used: Guns (Pistol)	17	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	2.5	3	
KABAR Survivor, Tactical Knife (Superfine): thrown Skill used: DX-4	12	1d(2) imp	_	6 yd / 11 yd	1	T(1)	5	-1	_	.5	4	

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*.

PAR	RY	P	ARR	Y	BLOCK	(D	ODGE	0.	THE	R
12	*		12*		10*			11*			
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	_	Hand	s 2	0	4				
* Includes	s: +1 fror	n 'Com	bat Re	eflexes'							

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	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
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
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.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death

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

O 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	5–8							
1d-3	1d-2	1d-1							

	TECHNIQUES		
Name	Level	Relative	Pts
			[]
			ĪĪ

Rudy 'Lynx' Roberts Human

Obj. Backspack Farmer (p. wild) 2590 50.52 ib		LOAD-OUTS			1		LOAD-OUTS (continued)		
1 Mammut Backgook, Frame (p. wile) 2580 505 /b Por 1st Cotago Weiger at 9 Decision T. B. (C.4 A financial soles) final fields 900 bed gene mere from control of the property of the contro	Qtv		Cost	Weight	Qtv	« Combat »	LOAD-OUTS (continued)	Cost	Weight
Contracts - Case - 2006, Wight + 46.9 Bit. A Combrol C, Candy & Fig Wight - 15.0 Combrol C - 10.0 Combro		Mammut Backpack, Frame (p. wiki)				Combat			
usin for recentable 1 Approach (C, Party Start (P, Wild) 1 Approach (C, Party Start (P, Wild) 1 Pood Tablets (P, Wild) 2 Discontinue 1 1 Start (P, Wild) 3 Discontinue 1 1 Start (P, Wild) 4 Discontinue 1 1 Start (P, Wild) 3 Discontinue 1 1 Start (P, Wild) 4 Discontinue 1 1 Start (P, Wild) 5 Discontinue 1 1 Start (P, Wild)		Contents - Cost: 2080, Weight: 46.52 lb						ssigned to it a	s "Children."
1 Afornbrid (Carrie) Series (), wile) 2 Descriptor 1 of 12-4 your voice unique, could as a ment 1 of 2 Program of 12-10			lbs. of gear, m	ade from					
Food Tablets (p. Wel) Descriptor T. 13 LO 21 Makes (beetgaged for user in inspressor season that the control of the control o	1	Atombrot, Candy Bar (p. wiki)		1.6 oz		and select "Make C	child of" The child items will be hidden	by default; you	u may show
Descriptor 1: \$1.0.01 to these Chevologed for use in large range appointment of the control of t	1			1607		Once displayed the	children will be shown in a "tree" forma	t under the pa	rent. Any
Description: Till of Los Maries Developed for use on the ground personal condition is sen due to the description of all senders. Sets in Senders this, sentralized, personal conditions are continued to the condition of the sets of the condition of the conditions of		1211 10 9 8 7 6 5 4 3 2 1							
Descriptor: 1.0 Care 1.0 gas 1.0 miles (1.0					1	Armor			
He numbroad requirements of a full irrinal. Glowelick, Emergency Light (p. Wild) 1 ref-risph Filtration, Cartisen (p. Wild) 2 ref-risph Filtration, Cartisen (p. Wild) 2 ref-risph Filtration, Cartisen (p. Wild) 3 ref-risph Filtration, Cartisen (p. Wild) 3 ref-risph Filtration (p. Wild) 3 ref-risph Filtration (p. Wild) 4 ref-risph Filtration (p. Wild) 4 ref-risph Filtration (p. Wild) 5 ref-risph Filtration (p. Wild) 6 ref-risph Filtration (p. Wild) 7 ref-risph Filtration (p. Wild) 8 ref-risph Filtration (p. Wild) 9 ref-risph Filtration (p. Wild) 1 ref-risph Filtration (p. Wild) 2 ref-risph Filtration (p. Wild) 3 ref-risph Filtration (p. Wild) 4 ref-risph Filtration (p. Wild) 4 ref-risph Filtration (p. Wild) 5 ref-risph Filtration (p. Wild) 5 ref-risph Filtration (p. Wild) 6 ref-risph Filtration (p. Wild) 6 ref-risph Filtration (p. Wild) 7 ref-risph Fil		in size due to the extraction of all moisture. Quite tasty	(they come in	various		Contents - Cost Description: In (: 2900, Weight: 13.1 lb GCA a "Parent" item can have other trait	s assigned to	it as
1 GlOWSIDA, Emergency Light (p. wild) 180 2.5 ib possible in Emiliation Control (p. wild) 180 2.5 ib possible in Emiliatio				ages to meet					
Territoria Fill Fill and Co. Carelles (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	1		50	12.8 dr		"child" right click	k on it and select "Make Child of" The	child items wil	l be hidden
clicking on it and selecting "Use of process of the commence, as it is processed in the commence of the commen	1		180	2.5 lb		selecting "Show	Components." Once displayed the child	dren will be sh	own in a
GENERAL SECTION CONTRIBUTION CO				75 74 73 72 71					
Description: T. 13 (L.5.4 I), testiles 1130 - injurities, salls, microbes, poisons, poisons, poisons, the second of the back poisons, the second of the back poisons, the second of the back poisons, and a large 13 is an early of the second of the back poisons, and a large 13 is an early of the second of the back poisons, and a large 13 is an early of the second of the back poisons, and a large 13 is an early of the second of the back poisons, and a large 13 is an early of the second of the back poisons, and the second of the back				15 14 13 12 11	- 1			1000	2 lb
