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Name: Jack 'Fingers' Daniels Race: Human Appearance: Player: Gil Bertoli Ht: Wt: Spent: 254 Unspent: 1

CHARA	CTERS	SHEEL								
ST 10	[0] HP	10	[Basic Speed	7	[10
DX 15	[100] Will	13	[<mark>0</mark>]	Basic Move	7	[0
IQ 13	[60] Per	14	[- 1	BL	20 ll	(ST×S	ST)/5
HT 11	[10] FP	11	[0]	Thr 10	-2	Sw	1d	
TL 9				[<mark>0</mark>]	SM	+0			
Vision	14	Frigh	t Check	1	5*	High	Jump	2	.67	ft
Hearing	14		sciousne			Mone	y .	1	223	0
Touch	14		h Check		1					
Taste/Smell Includes: +2 from	14 Combat	Broad Reflexes'	Jump	3.67 y	/d					
	1 Oombat									
Name	« No ×	ne »	MBRAN(Light ×2	M	ABLE ed ⊲3	H	lvy ×6	х	(-H∖ ×10	
Basic	<u>-</u> 20		40 lb) Ib		0 lb	<u>-</u> 2	00	lb -
	×	1	_ <u>×0.8</u>	×	0.6		0.4		×0.2	
Ground Water	7 1	yd	<u>5 yd</u>		yd_ yd		_yd yd		1_yo	
Jump	7		<u>1 yd</u> 5 yd		yu yd		yu yd		1 yo 1 yo	
	-	_	-1		2		-3		-4	
Dodge	1	1	10		9		8		7	
		LIF	TING F	EATS	3					
	1-Ha		2-Hand		ove /		ry on		Shi	-
Name	Li		Lift [†]	Ov	/er‡	-	ick§		igh	tlv
			160 lh	04		00	n Ih	- 1/		
			160 lb		0 Ib with a		0 lb	1(000	lb
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Age:

 PERKS
 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]
	r 1

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)	13	IQ+0	[1]
{p. B176}			
Carousing {p. B183}	11	HT+0	[1]
Climbing {p. B183}	18†	DX+3	î 1î
Computer Operation/TL9 {p. B184}	13	IQ+0	î 1î
Driving/TL9 (Automobile) {p. B188}	14	DX-1	î 1ĵ
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	î 11
Electronics Operation/TL9 (Security)	12	IQ-1	i 1i
{p. B189}			
Escape {p. B192}	16‡	DX+1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	16§	DX+1	11
Fast-Draw (Pistol) {p. B194}	16§	DX+1	11
Fast-Talk {p. B195}	12	IQ-1	
Filch {p. B195}	17¶	DX+2	[2]
First Aid/TL9 (Human) {p. B195}	13	IQ+0	
Forced Entry {p. B196}	17¶	DX+2	
Gambling {p. B197}	12	IQ-1	
Gesture {p. B198}	13	IQ+0	
Guns/TL9 (Pistol) {p. B198}	17	DX+2	
History (The Old World) {p. B200}	11	IQ-2	
Holdout {p. B200}	12**	IQ-2	
Karate {p. B203}	13	DX-2	
Description: Notes: Calculated damage takes into	15	DX-2	L 'J
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	î 1î
Observation {p. B211}	13	Per-1	î 1]
Pickpocket {p. B213}	16¶	DX+1	[<u>2</u>]
Savoir-Faire (Vault) {p. B218}	13	IQ+0	î 1 j
Search {p. B219}	13	Per-1	11
Shadowing {p. B219}	12	IQ-1	i 1i
Sleight of Hand {p. B221}	13	DX-2	i 1i
Smuggling {p. B221}	12	IQ-1	11
Soldier/TL9 {p. B221}	12	IQ-1	
Stealth {p. B222}	181	DX+3	<u>i</u> 41
Streetwise {p. B223}	12	IQ-1	
Traps/TL9 {p. B226}	161	IQ+3	
Urban Survival {p. B228}	13	Per-1	11
			1 1
			1 1
* Includes: +1 from 'Perfect Balance'			<u> </u>
+ Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'			

