

Name: Virginia 'Gina' Bellefleur Race: Human Appearance:

| | CHAR | ACT | ER SI | HEET | | | | | | | | | | |
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| DX | 12 |] | 40] | Will | 16 |] | 0] | Basic | | | [| 0 | | |
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| | | | | | IBRAN | ICE | | | | | | | | |
| Nam | | < | Non | e » | Light | | Med | | Hvy | | Κ-Η | | | |
| Lifting | | | <u>×1</u> 20 lb | | <u>×2</u> 40 lb | | <u>×3</u> 60 lb | <u>-</u> | <u>×6</u> 20 lb | | _ <u>×10</u> 200 | | | |
| Mover | - | | ×1 | | ×0.8 | | ×0.6 | | ×0.4 | | ×0.2 | | | |
| Grou | | | 6 yd | | 4 yd | | 3 yd | | 2 yd | | 1 yo | d | | |
| Wate | er | | 1 yd | | 1 yd | | 1 yd | | 1 yd | | 1 y | | | |
| Jum | p | | 6 yd | | 4 yd | | 3 yd | | 2 yd | | 1 yo | b | | |
| - 5 - 7 | | | 9 | | | | -2 | | _3 | | 4_ | | | |
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| | | | 1-Har | nd 2 | -Hand | l S | hove | Ca | rry or | ו | Shi | ft | | |
| Nam | - | | Lift | | Lift [†] | | Over [‡] | | ack§ | | ligh | | | |
| Basi | - | | 40 lt | | 160 lb | | 240 lb | | 00 lb | 1 | 000 | lb | | |
| | es 2 secon es 4 secor | | | | i | | ble with e 1 FP/se | | | Hvv e | nc | | | |
| Tran | | | | | | | | | 010171 | , . | | | | |
| A 10.10 | | | ł | REAC | | NOD | FIER | 5 | | | | | | |
| | | | 'Appear | ance' | | | | | | | | | | |
| | us: +0 | 1 110111 | rippeur | unoc | Appearance: +1* * Includes: +1 from 'Appearance' | | | | | | | | | |
| | er: +0† | ıl: +1 fr | om 'Con | nulsive (| Carousin | a' whe | n from lil | ke-mind | ed extro | verts | -1 fro | m | | |
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| r C C C C C C C C C C C C C C C C C C C | Conditiona Somplisive ty (Team) ty (Team) ty (Team) ty (Team) ty (Team) the horest War Wo the War Wo the tish (Na the tish (Na tish | Carouver when from 'N ester tive) ler {p a have the wa History (Pistol) Team) e (Attl B58 pose 6, P5 B89} s Taler Aid, PF | sing' why in dang imes knc. Aedic' wh CU n (Nat {p. B2 TEMF . Wiki} grown u stes. In (The Ol as Know a Know a Know tractiv } (Medi is) nt gives a armacy, | en from s erous situ erous situ hen recop ive) {p L 4} PLATE p in a set the cours d World) ledge (Nu so will he as the qu AE e) {p. f c) {p. f a bonus f | sober-mir actions if rom 'Hon gnized by AL FA . B23} ANGU S ANGU S ANGU | AGE sense sense sy some AGE spo Nat D ME lergrou r life, y D ME lergrou r life, y D ME CAGE cosis, El urgery | tizens (L e of Duty hen a que one who ARITI S ken ive TA-TF nd vault ou have voir-Fair g (Auton gge Luck | pto -4), is know estion o receive ES Wrr N; RAITS shieldi learnec e (Vault nobile), , the Dis | +2 from m, +1 fri of honorood ad help ad help itten ative ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; | rom | P P P P P | ts 0 0 ts 0 0 1 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 | | |
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| App App App App App App App App | Conditiona Somplisive ty (Team) ty (Team) ty (Team) ty (Team) ty (Team) the horest ware of the horest tish (Na the tish (Na tish (Na | Carouver when from 'N ester tive) ler {p a have the wa History (Pistol) Team) e (Attl B58 pose 6, P5 B89} s Taler Aid, PF | sing' why in dang imes knc. Aedic' wh CU n (Nat {p. B2 TEMF . Wiki} grown u stes. In (The Ol as Know a Know a Know tractiv } (Medi is) nt gives a armacy, | en from s erous situ erous situ hen recop ive) {p L 4} PLATE p in a set the cours d World) ledge (Nu so will he as the qu AE e) {p. f c) {p. f a bonus f | sober-mir actions if rom 'Hon gnized by AL FA . B23} ANGU S ANGU S ANGU | AGE sense sense sy some AGE spo Nat D ME lergrou r life, y D ME lergrou r life, y D ME CAGE cosis, El urgery | tizens (L e of Duty hen a que one who ARITI S ken ive TA-TF nd vault ou have voir-Fair g (Auton gge Luck | pto -4), is know estion o receive ES Wrr N; RAITS shieldi learnec e (Vault nobile), , the Dis | +2 from m, +1 fri of honorood ad help ad help itten ative ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; | rom | P P P P C P C C P C C C C C C C C C C C | ts 0 0 ts 0 0 1 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 | | |
| App App App App App App App App | Conditiona Somplisive ty (Team) ty (Team) ty (Team) ty (Team) ty (Team) the horest ware of the horest tish (Na the tish (Na tish (Na | Carouver when from 'N ester tive) ler {p a have the wa History (Pistol) Team) e (Attl B58 pose 6, P5 B89} s Taler Aid, PF | sing' why in dang imes knc. Aedic' wh CU n (Nat {p. B2 TEMF . Wiki} grown u stes. In (The Ol as Know a Know a Know tractiv } (Medi is) nt gives a armacy, | en from s erous situ erous situ hen recop ive) {p L 4} PLATE p in a set the cours d World) ledge (Nu so will he as the qu AE e) {p. f c) {p. f a bonus f | sober-mir actions if rom 'Hon gnized by AL FA . B23} ANGU S ANGU S ANGU | AGE sense sense sy some AGE spo Nat D ME lergrou r life, y D ME lergrou r life, y D ME CAGE cosis, El urgery | tizens (L e of Duty hen a que one who ARITI S ken ive TA-TF nd vault ou have voir-Fair g (Auton gge Luck | pto -4), is know estion o receive ES Wrr N; RAITS shieldi learnec e (Vault nobile), , the Dis | +2 from m, +1 fri of honorood ad help ad help itten ative ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; | rom | P P P P C P C C P C C C C C C C C C C C | ts 0 ts 0 ts 0 ts 4 5 5 15 20 15 | | |



