



Name: Lance 'Mr. Python' Burns  
 Race: Human  
 Appearance:

Player: Non-Player Character  
 Ht: Wt: Age:

Spent: 250  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 11 [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 7 [ 0]
<b>DX</b> 16 [ 120]	<b>Will</b> 11 [ 0]	<b>Basic Move</b> 7 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 12 [ 5]	<b>BL</b> 24 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1
<b>TL</b> 9 [ 0]	<b>SM</b> +0	

Vision 12	Fright Check 13*	High Jump 1.06 yd
Hearing 12	Consciousness 13†	Money 263‡
Touch 12	Death Check 13§	
Taste/Smell 12	Broad Jump 4.33 yd	

\* Includes: +2 from 'Combat Reflexes'  
 † Includes: +1 from 'Hard to Subdue'  
 ‡ Includes: +3740 from 'IWI Big Bull, 15mmCLP', +11200 from 'SIG Storm, 10mmCL'  
 § Includes: +1 from 'Hard to Kill'

**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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
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**

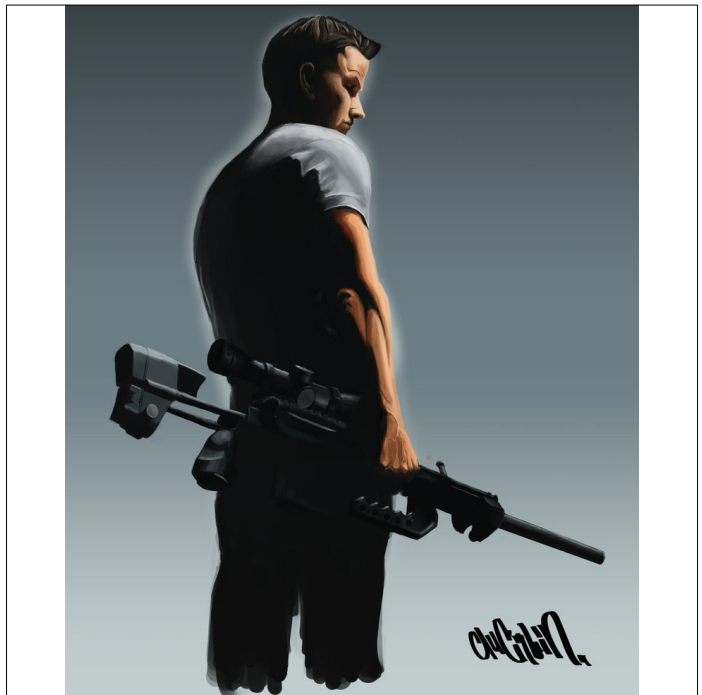
Appearance: +0  
 Status: +0  
 Other: +0\*  
 \* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Callous' when past victim, or has Empathy

**TEMPLATES AND META-TRAITS**

Name	Pts
<b>Military Hand-To-Hand - Krav Maga (Martial Arts) {p. MA183}</b>	[ 0 ]
Description: Imi Sde-Or (born Imrich Lichtenfeld) grew up in Bratislava, Czechoslovakia. During the 1930s, rising anti-Semitic violence in the region moved Imi - an experienced circus wrestler and competitive grappler - to train his fellow Jews to combat attackers willing to use weapons and "dirty" tactics. When he immigrated to Palestine in 1942, Imi started training settlers in his fighting system, which he later named "Krav Maga" (Hebrew for "contact combat" or "contact fight"). Today, Krav Maga is the official martial art of the Israeli Defense Forces.	
<b>Vault Dweller</b>	[ 0 ]
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	

**ADVANTAGES**

Name	Pts
Combat Reflexes {p. B43}	[ 15 ]
Gunslinger {p. B58}	[ 25 ]
Hard to Kill 1 {p. B58}	[ 2 ]
Hard to Subdue 1 {p. B59}	[ 2 ]
High Pain Threshold {p. B59}	[ 10 ]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66, P59}	[ 15 ]
Signature Gear 1 (Cindy & Mandy) {p. B85}	[ 1 ]



**PERKS**

Name	Pts
<b>Quick Reload (Detachable Magazine) {p. GF21}</b>	[ 1 ]
Description: You can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most modern automatics), Muzzleloader (for black-powder guns), Swing-Out Revolver (for modern revolvers), etc. See High-Tech for a full list. A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine or for Swing-Out Revolver (with a speedloader), or with a single Ready maneuver for every other specialty but Muzzleloader. For the Muzzleloader specialty, you can take several levels of this perk, and a successful Fast-Draw roll chops 25% per level off reload time, to a minimum of three seconds. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film!	
<b>Quick-Sheathe (Pistol) {p. MA51, MA51,HT249,PU2:7}</b>	[ 1 ]
<b>Tracer Eyes {p. GF22}</b>	[ 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.	
<b>Walking Armory {p. GF23}</b>	[ 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
Bloodlust (12 or less, *1) {p. B125}	[ -10 ]
Callous {p. B125}	[ -5 ]
Code of Honor (Soldier's) {p. B127}	[ -10 ]
Honesty (12 or less, *1) {p. B138}	[ -10 ]
Impulsiveness (12 or less, *1) {p. B139}	[ -10 ]
Sense of Duty (Team; Small Group) {p. B153}	[ -5 ]

