



Name: Mike 'Big Punisher' Maxx
 Race: Human
 Appearance: Big, Bald, Blue eyed and Black!

Player: Michael Hoog
 Ht: 1.97m Wt: 300 lbs Age: 29

Spent: 337
 Unspent: 1

CHARACTER SHEET

ST 20 [100]	HP 20 [0]	Basic Speed 7 [0]
DX 14 [80]	Will 10 [0]	Basic Move 7 [0]
IQ 10 [0]	Per 10 [0]	BL 80 lb (ST×ST)/5
HT 14 [40]	FP 14 [0]	Thr 2d-1 Sw 3d+2
TL 9 [0]		SM +0

Vision 10	Taste/Smell 10	Death Check 14
Hearing 10	Fright Check 12*	Broad Jump 3.67 yd
Touch 10	Consciousness 14	High Jump 2.67 ft

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 tn

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

REACTION MODIFIERS	
Appearance: +0	
Status: +1*	* Includes: +1 from 'Military Rank (V13 Special Operator Lieutenant)'
Other: +0†	† Conditional: +1 from 'Reputation (Arroyo: Saviours of Zora)', +2 from 'Reputation (Feared in The Den)', +3 from 'Reputation (Procurer of the Waterchip)', +3 from 'Reputation (Saviours of Vault City)', +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +4 from 'Finesse' when +1 from Martial Artists, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation

CULTURAL FAMILIARITIES	
Native	Pts
Pre-War Western (Native) {p. B23}	[0]
Non-native	Pts
Western US Wasteland {p. B23}	[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
Combat Reflexes {p. B43}	[15]
Finesse 4 {p. B89}	[20]
Description: This Talent adds to the following skills: Blind Fighting, Breaking Blow, Flying Leap, Immovable Stance, Kiai, Power Blow.	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66, P59}	[15]
Military Rank (V13 Special Operator Lieutenant) 2 (Free, *0) {p. B29}	[0]
Reputation (Arroyo: Saviours of Zora) 1 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Reputation (Feared in The Den) 2 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Reputation (Procurer of the Waterchip) 3 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]

ADVANTAGES (continued)	
Name	Pts
Reputation (Saviours of Vault City) 3 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Unusual Background (Gadgeteer Friend) {p. B96}	[10]
Weapon Master (Force Sword / Force Whip) (two weapons normally used together) {p. B99}	[25]

PERKS	
Name	Pts
Akimbo (Monowire Switchblades) {p. HT249, PU2:5}	[1]
Grip Mastery (Monowire Switchblades) {p. MA50, PU2:6}	[1]
Off-Hand Weapon Training (Monowire Switchblades) {p. MA50}	[1]
Sacrificial Parry (Monowire Switchblades) {p. PU2:7}	[1]

DISADVANTAGES	
Name	Pts
Bad Temper (9 or less, *1.5) {p. B124}	[-15]
On the Edge (6 or less, *2) {p. B147}	[-30]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]

QUIRKS	
Name	Pts
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Arrogant {p. B163}	[-1]
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-1	[2]
Type: DX/H			
Area Knowledge (Free Nevada) {p. B176}	10	IQ+0	[1]
Type: IQ/E			
Armoury/TL9 (Melee Weapons) {p. B178}	9	IQ-1	[1]
Type: IQ/A			
Blind Fighting {p. B180}	11*	Per+1	[1]
Type: Per/VH			
Breaking Blow {p. B182}	12*	IQ+2	[1]
Type: IQ/H			
Climbing {p. B183}	13	DX-1	[1]
Type: DX/A			
Computer Operation/TL9 {p. B184}	10	IQ+0	[1]
Type: IQ/E			
Driving/TL9 (Automobile) {p. B188}	13	DX-1	[1]
Type: DX/A			
Driving/TL9 (Construction Equipment) {p. B188}	13	DX-1	[1]
Type: DX/A			
Driving/TL9 (Heavy Wheeled) {p. B188}	13	DX-1	[1]
Type: DX/A			
Driving/TL9 (Motorcycle) {p. B188}	13	DX-1	[1]
Type: DX/A			
Driving/TL9 (Tracked) {p. B188}	13	DX-1	[1]
Type: DX/A			
Fast-Draw (Sword) {p. B194}	15†	DX+1	[1]
Type: DX/E			
First Aid/TL9 (Human) {p. B195}	10	IQ+0	[1]
Type: IQ/E			
Flying Leap {p. B196}	13*	IQ+3	[2]
Usernotes: Modifiers: -10 if used instantly, dropping to -5 after 1 turn of concentration, -4 after 2 turns, -3 after 4 turns, -2 after 8 turns, -1 after 16 turns, and no penalty after 32 turns.			
Type: IQ/H			
Force Sword {p. B208}	20	DX+6	[24]
Type: DX/A			
Parry: 14			
Guns/TL9 (Light Machine Gun) {p. B198}	15	DX+1	[2]
Type: DX/E			
Guns/TL9 (Pistol) {p. B198}	14	DX+0	[1]
Type: DX/E			
History (The Old World) {p. B200}	8	IQ-2	[1]
Type: IQ/H			
Immovable Stance {p. B201}	16*	DX+2	[1]
Type: DX/H			

