



Name: Jack 'Fingers' Daniels
Race: Human
Appearance:

Player: Gil Bertoli
Ht: Wt:

Age: Spent: 254
Unspent: 1

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 7	[10]
DX 15	[100]	Will 13	[0]	Basic Move 7	[0]
IQ 13	[60]	Per 14	[5]	BL 20 lb	(ST×ST)/5
HT 11*	[10]	FP 11	[0]	Thr 1d-2	Sw 1d
TL 9	[0]	SM +0			

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

Vision 14	Fright Check 15*	High Jump 2.67 ft
Hearing 14	Consciousness 11	Money -12380
Touch 14	Death Check 11	
Taste/Smell 14	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 ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

* Conditional: +2 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 2 {p. B89}	[10]
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: 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!	



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]
Administration {p. B174}	12	IQ-1	[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]
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	[1]
Electronics Operation/TL9 (Security) {p. B189}	12	IQ-1	[1]
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]
Fast-Talk {p. B195}	12	IQ-1	[1]
Filch {p. B195}	17¶	DX+2	[2]
First Aid/TL9 (Human) {p. B195}	13	IQ+0	[1]
Forced Entry {p. B196}	17¶	DX+2	[1]
Gambling {p. B197}	12	IQ-1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Guns/TL9 (Pistol) {p. B198}	17	DX+2	[4]
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. Parry: 10			
Lockpicking/TL9 {p. B206}	16**	IQ+3	[4]
NBC Suit/TL9 {p. B192}	14	DX-1	[1]
Observation {p. B211}	13	Per-1	[1]
Pickpocket {p. B213}	16¶	DX+1	[2]
Savoir-Faire (Vault) {p. B218}	13	IQ+0	[1]
Search {p. B219}	13	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}	18¶	DX+3	[4]
Streetwise {p. B223}	12	IQ-1	[1]
Traps/TL9 {p. B226}	16¶	IQ+3	[4]
Urban Survival {p. B228}	13	Per-1	[1]
* Includes: +1 from 'Perfect Balance'		§ Includes: +1 from 'Combat Reflexes'	
† Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'		¶ Includes: +2 from 'Nimble'	
‡ Includes: +3 from 'Flexibility'		** Includes: +2 from 'Nimble'; Conditional: +1 from 'AliBaBa 2001' when picking electronic locks	

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	15	—	1d-3 cr	C	—	—	—	
Karate: Punch	13	10	1d-3 cr	C	—	—	—	
Karate: Kick	11	—	1d-2 cr	C,1	—	—	—	
Kick	13	—	1d-2 cr	C,1	—	—	—	
Punch	15	11	1d-3 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	11	8	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	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)	17	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
H&K USP III, 7.5mmCLP (Automatic Pistol)	17	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown	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*	10/11*	
DX	DX	DX	Light	

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

Bonus DR: 0
Bonus DB: 0

Notes:

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Guns (Pistol)) (p. MA83, B230)	17	def+4	[5]

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.

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

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 1450, Weight: 56.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	1950	62.05 lb
1	airFresh Vapor, Canteen Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l	180	3 lb
1	Glow Stick, Light Source Description: 2m radius; white light; 24h	25	-
1	reFresh Filtration, Canteen Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	180	3 lb
30	Vaultec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water	240	6 lb
1	Swiss Army Knife Description: Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	10	1.6 oz
1	Personal Basics {p. B288} 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 Description: vacuum-proof wrapper, counts as a meal	10	1.6 oz
300	Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency	300	3 lb
1	Food Tablets {p. UT73} Description: TL:9 12 Meals Shelf-life of 30 years	340	1.6 oz
3	Camel Bag 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	Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb
Totals:		1950	62.05 lb
Qty	Bases	Cost	Weight
1	Base Contents - Cost: 100, Weight: 31.5 lb	100	31.5 lb
2	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb 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} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb
Totals:		100	31.5 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 40330, Weight: 29.6 lb	40330	29.6 lb
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb
1	Vaultec jumpsuit 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: limbs, neck, skull, torso, groin, feet, hands	1800	9 lb
1	Mehler MIL-100, Boots {p. B284} 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). Notes: [2,6] Location: feet	75	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull	125	2.2 lb
1	Mehler MIL-120, Vest {p. B284} 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. Notes: [1] Location: torso, groin	350	5.7 lb
1	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 3690, Weight: 2.8 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.	4440	4.8 lb
1	Mini Vaultite .3, Flashlight Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B	150	3.2 oz
1	Vaultec Radio Headset 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}	4440	4.8 lb
1	KaBar Defender Combat 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]	300	8 oz
2	H&K USP III, 7.5mmCLP (Magazine, 30 rounds) Per Unit - Cost: 70, Weight: 8 oz	140	1 lb
2	Stimpack 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.	400	6.4 oz
1	AliBaBa 2001 {p. UT95} Description: TL:9 Notes: +1 to pick electronic locks, Battery 2h/A	1500	3.2 oz
4	Lockpicks {p. B289} Per Unit - Cost: 50 Description: TL:3 Notes: Basic equipment for Lockpicking skill.	200	-
1	Rolex Explorer XXX, Watch/TL9 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} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb 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) 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
1	VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb 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) 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
Totals:		40330	29.6 lb

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 0 + (other) 0 = (total) 0

Initial Character Creation

Character created using GURPS Character Assistant 4

14.03.2012: 0 pts

POINTS SUMMARY**Pts**

Basic Attributes, Secondary Characteristics	[185]
Advantages, Perks	[66]
Disadvantages, Quirks	[-55]
Skills, Techniques	[58]
Total Points Spent:	254
Unspent Points:	1