* Includes: +1 from 'Perfect Balance' † Includes: +3 from 'Flexibility', +1 from 'Perfect Balance' ‡ Includes: +3 from 'Flexibility' § Includes: +1 from 'Combat Reflexes' ¶ Includes: +2 from 'Nimble' ** Conditional: +1 from 'VersaConceal, Holdout Pistol Holster' when If VersaConceal is worn concealed, +1 from 'VersaConceal, Holdout Pistol Holster' when If VersaConceal is worn concealed, et al. (Conceal, Holdout Pistol Holster' when If VersaConceal is worn concealed, et al. (Conceal, Holdout Pistol Holster' when If VersaConceal is worn concealed.

concealed †† Includes: +2 from 'Nimble'; Conditional: +1 from 'Kaba 7001 AliBaba' when picking electronic locks, +1 from 'Modern Lockpicks' when picking mechanical locks

MELEE ATTACKS									
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes	
Bite	15	_	1d-3 cr	С	_	_	_		
Skill used: DX									
Karate: Punch	13	10	1d-3 cr	C	-	-	-		
Skill used: Karate									
Karate: Kick	11	-	1d-2 cr	C,1	-	-	-		
Skill used: Karate-2			4.1.0						
Kick	13	—	1d-2 cr	C,1	-	—	-		
Skill used: DX-2	15		1d 0 er	C					
Punch Skill used: DX	15	11	1d-3 cr		_	-	_		
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes	
KABAR Survivor, Tactical Knife (Superfine):	11	9							
		9	1d-1(2) cut	C,1	5	.5	4		
swing		9	10-1(2) CUT	C,1	5	.5	4		
Skill used: DX-4									
		9	1d-1(2) cut 1d-1(2) imp	C,1	5	.5	4		
Skill used: DX-4 KABAR Survivor, Tactical Knife (Superfine): thrust									
Skill used: DX-4 KABAR Survivor, Tactical Knife (Superfine):									
Skill used: DX-4 KABAR Survivor, Tactical Knife (Superfine): thrust			1d-1(2) imp					Notes	
Skill used: DX-4 KABAR Survivor, Tactical Knife (Superfine): thrust Skill used: DX-4	11	9		c	5	5	4	Notes	

			RA	ANGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K UCPk III, 7.5mmCLP Skill used: Guns (Pistol)	17	2d pi-	1	100 yd / 1200 yd	3	18+1(3)	6	-1	2	1	3	
H&K UCPk III, 7.5mmCLP Skill used: Guns (Pistol)	17	2d pi-	1	100 yd / 1200 yd	3	18+1(3)	6	-1	2	1	3	
KABAR Survivor, Tactical Knife (Superfine): thrown Skill used: DX-4	11	1d-1(2) imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	.5	4	

Shots "T": The v	veapon is a <i>thrown</i> w	veapon.							
Shots "T": The v PARRY 11 DX Eyes DR: 0 HP: 0 Neck DR: 2 HP: 0 Torso DR: 5/2*+2 HP: 0	PARRY 11 DX Skull DR: 9 HP: 0 Fac: 0 HP: 0 HP: 0 Fac: 0 HP: 0 HP: 0 Fac: 0 HP: 0	BLOCK 9' DX Dx Lo Ey Ne Sk Fa To Gru 2	es 2 ck – ull – rso – poin – ns 6 nds 4 gs 6	# 	FP 0 FP 11098701234 6543256789 1 -10 1 -10	such 0 FP or less: Make any n critic: vs. hr caus: -1×FP or less: Imme	2, and ST/2 (rour ect ST-based qu damage. vs. incapacitatior ther than Do Noti ake an immediate every point of FF loss of HP. issciousness; you urther FP costs a	nd up); ST antities, n before hing, on a e HT roll P loss u can no	
	Groin DR: 1 HP: 1 DR: 2 HP: 0 Feet DR: 5/2+/ HP: 0	5/2*+2 0	nus DR: 0 nus DB: 0 tes:		Dual-Weapon Attack ({p. MA83, B230}	Guns (Pistol))	Level 17	def+4	

