

Name: Virginia 'Gina' Bellefleur Race: Human

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 II	O (ST×ST)/5
нт	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	×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							
	1-Hand	2-Hand	Shove /	Carry on	Shift		
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly		
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb		
* Takes 2 seconds to complete   † Double with a running start  † Takes 4 seconds to complete   † Double with a running start							

REACTION MODIFIERS
Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0
Other: +0 <sup>†</sup>
† 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]
<b>Gizmo 1</b> {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
<b>Charitable</b> (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]
<b>Nightmares</b> (12 or less, *1) {p. B145}	[ -5]



DISADVANTAGES (continued)	
Name	Pts
Sense of Duty (Team) (Small Group) (p. B153)	[ -5]
	[ ]
QUIRKS	
Namo	Dte

QUIRKS		
Name	Pt	s
Attentive {p. B164}		-1]
Broad-Minded (p. B164)		-1]
<b>Bunker4Life</b> Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	•	-1]
<b>Humble</b> {p. B164}		-1]
Religious (p. B163)		-1]

Phoenix: r53 (2012-02-11) / GCA: 4.0.421

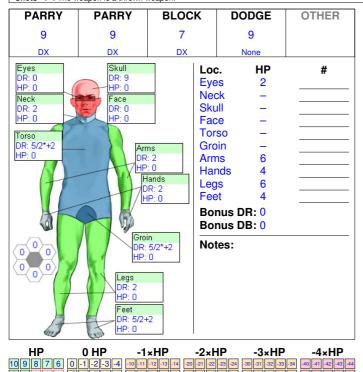
Virginia 'Gina' Bellefleur Human

SKILLS								
Name	Level	Relative		Pts				
Area Knowledge (Free Nevada)	16	IQ+0	[	1]				
{p. B176}								
Brainwashing/TL9 {p. B182}	14	IQ-2	_[_	1]				
Brawling {p. B182}	12	DX+0	[	1]				
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								
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)	19*	IQ+3	[	1]				
{p. B189}			_					
Fast-Draw (Medical Gear) {p. B194}	13	DX+1	Ļ	2]				
First Aid/TL9 (Human) {p. B195}	20†	IQ+4	Ļ	1]				
Forensics/TL9 (p. B196)	14	IQ-2	Ļ	1]				
Guns/TL9 (Pistol) {p. B198}	16 15	DX+4 IQ-1	Ļ	12]				
Hazardous Materials/TL9 (Biological) {p. B199}	15	IQ-I	L	' ]				
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 Liquid Projector/TL9 (Sprayer) {p. B205}	12	DX+0	-	11				
Naturalist (Earth) {p. B211}	14	IQ-2	+	11				
NBC Suit/TL9 {p. B192}	12	DX+0	+	21				
Pharmacy/TL9 (Herbal) {p. B213}	18*	IQ+2	t	11				
Pharmacy/TL9 (Synthetic) {p. B213}	18*	IQ+2	Ť	11				
Physician/TL9 (Human) {p. B213}	18*	IQ+2	Ť	1 1				
Poisons/TL9 {p. B214}	14	IQ-2	Ī	1 أ				
Research/TL9 (p. B217)	15	IQ-1	İ	1 ]				
Savoir-Faire (Vault) {p. B218}	16	IQ+0	[	1]				
Scientist! {p. B175}	13	IQ-3	[	3]				
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)!								
Soldier/TL9 {p. B221}	15	IQ-1	_[_	1]				
Speed-Reading (p. B222)	15	IQ-1	Ļ	1]				
dStealth (p. B222)	14	DX+2	Ļ	7]				
Surgery/TL9 (Human) {p. B223} Thrown Weapon (Knife) {p. B226}	20‡	IQ+4	Ļ	8]				
		DX+0	+	1]				
Veterinary/TL9 {p. B228} Wrestling {p. B228}	14	IQ-2 DX-1	-	11				
Parry: 8		חא-ו	L	' ]				
			[	]				
			[	ĵ				
			[	]				
			[	]				
* Includes: +4 from 'Medic' † Includes: +4 from 'Medic'; Conditional: +2 from 'VaulTec	Crach Kit							
† Includes: +4 from 'Medic'; Conditional: +2 from 'VaulTec' ‡ Includes: +4 from 'Medic'; Conditional: +3 from 'VaulTec								

Virginia 'Gina' Bellefleur Human

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	12	9	1d-3 cr	С	_	_	_	
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	С	5	.5	4	[1]
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

			R/	ANGED 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 we	eapon.											



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).

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Of the 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.

