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

Player: Mylena Bosshard
Ht: 1.70m **Wt:** 120lbs **Age:**
Spent: 252
Unspent: 3

CHARACTER SHEET

ST 10	[0]	**HP** 10	[0]	**Basic Speed** 6	[0]				
DX 12	[40]	**Will** 16	[0]	**Basic Move** 6	[0]				
IQ 16	[120]	**Per** 12	[-20]	**BL** 20 lb (ST×ST)/5					
HT 12*	[20]	**FP** 12	[0]	Thr 1d-2	Sw 1d				
TL 9			[0]	**SM** +0					

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

Vision	12	Fright Check	16	High Jump 2.17 ft
Hearing	12	Consciousness	12	Money -77510
Touch	12	Death Check	12	
Taste/Smell	12	Broad Jump	3 yd	

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +1*
  * Includes: +1 from 'Appearance'
Status: +0
Other: +0†
  † Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +4 from 'Medic' when recognized by someone who received help

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 (Newvada), 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
Appearance (Attractive) {p. B21}	[4]
Gizmo 1 {p. B58}	[5]
Higher Purpose (Medic) {p. B59}	[5]
Luck {p. B66, P59}	[15]
Medic 4 {p. B89}	[20]
Description: This Talent gives a bonus to Diagnosis, Electronics Operation (Medical), First Aid, Pharmacy, Physician and Surgery	
Unfazeable {p. B95}	[15]
	[ ]
	[ ]

PERKS

Name	Pts
	[ ]
	[ ]

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

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]
	[ ]
	[ ]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[1]
Brainwashing/TL9 {p. B182}	14	IQ-2	[1]
Brawling {p. B182} Description: Notes: Calculated damage takes into 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	12	DX+0	[1]
Computer Operation/TL9 {p. B184}	16	IQ+0	[1]
Diagnosis/TL9 (Human) {p. B187}	18*	IQ+2	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
dDriving/TL9 (Automobile) {p. B188}	12	DX+0	[1]
Electronics Operation/TL9 (Medical) {p. B189}	19*	IQ+3	[1]
Fast-Draw (Medical Gear) {p. B194}	13	DX+1	[2]
First Aid/TL9 (Human) {p. B195}	22†	IQ+6	[1]
Forensics/TL9 {p. B196}	14	IQ-2	[1]
Guns/TL9 (Pistol) {p. B198}	16	DX+4	[12]
Hazardous Materials/TL9 (Biological) {p. B199}	15	IQ-1	[1]
Hazardous Materials/TL9 (Chemical) {p. B199}	15	IQ-1	[1]
Holdout {p. B200}	15	IQ-1	[1]
Interrogation {p. B202}	15	IQ-1	[1]
Knife {p. B208} Parry: 8	12	DX+0	[1]
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	[1]
Poisons/TL9 {p. B214}	14	IQ-2	[1]
Research/TL9 {p. B217}	15	IQ-1	[1]
Savoir-Faire (Vault) {p. B218}	16	IQ+0	[1]
Scientist! {p. B175} Description: Wildcard Skill: You have an unrealistically 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)!	13	IQ-3	[3]
Soldier/TL9 {p. B221}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
dStealth {p. B222}	14	DX+2	[7]
Surgery/TL9 (Human) {p. B223}	23‡	IQ+7	[8]
Thrown Weapon (Knife) {p. B226}	12	DX+0	[1]
Veterinary/TL9 {p. B228}	14	IQ-2	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
			[ ]
			[ ]
			[ ]
			[ ]

* Includes: +4 from 'Medic'
† Includes: +4 from 'Medic', +2 from 'VaulTec Crash Kit'; Conditional: +2 from 'VaulTec Crash Kit'

‡ Includes: +4 from 'Medic', +3 from 'VaulTec Surgical Instruments'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	12	9	1d-3 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	12	–	1d-3 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	10	–	1d-2 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing Skill used: Knife	12	8	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust Skill used: Knife	12	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) Skill used: Guns (Pistol)	16	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown Skill used: Thrown Weapon (Knife)	12	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
9	9	7	9	
DX	DX	DX	None	

TECHNIQUES

Name	Level	Relative	Pts
			[ ]
			[ ]

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 0 HP: 0
Arms DR: 0 HP: 0
Hands DR: 0 HP: 0
Groin DR: 0 HP: 0
Legs DR: 0 HP: 0
Feet DR: 0 HP: 0

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

Bonus DR: 0
Bonus DB: 0
Notes:

HP

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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.
-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.