* Includes: +1 from 'Combat Reflexes'

0 HP HP -1×HP

-2×HP -3×HP -4×HP 1098760112340011121314021222324 54321-5-6-7-8-915161748-1925-26-27282 -39 -38

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

1	Backpack	Cost	Weight
	Mammut Backpack, Frame {p. wiki}	3100	55.42 lb
	Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 2600, Weight: 51.42 lb		
-	Description: TL:9 LC:4 A framed backpack that holds 100 lb: ultra light materials.		
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proot wrapper, counts as		1.6 oz
1	Food Tablets {p. wiki}	240	1.6 oz
	Description: TL:9 LC:4 12 Meals; Developed for use in lo missions, these food items are small colored pills that are in size due to the extraction of all moisture. Quite tasty (t flavors, such as French fries, hamburger, etc.), each tabl	e simply "me hey come in	als" reduced various
1	the nutritional requirements of a full meal. Glowstick, Emergency Light {p. wiki}	50	12.8 di
1	Description: TL:9 LC:4 2m radius; white light; 24h reFresh Filtration, Canteen {p. wiki}	180	2.5 lb
·	Implementation State	0 79 78 77 76 0 49 48 47 46 0 19 18 17 16	75 74 73 72 71 45 44 43 42 41 15 14 13 12 11
30	Filter 100 uses - color indictes replacement VaulTec Survival Ration {p. wiki}	300	6 lb
	Per Unit - Cost: 10, Weight: 3.2 oz Description: TL:9 LC:4 Shelf-life of 250 years, needs 0.5		
3	Camel Bag {p. wiki} Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:8 LC:4 A plastic bag filled with a gallon o	120	24.75 lk
4	allows drinking when in the backpack.		
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lk
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissory, small knife opener and toothpick	40 , file, tweeze	1.6 oz rs, bottle
1	Purse (_Free, *0) {p. B288} Contents - Cost: 300, Weight: 14.72 oz	300	14.72 oz
180	Description: TL:0 Notes: Holds 3 lbs. Cap {p. wiki}	180	14.4 oz
	merchants supported bottle caps because the techno and paint their surfaces had been mostly lost in the G any counterfeiting efforts. Secondly, there are a limite which preserve their value against inflation to some d can trade one cap for one liter of clean drinking water	areat War, wheed number of legree. In The r.	hich limited bottle caps, e Hub you
1	NCR Golden Nugget {p. wiki} Description: TL:3 LC:4 The NCR mints this small gold	120	5.12 di
	of water.		
1	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to	5 o any Surviva	1 lb al roll withou
1 2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 tr it. Includes utensils, tinderbox or flint and steel, towel, etr Rope Syntsilk Smm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz	5 o any Surviva c., as TL peri 100	1 lb al roll withou mits. 8 Oz
	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 tr it. Includes utensils, tinderbox or flint and steel, towel, etr Rope Syntsilk Smm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf	5 o any Surviva c., as TL peri 100 ificial spider s e working loa iding the safe	1 lb al roll withou mits. 8 Oz silk. ad; the e load, roll
	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288}	5 o any Surviva c., as TL peri 100 ificial spider s e working loa iding the safe	1 lb mits. 8 OZ silk. ad; the bload, roll stressed to
2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk Smm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wh see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz	5 b any Surviva c., as TL per 100 ficial spider i e working loa dig the safe henever it is s 20 400	1 lb al roll withou mits. 8 oz silk. ad; the bload, roll stressed to 4 lb 6.4 oz
2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safi theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Sti wound, it instantly closes the wound and restores +5 hit Stimpack can be used per wound, except for a gunshot v way through the patient (one stimpack for entry wound, av wound, heals a total of +10 hit points). Millions of stimpac the war, and any surviving high-tech mediabs can produc	5 o any Surviva c., as TL peri 100 ficial spider s e working loa ding the safe henever it is s 20 400 mpack is inje points. Only i vound which nother for th cks were mai ce these. For	1 lk al roll withou mits. 8 oz silk. ad; the bload, roll stressed to 4 lk 6.4 oz cted into a one goes all the e exit de before m: Injection.