 DISADVANTAGES

 Name
 Pts

 Charitable (15 or less, *0.5) {p. B125}
 -7]

 Compulsive Carousing (15 or less, *0.5) {p. B128}
 -2]

 Honesty (12 or less, *1) {p. B138}
 -10]

 Nightmares (12 or less, *1) {p. B145}
 -5]

 Sense of Duty (Team) (Small Group) {p. B153}
 -5]

QUIRKS

| Gonne | |
|---|-----|
| Name | Pts |
| Attentive {p. B164} | -1] |
| Broad-Minded {p. B164} | -1] |
| Bunker4Life | -1] |
| Description: You've grown up in a bunker, have never seen the light of day and act accordingly. | |
| Humble {p. B164} | -1] |
| Religious {p. B163} | -1] |
| |] |
| |] |

Virginia 'Gina' Bellefleur

| SKILLS | | | |
|--|-------------|------------------|--------------|
| Name | Level | Relative | Pts |
| Area Knowledge (Free Nevada) | 16 | IQ+0 | [1] |
| {p. B176} Brainwashing/TL9 {p. B182} | 14 | IQ-2 | Г <u>1</u> 1 |
| Brawling {p. B182} | 12 | DX+0 | |
| Description: Notes: Calculated damage takes into | 12 | DAto | L 'J |
| 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 | 10 | 10.0 | r 41 |
| Computer Operation/TL9 {p. B184} | 16 18* | IQ+0 IQ+2 | [1] [1] |
| Diagnosis/TL9 (Human) {p. B187} Diplomacy {p. B187} | 14 | IQ+2 IQ-2 | |
| dDriving/TL9 (Automobile) {p. B188} | 12 | DX+0 | [1] |
| Electronics Operation/TL9 (Medical) | 19* | IQ+3 | |
| {p. B189} | 13 | IQ+0 | L 'J |
| Fast-Draw (Medical Gear) {p. B194} | 13 | DX+1 | [2] |
| First Aid/TL9 (Human) {p. B195} | 22† | IQ+6 | 11 |
| Forensics/TL9 {p. B196} | 14 | IQ-2 | 1 1 |
| Guns/TL9 (Pistol) {p. B198} | 16 | DX+4 | 12 |
| Hazardous Materials/TL9 (Biological) | 15 | IQ-1 | [1] |
| {p. B199} | | | |
| Hazardous Materials/TL9 (Chemical) | 15 | IQ-1 | [1] |
| {p. B199} | | | |
| Holdout {p. B200} | 15 | IQ-1 | [1] |
| Interrogation {p. B202} | 15 | IQ-1 | [1] |
| Knife {p. B208} | 12 | DX+0 | [1] |
| Parry: 8 | 10 | | |
| Liquid Projector/TL9 (Sprayer) {p. B205} | 12 | DX+0 | [1] |
| Naturalist (Earth) {p. B211} | 14 | IQ-2 | [1] |
| NBC Suit/TL9 {p. B192} | 12 | DX+0 | [2] |
| Pharmacy/TL9 (Herbal) {p. B213} | 18* | IQ+2 | [1] |
| Pharmacy/TL9 (Synthetic) {p. B213} | 18* | IQ+2 | [1] |
| Physician/TL9 (Human) {p. B213} | 18* | IQ+2 IQ-2 | [1] [1] |
| Poisons/TL9 {p. B214} | 14 15 | IQ-2 | |
| Research/TL9 {p. B217} Savoir-Faire (Vault) {p. B218} | 16 | IQ-1 IQ+0 | |
| Scientist! {p. B175} | 13 | IQ+0 | [3] |
| Description: Wildcard Skill: You have an unrealistically | 10 | 102-0 | |
| broad knowledge of every scientific field. This includes | | | |
| Architecture, Anthropology, Astronomy, Biology, Chemistry, Geology, History, Mathematics, Metallurgy, | | | |
| Meteorology, Naturalist, Paleontology, Physics, | | | |
| Physiology, Psychology, and Sociology - but also any | | | |
| other roll that requires a "scientific opinion". This doesn't necessarily translate to practical application, however; | | | |
| e.g., you might be an expert on metal composition and | | | |
| layering (Metallurgy), but that doesn't mean you can | | | |
| craft a sword (Smith)! Soldier/TL9 {p. B221} | 15 | IQ-1 | [1] |
| Speed-Reading {p. B222} | 15 | IQ-1 | 1 1 1 |
| dStealth {p. B222} | 14 | DX+2 | 71 |
| Surgery/TL9 (Human) {p. B223} | 23‡ | IQ+7 | 81 |
| Thrown Weapon (Knife) {p. B226} | 12 | DX+0 | 11 |
| Veterinary/TL9 {p. B228} | 14 | IQ-2 | [1] |
| Wrestling {p. B228} | 11 | DX-1 | [1] |
| Parry: 8 | | | |
| | | | ļļ |
| | | | ļļ |
| | | | |
| * Includes: +4 from 'Medic' ± Include | es: +4 from | 'Medic', +3 fron | L J |
| † Includes: +4 from 'Medic', +2 from 'VaulTec Surgical | Instrument | | |
| Crash Kit'; Conditional: +2 from 'VaulTec | | | |
| Crash Kit' | | | |

| MELEE ATTACKS | | | | | | | | | |
|---|----------|----------|----------------------------|----------|----|------------------|----|---------------|--|
| Non-Equipment based | Skill | Parry | Damage | Reach | ST | Wt | LC | Notes | |
| Brawling: Punch | 12 | 9 | 1d-3 cr | C | - | - | - | | |
| Skill used: Brawling | | | | | | | | | |
| Brawling: Bite | 12 | - | 1d-3 cr | C | - | - | - | | |
| Skill used: Brawling | | | | | | | | | |
| Brawling: Kick | 10 | - | 1d-2 cr | C,1 | - | - | - | | |
| Skill used: Brawling-2 | | | | | | | | | |
| Equipment based | Skill | Parrv | Demesia | Deeeb | ст | 14/4 | | Mates | |
| | SKIII | Parry | Damage | Reach | ST | Wt | LC | Notes | |
| KaBar Defender Combat Knife: Swing | 12 | <u>8</u> | 1d-1(2) cut | C,1 | 5 | <u>vvt</u> .5 | 4 | Notes | |
| KaBar Defender Combat Knife: Swing Skill used: Knife | - | | 1d-1(2) cut | | | - | | | |
| KaBar Defender Combat Knife: Swing | - | | | | | - | | Notes | |
| KaBar Defender Combat Knife: Swing Skill used: Knife | 12 | 8 | 1d-1(2) cut | C,1 | 5 | .5 | 4 | | |
| KaBar Defender Combat Knife: Swing Skill used: Knife KaBar Defender Combat Knife: Thrust | 12 | 8 | 1d-1(2) cut | C,1 | 5 | .5 | 4 | | |
| KaBar Defender Combat Knife: Swing Skill used: Knife KaBar Defender Combat Knife: Thrust Skill used: Knife | 12 12 | 8 | 1d-1(2) cut 1d-1(2) imp | C,1 C | 5 | .5 | 4 | - <u>[</u> 1] | |