Filter 100 uses: color biolites replacement						Description:	A TL9 blue, long sleeved jumpsuit, yello	w stripes on tl	ne sides
Solid Part Unit Cost 10 Weight 12 Cost 9 of the 2 of 50 years, needs 0.5 want in the collabor 20 of 10 per 10 pe			alts, microbes,	poisons;					
Description: T. S. LO2 & Short file of 250 years, needs 0.5 what to be entitle: 3 Carmel Bag (p. Wild) For Limit: Cost: 40, Weight: 8.25 ib Description: T. S. LO2 & place has been described with a gallon of drinking water, a hose been proportion: T. S. LO2 & place has been proportion. T. S. LO2 & place has been place has been proportion. T. S. LO2 & place has been proportion. T. S. LO2 & place has been proportion. T. S. LO2 & place has been place has been proportion. T. S. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P. LO2 & place has been placed by the value of value. P	30	VaulTec Survival Ration (p. wiki)	300	6 lb		on groin, tors	so, limbs, feet, hands, neck and skull. Ac		
Description: T.B. ILCA A place load with a gallon of dimiting water, a hose afflowed drinking water in the brackpack. 1 Sleeping Bag (p. 1286) 1 Sleeping Bag (p. 1286) 2 Services: T.P. ILCA Services and the services of the bott (if water) in the brackpack. 1 Victorinox Sussis Army Kinfe (p. wike) 2 Description: T.P. ILCA Services part of the services of the bott (if water) in the place of the services of the bott (if water) in the place of the services of the bott (if water) in the place of the services of the bott (if water) in the place of the services of the bott (if water) in the place of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the control of the services of the bott (if water) in the services in the services of the bott (if water) in the services of).5I water to be	edible		Notes: [note:	s]		
Description: T.L. 1.C.4 A plastic bag little with a gallon of drinking water, a horse interesting allowed individual water. A horse interesting allowed in the backgrown of the proper and collegion. 1. Siceping Bag (p. B288) 1. Description: T.L. 1.C.4 Screwdriver, estasory, small kerile, the executes, bottle opposer and collegion. 2. Contents: Cost: 500. Weight: 1.47 or or Description: T.L. 1.C.4 Screwdriver, estasory, small kerile, the executes of the local formation of the l	3		120	24.75 lb	1	Location: full Mehler M	I suit, skull IIL-100. Boots (p. B284)	150	2.2 lb
Sileeping Bag (p. B288)		Description: TL:8 LC:4 A plastic bag filled with a gallor	n of drinking wa	ater, a hose		Description:	TL:7 LC: DR:5/2 Notes: [2,6] Conceals	able as or und	er clothing.
Description: TLP Avies For normal conditions. Victorinon X Swiss A my Kniffe (p. wilk) Purse (_Free,_T0) (p. B288) Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 14 72 oz Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Contents - Cost : 500. Weight: 12 oz - Cost : 500. Oz - Cost	1		25	7 lb		footwear).	e the nigher DR only if the attack strikes	underside of t	ne ioot (ii
Description: T.1 C.4 Serweddner, acknowly, and knille, file, tweezers, bottle covers and toothipics. 1 Purse (_Free, '0) (p. B288) 300 14.72 oz Contents: Cost 300, Weight 14.72 oz Contents: Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 14.72 oz Description: T.1 Close Holds 3 has a content of the Cost 300, Weight 17.91 by Contents Cost 300, Weight 3.2 or 100, Weight		Description: TL:6 Notes: For normal conditions.				Location: fee	et		
Purse (Free, 70) (p. 1288) 180 Cap (p. wiki) 180 14.4 oz per time: Cost 1, Weight 1.4 2 oz gomether. Cost 1, Weight 1.4 2 oz gomether. Cost 30, Weight 1.4 2 oz gomether. Cost 30, Weight 1.4 2 oz gomether. Cost 1, Weight 1.2 or a cost 1, Weight 1.2 or a cost 1.4	1				1			250	2.2 lb
Contents Cost 300, Weight: 14.7 2c pecception TL 9 Notes: Holds 3 lbs. 180	4		200	14 79 07		Location: ski	ull		
180 Cap (p, wiki) 180 14.4 oz 180 180 14.4 oz 180	'	Contents - Cost: 300, Weight: 14.72 oz	300	14.72 02	1			700	5.7 lb
Per funit - Cost 1, Weight 1: 28 dr Description: T. 19 C/24 in the Core Region, the relative scarcity of bottle cape made them a perfect currency for Hub merchants to adopt in the 22nd century, leading to the nickname "Hubbuck". Seadod by the value of water, the Hub- many counterfeting efforts. Secondly, these are a limited number of bottle cape, which preserve their value against initiation to some degree. In The Hub you can trade one spir for one liter of clean chinking water. 1 NCR Golden Nugget { p. wiki} 120 5.12 of Description: T.1.3 I.C.4 the KIR miniming again to make the properties of the control of wilter. 1 Personal Basics { p. B288} 5 1 b Description: T.1.0 Notes: Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It includes the B. Minimum gase for camping- 2 to any Survival roll without It include	180		180	14 4 07		Description:	TL:7 LC:3 DR:5/2* Notes: [1] Split DR: u		