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 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

 PP 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				
			[ ]				
			[ ]				

Virginia 'Gina' Bellefleur Human

_	LOAD-OUTS		
Qty	Mammut Backpack, Frame/TL9	37220	Weight 100.05 lb
•	{p. B288}	37220	100.03 10
	Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 36720, Weight: 94.05 lb		
	Description: TL:9 Notes: Holds 100 lbs. of gear, made fro		
1	airFresh Vapor, Canteen Description: 11; Extracts 11 in 4 h at 50% humidity; Bat	180 tery B/100I	3 lb
1	Glow Stick, Light Source	25	_
1	Description: 2m radius; white light; 24h reFresh Filtration, Canteen	180	3 lb
'	Description: 11; Purifies 1I 30' - impurities, salts, micro		0
30	vaulTec Survival Ration {p. UT73}	240	6 lb
50	Per Unit - Cost: 8, Weight: 3.2 oz		0 10
1	Description: TL:9 Shelf-life of 15 years, needs 0.5l wa Swiss Army Knife	<u>ter</u> 10	1.6 oz
•	Description: Screwdriver, scissory, small knife, file, tw	eezers, bottle o	
1	toothpick Personal Basics {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -		
1	it. Includes utensils, tinderbox or flint and steel, towel, Atombrot, Candy Bar	etc., as 1L per 10	1.6 oz
200	Description: vacuum-proot wrapper, counts as a meal		
300	Caps Per Unit - Cost: 1, Weight: 2.56 dr	300	3 lb
1	Description: The Post Nuclear War Currency	340	1.6 oz
•	Food Tablets {p. UT73}	340	1.0 02
0	Description: TL:9 12 Meals Shelf-life of 30 years	00	04 75 11-
3	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb	60	24.75 lb
	Description: A plastic bag filled with drinking water, a in the backpack.	hose allows dri	nking when
1	Sleeping Bag, Insulated {p. B288}	100	15 lb
1	Description: TL:7 Notes: +3 HT to resist freezing.  Medizin	35270	38 lb
•	Contents - Cost: 35270, Weight: 38 lb	33270	30 10
6	Afterburner Gum, Chewable	2100	_
	. =:		
	{p. B289} Per Unit - Cost: 350		
	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le		
	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum Is time to kick ass and chew gum, and I'm all outta gu ST, +1 DX and High Pain Threshold for 25-HT min	um!" Afterburne lutes. Form: Gu	r gives +1 um. Takes 3
	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gum.	um!" Afterburne lutes. Form: Gu DX at the end c	r gives +1 um. Takes 3 of the
6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gu ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.	um!" Afterburne nutes. Form: Gu DX at the end one the drug was	r gives +1 um. Takes 3 of the
6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum Is time to kick ass and chew gum, and I'm all outta gus ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80	um!" Afterburne lutes. Form: Gu DX at the end c	r gives +1 um. Takes 3 of the
	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta g ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs	um!" Afterburne nutes. Form: Gu DX at the end one the drug was	r gives +1 um. Takes 3 of the
6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100	um!" Afterburne nutes. Form: Gu DX at the end one the drug was	r gives +1 um. Takes 3 of the
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	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150	Afterburne utles. Form: Gi DX at the end one the drug was 480 600	r gives +1 m. Takes 3 if the in effect.
6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula	imil" Afterburne utes. Form: Gi DX at the end d he the drug was  480  600  900  ringe, is usually a (and efficiency	r gives +1 m. Takes 3 if the in effect.  -  / made from /) depends
6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje	Afterburne utes. Form: Gi DX at the end one the drug was  480  600  900  rringe, is usually a (and efficiency ction. Beverage	r gives +1 m. Takes 3 if the in effect.  —  made from n) depends is take 3
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6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipens. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}	### Afterburne utes. Form: Git DX at the end one the drug was 480 600 900 rringe, is usually a (and efficiency citon. Beverage irre a First Aid rotate effect (be 3600	r gives +1 m. Takes 3 if the in effect.
6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipens. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose  Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240	480  Solution and the street of the street o	r gives +1 m. Takes 3 if the in effect.
6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections required by injection to the immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose  Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the seconds in the policy in the cost of the cost	### Afterburne utes. Form: Gu DX at the end one the drug was a set the	r gives +1 m. Takes 3 if the in effect.
6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections required bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Las	480  Alterburne utes. Form: Git and the end one the drug was 480  600  900  ringe, is usually a (and efficiency ction. Beverage irre a First Aid rotate effect (be 3600  4, preventive dru 1440  ats 1 day, week the second dosity to heal with to heal with the second dosity the	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requ bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.	with the the the the the the the the the t	r gives +1 m. Takes 3 if the in effect.
6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipends to apply, injections take 1. Injections take 1. Injections requipends to apply the apply	480  Alterburne utes. Form: Garage utes. Form: Garage utes. Form: Garage utes. Alterburne u	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requ bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}  Per Unit - Cost: 600  Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205}  Per Unit - Cost: 240  Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo  Per Unit - Cost: 300  Description: Buffout (TL8): A dishonest olympic we	### Afterburne utes. Form: Git and the end of the end o	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections required bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo Per Unit - Cost: 300 Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and e of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard	Afterburne utes. Form: Gu be the drug was 480 600 900 ringe, is usually a (and efficiency ction. Beverage iire a First Aid rotate a First Aid rotate effect (be 3600 p. preventive drug to take effect) (p. Burger 1800 p. preventive drug (Partial) (p. Burger 1800 p. preventive drug (Partial) (p. Burger 1800 p. preventive drug to take effect of a drug drug drug drug drug drug drug drug	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tin Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requ bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}  Per Unit - Cost: 600  Description: Halves new radiation effects per dose  Ascepaline, Hypo {p. UT205}  Per Unit - Cost: 240  Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo  Per Unit - Cost: 300  Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and electrons.	