| RANGED ATTACKS | | | | | | | | | | | | |
|-----------------------------------|-------|-------------|-----|------------------|-----|---------|----|------|-----|----|----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Wt | LC | Notes |
| H&K USP III, 7.5mmCLP | 16 | 2d+2 pi | 2 | 150 yd / 1.08 mi | 3 | 30+1(3) | 9 | -2 | 2 | 2 | 3 | |
| (Automatic Pistol) | | | | | | | | | | | | |
| Skill used: Guns (Pistol) | | | | | | | | | | | | |
| KaBar Defender Combat | 12 | 1d-1(2) imp | - | 5 yd / 10 yd | 1 | T(1) | 5 | -1 | _ | .5 | 4 | |
| Knife: Thrown | | | | | | | | | | | | |
| Skill used: Thrown Weapon (Knife) | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |

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

| Shots "T": The v | veapon is a thrown | weapon. | | |
|--------------------|--------------------------------|--|--|-------------------------------------|
| PARRY | PARRY | BLOCK | DODGE | OTHER |
| 9 | 9 | 7 | 9 | |
| DX | DX | DX | None | |
| Eyes | Skull | Loc | c. HP | # |
| DR: 0 HP: 0 | DR: 2 HP: 0 | Eye | | |
| Neck DR: 0 | Face DR: 0 | Neo Ski | | |
| HP: 0 | HP: 0 | | | |
| Torso DR: 0 | Arr | ms Gro | | |
| | | Ring Arm | | |
| H | | Hands Leg | js 6 | |
| | | HP: 0 Fee | | |
| | | - | nus DR: <mark>0</mark> nus DB: 0 | |
| | Gro DR: | | tes: | |
| | HP: | 0 | | |
| | Legs DR: 0 | | | |
| 1 | HP: 0 Feet | | | |
| 1 | DR: 0 HP: 0 | | | |
| en | 622 | | | |
| HP 10 9 8 7 6 0 | 0 HP -1 -1 -2 -3 -4 -10 -11 | ×HP -2×F | | -4×HP |
| 54321-5 | | -17 -18 -19 -25 -26 -27 ach other and any e | -28 -29 -35 -36 -37 -38 | -39 -45 -46 -47 -48 -49 |
| less than 1/3 HP: | Dodge/2 and Move | | | |
| UTIF OF 1855. | immediately and at Do Nothing. | t the start of any turr | n you choose a man | euver other than |
| -1×HP or less: | | death immediately a | and for every full mu | Itiple of HP below |
| -5×HP or less: | Immediate death. | | | |
| FP 121110980 | suffe | oss effects are cumu ered from HP loss. | | |
| 76543-5 | -6 -7 -8 -9 less | | loes not effect ST-b | ased quantities, |
| 21 -10 | -11 | 0 FP or less: Make | | acitation before |
| | | critica | naneuver other than Il failure make an im | mediate HT roll |
| | | cause | eart attack; every po es an equal loss of H | IP. |
| | -1 | ×FP or less: Immed longer | r lose FP, further FF | ess; you can no P costs are lost |
| | | | our HP instead. | |
| 1–2 | | SLAM TABLE 3–5 | | 6–7 |
| 1d-3 | | 1d-2 | | 1d-1 |

