



Name: Randy 'Hammerhead' Garrison
 Race: Human
 Appearance:

Player: Non-Player Character
 Ht: Wt: Age:

Spent: 245
 Unspent: 5

CHARACTER SHEET

ST 13 [30]	HP 13 [0]	Basic Speed 7 [0]
DX 15 [100]	Will 10 [0]	Basic Move 7 [0]
IQ 10 [0]	Per 10 [0]	BL 34 lb (ST×ST)/5
HT 13 [30]	FP 13 [0]	Thr 1d Sw 2d-1
TL 9 [0]	SM +0	

Vision 10	Fright Check 12*	High Jump 2.92 ft
Hearing 10	Consciousness 13	Money -1464
Touch 10	Death Check 13	
Taste/Smell 10	Broad Jump 4 yd	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	34 lb	68 lb	102 lb	204 lb	340 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
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

* 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: +0	
Other: +0*	

* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

TEMPLATES AND META-TRAITS	
Name	Pts
Military Hand-To-Hand - VaulTec Close Combat Training (Endzeit) {p. MA182}	[0]
Description: W.E. Fairbairn (pp. 23-24) - with some assistance from Rex Applegate and Eric Sykes - created the style of hand-tohand fighting most widely taught to Allied commandos in World War II. Fairbairn and Sykes also designed a fighting knife for use with their style: the Sykes-Fairbairn "commando" knife (p. 225). Applegate developed close-quarters pistol techniques.	
Vault Dweller	[0]
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	

ADVANTAGES	
Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Enhanced Parry 1 (Broadsword) {p. B51}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66, P59}	[15]
Weapon Master (Broadsword; one specific weapon) {p. B99}	[20]

PERKS	
Name	Pts
Style Familiarity (Military Hand-to-Hand - VaulTec Close Combat Training) {p. MA182}	[1]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less, *) {p. B124}	[-10]
Fanaticism (Vault über alles) {p. B136}	[-15]
On the Edge (12 or less, *) {p. B147}	[-15]
Overconfidence (12 or less, *) {p. B148}	[-5]
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]
Unused Quirk 5 {p. B163}	[-1]
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	

SKILLS			
	Level	Relative	Pts
DX based			
Acrobatics {p. B174}	14	DX-1	[2]
Axe/Mace {p. B208}	16	DX+1	[4]
Parry: 12			
Broadsword {p. B208}	17*	DX+2	[8]
Parry: 13			
Driving/TL9 (Automobile) {p. B188}	14	DX-1	[1]
Fast-Draw (Throwing Axe) {p. B194}	16†	DX+1	[1]
Guns/TL9 (Pistol) {p. B198}	15	DX+0	[1]
Judo {p. B203}	14	DX-1	[2]
Parry: 11			
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	14	DX-1	[2]
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.			
Parry: 11			
Knife {p. B208}	16	DX+1	[2]
Parry: 11			
NBC Suit/TL9 {p. B192}	15	DX+0	[2]
Shield (Shield) {p. B220}	17	DX+2	[4]
Block: 12			
Stealth {p. B222}	15	DX+0	[2]
Thrown Weapon (Axe/Mace) {p. B226}	17	DX+2	[4]
IQ based			
Area Knowledge (Eureka County) {p. B176}	10	IQ+0	[1]
Computer Operation/TL9 {p. B184}	10	IQ+0	[1]
Cooking {p. B185}	9	IQ-1	[1]
Explosives/TL9 (Demolition) {p. B194}	10	IQ+0	[2]
First Aid/TL9 (Human) {p. B195}	10	IQ+0	[1]
History (The Old World) {p. B200}	9	IQ-1	[2]
Holdout {p. B200}	11	IQ+1	[4]
Housekeeping {p. B200}	11	IQ+1	[2]
Savoir-Faire (Vault) {p. B218}	11	IQ+1	[2]
Soldier/TL9 {p. B221}	9	IQ-1	[1]