2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safi theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Sti wound, it instantly closes the wound and restores +5 hit Stimpack can be used per wound, except for a gunshot v way through the patient (one stimpack for entry wound, a wound, heals a total of +10 hit points). Millions of stimpat the war, and any surviving high-tech medlabs can produc lingcitons require a First Aid roll with a +2 bonus. It takes one Stimpack. Drawbacks: None. Time: Takes effect imm	5 o any Surviva c., as TL peri 100 ficial spider s e working loa ding the safe nenever it is 20 400 mpack is inje points. Only vound which nother for th cks were man ce these. For s about 1 sec nediately.	1 lb al roll withou mits. 8 oz silk. dd; the b load, roll stressed to 4 lb 6.4 oz cted into a one goes all the e exit de before m: Injection. ond to apply
2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of arti Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Sti wound, it instantly closes the wound and restores +5 hit p Stimpack can be used per wound, except for a gunshot v way through the patient (one stimpack for entry wound, a wound, heals a total of +10 hit points). Millions of stimpat the war, and any surviving high-tech mediabs can produu lnjections require a First Aid roll with a +2 bonus. It takes one Stimpack. Drawbacks: None. Time: Takes effect imn VauITec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It nerve gas or other contact agents if combined with a See medium must be replaced periodically; cost varies from a filter provides up to 4 hours of usage.to filter heavy dust the whole mask (in a chemicalwarfare environment). It ta on and one to take off.	5 o any Surviva c., as TL per 100 ficial spider s e working loa ding the safe enerver it is s 20 400 mpack is inje points. Only 4 vound which unother for th hocks were mai ce these. For s about 1 sec nediately. 400 t is only effect aled outfit. Th a \$100 cartric or pollen) to	1 lb al roll withou mits. 8 oz silk. dd; the e load, roll stressed to 4 lb 6.4 oz cted into a one goes all the e exit de before m: Injection. ond to apply 1 lb ttive against he filter replacing
2 1 2 1 1	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of art Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stit wound, it instantly closes the wound and restores +5 hit J Stimpack can be used per wound, except for a gunshot w way through the patient (one stimpack for entry wound, a wound, heals a total of +10 hit points). Millions of stimpat the war, and any surviving high-tech medlabs can produ Injections require a First Aid roll with a +2 bonus. It takes one Stimpack. Drawbacks: None. Time: Takes effect imm VauITec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It nerve gas or other contact agents if combined with a Sea medium must be replaced periodically; cost varies from a filter provides up to 4 hours of usage.to filter heavy dust. the whole mask (in a chemicalwarfare environment). It ta on and one to take off. Notes: [notes]	5 o any Surviva c., as TL peri 100 ficial spider i e working loa ding the safe nenever it is 20 400 mpack is inje points. Only i 400 mpack is inje points. Only i ce these. For a about 1 sec nediately. 400 t is only effec aled outfit. Th a \$100 cartric to pollen) to kes two secc	1 lk al roll withou mits. 8 oz silk. d; the bload, roll stressed to 4 lk 6.4 oz cted into a one goes all the e exit de before m: Injection, ond to apply 1 lk stive against the filter ige (One replacing onds to put
2 1 2	of water. Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc Rope Syntsilk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This a synthetic rope made of art Supports 1,000 pounds. 10 yards of rope. This is the safe theoretical breaking strain is five times as much. If excee vs. the rope's HT 12 at -1 per multiple of working load wf see if it snaps. Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners. Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Sti wound, it instantly closes the wound and restores +5 hit J Stimpack can be used per wound, except for a gunshot w way through the patient (one stimpack for entry wound, a wound, heals a total of +10 hit points). Millions of stimpar the war, and any surviving high-tech medlabs can produc Injections require a First Aid roll with a +2 bonus. It takes one Stimpack. Drawbacks: None. Time: Takes effect imm VauITec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It nerve gas or other contact agents if combined with a See medium must be replaced periodically; cost varies from at filter provides up to 4 hours of usage.to filter heavy dust the whole mask (in a chemicalwartare environment). It ta on and one to