



Name: Jack Daniels  
Race: Human  
Appearance:

Player: Gil Bertoli  
HT: Wt:

Age: Spent: 243  
Unspent: 12

**CHARACTER SHEET**

|                      |                      |                              |
|----------------------|----------------------|------------------------------|
| <b>ST</b> 10 [ 0 ]   | <b>HP</b> 10 [ 0 ]   | <b>Basic Speed</b> 7 [ 10 ]  |
| <b>DX</b> 15 [ 100 ] | <b>Will</b> 13 [ 0 ] | <b>Basic Move</b> 7 [ 0 ]    |
| <b>IQ</b> 13 [ 60 ]  | <b>Per</b> 13 [ 0 ]  | <b>BL</b> 20 lb (ST×ST)/5    |
| <b>HT</b> 11* [ 10 ] | <b>FP</b> 11 [ 0 ]   | <b>Thr</b> 1d-2 <b>Sw</b> 1d |
| <b>TL</b> 9 [ 0 ]    | <b>SM</b> +0         |                              |

\* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing

|                |                    |                   |
|----------------|--------------------|-------------------|
| Vision 13      | Fright Check 15*   | High Jump 2.67 ft |
| Hearing 13     | Consciousness 11   | Money -8440       |
| Touch 13       | Death Check 11     |                   |
| Taste/Smell 13 | Broad Jump 3.67 yd |                   |

\* Includes: +2 from 'Combat Reflexes'

**ENCUMBRANCE TABLE**

| Name     | « None » | Light | Med   | Hvy    | X-Hvy  |
|----------|----------|-------|-------|--------|--------|
| Lifting  | x1       | x2    | x3    | x6     | x10    |
| Basic    | 20 lb    | 40 lb | 60 lb | 120 lb | 200 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   |
| Jump     | 7 yd     | 5 yd  | 4 yd  | 2 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 | 40 lb        | 160 lb       | 240 lb        | 300 lb         | 1000 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: +3 from 'Nimble' when recognized by other underworlders, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Compulsive Gambling', +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known

**CULTURAL FAMILIARITIES**

| Name                              | Pts   |
|-----------------------------------|-------|
| Pre-War Western (Native) {p. B23} | [ 0 ] |

**LANGUAGES**

| Name                      | Spoken | Written | Pts   |
|---------------------------|--------|---------|-------|
| English (Native) {p. B24} | Native | Native  | [ 0 ] |

**TEMPLATES AND META-TRAITS**

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

Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes. In the course of your life, you have learned the following skills: History (The Old World), NBC Suit, Savoir-Faire (Vault), Computer Operation, Soldier, Area Knowledge (Newwada), Driving (Automobile), First Aid (Human), Guns (Pistol). You also will have the Advantage Luck, the Disadvantage Sense of Duty (Team) as well as the quirk Bunker4Life.

**ADVANTAGES**

| Name  | Pts    |
|---|--------|
| Ambidexterity {p. B39}  | [ 5 ]  |
| Combat Reflexes {p. B43}  | [ 15 ] |
| Flexibility {p. B56}  | [ 5 ]  |
| Luck {p. B66, P59}  | [ 15 ] |
| Nimble 3 {p. B89}   | [ 15 ] |
| Description: This Talent gives +1 to Filch, Forced Entry, Lockpicking, Pickpocket, Stealth, Traps |        |
| Perfect Balance {p. B74}  | [ 15 ] |



**PERKS**

| Name  | Pts   |
|---|-------|
| Quick Reload (Detachable Magazine) {p. GF21}  | [ 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 (formodern 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! |       |

**DISADVANTAGES**

| Name  | Pts     |
|---|---------|
| Code of Honor (Pirate's) {p. B127}              | [ -5 ]  |
| Compulsive Carousing (12 or less, *1) {p. B128} | [ -5 ]  |
| Compulsive Gambling (12 or less, *1) {p. B128}  | [ -5 ]  |
| Greed (12 or less, *1) {p. B137}                | [ -15 ] |
| Kleptomania (12 or less, *1) {p. B141}          | [ -15 ] |
| 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 ] |
| Bunker4Life   | [ -1 ] |
| Description: You've grown up in a bunker, have never seen the light of day and act accordingly. |        |