| 1 Martinus Backpack, Frame/LD 41020 105.05 Ib 0 Martinus, Hypo 1930 1 Martinus, Hypo 1930 1 Martinus, Hypo 1930 1 Martinus, Hypo 1930 1 Suffree Suffree Suffree Suffree 1 Suffree | | LOAD-OUTS | | | LOAD-OUTS (continued) | | | | | | |
|--|-----|---|-----------------|-------------------|-----------------------|--|-------------------------------------|-------------------------------|--|--|--|
| (p. B288) For an end of the second method is by the second method is light related. 100 Minimum Second method is a second method is light related. 100 For an end of the second method is light related. 100 For an end of the second method is light related. 100 For an end of the second method is light related. 100 100 For an end of the second method is light related. 100 100 For an end of the second method is light related. 100 100 For an end of the second method is light related. 100 100 For an end of the second method is light related. 100 | | | | | Qty | | | Weight | | | |
| Protect Constraint Product Constraint Product | 1 | | 41020 | di 20.201 | 6 | | | 43 lb | | | |
| Description: | | Per Unit - Cost: 500, Weight: 6 lb | | | Ŭ | Per Unit - Cost: 300 | | | | | |
| A processor is the analyse in a difference is the and of the analyse in an analyse is the a | | | ultra light ma | aterials. | | Description: The ultimate 'smart drug', a dose of me patients intelligence for a short period of time. Ment | entats greatly in ats give +2 IQ | creases the | | | |
| Cline Sign: Light Source Description Products Control (Source) Control (S | 1 | airFresh Vapor, Canteen | | 3 lb | | | | | | | |
| Description: Bin ediage, while light 244 30 1 referents (Instruction, Carletterin, 1132, and instruction); (UP 200); (UP 20 | 1 | | | _ | | lasting the same amount of time the drug was in eff | | | | | |
| 1 Intrihish in manufactory can be derived as a solution monomers file of the derived as a solution of the derived asolution of the derived asolution of the derived as a solution o | | Description: 2m radius; white light; 24h | 100 | 0.11 | 6 | | 300 | _ | | | |
| Letter of indicate sequence in the sequence in th | 1 | | | | | Per Unit - Cost: 50 | oon ^o h mora | n of orror | | | |
| 1 Description The first in the series in a control data with the series is a control data with the control data with the control data with the seris is c | | uses - color indictes replacement | | | | works in 1s | | | | | |
| Description: TL-9 Pare-tail of the yeak, readed b.9 water 1 Series (a) A strate (b) and the state of the second and the | 30 | | 240 | 01 d | 6 | | 2850 | 3 lb | | | |
| Description: Strowghy, mail with, file, becarding, built openar and perception: Strowghy, mail with, file, becarding, strowghy, file, becarding, the strowghy, strowghy, file, becarding, strowghy, strow | | Description: TL:9 Shelf-life of 15 years, needs 0.5l wate | | 16.07 | | Description: A pre-war combat drug cocktail with na | | | | | |
| I Personal Basics (p. B288) I Personal Basics (p. B288) A combito, Candy Bar A combito, Candy Bar I A combito, Candy Bar I A combito, Candy Bar I Candidation and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 1, 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration of the duration, basic press, S. 20 K, Low Pain To and Paranova and the set of the duration of the d | | | | | | of time. Gives +2 DX and +1 Speed for (25-HT)/4 h | oat ability for a ours. Drawbac | short period ks: -2 IQ and | | | |
| Decreptor: T.J. Wess, Mariner and Arge company. Bits and Second Se | 1 | | 5 | 1.lb | | hallucinations for the duration; also gives -3 ST, -3 | DX, Low Pain | Tolerance, | | | |
| 1 Atombord, Candy Bar 2400 300 Cape Game Structure Manual State meet 10 10 16.0 czt. 300 Cape Structure Manual State meet 10 10 16.0 czt. Meet Manual Manu | | Description: TL:0 Notes: Minimum gear for camping: -2 | to any Surviva | al roll without | | drug was in effect. Time: It takes about 1 second to | | | | | |
| In Decision Capps The Control of Canps The Control of Capps The Control of Capp | 1 | | | | 6 | | 2400 | _ | | | |
| 000 000 <td></td> <td></td> <td></td> <td></td> <td></td> <td>Per Unit - Cost: 400</td> <td>connet head as</td> <td></td> | | | | | | Per Unit - Cost: 400 | connet head as | | | | |
| Description: The Post Nuclear War Carring: Add 1.6 oz 1 Food Tablets (p. UT73) 340 1.6 oz 3 Carroll Bag Carroll Bag Sociestic HT roll results in additional 10 Ers 3 Carroll Bag 60 24.75 Ib 4 Medizin 15 Stepping Bag, Insultated (p. DE283) 100 15 Ib 5 Description: TLP 14 Reading Market (2 B 6 Sociestic HT roll results in additional 10 Ers 6 Arter Webs additional 10 Ers Sociestic HT roll results in additional 10 Ers 10 Ers 1 Sociestic HT roll results in additional 10 Ers 10 Ers 10 Ers 6 Arter Webs additional 10 Ers 10 Ers 10 Ers 10 Ers 1 Medizin 3000 15 Ib 10 Ers 10 Ers 10 Ers 6 Arter Webs additional 10 Ers 10 Ers 2000 10 Ers 10 Ers 10 Ers 2000 7 Februaris 10 Ers 10 Ers 10 Ers 2000 10 Ers 10 Ers 10 Ers 20000 10 Ers 10 Ers < | 300 | | 300 | 3 lb | | 'Lifetime Radiation History' damage, which never he | eals. One dose | cures 1D6 | | | |
| 1 Food Tablets (p. UT73) 340 1.6 oz 2 Camel Bag 60 24.75 lb 3 Camel Bag 60 24.75 lb 4 Medizin 300 mode with some dehydrotion damage. Tokins some dehydrotion dam | | Description: The Post Nuclear War Currency | | | | hour, for 1D6 hours - Successful HT roll results in a | dditional 1D6 | rads being | | | |
| Description: Tu 12 Media Shell file of 30 years Camel Bag Stepping Bag, Insulated (p. B288) 100 Tobactorian A taskic Bag Bid with driving water, a hose allows drinking when in the backpack. Stepping Bag, Insulated (p. B288) 100 Medizin Stepping Bag, Insulated (p. B288) Stepping Bag, Insulated (p. B289) The stepping Bag, Insulated (p. B289) Stepping Bag, Insulated (p. B | 1 | | 340 | 1.6 oz | | | | | | | |
| Contents - Cost 200, Weight 18.25 b. 200 EXPLOYED to the backpack. Steeping Bag, Insulated (p. B228) 100 15 b. 200 minutes of the second backbox of the due, los many does might not the the backpack. Medizin - Cost 300, Weight 4.3 b. 200 - (p. B228) 100 - (p. B228 | | Description: TL:9 12 Meals Shelf-life of 30 years | | | | under the influence of radaway. Dehydration damage | ge points equa | Is to the | | | |
| Description: A plastic bag filled with driving water, a hose allows driving when in the backpack. Description: Tut-/Notes: 1 more states allows driving when interacting dehydration dragge. Fladways, i ont addictive, Time, It second to apply one dose, which takes effect after 10 minutes. 1 Steeping Bag, Insulated (p. B288) 100 100 51b 2 Contents: - Cost: 300 30070 43 lb 6 Afterburner Gurn, Chewable 2100 - (p. B289) - (p. B289) - (p. B289) - (p. B289) 2000 7 Per Unit - Cost: 300 - (p. B289) | 3 | | 60 | 24.75 lb | | into 3, after which actual hit points are lost - Drinkin | g one quart of | water | | | |