Notes: [1] Location: nono, grind part their surginame "Nutbucks" Sacked by the value or water, the high merchants supported bottle caps because the technology to manufacture them and paint their surginame "Nutbucks" Sacked by the value of value, the high and paint their surginame "Nutbucks" Sacked by the value of value against indiation to some despress. In the Huby or which preserve their value against indiation to some despress. In the Huby or which preserve their value against indiation to some despress. In the Huby or percentage of the preserve their value against indiation to some despress. In the Huby or percentage of the surginame of the percentage of the value of the percentage of the percentage of the percentage of the value of the surginal produces with pouches and rings for per Manufacture them to describe the percentage of the value of the surginal produces with pouches and rings for gere which preserve their value against intended to the surginame of the value of th		Per Unit - Cost: 1, Weight: 1.28 dr						ower DR agair	nst all other
1		made them a perfect currency for Hub merchants to	adopt in the 2	22nd century,		Notes: [1]			
and paint their surfaces had been mostly lost in the Great War, which limited any counterfeiting efforts. Secondly, there are a limited unuber of bottle cape, which preserve their value against inflation to some degree. In The Hub you can trade one cap the rote of their office of the provides up to a floor of lied of clean dinking water. 1 NCR GOIGEN Nugget (p. wilk) 1 Personal Basics (p. B288) 5 1 Ib Description: TLO Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes userable, includes usera					1	VaulTec Lo	ad Bearing Gear (p. wiki)	5370	8.9 lb
which preserve their value against inflation to some degree. In The Hub you can trade one age for one liter of clean driving water. 1 NCR Golden Nugget (p. wilk) 120 5.12 of Description: T.3 LC4 The NCR mitted that sail gold coin. It's worth a month of water. 1 Personal Basics (p. B288) 5 1 lb Description: TL0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes uterelis, inderbox or film and steel, towel, etc., as TL permiss. 1 VaulTec NBC Mask (Eyes,Face) 400 1 lb Description: TL0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes uterelis, inderbox or film and steel, towel, etc., as TL permiss. The received proportion of the same can filter out all inhabed agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outift. The filter medium must be replaced periodically, cost varies from a \$100 carridge (One filter provides up to 4 hours of usage to filter heavy dust or pollen) to replacing the wholen mask (no 4 chemicalwafare environment). It takes two seconds to put who with mask diston or usage to filter heavy dust or pollen) to replacing the wholen mask (no 4 chemicalwafare environment). It takes two seconds to put who with mask diston or usage to filter heavy dust or pollen) to replacing the wholen mask (no 4 chemicalwafare environment). It takes two seconds to put who with mask diston or the value of the value of the war, and any surviving high tech mediabs can produce these. Form: Injection: regular a First Aid roll with a 2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately one of the war, and any surviving high tech mediabs can produce these. Form: Injection: Injection: Tull Surviving high tech mediabs can produce these. Form: Injection: Tull Surviving high tech mediabs can produce these. Form: Injection: Tull Surviving high tech mediabs can produce these. Form: Injection: Tull Surviving high tech mediabs can produce these. Form: Injection: Tull Surviving hig		and paint their surfaces had been mostly lost in the	Great War, w	hich limited		Per Unit - Cost: Contents - Cost	750, Weight: 1 lb : 4620, Weight: 7.9 lb		
1 NCR Golden Nugget (p. wijk) 120 5.12 dr		which preserve their value against inflation to some	e degree. In Th						
1 Personal Basics (p. 8288) 5 1 lb Description: TL-9 Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensits, inderbox or fill in and steel, towel, etc., as TL permits 1 lb Description: TL-9 Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensits, inderbox or fill in and steel, towel, etc., as TL permits 1 lb Description: TL-9 Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensits, inderbox or fill in and steel, towel, etc., as TL permits 1 lb Description: TL-9 Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensits, inderbox or fill in and steel towel, etc., as TL permits 1 lb Description: TL-9 LC-8 Mask (Eyes, Face) 1 VaulTec NBC Mask (Eyes, Face) 1 VaulTec NBC Suil/TL-9 Description: TL-9 LC-2 DR: Notes: A simple sealed suit, with a fireproof and chemicalteradratic ordating but no other features. Cargo handlers, hazarat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright cofor such as orange or yellow. At pin 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] Totals: 2580 50.52 lb Ordents: Cost: 180, Weight: 9.75 lb Comments: Cost: 180, Weight: 9.75 lb Core 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 he assigned to it as "Children" this energiation: TL-9 LC-4 A plastic being disk with a gallon of drinking water, a hose allows drinking when in the backpack. 