antl' Afterburne utes. Form: Git and the end of the dura the end of t	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipend bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}  Per Unit - Cost: 600  Description: Halves new radiation effects per dose  Ascepaline, Hypo {p. UT205}  Per Unit - Cost: 240  Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo  Per Unit - Cost: 300  Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and e of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Harhours. Drawbacks: -3 ST, -3 DX, and -1 HT at the the same amount of time the drug was in effect. Tit to apply a dose of Buffout	antl' Afterburne utes. Form: Gu tes Form: Gu tes Form: Gu tes the end one the drug was 480  600  900  ringe, is usually a (and efficiency ction. Beverage tire a First Aid rotake effect (be 3600  a, preventive dru 1440  ats 1 day, week the second dost ity to heal without g (Partial) (p. B 1800  ightlifters dream andurance for a d to Subdue 2 feend of the dura me: It takes abo	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requ bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}  Per Unit - Cost: 600  Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205}  Per Unit - Cost: 240  Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo  Per Unit - Cost: 300  Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and e of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the the same amount of time the drug was in effect. Tit to apply a dose of Buffout  Hyperstim, Hypo {p. UT205}  Per Unit - Cost: 100	with Afterburne utes. Form: Garage utes. Form: Garage utes. Form: Garage utes. Form: Garage utes. Garage utes	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350  Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205}  Per Unit - Cost: 80  Description: Masks Pain HT/2 h, numbs  Antibiotic, Hypo {p. B289}  Per Unit - Cost: 100  Description: Defeats bacterial infections in 12h  Antidote, Drinkable {p. B289}  Per Unit - Cost: 150  Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipens. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205}  Per Unit - Cost: 600  Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205}  Per Unit - Cost: 240  Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo  Per Unit - Cost: 300  Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and e of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the the same amount of time the drug was in effect. Tit to apply a dose of Buffout  Hyperstim, Hypo {p. UT205}  Per Unit - Cost: 100  Description: Instantly wakes unconscious, can't fai	antl' Afterburne utes. Form: Gu butes. Form: Gu butes. Form: Gu be the drug was 480 600 900 ringe, is usually a (and efficiency ction. Beverage iter a First Aid rotake effect (be 3600 preventive drug 1440 preventive drug (Partial) (p. B 1800 preventive drug (Partial) (p	r gives +1 m. Takes 3 if the in effect.
6 6 6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formule on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections requipendent by the second of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Hard hours. Drawbacks: 3 ST, -3 DX, and -1 HT at the the same amount of time the drug was in effect. Tit to apply a dose of Buffout  Hyperstim, Hypo {p. UT205} Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fail active, lasts 10 min, when wears off roll vs HT, fail attack	480  500  1 Afterburne utes. Form: Git and the end of the drug was 480  600  900  ringe, is usually a (and efficiency ction. Beverage irre a First Aid rotate a First Aid rotate a First Aid rotate effect (be 3600  1, preventive drug 1440  1800  18	r gives +1 m. Takes 3 if the in effect.
6 6	Per Unit - Cost: 350 Description: Afterburner is an amphetamine gum le time to kick ass and chew gum, and I'm all outta gy ST, +1 DX and High Pain Threshold for 25-HT min seconds to apply. Drawbacks: Gives -1 ST and -2 duration, lasting an amount of time equal to the tim Time: Takes 1 minute to take effect.  Analgine, Hypo {p. UT205} Per Unit - Cost: 80 Description: Masks Pain HT/2 h, numbs Antibiotic, Hypo {p. B289} Per Unit - Cost: 100 Description: Defeats bacterial infections in 12h Antidote, Drinkable {p. B289} Per Unit - Cost: 150 Description: This antidote, coming in a bottle or sy distilled poisons and antibodies. The exact formula on who made the antidote. Form: Beverage or inje seconds to apply, injections take 1. Injections required bonus. Drawbacks: None. Time: Takes 1 minute to immediately (injection).  Antirad, Hypo {p. UT205} Per Unit - Cost: 600 Description: Halves new radiation effects per dose Ascepaline, Hypo {p. UT205} Per Unit - Cost: 240 Description: Regenerates 1 HP every 1 hours. Las elapse before used again. If not, roll vs. HT+2 for the third, etc. Failure means the user's natural abil is permanently damaged: the user gains Unhealing may still use Ascepaline, however.  Buffout, Hypo Per Unit - Cost: 300 Description: Buffout (TL8): A dishonest olympic we Buffout greatly increases recipients strength and e of time. Gives +2 ST, +2 DX, Hard to Kill 2 ad Harr hours. Drawbacks: -3 ST, -3 DX, and -1 HT at the the same amount of time the drug was in effect. Tit to apply a dose of Buffout Hyperstim, Hypo {p. UT205} Per Unit - Cost: 100 Description: Instantly wakes unconscious, can't fai active, lasts 10 min, when wears off roll vs HT, fail	antl' Afterburne utes. Form: Gu butes. Form: Gu butes. Form: Gu be the drug was 480 600 900 ringe, is usually a (and efficiency ction. Beverage iter a First Aid rotake effect (be 3600 preventive drug 1440 preventive drug (Partial) (p. B 1800 preventive drug (Partial) (p	r gives +1 m. Takes 3 if the in effect.