take off. Notes: [notes] Location: eyes, face VauITec NBC Suit/TL9 Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, chemicalretardant coating but no other features. Cargo h hangar-bay crews, and some industrial workers often we	5 o any Surviva c., as TL peri 100 ficial spider si e working loc ding the safe nenever it is si 20 400 mpack is inje points. Only i vound which sound which cost hese. For cate these. For cate the set the s	1 lb al roll withou mits. 8 oz silk. dd; the bload, roll stressed to 4 lb 6.4 oz cted into a one goes all the e exit de before m: Injection. ond to apply 1 lb tive against te filter ige (One replacing nnds to put 3 lb oof and mat teams, ally in white
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	LOAD-OUTS (continued)		
Qtv	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 as This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item	a "child" righ	t click on it
	and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" format	t under the pa	rent. Any
	item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des		
3	Camel Bag {p. wiki}	120	24.75 lb
	Per Unit - Cost: 40, Weight: 8.25 lb		
	Description: TL:8 LC:4 A plastic bag filled with a gallon of allows drinking when in the backpack.	of drinking wa	iter, a nose
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, chees Totals:	<u>e, eic.</u> 180	39.75 lb
Qtv	« Combat »	Cost	Weight
1	Combat	14490	19.5 lb
1	Contents - Cost: 14490, Weight: 19.5 lb	14400	10.010
	Description: In GCA a "Parent" item can have other traits as		
	This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item		
	and select "Make Child of " The child items will be hidden		
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format	t under the pa	rent. Any
	item may be assigned as a parent by right clicking on it and this ontwise here for convenience, as it is automatically des		
1	this entry is here for convenience, as it is automatically des Armor	2900	13.1 lb
	Contents - Cost: 2900, Weight: 13.1 lb		
	Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure		
	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 by default; you may show the child items by right clicking		
	selecting "Show Components." Once displayed the child		
	"tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is h		
	is automatically designated a Parent.		mence, as n
1	VaulTec Jumpsuit	1800	3 lb
	Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex	w stripes on t ible), wind ab	he sides sorbing.
	water proof, breathable and can be worn layered with	nout penalty.	Gives 2 DR
	on groin, torso, limbs, feet, hands, neck and skull. Ac rolls against heat and cold.	ditional, it giv	/es +1 to
	Notes: [notes]		
1	Location: full suit, skull Mehler MIL-100, Boots {p. B284}	150	2.2 lb
	Description: TL:7 LC: DR:5/2 Notes: [2,6] Conceala		
	Split DR: use the higher DR only if the attack strikes footwear).	underside of	the foot (if
	Notes: [2,6]		
1	Location: feet Mehler MIL-110, Helmet {p. B285}	250	2.2 lb
	Description: TL:7 LC:4 DR:5	200	2.2 10
	Location: skull	700	
1	Mehler MIL-120, Assault Vest	700	5.7 lb
	{p. B284} Description: TL:7 LC:3 DR:5/2* Notes: [1] Split DR: u	ise the first, h	igher DR
	against piercing or cutting attacks; use the second, le		
	damage types. Notes: [1]		
	Location: torso, groin	0050	0.5.11
1	VaulTec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb	3950	2.5 lb
	Contents - Cost: 3200, Weight: 1.5 lb		
	Description: TL:9 LC:4 Belt and suspenders with pouche Made of ultra light fibers and titanium to be very light. Er		
	gear which can be accessed with fast draw or a ready m		
1	Minilite .3, Flashlight {p. wiki}	150	3.2 oz
	Description: TL:9 LC:4 Power:B/24 hr. 15m beam; he rail compatible	elm mountable	e; firearms
1	VaulTec Radio Headset {p. wiki}	1000	8 oz
	Description: TL:9 LC:3 Power:2B/10 hr. Secure; paln		
	res camera and screen for video transmiting; Can be Explorer XXX, eg. for data storage.		
1	KABAR Survivor, Tactical Knife	450	8 oz
	(Superfine) {p. wiki}		
	Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp		
	Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Ran	ge:0.5*ST/1*	ST RoF:1
	Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife Knife was used by the US Marines prior to the Fall. It		
	to be carried concealed on wrists or ankles.		
1	Kaba 7001 AliBaba {p. wiki} Description: TL:9 LC:2 Power:A/2 hr. +1 to pick elect	1500	3.2 oz
1	Modern Lockpicks {p. wiki}	100	1.6 oz
	Description: TL:7 LC:4 Basic lockpick set. Allows loc	kpicking at no	