3 Carrell Bag (p. wikl) Per Unit - Cost: 40, Weight: 3.02 Description: TL-9 LC-4 Medic with a 4-2 bonus. It takes about 1 second and an advanced to the Folia. 1 VaulTec RBC Suil/TL-9 Short Salar Suil-Text Suil	1	NCR Golden Nugget (p. wiki)	120			gear which can	be accessed with fast draw or a ready m	naneuver.	
Description: TLO Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes uteralist, independent on filling and steel, towel, etc., as TL permits. 1 VaulTeC NBC Mask (Eyes,Face) 400 1 lb Description: This mask can filter out all inhaled agents. It is only effective against nerve gas or other contact agents it combined with a Sealed outfit. The filter medium must be replaced periodically; cost varies from a \$100 carridge (One filter provides up to 4 hours of usage, to filter heavy dust or polien) to replacing the whole mask (in a chemicalwarfare environment). It takes two seconds to put on and one to take off. Notes: (Include) 1 VaulTeC NBC Suit/TL9 1 Description: TL9 L0:2 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: (Include) 1 Dasser Carlin 1 Dasse: 2580 50.52 lb Description: TL9 L0:3 (Notes: Include) 1 Description: TL9 L0:3 (Notes: Include) 2 Description: TL9 L0:3 (Notes: Include) 2 Description: TL9		Description: TL:3 LC:4 The NCR mints this small go of water.	old coin. It's wo	orth a month					
1 VauITec NBC Mask (Eyes, Face) 400 1 lb Description: This make can filter out all inhaled agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outlit. The filter medium must be replaced periodically; cost varies from a \$100 carridge (One filter provides up to 4 hours of usage), to filter heavy dust or politer) to on and one to take off. Notes: [notes] 1 VauITec NBC Suit/TL9 2 Description: TL9 LC2 DR2 Notes: A simple sealed suit, with a fireproval and chemicalterizant coating but no other features. Cargo handlers, hazamat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as corage or yellow. Are jo the usual teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color was a created with the addition of the VauITec NBC Mask. Notes: [notes] 1	1		_		2			400	6407
a wound, it instantly closes the wound and restores 45 hit points. Only one Stimpack can be used per wound, except for a gunstot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, another for the exit 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] 1 VaulTec NBC Suit/TL9 2 Description: TL-9 LC:2 PR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coding 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. Air pin 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 Totals: 2580 50.52 lb Otty Base: Carlin Cost Weight 1 Base: Carlin Cost Weight 1 Base: Carlin Cost Weight: Base: Carlin Cost Weight: Base: Carlin Cost Weight: Base: Carlin Contents - Cost: 180, Weight: 39.75 lb Description: TL-9 LC: A plant leaded by designated a Parent. This is essentially an organizational student by designated a Parent. This is essentially an organizational student, advantage of the parent Any liter may be assigned as a parent by right clicking on the parent and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. Description: TL-9 LC:2 Plate 12 lb Description: TL-9 LC:2 Plate 24 hours and selecting "Now Components." Once displayed the children will be shown in a "tree" format under the parent Any learning the parent Any		it. Includes utensils, tinderbox or flint and steel, towel,	etc., as TL per		_	Per Unit - Co	ost: 200, Weight: 3.2 oz		
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 1 VaulTec NBC Suit/TL9 Description: TL9 LC2 DR2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay creew, and some industrial workers often wear frema, 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] Totals: 2580 50.52 lb Otty Base: Carlin Cost Weight 1 Base: Carlin Cost Weight: a company of the parent frem if you wish. To make an item a "child" right click on it and select "Make Child terms will be indeed 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. 