SKILLS (continued)			
Name	Level	Relative	Pts
Intimidation {p. B202} Type: Will/A	9†	Will-1	[1]
Judo {p. B203} Type: DX/H Parry: 10	12	DX-2	[1]
Jumping {p. B203} Type: DX/E	14	DX+0	[1]
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Type: DX/H Parry: 10	12	DX-2	[1]
Kiai {p. B203} Type: HT/H	16*	HT+2	[1]
Knife {p. B208} Type: DX/E Parry: 11	17	DX+3	[1]
Mechanic/TL9 (Micromachines) {p. B207} Type: IQ/A	9	IQ-1	[1]
Monowire Whip {p. B209} Type: DX/H Parry: 11	14	DX+0	[4]
NBC Suit/TL9 {p. B192} Type: DX/A	13	DX-1	[1]
Power Blow {p. B215} Usernotes: Modifiers: -10 if used instantly, dropping to -5 after 1 turn of concentration, -4 after 2 turns, -3 after 4 turns, -2 after 8 turns, -1 after 16 turns, and no penalty after 32 turns. Type: Will/H	14*	Will+4	[4]
Savoir-Faire (Vault) {p. B218} Type: IQ/E	10	IQ+0	[1]
Scrounging {p. B218} Type: Per/E	10	Per+0	[1]
Soldier/TL9 {p. B221} Type: IQ/A	9	IQ-1	[1]
Stealth {p. B222} Type: DX/A	14	DX+0	[2]
Throwing {p. B226} Type: DX/A	13	DX-1	[1]
* Includes: +4 from 'Finesse' † Includes: +1 from 'Combat Reflexes' ‡ Conditional: -1 from 'Reputation (Arroyo: Saviours of Zora)' when your reputation works against you, -2 from 'Reputation (Feared in The Den)' when your reputation works against you, -3 from 'Reputation (Procurer of the Waterchip)' when your reputation works against you, -3 from 'Reputation (Saviours of Vault City)' when your reputation works against you			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	14	—	2d-2 cr	C	—	—	—	
Karate: Punch <i>Skill used: Karate</i>	12	10	2d-2 cr	C	—	—	—	
Karate: Kick <i>Skill used: Karate-2</i>	10	—	2d-1 cr	C,1	—	—	—	
Kick <i>Skill used: DX-2</i>	12	—	2d-1 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	14	11	2d-2 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Disguised mini Monowire Switchblade: Blade <i>Skill used: Force Sword</i>	20	14	3d+7(10) cut	C-2	5	1	2	
Disguised mini Monowire Switchblade: Whip <i>Skill used: Monowire Whip</i>	14	9U	3d+5(10) cut	1-3*	5	1	2	
KABAR Survivor, Tactical Knife (Superfine): swing <i>Skill used: Knife</i>	17	12	2d(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust <i>Skill used: Knife</i>	17	12	1d+2(2) imp	C	5	.5	4	

Reach "**":** The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
GE M144 Minigun, 7mmCL: Primary <i>Skill used: DX-4</i>	10	6d pi	4	700 yd / 2.27 mi	100	400(5)	15M	-7	2	33	1	
GE M144 Minigun, 7mmCL: APHC <i>Skill used: DX-4</i>	10	6d(2) pi-	4	700 yd / 2.27 mi	100	400(5)	15M	-7	2	33	2	
KABAR Survivor, Tactical Knife (Superfine): thrown <i>Skill used: DX-4</i>	10	2d(2) imp	—	10 yd / 20 yd	1	T(1)	5	-1	—	.5	4	
Mk 61X, HEC (Mini Hand Grenade) <i>Skill used: Throwing</i>	13	8d cr ex	—	70 yd	1	T(1)	5	-1	—	2.5	2	

