

CHARACTER SHEET

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

* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task
 † Includes: +1 from 'High TL'

Vision	12	Fright Check	16	High Jump	2.17 ft
Hearing	12	Consciousness	11	Money	846
Touch	12	Death Check	11		
Taste/Smell	12	Broad Jump	3 yd		

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS

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

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

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

CULTURAL FAMILIARITIES

Name	Pts
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 Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	0

ADVANTAGES

Name	Pts
Gadgeteer (Quick) {p. B56}	50
Gizmo 1 {p. B58}	5
High TL 1 {p. B23}	5
Intuitive Mathematician {p. B66}	5
Luck {p. B66, P59}	15

PERKS

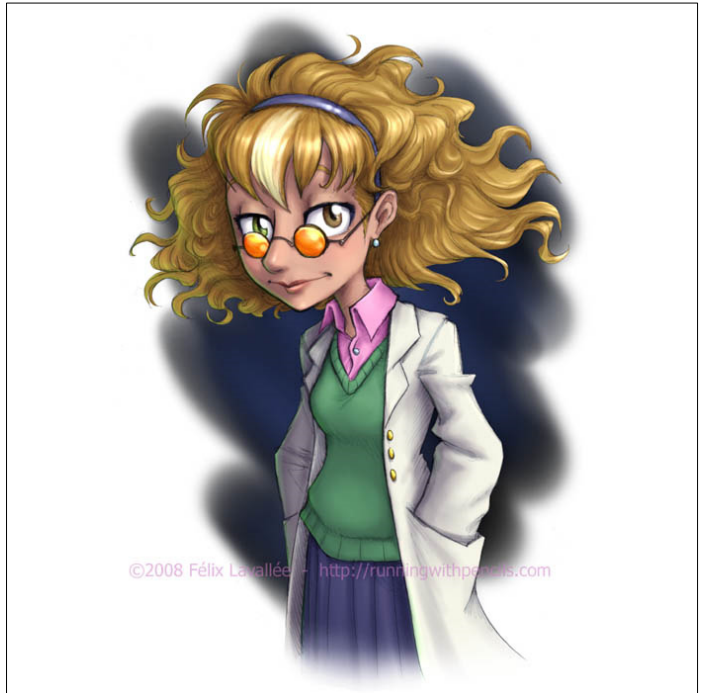
Name	Pts

DISADVANTAGES

Name	Pts
Absent-Mindedness {p. B122}	-15
Charitable (12 or less, *1) {p. B125}	-15

QUIRKS

Name	Pts
Unused Quirk 3 {p. B163}	-1
Unused Quirk 4 {p. B163}	-1
Unused Quirk 5 {p. B163}	-1



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QUIRKS (continued)

Name	Pts
Bunker4Life Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	-1
One eye is green, the other brown {p. B163}	-1

SKILLS

DX based	Level	Relative	Pts
Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9	12	DX+0	1
Driving/TL10 (Automobile) {p. B188}	12	DX+0	1
Driving/TL10 (Heavy Wheeled) {p. B188}	12	DX+0	1
Fast-Draw (Gizmo) {p. B194}	12	DX+0	1
Guns/TL10 (Pistol) {p. B198}	12	DX+0	1
NBC Suit/TL10 {p. B192}	12	DX+0	2
Wrestling {p. B228} Parry: 8	11	DX-1	1
IQ based	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	16	IQ+0	1
Carpentry {p. B183}	16	IQ+0	1
Computer Hacking/TL10 {p. B184}	14	IQ-2	2
Computer Operation/TL10 {p. B184}	16	IQ+0	1
Computer Programming/TL10 {p. B184}	14	IQ-2	1
Cryptography/TL10 {p. B186}	14	IQ-2	1
Diplomacy {p. B187}	14	IQ-2	1
Electrician/TL10 {p. B189}	15	IQ-1	1
Engineer/TL10 (Civil) {p. B190}	14	IQ-2	1
Engineer/TL10 (Combat) {p. B190}	14	IQ-2	1
History (The Old World) {p. B200}	15	IQ-1	2
Holdout {p. B200}	15	IQ-1	1
Machinist/TL10 {p. B206}	15	IQ-1	1
Masonry {p. B207}	16	IQ+0	1
Mathematics/TL10 (Applied) {p. B207}	14	IQ-2	1
Research/TL10 {p. B217}	15	IQ-1	1
Savoir-Faire (Vault) {p. B218}	17	IQ+1	2
Smuggling {p. B221}	15	IQ-1	1
Soldier/TL10 {p. B221}	15	IQ-1	1
Speed-Reading {p. B222}	15	IQ-1	1