| SKILLS  |       |                                       |       |
|---|-------|---------------------------------------|-------|
| Name  | Level | Relative                              | Pts   |
| Acrobatics {p. B174}  | 16*   | DX+1                                  | [ 4 ] |
| Area Knowledge (Eureka County) {p. B176}  | 13    | IQ+0                                  | [ 1 ] |
| Area Knowledge (Free Nevada) {p. B176}  | 13    | IQ+0                                  | [ 1 ] |
| Carousing {p. B183}   | 11    | HT+0                                  | [ 1 ] |
| Climbing {p. B183}  | 18†   | DX+3                                  | [ 1 ] |
| Computer Operation/TL9 {p. B184}  | 13    | IQ+0                                  | [ 1 ] |
| Driving/TL9 (Automobile) {p. B188}  | 14    | DX-1                                  | [ 1 ] |
| Electronics Operation/TL9 (Security) {p. B189}  | 13    | IQ+0                                  | [ 2 ] |
| Escape {p. B192}  | 16‡   | DX+1                                  | [ 1 ] |
| Fast-Draw/TL9 (Ammo) {p. B194}  | 16§   | DX+1                                  | [ 1 ] |
| Fast-Draw (Pistol) {p. B194}  | 16§   | DX+1                                  | [ 1 ] |
| Filch {p. B195}   | 18¶   | DX+3                                  | [ 2 ] |
| First Aid/TL9 (Human) {p. B195}   | 13    | IQ+0                                  | [ 1 ] |
| Forced Entry {p. B196}  | 18¶   | DX+3                                  | [ 1 ] |
| Gesture {p. B198}   | 13    | IQ+0                                  | [ 1 ] |
| Guns/TL9 (Pistol) {p. B198}   | 15    | DX+0                                  | [ 1 ] |
| History (The Old World) {p. B200}   | 11    | IQ-2                                  | [ 1 ] |
| Holdout {p. B200}   | 12    | IQ-1                                  | [ 1 ] |
| Karate {p. B203}  | 13    | DX-2                                  | [ 1 ] |
| 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.<br>Parry: 10 |       |                                       |       |
| Lockpicking/TL9 {p. B206}   | 17¶   | IQ+4                                  | [ 4 ] |
| NBC Suit/TL9 {p. B192}  | 14    | DX-1                                  | [ 1 ] |
| Pickpocket {p. B213}  | 17¶   | DX+2                                  | [ 2 ] |
| Savoir-Faire (Vault) {p. B218}  | 13    | IQ+0                                  | [ 1 ] |
| Search {p. B219}  | 12    | Per-1                                 | [ 1 ] |
| Shadowing {p. B219}   | 12    | IQ-1                                  | [ 1 ] |
| Sleight of Hand {p. B221}   | 13    | DX-2                                  | [ 1 ] |
| Smuggling {p. B221}   | 12    | IQ-1                                  | [ 1 ] |
| Soldier/TL9 {p. B221}   | 12    | IQ-1                                  | [ 1 ] |
| Stealth {p. B222}   | 19¶   | DX+4                                  | [ 4 ] |
| Streetwise {p. B223}  | 12    | IQ-1                                  | [ 1 ] |
| Traps/TL9 {p. B226}   | 17¶   | IQ+4                                  | [ 4 ] |
| Urban Survival {p. B228}  | 12    | Per-1                                 | [ 1 ] |
|   |       |                                       |       |
|   |       |                                       |       |
|   |       |                                       |       |
|   |       |                                       |       |
| * Includes: +1 from 'Perfect Balance'   |       | § Includes: +1 from 'Combat Reflexes' |       |
| † Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'  |       | ¶ Includes: +3 from 'Nimble'          |       |
| ‡ Includes: +3 from 'Flexibility'   |       |                                       |       |

