



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 -47510
Touch 12	Death Check 12	
Taste/Smell 12	Broad Jump 3 yd	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	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
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 (Newwada), Driving (Automobile), First Aid (Human), Guns (Pistol). You also will have the Advantage Luck, the Disadvantage Sense of Duty (Team) as well as the quirk Bunker4Life.	

ADVANTAGES	
Name	Pts
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

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



DISADVANTAGES (continued)	
Name	Pts
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

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	-	-	-	
Brawling: Bite	12	-	1d-3 cr	C	-	-	-	
Brawling: Kick	10	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	12	8	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	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)	16	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown	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	

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

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

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

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
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.

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

SLAM TABLE		
1-2	3-5	6-7
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 36720, Weight: 94.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	37220	100.05 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 indicies replacement	180	3 lb
30	Vaultec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water	240	6 lb
1	Swiss Army Knife Description: Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	10	1.6 oz
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Atombrot, Candy Bar Description: vacuum-proof wrapper, counts as a meal	10	1.6 oz
300	Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency	300	3 lb
1	Food Tablets {p. UT73} Description: TL:9 12 Meals Shelf-life of 30 years	340	1.6 oz
3	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	60	24.75 lb
1	Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb
1	Medizin Contents - Cost: 35270, Weight: 38 lb	35270	38 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

LOAD-OUTS (continued)			
Qty	Backpack	Cost	Weight
1	Medizin	35270	38 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	-
1	Vaultec Surgical Instruments Description: A complete set of surgical tools, including laser scalpels, forceps, bio-glove, 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:		37220	100.05 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: 40190, Weight: 30.8 lb	40190	30.8 lb
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb
1	Vaultec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	1800	9 lb
1	Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes underside of the foot (if footwear). Notes: [2,6] Location: feet	75	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull	125	2.2 lb
1	Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Notes: [1] Location: torso, groin	350	5.7 lb
1	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 5320, Weight: 6.7 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.	6070	8.7 lb