	LOAD-OUTS (continued)		
Qty 1	Backpack Medizin	35270	Weight 38 lb
6	Mentats, Hypo	1800	30 10
	Per Unit - Cost: 300		
	Description: The ultimate 'smart drug', a dose of men patients intelligence for a short period of time. Menta		
	Perception, +1 Charisma for (25-HT)/4 hours. Drawb	acks: -2 IQ, -2	2
	Perception, -3 Charisma and Absent Mindedness at t		
	lasting the same amount of time the drug was in effect second to apply a dose of Mentats.	ot. Time. It tar	des about 1
6	Morphazine, Hypo (p. UT205)	300	_
	Per Unit - Cost: 50 Description: Puts Patient to sleep, HT-3 to resist, sleep	an 8h - marai	n of error
	works in 1s	op on - margi	ir or error,
6	Psycho, Hypo	2850	3 lb
	Per Unit - Cost: 475, Weight: 8 oz Description: A pre-war combat drug cocktail with nas	ty side effects	s, high
	addiction rate and very impressive increase in comba	at ability for a	short period
	of time. Gives +2 DX and +1 Speed for (25-HT)/4 hou hallucinations for the duration; also gives -3 ST, -3 D		
	and Paranoia at the end of the duration, lasting the s	ame amount	of time the
	drug was in effect. Time: It takes about 1 second to a Injections require a First Aid roll with a +2 bonus.	pply a dose o	of Psycho.
6	Radaway, Hypo	2400	_
	Per Unit - Cost: 400		
	Description: This drug heals radiation damage, but ca 'Lifetime Radiation History' damage, which never hea		
	rads worth of damage upon application, after which F	IT roll is made	e after each
	hour, for 1D6 hours - Successful HT roll results in ad healed Taking Radaway results in symptoms such a		
	which results in some dehydration - It is advisable to	drink lots of v	vater while
	under the influence of radaway. Dehydration damage duration of the drug in hours (Fatigue points are lost		
	into 3, after which actual hit points are lost - Drinking	one quart of	water
	restores 1 point of dehydration damage). Taking mor increases the duration of the drug, too many doses n		
	threatening dehydration damage. Radaway is not add		
6	second to apply one dose, which takes effect after 10		
6	Soothe, Hypo {p. UT205} Per Unit - Cost: 50	300	_
	Description: Puts user in dreamy state of sleep, no m	emory of eve	nts, 6h
1	VaulTec Surgical Instruments	2100	15 lb
	Description: A complete set of surgical tools, includin bio-glue, sonic probe, and sutures. (This is also inclu		
	198.) It is basic equipment for the Surgery skill but du	ue to high TL	gives +3 to
	skill rolls. \$300, 15 lbs., 5B/20 hr. LC4.		
	Totals:	37220	100.05 lb
Otv	Totals:	_	100.05 lb
Qty	Totals: Bases Base	37220 Cost	100.05 lb Weight 31.5 lb
1	Bases Contents - Cost: 100, Weight: 31.5 lb	Cost 100	Weight 31.5 lb
	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag	Cost	Weight
1	Bases Contents - Cost: 100, Weight: 31.5 lb	100 40	<b>Weight</b> 31.5 lb 16.5 lb
2	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.	Cost 100 40 se allows drin	Weight 31.5 lb 16.5 lb
1	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack. Traveler's Rations {p. B288}	100 40	<b>Weight</b> 31.5 lb 16.5 lb
2	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.	Cost 100 40 se allows drin	Weight 31.5 lb 16.5 lb
2	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz	Cost 100 40 se allows drin	Weight 31.5 lb 16.5 lb
2	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese	Cost 100 40 se allows drir 60 e, etc.	Weight 31.5 lb 16.5 lb aking when 15 lb
30	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat Combat	Cost 100 40 se allows drin 60 e, etc. 100	Weight 31.5 lb 16.5 lb 16.5 lb 31.5 lb
1 2 30 Qty 1	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese Totals: Combat Combat Contents - Cost: 40190, Weight: 30.8 lb	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb
1 2 30 Qty	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat Combat Contents - Cost: 40190, Weight: 30.8 lb Armor	Cost 100 40 see allows drin 60 e, etc. 100 Cost	Weight 31.5 lb 16.5 lb 16.5 lb 31.5 lb Weight
1 2 30 Qty 1	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese Totals: Combat Combat Contents - Cost: 40190, Weight: 30.8 lb	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb
30 Qty 1	Bases Base Contents - Cost: 100, Weight: 31.5 lb Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese Totals:  Combat Combat Contents - Cost: 40190, Weight: 30.8 lb Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor	Cost 100 40 se allows drir 60 s, etc. 100 Cost 40190 2350 1800 w stripes on t	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides
1 2 30 Qty 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat Combat Contents - Cost: 40190, Weight: 30.8 lb Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb he sides sorbing,
1 2 30 Qty 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Ac	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. 1	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR
1 2 30 Qty 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Ac rolls against heat and cold.	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. 1	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR
1 2 30 Qty 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t bible), wind ab biout penalty. Idditional, it giv	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR res +1 to
1 2 30 Qty 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284}	Cost 100 40 se allows drir 60 s, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. Idditional, it giv	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to
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1 2 30 Qty 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold.  Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear).	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. Idditional, it giv	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR yes +1 to 2.2 lb er clothing.
1 2 30 Qty 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheest  Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Ac rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. Idditional, it giv	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR yes +1 to 2.2 lb er clothing.
1 2 30 Qty 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285}	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. Idditional, it giv	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR yes +1 to 2.2 lb er clothing.
1 2 30 <b>Qty</b> 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab yout penalty. Idditional, it gives the second of	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to  2.2 lb er clothing. the foot (if
1 2 30 <b>Qty</b> 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Ac rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC: DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwarr). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab yout penalty. Idditional, it gives the second of	Weight 31.5 lb 16.5 lb 16.5 lb 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 19.1 lb 2.2 lb er clothing. the foot (if
1 2 30 Qty 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Comtents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: use the lack of the content of the co	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab rout penalty. Idditional, it gives the first, h	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 19.1 lb 19.1 lb 2.2 lb er clothing, the foot (if
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1 2 30 Qty 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Comtents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: use the lack of the content of the co	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab rout penalty. Idditional, it gives the first, h	Weight 31.5 lb 16.5 lb 16.5 lb 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 19.1 lb 19.1 lb 2.2 lb 19.1 lb 2.2 lb 19.1 lb 2.2 lb 5.7 lb 19.7 lb
1 2 30 Qty 1 1 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull  Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, lo damage types. Notes: [1] Location: torso, groin	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab nout penalty. Idditional, it given the second of	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gilves 2 DR res +1 to  2.2 lb er clothing, the foot (if 2.2 lb 5.7 lb igher DR nst all other
1 2 30 Qty 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: Skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, le damage types. Notes: [1] Location: torso, groin  VaulTec Load Bearing Gear	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab rout penalty. Idditional, it gives the first, h	Weight 31.5 lb 16.5 lb sking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 19.1 lb 19.1 lb 2.2 lb er clothing, the foot (if
1 2 30 Qty 1 1 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Spit DR: use the higher DR only if the attack strikes footwarr). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: uagainst piercing or cutting attacks; use the second, lodamage types. Notes: [1] Location: torso, groin  VaulTec Load Bearing Gear {p. B289}	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab nout penalty. Idditional, it given the second of	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to  2.2 lb cr clothing, the foot (if
1 2 30 Qty 1 1 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese  Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold.  Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear).  Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull  Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, lo damage types. Notes: [1] Location: torso, groin  VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 5320, Weight: 6.7 lb	Cost 100 40 se allows drir 60 e, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab nout penalty. tidditional, it gives the first, hower DR again	Weight 31.5 lb 16.5 lb aking when 15 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gilves 2 DR res +1 to  2.2 lb cr clothing, the foot (if 2.2 lb 5.7 lb igher DR nst all other
1 2 30 Qty 1 1 1 1 1 1 1	Bases  Base Contents - Cost: 100, Weight: 31.5 lb  Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.  Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese Totals:  Combat  Combat  Contents - Cost: 40190, Weight: 30.8 lb  Armor Contents - Cost: 2350, Weight: 19.1 lb  VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellor and a large 13 in a circle on the back. Armored (Flex water proof, breathable and can be worn layered with on groin, torso, limbs, feet, hands, neck and skull. Acrolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands.  Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala Spit DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet  Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull  Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, lo damage types. Notes: [1] Location: torso, groin  VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb	Cost 100 40 se allows drir 60 se, etc. 100 Cost 40190 2350 1800 w stripes on t ible), wind ab lout penalty. Idditional, it gives the first, hower DR again 6070 hes and rings	Weight 31.5 lb 16.5 lb 16.5 lb 31.5 lb 31.5 lb Weight 30.8 lb 19.1 lb 9 lb he sides sorbing, Gilves 2 DR res +1 to  2.2 lb 2.2 lb 5.7 lb 5.7 lb igher DR nst all other