**QUIRKS**

Name	Pts
Unused Quirk 2 {p. B163}	[ -1 ]
Unused Quirk 3 {p. B163}	[ -1 ]
Unused Quirk 4 {p. B163}	[ -1 ]
Unused Quirk 5 {p. B163}	[ -1 ]
<b>Bunker4Life</b>	[ -1 ]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	

**SKILLS**

DX based	Level	Relative	Pts
Acrobatics {p. B174}	16	DX+0	[ 4 ]
Driving/TL9 (Automobile) {p. B188}	15	DX-1	[ 1 ]
Driving/TL9 (Tracked) {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 ]

SKILLS (continued)			
DX based	Level	Relative	Pts
Fast-Draw (Pistol) {p. B194}	17*	DX+1	[ 1 ]
Forced Entry {p. B196}	16	DX+0	[ 1 ]
Gunner/TL9 (Machine Gun) {p. B198}	16	DX+0	[ 1 ]
dGuns/TL9 (Light Machine Gun) {p. B198}	17	DX+1	[ 1 ]
Guns/TL9 (Pistol) {p. B198}	18	DX+2	[ 4 ]
dGuns/TL9 (Rifle) {p. B198}	17	DX+1	[ 1 ]
dGuns/TL9 (Shotgun) {p. B198}	17	DX+1	[ 1 ]
dGuns/TL9 (Submachine Gun) {p. B198}	17	DX+1	[ 1 ]
Jumping {p. B203}	16	DX+0	[ 1 ]
Karate {p. B203}	15	DX-1	[ 2 ]
Description: Notes: Calculated damage takes into account bonuses from 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: 11			
Knife {p. B208}	16	DX+0	[ 1 ]
Parry: 11			
NBC Suit/TL9 {p. B192}	16	DX+0	[ 2 ]
Stealth {p. B222}	15	DX-1	[ 1 ]
Throwing {p. B226}	15	DX-1	[ 1 ]
Wrestling {p. B228}	16	DX+0	[ 2 ]
Parry: 12			
HT based	Level	Relative	Pts
Hiking {p. B200}	12	HT+0	[ 2 ]
IQ based	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	11	IQ+0	[ 1 ]
Armoury/TL9 (Small Arms) {p. B178}	12	IQ+1	[ 4 ]
Camouflage {p. B183}	11	IQ+0	[ 1 ]
Computer Operation/TL9 {p. B184}	11	IQ+0	[ 1 ]
Explosives/TL9 (Demolition) {p. B194}	11	IQ+0	[ 2 ]
History (The Old World) {p. B200}	10	IQ-1	[ 2 ]
Holdout {p. B200}	12	IQ+1	[ 4 ]
Savoir-Faire (Vault) {p. B218}	12	IQ+1	[ 2 ]
Soldier/TL9 {p. B221}	10	IQ-1	[ 1 ]
Tactics {p. B224}	10	IQ-1	[ 2 ]
Per based	Level	Relative	Pts
Observation {p. B211}	11	Per-1	[ 1 ]

\* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	16	—	1d-2 cr	C	—	—	
Karate: Punch	15	11	1d-2 cr	C	—	—	
Karate: Kick	13	—	1d-1 cr	C,1	—	—	
Kick	14	—	1d-1 cr	C,1	—	—	
Punch	16	12	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	16	11	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	16	11	1d(2) imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
IWI Big Bull, 15mmCLP	18	6d+2 pi++	4	353 yd / 2.22 mi	3	9+1(3)	11	-2	4	3	
KaBar Defender (Superfine Small Knife): Thrown	12	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	4	
Mk 10, Handgrenade HE	15	8dx2 cr ex [3d]	—	38 yd	—	—	—	—	—	2	[2]
Mk 10S, Handgrenade Sleep Gas	15	spec HT-6	—	38 yd	—	—	—	—	—	2	[2]
SIG Storm, 10mmCL	17	10d+2 pi+	7	1050 yd / 1.79 mi	10	50+1(3)	10†	-4	3	2	

**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*	10/11*	
DX	DX	DX	Light	

**DR: 10** Eyes  
**DR: 16** Skull  
**DR: 0** Neck  
**DR: 10** Face  
**DR: 2** Torso  
**DR: 12/5\*+25** Groin  
**DR: 0** Arms  
**DR: 2** Hands  
**DR: 2\*** Legs  
**DR: 0** Feet  
**DR: 5/2** Feet

**Loc. HP #**

Eyes 2  
Neck —  
Skull —  
Face —  
Torso —  
Groin —  
Arms 6  
Hands 4  
Legs 6  
Feet 4

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

\* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
\*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

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
6 5 4 3 2 1	-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.