3 Camel Bag (p. wiik) Per Unit - Cost 24, Weight: 8.25 lb Description: TL-3 LC-4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 30 Traveler's Rations (p. B288) Traveler's Rations (p. B288) Traveler's Rations (p. Description: Bost of the parent Any temperature of the parent Any temperature of the parent temperature of t	1					a wound, it is	nstantly closes the wound and restores -	+5 hit points. C	Only 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, lace 1 VaulTec NBC Suit/TL9 400 3 lb Description: TL9 LC2 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 Totals: 2580 50.52 lb Oty Base: Carlin Sase: Carlin Sase: Carlin Cost Weight 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 tiem if you wish. To make an item a "child" right click on it and select "Make Children will be shown in a "tere" format under the parent. Any item may be assigned as a parent by right clicking on the parent and selecting "Nake Parent"; this entity is here for convenience, as it is automatically designated a Parent. 3 Camel Bag (p. wiki) Per Unit - Cost: 40, Weight: 32.5 ib Description: TL9 LC3 A full reload including a magazine, speedloader or bettloox, it applicable. 3 Camel Bag (p. wiki) Traveler's Rations {p. B288} Fer Unit - Cost: 40, Weight: 3.25 ib Description: TL9 LC3 A full reload including a magazine, speedloader or bettloox, it applicable. 3 Traveler's Rations {p. B288} Fer Unit - Cost: 40, Weight: 1.1 ib Description: TL9 LC3 A full reload including a magazine, speedloader or bettloox, it applicable.		nerve gas or other contact agents if combined with a S	Sealed outfit. Th	ne filter					
Interwitide Hask (in A chemicarwariate environment). It takes two sections to put on and one to take off. Notes: (notes) Location: eyes, face 1		filter provides up to 4 hours of usage to filter heavy du	st or pollen) to	replacing					
Notes: [notes] Location: eyes, face 1			takes two seco	onds to put		Injection. Inje	ections require a First Aid roll with a +2 t	oonus. It takes	about 1
1 VaulTec NBC Suit/TL9 Description: TL9 LC:2 DR:2 Notes: A simple sealed suit, with a floor of a chemicalretardant coating but no other features. Cargo handlers, hazarat 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 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 Totals: 2580 50.52 lb Oty Base: Carlin Cost Weight Base: Carlin Cost Weight 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 it 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 "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 "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 "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 "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 "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 clic		Notes: [notes]						me: Takes eff	ect
bescription: It.9 LC/2 DH2 Notes: A simple sealed still, with a fireproof and chemical relatures. Cargo handlers, hazinat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright tool or 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] Totals: 2580 50.52 lb Motes: [notes] Totals: 2580 50.52 lb Cost Weight Base: Carlin Cost Weight 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 thems by right clicking on it 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. This is entry is here for convenience, as it is automatically designated a Parent. This 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. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz. Description: TL-9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. Totals: 2580 50.52 lb Location: full suit, skull Totals: 2580 50.52 lb Cost Weight: 1.15 lb Description: TL-9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. This is essentially an organizational structure, allowing value and the properties of the foliation of the value and the properties of the foliation of the value and the properties of the foliation of the value and the properties of the foliation of the value and the propertie	1	VaulTec NBC Suit/TL9			1				
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 Totals: 2580 50.52 lb Rotter Same Carlin Cost Weight 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 lam in a "tree" fromat under the parent. Any item may be assigned as a parent by right clicking on it he 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 "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 "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 "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 designed a Parent"; this entry is here for convenience, as it is automatically designed a Parent. Back Parent"; the cost: 40, Weight: 80 LP and 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 designed and Parent. Back Parent"; the cost: 40, Weight: 80 LP and the parent Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; the parent Any item may be assigned as a parent by right clicking on it and se						res camera a	and screen for video transmiting; Can be		