ST "M": The weapon is usually mounted in a vehicle or gun carriage, or on a tripod. *Ignore* the listed ST and Bulk when firing the weapon from its tripod or mount; they only apply when firing the weapon *without* its mount. Removing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.
Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER				
10*	11*	9*	11*					
Judo	DX	DX	None					
Loc.	DR	DBHP	Loc.	DR	DBHP	Loc.	DR	DBHP
Eyes	3	0 3	Torso	12/5*+17	0 -	Legs	7/3*+2	0 11
Neck	2	0 -	Groin	12/5*+2	0 -	Feet	7/3+2	0 7
Skull	11	0 -	Arms	2	0 11			
Face	3	0 -	Hands	2*+2	0 7			

* Includes: +1 from 'Combat Reflexes'

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Force Sword) {p. MA83, B230} Type: Tech/H	20	def+4	[5]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
20 19 18 17 16 0 -1 -2 -3 -4	20 21 22 23 24	40 41 42 43 44	60 61 62 63 64	80 81 82 83 84	
15 14 13 12 11 -5 -6 -7 -8 -9	25 26 27 28 29	45 46 47 48 49	65 66 67 68 69	85 86 87 88 89	
10 9 8 7 6 -10 -11 -12 -13 -14	30 31 32 33 34	50 51 52 53 54	70 71 72 73 74	90 91 92 93 94	
5 4 3 2 1 -15 -16 -17 -18 -19	35 36 37 38 39	55 56 57 58 59	75 76 77 78 79	95 96 97 98 99	

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

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

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

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

-5xHP or less: Immediate death.