Virginia 'Gina' Bellefleur Human

VaulTec Load Bearing Gear {p. B289}  Mini Vaulite .3, Flashlight Description: 15m beam; helm mountable; firearms rail compatible; Battery 2º: B  VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Battery 10h; 2B  KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: Tt.o Lct.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:0,1 Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [11]  H&K USP III, 7.5mmCLP (Magazine, 30 rounds)  VaulTec Crash Kit {p. UT198} [Iss.1] Description: +2 skill, +3 skill when using bandage spray can (6 uses). Contains a delibrilator, an oxygen mask, sutures, a bandage spray can, and no-shock drugs. It provides a +2 (quality) bonus to First Aid skill and counts improvised equipment (-5) for Surgery skill.  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 Stimpac restores +15 hit points. Form: Injection. Injections require a First Aid roll with +2 bonus. It takes about 1 second to apply one Super Stimpack is ninger stimpack. The healing comes with a cost. The user will lose 10 fatigue points after HT minutes. Time: Takes effect immediately.  Stimpack  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a heavy through the patient (one stimpack for entry wound, another for the e wound, and stantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound except for a gunshot wound which goes a the way through the patient (noe stimpack for entry wound, another for the e wound, and a store of the patient of the patient (noe stimpack for en	Giy (	LOAD-OUTS (continued)	Cost	Woight
Special State   Special Stat	4			Weight
Mini Vaulite .3, Flashlight Description: 15m beam, helm mountable; firearms rail compatible; Battery 2: 8  VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B  KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: Tt.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 out Reach:0,1 Parry:1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach: Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]  H&K USP III, 7.5mmCLP 70 80  (Magazine, 30 rounds)  VaulTec Crash Kit {p. UT198} 1200 2  1813 12 12  Description: +2 skill, +3 skill when using bandage spray can (6 uses). Contains a delibrillator, an oxygen mask, sutures, a bandage spray can, and no-shock drugs. It provides a +2 (quality) bonus to First Aid skill and counts improvised equipment (-5) for Surgery skill.  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 Stimpac restores +15 hit points. Form: Injection. Injections require a First Aid roll with +2 bonus. It takes about 1 second to apply one Super Stimpack is ready to inject onus. It takes about 1 second to apply one Super Stimpack is negation; and the arm with a cost. The user will lose 10 fatigue points after HT minutes. Time: Takes effect immediately.  Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is nijected in 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 a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made before immediately.  Polica Super States and the security of a gunshot wound which goes a the way through th	I		6070	8.7 ID
VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Battery 10h, 2B KaBar Defender Combat Knife (Superfine, *6) (p. B272, B276) Description: TL:0 LC:4, [Mode: thrown Damthr-1 imp Acc:0 Range:ST*0.5/ST*1 Refs1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 out Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:throust Damthr-1 imp Reach: Parry:-1 ST:5 Skill:Snife], [Mode:thro	1	Mini Vaulite .3, Flashlight	150	3.2 oz
Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h., 2B  KaBar Defender Combat Knife 300 8 ( Superfine, *6) {p. B272, B276}  Description: TL:0 LC:4, [Mode: thrown Damthr-1 imp Acc:0 Range:ST*0.55.T*1 RpF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Damsw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Damthr-1 imp Reach: Parry:-1 ST:5 Skill:Knife], [Mode:thrust-1 Step], [			ail compatible;	Battery 24h,
video transmiting; Battery 10h, 2B  KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: TL-0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST-0.5/ST-1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:1 ST:5 Skill:Knife], [Mode:thrown Dam:thr-1 imp Reach: Parry:-1 ST:5 Skill:Knife], [Mode:thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]  H&K USP III, 7.5mmCLP  70 80 (Magazine, 30 rounds)  VauITec Crash Kit {p. UT198} 1200 2 [SS:2] 2]  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 improvised equipment (-5) for Surgery skill.  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 +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.  Stimpack  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshor wound which goes a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech mediabs 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.  Rolex Explorer XXX, Watch/TL9 Description: TL:9 Made out of uttra-tech fibers and meshes, this very light holst can fit any TL9 sidearm and one magazine. It	1	VaulTec Radio Headset	1000	8 oz
KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: *Lo 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:Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thrust Dam:thru			es camera and	screen for
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 Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]  H&K USP III, 7.5mmCLP 70 8 (Magazine, 30 rounds)  VaulTec Crash Kit {p. UT198} 1200 2  [Isiz-Isiz] The 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 improvised equipment (-5) for Surgery skill.  Super Stimpack {p. B289} 600 1  Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpa restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack 2000 2  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the ewound, heals a total of +10 hit points). Millions of stimpacks were made befet the war, and any surviving high-tech medlabs can produce these. Form: Injection srequire a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.  Rolex Explorer XXX, Watch/TL9 3000 4.8 (Description: TL:9 LC:3 A Mmoi.0.5 lb. Damage:242d pi Acc:2 Range:150/190 Description: TL:9 LC:3 A mmoi.0.5 lb. Damage:242d pi Acc:2 Range:150/190 Description: TL:9 LC:3 A mmoi.0.5 lb. Damage:242d pi Acc:2 Range:150/190 Description: TL:9 LC:3 A mmoi.0.5 lb. Damage	1		300	8 oz