| In the despective. In the despective. I Stepping Bag, Insulated (p. B288) 1 Medizin Medizin 2 Medizin 2 Medizin | | Description: A plastic bag filled with drinking water, a ho | ose allows drii | nking when | | | | | | | |
| Description: Turi Youes: -12 HT presist frequing: Medical 2 Contents: - Cost: 38070, Weight: 33:b Contents: - Cost: 38070, Weight: 33:b Afterburner (cont: 3807, Weight: 33:b Contents: - Cost: 3807, Weight: 32:b Contents: - Cost: 3807, Weight: 31:b <!--</td--><td>1</td><td></td><td>100</td><td>15 lb</td><td></td><td>threatening dehydration damage. Radaway is not a</td><td>ddictive. Time:</td><td></td> | 1 | | 100 | 15 lb | | threatening dehydration damage. Radaway is not a | ddictive. Time: | | | | |
| Contents - Cost: 3907. Weight: 43 lb Description: Pure user in dramy state of sleps, no memory of events 6 Afterbrunner (cum, Chewable 2100 - (p. B239)) - 2000 2000 7 (p. B239)) - 20000 2000 20000< | | Description: TL:7 Notes: +3 HT to resist freezing. | | | 6 | | | _ | | | |
| 6 Afterburner Gum, Chewable 2100 7 (b) B289) Per Unit - Cost: 200, Weight: 32 or 2000 9 Per Unit - Cost: 200, Weight: 32 or Description: A small disposable first-aid tem, when a Stimpack is and the source in the so | 1 | | 39070 | 43 lb | | | memory of eve | ents 6h | | | |
| Fer Unit - Cost: 300 Description: A transmit of the dark of the | 6 | | 2100 | - | 10 | Stimpack | | 2 lb | | | |
| Description: Atterburg our legalized before the war. Its times and only guine and the guine of word, and any source any source and any so | | | | | | | a Stimpack is | injected into | | | |
| ST, +1 DX and High Pain Threshold to 25-HT minutes. Form: Cum Takes 3 seconds to apply consubacts: Citizes +1 ST aid - 210 X at the end of the eduation, lasting an anound of time equal to the time the drug was in effect. Time: Takes 1 minute to take effect. Time: Takes 1 minute to take effect. Second to apply on SUmpack. Drawbacks: None. Time: Takes effect immediately. Analgine, Hypo (p. UT205) 480 Per Unit - Cost: 100 Description: This abs Pein HT2 h. numbs Anticloic, Phypo (p. B289) 600 Per Unit - Cost: 100 Description: Divisats bacterial infections in 12h Anticloic, Phypo (p. B289) 900 Per Unit - Cost: 100 Description: Divisats bacterial infections in 12h Anticloic, Phypo (p. B289) 900 Per Unit - Cost: 100 Description: Divisats bacterial infections in 12h Anticloic, Phypo (p. UT205) 1440 Per Unit - Cost: 100 Description: Asset the middle - Grm. Beach marks to take 1. Injection require a First Aid roll with a +2 borus. Drawback: None. Time: Takes 1 minute to take effect (Deverage or informative) Ascepaline, Hypo (p. UT205) 3600 Per Unit - Cost: 120 Bases Ascepaline, Hypo (p. UT205) 1440 Per Unit - Cost: 120 Bases Contains a dotified poisons and antibode. Form: Bases of a solured, for the second dose. The 1400 Bases Bases | | Description: Afterburner is an amphetamine gum leg | | | | a wound, it instantly closes the wound and restores | +5 hit points. | Only one | | | |
| seconds to apply. Drawbacks: Gives -1 ST and -2 DX at the end of the duration, lasting an anount of time drug was in effect. Trime: Takes 1 minute to take effect. Analgine, Hypo (p. UT205) Antibiotic, Hypo (p. B289) Antibiotic, Hypo (p. B289) Bescription: Entexts Pain HT2, numbs Antibiotic, Hypo (p. B289) Per Unit - Cost: 100 Description: Entexts Pain HT2, numbs Antibiotic, Hypo (p. UT205) Bescription: Entexts Pain HT2, numbs Antibiotic, Hypo (p. B289) Per Unit - Cost: 100 Description: Entexts Pain HT2, numbs Antibiotic, Hypo (p. UT205) Bescription: Entexts and and deficiency depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibodies. The exact formula (and efficiency) depands on who made the antibotics. The exact formula (and efficiency) depands on who made these. Reverse on entibotic. The second does. Preventive of this satis and efficiency and as utrizes 1 and and and and and and and and and and | | | | | | the way through the patient (one stimpack for entry | wound, anothe | er for the exit | | | |
| Time: Takes 1 minute to take effect. 6 Analgine, Hypo {p. UT205} 480 7 Per Unit - Cost: 80 0 Description: Masks Pain HT2 h, numbs 0 6 Antibiotic, Hypo {p. B289} 600 - 8 Antibiotic, Hypo {p. B289} 600 - 9 Per Unit - Cost: 100 Description: Thesa taddrei Infections in 12h - 6 Antibiotic, Hypo {p. B289} 900 - 7 Description: This antidote, coming in a bottle or syringe, is usually made from diately indections require a First X of rol with a -2 bonus. Drawbacks: None. Time: Takes 1 innutue to take effect (beverage) or immediately indection. Higetion and antibodes: The exact formula (and efficiency) depends on who made the antidots. Form: Bevarage or injection. Bevarages take 3 1 VauilTec Crash Kit {p. UT198} 1200 6 Antiract, Hypo {p. UT205} 3600 - Per Unit - Cost: 800 Description: Haves new radiation effects par dose, preventive drug, last 2 ho Duss. First Ald rol with A -2 bonus. Drawbacks: None. Time: Takes 1 minute to take effect (beverage) or improvised exigurant to the Surger y skill but due to high T. g or y and third with a -2 bonus. Drawbacks: None. Time: Takes 1 minute to take effect (beverage) or improvised exigurant to the Surger y skill but due to high T. g or y and third the taning to the surger y skill but due to high T. g or y a | | seconds to apply. Drawbacks: Gives -1 ST and -2 D | X at the end c | of the | | | | | | | |
| a Pringing: hypo (p. B289) b Per Unit - Cest: 00 c Per Unit - Cest: 100 c Per Unit - Cest: 600 c Per Unit - Cest: 240 c Per Unit - Cest: | _ | Time: Takes 1 minute to take effect. | | | | Injection. Injections require a First Aid roll with a +2 | bonus. It take | s about 1 | | | |
| Description: Masks Pain HT/2 h, numbs DOU 6 Antibiotic, Hypo (p. B289) 600 Per Unit - Cost: 100 Description: Title daroud the sam, the Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in chems into a solider's body during combat. When activated, a Super Stimpack is ready to in the solider solid solider body during combat. When activated, a Super Stimpack is ready to in chems into a solid reprint Cost into Stimpack is ready to in chems into a solid reprint Cost into Stimpack is ease. To solid solid the chems and solid to chems effect (beverage) or immediately (injection). 6 Ascepaline, Hypo (p. UT205) 1440 7 Per Unit - Cost: 200. Weight is a soble durble durble durble durble d | 6 | | 480 | - | | immediately. | | | | | |
| Anticotic, Trypo (p. D205) 1000 characterization of the control of the cont control of the control of the control of | | Description: Masks Pain HT/2 h, numbs | 000 | | 1 | | | 1 lb | | | |