| MELEE ATTACKS  |       |       |             |       |    |    |    |       |
|--|-------|-------|-------------|-------|----|----|----|-------|
| Non-Equipment based  | Skill | Parry | Damage      | Reach | ST | Wt | LC | Notes |
| Bite<br><i>Skill used: DX</i>                                  | 15    | —     | 1d-3 cr     | C     | —  | —  | —  |       |
| Karate: Punch<br><i>Skill used: Karate</i>                     | 13    | 10    | 1d-3 cr     | C     | —  | —  | —  |       |
| Karate: Kick<br><i>Skill used: Karate-2</i>                    | 11    | —     | 1d-2 cr     | C,1   | —  | —  | —  |       |
| Kick<br><i>Skill used: DX-2</i>                                | 13    | —     | 1d-2 cr     | C,1   | —  | —  | —  |       |
| Punch<br><i>Skill used: DX</i>                                 | 15    | 11    | 1d-3 cr     | C     | —  | —  | —  |       |
| Equipment based  | Skill | Parry | Damage      | Reach | ST | Wt | LC | Notes |
| KaBar Defender Combat Knife: Swing<br><i>Skill used: DX-4</i>  | 11    | 8     | 1d-1(2) cut | C,1   | 5  | .5 | 4  |       |
| KaBar Defender Combat Knife: Thrust<br><i>Skill used: DX-4</i> | 11    | 8     | 1d-1(2) imp | C     | 5  | .5 | 4  | [1]   |
| 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 USP III, 7.5mmCLP (Automatic Pistol)<br><i>Skill used: Guns (Pistol)</i> | 15    | 2d+2 pi     | 2   | 150 yd / 1.08 mi | 3   | 30+1(3) | 9  | -2   | 2   | 2  | 3  |       |
| KaBar Defender Combat Knife: Thrown<br><i>Skill used: DX-4</i>               | 11    | 1d-1(2) imp | —   | 5 yd / 10 yd     | 1   | T(1)    | 5  | -1   | —   | .5 | 4  |       |

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

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------|-------|-------|-------|-------|
| 11*   | 11*   | 9*    | 11*   |       |
| 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:**

\* Includes: +1 from 'Combat Reflexes'

| SLAM TABLE |      |      |
|------------|------|------|
| 1-2        | 3-5  | 6-8  |
| 1d-3       | 1d-2 | 1d-1 |

| TECHNIQUES |       |          |     |
|------------|-------|----------|-----|
| Name       | Level | Relative | Pts |
|            |       |          |     |

| HP   | 0 HP   | -1xHP | -2xHP | -3xHP | -4xHP |
|--|--|-------|-------|-------|-------|
| 10 9 8 7 6 0 -1 -2 -3 -4 -10 -11 -12 -13 -14 -20 -21 -22 -23 -24 -30 -31 -32 -33 -34 -40 -41 -42 -43 -44 | 5 4 3 2 1 -5 -6 -7 -8 -9 -15 -16 -17 -18 -19 -25 -26 -27 -28 -29 -35 -36 -37 -38 -39 -45 -46 -47 -48 -49 |       |       |       |       |

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

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

**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness 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 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.