FP

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

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP 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	6–7
1d-3	1d-2	1d-1

Qty	Backpack	Cost	Weight
	LOAD-OUTS		
1	**Mammut Backpack, Frame/TL9 {p. B288}** Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 40520, Weight: 99.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	41020	105.05 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 indictes replacement	180	3 lb
30	**VaultTec 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, scissory, 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-proot 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}** `12` `11` `10` `9` `8` `7` `6` `5` `4` `3` `2` `1` 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
1	**Medizin** Contents - Cost: 39070, Weight: 43 lb	39070	43 lb
6	**Afterburner Gum, Chewable {p. B289}** Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum legalized before the war. "It's time to kick ass and chew gum, and I'm all outta gum!" Afterburner gives +1 ST, +1 DX and High Pain Threshold for 25-HT minutes. Form: Gum. Takes 3 seconds to apply. Drawbacks: Gives -1 ST and -2 DX at the end of the duration, lasting an amount of time equal to the time the drug was in effect. Time: Takes 1 minute to take effect.	2100	—
6	**Analgine, Hypo {p. UT205}** Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs	480	—
6	**Antibiotic, Hypo {p. B289}** Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h	600	—
6	**Antidote, Drinkable {p. B289}** Per Unit - Cost: 150 Description: This antidote, coming in a bottle or syringe, is usually made from distilled poisons and antibodies. The exact formula (and efficiency) depends 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).	900	—
6	**Antirad, Hypo {p. UT205}** Per Unit - Cost: 600 Description: Halves new radiation effects per dose, preventive drug, lasts 2h	3600	—
6	**Ascepaline, Hypo {p. UT205}** 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.	1440	—
6	**Buffout, Hypo** 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.	1800	—
6	**Hyperstim, Hypo {p. UT205}** 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	600	—
4	**Medical Supplies** Per Unit - Cost: 3500, Weight: 5 lb Description: Drugs and other disposable supplies sufficient for 50 patient-days of Physician treatment.	14000	20 lb