Range:ST*0.5/ST*1 RoF:! Shotis:T(1) ST:5 Bull:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach: Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach: Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach: Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]  H&K USP III, 7.5mmCLP 70 8 (Magazine, 30 rounds)  VaulTec Crash Kit {p. UT198} 1200 2  SSI SSI SSI 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 improvised equipment (-5) for Surgery skill.  Super Stimpack {p. B289} 600 1  Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpac restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack 2000 2  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made befet the war, and any surviving high-tech mediabs 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.  Rolex Explorer XXX, Watch/TL9 30000 4.8 (Description: TL:9 L0:3 Ammo:0.5 lb. Damage:2+240 pi Acc:2 Range:150/190 Lescription: TL:9 L0:3 Ammo:0.5 lb. Damage:2+240		(Superfine, *6) {p. B272, B276}		
H&K USP III, 7.5mmCLP (Magazine, 30 rounds)  VauITec Crash Kit {p. UT198}  \$\subseteq 1.200  2  \text{Si=32} \text{ in}  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 improvised equipment (-5) for Surgery skill.  Super Stimpack {p. B289} 600 1  Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpac restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e 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.  Rolex Explorer XXX, Watch/TL9 Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 21 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: Tt.:9 Made out of ultra-tech fibers and meshes, this very light holst can fit any Tt.9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in topen.  H&K USP III, 7.5mmCLP  (Automatic Pistol)  Bosciption: Tt.9		Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1] cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thru Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. & Ranged Weapon Table (p. 275)]	, [Mode:swing ust Dam:thr-1 in	np Reach:C
(Magazine, 30 rounds)  VaulTec Crash Kit {p. UT198} 1200 2  Sisisiz 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 improvised equipment (-5) for Surgery skill.  Super Stimpack {p. B289} 600 1  Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpa restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack 2000 2  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made bethe 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.  Rolex Explorer XXX, Watch/TL9 30000 4.8 (Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2 inch display  VerzPi (Pistol Holster) {p. B289} 1770 2.7  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 holst can fit any TL:9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in topen.  H&K USP III, 7.5mmCLP 1350  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:	1		70	8 oz
VaulTec Crash Kit {p. UT198}  □ SulTec Crash Kit {p. UT198} □ 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 improvised equipment (-5) for Surgery skill.  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 Stimpa restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made befet the war, and any surviving high-tech medilabs 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.  Rolex Explorer XXX, Watch/TL9 30000 4.8 (Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2 1 inch display  VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lib Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in thopen.  H&K USP III, 7.5mmCLP  (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190	•	,	. 0	0 02
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 improvised equipment (-5) for Surgery skill.  Super Stimpack {p. B289} 600 1  Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpa restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack 2000 2  Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e 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.  Rolex Explorer XXX, Watch/TL9 30000 4.8 (Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (11B); 2 1 inch display  VerzPi (Pistol Holster) {p. B289} 1770 2.7  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 holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in thopen.  H&K USP III, 7.5mmCLP 1350  RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&	1	VaulTec Crash Kit (p. UT198)		2 lb
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 Stimpa restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.  Stimpack  2000  Per Unit - Cost: 200, Weight: 3.2 oz  Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e 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.  Rolex Explorer XXX, Watch/TL9  30000  4.8 (Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2 1 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz  Contents - Cost: 1420, Weight: 2.5 lb  Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open.  H&K USP III, 7.5mmCLP  (Automatic Pistol)  Description: TL:9 Acc: 3 Ammo: 0.5 lb. Damage: 2+2 dp i Acc: 2 Range: 150/190  RoF:3 Shots: 30+1 (3) ST:9 Bulk: -2 Rci: 2 Skill: Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&K USP III, 7.5mmCLP		Contains a defibrillator, an oxygen mask, sutures, a no-shock drugs. It provides a +2 (quality) bonus to I	bandage spra	y can, and
Description: Fitted around the arm, the Super Stimpack is ready to inject chems into a soldier's body during combat. When activated, a Super Stimpac restores +15 hit points. Form: Injection. Injections require a First Aid roll with +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.    Stimpack	1		600	1 lb
Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected in 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 a the way through the patient (one stimpack for entry wound, another for the e wound, heals a total of +10 hit points). Millions of stimpacks were made betiet 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.  Rolex Explorer XXX, Watch/TL9 30000 4.8 (Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (11B); 2 1 inch display  VerzPi (Pistol Holster) {p. B289} 1770 2.7  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 holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open.  H&K USP III, 7.5mmCLP 1350 2  (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rol:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&K USP III, 7.5mmCLP 70 8 (		+2 bonus. It takes about 1 second to apply one Sup The healing comes with a cost. The user will lose 10	oer Stimpack. D 0 fatigue points	rawbacks: after HT