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

| LOAD-OUTS      |   |             |                 |
|----------------|---|-------------|-----------------|
| Qty            | Backpack  | Cost        | Weight          |
| 1              | Mammut Backpack, Frame/TL9 {p. B288}<br>Per Unit - Cost: 500, Weight: 6 lb<br>Contents - Cost: 1450, Weight: 56.05 lb<br>Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.  | 1950        | 62.05 lb        |
| 1              | airFresh Vapor, Canteen<br>Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l  | 180         | 3 lb            |
| 1              | Glow Stick, Light Source<br>Description: 2m radius; white light; 24h  | 25          | -               |
| 1              | reFresh Filtration, Canteen<br>Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement   | 180         | 3 lb            |
| 30             | VaulTec Survival Ration {p. UT73}<br>Per Unit - Cost: 8, Weight: 3.2 oz<br>Description: TL:9 Shelf-life of 15 years, needs 0.5l water   | 240         | 6 lb            |
| 1              | Swiss Army Knife<br>Description: Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick  | 10          | 1.6 oz          |
| 1              | Personal Basics {p. B288}<br>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.  | 5           | 1 lb            |
| 1              | Atombrot, Candy Bar<br>Description: vacuum-proot wrapper, counts as a meal  | 10          | 1.6 oz          |
| 300            | Caps<br>Per Unit - Cost: 1, Weight: 2.56 dr<br>Description: The Post Nuclear War Currency   | 300         | 3 lb            |
| 1              | Food Tablets {p. UT73}<br>Description: TL:9 12 Meals Shelf-life of 30 years   | 340         | 1.6 oz          |
| 3              | Camel Bag<br>Per Unit - Cost: 20, Weight: 8.25 lb<br>Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.  | 60          | 24.75 lb        |
| 1              | Sleeping Bag, Insulated {p. B288}<br>Description: TL:7 Notes: +3 HT to resist freezing.   | 100         | 15 lb           |
| <b>Totals:</b> |   | <b>1950</b> | <b>62.05 lb</b> |
| Qty            | Bases   | Cost        | Weight          |
| 1              | Base<br>Contents - Cost: 100, Weight: 31.5 lb   | 100         | 31.5 lb         |
| 2              | Camel Bag<br>Per Unit - Cost: 20, Weight: 8.25 lb<br>Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.  | 40          | 16.5 lb         |
| 30             | Traveler's Rations {p. B288}<br>Per Unit - Cost: 2, Weight: 8 oz<br>Description: TL:0 Notes: One meal of dried meat, cheese, etc.   | 60          | 15 lb           |
| <b>Totals:</b> |   | <b>100</b>  | <b>31.5 lb</b>  |
| Qty            | Combat  | Cost        | Weight          |
| 1              | Combat<br>Contents - Cost: 36390, Weight: 25.8 lb   | 36390       | 25.8 lb         |
| 1              | Armor<br>Contents - Cost: 2350, Weight: 19.1 lb   | 2350        | 19.1 lb         |
| 1              | VaulTec Jumpsuit<br>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.<br>Notes: [notes]<br>Location: limbs, neck, skull, torso, groin, feet, hands | 1800        | 9 lb            |
| 1              | Mehler MIL-100, Boots {p. B284}<br>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 underside of the foot (if footwear).<br>Notes: [2,6]<br>Location: feet   | 75          | 2.2 lb          |
| 1              | Mehler MIL-110, Helmet {p. B285}<br>Description: TL:8 LC:4 DR:5<br>Location: skull  | 125         | 2.2 lb          |
| 1              | Mehler MIL-120, Vest {p. B284}<br>Description: TL:8 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.<br>Notes: [1]<br>Location: torso, groin  | 350         | 5.7 lb          |
| 1              | VaulTec Load Bearing Gear {p. B289}<br>Per Unit - Cost: 750, Weight: 2 lb<br>Contents - Cost: 1520, Weight: 1.7 lb<br>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.  | 2270        | 3.7 lb          |
| 1              | Mini Vaulite .3, Flashlight<br>Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B  | 150         | 3.2 oz          |
| 1              | VaulTec Radio Headset<br>Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B   | 1000        | 8 oz            |

| LOAD-OUTS (continued) |   |              |                |
|-----------------------|---|--------------|----------------|
| Qty                   | Combat  | Cost         | Weight         |
| 1                     | VaulTec Load Bearing Gear {p. B289}   | 2270         | 3.7 lb         |
| 1                     | KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276}<br>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)]<br>Notes: [1] | 300          | 8 oz           |
| 1                     | H&K USP III, 7.5mmCLP (Magazine, 30 rounds)   | 70           | 8 oz           |
| 1                     | Rolex Explorer XXX, Watch/TL9<br>Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2D 1 inch display  | 30000        | 4.8 oz         |
| 1                     | VerzPi (Pistol Holster) {p. B289}<br>Per Unit - Cost: 350, Weight: 3.2 oz<br>Contents - Cost: 1420, Weight: 2.5 lb<br>Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open.   | 1770         | 2.7 lb         |
| 1                     | H&K USP III, 7.5mmCLP (Automatic Pistol)<br>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); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  | 1350         | 2 lb           |
| 1                     | H&K USP III, 7.5mmCLP (Magazine, 30 rounds)   | 70           | 8 oz           |
| <b>Totals:</b>        |   | <b>36390</b> | <b>25.8 lb</b> |

| SCRATCH PAD |  |  |  |
|-------------|--|--|--|
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |
|             |  |  |  |

| CAMPAIGN LOG  |             |             |  |
|---|-------------|-------------|--|
| <b>Points:</b> (logged) 0                           | + (other) 0 | = (total) 0 |  |
| <b>Initial Character Creation</b>                   |             |             |  |
| Character created using GURPS Character Assistant 4 |             |             |  |
| 14.03.2012: 0 pts                                   |             |             |  |

| POINTS SUMMARY                              | Pts |            |
|---|-----|------------|
| Basic Attributes, Secondary Characteristics | 180 |            |
| Advantages, Perks                           | 71  |            |
| Disadvantages, Quirks                       | -55 |            |
| Skills, Techniques                          | 47  |            |
| <b>Total Points Spent:</b>                  |     | <b>243</b> |
| <b>Unspent Points:</b>                      |     | <b>12</b>  |