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 Speed** 7	[5]	
DX 16	[120]	**Will** 12	[0]	**Basic Move** 7	[0]	
IQ 12	[40]	**Per** 12	[0]	**BL** 24 lb		(ST×ST)/5
HT 11*	[10]	**FP** 11	[0]	Thr 1d-1	Sw 1d+1	
TL 9			[0]	**SM** +0		

* Conditional: +1 from 'Fit'

Vision	12	Fright Check	14*	High Jump	2.67 ft
Hearing	12	Consciousness	12†	Money	12500‡
Touch	12	Death Check	12†		
Taste/Smell	12	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +1 from 'Fit'
‡ Includes: +1000 from 'Compact Targeting Scope', +28000 from 'H&K P39, 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

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: -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]

TEMPLATES AND META-TRAITS

Name	Pts
Vault Dweller {p. Wiki}	[0]

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 time, *1; Small class, *1/3) {p. B27}	[0]
Signature Gear *(Laser Sniper Rifle)* **2** {p. B85}	[2]
	[ ]
	[ ]

PERKS

Name	Pts
Bank shot *(Guns (Rifle))* {p. GF17}	[1]
Description: You can ricochet bullets 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}	[1]
Description: They can't hit what they can't see! 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}	[1]
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}	[1]
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}	[1]
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 better) with Acute Vision.	
Walking Armory {p. GF23}	[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.	
	[ ]
	[ ]

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

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-2	[1]
Area Knowledge (Free Nevada) {p. B176}	12	IQ+0	[1]
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	IQ+0	[1]
Scrounging {p. B218}	12	Per+0	[1]
Soldier/TL9 {p. B221}	13†	IQ+1	[1]
Stealth {p. B222}	15	DX-1	[1]
Strategy (Land) {p. B222}	12†	IQ+0	[1]
Tactics {p. B224}	12†	IQ+0	[1]
Tracking {p. B226}	11	Per-1	[1]
Zen Marksmanship (Guns (Rifle)) {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.	9	IQ-3	[1]
			[ ]
			[ ]
			[ ]
			[ ]

* Includes: +1 from 'Combat Reflexes'
† Includes: +2 from 'Frontline Leader'

‡ Conditional: -1 from 'Reputation (Arroyo: Saviours of Zora)' when your reputation works against you

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	16	–	1d-2 cr	C	–	–	–	
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): swing	12	10	1d(2) cut	C,1	5	.5	4	
Skill used: DX-4								
KABAR Survivor, Tactical Knife (Superfine): thrust	12	10	1d(2) imp	C	5	.5	4	
Skill used: DX-4								
Name	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**Wt**	**LC**	**Notes**

RANGED ATTACKS

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

PARRY	PARRY	BLOCK	DODGE	OTHER
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	–	Hands	2	0	4				

* Includes: +1 from 'Combat Reflexes'

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 0.
-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.
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.
-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	**3–4**	**5–8**
1d-3	1d-2	1d-1

TECHNIQUES

Name	Level	Relative	Pts
			[ ]
			[ ]

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	**Mammut Backpack, Frame {p. wiki}**	2580	50.52 lb
	Per Unit - Cost: 500, Weight: 4 lb		
	Contents - Cost: 2080, Weight: 46.52 lb		
	Description: TL:9 LC4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.		
1	**Atombrot, Candy Bar {p. wiki}**	20	1.6 oz
	Description: TL:9 LC4 Vacuum-proof wrapper, counts as a meal		
1	**Food Tablets {p. wiki}**	240	1.6 oz
	12 11 10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC4 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.		
1	**Glowstick, Emergency Light {p. wiki}**	50	12.8 dr
	Description: TL:9 LC4 2m radius; white light; 24h		
1	**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 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indictes replacement		
30	**VaulTec Survival Ration {p. wiki}**	300	6 lb
	Per Unit - Cost: 10, Weight: 3.2 oz		
	Description: TL:9 LC4 Shelf-life of 250 years, needs 0.5l water to be edible		
3	**Camel Bag {p. wiki}**	120	24.75 lb
	Per Unit - Cost: 40, Weight: 8.25 lb		
	Description: TL:8 LC4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack.		
1	**Sleeping Bag {p. B288}**	25	7 lb
	Description: TL:6 Notes: For normal conditions.		
1	**Victorinox Swiss Army Knife {p. wiki}**	40	1.6 oz
	Description: TL:7 LC4 Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick		
1	**Purse (_Free, *0) {p. B288}**	300	14.72 oz
	Contents - Cost: 300, Weight: 14.72 oz		
	Description: TL:0 Notes: Holds 3 lbs.		
180	**Cap {p. wiki}**	180	14.4 oz
	Per Unit - Cost: 1, Weight: 1.28 dr		
	Description: TL:9 LC4 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.		
1	**NCR Golden Nugget {p. wiki}**	120	5.12 dr
	Description: TL:3 LC4 The NCR mints this small gold coin. It's worth a month of water.		
1	**Personal Basics {p. B288}**	5	1 lb
	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.		
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 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**	400	3 lb
	Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as orange or yellow. A rip in the suit causes the smart fabric to change color at the rip. It is sealed with the addition of the VaulTec NBC Mask.		
	Notes: [notes]		
	Location: full suit, skull		
	Totals:	2580	50.52 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 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:8 LC4 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.		
	Totals:	180	39.75 lb