Qty	Backpack	Cost	Weight
	LOAD-OUTS (continued)		
1	**Medizin**	39070	43 lb
6	**Mentats, Hypo** Per Unit - Cost: 300 Description: The ultimate 'smart drug', a dose of mentats greatly increases the patients intelligence for a short period of time. Mentats give +2 IQ, +2 Perception, +1 Charisma for (25-HT)/4 hours. Drawbacks: -2 IQ, -2 Perception, -3 Charisma and Absent Mindedness 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 Mentats.	1800	—
6	**Morphazine, Hypo {p. UT205}** Per Unit - Cost: 50 Description: Puts Patient to sleep, HT-3 to resist, sleep 8h - margin of error, works in 1s	300	—
6	**Psycho, Hypo** Per Unit - Cost: 475, Weight: 8 oz Description: A pre-war combat drug cocktail with nasty side effects, high addiction rate and very impressive increase in combat ability for a short period of time. Gives +2 DX and +1 Speed for (25-HT)/4 hours. Drawbacks: -2 IQ and hallucinations for the duration; also gives -3 ST, -3 DX, Low Pain Tolerance, and Paranoia 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 Psycho. Injections require a First Aid roll with a +2 bonus.	2850	3 lb
6	**Radaway, Hypo** Per Unit - Cost: 400 Description: This drug heals radiation damage, but cannot heal patients 'Lifetime Radiation History' damage, which never heals. One dose cures 1D6 rads worth of damage upon application, after which HT roll is made after each hour, for 1D6 hours - Successful HT roll results in additional 1D6 rads being healed.. Taking Radaway results in symptoms such as diarrhea and vomiting, which results in some dehydration - It is advisable to drink lots of water while under the influence of radaway. Dehydration damage points equals to the duration of the drug in hours (Fatigue points are lost first, until fatigue drops into 3, after which actual hit points are lost - Drinking one quart of water restores 1 point of dehydration damage). Taking more than one dose simply increases the duration of the drug, too many doses might result in life-threatening dehydration damage. Radaway is not addictive. Time: It takes 1 second to apply one dose, which takes effect after 10 minutes.	2400	—
6	**Soothe, Hypo {p. UT205}** Per Unit - Cost: 50 Description: Puts user in dreamy state of sleep, no memory of events, 6h	300	—
10	**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.	2000	2 lb
1	**Super Stimpack {p. B289}** Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpack restores +15 hit points. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Super Stimpack. Drawbacks: The healing comes with a cost. The user will lose 10 fatigue points after HT minutes. Time: Takes effect immediately.	600	1 lb
1	**VaultTec Crash Kit {p. UT198}** `6` `5` `4` `3` `2` `1` Description: +2 skill, +3 skill when using bandage spray can (6 uses). Contains a defibrillator, an oxygen mask, sutures, a bandage spray can, and no-shock drugs. It provides a +2 (quality) bonus to First Aid skill and counts as improvised equipment (-5) for Surgery skill.	1200	2 lb
1	**VaultTec Surgical Instruments** Description: A complete set of surgical tools, including laser scalpels, forceps, bio-glue, sonic probe, and sutures. (This is also included in the crash kit, p. 198.) It is basic equipment for the Surgery skill but due to high TL gives +3 to skill rolls. $300, 15 lbs., 5B/20 hr. LC4.	2100	15 lb
	Totals:	41020	105.05 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: 36390, Weight: 25.8 lb	36390	25.8 lb
1	**Armor** Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb

LOAD-OUTS (continued)

Qty	Combat	Cost	Weight
1	Armor	2350	19.1 lb
1	VaulTec Jumpsuit	1800	9 lb

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

Qty	Combat	Cost	Weight
1	Mehler MIL-100, Boots {p. B284}	75	2.2 lb

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

Qty	Combat	Cost	Weight
1	Mehler MIL-110, Helmet {p. B285}	125	2.2 lb

Description: TL:8 LC:4 DR:5
Location: skull

Qty	Combat	Cost	Weight
1	Mehler MIL-120, Vest {p. B284}	350	5.7 lb

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

Qty	Combat	Cost	Weight
1	VaulTec Load Bearing Gear {p. B289}	2270	3.7 lb

Per Unit - Cost: 750, Weight: 2 lb
Contents - Cost: 1520, Weight: 1.7 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.

Qty	Combat	Cost	Weight
1	Mini Vaulite .3, Flashlight	150	3.2 oz

Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B

Qty	Combat	Cost	Weight
1	VaulTec Radio Headset	1000	8 oz

Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Battery 10h, 2B

Qty	Combat	Cost	Weight
1	KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276}	300	8 oz

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]|

Qty	Combat	Cost	Weight
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz

Qty	Combat	Cost	Weight
1	Rolex Explorer XXX, Watch/TL9	30000	4.8 oz

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

Qty	Combat	Cost	Weight
1	VerzPi (Pistol Holster) {p. B289}	1770	2.7 lb

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.

Qty	Combat	Cost	Weight
1	H&K USP III, 7.5mmCLP (Automatic Pistol)	1350	2 lb

30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Description: TL:9 LC:3 Ammo:0.5 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.

Qty	Combat	Cost	Weight
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
	Totals:	**36390**	**25.8 lb**

SCRATCH PAD

CAMPAIGN LOG

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

Initial Character Creation
Character created using GURPS Character Assistant 4
31.03.2012: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[160]
Advantages, Perks	[64]
Disadvantages, Quirks	[-34]
Skills, Techniques	[62]
Total Points Spent:	**252**
Unspent Points:	**3**