Rolex Explorer XXX, Watch/TL9 30000 4.8 of Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (11B); 2 1 inch display  VerzPi (Pistol Holster) {p. B289} 1770 2.7  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 holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open.  H&K USP III, 7.5mmCLP 1350 2  (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190 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.  H&K USP III, 7.5mmCLP 70 8 of	10	Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a wound, it instantly closes the wound and restores Stimpack can be used per wound, except for a guns the way through the patient (one stimpack for entry wound, heals a total of +10 hit points). Millions of st the war, and any surviving high-tech medlabs can p Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. 1	a Stimpack is i +5 hit points. ( shot wound whi wound, anothe timpacks were i produce these.)	Only one ich goes all or for the exit made before Form: s about 1
Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2 1 inch display  VerzPi (Pistol Holster) {p. B289} 1770 2.7  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 holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in thopen.  H&K USP III, 7.5mmCLP 1350 2  (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190 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.  H&K USP III, 7.5mmCLP 70 8 (		· · · · · · · · · · · · · · · · · · ·		ect
VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holst can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in ti open.  H&K USP III, 7.5mmCLP  (Automatic Pistol)    Image: Tell	1		30000	
open.  H&K USP III, 7.5mmCLP  (Automatic Pistol)  ® @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @ @	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k	meter; GPS red	4.8 oz
H&K USP III, 7.5mmCLP 1350 2 (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&K USP III, 7.5mmCLP 70 8 0	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz  Contents - Cost: 1420, Weight: 2.5 lb  Description: TL:9 Made out of ultra-tech fibers and mes	meter; GPS recomp; Tiny Comp	4.8 oz ceiver; u (1TB); 2D 2.7 lb
Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/190 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&K USP III, 7.5mmCLP 70 8 (		Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz  Contents - Cost: 1420, Weight: 2.5 lb  Description: TL:9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1	meter; GPS recomp; Tiny Comp	4.8 oz ceiver; u (1TB); 2D 2.7 lb
RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.  H&K USP III, 7.5mmCLP 70 8 (		Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz  Contents - Cost: 1420, Weight: 2.5 lb  Description: TL:9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1 open.  H&K USP III, 7.5mmCLP	meter; GPS recomp; Tiny Comp 1770 shes, this very I to Fast-Draw if	4.8 oz ceiver; u (1TB); 2D 2.7 lb
H&K USP III, 7.5mmCLP 70 8 c	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display)  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1 open.  H&K USP III, 7.5mmCLP (Automatic Pistol)	meter; GPS recomp; Tiny Comp  1770  shes, this very to Fast-Draw if  1350  1 100 8 7 8	4.8 oz ceiver; u (1TB); 2D 2.7 lb light holster i worn in the 2 lb
	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1 open.  H&K USP III, 7.5mmCLP  (Automatic Pistol)  Solid Signary (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns Koch Universal Selbstlade Pistole III was the standard control of the standard con	meter; GPS recm); Tiny Comp  1770  shes, this very to Fast-Draw if  1350  1 0098 78 pi Acc:2 Range (Pistol); The H	4.8 oz ceiver; u (1TB); 2D 2.7 lb light holster i worn in the 2 lb 5.4 3 2 1 e:150/1900 eckler &
	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display)  VerzPi (Pistol Holster) {p. B289}  Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1 open.  H&K USP III, 7.5mmCLP (Automatic Pistol)  SSIESSE SE	meter; GPS recomp; Tiny Comp  1770  shes, this very to Fast-Draw if  1350  109878  pi Acc:2 Rang (Pistol); The Hart sidearm of v	4.8 oz ceiver; u (1TB); 2D 2.7 lb light holster f worn in the 2 lb 5 4 3 2 1 e:150/1900 eckler & various
(Magazine, 30 rounds)  Totals: 40190 30.8	1	Description: Survival watch; BioMon (+1 Diag); Chrono Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display)  VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL: 9 Made out of ultra-tech fibers and mes can fit any TL9 sidearm and one magazine. It gives +1 open.  H&K USP III, 7.5mmCLP (Automatic Pistol)  Signification: TL: 9 LC:3 Ammo:0.5 lb. Damage:2+2d RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns Koch Universal Selbstlade Pistole III was the standa western law enforcement forces before the war.  H&K USP III, 7.5mmCLP	meter; GPS recomp; Tiny Comp  1770  shes, this very to Fast-Draw if  1350  109878  pi Acc:2 Rang (Pistol); The Hart sidearm of v	4.8 oz ceiver; u (1TB); 2D 2.7 lb light holster i worn in the 2 lb 5.4 3.2 1 e:150/1900 eckler &
(Magaz	1	Description: Inertial & Maria Inch display 1 inch display VerzPi (Per Unit - Co Contents - Co Description: can fit any Tlopen.  H&K U (Autom 30 20 20 20 20 20 20 20 20 20 20 20 20 20	Diorer XXX, Watch/TL9 Survival watch; BioMon (+1 Diag); Chrono g. Compass (+3 Navi, Map); Beacon (10 k y istol Holster) {p. B289} st: 350, Weight: 3.2 oz ost: 1420, Weight: 2.5 lb TL:9 Made out of ultra-tech fibers and me: _9 sidearm and one magazine. It gives +1  SP III, 7.5mmCLP attic Pistol)	ely.  Diorer XXX, Watch/TL9 30000 Survival watch; BioMon (+1 Diag); Chronometer; GPS reg. Compass (+3 Navi, Map); Beacon (10 km); Tiny Comply istol Holster) {p. B289} 1770 st: 350, Weight: 3.2 oz ost: 1420, Weight: 2.5 lb TL:9 Made out of ultra-tech fibers and meshes, this very up sidearm and one magazine. It gives +1 to Fast-Draw if SP III, 7.5mmCLP 1350 hatic Pistol)