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Combat**	13270	22.3 lb
	Contents - Cost: 13270, Weight: 22.3 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.		
1	**Armor**	2900	13.1 lb
	Contents - Cost: 2900, Weight: 13.1 lb		
	Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.		
1	**VaulTec Jumpsuit**	1800	3 lb
	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		
1	**Mehler MIL-100, Boots {p. B284}**	150	2.2 lb
	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		
1	**Mehler MIL-110, Helmet {p. B285}**	250	2.2 lb
	Description: TL:7 LC4 DR:5		
	Location: skull		
1	**Mehler MIL-120, Assault Vest {p. B284}**	700	5.7 lb
	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		
1	**VaulTec Load Bearing Gear {p. wiki}**	5370	8.9 lb
	Per Unit - Cost: 750, Weight: 1 lb		
	Contents - Cost: 4620, Weight: 7.9 lb		
	Description: TL:9 LC4 Belt and suspenders with pouches and rings for gear. Made of ultra light fibers and titanium to be very light. Enough space for 20 lbs of gear which can be accessed with fast draw or a ready maneuver.		
1	**Minilite .3, Flashlight {p. wiki}**	150	3.2 oz
	Description: TL:9 LC4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible		
2	**Stimpack**	400	6.4 oz
	Per Unit - Cost: 200, Weight: 3.2 oz		
	Description: A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.		
1	**VaulTec Radio Headset {p. wiki}**	1000	8 oz
	Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Can be connected to the Rolex Explorer XXX, eg. for data storage.		
1	**KABAR Survivor, Tactical Knife (Superfine) {p. wiki}**	450	8 oz
	Description: TL:9 LC4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF:1 Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superfine Knife was used by the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles.		
2	**H&K P39, 10mmCLRETC (Magazine, 12 Cartridges)**	960	2.2 lb
	Per Unit - Cost: 480, Weight: 1.1 lb		
	Description: TL:9 LC4 A full reload including a magazine, speedloader or beltbox, if applicable.		
1	**H&K P39, 10mmCLRETC APEP (Magazine, 12 Cartridges)**	480	1.1 lb
	Description: TL:9 LC4 A full reload including a magazine, speedloader or beltbox, if applicable.		
2	**H&K P39, 10mmCLRETC APHC (Magazine, 12 Cartridges)**	960	2.2 lb
	Per Unit - Cost: 480, Weight: 1.1 lb		
	Description: TL:9 LC4 A full reload including a magazine, speedloader or beltbox, if applicable.		

Qty	LOAD-OUTS (continued) « Combat »	Cost	Weight
1	VaulTec Load Bearing Gear {p. wiki}	5370	8.9 lb
2	H&K UCPs III, 10mmCLP (Magazine, 20 Cartridges) Per Unit - Cost: 110, Weight: 6.4 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	220	12.8 oz
1	Rolex Explorer XXX {p. wiki} Description: TL:9 LC:4 Survival watch; Bio Monitor gives Physician a bonus to diagnose patient wearing watch (+1 Diag); Chronometer; GPS receiver (Does not work); Inertial & Mag. Compass & Map (+2 Navi); Beacon (10 km); Tiny Compu (Complexity 3, 1TB); 2D 1 inch display	5000	4.8 oz
	Totals:	13270	22.3 lb

Qty	Walking Armoury	Cost	Weight
1	Walking Armoury Contents - Cost: 30470, Weight: 15.3 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.	30470	15.3 lb
1	VersaReady, Longarm Patrol Sling {p. wiki} Per Unit - Cost: 500, Weight: 1.2 lb Contents - Cost: 28000, Weight: 11 lb Description: TL:9 LC:4 VersaReady, Longarm Patrol Sling. If you drop your longarm in combat it will swing back into a fast-draw ready position on your chest.	28500	12.2 lb
1	H&K P39, 10mmCLRETC (Signature Gear, +0; Armor-Piercing Enhanced Penetrator, +0; Armor-Piercing Hard Core, +0) {p. wiki} Primary 12 11 10 9 8 7 6 5 4 3 2 1 APEP 12 11 10 9 8 7 6 5 4 3 2 1 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 pi++ Acc:7 Range:2000/8700 RoF:3 Shots:12+1(3) ST:10† Bulk:-5 Rcl:3 Skill:Guns (Rifle), The Präzisionsgewehr 39 is the epitome of the electro-thermal chemical caseless sniper rifle. It's unrivaled power and precision speak volumes about the genius of german engineering. Notes: ||	28000	11 lb
1	Compact Targeting Scope (Signature Gear, +0) Description: This video sighting system provides infravision. It has telescopic optics for normal viewing in daylight. It provides a +2 bonus to aimed shots.The scope can also be used as a passive sensor, providing Infravision with Restricted Vision (Tunnel Vision). It has 4x magnification. The user must aim the weapon at the target he is observing.	1000	8 oz
1	VersaHold, Pistol Holster {p. wiki} 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 meshes, this very light holster can fit any TL9 sidearm and two magazines. It gives +1 to Fast-Draw if worn in the open.	1970	3.1 lb
1	H&K UCPs III, 10mmCLP {p. wiki} 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless Pistole schwer III was the standart sidearm of various western special operation forces before the war. It has a larger caliber compared to the standart model.	1620	2.5 lb
	Totals:	30470	15.3 lb

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   **17.04.2177**
Zora gerettet und nach Arroyo gebracht
Vault 14, gefüllt mit Zombies, gefunden
15.04.2012: 5 pts

Initial Character Creation   **Dienstag 15. April 2177**
Character created using GURPS Character Assistant 4
31.03.2012: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[185]
Advantages, Perks	[83]
Disadvantages, Quirks	[-55]
Skills, Techniques	[41]
Total Points Spent:	**254**
Unspent Points:	**8**

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