SKILLS (continued)			
Per based	Level	Relative	Pts
Scrounging (p. B218)	14	Per+2	4
Name	Level	Relative	Pts

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		12	9	1d-2 cr	C	-	-	
Brawling: Bite		12	-	1d-2 cr	C	-	-	
Brawling: Kick		10	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing		8	6	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust		8	6	1d(2) imp	C	5	4	[1]
Name	Skill	Parry	Damage	Reach	ST	LC	Notes	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	12	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	8	1d(2) imp	-	6 yd / 11 yd	1	T(1)	5	-1	-	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____

Bonus DR: 0
Bonus DB: 0

Notes:

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

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

-5xHP or less: Immediate death.

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

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

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

SLAM TABLE		
1-2	3-4	5-7
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts

LOAD-OUTS		Cost	Weight
Qty	« Combat »		
1	Combat Contents - Cost: 3014, Weight: 16 lb	3014	16 lb
1	Armor Contents - Cost: 1880, Weight: 11 lb	1880	11 lb
1	VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 03 in a circle on the back. Armored, wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin	1800	8 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 884, Weight: 3 lb Description: Notes: TL:9, belt and suspenders with pouches and rings for gear. Enough space for 20 lbs of gear which can be access with fast draw.	1134	5 lb
1	KaBar Defender (Superfine Small Knife) (Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	180	8 oz
6	Stimpack Per Unit - Cost: 40 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.	240	-
1	H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/1900 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	450	2 lb
1	H&K USP II, 7.5mmCLP (Ammunition)	14	8 oz
Totals:		3014	16 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2040, Weight: 89.25 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	2140	99.25 lb
30	TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years	150	15 lb
2	reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicies replacement	360	6 lb
1	Camel Bag Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	20	8.25 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	-
0	Caps Description: The Post Nuclear War Currency	0	-
1	Portable Carpentry Tool Kit {p. B289} Description: TL:1 Notes: Basic equipment for Carpentry skill.	300	20 lb
1	Portable Electrician Tool Kit {p. B289} Description: TL:6 Notes: Basic equipment for Electrician skill.	600	20 lb
1	Portable Machinist Tool Kit {p. B289} Description: TL:5 Notes: Basic equipment for Machinist skill.	600	20 lb
Totals:		2140	99.25 lb

SCRATCH PAD

DESCRIPTION
Gina, to her friends, is a highly intelligent scientist with an uncanny sense for numbers and the understanding of technology. By the age of 12, she was teaching her teachers. At age 15, her intensive study of the vaults database, cracking databases left and right, hacking into the innards of the very system, allowed her to reach a tech level beyond any other inhabitant of Vault 14. The most astonishing fact about her is that she can build gadgets out of - what other people would call - crap.
On her bad side it must be said that her thoughts tend to drift, if she is not actively focused on a single task. Boring, repetitive task are poison to her brain, so she tends to forget about such minor tasks. Do not put her on guard duty, unless you want to be surprised in your sleep. Ms Heisenberg-Watts is also known for her great heart, lending a helping hand wherever one is needed, even to people she does not like particularly.
Since helping lazy Texas passing the Vaults final exam, they are friends.
She is eager to learn more about the world outside the vault and to broaden her horizon. It is her goal to find a G.E.C.K. (Garden of Eden Creation Kit) to found a settlement of her own.

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	
Character created using GURPS Character Assistant 4	
22.02.2012: 0 pts	
POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[165]
Advantages, Perks	[80]
Disadvantages, Quirks	[-35]
Skills, Techniques	[35]
Total Points Spent:	245
Unspent Points:	5