FP	0 FP
14 13 12 11 10 0 -1 -2 -3 -4	10 11 12 13
9 8 7 6 5 -5 -6 -7 -8 -9	
4 3 2 1 -10 -11 -12 -13	

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

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

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

SLAM TABLE				
1	2	3-4	5-7	8
1d-3	1d-2	1d-1	1d	2d

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 30190, Weight: 82.02 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	30690	86.02 lb
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal	20	1.6 oz
1	Food Tablets {p. wiki} [12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC:4 12 Meals; Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), each tablet also manages to meet the nutritional requirements of a full meal.	240	1.6 oz
1	Glowstick, Emergency Light {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h	50	12.8 dr
1	reFresh Filtration, Canteen {p. wiki} [100][99][98][97][96][95][94][93][92][91][90][89][88][87][86][85][84][83][82][81][80][79][78][77][76][75][74][73][72][71][70][69][68][67][66][65][64][63][62][61][60][59][58][57][56][55][54][53][52][51][50][49][48][47][46][45][44][43][42][41][40][39][38][37][36][35][34][33][32][31][30][29][28][27][26][25][24][23][22][21][20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement Usernotes: 88 left	180	2.5 lb
23	Vaultec Survival Ration {p. wiki} Per Unit - Cost: 10, Weight: 3.2 oz Description: TL:9 LC:4 Shelf-life of 250 years, needs 0.5l water to be edible	230	4.6 lb
3	Camel Bag {p. wiki} Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:8 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack.	120	24.75 lb
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	40	1.6 oz
1	Purse (Free, *0) {p. B288} Contents - Cost: 10000, Weight: 1.22 lb Description: TL:0 Notes: Holds 3 lbs.	10000	1.22 lb
40	Cap {p. wiki} Per Unit - Cost: 1, Weight: 1.28 dr Description: TL:9 LC:4 In the Core Region, the relative scarcity of bottle caps made them a perfect currency for Hub merchants to adopt in the 22nd century, leading to the nickname "Hubbucks". Backed by the value of water, the Hub merchants supported bottle caps because the technology to manufacture them and paint their surfaces had been mostly lost in the Great War, which limited any counterfeiting efforts. Secondly, there are a limited number of bottle caps, which preserve their value against inflation to some degree. In The Hub you can trade one cap for one liter of clean drinking water.	40	3.2 oz
3	NCR Golden Nugget {p. wiki} Per Unit - Cost: 120, Weight: 5.12 dr Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.	360	15.36 dr
16	NCR Double-headed Bear {p. wiki} Per Unit - Cost: 600, Weight: 15.36 dr Description: TL:3 LC:4 The double-headed bear is a gold coin worth living one month in an inn.	9600	15.36 oz
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Vaultec NBC Suit/TL9 (full suit, skull) Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as orange or yellow. A rip in the suit causes the smart fabric to change color at the rip. It is sealed with the addition of the Vaultec NBC Mask. Notes: [notes] Location: full suit, skull	400	3 lb
1	Vaultec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outfit. The filter medium must be replaced periodically; cost varies from a \$100 cartridge (One filter provides up to 4 hours of usage.to filter heavy dust or pollen) to replacing the whole mask (in a chemicalwarfare environment). It takes two seconds to put on and one to take off. Notes: [notes] Location: eyes, face	400	1 lb
3	GE M144 Minigun, 7mmCL (Magazine, 400 Cartridges) Per Unit - Cost: 6160, Weight: 12.2 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	18480	36.6 lb
Totals:		30690	86.02 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 69340, Weight: 78 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	69340	78 lb
1	Armor Contents - Cost: 5430, Weight: 26.4 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	5430	26.4 lb
1	Vaultec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: full suit, skull	1800	3 lb
1	Mehler MIL-93, Assault Leggings {p. B284} Description: TL:7 LC:3 DR:7/3* Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Notes: [1] Location: legs	650	3.2 lb
1	Mehler MIL-91a, Facemask {p. B285} Description: TL:7 LC:4 DR:2 Location: face,eyes	65	12.8 oz
1	Mehler MIL-91, Helmet {p. B285} Description: TL:7 LC:4 DR:7 Location: skull	325	2.2 lb
1	Mehler MIL-90, Boots {p. B284} Description: TL:7 LC:- DR:7/3 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes underside of the foot (if footwear). Notes: [2,6] Location: feet	200	2.2 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	MilTek BBP, Assault Vest {p. HT67} Per Unit - Cost: 1800, Weight: 8 lb Contents - Cost: 560, Weight: 7 lb Description: TL:8 LC:2 DR:12/5* Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	2360	15 lb
1	Mehler MIL-92a, Assault Vest Inserts {p. B284} Description: TL:7 LC:3 DR:15 Notes: Must be used in conjunction with an Assault Vest. Can not be concealed. Location: torso	560	7 lb
1	Vaultec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 16160, Weight: 16.3 lb Description: TL:9 LC:4 Belt and suspenders with pouches and rings for gear. Made of ultra light fibers and titanium to be very light. Enough space for 20 lbs of gear which can be accessed with fast draw or a ready maneuver.	16910	17.3 lb
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible	150	3.2 oz
1	Vaultec Radio Headset {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 16.3 range; low-res camera and screen for video transmitting; Can be connected to the Rolex Explorer XXX, eg. for data storage.	1000	8 oz
1	KABAR Survivor, Tactical Knife (Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw+1 (2) cut Reach:C,1 Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF:1 Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superfine Knife was used by the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles.	450	8 oz
2	Stimpack Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected, it instantly closes any wound and restores +5 hit points or fatigue 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.	400	6.4 oz

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Vaultec Load Bearing Gear {p. wiki}	16910	17.3 lb
10	Mk 61X, HEC (Mini Hand Grenade) {p. UT154} Per Unit - Cost: 800, Weight: 4 oz Description: TL:9 LC:2 40mm High Explosive Concussion Warhead; Dam:8d or ex Fuse:2 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2 seconds later.	8000	2.5 lb
1	GE M144 Minigun, 7mmCL (Magazine, 400 Cartridges) Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	6160	12.2 lb
1	Rolex Explorer XXX {p. wiki} Description: TL:9 LC:4 Survival watch; Bio Monitor gives Physician a bonus to diagnose patient wearing watch (+1 Diag); Chronometer; GPS receiver (Does not work); Inertial & Mag. Compass & Map (+2 Nav); Beacon (10 km); Tiny Compu (Complexity 3, 1TB); 2D 1 inch display	5000	4.8 oz
2	Disguised mini Monowire Switchblade (_Free, *0) {p. UT164} Per Unit - Weight: 8 oz Description: TL:10^ LC:2 [Mode:blade Damage:sw+1d+R (10) cut Reach:C-5 Parry:0 ST:5 Skill:Force Sword], [Mode:whip Damage:sw+1d-2 (10) cut Reach:1-7^ Parry:-2U ST:5 Skill:Monowire Whip]	0	1 lb
1	GE M144 Minigun, 7mmCL (Armor-Piercing Hard Core, +0) {p. wiki}	42000	33 lb
Primary 400 399 398 397 396 395 394 393 392 391 390 389 388 387 386 385 384 383 382 381 380 379 378 377 376 375 374 373 372 371 370 369 368 367 366 365 364 363 362 361 360 359 358 357 356 355 354 353 352 351 350 349 348 347 346 345 344 343 342 341 340 339 338 337 336 335 334 333 332 331 330 329 328 327 326 325 324 323 322 321 320 319 318 317 316 315 314 313 312 311 310 309 308 307 306 305 304 303 302 301 300 299 298 297 296 295 294 293 292 291 290 289 288 287 286 285 284 283 282 281 280 279 278 277 276 275 274 273 272 271 270 269 268 267 266 265 264 263 262 261 260 259 258 257 256 255 254 253 252 251 250 249 248 247 246 245 244 243 242 241 240 239 238 237 236 235 234 233 232 231 230 229 228 227 226 225 224 223 222 221 220 219 218 217 216 215 214 213 212 211 210 209 208 207 206 205 204 203 202 201 200 199 198 197 196 195 194 193 192 191 190 189 188 187 186 185 184 183 182 181 180 179 178 177 176 175 174 173 172 171 170 169 168 167 166 165 164 163 162 161 160 159 158 157 156 155 154 153 152 151 150 149 148 147 146 145 144 143 142 141 140 139 138 137 136 135 134 133 132 131 130 129 128 127 126 125 124 123 122 121 120 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101 100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1			
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Description: TL:9 LC:1 Ammo:12.2 lb. Damage:6d pi Acc:4 Range:700/4000 RoF:100 Shots:400(5) ST:15M Bulk:-7 Rcl:2 Skill:Gunner (Machine Gun), The M144 was the common weapon of the Powered Armor Troops. Due to its heavy weight, the very high RoF and thus high ammo usage, it's wielder must be quite strong. Notes:			
Totals:		69340	78 lb