SKILLS (continued)			
Per based	Level	Relative	Pts
Observation {p. B211}	10	Per+0	[2]
Scrounging {p. B218}	10	Per+0	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10	Will+0	[2]
* Includes: Enhanced Parry (Broadsword)		† Includes: +1 from 'Combat Reflexes'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-1 cr	C	—	—	
Karate: Punch	14	11	1d-1 cr	C	—	—	
Karate: Kick	12	—	1d cr	C,1	—	—	
Kick	13	—	1d cr	C,1	—	—	
Knee Strike (Karate)	14	—	1d cr	C	—	—	
Punch	15	11	1d-1 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	16	11	2d-2(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	16	11	1d+1(2) imp	C	5	4	[1]
Medium Plastic Shield: Bash	17	—	1d cr	1	—	4	[2,3,4]
Medium Plastic Shield: Rush	17	—	slam+2 cr	1	—	4	[2,3,4]
Throwing Axe (Fine): Swing	16	12U	2d+2 cut	1	11	4	[1]
Thrusting Broadsword (Superfine): Swing	17	13	2d+6(2) cut	1	10	4	
Thrusting Broadsword (Superfine): Thrust	17	13	1d+6(2) imp	1	10	4	

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	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	15	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	11	1d+1(2) imp	—	7 yd / 13 yd	1	T(1)	5	-1	—	4	
Throwing Axe (Fine): Thrown	17	2d+2 cut	2	13 yd / 20 yd	1	T(1)	11	-3	—	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	11*	
Broadsword	DX	DX	None	

DR/DB Values:
 Eyes: DR: 0, DB: 0
 Skull: DR: 4, DB: 0
 Neck: DR: 2, DB: 0
 Face: DR: 0, DB: 0
 Torso: DR: 2, DB: 0
 Arms: DR: 2, DB: 0
 Hands: DR: 0, DB: 0
 Groin: DR: 2, DB: 0
 Legs: DR: 2, DB: 0
 Feet: DR: 2*, DB: 0

Loc. HP #
 Eyes: 2
 Neck: —
 Skull: —
 Face: —
 Torso: —
 Groin: —
 Arms: 7
 Hands: 5
 Legs: 7
 Feet: 5

Bonus DR: 0
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9	0 -1 -2 -3 -4	13 14 15 16 17	28 27 28 29 30	39 40 41 42 43	52 53 54 55 56
8 7 6 5 4	-5 -6 -7 -8 -9	18 19 20 21 22	31 32 33 34 35	44 45 46 47 48	57 58 59 60 61
3 2 1	-10 -11 -12	23 24 25	36 37 38	49 50 51	62 63 64

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

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.

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	14	def+6	[6]
Disarming (Judo) {p. MA70, B230}	15	def+1	[2]
Knee Strike (Karate) {p. MA76, B232}	14	def+1	[1]
Targeted Attack (Knife Thrust/Neck) {p. MA68}	12	def+1	[2]

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

Qty	« Combat »	LOAD-OUTS	Cost	Weight
1	Combat		6734	30.5 lb
Contents - Cost: 6734, Weight: 30.5 lb				
1	Armor		1880	11 lb
Contents - Cost: 1880, Weight: 11 lb				
1	Boots {p. HT68}		80	3 lb
Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet				
1	Vaultec Jumpsuit		1800	8 lb
Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 03 in a circle on the back. Armored, wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location:limbs, neck, skull, torso, groin				
1	Vaultec Load Bearing Gear {p. B289}		4794	12 lb
Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 4544, Weight: 10 lb Description: Notes: TL:9, belt and suspenders with pouches and rings for gear. Enough space for 20 lbs of gear which can be access with fast draw.				
1	KaBar Defender (Superfine Small Knife) (Superfine, *6) {p. B272, B276}		180	8 oz
Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]				
6	Stimpack		240	--
Per Unit - Cost: 40 Description: A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.				
1	H&K USP II, 7.5mmCLP (Automatic Pistol)		450	2 lb
Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/1900 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)				
1	H&K USP II, 7.5mmCLP (Ammunition)		14	8 oz
1	Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271}		3600	3 lb
Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]				
1	Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276}		60	4 lb
Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]				
1	Medium Plastic Shield {p. B273, B287}		60	7.5 lb
Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]				
Totals:			6734	30.5 lb
Qty	Rucksack	LOAD-OUTS (continued)	Cost	Weight
1	Backpack, Frame {p. B288}		730	60.75 lb
3	Camel Bag		60	24.75 lb
Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.				
1	Pouch {p. B288}		10	--
Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.				
0	Caps		0	--
Description: The Post Nuclear War Currency				
Totals:			730	60.75 lb

SCRATCH PAD

CAMPAIGN LOG

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

[Initial Character Creation](#)

Character created using GURPS Character Assistant 4

21.02.2012: 0 pts

POINTS SUMMARY

Pts

Basic Attributes, Secondary Characteristics	160
Advantages, Perks	71
Disadvantages, Quirks	-55
Skills, Techniques	69
Total Points Spent:	245
Unspent Points:	5