to change color at the rip. It is sealed with the addition of the VaulTec NBC Mask. Notes: [notes] Location: full suit, skull Totals: 2580 50.52 lb Totals: 2580 50.52 lb Base: Carlin Cost Weight 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 liem 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: this entry is here for convenience, as it is automatically designated a Parent. Camel Bag {p. wiki} Per Unit - Cost: 40, Weight: 8 oz Description: TL:8 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. Totals: 2580 50.52 lb Cost Weight Cost Weight 1 Base: Carlin Cost Weight: 1 Bose: Carlin Cost Weight 1 Base: Carlin Cost Weight: 1 Bose: Carlin Cost Weight: 4 Bose: Carlin Cost Weight: 1 Bose: Carlin Cost Weight: 4 Bose: Carlin Contents - Carlin Cost Weight: 4 Bose: Carlin Contents - Cost: 4 Bose: Carlin Cost A full reload including a magazine, speedlo		hangar-bay crews, and some industrial workers often v	wear them, usu	ally in white	1			450	8 oz
Totals: 2580 50.52 lb Base: Carlin Cost Weight Base: Carlin 180 39.75 lb 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 tlem 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 "Make Parent"; tem 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. Camel Bag (p. wiki) 120 24.75 lb Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. Traveler's Rations (p. B288) 60 15 lb Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:1 Skill:Thrown Damage:thr-1 (2) imp Reach:C Parry:1 Skill:Thrown Damage:thr-1 (2) imp Reach:1 Skill:Thrown Damage:thr-1 (2) imp Reac		to change color at the rip. It is sealed with the addition				(Superfin	e) {p. wiki}		
Totals: 2580 50.52 lb Qty Base: Carlin Cost Weight 1 Base: Carlin Cost: 180, Weight: 98.75 lb Contents - Cost: 180, Weight: 98.75 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 "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 "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. 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. 30 Traveler's Rations {p. B288} Traveler's Rations {p. B288} One displayed the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles. 2 H&K P39, 10mmCLRETC P960 2.2 lb (Magazine, 12 Cartridges) Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. 2 H&K P39, 10mmCLRETC APEP 480 1.1 lb (Magazine, 12 Cartridges) Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. 2 H&K P39, 10mmCLRETC APHC 960 2.2 lb Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:0 LC:4 A full reload including a magazine, speedloader or beltbox						Description: ST:5 Skill:Kr	TL:9 LC:4 [Mode:swing Damage:sw-1 (2 nife], [Mode:thrust Damage:thr+1 (2) imp	2) cut Reach:C Reach:C Pari	0,1 Parry:0 rv:0 ST:5
A Sase: Carlin Cost Weight Base: Carlin 180 39.75 lb 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. Carnel Bag {p. wiki} Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.		Totals:	2580	50.52 lb		Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Rar	nge:0.5*ST/1*5	ST RoF:1
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. 3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 30 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, etc.						Knife was us	sed by the US Marines prior to the Fall. I		
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. 3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 30 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, etc. (Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable. (Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	1		180	39.75 lb	2			960	2.2 lb
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. 3		Description: In GCA a "Parent" item can have other traits				(Magazin	e, 12 Cartridges)		
and select "Make Child of" The child items will be indden 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. 3		together under the parent item if you wish. To make an ite	m a "child" righ	nt click on it				azine, speedlo	ader or
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. 3		the child items by right clicking on the parent and selectin	g "Show Comp	onents."	4	beltbox, if ap	pplicable.		
this entry is here for convenience, as it is automatically designated a Parent. 3		Once displayed the children will be shown in a "tree" form	at under the pa	arent. Any				460	1.110
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. 30 Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8.25 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.		this entry is here for convenience, as it is automatically de	esignated a Par	rent.		Description:	TL:9 LC:4 A full reload including a maga	azine, speedlo	ader or
Description: TL:8 LC:4 Å plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 30 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, etc. (Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	3		120	24./5 lb	2			960	2.2 lb
Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.		Description: TL:8 LC:4 A plastic bag filled with a gallor	n of drinking wa	ater, a hose		(Magazin	e, 12 Cartridges)		
Per Unit - Cost: 2, Weight: 8 oz	30	Traveler's Rations (p. B288)	60	15 lb		Description:	TL:9 LC:4 A full reload including a maga	azine, speedlo	ader or
			ese, etc.						
				39.75 lb					