Qty	LOAD-OUTS (continued) « Combat »	Cost	Weight
1	Combat	14490	19.5 lb
1	Rolex Explorer XXX {p. wiki}	5000	4.8 oz
	Description: TL:9 LC:4 Survival watch; Bio Monitor gives	Physician a	
	diagnose patient wearing watch (+1 Diag); Chronometer	; GPS receive	er (Does not
	work); Inertial & Mag. Compass & Map (+2 Navi); Beaco	n (10 km); Tii	ny Compu
	(Complexity 3, 1TB); 2D 1 inch display		
1	VersaConceal, Holdout Pistol	1320	1.8 lb
	Holster {p. wiki}		
	Per Unit - Cost: 450, Weight: 6.4 oz		
	Contents - Cost: 870, Weight: 1.4 lb		
	Description: TL:9 LC:4 Made out of ultra-tech fibers and		
	holster can fit any TL9 sidearm with Bulk -1 and two mag	gazines. It giv	es +1 to
	Holdout if worn concealed.	150	0.4.0=
2	H&K UCPk III, 7.5mmCLP	150	6.4 oz
	(Magazine, 18 Cartridges)		
	Per Unit - Cost: 75, Weight: 3.2 oz		
	Description: TL:9 LC:4 A full reload including a maga	azine, speedlo	bader or
	beltbox, if applicable.	700	4 11
1	H&K UCPk III, 7.5mmCLP	720	1 lb
	{p. wiki}		
	1817161514 13121110 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC:3 Ammo:0.2 lb. Damage:2d pi-	Acc:1 Range:	100/1200
	RoF:3 Shots:18+1(3) ST:6 Bulk:-1 Rcl:2 Skill:Guns (
	Koch Universal Caseless Pistole kurz III was the star		
	western intelligence agencies before the war. It is mu	uch smaler co	mpared to
	the standart model, thus easier to conceal.	1000	4.0.1
1	VersaConceal, Holdout Pistol	1320	1.8 lb
	Holster {p. wiki}		
	Per Unit - Cost: 450, Weight: 6.4 oz		
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	Description: TL:9 LC:4 Made out of ultra-tech fibers and		
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	Holdout if worn concealed.		
2	H&K UCPk III, 7.5mmCLP	150	6.4 oz
	(Magazine, 18 Cartridges)		
	Per Unit - Cost: 75, Weight: 3.2 oz		
	Description: TL:9 LC:4 A full reload including a maga	azine, speedlo	bader or
_	beltbox, if applicable.	700	at 11-
1	H&K UCPk III, 7.5mmCLP	720	1 lb
	{p. wiki}		
	18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1		
	Description: TL:9 LC:3 Ammo:0.2 lb. Damage:2d pi-		
	RoF:3 Shots:18+1(3) ST:6 Bulk:-1 Rcl:2 Skill:Guns (
	Koch Universal Caseless Pistole kurz III was the star		
	western intelligence agencies before the war. It is mu the standart model, thus easier to conceal.	uch smaler co	mpared to
	Totals:	14490	19.5 lb
	Totais.	14430	13.5 10
	SCRATCH PAD		
	••••••••••		

C	AMPAIGN LO	DG	
Points: (logged) 0	+ (other) 0	= (total) 0	
Initial Character Creation		Dienstag 15. A	pril 2177
Character created using G	URPS Chara	cter Assistant 4	
14.03.2012: 0 pts			
POINTS SUMMARY			Pts
Basic Attributes, Secondary	Characterist	ics	[185]
Advantages, Perks			66]
Disadvantages, Quirks			[-55]
Skills, Techniques			58]
	Tot	tal Points Spent:	254
		Unspent Points:	1