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 5 + (other) 0 = (total) 5

Endzeit XVI 13.9.2177

Ghoul Trench erobert und aktiviert.

06.02.2013: 5 pts

Initial Character Creation

Character created using GURPS Character Assistant 4

31.05.2013: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	220
Advantages, Perks	99
Disadvantages, Quirks	-55
Skills, Techniques	73
Total Points Spent:	337
Unspent Points:	1

beim Training
Astro Mendoz Bekannter aus der Schule



DESCRIPTION

Profil

Name: Mike Maxx

Spitzname: Big Punisher

Alter: 29 Jahre

Grösse: 1.97m

Gewicht: 300 lbs

Statur: Muskelprotz

Haare: Glatze

Augenfarbe: Blau

Vorlieben: Autos, Frauen und wenn dann grosse Waffen
(Minigun oder Shotgun)

Abneigungen: Feinfertigkeiten, um den Brei reden

Funktion: Nahkämpfer und totaler Zerquetscher

Beruf: Auto- und Maschinenmechaniker

Spezialitäten: Stark, gross und schwer

Hintergrund

Mike Maxx wuchs als Waisenkind in der Vault auf. Seine Eltern, die beide als Wissenschaftler in der Vault bei einem Experiment ums Leben kamen, kannte er nie. Der freundliche Mechaniker der Vault, Hüge Holder war so freundlich ihn bei sich aufzunehmen und ihn zu erziehen. Mike, der grosses Interesse und Leidenschaft in der Arbeit von Hüge zeigte, begann bereits früh ihm dabei zu helfen und selbst wichtige Erkenntnisse über Mechanik und Motoren zu lernen. Die Schule war für Mike eine Qual und er schmiss sie frühzeitig um als Mechaniker in der Werkstatt zu arbeiten. Zwar ist Mike mittlerweile ein richtig guter Mechaniker, von einer guten Bildung kann man bei ihm jedoch nicht sprechen. Er neigt zu Ausschreitungen physischer Natur und kann, wenn man ihn wütend macht recht gefährlich werden. Denn Mike hat sowohl genetisch bedingt, als auch von seiner Lebensart her stets viel Zeit damit verbracht seine Muskeln an die Grenzen zu bringen und ernährt sich ausschliesslich von Fleisch, viel Fleisch. Der Punisher ist ein herzhafter Autoliebhaber und super Fahrer.

Beziehungen

Eric 'Snake' Williams Bekannter aus der Schule

Brain Fokker Bekannter aus der Schule

Jack Daniels Bekannter aus der Schule

Tara 'Texas' Knox Bekannte aus der Schule, hat grosses Interesse sie näher kennen zu lernen.

Virginia Bellefleur Bekannte aus der Schule, hat grosses Interesse sie näher kennen zu lernen.

Rudy 'Lynx' Roberts Freund seit frühesten Kindheit, half ihm