| 6 Antitiote, Drinkable (b. B289) 900 - 9 Per Unit - Cost: 150 Per Unit - Cost: 150 Per Unit - Cost: 150 9 Per Unit - Cost: 150 Per Unit - Cost: 150 Per Unit - Cost: 150 9 Per Unit - Cost: 150 Per Unit - Cost: 150 Per Unit - Cost: 150 6 Antirad, Hypo (p. UT205) 3600 - 7 Per Unit - Cost: 600 Per Unit - Cost: 600 Per Unit - Cost: 600 9 Per Unit - Cost: 600 Per Unit - Cost: 240 Per Unit - Cost: 240 9 Description: Halves new radiation effects per dose, preventive drug, lasts 2h Per Unit - Cost: 200 Per Unit - Cost: 200 6 Ascepaline, Hypo (p. UT205) 1440 - 9 Per Unit - Cost: 200 Per Unit - Cost: 200 Description: A complete set of surgical tools, including laser scalesitic per Unit - Cost: 200 9 Per Unit - Cost: 300 - Per Unit - Cost: 300 - 9 Per Unit - Cost: 300 - Per Unit - Cost: 300 - 9 Per Unit - Cost: 300 - - Per Unit - Cost: 300 - 9 Per Unit - Cost: 300 - - <td< td=""><td>0</td><td></td><td>600</td><td>-</td><td></td><td>chems into a soldier's body during combat. When a</td><td>ctivated, a Su</td><td>per Stimpack</td></td<> | 0 | | 600 | - | | chems into a soldier's body during combat. When a | ctivated, a Su | per Stimpack | | | |
| Per Unit - Cost: 150 to the second to apply, injections take 1. Injections equire a First Aid roll with a -22 borus. Drawbacks: None. Time: Takes of the second to apply, injections require a First Aid roll with a -22 borus. Drawbacks: None. Time: Takes of the second to apply, injections require a First Aid roll with a -22 borus. Drawbacks: None. Time: Takes of the second to apply a dose of Buffout, Hypo {p. UT205} 3600 - Per Unit - Cost: 200 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT-2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to head without due to high TL gits basic equipment for the Surgery skill rolls. \$300, 15 lbs., \$50/20 hr. LC4. Buffout, Hypo {p. UT205} 1800 - Per Unit - Cost: 200 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to head without due to high TL gits with the aver admont of time the vary as and effect. Time: It takes about 1 second to apply a dose of Buffout reading and effect. Time: It takes about 1 second to apply a dose of Buffout attrack. Medical Supplies 1 bits 1 day. Weight: 51 bits 1 day. | 6 | | 000 | | | +2 bonus. It takes about 1 second to apply one Sup | er Stimpack. [| Drawbacks: | | | |
| Description: This antidote, coming in a bottle or syringe, is usually made from distilled points. Lock: Early methodies. The evact formula (and efficiency) depends on who made the antidote. Form: Beverage or injection. Beverages take 3 seconds to apply, injections require a First Adri off with a +2 bonus. Drawbacks: None. Time: Takes 1 minute to take effect (beverage) or immediately (injection). Antirad, Hypo (p. UT205) 3600 - Per Unit - Cost: 600 Description: Halves new radiation effects per dose, preventive drug, lasts 2h Description: Halves new radiation effects per dose, preventive drug, lasts 2h Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT-2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepatine, however. Buffout, Hypo (p. UT205) 1800 - Per Unit - Cost: 300 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT-2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to beal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepatine, however. Buffout, Hypo (p. UT205) 600 - Per Unit - Cost: 300, Weight: 3.5 Ti, 3 DX, and -1 HT at the end of the duration, lasting the same amount of time third, set, 2 Altro to Kill 2 ad Hardto Studue 2 for (25-KH7)4 hours. Drawbacks: 3 ST, -3 DX, and -1 HT at the end of the duration is active, lasts 10 min, when wears off rol vs HT, failure -1HP, crit fail heart attack Medical Supplies 1 down, wears off rol vs HT, failure -1HP, crit fail heart attack Medical Supplies 1 down, wears the set of sol to apply a dose of Buffout Per Unit - Cost: 3500, Weight: 5 lb Arrmor Arror (2000) - Per Unit - Cos | 0 | | 900 | _ | | | 0 fatigue point | s after HT | | | |
| on who made the antidote. Form: Beverage or injection. Beverages take 3 seconds to apply, injections take 1. Injections require a First Aid roll with a +2 bonus. Drawbacks: None. Time: Takes 1 minute to take effect (beverage) or immediately (injection). Antirad, Hypo {p. UT205} 3600 - Per Unit - Cost: 600 Description: Halves new radiation effects per dose, preventive drug, lasts 2h each second ince, Hypo {p. UT205} 1440 - Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanenty damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. Butfout, Hypo (p. UT205) 1800 - Per Unit - Cost: 300 Description: Buffout (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipient strength and endortice for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 at Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: 3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: it takes about 1 second to apply a dose of Buffout escription: Instantity wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears of roll vs HT, failure -1HP, crit fail heart attack Medical Supplies 10 min. when wears of roll vs HT, failure -1HP, crit fail heart attack Medical Supplies 1400 20 lb Per Unit - Cost: 2350, Weight: 51 b | | | | | 1 | | 1200 | 2 lb | | | |
| SecUrits to apply injections date 1. injections the link and the init and the | | on who made the antidote. Form: Beverage or inject | ion. Beverage | es take 3 | | | pray can (6 us | es). | | | |
| 6 Antirad, Hypo {p. UT205} 3600 - 9 Per Unit - Cost: 600 Description: Halves new radiation effects per dose, preventive drug, lasts 2h 1 VaulTec Surgical Instruments 2100 6 Ascepaline, Hypo {p. UT205} 1440 - - Description: A complete set of surgical tools, including laser scalpelt bio-glue, sonic probe, and sutures. (This is also included in the cras 198.) It is basic equipment (-5) tor Surgical Note, including laser scalpelt bio-glue, sonic probe, and sutures. (This is also included in the cras 198.) It is basic equipment for the Surgery skill but due to high TL gi skill rolls. \$300, 15 lbs., 5B/20 hr. LC4. 6 Buffout, Hypo Description: Buffout (TLB): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: 3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout - Totals: 100 6 Hyperstim, Hypo {p. UT205} 600 Per Unit - Cost: 300 - 30 Traveler's Rations {p. B288} 60 7 Combat Cost 1 Combat Cost 1 Cost 1 Cost 1 100 8 Hyperstim, Hypo {p. UT205} 600 Per Unit - Cost: 100 - - 100 230 230 2300 <td></td> <td>bonus. Drawbacks: None. Time: Takes 1 minute to ta</td> <td></td> <td></td> <td></td> <td>Contains a defibrillator, an oxygen mask, sutures, a</td> <td>bandage spra</td> <td>y can, and</td> | | bonus. Drawbacks: None. Time: Takes 1 minute to ta | | | | Contains a defibrillator, an oxygen mask, sutures, a | bandage spra | y can, and | | | |
| Per Unit - Cost: 600° 210° Description: Halves new radiation effects per dose, preventive drug, lasts 2h 0 Ascepaline, Hypo {p. UT205} 1440 Per Unit - Cost: 240 Description: A complete set of surgical tools, including laser scalpele bio-glue, sonic probe, and sutures. (This is also included in the crass 198,) It is basic equipment for the Surgery skill bud ue to high TL gi skill rolls. \$300, 15 lbs., 58/20 hr. LC4. Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. Totals: 41020 11 6 Buffout, Hypo (TL) (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/d hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 Per Unit - Cost: 100 Per Unit - Cost: 100 Description: TL0 Notes: One meal of dried meat, cheese, etc. 6 Hyperstim, Hypo {p. UT205} 600 - 6 Hyperstim, Hypo {p. UT205} 600 - 7 Per Unit - Cost: 100 | 6 | | 3600 | _ | | improvised equipment (-5) for Surgery skill. | | | | | |