Rudy 'Lynx' Roberts Human

Qty	LOAD-OUTS (continued) « Combat »	Cost	Weight
1	VaulTec Load Bearing Gear (p. wiki)	5370	8.9 lb
2	H&K UCPs III, 10mmCLP	220	12.8 oz
_		220	12.0 02
	(Magazine, 20 Cartridges)		
	Per Unit - Cost: 110, Weight: 6.4 oz		
	Description: TL:9 LC:4 A full reload including a mag	jazine, speedlo	ader or
	beltbox, if applicable.		
1	Rolex Explorer XXX (p. wiki)	5000	4.8 oz
	Description: TL:9 LC:4 Survival watch; Bio Monitor give		
	diagnose patient wearing watch (+1 Diag); Chronomete		
	work); Inertial & Mag. Compass & Map (+2 Navi); Beac	on (10 km); Tir	ny Compu
	(Complexity 3, 1TB); 2D 1 inch display		
	Totals:	13270	22.3 lb
Otv	Walking Armoury	Cost	Weight
Giy			
1	Walking Armoury	30470	15.3 lb
	Contents - Cost: 30470, Weight: 15.3 lb		
	Description: In GCA a "Parent" item can have other traits a	assigned to it a	s "Children.'
	This is essentially an organizational structure, allowing you	u to file multiple	e traits
	together under the parent item if you wish. To make an iter		
	and select "Make Child of" The child items will be hidden	n by default; yo	u may show
	the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" format		
	item may be assigned as a parent by right clicking on it an		
	this entry is here for convenience, as it is automatically de-	signated a Par	
1	VersaReady, Longarm Patrol Sling	28500	12.2 lb
	{p. wiki}		
	Per Unit - Cost: 500, Weight: 1.2 lb		
	Contents - Cost: 28000, Weight: 11 lb		
	Description: TL:9 LC:4 VersaReady, Longarm Patrol SI	ing. If you dror	vour
	longarm in combat it will swing back into a fast-draw re-		
1	H&K P39, 10mmCLRETC	28000	11 lb
		20000	1111
	(Signature Gear, +0; Armor-		
	Piercing Enhanced Penetrator,		
	+0; Armor-Piercing Hard Core,		
	+0) {p. wiki}		
	Primary		
	12111098 7 6 5 4 3 2 1 APEP		
	12111098 76543 21		
	APHC		
	12 11 10 9 8 7 6 5 4 3 2 1		
	Per Unit - Cost: 27000, Weight: 10.5 lb		
	Contents - Cost: 1000, Weight: 8 oz		
	Description: TL:9 LC:3 Ammo:1.1 lb. Damage:6dx2	ni++ Acc:7	
	Range:2000/8700 RoF:3 Shots:12+1(3) ST:10† Bul		:Guns
	(Rifle), The Präzisionsgewehr 39 is the epitome of t		
	chemical caseless sniper rifle. It's unrivaled power a		
	volumes about the genius of german engineering.		•
	Notes:		
1	Compact Targeting Scope	1000	8 oz
•	(Signature Gear, +0)		0 02
		infravioion 4	hac
	Description: This video sighting system provides		
	telescopic optics for normal viewing in daylight.		
	aimed shots. The scope can also be used as a parallel infravision with Restricted Vision (Tunnel Vision)		
	The user must aim the weapon at the target he is		jiiiioalion.
1	VersaHold, Pistol Holster {p. wiki}	1970	3.1 lk
		1370	J. 1 IL
	Per Unit - Cost: 350, Weight: 9.6 oz		
	Contents - Cost: 1620, Weight: 2.5 lb Description: TL:9 LC:4 Made out of ultra-tech fibers and	d machae, this	vory light
	holster can fit any TL9 sidearm and two magazines. It c		
	worn in the open.	jives + i to Fas	t-Draw II
	word in the open		
		1000	0 - 11
1	H&K UCPs III, 10mmCLP (p. wiki)	1620	2.5 lb
1	H&K UCPs III, 10mmCLP {p. wiki}]	
1	H&K UCPs III, 10mmCLP {p. wiki} 2019181716 1514131211 109876 541321 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi-] + Acc:2 Range	:180/2000
1	H&K UCPs III, 10mmCLP {p. wiki} 2019181716 1314131211 1098716 544321 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns	Acc:2 Range (Pistol), The	:180/2000 Heckler &
1	H&K UCPs III, 10mmCLP {p. wiki} 201918176 1514131211 100878 54321 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 RoI:3 Skill:Guns Koch Universal Caseless Pistole schwer III was the	+ Acc:2 Range s (Pistol), The standart sidea	:180/2000 Heckler & rm of
1	H&K UCPs III, 10mmCLP {p. wiki} 2019181716 1314131211 1098716 544321 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns	+ Acc:2 Range s (Pistol), The standart sidea	:180/2000 Heckler & rm of
1	H&K UCPs III, 10mmCLP {p. wiki} 201918176 1514131211 100878 54321 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 RoI:3 Skill:Guns Koch Universal Caseless Pistole schwer III was the	+ Acc:2 Range s (Pistol), The standart sidea	Heckler & rm of