Advantages, Perks [ 64 Disadvantages, Quirks [ -34 Skills, Techniques [ 62 Total Points Spent: 252	SCRATCH PAD	
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
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Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]		
Points: (logged) 0 + (other) 0 = (total) 0  Initial Character Creation  Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Pasic Attributes, Secondary Characteristics [160]  Advantages, Perks [64]  Disadvantages, Quirks [-34]  Skills, Techniques [62]	CAMPAIGN LOG	
Character created using GURPS Character Assistant 4 31.03.2012: 0 pts  POINTS SUMMARY  Basic Attributes, Secondary Characteristics [160 Advantages, Perks [64 Disadvantages, Quirks [-34 Skills, Techniques [62 Total Points Spent: 252		
POINTS SUMMARY Basic Attributes, Secondary Characteristics [160 Advantages, Perks [64 Disadvantages, Quirks [-34 Skills, Techniques [62 Total Points Spent: 252		
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Advantages, Perks [ 64 Disadvantages, Quirks [ -34 Skills, Techniques [ 62 Total Points Spent: 252		
Disadvantages, Quirks [ -34 Skills, Techniques [ 62 Total Points Spent: 252	Basic Attributes, Secondary Characteristics	[ 160]
Skills, Techniques [ 62 Total Points Spent: 252	Disadvantages, Ouirks	[ -34]
Total Points Spent: 252	Skills, Techniques	[ 62]
Unspent Points: 3	Total Points Spent:	
	Unspent Points:	3