| Obsertigion. Haves new induction energisper products, providence drug, tasts 2nt 6 Ascepaline, Hypo {p. UT205} 1440 Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. bio-glue, sonic probe, and sutures. (This is also included in the crass 198.) It is basic equipment for the Surgery skill but due to high TL gis skill rolls. \$300, 15 lbs., 5B/20 hr. (L4) 6 Buffout, Hypo 1800 - Per Unit - Cost: 300 - - Description: Buffout, (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - - Totals: 100 6 Hyperstim, Hypo {p. UT205} 600 - - Totals: 100 6 Hyperstim, Hypo {p. UT205} 600 - - - | Ŭ | Per Unit - Cost: 600 | | | 1 | | | 15 lb | | | |
| Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Lasts 1 day, week should elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user's natural ability to heal without the drug is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. Totals: 41020 11 6 Buffout, Hypo - 9 Per Unit - Cost: 300 - 9 Per Unit - Cost: 300 - 9 Description: Buffout (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - Per Unit - Cost: 20, Weight: 8 oz 0 9 Per Unit - Cost: 100 Scitt 100 0 Cost: 20 0 100 6 Hyperstim, Hypo {p. UT205} 600 - 0 1 Cost: 20 0 100 4 Medical Supplies 14000 20 lb 1 Armor 2350 2350 2350 <td>6</td> <td></td> <td></td> <td>ug, lasts 2h —</td> <td></td> <td>bio-glue, sonic probe, and sutures. (This is also inc</td> <td>luded in the cr</td> <td>ash kit, p.</td> | 6 | | | ug, lasts 2h — | | bio-glue, sonic probe, and sutures. (This is also inc | luded in the cr | ash kit, p. | | | |
| elapse before used again. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. 6 Buffout, Hypo 1800 - Per Unit - Cost: 300 - Per Unit - Cost: 300 (of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 6 Hyperstim, Hypo {p. UT205} 600 - Per Unit - Cost: 100 (DT100) (DT100 | | Per Unit - Cost: 240 | | - la su d al | | | - | | | | |
| is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. is permanently damaged: the user gains Unhealing (Partial) (p. B160). He may still use Ascepaline, however. 6 Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - For Unit - Cost: 100 Totals: 100 9 Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack Cost: 1 Combat Cost: 4 Medical Supplies 14000 20 lb 1 Armor 2350 9 Per Unit - Cost: 3500, Weight: 5 lb 2350 Contents - | | elapse before used again. If not, roll vs. HT+2 for the | e second dose | e, HT+1 for | | | 41020 | 105.05 lb | | | |
| 6 Buffout, Hypo 1800 - Per Unit - Cost: 300 - - Description: Buffout (TLB): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives ±2 ST, ±2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - - For Unit - Cost: 00 Bescription: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack 600 - - Totals: 100 4 Medicial Supplies 14000 20 lb Armor 2350 9 Per Unit - Cost: 2350, Weight: 5 lb 2350 - - | | | | | - | | | Weight | | | |
| 6 DUITOUT, MyD0 1600 - Per Unit - Cost: 300 - - - Description: Bulfout (TL8): A dishonest olympic weightlifters dream come true, Bulfout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Bulfout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - - Totals: 100 Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack 1 Combat Cost: 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor 2350 | | may still use Ascepaline, however. | | , | 1 | | 100 | 31.5 lb | | | |
| Description: Buffout (TL8): A dishonest olympic weightlifters dream come true, Buffout greatly increases recipients strength and endurance for a short period of time. Gives +2 ST, +2 DX, Hard to Kil 2 ad Hard to Subdue 2 for (25-HT)/4 hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the end of the duration, lasting the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout 30 Traveler's Rations {p. B288} 60 6 Hyperstim, Hypo {p. UT205} 600 - Totals: 100 100 Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack Combat Cost: 1 Contents - Cost: 2350, Weight: 5.1b 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor 2350 | 6 | | 1800 | - | 2 | Camel Bag | 40 | 16.5 lb | | | |
| 6 Hyperstim, Hypo {p. UT205} 600 - 6 Hyperstim, Hypo {p. UT205} 600 - 7 Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack 30 Traveler's Rations {p. B288} 60 4 Medical Supplies 14000 20 lb 0 - Contents - Cost: 2350, Weight: 5 lb | | Description: Buffout (TL8): A dishonest olympic weig | | | | | ose allows dri | nking when | | | |
| the same amount of time the drug was in effect. Time: It takes about 1 second to apply a dose of Buffout Per Unit - Cost: 2, Weight: 8 oz 6 Hyperstim, Hypo {p. UT205} 600 - Per Unit - Cost: 100 Totals: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack Combat Cost: 36390 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor 2350 0 Armor 2350 2350 2350 2350 | | of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard t | o Subdue 2 fo | or (25-HT)/4 | 20 | in the backpack. | | 15 lb | | | |
| 6 Hyperstim, Hypo {p. UT205} 600 – Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack Output Combat Cost 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor Contents - Cost: 2350, Weight: 19.1 lb 2350 | | the same amount of time the drug was in effect. Time | | | 30 | Per Unit - Cost: 2, Weight: 8 oz | | 13 10 | | | |
| Per Unit - Cost: 100 Qty Combat Cost Description: Instantly wakes unconscious, can't fail HT roll while drug is active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack Qty Combat Cost 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor Contents - Cost: 2350, Weight: 19.1 lb 2350 | 6 | | 600 | | | Description: TL:0 Notes: One meal of dried meat, chee | | 31.5 lb | | | |
| active, lasts 10 min, when wears off roll vs HT, failure -1HP, crit fail heart attack 1 Combat Contents - Cost: 36390, Weight: 25.8 lb 36390 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor 2350 Contents - Cost: 2350, Weight: 5 lb Contents - Cost: 2350, Weight: 19.1 lb 2350 | 0 | Per Unit - Cost: 100 | | _ | 044 | | | | | | |
| attack Contents - Cost: 36390, Weight: 25.8 lb 4 Medical Supplies Per Unit - Cost: 3500, Weight: 5 lb 14000 20 lb 1 Armor Contents - Cost: 2350, Weight: 19.1 lb 2350 | | | | | | | | Weight 25.8 lb | | | |
| Per Unit - Cost: 3500, Weight: 5 lb Contents - Cost: 2350, Weight: 19.1 lb | 4 | attack | | | | Contents - Cost: 36390, Weight: 25.8 lb | | | | | |
| | 4 | | 14000 | 20 lb | 1 | | 2350 | 19.1 lb | | | |
| of Physician treatment. | | Description: Drugs and other disposable supplies su | fficient for 50 | patient-days | | | | | | | |