**-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
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
7 6 5 4 3 2 1	-5 -6 -7 -8 -9
2 1	-10 -11

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	5-8
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts
Disarming (Wrestling) {p. MA70, B230}	17	def+1	2
Lethal Strike (Karate) {p. MA85}	14	def+1	2

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	<b>Combat</b> Contents - Cost: 4033, Weight: 35.1 lb	4033	35.1 lb
1	<b>Armor</b> Contents - Cost: 3255, Weight: 22.6 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.	3255	22.6 lb
1	<b>Vaultec Jumpsuit</b> 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	<b>Mehler MIL-100, Boots {p. B284}</b> Description: TL:8 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Notes: [2,6] Location: feet	75	2.2 lb
1	<b>MilTek BBP, Vest {p. HT67}</b> Description: TL:8 LC:2 DR:12/5* Location: torso, groin	900	8 lb
1	<b>MilTek BHP, Helmet {p. HT70}</b> Per Unit - Cost: 250, Weight: 3 lb Contents - Cost: 200, Weight: 1.4 lb Description: TL:8 LC:3 DR:12 Location: skull	450	4.4 lb
1	<b>MilTek Visor, Helmet Mod {p. HT70}</b> Description: TL:8 LC:3 DR:10 Location: eyes, face	200	1.4 lb
1	<b>Leather Gloves {p. B284}</b> Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	<b>Vaultec Load Bearing Gear {p. B289}</b> Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 528, Weight: 10.5 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.	778	12.5 lb
1	<b>KaBar Defender (Superfine Small Knife) (Superfine, *6) {p. B272, B276}</b> 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
2	<b>Stimpack</b> 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.	80	-
2	<b>IWI Big Bull, 15mmCLP (ETC Ammunition)</b> Per Unit - Cost: 14, Weight: 1 lb	28	2 lb
2	<b>SIG Storm, 10mm CL (ETC Ammunition)</b> Per Unit - Cost: 40, Weight: 2 lb	80	4 lb
2	<b>Mk 10, Handgrenade HE {p. B277}</b> Per Unit - Cost: 40, Weight: 1 lb Description: TL:9 LC:2 64mm Warhead 32y exp 15y frag Dam:8dx2 Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 4 seconds later. Notes: [2]	80	2 lb
2	<b>Mk 10S, Handgrenade Sleep Gas {p. UT160}</b> Per Unit - Cost: 40, Weight: 1 lb Description: TL:9 LC:2 64mm Warhead Dam:7 yard radius HT-6 or unconscious Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 4 seconds later. Notes: [2]	80	2 lb
<b>Totals:</b>		<b>4033</b>	<b>35.1 lb</b>

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	<b>Backpack, Frame {p. B288}</b> Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1554, Weight: 84.75 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1654	94.75 lb
40	<b>TL9 Survival Ration {p. UT73}</b> Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years	200	20 lb
2	<b>reFresh Filtration, Canteen</b> 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
3	<b>Camel Bag</b> Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	60	24.75 lb
1	<b>Pouch {p. B288}</b> Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	-
0	<b>Caps</b> Description: The Post Nuclear War Currency	0	-
6	<b>IWI Big Bull, 15mmCLP (Ammunition)</b> Per Unit - Cost: 14, Weight: 1 lb	84	6 lb
6	<b>SIG Storm, 10mm CL (ETC Ammunition)</b> Per Unit - Cost: 40, Weight: 2 lb	240	12 lb
1	<b>MilTek Xeramik Plates, Trauma Plates {p. HT67}</b> Description: TL:8 LC:2 DR:23 Location: torso, groin	600	16 lb
<b>Totals:</b>		<b>1654</b>	<b>94.75 lb</b>
Qty	Walking Armoury	Cost	Weight
1	<b>Walking Armoury</b> Contents - Cost: 14990, Weight: 13 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.	14990	13 lb
1	<b>Patrol Sling {p. HT154}</b> Per Unit - Cost: 50, Weight: 2 lb Contents - Cost: 11200, Weight: 8 lb	11250	10 lb
1	<b>SIG Storm, 10mmCL (Signature Gear, +0; Electrothermal-Chemical, *2; Targeting: Multispectral Laser Sight (TL 9; +2; 4x), +1000; Fine Quality, *2) {p. UT137}</b> Description: TL:9 LC:2 Ammo:2 lb. Damage:7d pi+ Acc:4 Range:700/2100 RoF:10 Shots:50+1(3) ST:10† Bulk:-4 Rcl:3 Skill:Guns (Rifle) Usernotes: ETC, Sight, Fine, Signature Gear	11200	8 lb
1	<b>IWI Big Bull, 15mmCLP (Signature Gear, +0; Electrothermal-Chemical, *2; Targeting: Multispectral Laser Sight (TL 9; +2; 4x), +1000) {p. UT137}</b> Description: TL:9 LC:3 Ammo:1 lb. Damage:4d+1 pi++ Acc:2 Range:235/2600 RoF:3 Shots:9+1(3) ST:11 Bulk:-2 Rcl:4 Skill:Guns (Pistol) Usernotes: ETC, Sight, Signature Gear	3740	3 lb
<b>Totals:</b>		<b>14990</b>	<b>13 lb</b>