SCRATCH PAD	
CAMPAIGN LOG	
Points: (logged) $7 + (other) 0 = (total) 7$	
Endzeit I: Koch Risotto mit Steinpilzen, Mascarpone und Parmiggano	
15.04.2012: 2 pts	
Endzeit I 17 Zora gerettet und nach Arroyo gebracht	.04.2177
Vault 14, gefüllt mit Zombies, gefunden	
15.04.2012: 5 pts Initial Character Creation Dienstag 15. A	nril 9177
Initial Character Creation Dienstag 15. A Character created using GURPS Character Assistant 4	hi ii 7 i 1 i
31.03.2012: 0 pts	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[185]
Advantages, Perks	[83]
Disadvantages, Quirks Skills, Techniques	[-55] [41]
Skills, recririques	254

8

Total Points Spent: Unspent Points:

Rudy 'Lynx' Roberts Human



DESCRIPTION

Profil

Name: Rudy Roberts

Spitzname: Lynx

Alter: 26

Grösse: 191 cm

Gewicht: 83

Statur:

Haare: Blond

Augenfarbe: Blau

Vorlieben: Vault 13

Abneigungen: else

Funktion: Sniper

Beruf: Handyman

Spezialitäten:

Hintergrund

Rudolf 'Lynx' Roberts wuchs im Vault 13 als einziges Kind unter der Obhut seines Vaters, einem unauffälligem Handymans auf. Er wurde am 30.4.2151 geboren, seine Mutter starb bei der Geburt

Die Familie König stammte ursprünglich aus Deutschland und floh in der Mitte des 20igsten Jahrhunderts über Bolivien, Argentinien und schliesslich nach America, wo sie sich unter dem Namen 'Roberts' inkognito niederliess. Es gehörte zur Familientradition, dass alle männlichen Nachkommen Experten im Umgang und Gebrauch von Jagd- und Schusswaffen wurden. Ebenso wurde wert auf ein preussische, harte und militärische Erziehung gelegt. Toleranz war kein besonders gebräuchliches

Wort. Man fühlte sich anderen gegenüber überlegen.

Dieses Gedankengut kam natürlich mit in den Bunker und wurde im Stillen von Generation zu Generation auch hier gepflegt und weitergereicht. Die Fähigkeiten wurden der Zeit und den Möglichkeiten entsprechend in virtuellen Trainingseinheiten geübt. Die Familie war unscheinbar aber nicht umgänglich. Nur zum Zweck des Fortbestands der Linie wurden Kontakte zu anderen Bunkerbewohnern gepflegt, man blieb eher unter sich und seinesgleichen. Rudy hatte wenige bis keine Freunde, sein Vater versuchte ihn abzuschotten und liess nur Gleichdenkende an seinen Sohn und vermittelte ihm ein verzerrtes Weltbild. Kurt Bären war einer dieser wenigen aber treuen Freunde. Das Fehlen einer müttelichen Figur in seinem Leben war fatal. Zusätzlich meint Rudy, dass die Schuld am unterirdischen und eingeschränkten Leben bei anders denkenden zu Suchen sei und dass eine Verschlechterung der Situation von jeder Seite zu erwarten ist. Das stabile und geordnete Leben im Bunker wurde zu einem Fels im emotionalen Leben von Rudy, alles, was gegen das Bunkerleben spricht, wird von ihm nicht toleriert.

Neben dem strikten befolgen des Bunkerhythmus und dem Einhalten seine körperlichen Ertüchtigungprogramms, widmete Rudy sich der philosophischen Betrachtung von Konfrontationen und deren Bewältigung durch das Studium von Sun Tzus "The Art of War". Er führte ein sehr asketisches Leben.

Er verspricht sich durch die Möglichkeit des Verlassens des Bunkers, die Spuren einer sagenumwobene kriegerischen Burderschaft zu finden und deren um Lichtjahre überlegene Kampftechnologie zu finden und zu entschlüsseln. In seiner Sippschaft wurder nur "Area 51" unter vorgehaltener Hand von Vater zu Sohn weitergereicht.

Zu den anderen Ausserwählten der Mission hatte Rudy nur flüchtigen Kontakt in der Schule, 'Texas' war ihm aber durch Ihre Anti-Bunker-Art immer äusserst unsympatisch.

Beziehungen

Eric 'Snake' Williams Bekannter aus der Schule

Brain Fokker Bekannter aus der Schule

Jack Daniels Bekannter aus der Schule

Tara 'Texas' Knox Bekannte aus der Schule

Virginia Bellefleur Bekannte aus der Schule

Astro Mendoz Bekannter aus der Schule

Randy 'Hammerhead' Garrison Bekannter aus der Schule