| | LOAD-OUTS (continued) | | | SCRATCH PAD | |
|------------|---|--------------|--------------|---|-------|
| Qty | Combat | Cost | Weight | | |
| 1 | Armor | 2350 | 19.1 lb | | |
| 1 | VaulTec Jumpsuit | 1800 | 9 lb | | |
| | Description: A TL9 blue, long sleeved jumpsuit, yellow | | | | |
| | and a large 13 in a circle on the back. Armored (Flexik water proof, breathable and can be worn layered witho | | | | |
| | on groin, torso, limbs, feet, hands, neck and skull. Add | | | | |
| | rolls against heat and cold. | | | | |
| | Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands | | | | |
| 1 | Mehler MIL-100, Boots {p. B284} | 75 | 2.2 lb | | |
| | Description: TL:8 LC: DR:5/2 Notes: [2,6] Concealab | | | | |
| | Split DR: use the higher DR only if the attack strikes u | nderside of | the foot (if | | |
| | footwear). Notes: [2,6] | | | | |
| | Location: feet | | | | |
| 1 | Mehler MIL-110, Helmet {p. B285} | 125 | 2.2 lb | | |
| | Description: TL:8 LC:4 DR:5 | | | | |
| 1 | Location: skull Mehler MIL-120, Vest {p. B284} | 350 | 5.7 lb | | |
| - 1 | Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: us | | | | |
| | against piercing or cutting attacks; use the second, low | | | | |
| | damage types. Notes: [1] | | | | |
| | Location: torso, groin | | | | |
| 1 | VaulTec Load Bearing Gear | 2270 | 3.7 lb | | |
| | {p. B289} | | | | |
| | Per Unit - Cost: 750, Weight: 2 lb | | | | |
| | Contents - Cost: 1520, Weight: 1.7 lb Description: Notes: TL:9, belt and suspenders with pouch | oc and ring | e for goar | | |
| | Enough space for 20 lbs of gear which can be access with | n fast draw. | s ioi gear. | | |
| 1 | Mini Vaulite .3, Flashlight | 150 | 3.2 oz | | |
| | Description: 15m beam; helm mountable; firearms rail | compatible; | Battery 24h, | | |
| 1 | в VaulTec Radio Headset | 1000 | 8 oz | | |
| - 1 | Description: Secure; palm-sized; 10km range; low-res | | | Points: (logged) $0 + (other) 0 = (total) 0$ | |
| | video transmiting; Battery 10h, 2B | | | Initial Character Creation | |
| 1 | KaBar Defender Combat Knife | 300 | 8 oz | Character created using GURPS Character Assistant 4 | |
| | (Superfine, *6) {p. B272, B276} | | | 31.03.2012: 0 pts | |
| | Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp / Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [I | | Dam:ew-3 | POINTS SUMMARY | Pts |
| | cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust | | | Basic Attributes, Secondary Characteristics [| 160] |
| | Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See | | | Advantages, Perks | 64] |
| | Ranged Weapon Table (p. 275)] Notes: [1] | | | Disadvantages, Quirks [| -34] |
| 1 | H&K USP III, 7.5mmCLP | 70 | 8 oz | Skills, Techniques [| 62] |
| | (Magazine, 30 rounds) | | | Total Points Spent: | 252 |
| 1 | Rolex Explorer XXX, Watch/TL9 | 30000 | 4.8 oz | Unspent Points: | 3 |
| | Description: Survival watch; BioMon (+1 Diag); Chronome | eter; GPS re | ceiver; | | |
| | Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km) 1 inch display | ; Tiny Comp | ou (1TB); 2D | | |
| 1 | VerzPi (Pistol Holster) {p. B289} | 1770 | 2.7 lb | | |
| - 1 | Per Unit - Cost: 350, Weight: 3.2 oz | 1770 | 2.7 10 | | |
| | Contents - Cost: 1420, Weight: 2.5 lb | | | | |
| | Description: TL:9 Made out of ultra-tech fibers and meshe can fit any TL9 sidearm and one magazine. It gives +1 to | | | | |
| | open. | 1 ast-Diawi | i wom in the | | |
| 1 | H&K USP III, 7.5mmCLP | 1350 | 2 lb | | |
| | (Automatic Pistol) | | | | |
| | 3029282726 25242322221 2019181716 1514131211 1 | | | | |
| | Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pi | | | | |
| | Koch Universal Selbstlade Pistole III was the standart | | | | |
| | western law enforcement forces before the war. | | | | |
| 1 | H&K USP III, 7.5mmCLP | 70 | 8 oz | | |
| | (Magazine, 30 rounds) | | | | |
| | Totolo | 36390 | 25.8 lb | | |
| | Totals: | 20290 | 23.0 10 | | |